



# 2026 SHOWDOWN SERIES RULEBOOK

SHOWDOWN SERIES

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**IT IS THE RESPONSIBILITY OF EACH COMPETITOR TO READ AND UNDERSTAND THE  
RULEBOOK AND THE APPLICATION OF THESE RULES.**

**PREFACE**

A Showdown Series event is a competitive Legend and Bandolero racing series which is intended to be conducted and officiated in accordance with the rules herein (the 2026 Showdown Series Rule Book). These rules and regulations provide the guideline for all events. The rulebook may be amended from time-to-time and Bulletins or special rules may be published and/or adjusted at any particular event with the participants receiving prior notification. By participating in these events, all participants are deemed to have agreed to comply with these rules and regulations and any amendment or modifications thereof.

The rules are not intended to express or imply the warranty of safety as a result of publication of, or compliance with the rules and regulations as stated herein. The rules are intended to offer a guideline for the orderly conduct and officiating of an event. **NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATIONS OF/OR COMPLIANCE WITH THESE RULES AND/OR REGULATIONS.** They are intended as a guide for the conduct of the sport and are in no way a guarantee against injury or death to a participant, spectator, official, or other individual.

The Showdown Series Director shall be empowered to permit any appropriate amendment from any of the specifications and/or procedures herein, or impose any further restriction that, in their opinion, does not alter minimum acceptable requirements. Revisions to the rules are not intended to express or imply the warranty of safety as a result from any such deviation or restriction of the specifications, rules and/or procedures. Any interpretation of, deviation from, these rules herein, is left to the discretion of the Director and Showdown Series Officials and their jurisdiction and discretion is final.

Any visible equipment changes and/or performance enhancing changes to previously approved Legend Cars and/or Bandoleros and/or equipment must be approved in writing prior to introduction into competition by the Showdown Series Director. Showdown Officials reserve the right to immediately determine the legality and use of any equipment that has not received prior written approval for introduction into competition.

It is ultimately the obligation of each participant to ensure their conduct and equipment comply with all of the applicable rules, as they may be amended from time-to-time. The rules are in no way a guarantee against injury and/or death to participants, spectators, officials and/or others.

A. Inclement Weather, Postponement and/or Event Cancellation:

- a. In the event of rain or other conditions, it may be necessary for the Track or Showdown Series to adjust the order of the Event schedule, length of Race(s), practices, and qualifying sessions, or to stop the program completely. Should this occur, the Track or Showdown Series shall make every effort to resume the schedule in a timely fashion if conditions improve. It is their sole discretion as to what decision they make, and their decision is final including cancellation of the remaining incomplete portion of an Event.

B. Social Media Policy

- a. Everyone must be aware that posting in social media is like speaking into a live microphone. Media outlets, potential new sponsors and fans can and quite often do pick up on social media comments. Be aware all teams and speedways depend on their sponsors to race weekly.
- b. Therefore, we request all competitors, and their teams respect the value of ours and your fan base and sponsors. By the time an offensive post or tweet shows up, it is too late to stop the spiraling effect for the Competitor and or the Showdown Series. You may feel that you cannot control the comments made in support of your initial comments, but that is not the case.
- c. Negative social media in any form posted about the Showdown Series, Showdown Series Officials and/ or Competitors and their Crews will not be tolerated. Depending on the severity of the incident, fines or suspensions may be assessed. We request you to partner with us by speaking with your team of this policy.

