

# 2015 UTV Rules

The following rules and regulations are solely applicable to Iowa ATV Hare Scramble Series events. Please direct all questions and inquiries to IATVHSS. All decisions by IATVHSS are final.

## GENERAL RULES:

- 1. The UTV/ACE race will be a one (1) hour race starting at 6:30 pm, or as soon thereafter as possible.**
- 2. UTV/ACE registration on Saturday will open at noon.** Both the driver and the passenger must be present at registration and sign all required forms.
- 3.** Drivers are responsible for the actions of their entire pit crew.
- 4.** Teams will be disqualified for driving on course during the 7 days prior to the first day of the event.
- 5.** AMA membership is not required.
- 6.** IATVHSS does not provide medical insurance for competitors, and we urge you not to compete without it. Medical insurance is the sole responsibility of the competitor.
- 7. Parade lap at 6:00 and will only be if weather permitting.**

## COMPETITOR ELIGIBILITY:

- 1. Teams:** Competitors will register as a team. A Team consists of a driver and a passenger. Teams may switch drivers and/or passengers from event to event, but not during an event. After 1<sup>st</sup> race, only the original driver or original passenger can drive.
- 2. Age:** All competitors, including drivers and passengers, must be at least 18 years old.
- 3. Fee:** The entry fee per team is \$50.

## MACHINE ELIGIBILITY, CLASSIFICATION AND EQUIPMENT:

- 1. Ace 325** is stock except safety equipment, tires wheels.
- 2. Ace 570** can do whatever they want, just has to start with a 570, can't change engine
- 3. 800 cc:**

### **\*Up to 875cc UTV.**

\*Limited class will not be required to run door if they have not altered the roll cage. Must have factory nets at minimum. If altering the stock roll cage, you must run doors.

\*Required to run with an on board fire extinguisher that is accessible to track officials.

\*Machines allowed in class: RZR – 50”, RZR-S, Commander 800, Rhino, and Terex, **and any of these stock machines that are 800cc.**

## 2. 900 cc:

\*Up to **975cc** UTV

\*Any modifications are legal except: Turbo or superchargers as long as you stay under the cc limit.

\*Doors are mandatory.

\*Required to run with an on board fire extinguisher that is accessible to track officials

## 3. 1000cc/Open:

\*All machines allowed in class: Commander 1000, Prowler 1000 and any machine over **875cc** are held to Open Class.

\*Superchargers and turbochargers are allowed.

\*Required to run with an on board fire extinguisher that is accessible to track officials

\*Must run doors.

## EQUIPMENT:

1. Machine width can be a maximum of **65** inches.
2. The following equipment is required for all machines:
  - \*four point harness restraints, securely fastened on both occupants at all times
  - \*silencer/muffler
3. The following gear is required for all competitors:
  - \*helmets
  - \*protective eyewear
  - \*rear tail/brake lights must remain on at all times
  - \*long pants and long sleeve shirts
4. The following gear is highly recommended for all competitors:
  - \*fire suits
5. The machine a team leaves the starting line on is the official machine of the team for that event, and may not be switched during the event.
6. Fuel can only be carried inside the machine's fuel tank.
7. No horns, bells or other sound devices are permitted on machines.
8. Machines may be tested by officials any time prior to, during or after the event.
9. **No rear facing lights other than brake or taillights.**

## **REGISTRATION:**

- 1. Competitors will be identified by the Team Name. Both the driver and the passenger must be present at registration and sign all required forms.**
2. Teams must register for the race before operating their machine anywhere, may not exceed 5 mph when traveling to/from their pit area, and must always wear a helmet.
- 3. Teams must first obtain a transponder which is placed on the inside of drivers visor on their helmet.**
4. All UTVs must be teched after registration and BEFORE your first race.

## **START PROCEDURE:**

1. Teams may be required to draw for starting position.
2. The Line up will be half hour before the start of the race as instructed by officials.
3. One Class will start at a time; approximately 30 sec apart.
- 4. All UTV classes will start with dead engines.**

## **SCORING:**

1. There will be one checkpoint at the scoring area. Machines **may have to** come to a **complete stop** at the Scoring Area checkpoint. The scoring area is a "No Passing" zone.
2. Teams may not be serviced or pitted in the scoring area.

