

# 2018



King Of Dirt Racing  
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## Sportsman Modified Rules & Specifications

### **INTRODUCTION**

King Of Dirt venues are competitive racing events hosted by tracks in and/or around the Capital Region of Upstate, New York. They are intended for both competition among drivers and entertainment among all who attend. By participating in and/or attending these events drivers and crews are agreeing to abide by all rules and regulations set forth by King Of Dirt Racing and it's partner tracks.

The publication and subsequent compliance of rules and regulations set forth by King Of Dirt Racing do not imply or guarantee safety as a result of said compliance of the rules stated herein. Racing is a dangerous sport and rules are intended as a guideline for the conduct, officiating, and safety of all involved.

The series race director or appointed official by King Of Dirt Racing at any event shall be empowered to enforce any rules set forth herein. Also King Of Dirt Racing reserves the right to amend and/or adjust any rule at any point during the season to ensure competitive balance. Any revision of a rule does not imply or guarantee safety as a result of compliance. All interpretation and enforcement of said rules are left to the discretion of series officials and/or partner track officials and their judgment is final.

All drivers competing in King Of Dirt Racing on track events including but not limited to warm ups, time trails, heat races, consolations, or feature races must sign a participant waiver form at the KOD registration table prior to their first tour event.

### **1.0 MEMBERSHIPS**

1. King Of Dirt Racing currently offers memberships to 'out of market' drivers looking to obtain 'Home Track Bonus Points' only. The cost of membership is \$50 paid one time per season, which goes into that drivers divisional point fund. This does not include the mandated \$20 entry fee, which is typical at each KOD touring event.

2. There is a minimum \$20 entry fee per King Of Dirt Racing event. This entry fee from each driver participating in said event is put into that particular drivers divisional point fund to be distributed at the end of the season to the top point earners.

## **2.0 CODE OF CONDUCT**

1. All drivers competing in King Of Dirt Racing events are expected to behave in a professional manner as defined by series officials. Examples of unprofessional behavior such as the following are, but not limited to verbal abuse, written abuse, physical abuse, verbal misrepresentation of the series, written misrepresentation of the series, and/or any representation that is either derogatory or inflammatory towards King Of Dirt Racing, partner tracks, sponsors, or other participating teams.
2. Drivers are not only responsible for their behavior, but also the behavior of team members, crew, owners, and/or anyone associated with said team/driver. Drivers or anyone from their crew are not to go into another drivers pit in dispute. Should a driver enter another drivers pit area and an altercation occurs, fault will lie with the driver entering a pit area that is not theirs.
3. Fist fighting or physical confrontations of any kind will not be tolerated. Any disputes and/or concerns can be addressed properly and in a calm manner with governing officials from King Of Dirt Racing and/or partner tracks if the situation requires.
4. Drivers and/or teams are expected to comply with rules and regulations as set forth by King Of Dirt Racing. Any driver and/or team found in violation of rules and regulations set forth by King Of Dirt Racing at the discretion of series officials in conjunction with track officials determinations can be subject to disqualification, fines, and/or suspension.
5. Any driver disqualified for technical infractions will forfeit all points or purse money for the evening. Purse money will be paid to King Of Dirt Racing and go into that drivers particular divisional point fund.
6. Drivers are expected to remain with their car in the event of an accident unless reasonably instructed by an official to do otherwise. Any driver who exits their car can be subject to penalties that include, but are not limited to disqualification, suspension, and/or fines.
7. Any driver fined, suspended, or otherwise penalized by a partner track will have said tracks ruling enforced at all King Of Dirt Racing events. Example: If a driver is suspended for the remainder of the season due to technical or other violations, KOD will enforce the same penalty through the series.

## **3.0 DRIVER ELIGIBILITY**

1. Any driver who possesses and/or owns a King Of Dirt Racing legal Sportsman is eligible to compete in scheduled series events.
2. King Of Dirt Racing allows full-time Sportsman drivers to compete in the 358 Modified division. They are permitted to enter and race during Small Block Modified series scheduled events.
3. Any full-time Big Block Modified or 358 Modified drivers are not permitted to compete in King Of Dirt Racing Sportsman Series scheduled events.

