

2025 RULES

Events will follow USAC rules and formats unless otherwise noted in the rules below.

Practice

The host track will be closed (member and non-member) at 12 am on the Monday prior to the Dixie Shootout regional event. You may practice up to 11:59pm on Sunday prior to the event, depending on the hosted club's schedule. There may be a fee associated with practice. Contact the host track for more details.

There will be practice on Friday night before the event. Fee is \$5 per car.

Each class will have a single two (2) minute round of practice Saturday morning. At the conclusion of practice, heat races will begin. In the event there are more than 175 cars registered for the event, Saturday morning practice will be cancelled. There will be no practice on the Saturday morning prior to the banquet.

Cars are to be lined up for practice based on the schedule which can be found on the homepage of dixieshootout.com. Each car should tape the "Class Designation" sheet to the front of the racecar.

During the two (2) minute round of practice on Friday night and Saturday morning, any yellow caution will stop the clock. A car that spins during the practice session, causing yellow caution, will exit the track after two spins/yellow cautions.

Schedule of Events

Each regional event will begin at 8:00AM with the Driver/Handler meeting unless otherwise posted, followed by practice, heats, lower mains, and A mains. All drivers and handlers must be present at the meeting to race the event(s) of the day. In the event of an unforeseen condition, all attempts will be made to run all events on Saturday and/or Sunday, on the weekend scheduled. The Dixie Shootout Board present at the event will make all decisions based on the circumstances.

It is our intent to have a standard 45 minute break after the heat races. In the event of weather or high car count, this break may be reduced or eliminated.

Our event is typically a one-day event. Weather could change the event schedule. More than 215 registered cars will automatically move the event to a two-day event with A-Mains on the second day.

Fuel

Fuel will not be supplied by the hosting tracks. Fueling station information for the purchase of 87 octane fuel can be obtained by going to the Tracks page on the Dixie Shootout website (About -> Tracks) or to the individual tracks' websites. Gasoline and methanol may be checked at various times throughout the event.

Transponders

Transponders will not be utilized for Dixie Shootout regional races.

Event Membership, Registration and Fees

Membership and event registration will be online at dixieshootout.com.

Dixie Shootout Family Membership is \$50 per family per year and must be completed online. These fees will be used to offset the costs associated with the race directors and flagman; and keep ticket prices minimal for year-end banquet. The \$50 family fee is required regardless of the driver's home track region.

You may complete a One-Event Family Membership for a cost of \$25. Drivers racing under this type of membership will not earn points.

Due to Travel, Online registration will close on Monday at 10pm, before an event. This date will be posted when Online registration is OPEN. In order to receive a refund of race registration fees, cancellations must be received no later than 8AM Friday before a scheduled event.

Race fees will be \$55 for each car, per event, at all Dixie Shootout Series tracks, except North Georgia. The fee at North Georgia (Cumming) is \$60 per car, per event, due to the track fees.

Onsite registration will only be open during sign-in's which is Friday evenings and on the day of the event from 7-8AM, in the tower of the hosting track however this is subject to change if needed for unforeseen circumstances. Any changes will be communicated via Facebook and WhatsApp. If you fail to complete online registration, there will be an additional cost of \$10 per car for onsite registration.

Late registration is anyone registering after onsite registration closes (8AM) on the day of the event. Late registration is permitted; however the fee is an additional \$35 per car. Late registrants will start at the tail of the last heat race for their class and will not receive passing points, but only points accumulated through their finishing position in their heat race.

Drivers may register for a maximum of (5) five classes. Each handler is required to sign waiver, provide proof of USAC membership and obtain an armband for insurance. You must be a current member, in good financial standing, with your local club track and a USAC member in good standing, to race a Dixie Shootout regional race.

Junior Handlers Under Age 18

Effective Race #2 at NGQMA on 3/20/2021, any handler under age of 18 are now considered a “Junior Handler” at all future Dixie Shootout races. Junior handlers are allowed to help in the pit/work area, but are not allowed to work corners or push off cars on track during a race. Corner workers and anybody on track during a race must be age 18 and older. Junior handlers are allowed to help if a 2nd handler is needed to initially push off cars at the start of the race when exiting the hot chute onto the track. Junior handlers also count towards the (2) handlers allotted per car in the pit area. Junior handlers must also hold the same credentials as a normal handler with memberships and waivers. If you or one of your handlers are classified as a Junior Handler and plan to attend any Dixie Events in the 2025 year, please [register](#). We will be in touch with you about your sign in process for future events.

