

2026 Dirt Kings Tour Procedures

ASSIGNING RIGHTS

All participants acknowledge and accept the following: Dirt Kings Tour and its assigns may use the driver's name, pictures, likeness, and performances in any way, medium or material. Including without limitations by and through television, radio air-wave, cable and satellite broadcasts, film productions, videotape reproductions, audio-tape reproductions, transmissions over the internet and public and private online service authorized by Dirt Kings Tour and the like, before, during and after the event for promoting, advertising, recording or reporting in the event and do hereby relinquish all rights thereto for these purposes.

PROMOTION

Drivers complete a driver information form that will be used by Dirt Kings Tour to attempt to give your sponsors and crews proper recognition for their support to your team. Please update us with any changes or corrections that need to be made. Advance entry allows Dirt Kings Tour to promote the Tour and events at the track through advertising and on social media.

Numerous sponsorship opportunities exist within the Dirt Kings Tour and we have the flexibility to create a customized proposal to best suit the needs of the sponsor. Individual event sponsorships, event co-sponsorships, Tour sponsorship, Tour Awards, contingency awards and sponsor funded point funds are the most common forms of sponsorship. Sponsorship that is secured by drivers, members of your team, or your sponsors for a Dirt Kings Tour event will receive 20% commission for your race team budget.

AUTHORITY OF OFFICIALS

All cars must meet the specifications in the 2026 Dirt Kings Tour Rulebook and any bulletins issued throughout the year. Decisions made by a Dirt Kings Tour Official cannot be protested, appealed or litigated. The method and time of inspection will be determined by the Official in charge. Officials may conduct engine teardown inspection following any event.

UNSPORTSMANLIKE CONDUCT

Dirt Kings Tour understands that auto racing is a highly emotional sport but will not tolerate public displays of poor sportsmanship. Anyone who destroys Dirt Kings Tour or race track property, abuses or threatens (physical or verbal) Dirt Kings Tour officials, or enters the scoring tower or flag stand and/or stops their car on track to debate a scoring decision is subjecting themselves to forfeiture of all Dirt Kings Tour points for the season and any compensation for the event.

Unsportsmanlike conduct includes any aggressive action toward a Dirt Kings Tour official by a driver/crew member/participant including arguing, yelling or raising your voice when talking to an official, touching the official in any physical way, and any social media posts, public or private statements that are offensive or detrimental to Dirt Kings Tour.

Blatant incidents of rough driving will be dealt with in a similar fashion. Drivers and owners are responsible for the actions of their crews and visitors in their pit area. Drivers and owners can be

disqualified at any time by Dirt Kings Tour or by track officials after consultation with Dirt Kings Tour officials.

At any time when the conduct of a team member or driver becomes a discredit to the Tour, track, motorsports industry, or to himself, he or she may be removed from all racing activity in the Tour.

INTENT OF RULES

Dirt Kings Tour reserves the right to determine the intent of all rules and regulations regarding the conduct of Dirt Kings Tour special events to make changes, adjustments and modifications without notice in the interest of safety, better competition and according to the size of the field, the crowd, track conditions, the weather, traditions, local rules or customs or other circumstances. Dirt Kings Tour Officials have a duty to control the image of the Tour. Any situation not specifically covered herein will be acted up by Dirt Kings Tour management and their decision is final and binding. Dirt Kings Tour will conduct inspection for rules compliance but is not liable for failure to comply with all rules.

Although every effort has been directed toward complete, understandable and correct rules, Dirt Kings Tour, LLC cannot possibly anticipate every situation, circumstance or interpretation. Any team that makes additional modifications, adjustments, changes, or replacements not covered by the written rules should not be assumed legal. These modifications will be addressed based on providing safe competition for competitors, sponsors and spectators alike. These situations will be addressed individually by Dirt Kings Tour management.

CHAMPIONSHIP POINTS

Drivers must attend the 2026 Dirt Kings Banquet (Date, Time and Place to be announced) to receive points money. Drivers must compete in 80% of events during the 2026 Dirt Kings Tour season to be eligible to receive banquet awards. Drivers not attending the banquet will only receive half of their awards at the first event of the 2027 season.

All events in 2026 will be championship earning point events. Championship Points are awarded to all participating drivers. Ties in point standings will be broken by the most feature wins if still tied, then most feature second place finishes, etc., until the tie is broken.

DISTRIBUTION OF POINT FUNDS

Dirt Kings Tour reserves the right to establish, maintain, compile, publish and otherwise operate and award points, point funds and trophies under its rules and regulations. Individual driver finishes determine the points.

Point funds are based on sponsor commitments and only the total of those designated funds actually collected by Dirt Kings Tour will be distributed. Point fund distribution will be made to drivers who completed 80% of the total events. Point funds payout will be based on the amount of events run in any year.