4. All drivers are required to pay the standard entry fee to compete in any King Of Dirt Racing Sportsman Series scheduled events. This can be done during registration at the tracks.
5. Any full-time Sportsman driver that exceeds 6 Big/Small Block starts outside the King Of Dirt Racing Series allowance between the start of the KOD season and the end of the KOD season will be removed from Sportsman series competition.
6. Any questions about eligibility please ask series director and promoter and/or officials prior to scheduled King Of Dirt Racing Sportsman Series events.

#### **4.0 RACE FORMATS & PROCEDURES**

1. All King Of Dirt Racing events (358 Modified, Sportsman, & Pro Stock) will utilize the same format unless otherwise noted.
2. Each King Of Dirt Racing event begins with driver registration at the KOD trailer and/or table where each driver pays the mandated entry fee required before any driver enters the speedway surface. The KOD entry fee does not include pit admission to the speedway pit area.
3. Any driver failing to register and sign in with King Of Dirt Racing officials will have their time disqualified along with starting at the tail of their respective heat race.
4. All King Of Dirt Racing events will utilize a draw to set heat groups. Timed sessions will determine heat race lineups through either separate time trials or timed hot laps.
5. After qualifying heat races the top 12 qualified drivers will redraw for starting positions in the feature event. All other qualified drivers will fill in the field heads up based on finishing position in their qualifying event.
6. King Of Dirt Racing qualifies 24 cars through heat races and consolation races. There are four KOD series provisionals' available and 2 'buy in' spots (29-30) to make up a max total 30 car-starting field. (Provisionals explained in section 5.0)
7. King Of Dirt Racing reserves the right to allow any track promoter to add additional starting spots beyond the 30 car-starting field as they see fit.
8. All King Of Dirt Racing events will utilize double file starts throughout the racing event. In the event drivers cannot complete a lap following a yellow flag, a single file restart will be used regardless of total laps completed. Providing drivers complete a series of laps, the following yellow the field will go back to a double file restart.
9. During all racing events the leader has lane choice (inside or outside), however King Of Dirt Racing rules are the front row fires together coming off turn four at all tracks regardless of normal weekly procedures.
10. In the event of a yellow flag with one lap remaining, the following restart will be green and white together for a one-lap dash to the finish.

#### **5.0 KING OF DIRT RACING PROVISIONALS**

1. King Of Dirt Racing offers four series provisionals per touring event after all qualifying have been completed. KOD provisionals fill in spots 25-28 of the starting field.

2. KOD provisional starting positions are determined by current point standings with drivers in the top 15 in points who have competed in at least 70% of the scheduled events.
3. King Of Dirt Racing reserves the right to award a provisional starting position to any driver based on consolation finishing position should there be no need to use series provisionals. Example: all KOD tour drivers are qualified.
4. King Of Dirt Racing also offers 2 'buy in' positions per event. Those buy in positions are 28-30. Buy ins are positions where drivers are offered the option to pay the starting money for the feature event. They can therefore enter the race, improve their position, and earn points and pay out.

## **6.0 PROTEST & TECH PROCEDURES**

1. King Of Dirt Racing works along with partner tracks tech inspectors to implement rule enforcement and/or compliance among drivers on the tour.
2. Both King Of Dirt Racing and/or partner tracks reserve the right to perform technical inspection on any aspect of a competitor's racecar.
3. Visual protests will not be permitted after a racing event takes the green flag. All visual protests must be made prior to the start of a racing event.
4. King Of Dirt Racing will not permit grudge protests. Any protest must be of legitimate reasons with merit. Protests cannot come from any direct employee of a racetrack.
5. King Of Dirt Racing abides by protest procedures set in place via partner track rules first. In the event the partner track has no protest procedure per say and/or chooses to follow KOD protest procedures the following steps will be taken.
6. Only a fellow competitor or team owner may protest a driver after a King Of Dirt Racing series event is completed.
7. Protests of any kind must be hand written, signed, and turned in to officials within 15 minutes of the conclusion of any series event.
8. In the event of a protest the part(s) in question will be checked thoroughly for their legality at the speedway. Should protested part(s) need to be removed and taken elsewhere for further testing they will be stored by the series and/or track before being taken to a predetermined location certified and/or highly qualified to determine the legality of the item(s) in question.
9. In the event of an engine protest the engine will be tested on a dyno and/or fully inspected for legality via certified engine repair shops.
10. All protests done off racetrack grounds will take place on a mutually agreed upon date and time between track officials, series officials, and protesting car/owner.
11. Standard partner track protesting fees are required to protest any part(s) on another competitor's car. A \$250 additional King Of Dirt Racing administrative fee is subject to

requirement in the event of any protest above and beyond tech inspection performed after the conclusion of series events.