## **THE COURSE:**

1. UTV course will generally be between 3-4 miles in length, and may include trails, footpaths, roads, hills, motocross tracks, or any type of terrain which can be negotiated by a UTV.
2. The course will be open to inspection Saturday. Teams are permitted to walk or bicycle the course only.
3. Marking, cutting, tampering with or otherwise changing the course in any manner is strictly prohibited. Course modifications may only be made by an official.
4. No one, except officials and drivers officially entered, may drive on the race course at any time during the event.

## **ON TRACK REGULATIONS:**

1. Drivers must remain on the marked course. The marked course is within 25 feet of race arrows. However, drivers must stay within the confines of the following markers: **double arrows** posted on both sides of the trail, ribbons, signs, stakes, hay bales, barrels, motocross track, grass track, etc.
2. Drivers encountering a traffic jam or **bottleneck** may go more than 25 feet off the course to get around the bottleneck only. However, the driver must re-enter the course as soon as possible, and upon approaching this section the next lap, must drive the original arrowed section if the track is clear. If the original marking devices are knocked down, the driver must stay on the original marked course. A "bottleneck" is a section of the track that becomes impassable for any reason, with the exception of check points.
3. If a machine leaves the course for any reason it must re-enter where it left.

4. Drivers may make repairs and otherwise receive **mechanical assistance** anywhere along the course from anyone. All such repairs and assistance must be made without causing interference with other competitors and in a suitable area off the racetrack.
5. **Radios** are permitted between driver and passenger but not between driver/passenger and crew.
6. No competitor may drive in such a manner as to endanger life or limb of other riders, officials or the public. Competitors will be penalized for the reckless operation of their machine or for hitting or injuring an official or any person. Competitors are solely responsible for their own safety.
7. **Unsportsmanlike conduct** or the deliberate ramming, blocking, or intentional contact with another competitor will result in a penalty.
8. **Team Tactics** include blocking, allowing another competitor to pass in order to affect the outcome of the race, or exchanging machines in order for another competitor to continue the race. Competitors involved will be penalized.

**9. Your first warning for unsportsmanlike conduct, team tactics, not slowing down at scoring, etc your team will receive a 5 pt deduction. 2<sup>nd</sup> warning will be 15 pt deduction and 3<sup>rd</sup> warning will be a DNF (Does Not Finish the rest of the year)**

#### **RACE FINISHES:**

1. The race officially ends for all contestants at the completion of the lap in which the checkered flag is displayed to the winner.
2. To be considered as having completed a lap, the driver and his machine must cross the plane of the checkered flag under the machine's unaided ability. Towing is not allowed. If a machine is towed in from the course, that lap will not count.
3. Machines will be scored in order of finish and laps completed. It is not necessary to complete all laps in order to be scored.
4. **Results:** It is the driver's responsibility to make sure he has all scans. Missing scans may result in a penalty. A competitor may question the results within the 30-minute period following posting of the final results. After 30 minutes, awards will be given out.
5. **Awards:** To win an award, a team must complete 50% of the laps of the class winner. One award will be given per team.
6. **Impound:** After the race, the top three overall teams, as well as any other team requested by an official to do so, may be asked to leave their machines at a designated impound area until released by the official.
7. **Protests** must be in writing and specify the grounds for the protest.
8. **Penalties** will be assessed at the discretion of the official based on the severity of the offense, and may include one or more of the following: position(s), lap(s), time adjustment, disqualification, suspension, loss of championship points.

#### **CLASS CHAMPIONSHIPS:**

Class Championships will be earned by drivers only and will be determined by a driver's best finishes at the 6 events. A driver must enter 4 of the 6 events in order to be eligible for series awards. No throw outs. All races count. In order for 2 awards to be given out to both driver and passenger at year end banquet, the passenger must ride in minimum of 5 of the 6 events.

Points will be earned in each class per event as follows:

1 - 25	5 - 15	9 - 11	13 - 7	17 - 3
2 - 22	6 - 14	10 - 10	14 - 6	18 - 2
3 - 19	7 - 13	11 - 9	15 - 5	19 - 1
4 - 17	8 - 12	12 - 8	16 - 4	20 - 1

**Ties:** Ties for the class championship will be broken by the most first place finishes, and then by the best finish in the final race of the season if necessary. Ties for other class positions will be broken by the best finish in the final race of the season.

## **NUMBERS**

**Yellow number panel on the back of your UTV to designate 800cc UTV class. No numbers will be required on number panel.**

**White number panel on the back of your UTV to designate 900 cc UTV class. No numbers will be required on number panel.**

**Blue number panel on the back of your UTV to designate 1000cc/Open UTV class. No numbers will be required on number panel.**