



## **Rules & Procedures 2025**

### Midwest Thunder Racing Series

The Midwest Thunder (MWT) Series weekend events will be conducted in two racing day sessions consisting of Saturday: HONDA, ROOKIE and WORLD FORMULA and Sunday: ANIMAL & Mod World Formula. Drivers may register for a total of five (5) quarter midget classes per weekend event. However, no more than three (3) classes per driver may be entered per day. Registration and payment will be online in the two weeks prior to the event. In-person check-in is required for everyone. Friday night check-ins will be from 6 pm – 8 pm. Saturday check-ins will be from 7:30-8:30 a.m. with practice rounds beginning at 9:00 a.m. Sunday check-ins (for those racing Sunday only) will be from 8-8:30am.

Each class will have a 2-minute practice round with no more than 5 cars per session (may be a 3 minute practice round based on car count/weather). There will be one pause for a caution on the clock for practice. At the conclusion of practice there will be a break then heat races will begin, followed by break then lower mains will begin, followed by a break, the A Main races. A curfew of 11:00 p.m. will be observed, but is at the discretion of the hosting club and the Chief Steward.

### **2025 Series and Points**

- There are 6 scheduled races, with one drop for the MWT 2025 season. Best five finishes count towards series points.
- Clubs hosting are: London, Waterford, Mini Indy, Lansing, Mac O Chee and Toledo
- A minimum of 4 races is necessary to qualify for end of season awards.
- MWT will use online registration and payment for MWT races this season

### **Midwest Thunder Series Fees**

Sign-in Fee: The sign-in fee is \$55 per car.

MWT Membership Fee: Out of town drivers (not full members of any MWT club) must pay an annual \$30 MWT membership fee at the first MWT event they race each season. Families who are full members of a MWT club have already paid their membership fee as part of their club registration.

## **Fueling**

Host clubs will not supply gasoline or methanol at the events. The event flier will state the designated fueling station for the purchase of 87 octane. Fuel (both gasoline and methanol) may be checked at any time throughout the event and at tech.

## **Pill Draw**

At sign-ins, drivers will receive a practice class sheet. An automatic pill draw will be conducted for heat race lineups. Heat race lineups will be based on the pill draw (lowest to highest). Once the practice round is finished, lineups will be posted. It is the responsibility of the handler and/or driver to make sure they obtain their correct race line-up number.

## **Race Order**

### **Saturday**

Red Rookie  
Blue Rookie  
Jr Honda  
Sr Honda  
Hvy Honda  
Lt 160  
Jr 160  
Hvy 160  
Lt WF  
Hvy WF

### **Sunday**

Jr Animal  
Sr Animal  
Unrestricted Animal  
Mod

## **Racing**

Heats and lower mains will NOT have warm-ups and will be “roll & go”, unless directed by the Chief Steward. If a car comes into the hot chute during the “roll & go”, they will be placed on the tail. The A-mains will have a 30 second warm-up with the clock stopping one time for caution, unless directed by the Chief Steward.

3 courtesy laps will be given when a car is in the work area and there is a line up.

There will be a minimum of two races between MOD WF lower main races.

3 Cars Constitute a Class - if there are less than 3 cars signing in for any class that class will not be included in the race day event. This does not apply to Rookies.

## **Lap Counts**

Class	Heat Races	Lower Mains	A Mains
Rookie	10	15	20
Juniors	15	20	30
All Others	20	25	40

### **Time Limit Procedure**

Time limits will be determined at the event based on car count and weather conditions. All efforts will be made to not decrease the number of laps. Time limits may not be the same for Saturday or Sunday or for subsequent events. Time limits, if required, for the A mains will be determined as the day progresses. If there is a red flag situation, time will stop and restart immediately when the green flag flies.

### **Time Up Under Green**

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

### **Time Up Under Yellow**

If time expires during a yellow flag the race is over and the checkered flag will be displayed. The race finish will be the last completed lap with adjustments for Strikes and appearances.

### **Refuel of MOD WF**

There will be a five (5) minute time limit placed on each refueling. The tower will start a clock after the cars are in place for fueling and all drivers have exited their cars. The time should be displayed and visible from the track. If that is not possible, then the tower should announce the countdown in 1-minute intervals and at 30 seconds to go. If the driver is not ready at the conclusion of the time limit, the driver will start at the tail. If all of the cars on the track have been refueled and safety checked before the time limit is up, the race will resume, even if there are cars being worked on in the pits.

### **ORDER OF FINISH**

DNF Did Not Finish (includes Strikes)  
DNF Mechanical (drop part)  
DNF Safety (loss of safety item)  
DQ Flagrant Call  
DQ Illegal (engine/tech item)  
DNS Did Not Start (did not take the green)  
DNA Did Not Attempt

### **Late Out Rule**

We followed the USAC late out rule. If down and rolling with 1 to go will be allowed out. Note: a late out call will result in a Black Flag (DNF).