12. Any refusal of technical inspection or protest inspection will result in non-compliance to rules and/or regulations set forth by King Of Dirt Racing. This can result in penalties up to and including loss of points, loss of money, and/or suspension.
13. King Of Dirt Racing has set a precedent for penalties in response to rule violations both on tour and through partner tracks. We will continue to ensure all drivers abide by the rules and regulations set forth and penalize those who do not without prejudice to continue making the sport better for all involved.
14. In the event of a disqualification for technical infractions, the driver DQ'd will forfeit their position rendering them last in the finishing order. Said driver's point fund money will be paid to King Of Dirt Racing and deposited into that drivers divisional point fund. Any driver disqualified for weight at the scales will forfeit their position rendering them last in the running order, but may collect last place money.

## **7.0 HOME TRACK BONUS POINTS**

1. New for 2018 is the inception of home track bonus points to King Of Dirt Racing. Each driver can earn up to a set amount of bonus points based on how many tour races are scheduled in their respective division. EXAMPLE: if there are six races scheduled in a division, each driver qualifying for home track bonus points can have their best six races from their weekly track added into their King Of Dirt Racing tour point standings.
2. Home Track Bonus Points have been put in place to offer tour drivers the opportunity to earn extra points for their participation in King Of Dirt Racing series events. With a limited schedule through the summer it was necessary to reward drivers for support, along with enhancing tour experience by distancing tour regulars from non-regulars.
3. To be eligible (or qualify) for home track bonus points towards a drivers King Of Dirt Racing point standings, they must compete in at least 70% of the total events scheduled. EXAMPLE: if there is six races scheduled a driver must compete in a minimum of five out of the six to be eligible (or qualify) for home track bonus points.
4. 'In Market' drivers are classified as drivers who compete at a partner track hosting a King Of Dirt Racing event in their respective division. There is no additional fee and/or membership cost required above the standard entry fee at each event.
5. 'Out Of Market' drivers are classified as drivers who compete at non-partner tracks that do not host a King Of Dirt Racing event in their respective division. This is a one time \$50 membership fee, which will go directly to that drivers respective divisional point fund. This allows the out of market driver to earn home track bonus points regardless of where they race weekly.
6. All home track bonus points will be calculated into a drivers King Of Dirt Racing tour standings prior to their divisions season finale.

## **8.0 POINT SYSTEM**

<b>Regular Event(s)</b>	<b>Special Event(s)</b>	<b>Home Track Bonus Points</b>
1) 100	1) 200	1) 60

2) 97	2) 197	2) 57
3) 96	3) 196	3) 56
4) 95	4) 195	4) 55
5) 94	5) 194	5) 54
6) 93	6) 193	6) 53
7) 92	7) 192	7) 52
8) 91	8) 191	8) 51
9) 90	9) 190	9) 50
10) 89	10) 189	10) 49
11) 88	11) 188	11) 48
12) 87	12) 187	12) 47
13) 86	13) 186	13) 46
14) 85	14) 185	14) 45
15) 84	15) 184	15) 44
16) 83	16) 183	16) 43
17) 82	17) 182	17) 42
18) 81	18) 181	18) 41
19) 80	19) 180	19) 40
20) 79	20) 179	20) 39
21) 78	21) 178	21) 38
22) 77	22) 177	22) 37
23) 76	23) 176	23) 36
24) 75	24) 175	24) 35
25) 74	25) 174	25) 34
26) 73	26) 173	26) 33
27) 72	27) 172	27) 32
28) 71	28) 171	28) 31
29) 70	29) 170	29) 30
30) 69	30) 169	30) 29

1. DNQ = 50 points for regular events.
2. DNQ = 100 points for special events.
3. DNQ = 20 points for home track events.
4. DNS = 50 points for regular events.
5. DNS = 100 points for special events.
6. DNS = 20 points for home track events.
7. Fast timer per heat group = 1 bonus point.
8. Heat Race Winner = 1 bonus point.