Safety Check Procedure

All cars must have a USAC safety sticker. The hosting club’s safety director should be available to complete any needed safety checks and provide stickers.

Cars without a safety sticker after heat races will go to the tail of the lowest main for that class. Cars without a safety sticker after the lower or main event will receive a DQ.

Mod World Formula – SF1-5 Double layer suit and head sock are required for 2023 for this class.

Rookies

All RED Rookies must run a locked, left rear hub for all Dixie Shootout regional race events. If you have any question about running locked, contact your Rookie Trainer. Rookies will run lower mains at all Dixie Shootout Events. Red Rookie and Blue Rookie classes will follow the NASCAR Youth Series National Rookie racing rules located in the NASCAR Youth Series rulebook on page 65-66 (Click [HERE](#) to view).

Heat Race Starting Order

Once all drivers have signed in, the official scoring software will be used to assign each driver a randomly generated number to determine their heat race starting position for each class in which they are registered. Heat race lineups will be based on the lowest number starting on the pole and the highest number starting last. The “Class Designation” must be taped to the front of the car for practice and heat races.

Heat Races

The passing point system will be used to determine starting positions in main events. The driver will receive points for passing as well as finishing position with the driver accumulating the most points from heat races starting in the pole position. Late sign ins will not receive passing points, but only points accumulated through their finishing position in their heat race. In the event of a tie in total points, the driver who first earned the points, in an earlier heat race, shall be aligned in front of any subsequent driver earning the same number of points. Passing points will be calculated based on the original race lineup (car number) not on starting position after a car is a Did Not Attempt or Did Not Start.

Heat race points will determine lower mains and A main lineup. Top six (6) point earners of competitive classes will lock into the A main. Top four (4) rookie qualifiers will lock into the A main.

		Starting Position									
		1	2	3	4	5	6	7	8		
Finishing Position	1	55	56	57	58	59	60	61	62	1	
	2	52	52	53	54	55	56	57	58	2	
	3	49	49	49	50	51	52	53	54	3	
	4	46	46	46	46	47	48	49	50	4	
	5	43	43	43	43	43	44	45	46	5	
	6	40	40	40	40	40	40	41	42	6	
	7	37	37	37	37	37	37	37	38	7	
	8	34	34	34	34	34	34	34	34	8	
		Starting Position									
		1	2	3	4	5	6	7	8		

Warm Up Laps

Warm-ups for A mains have been eliminated. All races are roll and go, unless otherwise directed by the Chief Steward. If a car comes into the hot chute during the lineup and returns to the track, they will be placed at the tail of the field.

Tires

Right side tires will be marked after heat race. Marked tires **MUST** be used in A Mains. If lower main is required, additional tires may be used however the marked tires must be raced in the A Main. No right-side tires may be changed during A main event unless the tire is damaged or flat due to an incident during the race or warm up.

Tire Infractions

LEVEL 1 – FIRST OFFENSE

- Six (6) months suspension from any Dixie Shootout event for the handler and driver; plus the costs of testing fee(s)

LEVEL 2 – SECOND OFFENSE

- One (1) year suspension from any Dixie Shootout event for the handler and driver; plus the costs of testing fee(s)

Time Limits

All rookie races (heats and mains) have a 15 minute time limit.

Competitive classes: heats will have a 15 minute time limit and lower mains will have a time limit of 20 minutes.

As the norm, there will no time limits on A mains on any class, except rookies. However, if car count or weather conditions are a factor, the Dixie Shootout Board may add time limits. Time limits, if any, are required to be announced and should be consistent within each of the mains. For example, time limits shall be added to ALL A mains, but time limits cannot be added or removed after the A mains have begun. Timer will begin when initial green flag falls. Timer will only pause for medical red and track repairs. Timer will resume when medical red has been released. The timer will not be stopped when red flag is used to lineup cars.

If there is a red flag situation, the timer will stop and restart when the medical red has been released. The timer will not be stopped when the red flag is used to lineup cars.

Time Up Under Green

If time expires while the green flag is displayed, the race will continue until a checkered, yellow flag or red flag is displayed. The race finish will be the last completed lap with adjustments for strikes and lapped cars.

Time Up Under Yellow

If time expires while the yellow flag is displayed, the race is over and a checkered flag will be thrown. The race finish will be the last completed lap with adjustments for strikes and lapped cars.