### **Buzzing the Field**

If the race director feels a driver buzzes the field, the driver will receive a warning on the radio and a rolled black flag. If the race director feels the driver buzzes the field again, they receive a black flag and are disqualified from that race. This warning covers the rest of the weekend for that driver.

### Chief Steward Authority

The Chief Steward has the authority to DQ a driver. See the current sanctioning body rulebook for the complete list.

The Chief Steward's DQ cannot be protested. The MWT Board has approved to follow USAC RACE POINT FORMAT regarding DQ/DNF from Appendix III.

#### USAC NATIONAL RACE POINTS FORMAT -

<b>Engine Change</b> (Starts at the tail of next race)	ALL points according to drop out/race finish
<b>DNF</b> (Did Not Finish, Including Strikes)	ALL points according to drop out/race finish
<b>DQ</b> (Mechanical)	ALL points according to drop out/race finish
<b>DQ</b> (Safety - loss of driver-related safety item or Does not conform to the Safety Check and Registration Form)	ALL points according to drop out/race finish
<b>DQ</b> (Flagrant call)	ALL points according to drop out/race finish
<b>DQ</b> (Illegal - engine/tech item)	NO race points for the day, plus any additional penalties for the particular DQ. (Illegal engine/tires and illegal fuel cannot be used as a drop.)
<b>DQ</b> (Unsportsmanlike conduct)	NO race points for the <b>event</b> , plus any additional penalties for this action. Cannot be used as a drop.
<b>DNS</b> (Attempt to race, did not take the green flag)	ALL points according to drop out/race finish
<b>DNA</b> (Did Not Attempt to race ____-Main)	No race points; OR will receive last (10th or 11th) place points if driver/ car participated in qualifying or heat race for that class and event.

## **Medical Attention Procedure**

We follow USAC.25 rules around medical attention during a race event and eligibility to race thereafter.

## **Tech Procedure**

All 1st, 2nd, & 3rd place winners will go to impound. All technical inspections will be random. Tech officials have the right to tech or safety any or all cars in any class at any time. Tech will be conducted in a designated area and only the following will be permitted access when tech is being conducted: MWT Tech Director and his designees, hosting club's tech director and designees, handler of car, owner of car, driver of car, one other person (i.e. engine builder), MWT Board representative, and Chief Steward.

## **Safety Check Procedure**

USAC has adopted the policy of doing a thorough safety check and attaching a decal to the car. This decal will signify that the car has previously been inspected and will not need to be inspected at subsequent races for the remainder of the year. If a decal is needed, then the car must be brought to the local designated safety director for a thorough safety inspection. It is the sole responsibility of the handler to ensure a safety decal is affixed to the car. Cars will be inspected for the safety decal at the scales and after races. If a car does not have a safety decal after a race, then the driver will receive a DQ and will not be able participate at subsequent events until a safety inspection has been performed and a decal affixed. In addition, all cars are subject to random safety checks throughout the year.

## **Staging and/or Hot Chute Areas**

Tire warming devices of any kind (tire warmers, hot boxes, tire covers, any other device used to warm tires) are NOT allowed in the staging lanes or hot chute area. The use of heat guns are allowed to clean tires but will not be allowed in the hot chute or staging lanes.

- No driving through staging lanes or hot chute.
- No refueling with driver in car. No refueling under canopy staging areas.

## **Rain Out Points**

If race is called anytime before lower mains are finished for that class, every eligible driver in that class will receive 10 sign in points and 40 race points for 50 total points. The eligible driver and car must be present. If lower mains are completed and A-Mains are set, then all drivers in the A-Main lineup, including the alternate, will get 10 sign in points and 40 race points for a total of 50 points and everyone that ran lower mains will get points according to finish. If A-Main is at least ½ way through and called for weather then the race will be considered finished and all drivers will get points according to finish.

## **Miscellaneous Rules**

- Everyone must cross the scales and meet your minimum required class weight after heats, lowers and features. Failure to do so, results in a DQ. MWT follows USAC minimum weights per class.
- MWT may seal engines at the series discretion anytime up until the end of the registered participants heat race.

