

KING OF THE SHELL SIDE BY SIDE SERIES

RULES 2018

Schedule

- Race #1 – April 14, 2018
- Race #2 – May 12, 2018
- Race #3 – June 15, 2018
- Race #4 – July 7, 2018
- Race #5 – August 11, 2018
- Race #6 – September 1, 2018
- Race #7 – October 27, 2018 (FINALS)

Race Length

- 4 Races will be 15 laps on the Short Track.
- 2 Races will be 10 laps on the Short Track combined with the Woods Course
- The King of the Shell SIDE BY SIDE Series 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.

General Car Setup

All UTVs will be required to meet the King of the Shell SIDE BY SIDE Series minimum safety standard requirements, which include:

- 4-point harnesses required (5 pt. high suggested)
- solid hardtop (preferred but not required)
- 4-point cage that is tied in the frame of the vehicle,
- solid doors or door bars that extend from the b-pillar at shoulder height to the a-pillar at the ankle/knee height, (preferred but not required); stock doors will be accepted
- 1 -2.5 lb. rated fire extinguishers.
- Window nets or arm restraints are required.
- Vehicle numbers must be visible and in high contrast to the paint scheme. Vehicle numbers must remain visible during a race so number placement should be as follows: on either side of the vehicle, rear facing and front facing numbers. Number should be no smaller than 6 inches in height, nor narrower than 1 inch each.
- A loud horn is required to be in working order at the time the race starts.
- A rear facing amber or yellow "dust" light is required, this light must be visible in daylight and high dust conditions.
- Machine Width: UTV machine width can be a maximum 72 inches;
- SFI Single-layer fire suit (1 or 2-piece jacket/pants).
- Eye Protection required
- Rear tail/brake lights must remain on always.
- A head light is required and must remain on always during night races
- No nitrous oxide
- Machines may be tested by officials any time prior to, during or after the event.

2018 KING OF THE SHELL SIDE BY SIDE SERIES Class Divisions

Youth Class

- Any production single seat or side by side with a maximum of 175 CC's . Driver must be between 6 and 14 years of age.

Modifications:

- Suspension Modifications (No limitations, other than 68" maximum width)
 - i.e. –Shocks, A -Arms, Trailing Arms, etc.
- Safety Modifications (to bring vehicle within class safety specifications)
 - i.e. – Roll Cage, Doors, Window Nets
- Engine Modifications (No internal motor modifications)
 - i.e. –Exhaust, Intake, Tuner (Programmer)

800/900 Class

- Any production 800/900, no turbo or supercharged will be allowed

Modifications:

- Suspension Modifications (No limitations, other than 68" maximum width)
 - i.e. –Shocks, A -Arms, Trailing Arms, etc.
- Safety Modifications (to bring vehicle within class safety specifications)
 - i.e. – Roll Cage, Doors, Window Nets
- Engine Modifications (No internal motor modifications)
 - i.e. –Exhaust, Intake, Tuner (Programmer)

Accepted:

- Fuel System Modifications (None can be made to the factory fuel system)
- Exception being to lengthened filler neck for safety (No Fast Fill systems)
- No Race Fuel/Alcohol Permitted

1000/3-Cylinder Class

- Any production 1000, no turbo or supercharged will be allowed

Modifications:

- Suspension Modifications (within factory suspension dimensions)
 - i.e. – Shocks, A-Arms, Trailing Arms, etc.
- Safety Modifications (to bring vehicle within class safety specifications)
 - i.e. – Roll Cage, Doors, Window Nets
- Engine Modifications (None may be made to factory engine or engine peripherals)
 - i.e. – Exhaust, Intake, Tuner (Programmer)
- Fuel System Modifications (None can be made to the factory fuel system)
- Exception being to lengthened filler neck for safety (No Fast Fill systems)
- No Race Fuel/Alcohol Permitted

Unlimited Class

- Any Side by Side on a factory Side by Side platform or an equivalent tube chassis, (All factory or modified forced air induction units)

Modifications:

- Suspension Modifications (No limitations, other than 74" maximum width)

- i.e. – Shocks, A-Arms, Trailing Arms, etc.
- Safety Modifications (Hans or similar full neck restraint required)
 - i.e. – Roll Cage, Doors, Window Nets
- Engine Modifications (No limitations, except for nitrous oxide)
 - i.e. – Exhaust, Intake, Tuner (Programmer), Internal motor work
- Accepted - Fuel System Modifications (Fuel Cells and Fast Fill devices are legal)
- NO Race Fuel over 119 octane/Alcohol Permitted

Disclaimer:

IMPORTANT: All classes are tentative and may be changed, altered, or updated as the KING OF THE SHELL SIDE BY SIDE SERIES season progresses in accordance to release of production Side by Sides into the market during race season.