Work Rule (USAC Required Work Rule) see USAC rulebook for more details.

Once the lineup is set on the track, there will be a three (3) lap "USAC" work rule. Your car must be on the ground and rolling, prior to the three lap work rule expiring, to reenter the track. The race director will have the final call as to if a driver was on the ground rolling before the end of the work rule.

Chief Steward Authority

The Chief Steward has the authority to DQ a driver. The Chief Steward will lean on the flagger and spotter to assist in making calls. See the USAC rulebook for a complete listing. The Chief Steward's DQ cannot be protested. The Dixie Shootout Series will handle the following calls as follows:

DQ----Flagrant or Deliberate Rough Driving

DQ----All four wheels under the speed breakers to gain an advantage

DQ----Disobeying flags

DQ----Signaling to Driver by Handler under green flag

DNF---Car being operated in an unsafe manner

DQ----Making repairs or adjustments on the track

DNF---Three chargeable strikes

DQ----Improper wearing of safety equipment

DQ----Defensive Driving – 2nd offense (Blocking)

DNF---Loss of driver related safety equipment

DNF---Liberation of fluids on track under green or yellow flag

DNF---Loss of ballast during a race

Medical Attention Procedure

If outside EMS are called to the track to treat a driver and EMS recommends transporting driver to a medical facility, the driver may only participate in events if a signed medical release form is provided by the attending EMS personnel or doctor clearly stating driver is cleared to resume normal activities. If the parent or legal guardian refuses to allow EMS to transport driver, the driver may not participate in the remainder of events unless EMS, hosting track President and Safety Director, and the driver's parent or guardian all agree that the driver may return to their normal activities for the day.

Medical red can only be released once all drivers are strapped in and safety checked. During any medical red condition, no working on cars is allowed. Once the medical red is

cleared, the red flag may continue for track cleanup. Cars may be moved and worked on AFTER medical red has been cleared. Race director is the only person who can release medical red. If any driver unstraps and comes out of the car during the medical red, driver will go to the rear.

Tech Procedure

All event winners will be subject to tech inspection. All fast time, 1st, 2nd and 3rd place finishes will go to impound and remain until released. At the conclusion of the race day, a minimum of 3 classes will be randomly drawn for tech inspection.

Tech will be conducted at a designated area and only the following will be permitted access when tech is being conducted: Host Club's Tech Director and his designees, handler of car, driver of car, one other person (i.e. engine builder), Dixie Shootout Representative, and Chief Steward. Regional tech decisions are final for regional points.

Staging Area and/or Hot Chute

NO tire warming devices permitted on the grounds of the racing event.

NO heat guns allowed in the hot chute or staging lanes. Heat guns are allowed to clean tires in designated areas only.

NO driving through hot chute or staging lanes.

No fueling while driver is in car or in hot chute or staging lanes.

NO engines cranked in hot chute or staging lanes.

Code of Conduct

ZERO TOLERANCE POLICY COMPLAINTS. Unsportsmanlike conduct, by child, parent or handler will not be tolerated. Unsportsmanlike conduct includes but is not limited to vulgar or derogatory language, hand signals, verbal or physical threats or assaults on another participant, official, scorers or other persons attending the event. Anyone found in violation of the Zero Tolerance Rule could result in zero points for the race event and/or race suspension, determined by Dixie Shootout Presidents, Disciplinarian and Board who were onsite at the event.

To submit a Zero Tolerance Violation, send your complaint, with details, to secretary@dixieshootout.com within 48 hours of the end of the event.

Chief Steward/Race Director

If you have a question about a call or line-up position, you may ask the Chief Steward / Race Director, ONLY during a caution. Code of Conduct should be adhered to, otherwise it is at the discretion of the Chief Steward / Race Director to issue warnings as defined above in the Code of Conduct. Remember, calls cannot be reversed and therefore complaining about the calls to the Chief Steward / Race Director is prohibited. You may however question the lineup position to receive clarification on the strike(s).

Scoring

The Dixie Shootout will have a team of scorers, designated at the beginning of the season to rotate scoring at regional events. All efforts will be made to assign scorers to applicable races to prevent any conflict of interest. There will be a minimum of three scorers for both lower and main events, as well as a lap counter. Laps should be counted down (40 to 1), using electronic scoreboard, if available, or manual lap cards. Lineups will be determined by scorers. Computer usage is optional to display lineup, however lineups will be based on manual scoring of race.

