TrackTime Enduro Rules

1. Administration

1.1. Vehicle Numbers and Class Designation

Vehicle numbers must be easily legible and in a contrasting color, per the NASA CCR. Required class designation stickers should be positioned on each side of the car, near the numbers.

1.2. Timing Transponders

Each car must have a working MyLaps transponder. Teams should monitor the live timing feed for their lap times and report any discrepancies to Timing and Scoring.

1.3. Driver Eligibility and Licenses

No medical application is required. However, all drivers must be in good physical condition, as deemed by their physician. Some track experience beyond novice (generally NASA HPDE 3 or a comparable intermediate level) is required. Drivers who are significantly slower than the rest of the field or who drive erratically may be excused from the race by the Race Director. A competition license is not required.

1.4. Entry Fees

The Team Captain is responsible for paying all fees and submitting all paperwork. Each driver must also register as a driver and be listed on the Team Captain’s team.

1.5. Unauthorized Drivers

If an unregistered person is found to have driven on course, all drivers of that vehicle will be subject to disciplinary action, with a minimum penalty of exclusion from the event. Exclusion may also include loss of finishing position and prize money.

1.6. Team Name

Each team must declare its team name, class, and Team Captain on its entry form when registering. Teams must also declare a text number that race control can connect with at all times during the weekend.

2. Eligibility

2.1. Vehicle Eligibility

All closed-wheel race cars and sports racers with the required safety equipment (as per NASA CCR) and a NASA annual inspection sticker are eligible.

2.2. Technical Safety Inspection

All cars are required to pass a NASA annual inspection and display an annual inspection sticker on the driver's side of the front windshield. Entrants must show proof of compliance with the safety rules in the CCR. It is the team's responsibility to ensure the vehicle and all drivers and crew have safety gear that meet NASA rules.

2.3. Tires

Any tires may be used.

2.4. Fuel Tanks / Cells

Vehicles must start with no more fuel than the OEM tank(s) holds, or a maximum of eighteen (18) gallons, whichever is less. No vehicle may have more than two OEM tanks or more than two fuel cells. No vehicle may be capable of carrying more than thirty-four (34) gallons of fuel at any time.
Filler hoses must be secured at each connection point with either a threaded connection or double hose clamps. Filler hoses must take the most direct path between the tank opening and the filler neck. A single external container (e.g., swirl pot, vent can, surge tank) may be used, provided it has a capacity no greater than 1.5 liters (0.4 gallons), is constructed of metal, has threaded fittings to braided fuel hoses, and is separated from the driver's compartment by a bulkhead. Any container over 1.5 liters is considered another fuel cell and is subject to fuel cell requirements.
Each fuel tank/cell is limited to one vent, no larger than one (1) inch in diameter. All non-OEM vents must have a check-valve or "rollover" valve to impede fuel leakage.

2.5. Vehicle Substitution

If a vehicle breaks before the start of a race, a team may substitute another vehicle provided the vehicle has passed tech inspection. **Note:** Timing and Scoring must be notified of any car number and/or transponder number change. If there was a timed session to determine qualifying order, then the substituted vehicle must start at the back of the field.
If the substitution happens after the start of a race, a team may substitute another vehicle provided the vehicle has passed tech inspection and the substitution is approved by the Race Director. However, the team's laps will restart at zero with a vehicle substitution. **Note:** Timing and Scoring must be notified of any car number and/or transponder number change.

2.6. Night Racing

If the race runs past dusk, headlights and taillights are mandatory. It is highly recommended to have at least two headlights, two taillights, and two brake lights. If one light fails, the vehicle will not be black-flagged provided at least one sufficiently working light of each type remains.
Any number of additional forward-facing driving lights may be added to the vehicle. However, if the Race Director deems any lights excessive or hazardous, the vehicle may be black-flagged.
Roof-mounted lights are prohibited.
In the 2026 race, the last 15 minutes will be getting dark so working tail lights will be mandatory. This can be as simple as a battery operated bicycle type red tail light.
Colored lights to identify the team's vehicle at night are permitted, provided they do not confuse other drivers (e.g., no white light to the rear). No flashing or blinking lights are permitted, except:

- A NASA-approved or mandated flashing light (e.g., JAWS) used by stalled drivers as a warning.
- Brake/rain lights that blink under braking.

3. Classes

There are 5 designated classes for Laguna Seca:

1. **U:** Unlimited
2. **Class A:** Lap times of no faster than 1:35
3. **Class B:** Lap times of no faster than 1:40
4. **Class C:** Lap times of no faster than 1:45
5.