C. Technical Rules

- a. Legend Cars and Bandoleros will follow the Current INEX Technical Rules. All Exceptions to any of these rules are listed below
  - i. Bandolero's will be required to run an INEX Legal Red Restrictor plate at all events unless otherwise notified.
  - ii. All Bandolero cars must run a 4.00 gear ratio or greater at all tracks.
- b. Any competitor refusing technical inspection at any time is subject to a one (1) year suspension from the date of the incident

D. RaceCeivers, LiteCeivers and Transponders

- a. No Two-way Radios will be allowed during competition (qualifying, heats, features)
- b. A functioning RaceCeiver is mandatory every time you go on track. We will utilize the default frequency of (454.000) unless told otherwise in Driver's Meeting or via Band App.
- c. A functioning LiteCeiver is mandatory, and it should be in car at all times while you are on track. It should be visible by the driver.
- d. Transponders are mandatory per INEX location
  - i. We may utilize Westhold or MyLaps (AMB) transponders pending the track scoring system
  - ii. There will always be rentals available at the track either through the series or track for a fee.
  - iii. Numbers must be visible and full size in case the transponder system fails.
- e. Class decals or letter should be on your car

D. Tire Rules

- a. Tires are assigned to the car.
  - i. Each Car will be allowed four (4) legal INEX tires for each event weekend unless otherwise posted
  - ii. Each tire will be branded or marked for that event at the racetrack. No replacements will be issued for damaged tires (E.I.R.I.)

- iii. Tires cannot be buffed, sized, cleaned or altered after they have been branded or marked for the event.
- iv. There are some events that may have impound rules. Those races will be announced at the racetrack and rules will be given at the drivers meeting.
- b. Teams will be allowed to practice on any legal INEX tire.
- c. Teams must run their four (4) marked tires for Qualifying, Heats, and Features.
- d. Teams must declare four (4) tires prior to qualifying with tech and have them marked. Teams will be required to use those tires for the entire weekend when racing at the same track multiple days.
- e. If there is a change in track you will be allowed to run different tires or run the same from night before. You will have to get tires marked if you change tires
- f. Any competitor refusing tire tech and/or tire sampling at any time is subject to a one (1) year suspension from the date of the incident

#### E. Testing Rule (Effective March 1, 2026)

- a. There is no testing within six (6) days of an event.
- b. You may run a regular scheduled event at the track the week prior to a Showdown Series event.
  - i. e.g. - a track races on Friday night and Showdown Series is racing the following Friday at that track. You will be allowed to race the event but could not test on Saturday
- c. If a team is found to have tested prior to an event they are subject to a fine and disqualification from the event.
- d. If the track has a paid practice same day of event teams MAY participate in the practice sessions.

#### F. Event Format

##### a. Registration Procedures

- i. A team representative or driver must come to the Showdown Series registration and pay their entry fee before they will be allowed to enter the racing surface.
- ii. Entry Fees are as follows:
  - 1. Bandolero's \$25 per race
  - 2. Legend's \$50 per race
  - 3. Entry fees may be done on MyRacePass in advance for less than at the track
- iii. Failure to register before going on the racetrack could result in a fine or disqualification from the event.
- iv. All cars must be registered prior to the driver's meeting which will take place before practice.

##### b. Race Format

- i. Practice (1 Round), Qualifying (2<sup>nd</sup> Round of Practice), Heats (where applicable and time allows), and Feature.
- ii. If there are more than twenty-eight (28) cars in either division the field could be split into two (2) features based on time. There will never be a B-Main. All cars will race a feature race.
- iii. Lap and Time Restrictions
  - 1. Practice/Qualifying could be time based or lap count.
  - 2. Heats (where applicable) – six (6) or eight (8) laps in distance.
  - 3. Features - twenty (20) to thirty (30) laps in distance.
  - 4. All races are subject to a time limit of one (1) lap per minute.
  - 5. Once the time limit has been reached the next flag will end the race yellow or checkered. Red flag time does not count as part of the total race time. The clock starts once the first green flag is waved.
    - a. The flag displayed at the starter's stand will be solid pink to designate that time has expired.

