

GENERAL RACING INFORMATION

Motorsports are inherently dangerous. DMC Motorsports does not set engineering and design standards or inspect tracks used in events. Participants are solely responsible for their own safety at DMC Motorsports events and should assess their own ability to negotiate each individual track or course. You should take part in this competition based on your own assessment of your abilities. If you have not personally inspected the course, we urge you to do so. You have been provided an opportunity to practice under non-competitive conditions. If you have not practiced, we urge you to contact an official at this time. Participants, who doubt the competence of track officials, have concerns about the safety of the course or their ability to negotiate the course, or doubt the competence of fellow competitors, should not participate.

You are responsible for the quality and condition of your race vehicle and protective apparel.

DMC Motorsports **does not provide medical insurance coverage**. We urge you not to compete in motorsports without adequate personal medical insurance coverage. If you have any doubts at this time about your personal abilities to participate in this event, if you have not adequately prepared yourself and your equipment, or if you believe your personal insurance coverages are not adequate to compensate you for any loss that might occur, you should not participate.

SPECTATORS witnessing these events thereby assume all risks for any injuries or damages resulting therefrom.

UNDERSTANDING: If you DO NOT understand ANY parts of these rules, please contact a race official that will be happy to explain them in terms that you will understand. NO other person (either track personnel or staff) is authorized to interpret or give directives pertaining to any rules contained here in or any other. Understanding and communication will make the experience for you a positive, fun filled event. You may send an email to info@dmcmotorsports.com if you need more information at this time.

Any changes, additions or deletions to these rules / information that occur during the period these rules are in effect, will be posted on the website.

FEE SCHEDULE

Season Membership received by March 15th: \$55.00

Season Membership received after March 15th: \$65.00

Daily Membership (for non-season members): \$12 per race day

Race Entry Fee:

Pro Classes \$30 (100% payback to Pro classes)

\$25 per class for all other classes

Gate Fee: 4 and under: Free

All Others: \$10 (subject to change at special events races)

START TIMES

Regular Races:

Night before Race: early registration 7 to 8 PM.

Race Day - Registration: 7 to 8:30 AM

Driver's Meeting: 8:45 AM

Practice: 9:00 AM

Racing: Following Practice

EXCEPTION – Special event times or changes will be posted on the front page of the website

RULES

Our mission is to provide a safe racing experience, in a family friendly, drug free environment to racers of all ages and riding ability.

Entrants, riders, and participants are required to know and understand the rules and regulations that cover a DMC Motorsports event and are (by reason of their entry) definitely bound by such. In cases where a rule determination is not defined in these rules, the decision of the DMC Motorsports Office or Race Manager will be final.

Each participant has the responsibility to assess the safety aspects of track facilities and conditions and **MUST** assume the risks associated with competition.

Specific Rules for Competition:

1. HAVE FUN!!!! We are all here to have a good time. Any person not having a good time will sent home. It's all about fun. This is a family event and we need to conduct ourselves in a reasonable, sportsmanlike manner.
2. If you need to switch machines, for any reason, from the heat to the final: You must also change the numbers. This is "YOUR" responsibility. If you do not change numbers, you will not be allowed to race with different numbers. You must race using the number YOU signed up as. **You may want to keep spare numbers on hand.**
3. One machine may be entered by two or more riders for other classes with the same machine classification by paying the additional entry fee.
4. All riders competing in DMC Motorsports events must be a member of such. If you do not wish to become a season member you may buy a DAILY MEMBERSHIP at the track for \$12 on race day.
5. Ages for all youth classes will be determined on January 1. (Whatever age you are on January 1 is the age group you can compete in through the final race of the season)
6. No persons are allowed on the track unless allowed by the Race Manager.

