



Schaeffer's Oil Iron-Man Championship Series 2020 Rule Book

Disclaimer

1. The rules and/or regulations set forth herein do not express or imply warranty of safety, from publication of, or, compliance with these rules and/or regulations. They are intended as a guide for the conduct of the Iron-Man Series and are in no way a guarantee against injury to participants.
2. These rules and/or regulations will apply to all Iron-Man Series sanctioned racing events.
3. Iron-Man Series officials have full authority over said sanctioned racing events. In the event of any dispute the Race Directors decision will be final.
4. All racecars are subject to be inspected by the Iron-Man Series Technical Director at any time during the event. Iron-Man Series officials' decision is final.
5. The Iron-Man Series reserves the right to alter or amend these rules and/or regulations in the interest of fair competition.

SCORING PROCEDURES

When the caution comes out, the lineup will be derived from the last completed lap in scoring by the transponders. We do not use the split yellow scoring system.

PROVISIONALS

There will be one (1) or two (2) provisionals at the first race, based off the 2019 points. For remaining races there will be two (2) provisionals for the highest two (2) cars in the current points. Each driver is limited to 2 provisionals for the entire series. There also will be one (1) emergency provisional. Each driver is limited to one (1) emergency provisional for the entire series. If a driver uses an emergency provisional, they will only receive feature points and their Tow Money. If a race is co-sanctioned, this number of provisionals used could change and information will be released in the driver's meeting.

RACE PROCEDURES & FORMAT

You must hot lap and qualify in the order that you draw. If you miss hot laps, go ahead and get your car ready for qualifying so you don't miss that. If you miss qualifying, you may go at the end and receive 1 lap. However, the best you can qualify is 13th. There will be 2 laps in qualifying. Once you take the green, that's your lap. If you have problems before the green, you may repair and go at the end and receive 1 lap. Once again, the best you can be is 13th. After qualifying everyone will run a Heat Race. There will be 3, 4 or 6 Heat Races depending on the car count. The top 3, 4 or 5 cars in each Heat Race will transfer, depending on the number of qualifying races. The heats will be 8-10 laps in length depending on the size of the track and time. There will be 1 or 2 Consolation Races with 2, 3 or 4 cars transferring. There could be occasions where the Heat Race winners will redraw at the series trailer after the Heats. This information will be announced in the drivers meeting.

*****RaceCeivers & Transponders required at all events! Transponders must be mounted on the RR axle tube.***

Event Format

- *** 31 or less cars Overall qualifying / Three Heats / Top-5 transfer / One Consey / Top-5 Transfer
- *** 32 or more cars A & B Group Qualifying / Four Heats / Top-4 transfer / Two Conseys / Top-2 Transfer
- *** (2) Series Provisionals at each event. If event is co-sanctioned then (1) provisional per series will be given.
- ***Heat Winners only will redraw at series events and only if track conditions allow. Race Director's discretion.

Feature Lineup (31 cars or less) (only Heat Winners redraw)

1	Redraw Heat Winner	2	Redraw Heat Winner
3	Redraw Heat Winner	4	Heat-1 Second Place
5	Heat-2 Second Place	6	Heat-3 Second Place
7	Heat-1 Third Place	8	Heat-2 Third Place
9	Heat-3 Third Place	10	Heat-1 Fourth Place
11	Heat-2 Fourth Place	12	Heat-3 Fourth Place
13	Heat-1 Fifth Place	14	Heat-2 Fifth Place
15	Heat-3 Fifth Place	16	Consey Winner
17	Consey Second Place	18	Consey Third Place
19	Consey Fourth Place	20	Consey Fifth Place
21	Series Provisional	22	Series Provisional

Feature Lineup (32 + cars) (only Heat Winners redraw)

