

# **SOUTHERN OFF ROAD CHAMPIONSHIP SERIES RULES**

## **GENERAL RULES:**

- **No pit riding. Absolutely no pit riding of any kind permitted. Race machines are only allowed to ride 1<sup>st</sup> gear, idle speed, to and from the race course on Sunday. Absolutely no race machines of any kind shall be ridden on Saturday. Any race machine ridden on Saturday is subject to immediate disqualification. Racers are responsible for their entire pit crew. Saturdays are not for test and tune sessions. Bring your machines ready to race. All machines must be parked immediately after the race is complete. All riders must wear a helmet at all times.**
- **No pitting, refueling or servicing in the scoring area.**
- **Radios are permitted between pit crew members but not between pit crew and racers.**
- **Any rider deliberately ramming or in any way trying to hurt another rider is subject to immediate disqualification.**
- **Unsportsmanlike conduct of any kind may result in penalty, including disqualification.**
- **Riders will be disqualified for riding a completed SORCS course prior to race. Many of our locations are open for business year round, we can't reasonably ask landowners not to allow any riding. Our race courses are never the same and usually not finished before Saturday afternoon. Anyone riding any portion that is arrowed and ready for racing is subject to penalty, including disqualification.**
- **Any racer racing in an age class must be prepared to show a valid I.D. or a birth certificate.**
- **When racing in an age class, your age is determined by your age on Jan. 1<sup>st</sup> of the racing year.**
- **Quad riders must be at least 12 years of age to compete.**
- **Bike riders must be at least 12 years of age to compete in the 10:00 race.**
- **Parents are responsible for their children's actions. Keep your children with you at all times.**
- **Primitive camping is allowed on Saturday night. Late arrivals that intend to use a generator should avoid quiet tent areas.**
- **All participants are responsible for their own medical insurance. It is not provided by the series or at the track.**
- **Diamondback Sports reserves the right to refuse admittance to anyone deemed by race officials to be disruptive or abusive.**

- Quiet time begins at 10:00 p.m. Please observe this so everyone can get some rest.
- Everyone is strongly encouraged to have a fire extinguisher readily available at their pit area.
- The severity of the rule infraction, will determine the severity of the penalty.

## **COURSE RULES**

- The marked course is within 25 feet of all arrows, unless double arrowed. Any time double arrows are posted on both sides of the trail, riders must stay on the marked course, or be subject to penalty.
- If motocross or grass track is incorporated into the course, then all turns and jumps must be completed.
- If a rider exits the marked course for any reason, the rider must re-enter the course as close to the exit point as safety allows.
- Riders may walk or bicycle around the course, after 3:00 p.m. on Saturday afternoon.
- Any rider encountering a “bottleneck” ( a bottleneck is defined as a section of course that becomes impassable due to stuck or piled riders.) may deviate more than 25 feet from arrows, but must re-enter the course as soon as safely possible.
- Altering course markings: arrows, ribbons, etc.. is strictly prohibited.
- An official upon his/her discretion may change a bottleneck area from it's original track lay out.
- At the start, all riders must line up on the correct row for their class. Failure to do so will result in penalty.
- No rider, for any reason, shall travel beyond the ROW 1 marker at any time before the start of the race.
- If a rider misses his/her start, the rider must safely enter the start area and begin the race there. Anywhere else will result in penalty.
- Whatever bike the rider begins the race on, the rider shall finish the race on.

## **EQUIPMENT RULES:**

- All riders must have a helmet, shirt, pants and boots that cover the ankle to race.
- Riders may get assistance on the course from course workers, pit crews or spectators, but must finish the race on the same bike they started on.
- Riders must finish the race under their machines own power, or by physically pushing their machines to the finish along the marked course. No course cutting or

**being towed to finish. Rider may be towed or pushed out of a bad spot, but no further if that lap is to count.**

- Riders may be towed in from the course for repairs, but that lap will not count.**

**After repairs or gas, the rider must safely re-enter the course at the start area and resume racing.**

- No rider is allowed to carry an extra storage of gasoline, other than what is in their fuel tank while racing.**

### **REGISTRATION RULES**

- All riders must complete and sign an entry form and release waiver form.**

**• All riders under the age of 18 must have a parent or legal guardian sign the minor release form.**

**• Riders must pay an entry fee, then be assigned a race number, a transponder for electronic scoring and stickers for their helmet.**

**• 2 race number stickers will be given, and should be placed 1 on each side of helmet below the goggle strap. Class stickers should be placed on the back near bottom of helmet, below goggle strap. Missing or covered stickers is subject to penalty. Stickers will be checked at the start. Missing, incorrect or covered stickers will not be allowed to race.**