7. No one except riders officially entered may ride or practice on the race course on race day. All tracks will be closed for anyone wanting to ride for the week preceding the race unless otherwise posted.
8. DMC Motorsports officials are not responsible to locate riders for their events. The rider is responsible to be at the start line for his/her event.
9. If a rider leaves the course during the race, for any reason, and then decides to resume the race, he/she must re-enter at the point of exit before another lap may be counted in his/her favor. IF IT IS UNSAFE OR IMPOSSIBLE to re-enter at his/her point of exit, he/she must re-enter at the safest possible place which is closest to his/her exit as possible without improving his/her position. If mechanical breakdown happens near the finish line, the driver ONLY may push the machine across the finish line.
10. There will be no re-starts UNLESS it is the opinion of the Race Officials or First Aid Attendants that it may endanger the participants involved or if there is a malfunction in the start gate or some interference as determined by the Race Official.
11. If, for any reason, the race must be stopped, it will be considered completed IF over 50% of the race has been run. A complete re-start if less than 50% of the race has been run. Odd number of laps, add 1 and divide by 2. If there are 2 red flags in any given race, the race is over no matter how many laps have been run.
12. Officials reserve the right to prevent anyone from competing in any event if the rider or machine does not comply with the rules. Under NO CIRCUMSTANCES will a rider be allowed to compete if an Official feels they are under the influence of drugs or alcohol.
13. The participant must have their armband and/or practice sticker before being allowed to practice and is to stay on course and not retry certain areas of the track and must practice in their correct class. Anyone caught practicing with the WRONG CLASS will start the first moto backwards. NO EXCUSES.
14. THE RIDER IS RESPONSIBLE FOR THE ACTIONS OF HIS/HER PARENTS, FAMILY MEMBERS, MECHANIC, FRIENDS, OR ANY ONE ELSE ASSOCIATED WITH HIM/HER, AND MAY BE PENALIZED OR DISQUALIFIED FOR THE ACTIONS OF THOSE PERSONS. Verbal harassment of officials will not be tolerated. Any physical abuse of Officials will be reported to Law Enforcement and will be grounds for permanent expulsion of the rider and allowable for notice by DMC Motorsports to all other race associations of the occurrence.
15. Any unsafe and/or intentional hitting or bumping, taking out, or unsafe riding or course cutting that is deemed dangerous or un-sportsmanlike by the Track Officials, will be grounds for disqualification or penalty as deemed appropriate. Blocking by lapped traffic could lead to disqualification. Un-sportsmanlike conduct will not be tolerated.
16. DMC Motorsports Officials will not be responsible for any occurrence that results in "Back to Back" motos for a rider who enters multiple classes. The rider or his/her representative must notify Officials of that occurrence and be available at the start area for consultation.
17. No soliciting or distributing of literature or products will be allowed at DMC Motorsports events without prior approval from DMC Motorsports management.
18. All machines are subject to DMC Motorsports impound evaluations or teardown if decided by the DMC Motorsports race manager that a particular bike/quad of their interest needs further evaluation. Failure to submit a machine for official inspection will result in disqualification of that machine for the day and no points or prizes or refunds will be awarded.

