

2024 IATVHSS UTV Race 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. Note: any persons entering event premises that has not signed the waiver at entrance is and will be considered trespassing!

GENERAL RULES:

1. The UTV race will be a one (1) hour race starting at 4:30 pm, or as soon thereafter as possible.
2. UTV registration on Saturday will open at 8 am. Both the driver and the passenger must be present at registration and sign all required forms.
3. **PIT CREW. Drivers are responsible for the actions of their entire pit crew. If any crew is caught on the track driver could be disqualified. PIT VEHICLES: Spectator and pit riding is prohibited. Pit Vehicle is for ADULTS only. No youth are able to be driving in the pits or you will lose your permission for a pit vehicle. It is to be driven to the starts and you cannot cross over the race track.**
4. Teams will be disqualified for driving on course during the 7 days prior to the first day of the event without permission from IATVHSS for helping build track.
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. No Parade lap.

COMPETITOR ELIGIBILITY:

1. **Teams:** Competitors will register as a team. A Team consists of a driver and a passenger. Passengers are not mandatory. Teams may switch drivers and/or passengers from event to event, but not during an event.
2. **Age:** All competitors, including drivers and passengers, must be at least 18 years old or have prior approval from IATVHSS.
3. **Race Fees:** See Registration Fee's Page on website.

MACHINE ELIGIBILITY, CLASSIFICATION AND EQUIPMENT:

1. UTV OPEN Class: (Payout)

- All machines allowed in class.
- Required to run with an on-board fire extinguisher that is accessible to track officials
- Must run doors.
- Must have roof, window nets and plates on front AND back.

2. UTV A Class:

- All machines allowed in class.
- Required to run with an on-board fire extinguisher that is accessible to track officials
- Must run doors.
- Must have roof, window nets and plates on front AND back.

3. UTV B Class:

- Required to run with an on-board fire extinguisher that is accessible to track officials
- Must run doors.
- Must have roof, window nets and plates on front AND back.

CLASS PAYOUTS:

UTV OPEN Class:

1st Place: \$200

2nd Place: \$150

3rd Place: \$100

EQUIPMENT:

- Recommend with of 65-68 inches with maximum width of 72 inches.
- The following equipment is required for all machines:
 - Four-point harness restraints, securely fastened on both occupants at all times
 - Exhaust/muffler
 - Roof
 - Window Nets
 - Number panels on Front AND Back
 - Brake Lights
- The following gear is required for all competitors:
 - Helmets
 - Protective eyewear
 - Working Rear tail/brake lights are mandatory
 - Long pants and long sleeve shirts
 - Fire suits
- 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.
- Fuel can only be carried inside the machine's fuel tank.
- No horns, bells or other sound devices are permitted on machines. Horns are allowed on Open UTV only.
- Machines may be tested by officials any time prior to, during or after the event.
- Chase lights are allowed.
- No Whip lights permitted.

REGISTRATION:

1. Competitors will be identified by the Driver 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 driver's visor on their helmet or on their machine. Transponders are \$5.00.
4. **Sign-up cut off is 1 hour prior to start of race. A \$20 late fee will be charged if registering after the cut off.**

START PROCEDURE:

1. Teams may be required to draw for starting position.
2. The Lineup will be a half hour before the start of the race or as soon as the adult ATV race has been given the all clear.
3. One Class will start at a time; approximately 30 seconds apart.
4. All UTV classes will start with dead engines.

SCORING:

There will be one checkpoint at the scoring area. Machines will come to 5mph in the scoring area, and a complete stop at the scoring. The scoring area is a "No Passing" zone marked by yellow flags in orange cones before and after scoring.

Any Racer who blatantly disregards the slow down area and puts scoring officials and spectators by ramming, trying to pass in the slow zone:

Penalties:

- 1st time - Pulled off track to be talked to for about a minute
- 2nd time - Dock 5 points
- 3rd time - Disqualified from for the race
- 4th time - Sit out 1 race

Teams may not be serviced or pitted in the scoring area.

THE COURSE:

1. UTV course will generally be between 4-6 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 Friday. 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. If a course is redirected for any reason, example a blocked course, and then opened back up, you must use the directed course.
5. No one, except officials and drivers officially entered, may drive on the race course at any time during the event.
6. **No one is allowed on the UTV Track during the race.**

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, except for check points.
3. If a machine leaves the course for any reason, it must re-enter where it left. Example #1, if you are out on the track at mile marker #3, you make a wrong turn, you should turn around and reenter where you got off course. If you got off course and cut any of the distance off the course, you may be penalized. By no means by getting off the course should you advance your position without penalty. Example #2, if you have a flat tire and you return to the pits, you must reenter the course right after scoring. You cannot go through scoring or return to where you got off the course.
4. Drivers may make repairs anywhere along the course. All such repairs must be made without causing interference with other competitors and in a suitable area off the racetrack.
5. Radios are permitted between driver, between driver/passenger, and racer/pit crew. This change was made for safety measures.
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 to affect the outcome of the race, or exchanging machines 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. 2nd warning will be 15 pt. deduction and 3rd 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. 1 hour time limit.
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 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. Any questions, must be directed at Andy or Tracy, not at the scoring trailer.
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. Top 3 in Open Class must be at awards to receive any sort of payout.

***** Any class with a payout must be at the awards ceremony directly after the race. If you do not show up for the podium, you will forfeit your payout.*****

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. Must be done at the registration trailer, not at the scoring trailer.
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.
9. Any racer who blatantly disregards the slow down area and puts scoring officials and spectators by ramming, trying to pass in slow down area; at the discretion of the promotor may be penalized, disqualified, or potentially banned for the rest of the season or more.

CLASS CHAMPIONSHIPS:

Class Championships will be earned by drivers only and will be determined by a driver's finishes at all events in the year. A driver must enter 4 of the 7 events in one class in order to be eligible for series awards. **All UTV classes will not have any throw outs.**

If you must miss a race, you now have the option to have anyone of age to race your machine and receive championship points. NOTE: It must be the same car raced all year. Basically, you cannot have someone come race a different car while you are gone. Also, if you can, please notify Andy or Tracy prior to event.

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

Season Point Scoring System:

POINTS Per Race:

- 1st - 25 pts
- 2nd - 22 pts
- 3rd - 19 pts
- 4th - 17 pts
- 5th - 15 pts
- 6th - 14 pts
- 7th - 13 pts
- 8th - 12 pts
- 9th - 11 pts
- 10th - 10 pts
- 11th - 9 pts
- 12th - 8 pts
- 13th - 7 pts
- 14th - 6 pts
- 15th - 5 pts
- 16th - 4 pts
- 17th - 3 pts
- 18th - 2 pts
- 19th & back -1 pt

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.

Ironman: Rider will be given 10 points if they race all 7 races.

PLATE COLORS & NUMBERS:

Yellow Plate Color w/ White #s to designate **UTV OPEN Class.**

Orange Plate Color w/ White #s to designate **UTV A Class.**

Blue Plate Color w/ White #s to designate **UTV B Class.**