**• Riders must check their transponders for compatibility with their race numbers at the end of registration.**

### **START/FINISH RULES:**

**• All riders should be at the starting line on their correct row, ready to race 5 minutes prior to scheduled start time or as directed by the Public Address System.**

- Riders meeting will be at the start area prior to start of race.**

**• All riders will kill their engines when the green flag is displayed over the the starters head.**

- Starting procedure will be explained at riders meeting.**

**• Racers will run a set number of laps which will be posted at sign-up. Race duration should be approximately 1 hour for minis and 2 hours for bikes and quads. Only under extreme conditions ( tornadoes, floods, total course break down etc..) shall the race be cut short.**

**• All racing and passing shall cease upon entering the orange fencing leading into the scoring tent. Running over fencing, passing or dangerous behavior will not be tolerated in the scoring chute or tent.**

- Riders must come to a complete stop in the scoring tent. This is to ensure all**

**riders are correctly logged into a back up book and that the transponder has correctly scored you. Riders must not leave the tent until your correct number and class are displayed or you are instructed to leave by a race official. Failure to stop is grounds for penalty.**

- Running into an official will result in penalty.**
- Riders should leave scoring area in a safe and orderly manner.**

### **SERIES POINTS:**

- A riders best 11 scores out of 14 races will determine overall series finishing position.**
- A rider must compete in at least 9 races to be eligible for overall series awards.**
- A DNF counts as competing, but receives 0 points.**
- Points for overall series finishes will be allotted as follows:**

**1ST=25 POINTS  
2ND= 22 POINTS  
3RD=20 POINTS  
4TH=18 POINTS  
5TH=16 POINTS  
6TH=15 POINTS  
7TH=14POINTS  
8TH=13POINTS  
9TH=12POINTS  
10TH=11 POINTS  
11TH=10 POINTS  
12TH=9 POINTS  
13TH=8 POINTS  
14TH=7 POINTS  
15TH=6 POINTS  
16TH=5 POINTS  
17TH=4 POINTS  
18TH=3 POINTS  
19TH=2 POINTS  
20TH=1 POINT**

- You must complete at least 1 lap to NOT be considered a DNF and therefore receive overall series points.**
- Point ties will be broken as follows:**

**The rider with the most 1<sup>st</sup> place finishes wins the tie breaker. If 1<sup>st</sup> place finishes are tied, then whomever has the the most 2<sup>nd</sup> place finishes is the winner. If 2<sup>nd</sup> place finishes are tied, then we go to 3<sup>rd</sup> place and etc.. In the event of a complete tie on**

1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> place and etc.. then the highest placing rider at the last race breaks the tie.

• Riders are allowed to work 1 race for points in any calendar year. 25 points will be given to riders working a race from 8:00 a.m.- 4:00 p.m. on Sunday of any series race date on schedule. Riders must be present and accounted for from 8:00 a.m.- 4:00 p.m. on race day. Working a race generally means sweep riding, course marshalling and clean up. Riders must fill out an entry form for working a race and turn it in at 4:00 p.m. To receive their work points.

#### **RIDER SKILL LEVEL DISCRIPTION AND QUALIFICATION**

- AA- Elite riders.
- A Classes- Expert level riders.
- B Classes- Intermediate level riders.
- C Classes- Novice riders with generally less than 2 years of racing experience. No C class champions from another series may ride C class in SORCS.
- Beginner Class- Riders never having raced more than 3 races.
- Whatever level class you race in another harescramble series ( SETRA, MID-SOUTH or SERA etc..) you must race at least the same level class in SORCS.
- All “A” class riders winning their class in the previous year must move up to the “AA” class, unless it is an age class, or the rider never finished in the top 5 overall in the previous year.
- All “B” class riders winning their class in the previous year must move to an “A” level class. All “B” class riders winning 5 or more SORCS races in the previous year must move up to an “A” level class. NOTE: There must be at least 3 riders in the class to count as one of 5 wins.
- All “C” class riders winning their class in the previous year must move to a “B” level class. All “C” class riders that won 3 or more SORCS races in the previous year must move to a “B” level class. NOTE: There must be at least 3 riders in the class to count as one of 3 wins.
- All Beginner riders racing more than 3 races in the previous year must move to a “C” level class.
- If a rider not ranked by another series or SORCS is found to be in the wrong skill level class, the rider may be forced to move up at the discretion of Diamondback Sports and carry no points to a higher skill level class. If after 3 races or less a rider realizes he/she is in the wrong skill level class and voluntarily moves up a skill level, then he/she may carry 70% of points accumulated to the next higher skill level class. Any rider voluntarily moving up and wishing to carry points must notify SORCS in writing or through e-mail.

**• NOTE: Riders advancing in another series prior to the completion of the SORCS series may continue to race in the SORCS class in which they started the season in.**