

White Sands Raceway – 2010 Rules of Competition

Facility and Pits

1. Please put trash in its place. Do not accidentally or intentionally spill fuels and oils on the ground.
2. Your parking area was clean when you arrived. Before leaving for the day, please spend a few minutes to collect and dispose of any debris that may have developed during the day's activities.
3. A rider is responsible for the actions of themselves as well as their Pit Crew. Infractions by riders, their pit crew or associated spectators will be grounds for penalties against that rider.
4. Any verbal harassment or physical abuse of track personnel will be grounds for permanent disqualification.
5. No pit riding. You may ride your race machine to and from your parking area and the track only and may only be operated in the pits at idle speed, 1st gear, wearing a helmet.
 - a. If you are passing pedestrians then you are going too fast.
 - b. Race officials reserve the right to restrict all pit riding if abuse occurs.

Race Safety

1. All riders must assess for themselves the track, facilities, existing conditions and other matters relating to safety.
2. No spectators allowed on the track at any time for any reason.
 - a. Insurance regulations do not allow any persons in the track area. Please stay behind the perimeter fencing while watching the races.
 - b. *Exception for parents of riders 9 years of age or younger.* Parents of these riders may position themselves around the track during the moto to assist. We understand that kids 9 yrs old and under may have a difficult time picking up and starting their motorcycle. If you are on the track to assist children in this age group, you are expected to provide assistance to all children, not just your own.
3. Riders are not allowed to ride bikes in larger displacement classes. (Example NO 65's in the 85 classes. NO 50's in the Lites Classes, etc...)
4. Minimum safety gear required for practice and racing includes: helmet, goggles, boots, pants and long sleeve shirt.
5. Riders should not use any alcoholic beverages or illegal substances before or during an event as long as they remain in competition. Any rider that is impaired will not be allowed to compete.
6. If a rider leaves the course for ANY reason they must re-enter the track at the safest possible point nearest their point of exit. But not at a point where they improve their position. Race officials will determine cutting the course going around a jump or obstacle. Penalty is 5 finishing spots. This infraction will be judged on a case by case basis.
7. Yellow flag situation: NO Passing, NO Double jumping, and NO Tripling in the yellow flag area. NO improving of position. Penalty is a minimum of one finishing position per infraction. Maximum penalty is Disqualification. This will be a decision of the race official.
 - a. Flaggers serve as the competitors eyes, warning riders of hazardous situations by displaying the yellow flag. They are not responsible for assisting riders; the entire purpose of the flagger is to alert oncoming traffic of a downed rider.
 - b. Flaggers *are required* to hold their position until the danger is cleared.
 - c. Flaggers do not provide medical services to injured riders. The track provides emergency medical teams and ambulance crews for the care of injured riders/

Race Rules

1. Age as of January 1, 2009 determines which age group you ride. If you move up you cannot move back down.
2. All classes are considered modified.
3. Beginner class riders are not allowed to double, triple or clear table tops. You may leave the ground but you may not clear any type of jump.
 - a. You will be docked 1 moto finish position for each infraction to this rule.
4. Officials may move riders up based on written or published proof that the rider has competed in a higher age or ability class.
 - a. Officials will not move someone up just because they are fast.
 - b. You must have proof that a rider rode in a higher class.

- c. Riders must determine which class he or she belongs
- 5. Officials are not responsible for locating riders before their event.
- 6. The starting gate official will not allow anyone to work the ground in front of the gate, you can only prep the ground behind the gate
- 7. The starting gate official will call you in for the first moto by the way that you signed up.
 - a. The second moto is organized by how you finished the first moto.
- 8. During staging and gate selection all engines should remain off.
 - a. The starting gate official will notify you when to start your engines. Typically this will occur when the checkered flag comes out for the previous moto
 - b. At this time, you will have approximately 2 minutes to get the bike warm and gear in place.
 - c. The starting gate official will point at each rider on the line, looking for a head nod or some sign that you are ready.
 - d. If you are not ready due to some difficulty, you must get the attention of the starter.
- 9. If it becomes necessary to run qualifiers we will randomly divide the classes into heats and LCQ'S
- 10. A rider must be on the starting line and complete one lap under their own power in at least one moto before being scored for the day. They must cross the finish line.
 - a. DNS means Did Not Start. A rider not coming to the line and completing one full lap will receive a DNS. They receive last place points plus 10 DNS points. If they start the second moto and complete 1 lap they will receive points for their second moto finish plus the points from the first moto.
 - b. DNF means DID NOT FINISH. Riders will receive a DNF if they do not take the checkered flag. A rider who DNF'S will receive 5 DNF points in addition to last place points, A rider may push his bike across the finish line.
 - i. 50cc classes only: A parent may push their rider across the finish line if their bike quits or breaks in the last turn before the finish line. They may NOT push from 1/2 a lap away...only if the bike quits in the last turn.
- 11. There will be NO restarts unless in the opinion of the race official that continuing the race will endanger the riders.
 - a. A malfunction of the starting gate will be the race official's decision.
 - b. If for any reason the race must be stopped it will be considered complete if the leading rider has completed over 50% of the laps.
 - i. Example: 3 laps completed in a 5 lap race.
- 12. The white flag is a courtesy flag. It is not necessary to display the white flag at the beginning of the final lap.
 - a. If during riders meeting it is stated that motos will be 5 laps and for some reason the race is not stopped until 6 or more laps are completed. The race will be considered over at the end of the 5th lap. Scorekeepers lap sheets will determine moto finish.

Payouts/Trophies

- 1. Amateur classes will be awarded trophies to the top 33% of the entrants per class.
 - a. It takes 3 riders to award one trophy. In the case when there are only one or two riders in an event, they will get to do motos with another class, however there will not be any trophies awarded to these riders.
 - b. All 50cc peewee classes are trophy to 100% of the class.
- 2. Lites A and Open A class payout is 150% of class entries to 50% of the total number of entrants per class.
- 3. Open Outlaw class payout is 100% of class entries to 50% of the total number of entrants per class.
- 4. Pit Bike class payout is 50% of entries to the top 3 riders in the class
- 5. Amateur riders competing in an age class that pays money may choose to have a shop sponsor paid in lieu of jeopardizing amateur status. Payment will be made by the track directly to the sponsor in the name of the amateur rider.

Please observe these rules while you are at White Sands Raceway. Also, please observe all the common courtesies while you are in the surrounding community. You are a representative of the motorcycle sport and it would benefit us all to promote a positive public image.

If you cannot comply with these requests, please go elsewhere to race or spectate.

You have that choice. This raceway does not.
Thank you, White Sands Raceway Management