



Wheel2Wheel Raceway Rule Book

(Updated 02/11/2023)

MEMBERSHIP

Cost of membership is \$125.00 per driver for the 1st class and \$75 for each class after that. It is a one-time fee each season. Membership must be paid on or before the first points race of the season. Any membership paid after that will only be awarded points from the time it is paid forward. Membership is required and must be obtained in order to be awarded points toward the track championship, and payout if applicable. Non-member will pay a higher rate each race for entry (non-member rate). All non-members will always start in the rear of the heat races. Membership includes driver only ticket to end of season banquet – non-transferrable. \$50 Mower Membership – Non-points class. Intermediate Jr Class is a no points class and no membership is required. Points start when membership is paid, no grace period. **Membership is non transferrable between classes or drivers.**

ENTRY COST

- Pit pass \$30 (all ages)
- Intermediate, Restrictor, 500, Dirt Kart Jr Dirt Kart Sr, KT100, SoCal Mowers: Member driver \$55, non-member driver \$65
- Intermediate Jr Class: No membership required, no points class \$55 driver entry

RELEASE FORMS

Everyone entering the pits MUST sign the release form and obtain a pit pass. Any person found in the pits without a pit pass will be asked to leave. The driver/drivers who are affiliated with those in the pits without proper waiver and wrist band will be suspended for the night and may lose points at the discretion of W2W officials. All minors MUST have a parent or legal guardian fill out the release forms, no exceptions. If a parent is not attending the event with the child, a notarized wavier by parent stating they give permission to the other adult is required. Ask W2W staff PRIOR to the event to obtain the correct forms needed for this. If a minor shows up without the correct forms completed by their parent, they are welcome to watch from the grandstands for the evening.

CAR NUMBERS

All cars must maintain a presentable appearance at all times and be washed off before returning to the track for each heat/main. Car numbers must be displayed on the nose and both right and left sides of the tail tank. Numbers must be a minimum of 9 inches tall and must be clearly legible to the track officials and spectators. Contrast is a must. This is required and can result in losing points/positions in the race. No reflective numbers are allowed. If the scorekeeper cannot make out your number, you will not be scored. Make sure your number is readable from far away. Karts must also have number on the rear of kart. No duplicate numbers or triple numbers. Please contact John at (760) 713-1301 to confirm the number you want is available for your class.

DRIVER SAFETY

All drivers must have full-face helmet with eye protection (no dirt bike helmets in classes with cages and seat belts), neck collar, gloves, closed-toe-shoes (racing shoes preferred) and arm restraints (cage cars only). Intermediate and dirt kart classes must have long sleeves and long pants, but driving suit is recommended. Restrictor and 500 class must have 1 layer fire suit minimum and 2 layer recommended. All listed items must be worn at all times while driver is in the car. Any driver caught without any of said items will either not be pushed off or will be black flagged from the racing surface for that heat/race. Radios are recommended -1 way only, W2W staff to driver only, no other communication allowed. If caught you will be disqualified for the night. No mirrors allowed. Aluminum racing seats are required in all caged cars with a minimum of 3 bolts with fender washers. All caged cars must have five point racing belts. Seat belts must be in good condition to ensure safety. Head nets are required unless you have a seat with head supports. Quick release steering wheel mandatory. Two-throttle return springs required on all cars, one at the carburetor and one at the pedal.

ROOKIE STATUS AND ELIGIBILITY

All new drivers will be required to start in the rear of the field for their first five dates (heats only) or until they can demonstrate safe and competitive behavior on and off the track. A yellow streamer is required on the rear of the car visible for all to see. Track will not provide streamer/yellow rookie flag. To be eligible for Rookie of the Year it is the driver's

responsibility to inform the track of his/her intentions on membership form. If you do not notify the track within the first two race dates you will lose your eligibility. If you race more than five home race dates total, you CAN'T run for Rookie of the Year the following season. Trophy for Rookie of the Year in each class is given out at banquet.

