2024 OFFICIAL KING OF THE DEEP SERIES RULES & REGULATIONS

1. Tire Class Regulations

1.1 Small Tire NA Class (ST-NA) – 32-inch tires and below.

1.2 Small Tire Open Class (ST-OPEN) – 32-inch tires and below.

1.3 Medium Tire Class (MT) – 45-inch tires and below.

1.4 Unlimited Tire Class (UT) – no tire size limit.

1.5 Larger tires can not race in a class designated for smaller tires, but smaller tires can race in a class designated for larger tires.

1.6 If a machine has different tire sizes, the largest size tire will be used for tire class designation.

2. Class Equipment Regulations

2.1 Naturally Aspirated (NA) engines ONLY for the Small Tire NA Class (ST-NA), no turbos, no blowers, no nitrous, no stretches allowed. Nitrous bottles must be removed from the machine prior to lining up for your run.

2.2 “Mega” UTVs with UTV/ATV engines will be allowed in the Unlimited Tire Class (UT)

2.3 All machines must be equipped with their own recovery strap. King of the Deep will not be responsible for the recovery strap.

3. General Equipment Regulations

3.1 Definition of “Production Style”: As produced for and equipped on machines sold by manufacturers and their dealers (OEM), or be produced as a direct replacement for OEM the equipment.

3.2 All machines must retain and utilize production Style ATV / UTV Engine, Transmission, and Differential.

3.3 No Motorcycle, car, or truck engines, transmissions, or differentials allowed.

3.4 Axle paddles are allowed, as long as the axles remain as Production Style for the ATV or UTV.

3.5 Stretched or modified frames and tube chassis are allowed.

3.6 All types of tires are allowed but must be run in the appropriate class, as measured by the tire’s actual physical dimensions, not the dimensions indicated on the side of the tire.

3.7 Maximum of 4 Tires are allowed on a machine at one time.

3.8 No Tracks or track-type systems are allowed; all tires must be air inflatable tires.

3.9 Tethered Kill Switches are recommended on ATVs.

4. Procedural Rules and Regulations

4.1 All ages are eligible to run in the Small Tire Class

4.2 Participants must be 16 years of age and up in order to run in the Medium or Unlimited Tire Classes on an ATV / 4-Wheeler.

4.3 Participants under 16 years of age may be eligible to enter the Medium or Unlimited Tire Classes on an ATV / 4-Wheeler WITH PRIOR APPROVAL BEFORE THE DAY OF THE RACE.

4.4 You must run the original machine you entered into the event.

4.5 A machine may enter into the event under multiple drivers, but each driver must compete with the same machine they signed up with.

4.6 Second runs are available for purchase at the time of registration up to the time of the driver's meeting.

4.7 You must run the original machine you entered into the event for any subsequent runs including second runs and run offs.

4.8 If you're not present and ready for your run when your run is up, you will be disqualified.

4.9 You cannot exit the hole on the starting-line side once your run has begun.

4.10 Reversing is allowed if a machine has fully entered the hole.

4.11 Registration opens at 10:00 am, and closes at 11:00 am.

4.12 Registration for your classes and all runs must be purchased before the start of the driver's meeting.

4.13 Driver running order will be drawn at random for each class at the driver's meeting. Second runs will be drawn as a second heat to be run after all first runs are completed.

4.14 All drivers must attend the driver's meeting themselves in-person. No rider representatives are allowed to attend in place of a registered driver.

4.15 Unsportsmanlike conduct will be immediately disqualified.

4.16 All pit official scoring calls will be made at their pit and will be final upon a 3-person committee review.

4.17 "Floating" and "Skimming" are both allowed.

4.18 There will be a 3 (three) minute time limit for each run.

4.19 All competitors must start with the center of your tire on the starting line as drawn by the official.

4.20 Passengers are not allowed to drive or assist in driving the machine in any capacity. If a pit official observes a passenger driving or assisting in driving a machine the run will be disqualified.

5. Safety Rules and Regulations

5.1 Only 1 (one) driver per ATV during runs. Side by Sides will be allowed 1 (one) driver and 1 (one) passenger during runs.

5.2 Helmets are required for all drivers and passengers.

5.3 Goggles, safety glasses, and fire retardant suits are recommended for all drivers and passengers.

5.4 You (the driver) must be present for the drivers meeting, and number draws.

5.5 After registration, prior to the drivers meeting, you must have your machine(s) and all tires ready for pre-race inspection and machines will remain in the staging area.

5.6 You cannot leave your machine or touch the ground in a manner to support your weight or to advance forward progress at any time during your run, or your run is over.

6. Timing, Measurement, and Scoring Regulations

6.1 All runs are counted at the place that your machine comes to rest at the end of your run – reverse at your own risk. Drivers must stop the machine when time is up or the driver will be disqualified.

6.2 All runs will be measured by official measuring tape/string/instrument, measured from the side of the hole at the point at which it intersects the official scoring device placed across the hole by the pit judge.

6.3 Runs are scored at the furthest forward point of the front tire that is visible, or furthest point visible on the machine that is used for a mechanical purpose will be used for distance measurement.

6.4 In the event of a tie on distance, the fastest running time to achieve the furthest distance run in your class will be deemed the winner. YOU, the driver, must let the pit official know your run is over in order to stop the clock. The instruction to stop the time must come from the driver themself and not a team member.

6.5 Run time will start based on when the machine breaks the beams of the laser timers.

6.6 The end of your run will be the point at which either A) the machine breaks the finish line laser beams B) Tell or signal to the pit official that your run is over or C) you come off your machine or a part of your body touches the ground in a manner to support your weight or advance forward progress.

6.7 In the event that two runs tie on both distance AND time, the tied machines will go to a run-off, each getting one additional run, which will be scored on both distance and time. If only one machine can make the re-run, under that machine's own power, the driver of that machine will be deemed the winner. In the event that both machines are broken and unable to make a re-run, the result will be declared a tie, and the points and prize monies will be split between the competitors.

6.8 All runs will be measured and recorded in the official results on both distance and time.

6.9 All runs are timed using laser timers and handheld timers. In the event of a laser timer malfunction, the handheld timer will be used as the official time. King of the Deep may, at their discretion, allow an immediate re-run before any other machines enter the hole.

7. Series Points

7.1 Points Distribution

1st – 50 points

2nd – 45 points

3rd – 40 points

4th – 35 points

5th – 30 points

6th – 25 points

7th and lower - 20 points

7.2 In the event of a tie for championship points, the driver that has covered the most distance during the current racing season will be determined the winner. In the event that season distances are also tied, the tie will be decided on the lowest cumulative run times throughout the season.

8. Additional Rules and Regulations

8.1 All rules are final.

8.2 All King of the Deep official's calls and judgements are final.

8.3 King of the Deep reserves the right to change this rulebook at any time.