## **9.0 KOD CHAMPIONSHIP CHASE**

1. King Of Dirt Racing will award driver points based on the series point system based on their finish in each touring event, which will include any bonus points he/she may earn.
2. At the end of the scheduled King Of Dirt Racing season, series officials will announce on champion per division (358 Modified, Sportsman, & Pro Stock).
3. In the event of a points tie for position King Of Dirt Racing will use tiebreakers to seed one driver ahead of another. Wins will be the first tiebreaker followed by total second, third, fourth, and fifth place finishes.
4. Point fund monies will be distributed at the season ending banquet. Attendance at the banquet is mandatory to receive point funds or post-season awards and/or products unless extenuating circumstances present an issue for a driver to attend.

Drivers/Owners will be subject to a 50% loss of point funds if they do not attend the season ending banquet ceremonies.

**CHEATING OR MANIPULATION OF RULES & REGULATIONS SET FORTH BY KING OF DIRT RACING WILL NOT BE TOLERATED. ANY DRIVER, TEAM, OR CAR OWNER WHO FAILS TO ADHERE TO RULES & REGULATIONS WILL BE SUBJECT TO PENALTIES AS DETERMINED BY KING OF DIRT RACING OFFICIALS UP TO AND/OR INCLUDING SUSPENSION.**

### **10.0 ENGINE RULES**

1. GM Crate Engine Part Number 88958602/19258602 is the only engine package permitted during King Of Dirt Racing Sportsman Series competition.
2. No open type motors are permitted during King Of Dirt Racing Sportsman Series competition.
3. No 2 bbl pump gas motors are permitted during King Of Dirt Racing Sportsman Series competition (without prior consent from KOD series officials).
4. Any GM 602 Crate Engine repairs should be done by certified engine rebuild shop such as Hunt's Machine or Boyd's Motorworks.
5. All GM 602 Crate Engine repairs should be reported to King Of Dirt Racing with the following information to avoid any issues in tech: Date of repair, reason for repair, repair shop, parts replaced, and part numbers for replaced parts. PLEASE NOTE: only GM 602 Crate Engine replacement parts are permitted for any type of repair and/or replacement.
6. Certified GM 602 Crate Engine repair shops should be equipped to properly re-seal an engine and stand by the legality of their work.
7. The intention of the GM 602 Crate Engine is to maintain and promote cost effective racing competition through a 'spec' engine program. Any sort of manipulation of rules or regulations regarding the GM 602 Crate Engine can and will result in penalties up to and/or including suspension from King Of Dirt Racing Sportsman Series events.
8. Please refer to the DIRTcar rulebook for all other GM 602 Crate Engine specifications.

### **11.0 REV BOXES**

1. DIRTcar rev box MSD 8727CT is the only approved rev-limiting box permitted during King Of Dirt Racing Sportsman Series competition.
2. The approved DIRTcar MSD 8727CT rev box must be set at no more than 6,200 RPM during King Of Dirt Racing Sportsman Series competition.

### **12.0 VALVE SPRINGS**

1. Only GM Crate Specific valve springs may be used during any repair, replacement, or maintenance.

2. Part number 10212811 is the only valve spring that will be permitted for repair and/or replacement during King Of Dirt Racing Sportsman Series competition.
3. Valve springs are subject to mic inspection and should measure .177 or .178 in diameter per GM specifications.
4. Should any valve springs 'appear' questionable, drivers may be required to remove them for further testing including open and closed spring rates to verify legality of the valve spring(s) in question.
5. Valve spring open and closed rates must be within a 4 lb tolerance closed and an 8 lb tolerance open per DIRTcar tech officials. (Closed  $80+4 = 84$  max and Open  $195+8 = 203$  max)

### **13.0 CARBURETOR**

1. Only one 650 cfm carburetor per engine is permitted during King Of Dirt Racing Sportsman Series competition.
2. Holley part numbers 4777, 80777, or HP 80541-1 will be permitted during King Of Dirt Racing Sportsman competition.
3. Carburetor spacers may be a maximum 1" thick, single hole only, and may not be tapered.
4. For all other carburetor specifications please refer to the DIRTcar rule book.

### **14.0 AIR CLEANERS**

1. Air cleaners that provide ventilation through the top cover, such as the K&N brand, will be permitted during King Of Dirt Racing Sportsman Series competition.
2. Airflow devices, plastic inserts, and/or any other device that flows air directly into the carburetor, such as the KNN-61-4000 series are not permitted during King Of Dirt Racing Sportsman Series competition.

### **15.0 DRIVESHAFT**

1. Only magnetic steel drive shafts will be permitted during King Of Dirt Racing Sportsman Series competition.
2. Titanium or aluminum drive shafts, yolks, or other driveline components are not permitted during King Of Dirt Racing Sportsman Series competition.