SAFETY RULES

- No driver, parents, pit crew, family members etc. are to come on the track and interfere with the EMS crew, security guards, scorekeeper, flag man, or corner workers at any time. If a caution has occurred because of a crash EMS will wave on ONE person to assist with the individual involved in the caution when they have determined it to be safe. Any person entering the track during a caution prior to permission from EMS or track workers will be fined a minimum of \$250.
- No people or cars permitted on ramp or along track wall during a race. Standing is allowed behind catch fence only for safety reasons. Do not give hand signals during the race – they are focused on the race, not you.
- No parent, pit crew, family members, etc. are to be out on the track while racing is going on. Only exception during race will be push quads (limited #) and/or selected parent with a starter who will be starting ALL cars if needed. If heat starts with no one out there, no one will be allowed to go out. IF you are out there helping to push cars it is expected that you are willing to help all cars not just your driver. Push quad riders are to stay on their quad in the center of the track, behind the wall during the race until needed. Do not give hand signals to your driver or you will not be allowed on the track.
- All parents, pit crew, family members, etc are recommended to sit in pit bleachers or grandstands while their driver is out racing.
- Speed limit in the pits is 5MPH. Violation will result in a fine or disqualification at the W2W's official's discretion.
- Repairs to any racecar will be conducted completely inside the pit area only (off the track). You must wait for track official/corner helper to allow you back on track. When you reenter the racing surface during the same race, go to the back of the line up. If you do not take the initial green you cannot enter a race after the 1st green start.
- Drivers may not get out of their car onto the racing surface or infield at any time without permission from W2W officials. This rule does not apply to emergency situations. If you do exit your vehicle during a race you must stand behind the wall in the middle of the track. Do not get in the way of emergency personnel.
- Each pit crew will maintain a fully pressurized five pounds or greater fire extinguisher, any car running alcohol must also have five gallon of water in the pits.
- No passengers will be allowed in or on any competition vehicle at any time the vehicle is moving. No riding on trailers, sideboards, or bumpers while on W2W property. A fine of \$25.00 per person will be imposed. All outstanding fines will be paid prior to entry of the next scheduled event or you will not race. Failure to comply may result in that individual being banned or fined from the pits for the remainder of that event.
- No quad riding in the pit area for fun or riding doubles. They are only used to push start cars. Fines may be applied after warning.

GENERAL RULES

- The driver has sole responsibility for the actions and conduct of his/her crew/parent. The driver is the sole spokesman for his/her crew/parent. Any un-sportsmanship like conduct by drivers, parents, pit crew, family members, etc. will have consequences.
 - 1st Offense: One race suspension and/or \$25 fine and/or possible points deduction
 - 2nd Offense: Three race suspension and/or \$100 fine and/or possible points deduction
 - 3rd Offense: Suspended for one year of racing and or \$500 fine and/or possible points deduction
 - All fine money will be added to end of the year points fund
- Fighting will not be tolerated. Violation will mean immediate removal from the pits, a fine up to \$500 and/or suspended and/or loss of points earned to date at the discretion of the official in charge. Only drivers may question officials on official matters after completion of the event. No arguing will be tolerated with officials and anyone laying hands on an official will be fined up to \$500 and disqualified and/or suspended for a minimum of one year from all W2W events. In the event a fight occurs, W2W officials will investigate the facts to the best of their ability and determine any action to be taken. However, the parties involved will be disqualified for that night. Any monies or points earned up to that point will be awarded after W2W officials meet. The party or parties found guilty will forfeit all money and points for the night and be suspended as long as W2W officials deem appropriate. All parties will be notified as to the outcome of the decision.
- Absolutely NO alcoholic beverage will be consumed by drivers or pit crew prior to, or during W2W events. Do not walk into the pits with open alcohol. Alcohol is only allowed in the spectator grandstands. Use of prescription drugs, which have a physical or psychological effect on the user, will prevent the user from participation as a driver or crew member. Use of illegal drugs at ANY TIME shall be caused for immediate, indefinite suspensions from all W2W events.
- Stay off the fence/wall of the racetrack. This is a for safety concerns. Bleachers have been provided.
- All points awarded stay with the driver. Driver changes are allowed but car must be entered to the event and will start at the rear and must be reported to Pit Steward prior to the start of that race entering the racing surface. Failure to report a driver change will result in the car being disqualified for that event. The replacement driver must have paid a driver's entry for the car in order to be eligible to drive.

