

## Racing For Heroes' Enduro Rules - 2025

1. No race cars are allowed. If car has or can compete in a racing division at any track, it's not allowed. No race parts allowed! Only Safety Gear!
2. Race is for stock type cars. If car does not come with it, you can't run it. Don't ask.
3. Any 4, 6 or 8 cylinder car legal. Mini Vans legal. No trucks, full-size vans or SUVs. No turbos, superchargers or nitrous systems..
4. No Cutting, chopping, channeling, or shortening.
5. Stock type bumper. No extra bracing.
6. Suspension must be stock for make and model.
7. Engine must be stock for make and model. Aluminum radiator OK.
8. Exhaust must be stock. Straight pipe OK. Converters removed OK. Exhaust must exit out from under car behind the driver's compartment.
9. Factory steering column only, quick disconnect steering wheels OK.
10. Transmission must be stock for make and model. Coolers OK.
11. Any series street legal DOT tires OK (minimum treadwear 200). No mud grips or mud terrain tires. Inner tubes OK.
12. Wheels must be stock, aluminum or may run aftermarket Nomad spoke wheels.
13. Battery may be moved to back of car if securely mounted.
14. Fuel cell recommended, but not required. 22 gallon maximum.

15. All glass including side mirrors, headlights and taillights must be removed. Please remove before coming to track.
16. Doors must be welded or chained closed.
17. Roll cage recommended, but not required. Any added safety features inside of car OK. No extra bracing allowed anywhere except inside of cockpit. No bars may pass through front or rear firewall.
18. **NO Two-Way Radios.** Raceceivers will not be needed.
19. Transponders will be used for scoring. Transponders will be available for rent on race day.
20. All cars will go through tech before race for safety checks. Top 5 cars will go through tech after the race.
21. Intentional rough driving will be addressed if needed.
22. Pit stops are allowed.
23. Any car that has a flat tire, it will be black-flagged. If, after 5 laps (2 laps on road courses) the car has not pitted, car will be disqualified.
24. 18" tall numbers must be legible and on both sides of car. Number plate on roof is allowed (24"x24" maximum for number plate).
25. Numbers must be provided at time of registration. No duplicate numbers. Priority goes to whoever registers earliest.
26. Starting order determined by registration: 1st to register starts 1st, 2nd starts 2nd, and so-on.

27. There will no cautions. If a situation occurs on track, a red flag will be displayed. Assume any lights on other than green means a red flag. Driver has to stop immediately once red flag is displayed. If driver does not stop in a reasonable amount of time, the driver will be penalized 1 lap.
28. Pits are open during red flags. Drivers entering back into race after pitting during red flag will be held in pits 30 seconds after green is displayed to keep from giving that driver an advantage.
29. ALL vehicles must have a fully charged fire extinguisher securely mounted inside, within reach of the driver. Compact models OK.
30. SFI or FIA rated fire suit, gloves and shoes are required. You can purchase a race suit combo at many retailers for as little as \$270. <https://www.speedwaymotors.com> Search: racing suit combos
31. Full face DOT approved helmet required.
32. All airbags must be removed.
33. No consuming alcohol or use of recreational drugs in pits!!
34. Safety and tech officials have the authority to disqualify and/or remove any racer or crew member for any reason. The purpose of these races are to get out and have affordable, fun racing.

## **RULES OF THE PIT**

### **1. PIT AND/OR PADDOCK AREA**

- 1.1. Unless otherwise noted in the Supplemental Rules, all fueling must be done on pit road.
- 1.2. While in the pits, each team entered in the event is REQUIRED to have ready a minimum of one (1) each:
  - 1.2.1. Ten (10) pound dry chemical or 3kg NOVEC fire extinguisher having a minimum UL 60 BC or ABC rating.
  - 1.2.2. Ten (10) pound bag of grease sweep, kitty litter or other absorbent for oil leaks and/or fuel spillage in their fuel storage area. (Having a broom is a good idea, too!)
  - 1.2.3. A suitable gasoline and/or liquid catch pan must be used during refueling in an appropriate position to catch any spilled fuel. All fueling / gasoline catch pans MUST be manufactured of metal or sturdy, chemical resistant plastic, maintain a minimum 3" depth, hold a minimum of 1-gallon (4-quarts) of liquid. Catch pans should be larger than 12" square or 12" in diameter. Oil drain pans work perfectly for this.
- 1.3. Unattended fuel or oil spills are punishable at the discretion of the Event Director.
- 1.4. All compressed air bottles/gas cylinders, with a pressure in excess of 200 psi, shall have a protective structure around their gauges and valves when in the pit/grid/pre-grid areas.
- 1.5. Unless restricted by the track, motorized paddock support vehicles are allowed PROVIDED that all drivers are 16 years or older and have a state issued driver's license. Unsafe driving in the pits/paddock may result in a penalty or even disqualification of the associated team at the discretion of the Event Director.
- 1.6. All used or junk parts too big for a normal trash can, empty fuel drums and anything else you brought with you must be taken out by you.

### **2. PIT STOPS AND FUELING OF VEHICLES**

- 2.1. NO FUEL JUGS OR CREW MEMBERS ARE ALLOWED ON OR OVER THE WALL UNTIL THE CAR HAS COME TO A FULL AND COMPLETE STOP.
- 2.2. The fueling process starts when the gas cap is removed or whenever any fuel jugs are over the pit wall and ends when the gas cap is replaced and all fuel cans, catch cans, and drip pans are back over the pit wall. During this time, NO OTHER WORK IS ALLOWED ON THE CAR.
  - 2.2.1. Fire bottle operator must be in place before gas cap is removed.
- 2.3. During fueling, any team member over the wall must wear a driver's suit possessing a valid FIA and/or SFI certification. If using a single-layer SFI 3.2/A1 or 3.2/A3 suit, the team member must wear fire retardant SFI- or FIA- certified undergarments. HOWEVER, any suit determined by ChampCar to be worn, frayed, torn, or have holes, grease/oil stains, or other conditions that reduce or negate the item's designed effectiveness shall NOT be used during a ChampCar event. ChampCar's decision is final. Fire retardant FIA or SFI 3.3-rated socks and gloves are also required. FIA or SFI 3.3-rated Balaclavas are strongly encouraged but are not mandatory.