Entrants must select their class during registration. No changing of classes is allowed after 30 minutes prior to the closure of pre-grid.

3.1. Penalties for Exceeding Minimum Class Time

Any lap completed by a car (regardless of driver) that is faster than its minimum class lap time will be deleted.

4. Format

4.1. Grid

Pre-grid closes when the pace car leaves. Late vehicles must start at the back of the entire field or may be held to start from pit lane at the discretion of the stewards.

4.2. Race Length

The actual race length may vary and will end at a predetermined time of day or after a specified duration. The Race Director will announce the exact length and end time before the start of the race. However, the Race Director may adjust the race length for unforeseen circumstances. The official clock starts when the pace vehicle takes the course for the warm-up lap(s), unless otherwise noted.

4.3. Starting Order

The Race Director will choose a method to determine the starting order. Methods may include gridding based on season points (or reverse), a qualifying session, vehicle number, alphabetical order, etc.

4.4. Race Finish

The overall leader will be shown the checkered flag at the finish flag stand as soon as possible after the official race time has elapsed. There is usually (but not always) a “last lap” flag indication from the Starter.
Note: Not all finish lines are directly in front of the finish flag stand.

4.5. Leaving Hot Pits

Vehicles may be held from leaving the hot pits when the pace vehicle is on track. The stewards may hold a vehicle until the pack passes if they believe the vehicle cannot safely catch the end of the pack before reaching the incident.

4.6. Red Flag

In a red-flag situation, all work on vehicles in the pits (hot pits and cold pits), including refueling, must stop. Drivers who choose to pit during a red flag will not be permitted to enter the paddock until the course returns to green. Teams may continue to work on vehicles that were already in the paddock before the red flag. However, those vehicles must not return to track until the green flag is displayed at the Starter’s stand.

4.7. Repair in Hot Pit

Vehicles may be repaired in the hot pit in a safe location at the discretion of an official or the Race Director. At least one jack stand must be placed under a vehicle if a crew member is working beneath it. The vehicle’s weight need not rest on the jack stand, but the stand must be in

position. If repairs exceed 30 minutes, the team will be asked to take the car to the paddock to complete the repairs.

4.8. Full-Course Yellow

The pits are “closed” during a full-course yellow. Any team already in pit lane may continue working and exit pit lane at the discretion of the stewards. Once the last manned turn station (before pit entrance) displays double-yellow flags (or another defined indication), the pit lane is considered closed. If a vehicle enters pit lane during a full-course yellow, the driver has two options:

1. Park in the team’s pit space and do nothing until the green flag is displayed. The driver may not exit the vehicle (unless it’s an emergency or instructed by an official), and no one may work on the vehicle.
2. Continue through pit lane and rejoin the field at the discretion of the stewards, based on safe-release conditions.

5. Scoring

5.1. Finishing Order & Tie-Breaks

Finishing position is determined by the total number of laps completed, regardless of whether the vehicle is running at the race end. If two vehicles have the same number of laps, the one that crossed the line first is scored ahead. If two vehicles break down on the same lap, the one that was ahead at the end of the most completed laps will be placed higher. Championship points may be awarded based on the NASA points system.

5.2. Provisional Results

Provisional results may be announced at the track along with any trophy presentation. Results are not official until marked “Official” and released.

6. Safety

6.1. Conduct & Liability

Reckless or negligent behavior by any driver or crew member that causes damage to themselves, equipment, pit surface, track, or other drivers' equipment or persons can result in severe penalties. If a crew member is injured during a pit stop, the team may be disqualified.

The new track surface at Thunderhill is very expensive and still fresh. Any fluid spill that is not quickly cleaned up can cause damage that can cost five or six figure dollars in damages. Team Captain is responsible for this. If you have a leak, you must immediately pull off the course. You are also required to buy track damage insurance coverage, available on the registration page for about $20.

6.2. Minors

Minors are not permitted in the pit lane. Exceptions may only be granted under CCR rules and with approval from the Event Director, well before the start of the weekend.

6.3. Protective Gear

Crew helmets are permitted and encouraged.

7. Pit Lane / Pit Stops / Refueling / Drive Time

7.1. Pit Spaces & Equipment

Competitors may not mark track property with any permanent material such as paint. Each team is responsible for its own space and must keep it maintained. Only use tape that will not damage the surface upon removal, and remove the tape immediately after the race. Failure to do so may result in penalties.
All teams are required to keep the following items in their pit space:

- Two (2) gallons of water
- At least two fully charged BC or ABC-rated fire extinguishers (5 lb. or larger) with a functioning gauge
- At least five (5) pounds of oil absorbent
- Tray/mat to catch any spills
- Broom
- Grease sweep/absorbent

Teams cannot share these required items between pit spaces, even within the same team, unless only one car is in the pit lane at a time. The team owner is responsible for any damage to the track, pits, or paddock.