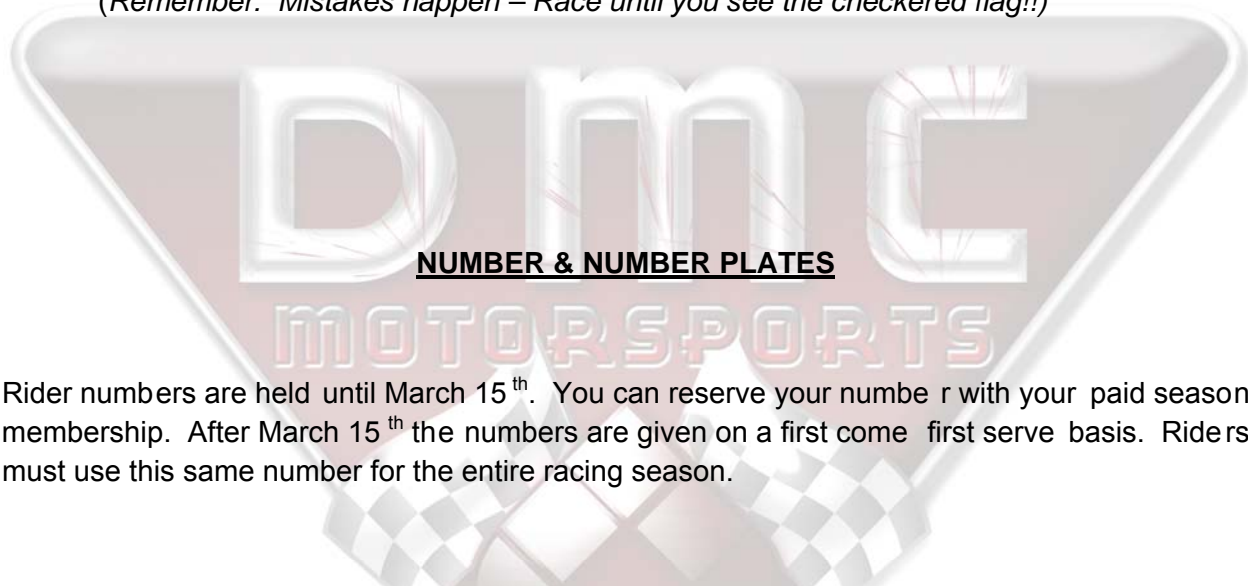
19. Penalties and Protests. All protests, whether of rider age classification, engine displacement, machine or rule violation, must clearly state, in writing, which part or parts of rule violation is being protested. The rider submitting the protest must sign all protests.
 - a. The signed protest must be accompanied with a cash fee and must be presented to the race management before the race class protest period is complete. Protest period ends 15 minutes after the conclusion of that class final.
 - b. The party declaring a protest is required to post a protest fee with the event referee of \$200 for engine teardown and \$100 for a non-teardown protests.
 - c. DMC Motorsports will not be responsible for re-assembling protested machines.
 - d. If the machine is found to be of legal configuration for the class, the protested rider will be awarded the entire protest fee. If the machine is found to be of illegal configuration for the class, the protesting party will be refunded the entire protest fee, and the protested rider will forfeit the trophy or award for the event, all points for the day, and the protested machine will be moved to the proper class for the remainder of the season. A protested machine will not be torn down or evaluated in any manner that would be detrimental to its function in between motos; that is, a race official may impound machines that are protested until the completion of that machines racing activity. Failure to submit a machine for impound will result in disqualification. All tear downs will be performed by the machine owner or their representative and witnessed by technicians designated by DMC Motorsports.
 - e. Only riders in the same class may declare a protest.
20. Proof of age: Certified copy of a birth certificate or Drivers license will be accepted as proof of age. Proof of age must be provided within 5 days of request to DMC Motorsports. Failure to comply will result in disqualification.
21. RIDERS MEETING: A riders meeting will be held before practice starts at each and every race. ALL RIDERS MUST BE PRESENT!!!! Instructions and information will be given at that time. No one is allowed to question or contact the race scorers after racing begins unless allowed by race management. All questions and matters must be resolved at the riders meeting or after the races are completed.
22. **NO REFUNDS WILL BE GIVEN ONCE PRACTICE BEGINS (for any reason).**
23. All trophies, prizes, etc. not picked up on the day of the event or designated pickup time by DMC Motorsports will be forfeited if not claimed by the winner or their representative.
24. Last, but definitely not least, see rule number 1!!!

FLAGS

All Riders must obey the flags for everyone's safety. If a rider “**chooses**” not to obey a flag, a MINIMUM penalty of being docked one lap may be assessed.

1. WHITE FLAG WITH RED CROSS: Medical Personnel Needed
2. YELLOW FLAG: Caution **slow down! No passing! No jumping! No aggressive riding! No Kidding!** Slow down and have respect for the downed rider and authorized persons attempting to assist the rider. DO NOT start aggressive racing again until you are a "safe distance" away.
3. RED FLAG: **STOP Immediately!** Wait for instructions from track personnel.
4. BLUE FLAG: Move Over, you are being lapped.
5. BLACK FLAG: Leave the track.
6. GREEN FLAG: Go, Go, Go
7. WHITE FLAG: One Lap Remaining.
8. CHECKERED FLAG: Race is over. Exit track.

(Remember: Mistakes happen – Race until you see the checkered flag!!)



Rider numbers are held until March 15th. You can reserve your number with your paid season membership. After March 15th the numbers are given on a first come first serve basis. Riders must use this same number for the entire racing season.

