



LATE MODEL SPORTSMAN – Tire purchase rule will be as follows: Up to 8 tires your first race event. 4 tires to be run the first week and up to 2 on the next week. **Sportsmen will run on a 2 a week Schedule.** Used tires may be entered into inventory, used tires will be entered into inventory “in place of new tires.” **NOT IN ADDITION TOO. Used tires can only be used for your first 8, your 2 tires a week must be bought at the speedway you are competing at (each track has separate inventories).** Used tires must be inspected by Tire Officials before being entered into your inventory. Tires must be purchased at the speedway you are competing at (each track has separate inventories), and barcode numbers recorded by Tire Officials. Tires Purchased must be run in that day’s heat and feature race. **The first night of competition for a Team is the ONLY night you may run 4 Sticker Tires, after the first night you will only be allowed 3 sticker tires to put on the car.**

Race for the Ring Races will be allowed 4 Sticker Tires.

TIRE REPLACEMENT: A team may replace a flat tire only if the (new tire bought the same day) went flat in the first half of the feature event **and came off the track flat or going flat.** One lap beyond the halfway point you cannot replace the tire. To replace the tire a team member must bring the tire to the tech shack as the car returns to the feature or in the case the car does not return, the tire must be brought back to the tech shack, before the car leaves the speedway. **There will be no exception to this rule.**

RACE DAY TIRE PROCEDURES:

ALL TEAMS MUST TURN IN A TIRE SLIP Before the conclusion of the Mandatory Drivers Meeting. Tire Slips Received after the start of the first heat race of the night will be considered late. Penalty for a late tire slip will result in being placed last in your Feature. Failure to turn in a tire slip before the start of your Feature will result in a Penalty of Being scored last in your feature and receiving last place points.

ALL TEAMS MUST START THE FEATURE ON THE TIRES THAT THEY QUALIFIED ON. NEW TIRES PURCHASED AFTER THE INITIAL PURCHASE MUST BE USED IN BOTH THE HEAT AND FEATURE RACE of the race event when they were purchased. ALL TIRES USED FOR A RACE EVENT MUST BE PLACED OUTSIDE THE HAULER AND VISIBLE TO OTHER COMPETITORS AND TECH INSPECTORS. ALL NEW TIRES MUST BE PURCHASED AT THE SPEEDWAY YOU ARE COMPETING AT (EACH TRACK HAS THEIR OWN INVENTORY)

The tire rule consists of:

- A. The first night of competition for a team is the ONLY night you may have four “sticker” tires
- B. After the first night a team may use tires in their inventory and bolt on up to three sticker tires for that night of competition.
- C. When the speedway offers a divisional special event, all teams will be subject to Tire Rules for that event. Rules will be post prior to the event
- D. Any team wishing to use used tires, may substitute them in place of new tires after inspection by Tire Officials.