



Full Send Racing Series: Core Regulations

Version 1 Nov 2025

1. Introduction

These regulations govern all official Race League events. Any event-specific rules or updates will be provided in Supplementary Regulations or at the mandatory rider briefing before each race.

2. Responsibility and Rule Changes

All participants take part at their **own risk** and are responsible for any damage or injury caused by their actions.

Changes to rules may only be made by Series Management or the Race Director once an event begins. Events may be canceled or relocated if required by weather, safety, or operational conditions.

3. Membership and Licensing

- All participants must complete **official registration** and sign the waiver before racing.
- **Entry fees** must be paid in full prior to participation.
- Riders must meet class skill level requirements.

4. General Regulations

- Only **registered riders and officials** may access the track.
- Riders must travel in the correct direction unless avoiding danger.
- All riders must attend the **mandatory pre-race meeting**.

- Riders must always maintain control and avoid endangering others.
 - Backup batteries are recommended.
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5. Competition Classes & Vehicles

The series is structured around three skill-based classes, open to any modifications:

- **Half Send (Flow Class)**
- **Send It (Apex Class)**
- **Full Send (Pro Class)**

Competition will be held for the following vehicle types:

- **ESK8** (4-Wheel Electric Skateboards)
- **EUC** (Electric Unicycles)
- **E-Moto** (Electric Motorcycles)

Future Spec classes to be announced at a later date. Stay Tuned!

A minimum of **8 participants** is required to form an official class for an event. Riders may enter multiple classes but must pay a separate entry fee for each. If a racer signs up for a lower class (for example, the **Send It Class**) but is putting down lap times equal to or faster than riders in the next higher class (the **Full Send Class**), Race Control may move that racer up to the higher class.

Reclassifications can happen at any point during the event weekend and are made at the discretion of Race Control based on qualifying or race results.

This rule is in place to keep racing fair and competitive for everyone.

6. Racer Requirements & Conduct

- **Registration:** All participants must be officially registered, have paid all necessary fees, and have signed the official waiver to be eligible to compete. Race Officials reserve the right to refuse entry.
 - **Code of Conduct:** All participants are expected to uphold **professionalism** and treat officials and other participants with respect.
 - **Championship Qualification:** There are no mandatory race attendance requirements for overall championship contention.
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7. Event Format

- **Mandatory Riders Meeting:** A meeting for all riders is held at the beginning of each event and is **mandatory**. Failure to attend may result in forfeiture of entry.
 - **Qualifying:** Qualifying will be a **set timed session** where you have **X amount of minutes** to put down your fastest lap. The fastest rider in each class earns **one extra point** and sets the grid for the Heat Races.
 - **Heat Races:** Each heat consists of **four laps**. The top finishers advance directly to finals; others may proceed to a Last Chance Qualifier (LCQ). The number of heats depends on total class entries.
 - **Final Race:** Points are awarded based on finishing position.
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8. Points & Championship

- **Points System:** The following point structure will be used for each round of racing:

Position	Points	Position	Points
1st	30.5	11th	10
2nd	25	12th	9
3rd	21	13th	8
4th	18	14th	7
5th	16	15th	6
6th	15	16th	5
7th	14	17th	4
8th	13	18th	3
9th	12	19th	2
10th	11	20th	1

- **Bonus Points:** **1 extra point** is awarded for the fastest Qualifying time in each class per round (2 per weekend total).
- **Series Champion:** The Series Champion is determined by the total of a rider's scores throughout the season.
- **Tie Breakers:** Ties are broken in this order: 1) Fastest qualifying time difference, 2) Most events participated in, 3) A head-to-head final race.

9. START PROCEDURE

- Racers line up on a pre-determined grid based on qualifying results (fastest qualifier in pole position).
- Starter will use a **green flag** waved from his hip position upwards towards his head and continuously waved to signal the start of the race.
- A green flag will be waived the first lap to let the racers know the race is good to go.
- **If a tree light is used:**
 - One single red light is used.
 - Countdown sequence: “Racers Ready, Set”
 - Red light illuminated for 2–3 seconds.
 - Light goes out, signaling the official start.
- **Jump-start rule:** Any PEV moving before the light goes out receives a penalty (e.g., 5-second time penalty added to the end of the race). Jump starts on purpose will be DQ.

10. Rider Safety & Equipment

- **Mandatory Gear:** The following approved safety gear must be worn at all times when competing on the track:
 - DOT, Snell, or ECE 22.05/.06 approved **full-face helmet**.
 - **Long sleeves, long pants, and closed-toe shoes.**
 - **Elbow pads, knee pads, gloves, and chest protection.**
- **Tech Inspection:** All equipment and gear must undergo a mandatory **technical inspection** before participation.

11. Flags

Flag	Meaning
Green Flag	Start of race.
Yellow Flag	Caution, continue with care. NO PASSING.
Red Flag	Stop of race. Return to Staging.
White Flag	1 lap to go.
Checkered Flag	Finish of race.
White Flag with Cross	Medical (requires immediate caution and attention).

Blue Flag

Lappers (you are being passed by racers contending for position, **MAINTAIN YOUR LINE**).

12. Prizes and Awards

- Event podiums recognize **1st through 3rd place** finishers in each class.
- Prizes and giveaways may vary by event.
- Additional awards or sponsored prizes may be presented throughout the season.

13. Protests

- **Filing a Protest:** Protests regarding equipment or rider eligibility must be filed within **15 minutes** after the race concludes.
- **Fee:** A **\$500 fee** is required to file a protest, which is only refunded if the protest is found to be valid.