7.2. Pit Stop Duration

All pit stops require a 5-minute minimum stop. The 5 minutes is added to your minimum lap time and the total amount cannot be quicker than your class time plus 5 minutes. As an example, if you are in a class requiring lap times of no faster than 2:00, your pit lap time must be no quicker than 7:00. Competitors are responsible for timing their stops and lap times.

7.3. Driver Changes

Teams are required to inform race control who is driving their car at all times. Any driver changes must be reported by text message within 10 minutes of the driver leaving pit lane. The text should contain the team name, car number and the name of the new driver.

7.4. Refueling Protocol

- **Attire:** Any handling of fuel and/or containers may only be performed by a person wearing proper fire attire and a helmet when the crew member is over the wall.
- **Volume:** A maximum of two (2) approved five-gallon containers may be emptied into the vehicle during any single pit stop. (*Note: Six-gallon or otherwise oversized containers sold as "five-gallon" are not legal.*) Unlimited class cars may use quick-fill methods such as fuel rigs and are not limited by the 10-gallon maximum per stop rule.
- **Location:** All refueling during the race must occur in the hot pit or at the gas station using the gas station pumps.
- **Containers:** Fuel cans must use a clear filler hose. When “full,” the fuel may be at the neck of the can but not above it (i.e., no fuel visible in the hose). Fuel cans must remain capped when not in use. Shutoff valves are considered caps. Fuel container vent hoses smaller than 3/16" inside diameter need not be capped. Methanol fuel is not permitted.

- **Storage:** Teams are permitted one (1) 55-gallon drum in their paddock space at any time. Additional barrels must be stored in an area designated by track personnel. Storing fuel in containers larger than five (5) gallons in a team's cold pit space is prohibited.
- **Refueling Surface:** A standard doormat or small carpet piece is not considered a refueling device. It may be placed on the ground before the vehicle enters the pit box but must be removed once the vehicle leaves. Fire extinguishers are not considered refueling equipment.
- **Timing of Wall Clearance:** Refueling begins as soon as any refueling device crosses over the pit wall. Items under direct control of a team member used for refueling may be placed on the pit wall once the vehicle enters pit lane. However, the vehicle must be stopped before any refueling item may be brought over the wall (or taken from the wall) into the hot pit lane. Only one fuel jug may be over the wall at a time. There is no requirement for the engine or master power switch to be on or off. Refueling ends when the fuel cap has been closed.
- **Work Restrictions:** Teams are NOT permitted to perform any work on the vehicle that uses tools during refueling. Teams may change drivers, driver seat inserts, change GoPro batteries, wash windows, etc., during refueling.
- **Verification:** Vehicles with an 18-gallon or larger total fuel capacity must report to Tech before the race to verify the tank(s) are empty. Once verified, 18 gallons may be added, and the fill spout will be sealed for the start of the race.
- **Personnel:** Any number of people may be over the wall during a pit stop. During refueling, anyone involved in refueling (includes the fire extinguisher person) must wear the required suit, shoes, helmet, and gloves. During refueling, at least one person holding a fire extinguisher must be standing over the wall watching the refueler(s).
- **Driver Changes:** Driver changes during refueling are permitted. The driver may remain in the car or exit.

7.5. Careless Handling of Fuel

All fuel collected in a pan or overflow container must be returned to a fuel can. Catch cans/pans must be at least 12" in diameter with a minimum 3" lip, made of metal or plastic. Careless handling of fuel will result in harsh penalties. Spilling fuel is considered careless handling—this includes spilling into a catch pan or on the ground. Pit lane officials will determine when fuel has been handled carelessly. A few drips during refueling do not necessarily constitute a spill.

7.6. Refueler Attire

Refuelers and the fireman holding the fire extinguisher must wear safety equipment equivalent to the driver's gear (except a head-and-neck restraint) per the CCR. That means a Nomex suit, gloves, shoes, and helmet. All refuelers with open-faced helmets must wear a balaclava (head sock) and eye protection while refueling, regardless of facial hair.
Exception: Refuelers may utilize a Snell SA2000 (or newer) rated helmet for refueling. Standard DOT or Snell M2000 (or newer) approved helmets may be used if a balaclava and eye protection are worn. Full leather shoes are acceptable for refuelers.

7.7. Fire Hazards

Smoking or open flames are prohibited in the hot pits. The Race Director must approve any

repairs that may create a fire hazard (e.g., welding, grinding). No heaters of any kind are permitted in the pit lane without the Race Director’s approval.

