



**LIQUID NITRO OUTLAW
MINI MOD SERIES
RULES & REGULATIONS**

TABLE OF CONTENTS

Series Rules & Regulations	3
Hoosier Tires	3
Rims	4
Hubs	4
Spindles	4
Steering	5
Fuel Cell- Fuel Pump- Fuel	5
Gear	6
Radiator	6
Brakes	6
Bird Cages	7
Engine	7-8
Wheel Base	8
Front Axel	8
Shocks & Springs	9
Body.....	9-10
Weight	10
Miscellaneous	10-11
Points System	12-13
Qualifying & Race Procedures	13
On Track Miscellaneous	13-14
Pit & Track Behavior	14-15
Protest Policies & Tech	15-16
Race Officials	16

SERIES RULES & REGULATIONS

- Interpretation of Series rules will be at the discretion of technical inspector (track or series). All decisions by track and/or Series officials will be final. **If the rules do not state you can do something, assume that you CANNOT.**
- Officials have the right to check anything on any car at any time
- Officials have the right to amend any rule at any time for the betterment of the Series

HOOSIER TIRES

RF, LF, LR - 15.0/8.0-8 JR. Sprint

RR- 16.0/8.5-8 JR. Sprint

- These are the **ONLY** tires allowed
- 16.0/8.5-8 tire can only be used on RR
- RR Compound D28 **ONLY**
- RF, LF, LR- RD20 Compound **ONLY**
- You may grove and sipe tires in any pattern
- **NO TIRE PREP, SOAKING or ANY TREATMENTS!**

RIMS

- RF, LF, LR 8" X 8" steel or aluminum
(wheel dimension must be within +/- 1" of 8")
- Any off set wheel (3" X 5" is standard)
- No plastic or carbon fiber wheels
- No bleeders of any style
- 4" X 4" bolt pattern ONLY
- Bead-lock wheel can only be used on RR

HUBS

- Steel or aluminum front hubs
- 4" X 4" bolt pattern ONLY

SPINDLES

- Steel spindle ONLY (no aluminum)
- Must be comparable to Bat Wing Chassis factory spindle
- 7 degree min, 9 degree max

STEERING

- Steering quickener is allowed & recommended
- No Rack & Pinion box
- No aluminum steering shafts
- No aluminum U-joints

FUEL CELL, FUEL PUMP & FUEL

- Aluminum or steel 3 gallon MAX
- PUMP GAS ONLY 93 octane MAX
- No race fuel
- No additives
- No methanol
- Factory fuel pump (must be mounted in fuel cell)
- No aftermarket fuel pumps
- Must use fuel line rated for fuel injection.
- Use factory connections with clamps when possible

GEAR

- Front gear and chain must be steel
- Gearing is open
- 50 chain or 520 o-ring chain

RADIATOR

- Factory Bat Wing Chassis or comparable
- Or factory motorcycle
- May mount on RH or LH side no further back then rear of seat

BRAKES

- One rear brake
- NO front brakes
- 10" max diameter of brake disc
- 2 piston caliper ONLY Wilwood #120-4062
- 5/16" max thickness of brake disc
- Wildwood Master Cylinder #2606764
- Steel or high pressure plastic racing brake line

BIRD CAGES

- Single or double bearing bird cages allowed.
- Suspension link mounting hole dimension - 5-1/4" +/- 1/8" (space between/across bolt holes on bird cage) 4-Link or Wishbone must be bolted in these holes on Birdcage.

ENGINE

- Stock from motorcycle, including: injectors, clutch, spark plugs, and ECU
- All engines and wire harness must come from Bat Wing Chassis or be inspected by Bat Wing Chassis
- ECU MUST be checked and sealed by Bat Wing Chassis
- 599 cc max displacement
- 12 volt battery ONLY (one battery per car)
- No aftermarket devices (injection systems, carbs, ignition, and/or throttle bodies)
- Suzuki GSXR 600 motor ONLY (2001-2009 Model Year)
- No Yamaha, Kawasaki or *Honda engines (Cars that were *originally* built with the Honda motor option will be allowed)
- Aftermarket air box is allowed
- Aftermarket exhaust header is allowed (Beyea RH exit header recommended)

- Aftermarket Oil Pan is legal. (Kevko GSXR-600 pan recommended)
- Must have complete working muffler