- Drivers meeting and hot laps mandatory. Drivers not participating in drivers meeting and/or hot laps will start in the rear of first heat.
- Upon Pit Entry, park your vehicle and come to pit office to get your wrist band. DO NOT unload your trailer, ride your recreational vehicles, push carts, quads, motorcycles, golf carts etc until you have signed in and received your wrist band. Failure to comply will result in a fine and/or loss of points at the discretion of W2W Raceway.
- If a race is called early due to inclement weather, safety, time, or any other event, drivers will be awarded finishing orders based on races completed. No refunds will be issued in the case of a race being called early as long as drivers have completed hot laps.

COMPETITION RULES

- All cars must stage in designated area away from ramp.
- All cars entering the track surface must keep a slow pace, unless a W2W official motions it to speed up.
- All starts: Cars must maintain positions until the pole setter passes second cone on exit of turn four. When the green flag or lights are displayed and pole sitter passes cone the entire track is under racing conditions.
- If it is determined a driver starts before the first car passes the cone they will be placed in the back on the restart. If the same driver is found to have multiple false starts they will be awarded last place for that race.
- If multiple false start offenses are made points will be taken away at the discretion of W2W officials.
- Any car involved in two cautions whether or not they were the cause will be removed from that race. All restarts will be single file with the exception of a total restart. No racing back to the yellow flag. Once the yellow flag has been displayed you will revert back to the previous lap.
- If you stop on the track to argue with any officials over a call that was made you will be ejected from the race.
- A race will be considered officially under way after one lap has been completed.
- Any car leaving the track at any time during a race (including starts or restarts) may return only to the rear of the field if done so in a safe manner with the pit steward's approval, providing they took the original green flag.
- The flagman may black-flag any racecar as he feels necessary. Rough driving to the point of un-sportsmanship like conduct will result in a black flag and may result in further disqualification, suspension, and or fine. Parent, owner, or driver will not determine this call.
- Any car that exits the track through the entrance gate during the race without permission will be scored last in that race and will not be allowed to return.
- Once the white flag is displayed and an accident occurs, the yellow and checkered flags will both be displayed and the race is over. If the leaders have not taken the checkered flag the race will be scored by the last full running green flag lap.
- You cannot gain a position when passing on the infield.
- Failure to start in your designated line up position will result in a loss of points

FLAGS

- Green: Start. The green flag drops between turns 3 and 4 if all cars are in position.
- Yellow: Caution. Slow down. Do not pass; do not race to the start/finish line. Restart will be single file and lined up according to the last green lap. Cars considered involved in the incident causing the yellow flag would be placed at the back of the pack.
- Red: Stop. All cars will come to an immediate but safe stop, and will not move unless instructed by a W2W official You must stay in your car while waiting, Any car caught moving or leaving track will be black-flagged. Red flag will supersede any other flag.
- Black: Rolled up means a warning. Black flag waving and point off means pull off. Pull immediately into the pits and remain there for the duration of the race. You have 2 laps to honor and get off track. Failure to follow the flagman's signal after 2 laps may result in DQ for the night and possible suspension, disqualification, and/or fine.
- Blue/yellow stripe: Hold your line, you are being lapped, do not move to the left or right. Failure to comply may result in a black flag for safety.
- Red/yellow: Complete restart.
- Crossed white/green: Halfway point in the race.
- White: Last lap. When displayed the checkered must follow.
- Checkered Flag: End of race.

PROTESTS

Only members of W2W Raceway may protest a chassis or motor. The driver protesting a chassis or claiming a motor must have competed in the three previous race dates and finished on the lead lap of the protested race. *Chassis protests* must be filed in writing and accompanied with \$250 for 500, restrictor class, intermediate class and dirt kart class within 15 minutes of the end of the last main event of the night. In the event the protest is illegal \$100 will go to the track and the remaining money will be returned to the protestor. This applies to the car only, not motor protests. In the event the protested is found legal \$100 will go to the track and the remaining money will be given to the protested.

If you want to *claim a motor*, it must be filed in writing and accompanied with claimer cost (listed below) within 15 minutes of the end of the last main event of the night. W2W Raceway reserves the right to tear down anyone's

motor at any time at no charge. Anyone refusing to tear down for any reason will be disqualified. W2W also may confiscate a motor that night and tear it down back at the shop the following day, or when time permits (you may attend the tear down). If you do not give up your motor you will lose all points to date, pay a fine that must be paid prior to return of racing. Motors that have been deemed illegal may not be used in competition.