- TIRE RULE: At the end of the heat race, right side tires will be marked. Failure to do so will result in being placed at the tail of the lowest lower main. The same right side tires used in the heat race must be used in the A main. Any tires can be used in lower mains. All tires used during the race day may be subject to tech. In case of a flat right side tire, you may not use a new (sticker) tire to replace a used one. In case of a damaged wheel you may replace the bent wheel. All changes must be approved by the race director or tech director.
- The Hoosier A35 tire will be the only legal tire for all four (4) tires on the quarter midget for all USAC National and Regional races. Right Front - NY1 A35 - 33, Right Rear - NY1 A35 - 34.5, Left Side - A35 - 31, 32, 32 short.
- Any tech DQ can not be used as a drop in points.
- MWT will not abide by USAC rule Appendix 1 - 720h regarding in-car video cameras.
  - All in-car video cameras must be mounted securely within the roll cage or downtubes on the right side of the driver behind the centerline of the helmet.
- MWT will use their own approved lab for all testing. (Gas, oil, tires)
- Video recording is not allowed in the hot chute.
- Rookie Rules:
  - Red Rookie must run locked at all times
  - Red Rookie will not be charged a dot violation unless the car advances its position
  - Rookies are not allowed to move to a competitive class as their first race at a MWT unless approved by Club Rookie Director and the MWT Executive Board of Directors.
  - Red Rookie max car count 6
  - Blue Rookie max car count 8
  - **Rookie tech and awards will take place between lowers and A Mains**
- Heavy Classes
  - We follow USAC rules with respect to heavy driver weights and weigh-ins.

## **Raceday Conduct- Zero Tolerance Policy**

All Midwest Thunder Racing Series events follow the NASCAR YOUTH SERIES Participant Conduct rules, as outlined below. Violations of raceday conduct will be reviewed by the MWT Board and punishments can range from a warning, up to permanent ban from the series.

Violations, concerns and praises can be submitted by a [MWT Feedback Form](#), found on the MWT website. This Google form must be filed by Monday at 11:59pm following a Midwest Thunder event.

MWT will honor all current suspensions from MWT clubs and the Titan Series and the Dixie Series.

An on track DQ for unsportsmanlike conduct or behavior will result in the driver being done for the event weekend. The driver will receive zero points and cannot use that event as a drop.

***In addition to following the NASCAR Youth Series Zero Tolerance Policy MWT has instituted the following:***

**Any driver making an obscene hand gesture (middle finger, aggressive hand gesture, etc.) to another driver, handler, scoring tower, race director or any track official**

- 1st Offense- Done for Day and DQ from Class – Driver only. If an incident happens on Saturday, the driver can run on Sunday.
- 2nd Offense - Done for the weekend and suspended for the next MWT race weekend.
- 3rd Offense -Suspended 12 months.

**Any disrespectful conduct toward race director, scoring tower and or race official – If Race Director asks for you to be removed from hot chute or track – Applies to and/or driver or handler.**

- 1st Offense- Done for day and DQ from Class
- 2nd Offense - Done for weekend and suspended for next MWT weekend.
- 3rd Offense - Suspended for 12 months.

**Making threats of physical violence to a person at the racetrack and facility. Applies to individual identified as a guilty party.**

- 1st Offense – Done for the weekend.
- 2nd Offense - Suspended next 2 MWT weekends.
- 3rd Offense - Suspended for 12 months.

**Making any aggressive physical contact to a person at the racetrack and facility. Applies to individual identified as guilty party.**

- 1st Offense – Done for weekend, suspended next MWT race weekend.
- 2nd offense - Done for weekend and next 2 MWT weekends.
- 3rd offense suspended for 12 months.

**Throwing object in pit area or hot chute.**

- 1st Offense-offending party done for day and driver DQ from Class. Driver can continue the day if handler is the offending party,, but handler is not allowed in hot chute area.
- 2nd Offense - Offending party done for weekend and suspended next 2 MWT weekends.
- 3rd Offense- Offending party suspended for 12 months.

**Deliberately damaging, destroying, or defacing property or facility MWT is hosting race at.**

- Up to 12 months plus cost of damages. Full review by board to determine suspension based on damage.

Any punishment identified on race weekend, associated party will be notified by MWT official, and hosting / Co Hosting track official. Suspensions levied for race day / weekend cannot be appealed.

Written Notification of Suspension term will be sent via certified mail.  
Appeals must be received in writing within 7 days of receiving written suspension notification.

Any DQ or suspension in reference to Zero Tolerance Policy will not be allowed to be used as a drop for points.

Suspensions can and will roll over to next calendar year.

