



Arizona Off-Road Promotion (AZOP)

2019 ATV Rules

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It is the responsibility of all participants to read and understand all AZOP rules and revisions.

Introduction

Arizona Off-Road Promotions (referred to as AZOP hereinafter) rules and regulations effective January 1, 2019. Off Road racing is a hazardous sport, you could be severely injured or killed, these rules and regulations are established to meet minimum, acceptable requirements and to provide orderly conduct of racing events, these rules and or regulations are in no way a guarantee against injury or death to participants, spectators or any other person or persons.

General Rules

1. The race director or referee shall have the authority to penalize, suspend or disqualify any entrant or entrant's crew for rule violations. We also have the right to ban anyone for bad behavior.
2. AZOP assumes no responsibility for postponement and or cancellation of events based on inclement weather or unsafe track conditions,
3. AZOP reserves the right to refuse or deny any entrants application.
4. AZOP reserves the right to amend any rules based on course conditions, safety of the riders or any other circumstances that may arise.
5. AZOP members are not employees; members assume all responsibility for all charges.
6. Safety equipment is the rider's responsibility.
7. You must have a current year AZOP membership to receive points for the event.
8. You must have a current year AZOP membership to run your own number, if not AZOP will sell you a day pass for \$25 which includes three pre printed numbers starting with a zero. (this is how we know to take you out of the points)
9. No racer is permitted to carry fuel except for within the machine's fuel tank.
10. No paddle tires.

Courses

1. The event courses will be marked. In the event course markings have been knocked down or removed, AZOP is not responsible.
2. In the open areas you will be allowed 10' on either side to pass.
3. PLEASE preserve the desert to the best of your ability there will be other wide areas to pass. Do NOT cut corners.
4. Some courses will be Motocross track with desert and obstacles.
5. You will be disqualified for going backwards on the course. NEVER GO BACKWARDS ON THE COURSE.
6. If a rider leaves the course for any reason he/or she must re enter the course at that location
7. No riders pit crew is permitted to go on the course without permission of the race director.
8. No course cutting- No cheating you may be disqualified

9. **Hare Scrambles**- typically run 7-30 mile loops in a continuous loop format. Race duration typically ranges about 2hrs. **Race is over at the conclusion of the timed event per scoring, and a checker flag will follow** (in the event the driver does not see the checker flag or the AZOP official does not present the flag in a timely fashion and continues with another lap, the lap will not be counted).
10. **Grand Prix**: typically located adjacent to and comprises part of an MX track. May mix off road sections, single track sections, MX sections, flat track sections and hill climb sections, in a localized setting with continuous loops of the same course. Race duration about 1 hour. **Race is over at the conclusion of the timed event per scoring, and a checker flag will follow** (in the event the driver does not see the checker flag or the AZOP official does not present the flag in a timely fashion and continues with another lap, the lap will not be counted).

Penalties

These are examples of possible penalties; the race director or referee reserves the right to issue penalties based on the severity of any action. The race referee will have final say in any case.

1. Race vehicle traveling backwards on the race course.
2. Pit support vehicles on the track without race director's approval. No outside pit support without AZOP approval.
3. Disrespectful or abusive conduct toward any race worker or official
4. Passing in the scoring chute – could be a 2 minute penalty
5. Course Cutting or Cheating
6. Speeding through any MPH posted signs.
7. Unclassified/practice – all racers must begin at the starting line and not at any other location on the race course.

Participants

1. All participants must sign all appropriate forms of registration, and releases all under age entrants must have a notarized copy of parental consent form on file and must be accompanied at all events. Minor releases are good for one year from the date you sign. You may not enter the race track until you have signed all race forms and releases.
2. **NO PLAY RIDING**, you may ride your quad to the start line in first gear, absolutely no play riding is permitted except in a designated area provided by the race director. Please leave non race motorized toys at home, this goes for anyone in your pits and spectators. Racer may be disqualified for non-compliance.
3. Only participants listed on the entry form are permitted to be on the race course.

