

# 2025 RULEBOOK PRO & SPORTSMAN POINTS SYSTEM

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

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

Revised 1/2/25

## GENERAL

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

## BIKE NUMBERS

- **BIKE NUMBERS:** All bike numbers must be 4 characters long. It is preferred that you use 4 numbers, but we will allow 1 or 2 letters to be used in your bike number. Bike numbers cannot start with zero or contain special characters. Approved examples: 3155, 315X, 31RX or 4585, 458C, 45CM or 1022, 102R, 10RG
- **IDENTITY:** Each rider must have their own unique 4 character number. 2 different riders cannot use the same number, even if you are running different classes.
- **RETENTION:** A rider is only permitted to use one bike number for the entire season. Think of your bike number like it is your social security number, it is your identity in the timing system. A rider must use the same bike number for the entire season even if you are riding different bikes or different classes. Do not use more than 1 bike number even if you are riding multiple bikes.
- **RIDING OTHER BIKES:** If you are riding someone else's bike, then remove or cross out their number and put your number on the bike.
- **TRACKING:** The points system tracks the rider; it does not track the bike. Points cannot be transferred between riders.
- **SIZE:** All bike numbers must be 3" tall. Numbers must be painted on or made of vinyl. Shoe polish is prohibited.
- **LOCATION:** Bike numbers must be on both sides of windshield, or both sides of your tail section or both sides of your wheelie bar. It cannot be in the middle of your windshield.
- **VERIFICATION:** 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.

## RAINOOTS

- 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 Jason Miller at [jason@mbpevents.com](mailto:jason@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 ET / STREET ET / 5.60 INDEX / 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.

## PRO STREET / REAL STREET / PRO XTREME / 4.60 INDEX / SUPER STOCK / ATV

- 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.
- The winner of the Pro Street "B" class & Real Street "B" class will receive 30 extra points for a total of 41 points.
- Record points apply to classes with ET records only.

## ENTRY POINTS

Entry Points	11 points
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## QUALIFYING POINTS

#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

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 <sup>th</sup> Round loser	110 points	---	---	---	---	---
5 <sup>th</sup> Round loser	90 points	90 points	---	---	---	---
4 <sup>th</sup> Round loser	70 points	70 points	80 points	---	---	---
3 <sup>rd</sup> Round loser	50 points	50 points	60 points	70 points	---	---
2 <sup>nd</sup> Round loser	30 points	30 points	40 points	50 points	60 points	---
1 <sup>st</sup> Round loser	10 points	10 points	20 points	30 points	40 points	50 points

## RECORD POINTS

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.