All drivers must attend the Championship Banquet in order to receive point fund check.

POINTS DISTRIBUTION

35 cars or more	
B-Main x2	
F#	Points
1	Transfer
2	Transfer
3	19
4	18
5	17
6	16
7	15
8	15
9	15
10	15
11	15
12	15
13	15
14	15
15+	15

34 cars or less	
B-Main	
F#	Points
1	Transfer
2	Transfer
3	Transfer
4	Transfer
5	19
6	18
7	17
8	16
9	15
10	15
11	15
12	15
13	15
14	15
15	15

A-Main	
F#	Points
1	50
2	48
3	46
4	44
5	42
6	40
7	38
8	36
9	34
10	32
11	30
12	28
13	26
14	24
15	22
16	20
17	20
18	20
19	20
20	20
*21+	20

PURSE

Only events completed and positions actually started will be paid. There will be no exceptions. The purse winnings will be paid by check. Checks will be mailed from the Dirt Kings Tour office within three (3) business days following the completion of the event to the name listed on the entry blank.

DECALS AND CONTINGENCY AWARDS

Decals must be displayed on the car for WABAM in order to be considered for the season ending point fund. The Tour is aware that some contingency decals may cause conflicts between drivers, teams and your sponsors. However, in order to be considered for the award, the decal must be displayed on your car. Decals must be visible and displayed in a professional manner. Dirt Kings Tour will verify the decals are being displayed properly on both sides of your car.

ROOKIE OF THE YEAR

Drivers' eligibility for the 2026 Dirt Kings Tour Sunoco Race Fuels Rookie of the Year Award will be determined by Tour Officials. The following criteria will be used in determining eligibility:

- Drivers may NOT have competed in more than five (5) A-Main events in any given season.
- Drivers having competed in a late model type class at area tracks will still be considered for Sunoco Race Fuels Rookie of the Year eligibility.
- Driver must attempt to compete in a minimum of 80% of the events run during the 2026 Dirt Kings Tour Season.
- The Sunoco Race Fuels Rookie of the Year Award is determined by final order of the Official 2026 Dirt Kings Tour Point Standings.
- Driver's car must display all sponsor and contingency decals during all race events.
- Driver must be present at 2026 Dirt Kings Tour Banquet to receive any Sunoco Race Fuels Rookie of the Year Awards.

Application must be received by May 31, 2026 in order to be considered for the 2026 Rookie of the Year.

TOURING KINGS PROGRAM

For the 2026 season, there will be 10 Stockbridge Engineering Touring Kings. Drivers that have interest in joining the Touring Kings program must apply by May 15, 2026. The Stockbridge Engineering Touring Kings will be featured in the 2026 Dirt Kings Tour social media and race advertisements. The Stockbridge Engineering Touring Kings will be ambassadors for the Tour and helping to grow the sport of dirt late model racing.

If a driver misses a Dirt Kings Tour event to race in another event or series, the driver will forfeit any future Touring Kings program money for the 2026 Season. The Touring Kings Program is a bonus for drivers that intend to race the full schedule. A driver who suffers a hardship and misses a race will still be able to earn Touring Kings program money, as approved by Dirt Kings Tour management.

Applications will be evaluated by Tour management and the selection process will be based on their intention to run the full 2026 Dirt Kings Tour schedule, their past achievements, and if necessary, the 2025 Championship Point Standings.

The Touring Kings program will be paid out equally at each event during the season. This money will be paid in addition to any Purse monies the driver may receive.

AT THE TRACK

SIGN IN

Each driver/team must sign in at the Dirt Kings Tour Official Trailer and pay their entry fees prior to the drivers' meeting. Each driver/team will draw a number when they sign in. As indicated on the entry blank for each event this number will either determine the heat race lineup or the qualifying group.

Before a driver/team can draw a number they must have completed the entry form for the event. In addition to the entry form, each driver is responsible for completing the driver information form,

which is used by the announcer and by the Tour for publication throughout the season. It is the responsibility of the driver/team to complete a new form if information changes.

Drivers may choose to purchase a 2026 Dirt Kings Tour license for \$150, making the driver eligible for the 2026 Dirt Kings Tour Championship Point Fund and contingency awards. 2026 Dirt Kings Tour licensed drivers are eligible for discounted entry fees.

Drivers who do not purchase a 2026 Dirt Kings Tour license are not eligible for the 2026 Dirt Kings Tour Championship Point Fund or contingency awards, but they are eligible for the event purse. Non-licensed drivers pay an increased entry fee of \$50 per race.