Pit Area

1. No pit riding is permitted- No children under the age of 14 driving UTV's Etc., will be permitted.
2. There may be live pits (Pro Style) at any event. Most will be slow monitored pit area with posted MPH signs.
3. You must have at least a 5lb fire extinguisher in your pit area during all fuel stops. Participants with a quick fill fuel system must be off vehicle when refueling.
4. Please pick up your own trash. Don't leave it for us. Keep the desert clean of trash.
5. Please watch your children at all times- You are responsible for their safety. No playing in the pit areas.
6. All pets must be on a leash at all times.
7. Campfires may be permitted in a confined area. Depending on location of event.
8. Must pit 25' off race course.
9. Spectators must stay 50' from course.
10. Dead engine pit stops at all races.
11. Pit support is prohibited from entering the race course to provide assistance for a disabled vehicle until the race is over and/or AZOP official has granted permission to do so.

Race Vehicles

1. It is the racer's responsibility to have your vehicles safe to ride. It is mandatory for a tech inspection. The race director has the right to insist on any changes that may need to be made prior to your race.
2. Race director or referee reserves the right to change your race number at any time.
3. ATV's must have a lanyard kill switch attached.
4. Some Races will require a forest approved spark arrestor and sound test 96 decibels. Any race held on BLM, Forest Service or State land this will be required.
5. ATV Nerf bars are recommended but no necessary

PPE- (Personal Protective Equipment)

1. You must wear a Snell or DOT approved helmet without notable cracks or damage AZOP strongly recommends that entrants use helmets specifically designed for racing. The race director or referee has the right to insist you change helmet if they see any such defects. Must have D-ring fasteners, no snaps or Velcro is permitted.
2. Eye protection (Goggles) shatter resistant must be worn by all Motorcycle or Quad entrants.

3. It is highly recommended you wear race style clothing designed to protect your body. (Long Pants, Boots minimum 8" Lace up if not race boot, Gloves, Knee guards) Must be worn.

Numbers

1. Mandated designated colored backgrounds based on your ability level. Please refer to the separate background color chart for your class.
2. AZOP is not responsible for scoring if your number is not recognizable to the scorers. It is the rider's responsibility to have the proper number on your race vehicle.
3. AZOP reserves the right to change or give entrants temporary numbers if needed.
4. ATV- Number- Front-Rear, back of chest protector
5. Day pass numbers are 3 digits and start with a 0 and are sold at registration for \$25 per set of 3. AZOP supplies the numbers. Mandatory for day use racers.

Disqualifications

1. Any use of drugs or alcohol during a race will be subject to disqualification.
2. Any entrant or entrants crew caught going backwards on the course will be disqualified.
3. Any entrant that makes false statements on any registration form or AZOP document or false signatures is subject to disqualification, and will not receive any refunds.
4. Any entrant disqualified for any reason forfeits all prize money and or points issued in such event.
5. No crew can go on the track to retrieve a broken vehicle during a race; anyone caught doing so without the race director's approval could be disqualified.
6. Racers are responsible for everyone associated with them such as family members, crew members, animals, kids, etc....
7. Any verbal or physical abuse to an AZOP official or track worker is subject to disqualification.
8. Any fighting on AZOP property is subject to disqualification and permanently banned from future AZOP events.
9. Any entrant who purposely runs into or intentionally hits another rider or driver is subject to penalties and or disqualification and permanently banned from future AZOP events.
10. Course Cutting- Cheating- may be disqualified.
11. No flying drones without AZOP approval.
12. All racers must start on the same ATV/vehicle that they finish on; you may not change ATV/vehicle during your race. This will result in a mandatory disqualification.

These are examples of disqualification; the race director or referee has the right to impose penalties or disqualification based on the severity of any incident.

Classes

It is the racer's responsibility to race the highest level ability class they have raced with any other organization. NO SANDBAGGING!!!!

Levels

Pro ATV

Vet Pro ATV

Expert ATV

Sportsman ATV

ATC Class Open

Pee Wee Classes

ATV 50-79cc, 4-6yrs old, must be on a quad no larger than 79cc

ATV 80cc+ Beginner, 80cc-150cc

ATV 80cc+ Advanced, 80cc-150cc

ATV Mini Classes

71-150cc 8-11yrs old, 71-150cc displacement limit

91-300cc 10-15yrs old, 91-300cc displacement limit

250-400cc 10-15yrs old, 250-400cc displacement limit

Big ATV Classes

Pro, no displacement limit

Vet Pro, no displacement limit (Must be 35 years old +)

Expert, no displacement limit

Sportsman, no displacement limit

ATC (3 Wheeler), no displacement limit

Unclassified (practice)

AZOP reserves the right to modify, change or omit classes at our discretion.