Balaclavas are required for over-the-wall crew with beards or drivers with long hair not fully covered by their helmets. Hair protruding from beneath an over-the-wall crew helmet shall be entirely covered by fire-resistant material. A full FIA or SFI-rated helmet skirt may be an alternative to balaclavas. Standard closed-toe "street" shoes can be worn by over-the-wall crew. Leather boots are recommended. Non-driving over the wall crew members may wear an out-of-date Snell SA closed face with face shield helmet for pit duties. Crew members with out-of-date helmets shall mark both sides of their helmet with the words "FUEL ONLY" in 1.5", high-contrast and easily identifiable letters.

ALL FACE SHIELDS MUST BE DOWN DURING THE FUELING PROCESS

Optional: The fueler is allowed to wear an SFI 52.1 fueler apron in addition to the above over the wall fueling gear.

- 2.4. Each pit stop for fuel shall be a timed pit stop. The minimum time required per stop is five (5) minutes (pit in to pit out). Pit stops where fuel is not added to the car shall not be considered a timed pit stop.
- 2.5. There is no minimum or maximum number of pit stops.
- 2.6. All refueling jugs shall be approved by our tech officials, with a maximum indicated capacity of five (5) gallons. "Dry Break" systems are allowed. Funnels are not allowed to be used for the fueling process. All fueling must be done through a hose or dry break nozzle attached to the 5-gallon fuel jug. Overhead or elevated refueling rigs or electro-mechanical units to assist in lifting or supporting a fuel container are NOT allowed. All fuel jugs are to be manually supported. Only one fuel jug is permitted over the wall at a time.
- 2.7. During the fueling process all cars MUST have their electrical kill switch in the OFF position.
- 2.8. A MAXIMUM OF FIVE (5) PEOPLE ARE ALLOWED OVER THE WALL DURING FUELING.
  - 2.8.1. The driver exiting the race car MAY assist the driver entering the car, or MAY take one of the fueling positions. If the exiting driver goes over the wall, another appropriately dressed crew member may take his or her place.
  - 2.8.2. The driver entering the race car may ONLY be assisted with belts, radio connections, cool suit connections, and the window net during the fueling process.
  - 2.8.3. The crew member manning the fire bottle must manage an approved 10LB ABC fire extinguisher and be stationed no less than 8' and no more than 15' from the point where fuel is being added to the vehicle. This team member is restricted from performing any other duty or function while managing the fire extinguisher; their entire focus is to be a safeguard in case of a fire. THE FIRE BOTTLE SAFETY CREW MEMBER IS NOT ALLOWED TO HANDLE FUEL JUGS.
  - 2.8.4. The crew member fueling the car may only fuel the car while the fuel cap is removed. All fuel jugs are to be manually supported. Only ONE (1) fuel jug is allowed over the wall at a time and only ONE (1) fuel jug is to be poured into a car at a time.
  - 2.8.5. The crew member assisting the fueling process may position the fuel catch pan and/or overflow vent catch can, etc. may assist the with the driver change.
- 2.9. THE USE OF ELECTRIC PUMP(S) TO REFILL YOUR FUEL JUGS IS NOT ALLOWED. All pumps used to transfer any fuel shall be mechanical pumps.

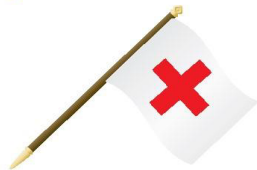
## RACING FLAGS



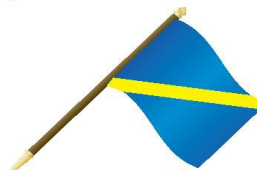
**Green**  
Start of race/End of Caution



**White Flag**  
Slow moving vehicle and/or emergency vehicle ahead.



**White w/ CrossFlag**  
Emergency vehicle on track.



**Blue / Yellow Flag**  
Faster car behind you, hold your line.



**Blue Flag**  
FIA tracks may use this instead of Blue/ Yellow. Faster car behind you, hold your line



**Meatball Flag**  
Return to pitlane. Something is wrong with your car.



**Black Flag**  
Come to pitlane now, We would like to talk to you.



**Checkered Flag**  
You have survived. Complete your cooldown lap and return to pitlane.



**Yellow Flag**  
Local yellow. Slow, no passing. Something is dangerous ahead.



**Yellow / White Flag**  
Local yellow. Slow, no passing. Something is dangerous ahead. EV on track.



**Double Yellow Flag**  
Full course caution. No passing anywhere.



**Code 35 Flag**  
Maintain 35 mph. No passing. Maintain interval between you and the car ahead. Used where applicable.



**Debris Flag**  
Slippery track surface or debris on track.



**Red Flag**  
Come to controlled stop where you can see the next cornerworker. Obey corner worker instructions.

Racing flags are used in auto racing to indicate track condition and to communicate important messages to drivers. Typically, the starter waves the flags atop a flag stand near the start/finish line. Track marshals are also stationed at observation posts along the race track in order to communicate both local and course-wide conditions to drivers. Alternatively, some race tracks employ lights to supplement the flags at the start/finish and around the course, especially during night racing.