Disclaimer:

Racing is an inherently dangerous sport. Each competitor assumes that risk when he or she participates. The risk of serious injury or death cannot be eliminated and will always be present on a high level. Competitors are urged to advise their spouses and next of kin of this fact. By competing, all competitors, drivers and co-drivers, agree to the following: In consideration of being permitted to participate in any event sponsored, promoted, or directed by Muddy Motorsports, LLC, the competitor himself/herself, his/her personal representatives, heirs, and next of kin, hereby releases the entity, and its' respective officers, directors, promoters, sponsors, employees, agents, and volunteers (releases) of all liability to the competitor, whether caused by negligent act or omission of releases or otherwise, while the undersigned is for any purpose participating in such event. It is fully understood by each of the competitors that there is some inherent risk associated with this event, including damages to vehicles and injury or death to the individual or others. Additionally, the competitor agrees to indemnify and hold harmless the releases from any loss, liability, damage, or cost they incur due to such participation by the competitor, whether caused by releases' negligence or otherwise, and agrees to assume full responsibility and risk for bodily injury, death, or property damage from releases' negligence or otherwise while the competitor is participating in this event. Each competitor acknowledges and represents the following while

- 1) That he or she has read the foregoing release and waiver of liability and indemnity
- 2) That he or she does, always, while riding in a vehicle participating in an event, wear his or her respective safety harness and helmet.
- 3) That the owner/driver certifies that he or she has inspected this vehicle and that the same certifies it to be in proper mechanical condition for participation the King of the Shell SIDE BY SIDE Series races.
- 4) That the owner/driver has informed himself/herself about the event, either by prior participation or by investigation into the sport and specifically King of the Shell SIDE BY SIDE Series races.

General Rules and Regulations

TECH AND REGISTRATION

- All machines and competitor helmets must be taken through Tech Inspection prior to racing for inspecting transponder functioning, and number assignment. Safety equipment and machine eligibility are the sole responsibility of the Team.
- Teams will be registered under the name of the Driver.
- All participants (Drivers, Navigators, and Pit Crew) must be present at registration and sign all required forms and releases.
- Teams must obtain a transponder. Transponders can be purchased or rented at each event.
- Teams must register for the race before operating their machine anywhere on the facility. Drivers may not exceed 10 mph when traveling to/from their pit area, and occupants must always wear a helmet.

- Teams, who fail to make tech/check-in during the normal hours, may tech and check-in late, but will be charged a late fee of \$30.00 without prior registration and approval. Early tech and registration will be available between 5 pm and 7 pm the day before any race.
- Late Vehicle Tech will begin one hour prior the start of the Driver's Meeting.
- Teams must be registered no later than one hour prior to the start of the event.
- The Team's first tech of each season will consist of a full and complete vehicle tech for safety and class rules.

DRIVERS MEETING

- All competitors must attend the Driver's Meeting
- This will be held at a designated location one -hour before the start of the event.
- Specific information is given at these meetings, as is posting of running order and staging assignments.
- Failure to attend is not an excuse for infractions, rule changes or not knowing information given at the Driver's Meeting.
- Penalty for missing a Driver's Meeting will be a forced rear start.

Driver Order

- The driver order will be based on each team finish from the prior race.
- The first race of the season will be a random draw.

PRE-Running

- Track will be open for practice the day before the event from 5 pm to closing.

SPORTSMANSHIP

- During all King of the Shell SIDE BY SIDE Series events, proper sportsmanship is required. If a competitor or team member (including pit crews) promotes unsportsmanlike conduct is rude or abrasive to officials, local authorities, other teams, media or spectators, destroys property, or displays drunken or disrespectful behavior, they and/or the entire team may be disqualified from the current event and/or future events. The King of the Shell SIDE BY SIDE Series' goal is to promote a respectable sport and promote sponsoring companies in a professional light. Therefore, unsportsmanlike conduct will not be tolerated.

