

2026 Midwest Thunder Series

MIDWEST THUNDER OFFICIALS RESERVE THE RIGHT TO MODIFY THIS FORMAT AT ANY TIME BEFORE OR DURING RACING EVENTS

Official Rules & Procedures

This document contains the complete and official rules, procedures, and policies for the 2026 Midwest Thunder Quarter Midget Series (MWT). Failure to comply with these rules may result in penalties or suspension.

Series Overview

- Six (6) scheduled events comprise the 2026 MWT season.
- One (1) drop race allowed; best five (5) finishes count toward series points.
- Minimum of four (4) races required for championship and year-end award eligibility.
- Top ten (10) drivers will receive championship trophies at the awards banquet.
- Perfect attendance awards will be issued, no participation awards except for Rookies.

Registration

- Opens two (2) weeks prior to each event.
- Closes Thursday at 12:00 PM (Noon) prior to the event.
- All entries must be registered and paid online through MRP.
- Late entries accepted with a \$50 late fee per car.

Fees & Class Requirements

- Entry fee: \$55 per car. No refunds.
- A minimum of three (3) cars constitutes a class (Rookies excluded).
- Each driver may enter up to five (5) cars total, with no more than three (3) per day.

Fuel Regulations

- Host clubs will not provide gasoline or methanol.
- Club designate approved fueling locations for 87-octane fuel.
- Fuel may be checked at any time during the event or tech inspection.
- Fuel temperature must remain at ambient temperature; intentional cooling is prohibited.

Race Weekend Procedures

- Track closed Monday through Friday during race week.
- All line-ups posted in **MRP**
- Event communication via **Telegram**: NYS-MWT Quarter Midget Series

Check-In

Friday: 6:00 PM – 7:00 PM

Saturday & Sunday: 7:30 AM – 8:00 AM.

- Check-in required once per weekend: wristband distribution and paperwork completion.

Saturday Schedule

8:00 AM – Prayer Service (Racing Ministry)

8:30 AM – Handler Meeting

Practice begins immediately following handlers meeting (Rookie Cars to Staging before meeting)

Practice Order

Red Rookies

Blue Rookies

Junior Honda

Senior Honda

Heavy Honda

Junior 160

Light 160

Heavy 160

Light World Formula

Heavy World Formula

[10 min break between Practice and 1st Heat race]

Heat Races

Same order as practice

Mains

Rookie Features run **between lower mains**

[15 min break between B Mains & A Mains]

Rookie Awards presented @ this time; ALL Rookies receive a participation award.

Victory Lane ceremonies follow A-Mains

- **A-Main Finishers:** 1st, 2nd, and 3rd places

Sunday Schedule

8:00 AM – Prayer Service (Racing Ministry)

8:30 AM – Handlers Meeting

Practice begins immediately after handlers meeting (Mod Cars to Staging before meeting)

Practice Order

Modified

Junior Animal

Senior Animal

Unrestricted Animal

Red Rookies

Blue Rookies

[10 min break between Practice and 1st Heat race]

Heat Races

Same order as practice

Lower Mains

[15 min break between B Mains & A Mains]

Victory Lane ceremonies follow A-Mains

- **A-Main Finishers:** 1st, 2nd, and 3rd places
- Rookie participation awards presented

Lap Counts

Class	Heats	Lowes	Mains
Rookie	10	15	20
Juniors	15	20	30
All Others	20	25	40

Line-Up Formats

(Additional heat added if entries exceed eight)

1-12 cars: 1-2 heats → Top 12 to A-Main

13-16 cars: 2 heats → Top 6 to A-Main; 1 Lower Main, transfer 4
17-20 cars: 3 heats → Top 6 to A-Main; 2 Lower Mains, transfer 4
21-22 cars: 3 heats → Top 6 to A-Main; 2 Lower Mains, transfer 4
23-28 cars: 3-4 heats → Top 6 to A-Main; 3 Lower Mains, transfer 4

Passing Points System

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
11	25	10 cars @ 1 = 10 pts

Rain-Out Policy

If race is called any time 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. Saturday Classes are not allowed to race on Sundays during the event of rainouts. Sunday Classes are not allowed to race on Saturdays during the event of there is a potential rainout.