All numbers must be of standard, block style lettering (NO OUTLINES) – Solid black on solid white or solid yellow backgrounds or solid white on solid black backgrounds. Absolutely no scroll type or wide illegible numbers. No overlapping numbers or numbers that are outlined only. Numbers must be all one size and placed straight across the number plates. NUMBERS ONLY ON THE NUMBER PLATES – do not add stickers, decals, etc. to the number plates, unless instructed by race officials. Any number plates, which the officials find to be non-readable, must be corrected before that machine is allowed to race. All clothing / chest protectors bearing the rider's number must have the same number as the machine being ridden.

BIKES: Numbers must be on:

- Front Number Plate
- Both Side Panels

QUADS: Numbers must be on:

- Front & Rear Number Plates
- Both Rear Fenders

RIDER / MACHINE SAFETY

ALL MACHINES:

1. All bikes / quads must be suitable for competition. The bike must be designed for high performance use with safety in mind. Although we will not be actively inspecting, any bike/quad deemed by DMC Motorsports as unsafe for competition will not be allowed to race.
2. Brakes must be in good condition, properly adjusted and capable of locking both the front and rear wheels.
3. Throttles must be spring return and in proper working order.
4. No part of the bike/quad shall protrude in such a way as to present a safety hazard to riders.
5. Control Levers must have "Ball Ends".

BIKES:

1. There must be a functional "kill button" on the left handlebar of the bike.
2. All kickstands must be removed.

QUADS:

1. All machines must have a working tether / kill switch. Track officials will be spot-checking riders to prove, before hot laps/practice begins, that they have a properly working tether / kill switch.
2. Must have nerf bars or suitable floorboards.
3. All youth riders must fit the ATV.

Racing Apparel Required for ALL RIDERS:

1. Full coverage helmet with shield or goggles. (DOT approved)
2. Over the ankle boots (preferably Motocross Boots for your own protection)
3. Full arm and leg coverage.
4. Chest protectors for all drivers under the age of 18 years.

Recommended for ALL Riders:

1. Gloves
2. Chest Protector
3. Elbow Pads
4. Knee Pads
5. Neck Protection
6. Kidney Belt

RIDER CLASSIFICATION

It is the duty of the individual rider to determine the class he/she is legal to ride in. Entry into a class does not necessarily make you legal for that class. Another entrant or his/her representative can protest you. Responsibility of meeting proper rider classification and bike/quad specifications rests with the individual entrants. If you are a Pro/A, B or C rider at some other venue, you are the same class rider with DMC Motorsports.

“C” Class: This class is for riders who are classified as novice or “C” and have not raced or are not classified as intermediate or “B” with any other organization.

“B” Class: This class is for riders who are classified as intermediate or “B” and have not raced or are not classified as Pro, expert, “A”, Pro-Am, etc. with any other organization.

Pro / “A” Class: This class is for riders who are classified as advanced or “A”, Pro, expert, Pro-Am, Money or highest advanced class.

