

2022 RULEBOOK PRO & SPORTSMAN POINTS SYSTEM

Changes from last season are made in **BLUE**.

Revisions during the season are made in **RED**.

Posted **1/05/22**

GENERAL

- All events count for points toward their championship.
- A rider is permitted to use a different bike per event to score points.
- Points will be posted on XDAracing.com by the end of the day on Tuesday after each event.
- Rider must enter competition at the last points race to win championship.

BIKE NUMBERS

- **BIKE NUMBER:** A rider must use the same bike number for the entire season and cannot change it at any time during the season. All bike numbers on the bike must be the same. Think of your bike number like it is your social security number, it is your identity.
- **NUMBER SIZE:** All bike numbers must be 3" tall, and on both sides of bike (not in the middle of your windshield on the front). Numbers must be painted on or made of vinyl. No shoe polish is permitted.
- **CLASS DESIGNATION:** We encourage all racers to have the appropriate class designation on their bike for the class or classes they are running in. Check your class rules for your class designation. Class designation should also be made from 1" tall vinyl and located beside your bike number.
- **BIKE NUMBER LOCATION:** The preferred location for bike numbers on bikes with fairings is on both sides of your windshield. The preferred location for bike numbers on bikes without fairings is on both sides of your tail section or wheelie bar.
- **CHANGING BIKES:** If you are running someone else's bike, be sure to use your bike number and not theirs.
- **POINTS FOR BIKE NUMBERS:** The points system tracks the rider; it does not track the bike. Points cannot be transferred between riders.
- **GETTING A BIKE NUMBER:** All XDA racers must use a 3 or 4-digit number. The Top 10 of each class from the previous season are the only bikes that may use bike numbers #1-10. Using numbers 11-99 is not recommended. XDA will give new racers a permanent 4-digit number at tech for both sides of your motorcycle if you do not already have a number made in vinyl for your bike. This will always be your permanent number at XDA for years to come. You may have that same bike number made from vinyl to match your bike if you wish but be sure to have it on both sides of your bike.
- **VERIFY YOUR BIKE NUMBER:** All riders must check their time slip after each qualifying pass and each elimination run to make sure it has your correct bike number on it. Riders need to also check their name, bike info, and hometown on the qualifying results in the tower before eliminations to make sure your name and spelling are correct. If anything is incorrect you must notify the tower immediately to get it fixed so you get the correct points.

TIE BREAKERS

- In the event of a tie in points in the top 10 at the end of the year, the tie will be broken by 1) rider with the most Wins that season, 2) Rider with the most Runner-Ups that season, 3) Rider with the most Semi-Final round appearances 4) rider who went the most rounds on the last day of the season, 5) rider entering most races, 6) highest qualifier at the final points race, 7) the rider with the best reaction time on their final pass of the season, 8) the rider that placed higher in points the previous season. When tie breakers are used, any riders tied will be placed in the tie breaker order using tenths of a point.

HITTING FOAM BLOCKS

- In the event that a foam block is hit/moved by a rider, his or her bike, or a part from his or her bike during TESTING then a \$50 fine must be paid before the rider can make any more runs at the event. If the foam block is hit/moved by a rider, his or her bike, or a part from his or her bike during official TIME RUNS, QUALIFYING or ELIMINATIONS then a \$50 fine must be paid before the rider can make any more runs at the event and the rider will also receive a 10 point deduction in their championship points chase.

RAINOUTS

- In the event of rain during an event and drying conditions are not favorable to dry the entire shutdown, the completion of the event may be run on the 1/8 mile. The race director will make this decision, without recourse from any competitor.
- In the event of a rainout, race director will dictate points situation.

DISCREPANCIES

- It is the rider's responsibility to verify his or her own points. In case of a discrepancy, you must email Chris Miller at chris@mbpevents.com within 7 days after the event. If your email is not received within 7 days after the event, then points will stand as they are.

PRO E.T.

- Riders will receive 20 points for running first round, 10 additional points for each round won, and 1 extra point for the class win. In a 5-round race, for example, 1st round losers receive 20 points, 2nd round losers 30 points, 3rd round losers 40 points, 4th round losers 50 points, runner-up 60 points and winner 71 points. Racers who re-enter will still receive points.
- Double entry is prohibited in Pro E.T.

STREET E.T.

- Riders will receive 20 points for running first round, 10 additional points for each round won, and 1 extra point for the class win. In a 5-round race, for example, 1st round losers receive 20 points, 2nd round losers 30 points, 3rd round losers 40 points, 4th round losers 50 points, runner-up 60 points and winner 71 points. Racers who re-enter will still receive points.
- Double entry is prohibited in Street E.T.

