



Safety Infractions That Will Result in Penalties

Rider must go to tech and meet with the Referee so it can be documented.

GRID RELATED

- Know your grid position- If rider lines up in wrong position – 1 lap penalty
Further offenses will be reviewed and determined at the discretion of the Referee and/or Roadrace Director.
- Rider jumps the start in their wave – 1 lap penalty
Further offenses will be reviewed and determined at the discretion of the Referee and/or Roadrace Director.
- Rider leaves with the wrong wave – Most dangerous offense.
1 lap and \$50.00 fine 1st offense - with Grid Marshals and Start making this call.
Additional offense will result in a DQ
- Moto Lemans - If holders are used, holder must not take a step or push the motorcycle (does not apply to attempted restarts approved by grid Marshalls). – 1 lap penalty for 1st offense, **DQ for any further offenses.**
If there are no holders and racer opts to sit on bike at start, they move to back of the grid.

UNSAFE CONDUCT

- Rider ignores hot-tech and does not stop prior to entering the paddock or rider exits the track surface away from pit-in and returns to his paddock without checking in with hot tech with his machine. \$25.00 fine for 1st offense, \$50.00 fine 2nd offense then any further offenses will be reviewed and determined at the discretion of the Referee and/or Roadrace Director.
- Rider zig zags at too high of speed on warm up lap – Fines starting at \$50.00 and increasing at \$25.00 increments for future offenses. RR Director, Referee, Control, Start or Grid Marshals can call this offense.
- Not obeying directions given by Grid or Corner Marshals – Penalties and/or fines will be issued by Referee and/or Roadrace Director dependent on the severity of the rider's actions.
- Blend Line and Pit-in: Rider not obeying blend line during practice and warm-up lap -- \$25.00 for 1st offense, \$50.00 for 2nd offense, **Rider must attend race school again for 3rd offense.** *These same penalties also apply to exiting the track. Rider must signal well in advance and safely move to the Pit-In side of the track and exit without changing mind and coming back on to the track.*