##### c. Back-Up Cars

- i. Back-Up cars are prohibited.
- ii. A competitor may only use another competitor's car once it has been withdrawn from the event.
  1. The competitor that withdrew will receive no points for the event that they withdrew from only.
  2. The competitor replacing the withdrawn competitor will forfeit all points earned for the night prior to the car change (e.g. - qualifying or heat race points).
  3. In the case of double features if the change happens after the first feature there would be no forfeit in points because the prior show would be completed.
  4. Tires must be used from original driver's car. (E.I.R.I)

#### G. Racing Procedures

The Race Director will determine, administer and perform all racing, flagging and lineup procedures except for the bumper rule: A car must compete with both bumpers that are not in contact with the track or considered in a dangerous position or condition by Track or Series Officials at any time. If any of these conditions are not met, Track Officials may black flag the car.

If a Driver and/or Associate Member should have any questions about these procedures at an event (such as starts, restarts, flags, line-ups, rough driving, etc.), they should inquire at the Driver's meeting or direct their questions to the Race Director. All "on-track" or Race procedural disputes, protests or concerns should also be directed to the Race Director for the final decision to be settled at the Track.

- a. Original Starts and Restarts
  - i. The Pace Car will drop off in Turn 4. Maintain Pace Car Speed (2nd gear 4000 RPM)
  - ii. Stay double-file, in line and nose to tail. Do NOT BUMP. Do NOT PUSH.
  - iii. All starts and restarts will be in the box. Leader is to start the race in the box. Leader is to fire first in the box
  - iv. If the start is waved off, the offending car(s) from the front row will be placed to the second row for a second attempt.
  - v. If the start is not waved off, the offending car(s) will be ordered to correct themselves over the RaceCeiver or they will be penalized two (2) positions gained on the next yellow or at the end of the race (whichever comes first).
  - vi. All restarts are "Choose-style" restarts
    1. All Choosing will be done at the S/F Line unless there is a painted triangle on the track in a different location.
  - vii. You will get two (2) attempts at an original start or restart. Then you will go single file until you have completed five (5) consecutive green flag laps.
  - viii. Race Director can go single file at any time.
- b. CAUTION Periods
  - i. Determining if you are involved – the cars the yellow is thrown for will be the cars involved. All Cars deemed involved by race director in the incident will go to the tail. If you stop to avoid and do not make contact you will get your spot back. You will be told twice to go to the tail for being involved third time is a black for failure to obey the RaceCeiver.
  - ii. Cars that are involved in an incident (a spin, wreck ,etc.) are expected to clear the race groove quickly and safely.
  - iii. If the competitor loses power or tosses a chain, they are to exit off the track and into the infield so that the race can resume.
    1. Make sure you turn away from traffic e.g. turn through grass away from racetrack.
  - iv. Any car involved in an avoidable yellow meaning could have cleared the incident instead of causing a yellow will be penalized at the discretion of the officials.

- v. All drivers must stay with the car when wrecked. Track and series officials will have final say when and where the car is delivered too if the driver leaves their wrecked car.
  - vi. Any car causing a intentional yellow will be black flagged for that race.
  - vii. Yellow flags are instant. We do not race back to the yellow. Split scoring will be used.
  - viii. If the yellow flag is displayed after all cars have taken the white flag, the race will be restarted with a Green-and-White-together to checkered finish.
- c. Red Flag Conditions
- i. You will be allowed to work on your car under red.
  - ii. No work can be done to any car on the racing surface. All work must be done in the pits or pit lane.
- d. Black Flag
- i. Drivers have three (3) laps to heed the black flag.
  - ii. If the black flag is a result of a driving infraction (e.g. - Aggressive driving or blatant jump starts or ignoring officials) you may not reenter the race.
  - iii. If black flag is for a mechanical reason, you may reenter the race once the necessary repairs are completed under yellow.
  - iv. You may do repairs in the designated Work Area only (to be announced at drivers' meeting). Drivers will be given two (2) laps to do repairs.
  - v. If a bumper becomes detached from the car or Frame Horns exposed you will be black flagged
  - vi. Cars black-flagged for driving infractions are scored from last place on up depending on the running order of the cars and the lap they were black flagged.
  - vii. Cars black-flagged for mechanical reasons will maintain their position based on running order and the number of laps completed.
  - viii. If you are black flagged and have a question as to why, you may see the series director, Brad Hockaday, at the end of the show. If you come to the tower you will be removed from competition and subject to a fine.
- e. A race ending under review means that Officials are reviewing the race for violations and may assess penalties on car(s) involved in an altercation during the race.
- i. A black flag and a checkered flag may wave if the Race Director puts the finish under review
  - ii. Finishes are Official thirty (30) minutes after posting the results on MyRacePass

