

### **Previous Rules –**

12. Any car that is not in their line up position on pit road, or if they need wrecker assistance will line up to the rear of the field.

13. The race will be started by the flagman only. If the lead car jump starts, or if they cannot set a sufficient pace, the driver will be warned the first time. If they cannot start at a proper pace, he will be moved to the rear of the field.

14. Any car jumping position before the green flag will bring out a caution and will be sent to the rear of the field. (Repeated jump starts will be black flagged.)

21. When signal from start shows 1 lap to restart of race, all cars must be in their position. Any car in the infield after this signal will fall to the back of the pack.

### **QUALIFYING:**

1. Week one heat lineups will be by draw. Feature lineups will be heads up from heats. Following week one heat lineups will be by point average low to high.

2. If 24 cars or less are registered, there will be 2 heat races with 7 cars to qualify from each heat. Top 5 of those 7 cars will invert by point average low to high. All other cars will start behind the qualified cars in order of their heat finish.

3. If there are 25 or more cars, 3 heats will be run with 5 cars qualifying in each heat. Top 3 of those 5 cars will invert by point average low to high. All other cars will qualify through the consolation(s) and start in the order of their finish behind the cars that qualified through the heats.

4. Following week one, top 5 cars will be inverted by point average, low to high, the rest of the heat qualifiers will line up behind them in order of finish. Cars that qualify through the consolation(s) will line up in order of finish behind all qualified cars. Once a three Feature average is established, those cars will have priority over cars with two week averages, two week averages will have priority over drivers with only a one week average and first time racers will start the heat at the rear.

5. Drivers who miss a week will not be handicapped by point average for the week they return and will start at the rear of the heat (or only ahead of a first time driver.) All Classes

6. There will be a minimum point average for inverted starts in all classes.

### **Updated Rules (5/7/2021) –**

12. When signal from starter shows 1 lap to start/restart of a race, all cars must be in their position. Any car in the infield (or on pit road for the initial start) after this signal is given, will fall to the back of the pack. Any car using wrecker assistance can take their position if they fire and are in position before the 1 lap to go signal is given.

13. The race will be started by the flagman only. If the lead car jump starts, or if they cannot set a sufficient pace, the driver will be warned the first time. If they cannot start at a proper pace or jumps a second time, they will be put back 1 position. If that driver has a 3rd infraction from any position during the remainder of the event they will be sent to the rear.

14. Any car outside the leader caught jumping position before the green flag will bring out a caution, and will be sent back one row. A second offense would send that car to the rear of the field. (Repeated jump starts will be black flagged)

The previous rule #21 has now been combined with rule #12

### **QUALIFYING AND LINE UP PROCEDURES - ALL DIVISIONS QUALIFYING:**

1. Week one heat lineups will be by draw. The Top 2 finishers in each heat will draw a pill for the redraw for their feature lineup position. Drivers eligible for the redraw have 10 minutes to report to pit tower after the completion of the final heat race for their class. Drivers will draw based on their finishing position and best lap time by position. If a driver is late or does not report, he/she will receive the remaining pill after all other drivers have chosen. If multiple drivers do not show, a track official will make the draw for those missing drivers and will do so with the other redraw drivers in attendance. All other qualified cars will start behind the redraw cars in order of their heat finish and fastest lap time per position. Following week one, heat lineups will be by points average low to high.

2. If 20 cars or less are registered, there will be 2 heat races. The number of cars to qualify from each heat will be determined based on car count the day of the event. The Top 2 finishers in each heat will draw a pill for the redraw for their feature lineup position. Drivers eligible for the redraw have 10 minutes to report to pit tower after the completion of the final heat race for their class. Drivers will draw based on their finishing position and best lap time by position. If a driver is late or does not report, he/she will receive the remaining pill after all other drivers have chosen. If multiple drivers do not show, a track official will make the draw for those missing drivers and will do so with the other redraw drivers in attendance. All other cars will start behind the qualified cars in order of their heat finish and fastest lap time per position.

3. If there are 21 or more cars, there will be 3 heat races. The number of cars to qualify from each heat will be determined based on car count the day of the event. The Top 2 finishers in each heat will draw a pill for the redraw for their feature lineup position. Drivers eligible for the redraw have 10 minutes to report to pit tower after the completion of the final heat race for their class. Drivers will draw based on their finishing position and best lap time by position. If a driver is late or does not report, he/she will receive the remaining pill after all other drivers have chosen. If multiple drivers do not show, a track official will make the draw for those missing drivers and will do so with the other redraw drivers in attendance. All other qualified cars will start behind the redraw cars in order of their heat finish and

fastest lap time per position. All non-qualified cars will qualify through the consolation(s) and start in the order of their finish behind the cars that qualified through the heats.

4. Once a three Feature average is established, those cars will have priority over cars with two week averages, two week averages will have priority over drivers with only a one week average and first time racers will start the heat at the rear.

5. Drivers who miss a week will be handicapped by point average for the week they return and will start in the position based on the qualification standards on the above rule #4.

#### **AC Delco Modifieds Rules Update -**

Due to the current shortage of New 602 GM Crate Motors, DIS Shocks, and continued Covid Sanctions in other states, we will continue to allow the AC Delco Modifieds to compete who do not have a DIS Sealed Motor, DIS Shocks, or DIS Fuel in 2021. Motors must still meet the factory GM Performance Specifications and are subject to extended technical inspection that will require the car to be left in the barn for further inspection, and confiscation if found to be illegal.

Drivers who fall completely under the full DIS rules will be allowed to continue competing at 2,400 lbs.

As of May 1, drivers falling under these special guidelines will also be allowed to receive points, and the shortage situation will continued to be monitored and an update to these rules will be made on June 1, 2021.

Rules Exception Rule Package - Drivers must have an American Racer track stamped tire (does not have to be DIS) of the correct compounds (RR 48 or harder, 44 or harder all other corners), Shocks - Welded Body Steel Shock that is non-adjustable, One shock per corner ONLY, and a 6000 MSD Chip. Must weigh 2500# after the race with driver.

#### **Modified Lites Rules Update -**

In an effort to allow drivers an adequate amount of time to update to the new rules package for 2021, the Delaware International Speedway is allowing a "burn off" period until July 1st in which drivers can perform under the 2020 DIS Rules Package.

As of July 1st, the 2021 Stars rules package will be fully enforced.