1	Redraw Heat Winner	2	Redraw Heat Winner
3	Redraw Heat Winner	4	Redraw Heat Winner
5	Heat-1 Second Place	6	Heat-3 Second Place
7	Heat-2 Second Place	8	Heat-4 Second Place
9	Heat-1 Third Place	10	Heat-3 Third Place
11	Heat-2 Third Place	12	Heat-4 Third Place
13	Heat-1 Fourth Place	14	Heat-3 Fourth Place
15	Heat-2 Fourth Place	16	Heat-4 Fourth Place
17	Consey-1 Winner	18	Consey-2 Winner
19	Consey-2 Second Place	20	Consey-2 Second Place
21	Series Provisional	22	Series Provisional

STARTS AND RESTARTS

All starts and restarts will be off turn four. On the initial start, the front row needs to be even when they start. Polesitter sets the pace and he will start the race. It's the outside drivers responsibility to stay up with the inside polesitter and start the race with him. Maintain a good, even and steady pace. No speeding up and slowing down by the pole sitter. A starting point will be told in the drivers meeting or on the RaceCeiver. No jumping. The front row will have two chances to get it right, after that we will move them back a row and let the second row try. If they can't get it, we'll try the third row. Maybe by then we will be racing. If you stop or spin out on the initial start by yourself, you will go to the tail. If more than one car is involved, we will go back to the original start. On single file restarts, the leader will start off turn 4, with no passing to the inside until you pass the flag-stand or designated area. You may pass to the outside if the car in front of you is willing to let you go by. Anyone caught jumping the restart, will be penalized for every position gained plus one, either at the next caution or the pay window, which-ever comes first.

CAUTION RULES

When the caution comes out, slow down immediately. If you think you have damage on your car during a caution, pull down immediately and let us check. If we can fix it with our hands, we will. However, we can't spend but a few minutes on it, as the show must go on. If you have a flat, you will be given three (3) courtesy laps from the time you enter your pit or the designated pit area, providing you enter pit road at a moderate pace. If you enter wide open and put everyone in danger, we won't wait on you, and you will not be allowed to return. Remember to enter and leave the pits in a safe manner. We don't want anyone getting run over. If the caution comes out on the white flag lap, we WILL NOT be racing back to the checkered flag. The caution will come out and we will go back Green/White and Checkered. If we have to run an extra lap, we will. This is a safety issue only.

JUDGEMENT CALLS

We do not make judgement calls during the race. If your wheels stop moving, you go to the tail. The only exception is if the track is blocked and you can't get through, then we will give you your spot back. If you make contact, slide into the wreck, you will be considered to be part of the wreck, and go to the tail. If you spin on a track with no infield walls, cause a big pile up behind you, and keep on going through the infield and don't stop, you will also be put to the tail. This is because if there had been an infield wall, you would have wrecked. There is a two (2) caution rule. If you bring out a 2nd caution, you will be asked to leave the race you are in for the night and try again later. This will be a judgement call from the officials concerning the cause of the 2 cautions.

MOVE-OVER FLAG OR LAP FLAG

Lap traffic will be given the lap flag for 2 laps. If he doesn't move, he will be shown the black flag. When you are getting lapped on a one groove track, please get out of the groove. On a multi groove track, please stay still and hold your line; don't be moving around high and low. Hold your line and let the leaders go. It might be you leading the next night.

TROUBLE MAKERS

There is no fighting at the race track. Anyone running into anyone else on the track intentionally or using their car as a weapon will no longer be able to compete in the series. If it happens in the last two races, you will not be allowed to compete in next year's Iron-Man Series. Each driver is also responsible for his crew, and the same rules apply. You are professionals and know what you are doing. Please show it. If you are determined to fight, please take it away from the track and let us all know so we can come and watch.

Technical Rules: Technical Rules will follow 2020 Iron-Man Late Model Technical Rules.
39 inch deck height max. rule.

Tires:

Hoosier: 1350, 1600, LM40
American Racer: 48, 56

*Tire Rule may be amended by bulletin.