7.8. Tire Changes & Compressed Air

Teams may change two tires per pit stop in the hot pits (this does not apply to Unlimited class cars). Rotating tires is permitted, provided that all tires on the vehicle when it leaves the pit stop are those that were on the vehicle when it entered.
Compressed gas cylinders must remain behind the pit wall while the event is underway. A crewmember may use a person-mounted gas cylinder (e.g., SCUBA tank) to power a pneumatic tool. Cylinders must be carried or mounted upright, and only the crewmember wearing the mounted cylinder may operate the attached tool.

7.9. Pit Lane Safety & Access

The pit lane must remain clear. Crewmembers must stand behind the pit wall or against the trackside wall until their vehicle enters the hot pit lane. No standing on the wall.
Only crewmembers, officials, and authorized media may be at the trackside pit wall. Crewmembers are only permitted at the trackside wall to signal their driver. Spectating from the trackside pit wall is prohibited. No one may be in the hot pit lane or near the trackside wall until after the initial green flag is shown and all vehicles have passed the first corner.

7.10. Pit Speed Limit

The speed limit in the pit lane is 25 mph, unless otherwise indicated. The limit is in force from the first occupied pit box (or coned pit-in station) to the last occupied pit box (or coned pit-out station), unless otherwise marked or specified by the Race Director or event regulations.

8. Suggested Penalties

8.1. Penalty Enforcement Systems

There are generally two basic penalty systems used:

1. Post-race penalties via subtracting laps.
2. Timed stop-and-go penalties for each infraction.

If it's too late in the race to issue the full time penalty, the race results will be adjusted to penalize the team the assigned equivalent.

8.2. Schedule of Penalties

- **Driver's Meeting Absences:** Unexcused absences from the driver's meeting may result in starting last on the grid or being disqualified. Other penalties may apply.
- **Registration Violations:**
  - Failure of a driver to properly register before going on track will result in ejection and disqualification of the entire team.
  - Crew members failing to obtain proper wristbands or credentials may result in exclusion from the event.
- **Flag & Black Flag Violations:**
  - Failing to pit after being shown two open black flags accompanied by your vehicle number on a sign will result in the loss of credit for subsequent laps, until the car pits.
  - Passing under a double standing yellow will result in a 10-minute stop-and-go penalty (post-resumption of green).
  - Passing under a standing yellow will result in at least a 2-minute stop-and-go penalty.
  - Passing under a waving yellow will result in at least a 5-minute stop-and-go penalty.
  - Over-driving a waving yellow (too fast) without emergency personnel present will result in a 1-minute stop-and-go penalty.
  - Over-driving a waving yellow with emergency personnel present will result in a 1-minute stop-and-go penalty plus exclusion of the offending driver for the remainder of the event.
  - **Yellow Flag Violations with Damage:** Causing damage to any vehicle (including the offender's) in a local yellow zone will result in immediate disqualification of the offender's team entry, taking track conditions into account.
- **Refueling & Pit Lane Violations:**
  - Spilling or careless handling of fuel in the pit lane will result in a 5-minute stop-and-go penalty.
  - Failing to properly man a fire extinguisher during a refueling stop will result in a 2-minute stop-and-go penalty.
  - Working on the vehicle while refueling will carry a penalty of at least a 2-minute stop-and-go penalty.
  - Refuelers failing to wear proper attire may result in penalties ranging from a warning to a 1-minute stop-and-go penalty per offense.
  - Unauthorized refueling outside of pit lane during the race (including during a red flag) will result in a 10-minute stop-and-go penalty.

- **Pit Space & Equipment Violations:**
    - Working under a vehicle without at least one jack stand will result in a 2-minute stop-and-go penalty.
    - Speeding in the paddock or pit lane will result in at least a 2-minute stop-and-go penalty.
    - Changing more than two tires per stop will result in a 2-minute stop-and-go penalty per additional tire, beyond the two allowed tires.
    - Failing to comply with pit space requirements (fire extinguishers, 5 lbs. of absorbent, etc.) will result in a $100 fine per missing or insufficient item.
    - Smoking, open flames, unapproved welding, or grinding will result in at least a $100 fine.
- **On-Track Conduct:**
    - **Passing and Body Contact:** In a passing situation, both drivers must share the road and must not impede a pass.
    - Any driver “screwing around,” driving dangerously, causing body contact, or generally being a problem will be asked to leave.

Note: All penalties are at the Race Director’s discretion and may be increased or reduced. Penalties may be applied to the individual driver or the entire team.