### **16.0 ENGINE COOLING SYSTEMS**

1. Cooling fan for radiator must be mounted in stock OEM location on the front of the water pump. Fans may not be mounted to the crankshaft.
2. Only cast iron water pumps are permitted on the GM 602 Crate Engine during King Of Dirt Racing Sportsman Series competition.



3. Electric cooling fans and/or water pumps are not permitted during King Of Dirt Racing Sportsman Series competition.
4. Only a single wet sump oil pump will be permitted. No dry sump oil pump systems are permitted during King Of Dirt Racing Sportsman Series competition.
5. External type oil pumps, vacuum pumps, or Accu sumps are not permitted during King Of Dirt Racing Sportsman Series competition.
6. Oil coolers are permitted. Please refer to the DIRTcar rulebook for mounting location and other rules specific to the oil cooler.

#### **17.0 FUEL/PUMPS**

1. VP 'D' type gasoline or commercially available pump gas is permitted during King Of Dirt Racing Sportsman Series competition.
2. VP D-98 fuel or equivalent is mandatory during King Of Dirt Racing Sportsman Series competition.
3. Blending fuels of different octane is not permitted during King Of Dirt Racing Sportsman Series competition.
4. Alcohol, nitrous oxide, and nitro-methane fuels are not permitted during King Of Dirt Racing Sportsman Series competition.
5. Absolutely no oxygenated fuels are permitted during King Of Dirt Racing Sportsman Series competition.
6. Only one mechanical fuel pump mounted in the stock location will be permitted.

#### **18.0 SHOCKS**

1. Only a \$225 maximum cost per shock is allowed for King Of Dirt Racing Sportsman Series competition.
2. Only small body steel shocks permitted for King Of Dirt Racing Sportsman Series competition. No aluminum body shocks and no big body shocks are permitted.
3. Only one shock per wheel is permitted.
4. Shocks may not be externally adjustable. Shocks with Schrader valves are not considered adjustable per say and are permitted.
5. External reservoirs are not permitted.
6. Please refer to the DIRTcar rulebook for all other shock specifications.

#### **19.0 REAR END**

1. Conventional quick-change type rear ends are the only ones permitted for King Of Dirt Racing Sportsman Series competition.
2. No limited slip, locker, or two speed rear ends are permitted during King Of Dirt Racing Sportsman Series competition.

3. No titanium rear end components and/or axles are permitted during King Of Dirt Racing Sportsman competition.
4. Please refer to the DIRTcar rulebook for all other rear end specifications.

## **20.0 HEADERS/EXHAUST**

1. DIRTcar approved Schoenfeld or Beyea crate headers are permitted during King Of Dirt Racing Sportsman Series competition.
2. Headers must be no more than 1 5/8" outside diameter from the head flange to the collector.
3. No ceramic coated and/or other coatings are permitted.
4. No Tri-Y or stepped headers are permitted during King Of Dirt Racing Sportsman Series competition.
5. Stainless steel exhaust parts of any kind are not permitted for King Of Dirt Racing Sportsman Series competition.
6. Header collector extension pipe, tail pipe, curves, and tips can be a minimum of 2 1/2" with a maximum of 4" in diameter.
7. Each exhaust must have one noise reduction muffler per side. It is highly recommended to use DIRTcar approved mufflers, which include Dynomax Muffler part #17223 or #17296, Extreme Muffler part #31530 or #31230, or Beyea Muffler part #MUF3DM.
8. Beyea torque plate kit for Schoenfeld header part number Nedmtpq-3 is permitted along with Beyea crate exhaust part number nedmtpk-602 during King Of Dirt Racing Sportsman Series competition.
9. Please refer to the DIRTcar rulebook for all other exhaust specifications for Sportsman Modifieds.

## **21.0 BATTERY**

1. Only one 12-volt battery per car is permitted during King Of Dirt Racing Sportsman Series competition.
2. Battery may not measure more than 14.3v.
3. No step up transformer or any other device that increases voltage will be permitted.

## **22.0 LV GEAR RULE**

1. At Lebanon Valley ONLY there will be a gear rule in effect during King Of Dirt Racing Sportsman Series competition.
2. All cars must have a final drive gear ratio of 4.87 or less.

