



2026 IXCR UTV RULES

DISCLAIMER

Off-road racing can be hazardous. Participation is voluntary.

No entrant, pit crew member, spectator, vehicle owner, or insurer shall have any claim for damages, expenses, lawsuits, or otherwise against the promoter, track operator, landowner, IXCR Racing, or its officers, agents, or directors arising from damage to any vehicle, personal injury, death, or monetary loss.

Entrants, pit crew members, and vehicle owners/insurers who voluntarily participate waive any and all claims against the promoter, track operator, landowner, and IXCR Racing.

Any person entering the event premises without signing the liability waiver at the entrance will be considered a trespasser.

Restricted Area: = All areas beyond the check-in gate after signing the liability waiver.

1. RACE LENGTHS

Division	Length
UTV Adult 1	Hour ±

2. GENERAL RULES

2.1 Registration

- UTV registration, you may pre-register online closes Wednesday at 5 pm week of event, or at the event.
- Registration closes **60 minutes prior to race start.**

2.2 Teams

- All UTV competitors must register as a **Team.**
- A Team consists of **one driver and one passenger.**
- Passengers may be changed **between events, but not during an event.**



- **Championship points are awarded to the driver only.**

2.3 Responsibility

- Drivers are responsible for the actions and conduct of their entire pit crew.

2.4 Medical Insurance

- IXCR Racing does not provide medical insurance.
- Medical insurance is the sole responsibility of the competitor.

3. COMPETITOR ELIGIBILITY

3.1 Team Requirement

- All competitors must compete as a registered Team unless entered in a Single Driver class.

3.2 Age Requirements

- **Pro Team Class: Driver & passenger must be 18 years or older**
- **Pro Single Driver Class: Driver must be 18 years or older**
- **Single Driver Class: Driver must be 16 years or older**
- **Heavy Team Class: Driver & passenger must be 16 years or older**
- Exceptions may be approved **at promoter discretion** following review of driver history and interview.

4. MACHINE ELIGIBILITY & CLASSIFICATIONS

4.1 Production Definition

- Stock suspension mounting points must remain in OEM location.
- Engine center cases must remain OEM.
- Engine, transmission, and pivot points must remain in OEM position.
- Turbochargers must be factory-equipped unless otherwise specified.
- **Frame modifications are permitted only in Pro Class** (lengthening or shortening allowed).
- Single-seat class machines must retain seat and steering wheel in production location.



Passenger Rule:

Passenger required in all other classes except Single Driver.

4.2 Classes

A. Pro – Single Driver

- 0–1000cc
- Production models only
- Single- or two-seat machines permitted
- Turbo allowed **only if factory OEM production**

B. Pro Team

- 0–1000cc **Turbo**
- 0–2000cc **Non-Turbo**
- Production models only
- Turbo allowed **only if factory OEM production**

C. Single Driver

- 0–1000cc
- Production models only
- Single- or two-seat machines permitted
- Turbo allowed **only if factory OEM production**

D. Heavy Team

- 0–1000cc
- Production models only
- Turbo or supercharger permitted **only if factory OEM production**



5. EQUIPMENT REQUIREMENTS

5.1 Machine Width

- Maximum width: **66 inches ±1 inch (recommended)**

5.2 Mandatory Equipment

- Four- or five-point harnesses for all occupants
- Full roll cage with solid roof
- Side nets securely attached
- Doors
- Muffler/silencer meeting **112 dB**
- Two fire extinguishers:
 - One accessible to passenger
 - One accessible from outside the vehicle (bed area)
- Clearly marked, functional kill/off switch accessible to officials
- Fuel pump wiring mandatory

5.3 Required Safety Gear

- Long-sleeve shirt
- Long pants
- Approved helmet
- Boots covering the ankle
- Eye protection required at race start

5.4 Recommended Safety Gear

- Fire suit
- Gloves
- Head/neck stocking

5.5 Additional Requirements

- Rear tail and brake lights must be operational
- Fuel may only be carried in OEM fuel tank location
- Horn permitted in Pro Class only (NO sirens)
- **No flashing lights** (blue, red, or otherwise) unless wired to brake lights
→ Violation results in **disqualification**
- Headlights recommended (some races may finish in darkness)
- Number plates required on both sides above bed area
 - Minimum size **10" x 10"**
 - **Must display assigned IXCR number**



6. REGISTRATION PROCEDURES

6.1 Photo ID with proof of age must be presented upon request.

6.2 Both driver and passenger must sign the IXCR waiver.

- **No exceptions**

6.3 Pre-Registration

- **Save time in the lines!** NON transferable to another event.