## **APPENDIX V 2025 NASCAR Youth Series Midget Participant Conduct**

*\*This appendix pertains to .25 Midgets which may be referred to in this section as QM where needed*

*USAC Members, families and handlers at USAC-sanctioned events are expected to conduct themselves in a professional and non-disruptive manner at all times.*

*Any USAC Members, family or handler who while at a USAC-sanctioned event that:*

- Uses vulgar or derogatory language*
- Verbally or physically threatens or assaults another participant, official or other person*
- Engages in unsportsmanlike conduct or conduct detrimental to the sport*
- Destruction of racing facility*
- Or otherwise creates a condition or circumstance which is unsafe, unfair or out of order*

*Shall have violated the rules and regulations of USAC and may be penalized by the local club, regional series and/or USAC Director accordingly. A penalty may include but is not limited to probation, disqualification, suspension, expulsion and/or fines. These penalties are not open to appeal.*

*USAC and NASCAR Youth Series strive to maintain the safety and integrity of the sanctioning body, series and its events. The use of illegal drugs, the improper use of alcohol and at times the proper use of certain medications may create safety risks to our members, clubs, officials and spectators. This conduct cannot be permitted by USAC and NASCAR Youth Series. Under age drinking and under age smoking (including vaping) is strictly prohibited at all NASCAR Youth Series-sanctioned events.*

*USAC and NASCAR Youth Series has established a Substance Abuse Policy and may from time to time conduct tests for drugs and alcohol that may adversely affect a person during the course of any NASCAR Youth Series-sanctioned event. .*

*Any violation of this policy or refusal to submit to testing, searches or inspections as requested by NASCAR Youth Series may result in the immediate termination of membership and loss of the right to compete in any NASCAR Youth Series-sanctioned event for a to-be-determined period of time.*

**Prohibited Substances:** *Includes, but not limited to illegal drugs such as marijuana, cocaine and hallucinogens. For these rules, federal bans and definitions of illegal substances supersedes any state and/or local ordinance, regulation or law allowing use of a substance*



## Race Setup

1. First figure out how many heats, and mains there will be by using Table 1. Do not put more than 8 cars in a heat. **Red Rookie max cars 6, Blue Rookie max cars 8**
2. Setup the heat races by evenly dividing the cars between the heat races. Lowest pill starts on the pole in Heat #1 and the next lowest pill starts on the pole in Heat #2.
3. Denote the heat number and starting position on the sign in card. For example if a driver is starting in the 4th position of Heat #1, put "H1 – 4" on the sign in card.
4. After the heat race, on the sign in card, denote the finishing position, the number of passing points (if any) received, and the total points. See table 2.
5. At the conclusion of heat races for a class, sort the sign in cards in numerical order based on total points. In the event of a tie in total points, the driver who first earned the points shall be aligned in front of any subsequent driver earning the same number of points. For example, if there were three heats and a driver in Heat #2 and Heat #3 have 53 points, the driver in Heat #2 with 53 points would be lined up BEFORE the driver in Heat #3 with 53 points (regardless of heat finishing position).
6. Setup the A Main races by taking the appropriate number of cars (see table 1) from the heat races. A Main races are straight up based on points received. The remaining cars will be in the lower mains straight up based on points received.
7. At the conclusion lower mains, transfer the appropriate number of cars (see table 1) straight up to the tail of the A Main races. Passing points are not used for lower main races.

### Midwest Thunder

CAR CLASS COUNT	# of Races	Note: if more than 8 cars adding an additional heat
1-12	2	1 or 2 Heats top 12 to A main
13-16	4	2 Heats, <b>top 6 in Points</b> to A Main; 1 Lower Main, transfer 4
17-20	5	3 Heats, <b>top 6 in Points</b> to A Main; 2 Lower Mains, transfer 4
21-22	6	3 Heats, <b>top 6 in Points</b> to A Main; 2 Lower Mains, transfer 4
23-28	7	3 or 4 Heats, <b>top 6 in Points</b> to A Main; 3 Lower Mains, transfer 4
29-30	8	4 Heats, <b>top 6 in Points</b> to A Main; 4 Lower Mains, transfer 4
31-34	9	4 or 5 Heats, <b>top 6 in Points</b> to A Main; 4 Lower Mains, transfer 4
35-40	10	5 Heats, <b>top 6 in Points</b> to A Main; 5 Lower Mains, transfer 4
42-45	12	6 Heats, <b>top 6 in Points</b> to A Main; 6 Lower Mains, transfer 4

## USAC Passing Points

Finishing position and passing points from the heat races are used to determine position in the A-main and lower mains.

Finishing Position	Points Given	Passing Points
1	55	
2	52	1 car @ 1 = 1 pt
3	49	2 cars @ 1 = 2 pts
4	46	3 cars @ 1 = 3 pts
5	43	4 cars @ 1 = 4 pts
6	40	5 cars @ 1 = 5 pts
7	37	6 cars @ 1 = 6 pts
8	34	7 cars @ 1 = 7 pts
9	31	8 cars @ 1 = 8 pts
10	28	9 cars @ 1 = 9 pts

## Time Limits on Races:

Rookies	20 minutes
Heats	15 minutes
Lowers	20 minutes
A-Mains	45 minutes