

Electric City Speedway IMCA Line-Up Procedures

In an effort to make line-ups as clear as possible for everyone and answer any questions about how lineups are done please read the following Line-Up Procedures.

1. Heat runs will have a maximum of 8 cars per heat. This can be adjusted at the discretion of the track officials.
2. Main events will generally have a maximum of 20 to 24 cars. If there are more than 24 cars we may run a B Main(s) at the discretion of the track officials.

First Night of the Season: Heat Run: All drivers will do a pill draw for the heat runs and the heat runs will be lined up by pill number, lowest to highest. If there is more than 1 heat run than the lowest pill goes to heat 1, 2nd lowest pill to heat 2, 3rd lowest pill to heat 1, 4th lowest pill to heat 2 and so on until the heat runs are filled.

B Main: If we have enough cars to run B Mains they are lined-up straight up from the heat runs with the highest finishers to the front and lowest finishers to the rear. A Main: Limited redraw for starting positions based on the number of heat runs.

1. 1 heat run – Top 5 redraw.
2. 2 or 5 heat runs – Top 10 redraw.
3. 3, 4 or 6 heat runs – Top 12 redraw.
4. After the pill draw positions, the rest of the field is lined up straight up from the heat runs.

Rest of the Season: Heat Run: Heats are lined up by season IMCA point average, stagger inverted, lowest point average to the front and highest point average to the rear. If there are more than 1 heat run than lowest point average goes to heat 1, 2nd lowest point average goes to heat 2, 3rd lowest point average to heat 1, 4th lowest point average to heat 2 and so on until the heat runs are filled.

New drivers with no point average or drivers that have missed 2 consecutive events for their class start at the rear. Two or more drivers with no average or same point average placement will be decided by track officials.

B Main: If we have enough cars to run B Mains they are lined-up straight up from the heat runs with the highest finishers to the front and lowest finishers to the rear excluding the qualifiers that advance straight to the A Main.

A Main: Top heat run finishers advance to the A Main and invert based on the number of heat runs. After the invert positions the rest of the positions are straight up from the heat runs or B Main. 1. 1 heat run – Top 5 invert, lowest to front highest to last invert position by point average. 2. 2 or 5 heat runs – Top 10, lowest to front highest to last invert position by point average. 3. 3, 4 or 6 heat runs – Top 12, lowest to front highest to last invert position by point average. 4. For new drivers or drivers that have missed 2 events in a row that qualify for an invert position, they will be lined up in the last of the invert position(s).

POINT STRUCTURE: 1. Weekly 'A' Feature win is 40 points, with each subsequent position worth one point less, with 24th position in feature worth 17 points. If more than 24 cars start feature, all positions from 24th back receive 17 points.

If track runs a 'B' feature(s), first non-transferring driver receives 16 points and each subsequent position, back to sixth position, receives one less point per position. Sixth position on back in 'B' feature(s) receives 11 points. This applies to all 'B's, even if more than one is run.

Drivers that don't qualify for 'A' or 'B' feature will receive no points.

2. You must take the original green flag in the main event to be awarded any points.
3. All racecars will be awarded 1 point for each hot lap completed with a maximum of 8 points.
4. Driver must participate at minimum 50% of weekly point events at a track to be eligible for track points.

5. Points go to the driver and not the car. Lap Counts: A Main: 15 cars or less will get 15 laps. 16 cars or more will get 20 laps.
B Main: All B Mains will get 12 laps. Heat Runs:

All heat runs will get 8 laps. Lap counts for special events may vary. Track Officials have the right to adjust total laps for any given event at any time.