**Snodeo Competition Rules and Regulations for:**

**UTV & Side by Sides**

**Vehicle Rules**

1. All vehicles must have a metal roof panel. Lockable side protection doors are necessary.

2. A fully charged and properly rated fire extinguisher to be within reach of driver while buckled in is suggested, this is for your safety. Mounting should be quick release if installed.

3. Vehicles must be numbered. Minimum 6" tall numbers. Racing number must have a high contrast between vehicle number and background. A roof mounted number plate is recommended.

4. Driver side window net is necessary.

5. No passengers.

6. Driver must wear appropriate clothing. A fire retardant suit is highly recommended but is not mandatory. Keep in mind that moto-cross type clothing is made mostly of polyester and is highly flammable and **not** recommended.

7. It is recommended that all vehicles have a kill switch, or some form of positive engine cut-out.

8. All studded classes are allowed to use only screws with a single screw slot and a maximum head height of 3/16”. Screws may be sharpened to a like new condition when dull, but basic shape and function cannot be modified in any way. Screws may be tipped, but screw head must still come in contact with tire and no spacers are allowed under screw head to increase effective head height. 1/4” tall and/or Canadian screws are NOT allowed.

9. Bumpers may be modified or replaced, but must still have a similar appearance, shape and function as the O.E.M. bumper. If any weights or accessories are added to any race machine, they must be securely fastened, or entry may be disqualified for safety reasons.

11. All machines must be class legal each time they pull up to the starting line or be subject to disqualification. A rider may change machines between races as long as the replacement machine is class legal. Once a race is started, there can be no changing of machines.

12. 4-stroke engines may be bored and/or stroked to any size if you like, but its ACTUAL DISPLACEMENT determines what classes it is legal to race in.

**Driver Safety**

1. NHRA approved 5 point seat belts and harnesses are recommended, harness and seat belt must be fastened to suitable mountings with 3/8″ steel bolts. Harness should be attached to roll cage so that it cannot slide off either side of seat. The harness may not be attached to the top of the roll cage or to the back of the seat. Harness must enter 2″ below the highest part of the shoulder and be in a continuous angle over the highest part of the shoulder. Belts must be kept in good condition. No tears or fraying.

2. All drivers must wear either eye goggles or full face shield at all times. Face shield must remain closed. (No open shields with safety/sun glasses)

3. Full coverage racing type safety helmets are mandatory (with ear and skull protection). Helmets must meet SNELL 2000 specs and be in good condition.

4. Side nets are mandatory on all vehicles. Nets must be 18″ x 18″ minimum with a quick release type system for either top or bottom.

5. All vehicles must be race-ready for technical inspection. Driver must be in vehicle with his or her helmet and fire suit and with his or her belt and harness fastened. Only the driver is permitted with vehicle during inspection.

**Running Rules**

1. The running gear of each vehicle will be inspected by the tech inspector to verify the safety of such critical parts as steering, brakes, welds, tire condition, etc., prior to each event or course. The vehicle must have suitable brakes with firm pedal.

2. Anyone whose shoulder harness becomes disconnected must stop; reconnect their harness; then proceed. Otherwise he or she will be disqualified from that event if found finishing with malfunction.

3. All drivers must remain in harness until safely off the track in all events. In case of a breakdown or rollover, remain in harness until told otherwise.

4. Once a driver is in staging, he or she must be wearing his or her helmet and with his or her belt and harness fastened.

5. No loose objects permitted inside vehicle during competition.

6. No part of the driver’s body is allowed to protrude beyond the cage and/or body of the vehicle. Driver will be disqualified from that event if he or she does at any time.

7. Any driver under the influence of alcoholic beverages or drugs, regardless of quantity, will be disqualified from the event. No alcoholic beverages allowed in the pit area.

8. Only licensed drivers 16 years of age and older may compete. Any driver under 18 years of age must have signed permission from parent or guardian to enter competitive events.

9. Each driver must bring his or her own vehicle to staging line unassisted.

10**. Registration and technical inspection opens at 2:00 PM and closes at 4 PM. There will be 30 minutes maximum allowed for practice session. Driver's meeting will be shortly thereafter, followed by racing. Be flexible, these times may shift depending on when snowmobile oval racing concludes.**

11. Idle speed at all times when in the pit area or while going to and coming from the track (5 MPH max)

12. Let staff in communication with staging or tower know if you are unable to compete.

Staging, all events: Drivers have 3 minutes after each call for class to stage.

13. If your vehicle becomes stuck or stalls, you will be given a reasonable length of time to get started. To continue completion no track staff is allowed to assist.

14. It will take 2 vehicles to make a class.

15. Each driver claims his or her classification. If a driver claims the wrong classification, he or she will be disqualified. In case of doubt a driver will notify the tech inspectors at the time the vehicle is being inspected. Only one vehicle per driver per class. Once a vehicle has passed through tech inspection, there will be no refund of the registration fee for any reason.

16. No intentional bumping or pushing will be tolerated. (subject to a penalty)

**17. All starts will be a rolling stock car style start.**

18. Jumping the start: you will be stopped after the first lap and held until the last vehicle on the lead lap has gone by. You can eliminate this penalty by stopping right at the starting line and falling in at the end of the pack so you can stay together with the main group.

19. Black Flag DQ: Your vehicle goes off the track and hits a flag, cone, stake, etc in a designated area.

20. Black Flag Moving Violation: When your vehicle hits another vehicle and you continue to stay on the throttle. Also any intentional bumping, banging, or pushing. Unsportsmanlike Conduct: By the driver and/or pit crew can also bring black flag penalty to that race team.

21. Any class with 10 or more may run a consolation race for those who didn’t transfer to their final.

22. If a rider wants to enter in more than one class, they must pay an entry fee in each class.

23. Class jumping is allowed as long as the racer and race vehicle meet all class requirements.

24. First heat starting position will be determined by random clothespin draw. #1, 1st choice, #2, 2nd choice, etc. Second heat start will be determined by finishing order in 1st heat. Finals will be started according to heat finishes. 1st heat winner, 1st choice, 2nd heat winner, 2nd choice, etc. Anyone transferring from consolation has last choice. If we don’t have enough entries to run a consi, everybody races in the final if track conditions permit, with Consi qualifiers starting in back

25. If two or more vehicles collide and spin out in the first corner, automatic restart. EVERYONE involved in the incident will go to the back of the field, no matter who is at fault. The rest of the field will start in original order. Anyone that causes a restart, for any reason, or jumps the start, will go to the back of the pack. If the complete field has at least 1 lap completed, racers will be started in order of the last completed lap in a single file.

**26. Conduct of the event and all decisions will be handled by the Manawa Snodeo officials. ALL DECISIONS MADE ON RACE DAY ARE FINAL.**

27. If a racer leaves the boundaries of the race track during a race, they must not gain any track position upon re-entering race track, or be disqualified. If a yellow flag is displayed in a corner, you must hold your position until you pass a corner worker with no yellow flag displayed, or the flag man with a green or white flag displayed. Failure to do so will result in loss of position(s) or possibly disqualification for repeat offenders.