Lil' Dirty Kids Bounty Hole Series Rules

1. Class Regulations

1.1 Mini Mudders - Age 8 and under - Up to 125 cc / 25-inch tires and below

1.2 Single Cylinder ATV - Age 13 and under - Up to 700cc & 30-inch tires and below

1.3 V-Twin ATV - Age 13 and under - Up to 1000cc & 30-inch tires and below

1.4 SXS – Age 13 and under - Up to 1000cc & 32-inch tires and below

1.5 If a driver is deemed age eligible on the first series date (3/23/24) they will remain eligible to compete for the duration of the 2024 season regardless of when their birth date falls.

1.6 Drivers may not compete in a King of the Deep series and a Lil' Dirty Kids series at the same event/location.

2. Class Equipment Regulations for all Classes

2.1 Naturally Aspirated (NA) engines ONLY

2.2 No Lift

2.3 No Turbo

2.4 No Nitrous

2.5 No Portals

2.6 No Frame Stretch

2.7 No Supercharger

2.8 Factory Motor Only – No Motor Work

2.9 Pump Gas Only

2.10 All machines must be equipped with their own 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 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.

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

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

3.8 Tethered Kill Switches are recommended on ATVs.

4. Procedural Rules and Regulations

4.1 Participants must be the appropriate age for the class they are entering on the date of the first series event, 3/23/24. Their eligibility will remain for the duration of the 2024 series regardless of their birth date.

4.2 $20 per run entry fee – 2 run maximum per class

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

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

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

4.6 Drivers may only place once per class.

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

4.12 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.

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

4.14 Unsportsmanlike conduct by driver or guardian(s) will be grounds for disqualification.

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

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

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

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

5. Safety Rules and Regulations

5.1 Only 1 (one) driver per ATV and SXS – No Passengers allowed.

5.2 Full Face Helmets are required for all drivers.

5.3 Enclosed Shoes with Ankle Support are required for all drivers.

5.4 Goggles, safety glasses, and chest protectors are recommended for all drivers.

5.5 You (the driver), and parent/guardian must be present for the drivers meeting, and number draws.

5.6 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.

5.7 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 hole the by the pit official.

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 must let the pit official know your run is over in order to stop the clock.

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 times and hand held timers. In the event of a laser timer malfunction, the handheld timer will be used as the official time.

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. and below