Move ups/downs

1. Any rider with three consecutive 1st place finishes in any class up to a class may be moved up.
2. Any rider that places in the top 3 of the class higher then the class they race for 3 consecutive races may be moved up.
3. Any rider could be moved up by the race director at any time if they feel the rider's ability level is sufficient.
4. Riders who move up or get moved up will take 50% of their points with them to the next class. Must move up level and not Class- (Example: If you race Sportsman and move to Expert you take 50% points; if you move Expert to Pro, you take zero points).
5. After half the races AZOP has the right not to move a rider up due to year end championship points. If you see you or your child is winning too many races its your responsibility to move them up.

Trophy Payout

We trophy 33% of each class - for every 3 racers we give out a trophy up to top 3. If there are 1-5 racers first place only, 6-8 racers second place and 9 up third place gets a trophy.

Year End Champions

To be eligible for series points and end of year championship awards riders must:

1. Compete in at least 50% of the season race locations. You have to drop two races (if you did not go to two races you can use them as your drops as well or just your lowest two points)
2. Have a current membership – January to December of each year
3. Top three in each class will receive a year end Championship if you meet all the criteria.
4. You can buy a day pass for \$25.00 but you do not get points.
5. Members can select any number on a first come first serve basis. You keep the number the whole year. Please see separate specific color background chart for your class.

Season Points

1. You must complete half of the laps of the leader in your class to receive finisher points or you will be considered a DNF (did not finish)
2. In order to be considered a finish in any timed race you will need to complete half of the laps of the leader in your class. You do not need to take the checker flag. If you fail to complete half of the laps of the leader in your class, you will receive a DNF.

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3. If the race is a lapped race, then the overall leader needs to complete all laps. The rest of the racers in each class must complete 50% of the laps of their class leader. If there are an odd number of laps, the rider must complete their last lap – cannot have half a lap. Example: 3 laps must complete 2 of the 3 laps; 7 laps must complete 4 of the 7 laps. 9 laps must complete 5 of the 9.
4. If the start/finish line are in a remote location and laps are in another location and you have to return to the remote location to finish and take the checker flag. (Example Gravity 100 St Johns AZ race)
5. Members can select any number on a first come first serve basis. You keep the number the whole year. Each year after the last race of the year, you have until December 31st to purchase and renew your membership. After that it is open to any new member.

Pro Payout Schedule

1. If there are 1-5 entries in the pro class, 100% of the pot goes to the winner.
2. If there are 6-8 entries in the pro class, 60% of the pot goes to the winner and 40% goes to 2nd place.
3. If there are 9+ entries in the pro class, 50% of the pot goes to the winner, 30% goes to 2nd place, and 20% goes to 3rd or AZOP discretion.
4. Pro ATV Pot is equal to 75% of Pro Entry Fees.
5. Vet Pro ATV Pot is equal to 50% of Vet Pro Entry Fees.

Points System

Ties for class champion will be broken by most amounts of first place finishes, then by most second place finishes and then by best finish in the final race of the series. **You must Race 50% of the event locations to receive year end awards.**

Points are as Follows- 30 point system

1 st	30 pts
2 nd	25 pts
3 rd	21 pts
4 th	18 pts
5 th	16 pts
6 th	15 pts
7 th	14 pts
8 th	13 pts
9 th	12 pts
10 th	11 pts
11 th	10 pts
12 th	9 pts
13 th	8 pts
14 th	7 pts
15 th	6 pts
16 th	5 pts
17 th	4 pts
18 th	3 pts
19 th	2 pts
20 th	1 pt

Transponders

Transponders are mandatory at all AZOP races. You must purchase one from AZOP (cost \$10) they should last several years unless damaged and then you will need to purchase another one. You must also run numbers on your machine for backup scoring.

Protests

The participant must submit a protest form plus a \$25 cash fee to registration within 30 minutes of the posting of the race results.

If the protest results in a warranted change in results, the \$25 will be refunded to the participant. (If there is no change, there will be no refund).