Claimer cost/option (Intermediate and Dirt Karts 212 Jr and Sr) –

- Intermediate \$1350– Motor will be teched before given to the Claimer, with \$100 going to W2W for tech time. The balance will go to the claimed/previous owner. If motor does not pass tech, Claimer will receive back \$1250. Claimed driver will lose all his points to date for illegal motor and motor will be stamped and not allowed to be used in competition.
- Dirt Kart \$350 - Motor will be teched before given to the Claimer, with \$100 going to W2W for tech time. The balance will go to the claimed/previous owner. If motor does not pass tech, Claimer will receive back \$250. Claimed driver will lose all their points to date for illegal motor and motor will be stamped and not allowed to be used in competition.

CHEATING RESULTS

1st Offense – Loss of points for the night, lose one spot down in the points series plus 5 additional points, plus \$25 fine. You will start at the rear of the field for the rest of the season.

2nd – Loss of points for the night, lose two spots down in the points series plus 5 points, and \$50 fine

3rd – Loss of all points to date, and \$75 fine. Must pay fine prior to racing again.

PROGRAM SIGN UPS

Sign ups can be completed at Wheel2WheelRaceway.com. Online sign ups will typically close two Thursdays prior to the race you are signing up for unless race dates fall on back to back weekends. You may only sign up for the following race date, one race at a time. Sign up sheet will also be located in the pit office to sign up for following race. If you do not sign up you CAN still race but will have to be manually added to the back of the line up and may be subject to a fee.

RACING FORMAT

Line up position for heats is assigned by total points/average of the A main event finishes and membership status. Lowest points average starts in the front of the heat. If you miss a race you will start in the back of the heat race at the next scheduled event. All rookies will be required to start in the rear of the field for their first five dates (heats only) or until they can demonstrate safe and competitive behavior on and off the track. W2W officials reserve the right and may alter the type of format of the program to be run in case of a car shortage, adverse track conditions, or special circumstances.

HEATS (6-8 laps)

Up to 10 cars pre-registered on the program. If additional cars show up race night more cars may be manually added to the rear of the field.

DASH (6 laps)

10 car, two heat minimum to create Dash. Finishing order will determine the top positions of the main event. Points will be awarded for top four finishers. All proceed to Main. Dash finishing order will be inverted to determine starting order of the Main. Ex. 6th goes to pole, 5th outside pole, 4th on down. If Dash driver fails to start the Dash, they will be placed at the back of Dash lineup for the Main.

Place	Points
1st	3
2nd	2
3rd	1
4th	1
5th	0
6th	0

SEMI MAIN EVENTS and LCQ (Laps are based on number of cars plus one lap)

The rest of the cars that did not make the top 1-3 (DASH) will go to the Semi. Line up is based on finishing orders of previous heats. How they finish in Semi will fill the remaining positions available in the main event up to 13 cars max in the main. W2W may choose to do an LCQ if more than 13 cars are signed up in a class, based on what is best for the nightly program. Last Chance Qualifier laps will be based on the number of cars plus one lap.

MAIN EVENT (12-16 laps)

No more than 13 cars in the A main event. The finish order of the dash and the semi (and LCQ if needed) will determine the line up for the main event. When 13 cars in the main event, the car finishing last (13th place) will finish with no points.

INVERSIONS

ONLY Dash racers will be inverted for the Main based on coin toss results. If 9 cars or less are signed up in any given class top 4 cars will be inverted based on coin toss.

RE-STARTS

All classes will re-start on the front straight away in a single file line. No working on cars after the race has started on infield, must work on car outside of track. If you work on your car on infield you will earn last place for that race and if in Dash you will start last in the Main. A 2 lap caution will be provided for cars that are being worked on OFF the track. Any car that has been worked on off the track must start in the back upon re-entering the track.

TWO SPIN RULE

After the initial green flag, any car spinning twice, stalling, etc. (need a push quad twice for any reason) in the same event will be disqualified from that race. If a driver makes a complete 360 spin and continues on the track, he/she will not lose the position only if involved in yellow. Dead on track, go to the back.

