FALS Cup Weekly Racing Format

(Can change at any time without notice)

- This format will be used for all FALS weekly & non-sanctioned events throughout the 2026 season unless otherwise announced.
- Two laps qualifying for Late Models – 2 cars per session.
- Modifieds, Stock Cars, Pro-Mods – Hot lap/Qualifying (transponder availability)
- All cars must cross scales in the infield after qualifying laps (unless directed otherwise)
- Late Models $100, Modifieds $50 ~ Fast Time Bonus sponsored by Cook Performance
    - Fast qualifier has the choice to take the $$ and spin the wheel for invert in the heat races (1-4) or decline the $$ and start straight up in the heat line-ups.
    - Money will roll over until a driver chooses to take the money and spin the wheel.
    - Any FALS Cup nights with over 31 registered cars will start straight up.
- Stock Cars & Pro-Mods will invert lineups based on the number spun on the FALS wheel (min 2-heats necessary to invert).
- Time limits will be **strictly** enforced.
    - Heats: 8 minutes
    - LCS: 10 minutes
    - Features:
        - Late Models 30 minutes, Modifieds 25 minutes
        - Stock Cars, & Pro-Mods – 20 minutes
- Each race will get one chance at a green/white/checkered once the time limit has expired. (Race Director has the ability to extend time based on race circumstances.)
- **Race Laps:**
    - Late Models: Heats – 8, LCS – 8, Features – 30 laps (11 or more cars- 10 Laps)
    - Modifieds: Heats – 8, LCS – 8, Feature – 25 laps (11 or more cars- 10 Laps)
    - Stock Cars: Heats – 8, LCS – 8, Feature – 15 laps
    - Pro Mods: Heats – 8, LCS – 8, Feature – 15 laps
- **Number of heat races per night are based on car counts as follows:**
    - 20 and under car count: 2 Heats (all transfer to feature)
    - 21-31 cars: 3 Heats (top 5 transfer) + Top 5 from LCS
    - 32-47 cars: 4 Heats (top 4 transfer) + Top 2 from 2 LCS
    - 48+ cars: 6 Heats (top 3 transfer) + Top 3 from 2 LCS