WHEEL BASE

- 69" +/- 1"
- Max overall length of car 132"
- Max overall width 65"

FRONT AXLE

- One piece straight front axle (must be comparable to factory Bat Wing Chassis axle)
- Must be steel
- Max width 34"
- Min width 32"
- 2 radius rods RH side (mounted 5" +/- 1" from outside of axle)
- 1 radius rod LH side (mounted 5" +/- 1" from outside of axle)
- Shock can mount anywhere ON front axle
- 5/8" spindle heims

SHOCKS & SPRINGS

- Any 6" steel-bodied shock is allowed
- NO Bulb/ Canister Style Shocks
- NO aluminum shocks
- No Sliders or Dummy shocks
- Only 4 shocks per car
- 1" max shock extension
- Only 4 springs per car
- Any spring rate is allowed
- 1-7/8" diameter springs only (8" or 10" tall spring is allowed)
- No barrel springs

BODY

- Body style and design is open (must resemble a modified)
- Maximum width 65", Maximum Length 132" - Car and Body MUST fit in a hypothetical box of 65" wide x 132" long.
- No wings
- 3" Spoiler- 3" Maximum length of material from deck to top of spoiler, Any angle allowed. 1" max support brace/ bend/ lip protruding off rear of spoiler. (maximum deck height will be established and enforced for 2018)

- Standard front & rear bumper design/ or comparable to factory Bat Wing Chassis (Front- 31" X 7.5" Rear- 47" X 7.5" +/- 1") Front & Rear Bumper MUST measure 14" +/- 1" from ground to center.
- Nerf bars or body must be wider than wheels

WEIGHT

Minimum weight rule 875#. Drivers weighing less than 150#, must add 50# under the seat, or a minimum of 3 official Bat Wing Chassis weight plates. Car and driver must weigh a minimum of 875# after the Feature. Top 3 cars must scale after each Feature race. If found light, driver will be disqualified from event, lose all points for event, and receive no pay for event. If you do not go directly to scale after race event you will be disqualified- no questions asked.

MISCELLANEOUS

- Transponders are mandatory
- Raceceivers are mandatory
- No traction control
- No air shifter
- No remote weight jacks or suspension adjustments from cockpit
- No aluminum bolts

- No radio communication in cars
- No spring or biscuit pull or pan-hard bars
- No torsion, leaf, or sway bars
- 1/2" minimum heim on all rear suspension parts
- 3/8" minimum heim on all front suspension parts
- Straight live rear axle (no independent rear axle)
- Engine must be mounted to rear axle in an un-sprung configuration
- Standard front & rear bumper design/ or comparable to factory Bat Wing Chassis (Front- 31" X 7.5" Rear- 48" X 7.5" +/- 1") Front & Rear Bumper MUST measure 14" +/- 1" from ground to center.
- Mandatory chain guard
- Certified race seat mounted with three 3/8" bolts minimum and 5-point safety harness
- Must have car number clearly displayed on rear of car
- Any added lead must be painted WHITE and have car number on it. Added lead must be bolted thru a welded tab on chassis with minimum of 5/16" bolts or clamped to a chassis tube. DO NOT BOLT LEAD TO FLOOR PAN!

POINTS SYSTEM

- Series points will be awarded using the Wisconsin Points Scoring System
- Points will be awarded to "driver" not car
- You will be awarded points based on the first heat race and your feature results only
- If you break or do not qualify for feature, you will still be awarded points based on finish
- Each track may award "Track Points" separate from "Series Points"
- If you qualify for feature then break and are forced to race a different car you must start at the rear of feature. You will still be awarded the points you have earned.
- You will be awarded "Show Points" at every Outlaw Mini Mod race, held at any track, on a sliding scale based on the total number of cars competing in the show - 9 cars or less, you will receive 9 show points. 10-15 cars, you will receive 10 show points. 16 cars or more you will receive 11 show points. A registered car needs to take a minimum of one green flag under its own power to qualify as a competitor and be eligible for Show Points.
- The Outlaw Mini Mod Series Points Champion will be calculated from the driver's best 10 shows. Any track, and all Outlaw Mini Mod races with 5 or more cars, will count toward the 10 race totals. YOU MUST RACE AT A MINIMUM OF 3 DIFFERENT RACE TRACKS TO QUALIFY. The Series will use your best 10 point races to accumulate your season point

total. You are allowed a maximum of 4 races from one track to count toward your 10 best point shows. Twelve (12) additional Bonus Points will be awarded to drivers for racing at additional different tracks beyond the minimum of three needed to qualify for the Series Points Championship. Drivers racing at different tracks #4, #5, and #6 will be awarded 12 Bonus Points for each track, for a maximum possibility of 36 Bonus Points.