PROTEST PROCEDURES

- Protests are intended for driver to driver conflicts over rough driving, unsportsmanlike conduct including but not limited to: short coursing, outside assistance, etc.
- Protesting party must file a protest within 15 minutes of the last car finishing the protested race.
- Only a driver in the protested race may file a protest.
- \$100 protest fee must be paid in cash at time of filing protest.
- Winner of protest will be awarded the \$100 protest fee
- King of the Shell SIDE BY SIDE Series Officials will oversee the proceedings.
- King of the Shell SIDE BY SIDE Series Officials will listen to both sides of the protest.
- King of the Shell SIDE BY SIDE Series Officials will retire to a closed meeting location to discuss the protest and render a decision based on the established rules of conduct, sportsmanship, and any standing racing rules.
- King of the Shell SIDE BY SIDE Series Officials may ask for more information or clarification any or all parties that might be involved before announcing a decision.
- King of the Shell SIDE BY SIDE Series Officials will decide on the penalty if one is needed- options for penalties will be discussed prior to decisions
- The decision announced by the King of the Shell SIDE BY SIDE Series Officials will be binding and is considered accepted by all parties by entering the event.

PROTESTS FOR VEHICLE FOR CLASSIFICATION

- Only competitors may challenge a vehicle as to its compliance with the rules. In doing so, the challenge must be made prior to registration and tech on the day of event and no later than one hour after the final race. This must be done in writing and given to King of the Shell SIDE BY SIDE Series management. King of the Shell SIDE BY SIDE Series will then review the vehicle in question. Any costs for such a review (mechanics' cost, etc.) are the responsibility of the competitor making the challenge.
- King of the Shell SIDE BY SIDE Series, having reviewed the vehicle and finding infraction, will take appropriate action up to and including making the challenged team correct the problem or change classes. Only items that are considered a huge safety violation will be considered for disqualification.

NO CHASE RACE RULE

- No outside assistance from any party to aid in furthering your race.
- Recovery crews are provided for help only in up righting an over turned vehicle or removing a vehicle from a dangerous portion of the racing surface.
- Assigned staff recovery teams will not assist teams with repairs, towing to the pits or any help that aids further progress on the race tracks.
- If an assigned staff recovery crew is used to move a stuck vehicle from a dangerous portion of the race surface, they can only move the vehicle back in the direction from which it came and only as far as to make it safe for other teams to pass.
- Once a vehicle is unstuck it may again proceed with the remaining portion of the race. Cars racing in the same race or heat may help other cars in said race or heat with recovery, repairs, supplying or bringing parts or tools to another team. Only the driver and riding co-driver will be able to assist in any fashion stated above.
- Under no circumstance may the driver, crew or car leave the race course to return to a pit for help except in a designated entrance to a pit area.
- Drivers or co-drivers may leave their vehicle on course in a non-dangerous location and return on foot to a pit location to retrieve parts or tools needed to repair their own vehicle, during such a trip no one may aid them with the trip or retrieval of parts or tools except another vehicle in the same race or heat.
- The penalty for breaking any portion of the no chase rule disqualification; if the rule is determined to have been broken, but the race has finished, and a team has continued to race, the team will still receive the disqualification and any laps counted after the infraction will be removed from the race history and any awards returned to King of the Shell SIDE BY SIDE Series. It is the drivers' responsibility to know and understand this rule. No one can change this rule during any race, including race staff, property owner or any outside source.

SEATBELTS/HARNESSES

- Seat belts must be worn always while driving or riding in a vehicle during an event. This applies to all passengers and includes during pre-running, as well as to and from the pits. Seat belts must be a 4-point harness with all straps (including Shoulder Straps) secured and locked down.

WINCH CABLE

- Only winch rope/synthetic cable is allowed. Steel cable is not allowed
- All classes must be equipped with a working horn or a CO2 Horn
- All items must be securely fastened to prevent injury in the event of a rollover. Coolers, misc. parts, and so forth are to be removed from the vehicle prior to pre-running or racing.