ENTRY FEES

Advance entry is essential to the promotion of Dirt Kings Tour events. Late entries must pay a larger entry fee. Entry fees will be collected in advance for a discounted rate or at the track prior to number draw. Only in the event of a rain out will the entry fee be carried over to the raindate. No refunds will be given.

All drivers will pay an entry fee for each event as follows:

- Entry fees can be prepaid for the entire 2026 season for \$300 if received by April 30, 2026. This advance entry fee is discounted to \$25 per event.
- Drivers who hold a valid 2026 Dirt Kings Tour license can qualify for an advance entry fee for each event for \$30 if received by date listed on the entry blank for each event.
- Drivers who hold a valid 2026 Dirt Kings Tour license without an advanced entry fee, pay a \$35 entry fee at the track on raceday.
- Drivers who do not buy a 2026 Dirt Kings Tour license pay a \$50 entry fee for each event.

DRIVERS MEETING

It is the responsibility of all drivers to attend the drivers meeting. The drivers meeting will be held at the Dirt Kings Tour Official Trailer prior to hot laps. Rules, procedures and schedule changes will be discussed at the drivers meeting. All drivers are responsible for the information discussed at the drivers meeting. Attention and attendance are mandatory at this meeting. Failure to attend the drivers meeting will result in that driver starting at the tail of their respective heat race.

RACECEIVERS

RaceCeiver one-way radios are required to be used in every portion/segment of an event. The Race Director is the only person permitted to transmit on a RaceCeiver device. Use of any other type of radio is not permitted.

RACE FORMAT

The entry blank for each event will specify whether passing points or qualifying will be used. Officials reserve the right to adjust the race format as needed depending on track conditions. If passing points are being used for the event, a number draw will determine lineups for heat races. For qualifying, a number draw will determine the group that will be used for hot laps, qualifying and heat races. All drivers must run a heat race or the B-Main to transfer to the A-Main.

The number of heat races and laps will be determined by the Tour Director and will depend on the number of cars present and track conditions. The entry blank will provide additional information for the format for each event.

Officials reserve the right to adjust the amount of laps needed for any event based on the amount of cars eligible at any time. Officials reserve the right to start any car in the rear of any race for any reason.

QUALIFYING

Drivers will qualify in groups of two or three when track conditions allow. Qualifying results will be used to line up heat races from fastest to slowest with no invert. If a driver's transponder does not register on the scoring system, or if the driver fails to qualify in their assigned qualifying position their fastest qualifying lap will be disallowed and their qualifying effort will be scored no better than 5th in their qualifying group.

PASSING POINTS

Heat races will be scored for passing points, based on their actual starting position. The heat race winner will receive 55 points and passing points will decrease by 3 for each finishing position, through 10th place, which receives 27 points. Drivers will receive 2 additional points for each car passed. In the event of a tie, priority will be given to the driver based on the lowest pill number.

TRANSPONDERS

Drivers are responsible for having a working transponder at all times. Failure to have a working transponder may result in scoring errors and/or penalties.

TECHNICAL INSPECTION

All cars are subject to inspection at any time. The frequency, method and timing of inspections will be determined by Dirt Kings Tour Officials. Please refer to the 2026 Dirt Kings Tour Rulebook for information on rules.

SCALES

All cars must report to the scales immediately after qualifying. The top 3 from each heat race must report to the scales immediately following the race. All transferring cars from B-Mains must report to the scales immediately following the race. Following the A-Main, the Top 5 and any other cars requested must report to the scales immediately following the race.

Cars must proceed directly from the racetrack to the scales. Any detour may result in disqualification.

PROVISIONALS

Provisional placement will be stated on entry blank for each event. No driver is guaranteed a provisional starting spot for the A-Main for any reason. Drivers must attempt to race their way into any feature event that they have not yet qualified into. This includes running all published laps or maintaining a minimum speed.

ALTERNATES

Any driver in the feature who is unable to start will lose their position to an Alternate. Alternate Drivers will be notified of their positions and will be prepared to start. Once an Alternate has been named, the starting position cannot be reclaimed. Alternates will join at the back of the field, not in the empty position.

CHANGES & SUBSTITUTIONS

Drivers may change cars at anytime, with the approval of the Tour Director, prior to the start of the A-Main. The change will result in the driver starting in the rear of the heat race, B-Main or A-Main event. If a driver chooses to change cars after hot laps, the driver will remain in their position for the heat races.

It is the drivers responsibility to notify the Tour Director of any desired change so that Purse and Points can be awarded correctly.

CO-SANCTIONED EVENTS

Rules highlighted in the entry blank and drivers meeting shall supersede published rules for co-sanctioned events. Rules, procedures and penalties not covered in entry blank and drivers meeting shall be according to each sanctioning body's rulebook for their cars and drivers. Race procedures will be summarized in the drivers meeting.