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TOP SPORTSMAN

- Riders will receive 20 points for running first round, 10 additional points for each round won, and 1 extra point for the class win. In a 5-round race, for example, 1st round losers receive 20 points, 2nd round losers 30 points, 3rd round losers 40 points, 4th round losers 50 points, runner-up 60 points and winner 71 points. Racers who re-enter will still receive points.
- Double entry is prohibited in Top Sportsman

PRO STREET / REAL STREET

- Entry points, qualifying points, and elimination points are totaled per event for the rider.
- If a rider is broke before eliminations; the rider will receive entry points, qualifying points, and first round loser points if they qualified.
- Entry points are for the racer who buys a tech card at the event and turns that tech card in at tech.
- In order to win a round you must stage your bike under power, even if your opponent is broke and unable to stage. The broke rider will still receive points for that round lost even if they were unable to stage their bike.
- Racers who qualify #17-#32 will only receive 11 entry points (regardless of rounds won or lost). The winner of the Pro Street & Real Street "B" class (17 or more bikes) will receive 30 extra points for a total of 41 points.

4.60 INDEX / PRO XTREME / SUPER STOCK

- Entry points, qualifying points, and elimination points are totaled per event for the rider.
- If a rider is broke before eliminations; the rider will receive entry points, qualifying points, and first round loser points if they qualified.
- Entry points are for the racer who buys a tech card at the event and turns that tech card in at tech.
- In order to win a round you must stage your bike under power, even if your opponent is broke and unable to stage. The broke rider will still receive points for that round lost even if they were unable to stage their bike.

5.60 INDEX

- Entry points, qualifying points, and elimination points only are totaled per event for the rider.
- Entry points are for the racer who buys a tech card at the event and turns that tech card in at tech.
- In order to win a round you must stage your bike under power, even if your opponent is broke and unable to stage. The broke rider will still receive points for that round lost even if they were unable to stage their bike.

ENTRY POINTS (PST, RST, PX, S/S, 4.60, 5.60)

Entry Points	11 points
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QUALIFYING POINTS (PST, RST, PX, S/S, 4.60, 5.60)

#1 Qualifier	8 points
#2 Qualifier	7 points
#3 Qualifier	6 points
#4 Qualifier	5 points
#5 - 6 Qualifier	4 points
#7 - 8 Qualifier	3 points
#9 - 12 Qualifier	2 points
#13 - 16 Qualifier	1 point
#17 - 32 Qualifier	0 points

ELIMINATION POINTS (PST, RST, PX, S/S, 4.60, 5.60)

Position	128 Bike Field	64 Bike Field	32 Bike Field	16 bike Field	8 Bike Field	4 Bike Field
Winner	150 points	130 points	120 points	110 points	100 points	90 points
Runner-Up	130 points	110 points	100 points	90 points	80 points	70 points
6 th Round loser	110 points	---	---	---	---	---
5 th Round loser	90 points	90 points	---	---	---	---
4 th Round loser	70 points	70 points	80 points	---	---	---
3 rd Round loser	50 points	50 points	60 points	70 points	---	---
2 nd Round loser	30 points	30 points	40 points	50 points	60 points	---
1 st Round loser	10 points	10 points	20 points	30 points	40 points	50 points

RECORD POINTS (PST / RST / PX / SS)

Overall E.T. Record	10 points
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Rider must claim record at conclusion of run and be torn down after event to claim points and record.

POINTS CHAMPIONSHIP AWARDS POLICY

- A portion of the proceeds from each XDA event is transferred to an escrow account to cover the \$20,000+ total annual cost of the Championship Awards Program. The total cost of this program for every class includes the following expenses: Cash Bonuses, Gold Card Benefits, Championship Jackets, Championship Trophies, and Top 10 Plaques.
- The XDA Championship Awards Program benefits are financially dependent on getting most or all of the XDA events completed. If we lose multiple events in the season, the Championship Awards Program benefits will be adjusted based on how many events are completed.
- If 5 or more XDA events are completed, then all Cash Bonuses, Gold Card Benefits, Championship Jackets, Championship Trophies, and Top 10 Plaques will be awarded.
- If only 4 XDA events are completed, then only Gold Card Benefits, Championship Jackets, Championship Trophies, and Top 10 Plaques will be awarded.
- If only 2 or 3 XDA events are completed, then only Championship Jackets, Championship Trophies, and Top 10 Plaques will be awarded.
- If only 1 XDA event is completed, then there will be no Championship Awards Program.