Drivers, handlers, event attendees are NOT permitted to approach the scorers at any time as it relates to the event; finishing order, calls, scoring results, etc. Approaching the scorers will result in a disqualification from all events in which the driver is registered.

Each track is responsible for providing at least one member to help in the tower for all regional races: heat, lower, and A mains.

Corner Workers

All handlers are required to work the assigned corner and wear a reflective vest during each event in which your driver is participating.

Dixie Shootout Region Points Format

Must compete at 5 of the 6 tracks; Huntsville, Space Coast, North Georgia, North Carolina, Music City and New Smyrna. The points will be calculated using the best 5 finishes. Must compete in a minimum of 5 races in the Dixie Shootout Region and a minimum of 5 total races in the same division to be eligible for Dixie Shootout Regional points. No Regional Point Structure for Red and Blue Rookies.

All competitive classes will run a max of 12 cars in A main. In the event a class has 13 or more cars, lower mains will be run, with a max of 11 cars in the lowest main and 10 cars in the A main.

Rookie classes will run a max of 8 cars in A main. In the event of 9 or more cars, lower mains will be run. Top 4 in lower mains transfer.

Tie Breakers

Tie breakers for points will be based on the number of A main wins. If there is still a tie after that, it will be based on the number of second place finishes, if a tie still exists then it will be based on third place finishes and subsequent finishes until there is no tie. If the tie is unable to be broken using mains, the tie breaker will be based on heat race finishes.

Order of Finish

DNF-----Did not Finish (includes strikes) (Points according to drop out/finish)

DNF-----Mechanical (drop part) (Points according to drop out/finish)

DNF-----Safety (loss of safety item) (Points according to drop out/finish)

DQ-----Flagrant Call (Points according to drop out/finish)

DQ-----Illegal (engine/ tech item) (No race points)

DQ-----Unsportsmanlike Conduct (No race points)

DNS-----Did Not Start (did not take the green) (Points according to drop out/finish)

DNA-----Did Not Attempt (Sign in points OR last place points if driver participated in heat races)

Car Driver Weight

--All heavy class drivers will be weighed in street clothes (one (1) shirt, one (1) shorts or pants, street shoes) immediately following the drivers' meeting.

--Heavy drivers must weigh at least 100lbs in street clothes. They will not be allowed to come back to weigh again later if under 100lbs.

--If driver does not meet 100lbs minimum, s/he will be moved to the Sr/Lt classes instead of Hvy classes. Driver will start at the tail of the last heat race for that class and will not receive passing points.

It is the handler's responsibility to ensure that the driver meets the weight requirement for the heavy classes prior to the official weight check for the event. If the driver or handler notifies the tower that the driver will not be able to meet the weight requirement prior to the close of registration, the driver will move to the Sr/Lt classes but will not have to start at the tail of their heat race and will receive passing points.

--There will be no weights in pockets or concealed in or under clothing. Weighted belt buckles are not allowed. The intent to purposely falsify weight will result in an event DQ.

--If CAR is light after heats, it goes to the tail of the lowest main in that class.

--If COMBINED WEIGHT is light after race, driver will receive NO race points.

--USAC update as of 1/13/2021: Increased Jr. class weights 15 lbs to coincide with the increase in 2020 for the Senior classes.

Rainout Policy

No refunds for rainouts.

In the event of a complete rainout, first place points will be awarded to all registered and signed-in drivers. In order to receive sign-in points, a car must be present in the staging area for practice, heat, lower, or main.

Points are based on the individual race. If a race is half over, the race will count as timed out and drivers will receive the points of their actual finishing position. If a race is less than half over, all drivers of rained out classes will receive first place points.

ALL mains (lower and A mains) must be completed for drivers in a class to get points based on finishing position.

- If the A main for a class isn't finished, but lower mains were completed, then ALL cars in that class get first place points. This includes drivers in A main and all lower mains, even though the lower mains were already completed.

You may not work on your car during a red flag rain delay. Working on your car during the red flag rain delay will result in a DQ.

Dixie Shootout Board will have final authority to make up races.

At the end of the season, participants will NOT be permitted to purchase the required number of races they may have missed during the season in order to be eligible for an award.

Awards

The top three finishers in each A main (including Rookies) will receive awards at each regional event.

The top five point finishers in each competitive class (excludes Rookies) will receive awards at the end of the year banquet.