ON TRACK

FLAGGING

Standard flagging procedures will be used for each event. After an on-track incident, the car or cars involved in the accident will be sent to the rear before the restart. Any cars that stop or spin out to avoid running into an incident will be allowed to keep their position. Unless announced otherwise, the yellow flag laps do not count.

STARTS

All original starts will be double file and start when the green flag is displayed. The front row should be as even as possible at the start. Any driver jumping the original start will be warned at the first offense. At the second offense, driver will be moved back a row. Brake checking will not be tolerated on any start or restart. On the original start, no passing is allowed until across the finish line.

SUPPLY ZONE START/RESTART ZONE

The Start/Restart zone will be marked with two cones in the turns three and four area. The leader will control the pace of the field at all times. Once the leader reaches the first Start/Restart cone he may elect to start/restart the race at any time. If the leader does not start/restart the race before reaching the second cone the race will start and passing will be allowed.

CAUTIONS

On First Lap: Once the green flag drops, the race is underway. On the original start and before one complete lap is scored, if there is a caution, all cars will receive their original starting position,

provided there are no penalties to access. After the caution is displayed and before one complete lap is scored, there will be two attempts at a restart. After the second try, the race will be started in single file format to start the race and resume double file restarts if possible.

After First Lap: In the event of a caution, the car or cars involved in the incident on the track will be sent to the rear. All cars that are indirectly involved in the accident (spinning or stopping to avoid) will be given their position back.

In the event of a caution, all lapped cars will line up for the restart at the rear of the field by position.

In the event of a caution, there is no racing back to the yellow flag. Once a caution is thrown, cars must slow down. The field will line up for the restart in the order of the last completed green flag lap. In order to retain track position, a car must have been in position for one scored green lap. Cars will be lined up single file. Once the lineup is confirmed, the double file restart signal will be given. The leader will be placed at the front of the field alone, second place will signal either inside or outside. The rest of the field will line up double file.

Laps will count when the leader crosses the finish line.

Any driver that spins or stops and is charged with the caution for the reason of being lapped or is about to be lapped by the leader, may be scored one lap down for the remainder of the race.

Any driver that causes a caution by stopping on the track is subject to being black-flagged from the event.

RED FLAG

When the red flag is thrown, all cars must come to a complete stop on the track.

RESTARTS

All restarts will be nose to tail. With more than 5 laps remaining the leader will have the choice of the inside or outside lane (second place gets the opposite lane), all other cars line up double file by position. With five or less laps remaining all restarts will be single file.

When the green flag is thrown the race has resumed. Drivers, other than the leader, may not pass until coming out of turn four.

SPIN RULE

Any driver involved in two single car incidents resulting in a caution will be black flagged from that event and sent to the pit area.

CHECKERED FLAG

The checkered flag ends the race for all, regardless of the number of laps completed. The race will not end under yellow. The event length could be extended a few laps to accommodate a green, white, checkered finish.

Once the leader receives the white flag, the race will be complete. If the yellow was displayed following the leader receiving the white flag, cars need to slow and proceed with caution. The remaining cars will be scored in the position they held when the yellow was displayed (except for those involved). If that relative position could not be determined, cars will be scored in the order they crossed the finish line on their last completed lap.

CHANGES & DELAYS

POSTPONEMENT

Should an event be postponed until a later date due to inclement weather, all events that have been completed shall stand good upon returning to the rescheduled event. Any driver not present on the previous date may compete upon payment of entry fee. Drivers entering an event in this way will be tagged on to the rear of events that are left to be completed, by the way they sign in.

CANCELLATIONS

All scheduled events that are rained out or otherwise canceled due to circumstances outside the control of Dirt Kings Tour Officials and track officials will be re-scheduled if possible. Drivers and crew members must retain armbands to be re-admitted to a re-scheduled event. Tracks are not required to refund pit admission unless the event is not rescheduled.

Entry fees paid to Dirt Kings Tour Officials will be applied to the re-scheduled event and will be refunded if no other events remain on the schedule.

RAIN DELAYS

Dirt Kings Tour Officials reserve the right to amend the racing format in the interest of time and/or scheduling conflicts. The format changes will only be made if the event is in jeopardy of being lost due to time curfew, inclement weather or re-scheduling availability. Under these circumstances the amount of laps for heat races, B-Main and A-Main events may be shortened.

The A-Main must reach the halfway point before an event will be considered a complete event. In the event weather affects the A-Main before the halfway point, the event will be restarted with the running order as it was before the delay.

ALTERNATE LINEUP

In certain events, like those delayed by rain, it may become necessary to set the A-Main lineup without heat races or qualifying. All lineup procedures are subject to adjustment.