CHAMPIONSHIP POINTS

Championship points are given to the driver for racing in an A main event as well as the Dash. When the race is not held at W2W the main events will be worth double points unless stated otherwise. Non-membership = No Championship points will be earned and no payout. Double points will also be earned for July 4th Firecracker Derby. Make up race dates will be double points if one race canceled, if 2 races canceled triple points, etc. Trophies are given at banquet for 1st-3rd in each class.

Championship Point System 2024 – All classes

Place	Start Point	Finish Points	Total Points for Main
1 st	1	7	8
2 nd	1	6	7
3 rd	1	5	6
4 th	1	4	5
5 th	1	3	4
6 th	1	2	3
7 th	1	1	2
8 th	1	0	1
9 th	1	0	1
10 th	1	0	1
11 th	1	0	1
12 th	1	0	1
13 th	0	0	0

PURSE PAYOUTS (Speedway Sprint 500, Open Class and KT100)

Base Purse: \$10 per car payback per entry goes towards purse – min 10 cars required for payout, MUST be member for payout.

Example:

- **10 Cars** – Pay top 3 – Ex: 10 cars: 1st \$45, 2nd \$35, 3rd \$20 (Purse increases \$10 per additional entry after 10)
- **12+ Cars** – Pay top 5 – Ex: 12 cars: 1st \$50, 2nd \$35, 3rd \$20, 4th \$10, 5th \$5 (Purse increases \$10 per additional entry) Ex: 15 cars: 1st \$60, 2nd \$40, 3rd \$25, 4th \$15, 5th \$10

Drivers (only members are eligible) can pick up their winnings at the following race.

CHASSIS/BODY

- All chassis and bodies must be approved by W2W no exceptions, wheel base, axle location must be as supplied, no modifications of length
- Front axel 27 7/8” at top of axel king pin to king pin, as supplied, no modifications
- Dirt Kart can use axle splitter for front AXLE

TIRES

- Front D1-4007-1/D1-4007s-1 11-5.50x6
- Rear D1-4008/s 12-9.00x6 – Will be checked each night by officials, must meet # compound that the track is using that race on the duro meter. W2W will determine tire compound. No tire additives/softeners allowed. Compound must be used as supplied.
- Right rear tire compounds may be mandatory due to availability
- Grooving must follow existing pattern, no cross groves, max width 5/32
- Tire rules and compounds may change depending on availably
- 500 and Restrictor Plates must have mud flap on right rear tire minimum, W2W supplied, not homemade

Wheel2Wheel Raceway Specific Rules - KARTS

W2W DIRT KARTS – JR & SR

Chassis:

- Rear axels, steel only, no aluminum
- Bumpers - recommended full body, minimum full nose, side nerf, rear bumper must cover 90% of tires

Weight:

- For Dirt Karts Sr- 340lbs minimum, *subject to change*

Tires:

- Front: D1-4007-1/D1-4007s-1 11-5.50x6
- Left/Right Rear D1-4008-1/D1-4008s 12-9.00x6
- May run 11-5.50 x 6 on all four corners
- Grooving must follow existing pattern, no cross groves, max width 5/32
- Air stems must face out

212 Engine Spec:

- Motor as supplied, no modifications at all, if seals are broken, motor cannot be used in competition. Do not add anything for performance, mud shield only
- Standard max torque clutch cannot alter in anyway, drill lightened, etc
- Engine 10 tooth rear as noted per track, W2W is 47, 49, or 50
- Spark plug BPR6ES may be used
- Headpipe as supplied
- No jack shaft
- RPM and tack okay
- Fixed gear ratios as follows: at W2W 10 eng, 47/49/50 for rear. All other gear ratios at other tracks will be determined prior to race by W2W
- Motors that have not passed tech will be stamped and no longer used in competition.
- Gas – 87 Octane, (85-91 octane allowed but will be tested off 87 octane) no race gas or additives allowed

Motor Claim:

- See rules/protests section

OPEN KARTS/CIK

- Engine rule:
 - Max 525cc 4 stroke
 - Max 250cc 2 stroke
- Tread tires only, 6” wheels
- Full body, side nerf, full rear bumper

KT100/F200

- Stock appearing motors
- No big block motors
- Weight rules – minimum 360lbs
- No Alcohol, Gas only
- Tires – treaded tires, no prep
- Max 220cc 4 stoke
- Max 110cc 2 stroke