QUALIFYING & RACE PROCEDURES

- Qualifying for features will be done through a "heat race" whose line-up will be determined by draw
- Each track has option to conduct the draw and line-up as they see fit. If they choose for the Outlaw Mini Mod Series officials to conduct the line-up, this will be determined before the race. Series line-ups will take place at the Series trailer. Top 6 qualifiers will re-draw for feature. Remaining cars will line up from qualifying results.
- Number of laps will be determined before each race, typically 8-10 lap qualifying races and 12-20 lap features

ON-TRACK MISCELLANEOUS

- Shifting is allowed on starts and re-starts
- During a race if you are sent to the pits by officials or enter the pits yourself, you are finished for that race

- 2 spin rule: if you spin by yourself one time, on the second spin you will be sent to the pits
- If you spin someone out, YOU will be sent to the rear, and receive LAST PLACE PAY & POINTS regardless of finish position
- If the person you spun out cannot continue the race, you will be sent to the pits also
- If the person you spun out cannot continue at all, you will not be allowed to either (you will be awarded points behind the person you spun)
- If a car flips or lands on its side, that car is finished for that event
- If you get a flat tire, you are finished for that race
- Rough driving will not be tolerated!
- If you unbuckle & get out of your car on the track, you are done for that race
- Single file re-starts in all qualifying races
- Delaware Double file re-start with 9 or more cars in the feature. Single file re-start with 3 laps or less to go in feature

PIT & TRACK BEHAVIOR

- Car owner is responsible for the conduct of the driver and crew at the track and in the pit area
- All owners, drivers, crew and team members must present themselves in a professional manner at all race tracks

- Any individuals who get into a fight or obscene argument at the track shall be immediately suspended from that event. Suspension and/or fine will be at the discretion of Series and/or track officials
- Any and all actions, including negative use of the internet, including any social media, by person or persons ruled detrimental to the Series, or its officials, drivers, and/or owners will receive a minimum \$50 fine, along with a possible suspension, and/or lifetime ban from the Series. These actions or any similar will not be tolerated!

PROTEST POLICIES & TECH

- Any owner/driver may file a protest against another owner/driver for any infraction of the rules
- Protest must be in writing and given to Nathan Kilwine, and/or a track official
- \$150 must be submitted with written protest document
- \$50 of protest money will be deposited into Series point fund
- If found *illegal*, protester receives the remaining \$100 back and protested car receives no points or prize money that night
- If found *legal*, the protested car will receive the remaining \$100
- Top 3 cars *must* report to tech area after scaling. Driver and ONE crew member per car MAX allowed in the tech area!

- ECU Protest- \$150 + all costs involved with verifying legality of ECU (Documentation will be provided of test outcome) \$50 to Series Point Fund, \$100 to Protester if illegal, \$100 to Protested if legal. If found illegal- 1st Offense- \$500 fine, loss of all points & 2 week suspension. 2nd Offense- \$1000 fine, loss of all points & 2 month suspension. 3rd Offense- \$1000 fine, loss of all points & 1 year suspension. (Fine must be paid in full before driver or car may race again. Any fines collected will be deposited into Series Point Fund)
- Engine Protest- \$1000 + cost involved with verifying legality of engine. (Pictures and documentation will be provided after tested) \$100 to Series Point Fund, \$900 to Protester if illegal, \$900 to Protested if legal. Any driver in the top 10 in Series Points may protest a 5 time feature winning engine in one season. If found illegal- 1st Offense- \$500 fine, loss of all points & 2 week suspension. 2nd Offense- \$1000 fine, loss of all points & 2 month suspension. 3rd Offense- \$1000 fine, loss of all points & 1 year suspension. (Fine must be paid in full before driver or car may race again. Any fines collected will be deposited into Series Point Fund)

RACE OFFICIALS

- Series Head Official - Nathan Kilwine (507) 456-5465
- Kelly Steele
- Tommy Patton
- Chris Harris
- Any/ all track officials