*Chemically altering a tire is strictly prohibited. First offense is loss of all points and all winnings from said event and a \$250 fine. Second offense will result in monetary fine (\$1,000), loss of all winnings for said event, loss of all points for said event and being suspended from competition for three events. Tire samples will be sent to an independent laboratory and their decisions are final.

Weights:

2350# - Open Motor

2300# - Steel Block/Aluminum Head - Spec Motor Only (8" spoiler allowed, 12" sides)

2250# - CT525 Motor (8" spoiler allowed)

2250# - All Steel Motor or Crate Motor (8" spoiler allowed, 12" sides)

1 lb. per lap burnoff + 5 lbs. in B-Mains and Feature

Miscellaneous:

A. Any driver or crew member found altering the racing surface will be disqualified.

B. NO two-way radios.

C. NO "in-cockpit driver controlled" electronic devices of any kind permitted.

D. NO computer controlled devices of any kind permitted.

E. NO rearview mirrors of any kind permitted.

F. RACECEIVERS ARE MANDATORY!!!

G. Iron-Man Series officials reserve the right to change and/or alter rules and procedures at any time. ALL OFFICIAL DECISIONS ARE FINAL!

Points Breakdowns:

The Series will give drivers feature points and show up points for all drivers not making the feature field.

Feature Race:

1. 80	13. 43
2. 75	14. 42
3. 70	15. 41
4. 65	16. 40
5. 60	17. 39
6. 55	18. 38
7. 53	19. 37
8. 51	20. 36
9. 49	21. 35
10. 47	22. 34
11. 45	**22 car starting field is standard.
12. 44	

Each Consolation Race (starting with first non-transfer car)

1. 33	6. 28
2. 32	7. 27
3. 31	8. 26
4. 30	9. 25
5. 29	10. 24 – drops one point per position for each Consolation race.

(10) points to any driver that fails to start the Consolation race.

Points Payoff:

-The Iron-Man Late Model Series will pay the top-five drivers at the end of the 2020 season. The requirements for drivers receiving points fund monies at seasons end is based on 80 percent of the scheduled races completed and 100 percent of racer attendance. Points fund may be amended and/or pro-rated to reflect any changes in schedule, etc. Drivers may drop their worst finish at the season's end. The February race at Boyd's Speedway does not count towards points paying events.

1. \$5,000
2. \$2,000
3. \$1,000
4. \$900
5. \$800

SERIES DECALS

- A.) All participants shall display required decals as provided by the Schaeffer's Oil Iron-Man Series.
- B.) Series Decal on both side of the car is mandatory, Drivers series decals are required to receive points fund monies at season's end.
- C.) To receive any contingency sponsorship awards, team must meet the requirements of the award such as; decals, patches, product use, product verification.

2020 Series Nightly Payoffs:
(host race track is responsible for all nightly payoffs)

<u>\$4,000 to win</u>		<u>\$5,000 to win</u>		<u>\$10,000 to win</u>	
1. \$4,000	12. \$400	1. \$5,000	12. \$450	1. \$10,000	12. \$750
2. \$2,000	13. \$400	2. \$2,500	13. \$450	2. \$5,000	13. \$650
3. \$1,000	14. \$400	3. \$1,500	14. \$450	3. \$2,500	14. \$600
4. \$ 850	15. \$400	4. \$1,200	15. \$450	4. \$2,000	15. \$550
5. \$ 650	16. \$400	5. \$700	16. \$450	5. \$1,500	16. \$530
6. \$ 550	17. \$400	6. \$650	17. \$450	6. \$1,100	17. \$520
7. \$ 450	18. \$400	7. \$550	18. \$450	7. \$1,000	18. \$500
8. \$ 440	19. \$400	8. \$500	19. \$450	8. \$950	19. \$500
9. \$ 430	20. \$400	9. \$475	20. \$450	9. \$900	20. \$500
10. \$ 420	21. \$400	10. \$450	21. \$450	10. \$850	21. \$500
11. \$ 410	22. \$400	11. \$450	22. \$450	11. \$800	22. \$500

Special Thanks to our 2020 sponsors