#### H. Purse and Payoff Procedures

- a. Purse will be determined by the amount of entries for the event.
- b. Payoff will not happen until after the event.
- c. Checks will either be provided at the next event weekend or mailed.

#### I. Points Format

- a. Points System will be used to calculate a champion at the end of the season.
  - i. Points Fund and Points Schedule
    - 1. Legends must count their twenty-eight (28) best races season.
    - 2. Bandoleros must count their twenty-six (26) best races of the season.
    - 3. The events that are dropped are rain outs and worst finishes. (e.g. – thirty-seven (37) races on schedule for Legends and we get four (4) rain outs and race thirty-three (33) times then you will only drop your five (5) worst finishes).
    - 4. Only the Top 10 in Season Points will be recognized
    - 5. Must run up to 75% of the events to be eligible for points fund and awards.
      - a. If you complete 90% of events then you will be eligible for 90% of the posted award money.
  - ii. Points are awarded for Qualifying, Heat Races, and Features

1. Unsportsmanlike black flags and disqualifications may not be dropped toward series points standings. (Actions will be sent to INEX if further action should be taken)
2. Tech disqualifications may not be dropped towards series points standings.
- iii. The driver that passes the most cars in the Feature(s) will receive Hard Charger points.
  1. Gets 1 point per car passed (e.g. - driver starts 20<sup>th</sup> and finishes 10<sup>th</sup>; he will receive ten (10) extra points)
- iv. Tie breakers are in season points are determined by a competitors best finishes throughout the season.
  1. E.g. - most first place finishes, second places, thirds, fourths, fifths and so on.
  2. If there is still a tie the money would be added together and divided in half for those positions.

b. Point System:

<b>Qualifying</b>		<b>Heat Race</b>		<b>Features</b>	
<u>Place</u>	<u>Points</u>	<u>Place</u>	<u>Points</u>	<u>Place</u>	<u>Points</u>
1 <sup>st</sup>	3	1 <sup>st</sup>	10	1 <sup>st</sup>	100
2 <sup>nd</sup>	2	2 <sup>nd</sup>	9	2 <sup>nd</sup>	97
3 <sup>rd</sup>	1	3 <sup>rd</sup>	8	3 <sup>rd</sup>	94
		4 <sup>th</sup>	7	4 <sup>th</sup>	91
		5 <sup>th</sup>	6	5 <sup>th</sup>	88
		6 <sup>th</sup>	5	6 <sup>th</sup>	86
		7 <sup>th</sup>	4	7 <sup>th</sup>	84
		8 <sup>th</sup>	3	8 <sup>th</sup>	82
		9 <sup>th</sup>	2	9 <sup>th</sup>	80
		10 <sup>th</sup> - Field	1	10 <sup>th</sup>	78
				11 <sup>th</sup>	76
				12 <sup>th</sup>	75

Field Drops by 1 Point

J. Protest Rules

- a. Finishes must be protested to the Race Director or Series Official within thirty (30) minutes of the checkered flag of the race in question.
- b. If the race director is not available you must inform a Showdown Series/INEX official so that it has been recorded.
- c. Any tech protest must follow the INEX Rule Book

K. Official Decisions

- a. 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.
- b. Any disagreement over technical questions or operations will be resolved by INEX. When the decision is rendered, the decision is final and binding.
- c. 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.
- d. At certain events, to encourage participation of local competitors, the officials may alter the rules for those cars to try and create a level playing field for cars that might fall outside of the normal rules. Official's decisions are final