FIRE EXTINGUISHER

- 1 completely full fire extinguisher must be mounted on the roll cage, either on the right or left-hand side of the driver.
- Extinguishers should not be mounted close enough to fuel cells or potential fire hazard areas that would make it dangerous to quickly reach.

HELMETS

- All competitors riding in a vehicle must wear a DOT/Snell approved helmet while competing, this includes pre-running.
- If helmet is not approved fireproof, a fireproof head sock must be worn

HANS DEVICE

- All competitors riding in a vehicle must wear a HANS device or equivalent head and neck protection, this includes pre-running.

SEATS

- King of the Shell highly encourages all drivers to use a full containment seat while participating in our races, King of the shell also reserves the right to change this from a suggestion to a requirement at any time with 30 days' notice. King of the Shell as well as all other series are bound to insurance company requirements that may change during the 2018 season.

MEDICAL CONDITIONS

- Teams must advise a KING OF THE SHELL SIDE BY SIDE SERIES official of any medical conditions that may affect their ability to perform or become a concern during the competition. (Seizures, diabetes, etc...)
- King of the Shell SIDE BY SIDE Series 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.

HANDLES

- Handles are recommended on the roll cage. These are to be mounted so that in the event of a rollover the hand is safe.

INJURY REPORT

- Any competitor must report any injury to a KING OF THE SHELL SIDE BY SIDE SERIES official prior to leaving the premises.

DRUGS/ ALCOHOL

- Drugs and alcohol will not be permitted in any degree during competition.
- Competitors who are found to be consuming or are under the influence of drugs or alcohol during competition will be disqualified from the event they are participating in.
- All series points will be forfeited for the specific event.
- Further disqualification for the remainder of the year is possible.

EMERGENCIES

- During an event, a team member may be replaced due to an emergency, with approval from a King of the Shell SIDE BY SIDE Series official.

The Course

- A King of the Shell SIDE BY SIDE Series course will consist of 3 different courses:
 - Short Course - 1 mile in length, includes jumps, whoops, drop offs and high-speed banked corners
 - Short Course + woods – combined 2 miles with all parts of short course plus wooded trails, hill climbs, drop offs, wet conditions and rocks
- The course will be open to inspection beginning the day before the race at 5 pm.
- Teams are permitted drive the course at a max. of 20 mph (any team caught wide open during inspection time will be disqualified from event.)

- Teams will be disqualified for driving on a King of the Shell SIDE BY SIDE Series course during the 7 days prior to the day before the event.
- Marking, cutting, tampering with or otherwise changing the course in any manner is strictly prohibited.
- Course modifications may only be made by an official.
- No one, except officials and drivers officially entered, may drive on the race course at any time during the event.
- Transponder scoring is the official scoring procedure for The King of the Shell SIDE BY SIDE Series.
- There will be one checkpoint at the Finish Line.
- Vehicles must pass the finish line each lap for that lap to be scored.

On Track Regulations

- Drivers are responsible for the actions of their entire pit crew.
- Teams may only be serviced or pitted in the pit area.
- Vehicles must remain on the marked course
- Teams encountering a traffic jam or bottleneck may not go more than 25 feet off the course to get around the bottleneck. However, the Team 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 Team must stay on the original marked course regardless. A "bottleneck" is a section of the track that becomes impassable for any reason, except for checkpoints. Machines may not cut to the inside of a corner marker.
- If a machine leaves the course for any reason it must re-enter where it left the course.
- Teams 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.
- If race officials, or a rescue crew is on the track, racers must slow down before they reach the officials. Failure to do so will be considered reckless driving and will result in a penalty or a disqualification. All competitors are required to follow all flags and caution lights, failure to do so will result in disqualifications and surrender of all awards for event.
 - Reckless Driving: No driver may operate his machine in such a manner as to endanger life or limb of other competitors, officials or the public. Drivers will be penalized for the reckless operation of their machine, including but not limited to the deliberate ramming, blocking or intentional contact with another Team, or for running into an official.
- Competitors are solely responsible for their own safety.
- Team Tactics are prohibited, and include but are not limited to: altering the race course, marking the race course, blocking course lines, blocking drivers, allowing another rider to pass in order to affect the outcome of the race, or exchanging machines in order for another driver to continue the race. Drivers, team members or spectators involved will be penalized, including but not limited to disqualification, removal and suspension from King of the Shell SIDE BY SIDE Series.
- Unsportsmanlike Conduct: Persons whose appearance, conduct, associations or affiliations, on or off the track, deemed harmful or not conducive to the best interest of the sport or who exhibit conduct which is inappropriate, offensive, abrasive or in bad taste, may be excluded or suspended from King of the Shell SIDE BY SIDE Series at the discretion of the Race Director. Competitors engaged in any event, public appearance, media activity or any other situation relating to their participation in the series must refrain from intentional physical contact with any participant, inappropriate or profane language, fraud, and unsportsmanlike behavior. At the sole discretion of a King of the Shell SIDE BY SIDE Series, competitors who exhibit behaviors deemed inappropriate or unsportsmanlike, prejudicial or detrimental to the best interests of the sport, or detract from the enjoyment, appreciation or interests of the fans, sponsors or other supporters of the sport, may be penalized by monetary fine, docking of championship points, or both. Such penalties are not subject to protest or appeal.

