

2023

Backyard 400 Event Rules



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Event Rules

Safety Requirements

1. As a minimum each pit must have a fire extinguisher and drivers must wear.
 - a. Gloves
 - b. Helmet
 - c. Long sleeve shirt or jacket (may be a fire suit, karting or motorcycle type jacket, no outerwear with pull strings or hoods)
 - d. Long pants
 - e. Closed toed shoes (no sandals or open toe shoes allowed)
2. NO DRIVER ALLOWED ON THE TRACK WITHOUT ALL SAFETY EQUIPMENT.
3. NO ONE WILL GET OUT OF THEIR KART WHILE ON THE RACING SURFACE FOR ANY REASON.
 - a. UNLESS YOU ARE INVOLVED IN AN ACCIDENT THAT EJECTS YOU FROM THE KART, YOU ARE NOT TO GET OUT.
 - b. IF YOU ARE EJECTED AND CAN SAFELY GET TO THE INFIELD, DO SO. ALL OTHER KARTS WILL IMMEDIATELY SLOW DOWN AND AVOID THE AREA.
 - c. DO NOT STOP AND ATTEMPT TO RENDER AID. THIS IS THE RESPONSIBILITY OF THE TRACK WORKERS, LET THEM DO THEIR JOB!
 - d. YOU WILL BE DISQUALIFIED IF YOU DO NOT FOLLOW THIS RULE.
4. ABSOLUTELY NO BUMP DRAFTING OR INTENTIONAL CONTACT. IF YOU INTENTIONALLY HIT, BUMP, BUMP DRAFT, SHOVE, ETC... YOU WILL BE BLACK FLAGGED AND DISQUALIFIED.
5. Racing Flags
 - A. FAILURE TO OBEY A FLAGMAN OR A TRACK OFFICIAL'S ORDER WILL RESULT IN DISQUALIFICATION
 - b. Yellow Flag - Caution: All racers will reduce speed and follow all directions of the flagman or race control.
 - c. Red Flag – Stop: All karts will stop on the front stretch unless directed toward pit road or the back stretch by track officials.
 - d. Black Flag – Disqualification: The offending kart will return to the pits immediately.

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Kart Requirements

1. Body & Chassis
 - a. All karts must have a street/race car replica body of yard cart style. NO BANDELEROS OR OPEN BODY RACING KARTS
 - b. All bodies must be constructed of fiberglass, plastic, or carbon fiber. NO SHEET METAL BODIES ARE ALLOWED.
 - c. Karts that were originally built and sold for recreational use at a public entertainment facility like Great Times are not allowed. NO EXTERIOR METAL/RUBBER BUMPERS THAT EXTEND BEYOND THE BODY ARE ALLOWED.
 - d. Single seat karts only NO WIDEBODY TWO SEAT KARTS ARE ALLOWED.
2. Numbering
 - a. All karts MUST have a large number on the kart for scoring.
 - b. The numbers must be of a contrasting color and bright enough for the tower to score you.
 - i. If you don't have it displayed and the scoring tower cannot see the number, you may not be scored correctly.
 - ii. Track score sheet is official, and the scoring person is not responsible if they can't see your number.
 - c. In the case of duplicate numbers
 - i. The first person registering a number will be allowed that number.
 - ii. The second, or subsequent, driver registering the same number may be asked to add a letter or additional number to the kart FOR SCORING PURPOSES ONLY.
 - iii. This is to help the scorers keep accurate track of your start and finish position.

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3. Motor

- a. STOCK OFF THE SHELF ENGINES ARE ALLOWED → RACING ENGINES ARE STRICTLY PROHIBITED - OHV & FLAT head 4-stroke motors up to 212 cc are permitted
- b. The only modification to the engine can be a governor removal, high flow intake, high flow exhaust and re-jet of stock carburetor.
- c. Modifications to the rod, flywheel, crankshaft, rockers, heads, block, camshaft, valve springs, carburetors (except re-jet), or valves is prohibited.
- d. No modified engine parts are allowed regardless of material type or whether they are external/internal unless otherwise stated.
- e. The motor must always have a stock appearance from any distance
 - i. Stock block and cylinder head only
 1. NO BILLET PARTS ALLOWED
 - ii. Only stock appearing OEM style carb allowed with no external changes
 1. No aftermarket or 390 carbs allowed
 2. No adapter/spacers are allowed
 3. Two OEM style gaskets and the black phenolic plate are the only items between the carb and the head.