A rider CANNOT change classification from class to class. (Example: If

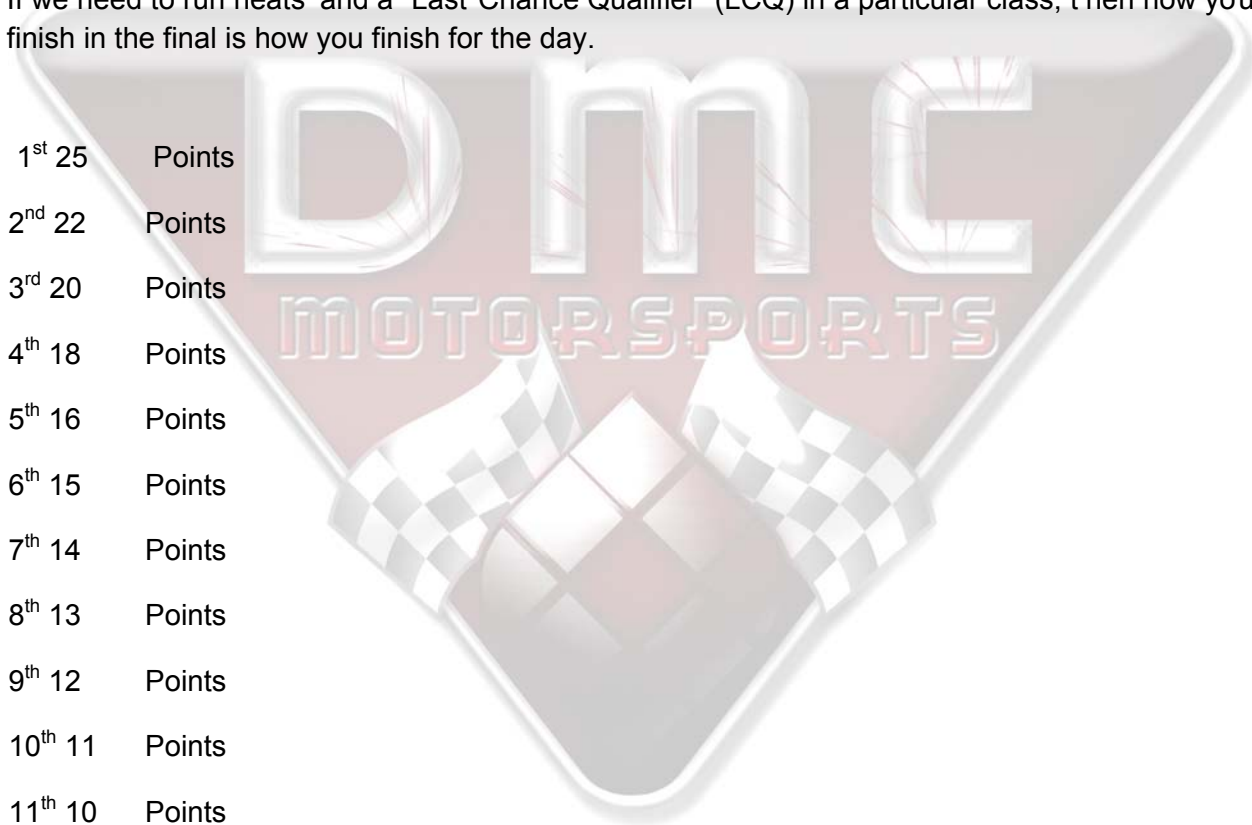
a rider is competing in the 125 class as a “B”, he/she must also compete in the 250 class as a “B”)

A rider is allowed to move up to the next class at any time but must remain at the class level thereafter unless authorized by DMC Motorsports to move back.

Points System

Points will be earned on a two-moto system. A rider earns points equal to their finish in each moto. The event winner is the rider with the lowest point total. A tie is broken with the second moto finish. A "Did Not Start" (DNS) is scored as 89 points and a "Did Not Finish" (DNF) is scored as 88 points. "Disqualified" (DSQ) is scored as 90 points.

If we need to run heats and a "Last Chance Qualifier" (LCQ) in a particular class, then how you finish in the final is how you finish for the day.

The logo for DMC Motorsports is a large, downward-pointing triangle with a white border. Inside the triangle, the letters 'DMC' are written in a large, metallic, 3D font at the top. Below 'DMC', the word 'MOTORSPORTS' is written in a smaller, metallic, 3D font. At the bottom of the triangle, there is a checkered flag graphic with a diamond pattern in the center.

1 st	25	Points
2 nd	22	Points
3 rd	20	Points
4 th	18	Points
5 th	16	Points
6 th	15	Points
7 th	14	Points
8 th	13	Points
9 th	12	Points
10 th	11	Points
11 th	10	Points
12 th	9	Points
13 th	8	Points
14 th	7	Points

15th 6 Points

16th 5 Points

17th 4 Points

18th 3 Points

19th 2 Points

20th 1 Point

21st and on: 1 Point

Series point totals: A rider must be a season member of DMC Motorsports and compete in at least 60% of point's races. We will then count 75% of the races for year-end championship.

(Multiply the number of races held by 60% or 75% and round up)

STARTING PROCEDURE:

1. No practice starts are allowed.
2. Rider must be within 15 inches of the start gate at a standstill before the gate drops (no running starts).
3. Leveling of land behind the start gate is permitted, NOT IN FRONT of the gates.
4. Non-Participants Rule: NO person may remain within 10 feet behind the start line 30 seconds prior to the gate dropping or starter personnel tells you to move. (Exception of parents helping our younger racers.)