

Event Rules

Participants are solely responsible for their safety at Juab Xtreme Racing sanctioned events and should assess their own ability to negotiate each individual track or course. Participants who doubt the competence of track officials, have concerns about the safety of the course, or their own ability to negotiate the course, or are uncertain about the condition of their vehicle, or doubt the competence of fellow competitors, should not participate and should request the return of their entry fee before any competitive activity begins including practice.

Arena Rules

1. Authorized personnel must be 18 years or older.
2. For personal safety and the safety of others; only authorized personnel are allowed on the course during events. Unauthorized persons on the course may be escorted from the premises and prohibited to re-enter. A single exception will be made before the start of the race, wherein a rider may be assisted by one person to the starting gate, after which that person must leave the course promptly.
3. The following items must be worn while competing in the event:
 - a. Helmet full coverage DOT approved.
 - b. Shatterproof goggles or face shields.
 - c. Protective pants.
 - d. Boots - Minimum of 8" high with laces, buckles, or zippers.
 - e. Long sleeved, over the elbow, jersey or equivalent.

Race Rules

1. Organized Practice Guidelines
 - a. Rider's must sign waiver of liability when entering facility and all required registration forms signed prior to being permitted to practice or race.
 - b. Riding is only permitted on the course during scheduled organized practice sessions.
 - c. When organized practice is offered, rider must only be on course with his/her designated group.
 - d. A rider must only ride on the race course in the same direction as determined by the referee/official.
2. The motorcycle at the starting line for the rider's first race is considered the qualified motorcycle for the event in that class. Only the motorcycle that is considered the qualified motorcycle will be allowed on the track for competition. In any case, a rider is not allowed to switch motorcycles after the start of the event.

3. A rider may use any referee approved device, such as blocks or small platforms, to raise the level of his/her feet at the start of an event so long as the device(s) are removed immediately after the start.

4. Practice or warm up is limited to the designated area identified by the organizer. Competitors riding, or allowing their motorcycles to be ridden, outside these boundaries will be disqualified from the event.

5. A rider must be ready when called to the starting area. Two minutes are allowed after the starters call to make minor repairs for mechanical issues.

6. Race Program

If there are more riders in a class than can be accommodated on the course, the following format is recommended:

a. Riders are divided into two or more groups, using each group as a first qualifier that qualifies them to the heats or main event.

b. If two groups are used, the top 6 riders from each group will advance directly to the heat or main event. (Pro class only) Any riders not placing in the top 6 will race a last-chance qualifier where the top 2 finishers transfer to the main event.

c. If three or more qualifying groups are required, it is the referee's discretion to structure the qualifying groups and number of transfer positions for each group.

d. The winner of the first group will receive the first gate choice, followed by the winner of the second group then second from the first group and so on until all qualified riders have received a starting position.

e. The format can be adjusted to meet track needs.

7. Except in a designated mechanic's area, no adjustments, repairs or refueling may be done during a race. A rider, however, may do such work anywhere on the course without assistance.

8. Once an event has started, any change of motorcycle is forbidden. A rider will be disqualified from the event for disregarding this rule.

9. A rider whose motorcycle becomes disabled before he reaches the finish line may, without assistance, push or carry the motorcycle (in the direction of the track) across the finish line to receive the checkered flag.

10. Starts

a. A rider must start in the middle of the starting gate.

b. No tools may be used to groom a rider's starting area, only hands and feet may be used. Only dirt from within the starting area may be used, no liquid may be added to the rider's starting

area. Grooming in front of the gate is prohibited except when cement extends beyond the front of the gate, in which case, a broom may be used on the cement portion in front of the gate.

11. If a rider stops for any reason during an event, he/she must restart without any outside assistance. However, if a rider falls, blocking the course and endangering other riders, he/she may receive help or have his/her machine pushed off the course. Outside assistance may be used by track staff only for youth class riders. An attempt to help under any other situation will result in the rider's disqualification.

12. Course Cutting

a. Leaving the designated race course is forbidden. A rider must make every effort to stay on course at all times. The penalty for course cutting to gain an advantage will be the loss of finishing positions or a disqualification.

b. A rider forced off the course may continue the race by properly re-entering the track at the closest safe point. While off the course the rider may not accelerate in an unsafe manner or attempt to gain an advantage. If a rider accelerates while off the course or cuts large amounts of the race course, the rider may be determined to have gained an advantage without gaining a position.

c. An advantage is not defined by the race position. A rider leaving the course must re-enter at the same point or at the first point where he/she can safely, without interfering with other riders and without gaining an advantage. A rider who fails to do so may be docked at least one finishing position for the race at the discretion of the referee.

13. A competitor who rides in a way that endangers officials, other riders or the public will be subject to immediate disqualification from the event by the referee.

14. When entering or leaving the pits, a rider must use designated entrance and exit lanes. Failure to do so may result in disqualification.

15. The referee may decide the maximum number of riders who start any event. Starting riders will be those who qualify as a result of time trials or qualifying heats. If heat races are used, a rider must start a heat to qualify for the final event.

16. An event stopped by the referee before 60% of the race is completed by the race leader (rounded down to the nearest whole number of laps) the race will be restarted from the beginning. Riders may make minor repairs and adjustments at the starting area only. Any race start or re-start will be considered an official part of the event. Therefore, any infraction will be deemed valid and ruled upon accordingly.

Flags

Flags have the following meanings:

1. GREEN: Start of race.

2. WHITE: One lap to go until finish.

3. YELLOW: Caution. When a yellow flag is displayed, competitors must ride cautiously until they have passed the incident that caused the flag. When a yellow flag is displayed there is no passing or jumping between the flag and the incident that caused the yellow flag. Failure to do so may

result in the rider being docked from one finishing position all the way to disqualification from the event, subject to the referee's discretion.

4. **BLACK WITH 1-INCH WHITE BORDER:** Disqualification of a rider. That rider must report to the referee at once.

5. **BLUE:** Indicates you are about to be overtaken by faster riders. Hold your line and don't impede their progress.

6. **WHITE WITH RED CROSS:** Indicates that ambulances, safety vehicles or emergency personnel are on the course. **EXERCISE** caution. Should this flag (Red Cross) be displayed, riders will slow down and maintain position with no passing or jumping until past the incident. Failure to do so may result in the rider being docked by one finishing position up to disqualification from the event, subject to the referee's discretion.

7. **BLACK AND WHITE CHECKERED:** End of race.

8. **RED:** Stopping of a race for any emergency situation. Return cautiously to the starting line and wait for instructions.

A rider is considered to have finished a race provided the rider crosses the finish line after the leader receives a checkered flag. The referee or official can exclude immediately any rider who, in his opinion, is guilty of any foul, unfair, or dangerous riding.