4. Fuel Tank

- a. Stock tank may be used, and the cap must be taped down to prevent it from coming off on the track
- b. Floor pan mounted fuel tank and pulse-type fuel pump are allowed
- c. Pump gas only

5. Accessories

- a. Headers – Open header, open pipe, mufflers optional
- b. Clutch – Centrifugal or CVT type clutches allowed
- c. Gear – Any gear ratio is allowed
- d. Blower Housing – Pull, external, or electric start is allowed
- e. Wheels – 6-inch maximum diameter wheel is allowed
- f. Tires – Any wheel width and outside diameter is allowed

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6. Protests

- e. PROTESTS ARE VISUAL ONLY. TIRES, CLUTCH, OR GEARING ARE NON-TECH.
- f. Track or tech official's decisions are FINAL.
 - i. THESE RULES CANNOT BE CONTESTED.
 - ii. ALL RULES ARE SUBJECT TO INTERPRETATION BY TECH OFFICIAL.
 - iii. ALL RULINGS BY TECH OFFICIALS ARE FINAL
- g. Any situation not specifically covered in these rules will be acted upon by the official or officials in charge at the time, whose decision will be final and binding on all participants.
- h. Continuous developments in racing may necessitate changes which cannot be anticipated at the time rules are formulated. If necessary, rules may be updated, changed, deleted or added to at the discretion of the officials.

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Race Format

1. Drivers Meeting
 - a. Prior to racing all drivers will attend a mandatory meeting which is conducted by race officials.
 - b. This meeting will outline the nights events and procedural changes that may be in place.
 - c. Random number drawing will take place at the end of the drivers meeting to determine the order for time trials
2. Hot Laps
 - a. This is a practice session prior to time trials that allows teams to fine-tune their cars
 - b. Hot laps are run in groups with each driver assigned to their group by the random number drawing from the drivers meeting.
 - c. Each driver is allotted 5 laps with one warmup lap, two full speed laps, and one cooldown lap to ensure their car is ready for qualifying
3. Time Trials
 - a. Each driver is given one non-timed warmup lap
 - b. After the warmup lap the qualifying lap will begin from a rolling start
 - c. Each driver is given one timed qualification lap
4. Heat Races
 - a. There will be a heat race for each of the three classes of karts; Street, NASCAR, and IndyCar.
 - a. Each heat race will have a maximum of eight (8) cars.
 - b. The number of heat races for each class will be determined by the total numbers of entries within that class.
 - c. The heat races are aligned from the results of the time trials – i.e., the driver who earns the fastest time starts from the pole position in the first heat, second fastest starts from the pole in Heat 2, etc.
 - b. Each heat race will be eight (8) laps and will determine the drivers who will move on to the Feature or Last Chance Showdown.

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- c. The top three finishers in each preliminary transfer directly to the Class Finals and the remainder of the finishers move on to the Last Chance Showdown.
 - d. The top three finishers in each class heat race will move on to the Class Finals and there will be three finalists from each class that move on to the Feature race. The number of Class Finals races will be determined by the number of entries within the class.
5. Redraw
- a. The top three drivers from each class report to the front stretch of the racetrack before the Last Chance Showdown to redraw for starting positions.
 - b. These starting positions will be at the front of the field for the Feature race
6. Last Chance Showdown
- c. This is the final chance a driver has to qualify for the Feature race
 - d. This race is for all cars (regardless of kart class) who have failed to qualify for the feature race.
 - e. The winner of the Last Chance Showdown will transfer into the Feature race behind the Heat race qualifiers.
 - f. Last Chance Showdown distances are set at 8 laps.
7. Feature
- g. The final race of the night which decides who is the overall winner of the event.
 - h. The Feature is 10 laps
 - i. Caution-flag laps do not count toward the total laps completed.
 - j. The Feature must finish with at least two consecutive laps of green-flag racing.

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Event Schedule

- 8:00 to 10:00 → Track Opens
- 10:00 to 11:30 → Drivers Meeting & Hot Laps
- 12:00 to 14:30 → Time Trials
- 15:00 to 20:00 → Heat Races
- 17:30 to 18:00 → Redraw & Last Chance Showdown
- 18:00 to 18:30 → Feature Race
- 19:00 to 19:30 → Awards Ceremony
- 20:00 to 24:00 → After Party

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2023 Track Map



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