Start Procedure for Feature Races

- Start Rows will consist of 2-3 units;
- Rows may be split between classes.
- Vehicles will be assigned a Starting Position.
- Vehicles shall line up on their assigned Starting Position when directed by the race official.
- No one is permitted on the Start Line until authorized.
- The race will be started by the dropping of a flag.
- Rows will start approximately 15-45 seconds apart, depending on race field size. Races may be started with all competitors starting at the same time, based on track conditions.
- Teams starting before the dropping of the flag will be penalized 30 seconds of total time.
- The vehicle a Team leaves the Start Line with is the official vehicle of the Team for that event, and may not be switched during the event

Race Finish

- The race officially ends for all contestants at the completion of the lap in which the checkered flag is displayed to the winner. Each competitor will be allowed to finish the lap they are on.

Scoring & Rewards

Lap Points per race

Points awarded for the short course – 1 point for every completed lap

Points awarded for the short and woods course – 2 points for every completed lap

Points for placing for each race

1st – 9 points

2nd – 6 points

3rd – 3 points

The Youth Class is a trophy only class and will have no payouts, trophies will be awarded for each race as well as the series finals.

Payouts

- 60% of all entry fee will go towards race payouts
- 40% of all entry fees will go into a pot for the series payouts
- Race Payouts – Percentage of Entry Fees
 - 1st – 37.5%
 - 2nd – 12.5%
 - 3rd – 10%
- Series Payouts – Percentage of Series Pot
 - Series placement will be determined by using your top 5 races of the season
 - 1st – 65%
 - 2nd – 25%
 - 3rd – 10%

Classes

- **Youth Class** This is a trophy only class
- **800/900 Class** 1st place will payout a guarantee of \$2500
 - For example, total amount in pot is \$2000, 65% of that is \$1300. So, the park will increase the payout to \$2500.
 - Another example, total amount in the pot is \$5000, 65% of that is \$4225. This will be our payout since it is more than the guarantee. The payout will NOT be the \$4225 + \$2500
- **1000/3-cylinder Class** 1st place will payout a guarantee of \$5000
 - For example, total amount in the pot is \$6000, 65% of that is \$4225. So, the park will increase the payout to \$5000
 - Another example, total amount in the pot is \$10,000, 65% of that is \$6,500. This will be your payout since it is more than the guarantee. The payout will NOT be the \$6500 + \$5000
- **Unlimited Class** 1st place will payout a guarantee of \$5000
 - For example, total amount in the pot is \$6000, 65% of that is \$4225. So, the park will increase the payout to \$5000
 - Another example, total amount in the pot is \$10,000, 65% of that is \$6,500. This will be your payout since it is more than the guarantee. The payout will NOT be the \$6500 + \$5000

Fees

Youth Class Per Race - \$25.

Discounted price for pre-paying for entire season - \$150

All other classes Per Race - \$100

Discounted price for pre-paying for entire season - \$600

Friday Practice - \$15 (includes admission to park for driver + 1 crew member)

Rental of transponder - \$20 (must put Credit Card number on file as security for return)