7. START PROCEDURE

7.1 Start rows consist of up to **6 machines**.

7.2 Machines will be assigned a start row in advance.

7.3 First Round of Season

- Start positions determined by random draw.

7.4 Subsequent Rounds

- Top 6 in class start front row of their class. Next 6, 2nd row etc.

7.5 Mandatory drivers meeting will be held on the start line.

7.6 Dead Engine Start

- No moving parts.
- Rows released approximately **30 seconds** apart.

7.7 Jumping the start will result in penalties. **Minimum 60 seconds!**

7.8 The machine that starts the race must finish the race.

- **No machine changes permitted during the event.**



8. SCORING

8.1 Transponder Scoring

- Transponder scoring is official for all races.
- **One (1) transponder per driver is permitted.**
- Passengers may **NOT** wear or carry a transponder at any time.

8.2 Checkpoint Conduct

- All checkpoints are **NO PASSING / IDLE ZONES.**
- Riders must maintain safe, controlled speed and follow official instructions at all times.

8.3 Pitting Restrictions

- **No pitting, repairs, or servicing** are permitted between the finish line and the finish checkpoint.

8.4 Finish Area Conduct

- The area from the finish line to the scoring tent is a **slow-speed, no-passing zone.**
 - **First offense:** Five (5) minute penalty
 - **Second offense:** Disqualification (DQ)

8.5 Unsafe Conduct

- **Roosting, spraying debris, or intentionally endangering checkpoint staff, officials, or equipment** will result in **automatic disqualification.**

9. COURSE



9.1 Courses may include trails, roads, hills, motocross tracks, and varied terrain.

9.2 Course marking: **Yellow background / Black arrows.**

9.3 Course open for inspection Friday and Saturday.

- Walking or bicycle only.

10. ON-TRACK REGULATIONS

10.1 Drivers must remain on the marked course within **25 feet of arrows.**

10.2 Bottlenecks may be bypassed only if impassable and must be re-entered immediately.

10.3 Cutting inside white pole inner corner markers is prohibited. Minimum 60 second penalty

10.4 If a driver leaves the course, they must re-enter where they exited.

10.5 Repairs may be made anywhere off course without interference.

10.6 Reckless driving is prohibited.

- Pit and parking areas limited to **5 MPH**
- Violation results in **DQ**

10.7 Team tactics are prohibited.

10.8 Unsportsmanlike conduct **WILL** result in penalties time adjustment - **DQ**

11. RACE FINISHES

11.1 The race ends when the checkered flag is displayed to the overall leader.

11.2 Lap completion requires crossing the finish line under the machine's own power.

11.3 Towing ends the race for that machine. Short tow to dislodge permit-able.

11.4 Racers have **1.5x leader's lap time** to complete the race.

11.5 Results are final **30 minutes after posting.**

11.6 Awards:



- Top 3 guaranteed
- One award per four starters thereafter
- Minimum one full lap required

11.7 Podium burnouts prohibited.

11.8 Impound required for top three overall and any machine requested by officials.

11.9 Protests must be submitted in writing per IXCR protest procedure.

12. CHAMPIONSHIPS & POINTS

12.1 Class Championships are based on best **6 events**.

12.2 Minimum **5 events entered** required for year-end awards.

12.3 Points scale per event:

Place	Points	Place	Points	Place	Points	Place	Points	Place	Points
1	20	5	16	9	12	13	8	17	4
2	19	6	15	10	11	14	7	18	3
3	18	7	14	11	10	15	6	19	2
4	17	8	13	12	9	16	5	20	1

- One point awarded for entering (dropped if event is dropped).
- Ties broken by:
 1. Most wins
 2. Best finish in final event

13. OVERALL NUMBERS

13.1 Overall points accumulated from all events.

13.2 Points scale:

- 1st: 500 points
- 2nd: 499 points



- Decreases by one point per finishing position
- A tie will be broken by the better finish at the last event