## **23.0 TIRES**

1. Only Hoosier racing tires are permitted during King Of Dirt Racing Sportsman Series competition.

2. DIRTcar approved Hoosier 300's, 400's, or 500's only please.
3. Left rear tires are not permitted on the right side; no mixing and matching.
4. At Lebanon Valley only: 400 minimum compound mandatory on RR.

#### **24.0 WEIGHT**

1. All King Of Dirt Racing Sportsman Series cars must maintain a minimum weight of 2,400 lbs during competition.
2. Cars will be weight after time trials, heat races, and features during King Of Dirt Racing Sportsman Series competition.

#### **25.0 DIRTcar Roll Cage and/or Containment Seat Update**

1. DIRTcar roll cage update bulletin from 10/31/14 highly recommended but not mandatory.
2. A piece of tubing minimum of 1 ¼" in outside diameter and .095" inches in thickness should be installed vertically extending through the car into the bottom frame rail or extend back to the union at the top of the door and rear main hoop joint.
3. Tubing must be installed in a manner that does not impede the driver from exiting the cockpit of the racecar.
4. Tubing must be mounted a minimum of 9" and a maximum of 12" on the roof bar from the existing rear roll cage hoop.
5. It should be installed symmetrically on both sides of the roll cage. Existing cars could also be retro fitted with this update.
6. Full containment seats are highly recommended, but not mandatory during King Of Dirt Racing Small Block Modified competition.

#### **26.0 DRIVER SAFETY EQUIPMENT**

1. Each competitor is solely responsible for the effective proper installation of personal safety equipment per manufacturer's specifications. Drivers are expected to educate themselves and continue improving on their own personal safety equipment.
2. All cars must be equipped with five point seat belt restraints with a minimum SFI rating of 16.1 or 16.5 that are no more than two years old from the manufacturer date.
3. Make sure all seat belt material does not come in contact with any sharp metal or edges while passing through the seat to prevent fraying.
4. All drivers are required to wear fire resistant driving suit meeting a minimum SFI rating of 3.2 A/5. A valid label must be in tact and visible upon inspection.
5. Drivers are required to wear fire resistant driving gloves at all times while on track. They must meet a minimum SFI rating of 3.3 and have a valid and in tact label visible for inspection.

6. All drivers should wear fire resistant accessories including but not limited to; head socks, nomax under garments, and socks.

## **27.0 MICELANEOUS**

1. There is no drop or sub rule available for King Of Dirt Racing competitors in 2018.
2. Newcomer Of The Year eligibility is available to drivers who are new to full-time tour racing.
3. Drivers cannot be considered for Newcomer Of the Year if they have competed as full-time tour drivers in previous KOD seasons or any other touring series.
4. Newcomer Of The Year eligibility is determined by King Of Dirt Racing officials and noted in point standings with an ®.
5. Any and all other rules, regulations, or specifications please refer to the current DIRTcar rulebook pertaining to Sportsman Modifieds.
6. Please keep in mind: just because it's not listed does not mean it is legal. Be diligent in asking the proper questions to be rightfully informed rather than be disqualified during technical inspection.
7. King Of Dirt Racing relies on scoring done by partner tracks as we visit. We trust and stand by their decision. KOD does however reserve the right to review and adjust any finish that may be needed.
8. All King Of Dirt Racing payouts are done by the partner tracks at their respective payoff windows. To be paid for competing in a KOD touring event all drivers must fill out a W9 prior to receiving any purse money.
9. All bonuses and/or product rewards available at King Of Dirt Racing events will be available from KOD racing officials at the conclusion of technical inspection.
10. To be eligible for point fund monies and/or contingencies a driver must compete in at least 70% of the scheduled events in his or her division.

## **28.0 CONCLUSION**

1. King Of Dirt Racing Series rules are comprised of most DIRTcar racing rules.
  2. The rules and regulation set forth by King Of Dirt Racing are to ensure competitive balance throughout the Small Block Modified, Sportsman, and Pro Stock divisions.
  3. King Of Dirt Racing reserves the right to change, adjust, or amend any rule to further ensure competitive balance with minimal notice.
  4. Should any rule and/or regulation need amending King Of Dirt Racing will post a bulletin at least one week prior to the event in the division the rule amendment is made.
  5. King Of Dirt Racing is dedicated to Capital Region driver development and promotion through multiple platforms. Our partner tracks are an important part of that agenda and we wish all drivers and tracks much success this season and into the future.
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