There will be NO bikes, RC cars, scooters, motorized scooters, roller blades, roller skates, balls horse play, Ect inside the pit/staging/racing areas. The officials will have the authority

to confiscate these items during the event and will return them after the event is complete or when the person(s) is leaving the premises. Please make sure that all golf carts are operated by only adults 18 and over and when left vacant the keys are out of the ignition.

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.

Code of conducts must be filed in person with a MWT Official before the start of awards on the day of the event in which the incident took place.

MWT will only honor National and MWT series Suspensions. MWT will only honor club-level suspensions if that track is hosting at their specific track.

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.

Suspensions can and will roll over to next calendar year.

PLEASE NOTE: If not specified, rules will follow NYS

- Raceceivers ARE MANDATORY and will be utilized. Raceceivers determined not working during the race when brought in with the Meatball flag may be changed out if a raceceiver is readily available and driver will retain spot.
- 2 minute Practice Round by Class. Clock will only pause for the 1st caution.

- A pill draw (automatic random number draw by the chosen software provider of the series) will be used to determine heat race line-ups. Based on the number of cars in the class, there will be cars transferring directly to the A Main. Subsequent cars transfer to lower mains. Passing points will be utilized to determine A Main line-up.
- **All** classes, except Rookie, will have no more than **12** cars per race. Red Rookie no more than 6 cars per race, Blue Rookie no more than 8 cars per race.
- No Warmup prior to any races
- 3 courtesy laps (5 laps at Mac and Lansing) will be given to driver in work area once there is a line-up. Driver will be allowed out if down and rolling when the 1 to go is given. Laps will start when there is a line up, cars who come in after the count has started will NOT receive more laps (per NYS rules).
- In the event of a rain delay while cars are on the track, the drivers will be told to go to an area where their cars are in impound. The only changes that will be permitted will be checking air pressure. Once able to race again, drivers will line up using the last completed lap which is the same lap the race will start on. If any changes are needed, you must inform officials before making any changes and the car will start on the tail.
- There is no videotaping allowed in the hot chute area.
- The use of (1) in-car video recording devices may be allowed at MWT events. This device must be mounted securely within the confines of the frame rails but out of the driver's line of sight. The approval of the mounted location for the device will be at the discretion of the event race director and/or technical director. Live streaming on track activity from these devices is not permitted.
- Engines must be painted and sealed at the completion of your heat race(s). Any engine changes notify Tech Director for approval (Tower and Race Director will also need to be notified).
- All cars must cross scales in heats, lowers and Features to earn points **even** if you crash or strike out.
- Time limits will be enforced. Time limits on races are Rookie Features 20min, Heats 15min, Lowers 15min, A-Mains 60min. 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. 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. Time will start when the 1st green flag is thrown.
- Fuel temp must be at ambient temperature. Any intentional cooling of fuel is not allowed.

- Any tech DQ cannot be used as a drop in points.
- MWT will use their own approved lab or NYS labs for all testing. (Gas, oil, tires)
- Rookie Rules:
 - Red Rookie must always run locked
 - Red Rookie will not be charged a dot violation unless the car advances its position
 - Red Rookie max car count 6
 - Blue Rookie max car count 8
- There is a limit of two handlers per car in the pits, per NASCAR Youth Series policy. This will be strictly enforced!

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.

Refuel of MOD WF (during Mains ONLY) There will be a five (5) minute time limit placed on each refueling. ALL CARS WILL COME INTO THE PITS FOR REFUEL. 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. Once your car is refueled and driver is safety checked they can push back onto the track. If your car is not on the track at the conclusion of the time limit, the driver will start at the tail. Once all cars are refueled and drivers are safety checked, the race will resume, even if there are cars being worked on in the pits.

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.

RACE DAY CONCERNS: If at any time during the event, you have concern please contact one of the **MWT officials**.

Handlers are NOT allowed to approach the tower, Assistant Race Director or flagger doing so will result in a punishment for the event (TBD by the MWT officials). The race director can help explain calls but will not change calls based on handler feedback.

MWT Officials

President: Chris Kudner

Vice President: Jess Jones

Secretary: Samantha Nervo

Treasurer: Kumiko Carter