

***OFFICIAL GUIDELINES
AND REGULATIONS***



2025 EDITION

Introduction

Beam Motorsports combines monster truck racing with virtual reality for an immersive and thrilling experience. This rulebook provides comprehensive guidelines to ensure fair play for all participants.

General Regulations

Eligibility

- Participants shall complete the registration process and agree to the terms and conditions.
- Participants shall be members of the Beam Motorsports Discord server.
- A valid BeamMP account is required to participate in Beam-Motorsports sanctioned events.
 - Guest accounts are unable to join the server.
- Participants shall maintain a maximum latency of 125ms or less during events.

Compliance

- All participants must comply with the rules and regulations outlined in this rulebook.
- Failure to comply with the code of conduct may result in penalties and/or disqualification.

Dispute Resolution

- All disputes will be resolved by Beam Motorsports staff.
 - Event disputes shall be addressed in private after the conclusion of said event.

Code of Conduct

General Conduct

1. Competitors are responsible for their own conduct and shall be respectful to everyone in all Beam Motorsports Discord and BeamMP server applications.
2. Participants shall treat each other with respect and fairness.
3. Sportsmanship is expected at all times, both on and off track.
4. Abusive language and behavior will not be tolerated. This includes, but is not limited to:
 - Racial Slurs
 - Bullying
 - Arguing
 - Abusive Language
 - Lewd Comments

Event Conduct

- Competitors shall conduct themselves in a manner to aid efficient progress of the event.
- Competitors shall be mindful of event start times and clear the track area promptly.
- Competitors shall follow the direction of the Event Official(s).
- Competitors shall remain silent until called upon.
- Competitors shall not argue with Event Official(s).
- Competitors shall respect the decision of the Event Official(s).
- Event Official(s) have final determination of race winner
- Event Official(s) will be the only authority to determine the need for a re-race.
- Competitors shall be aware of running orders during Qualifying, Racing, and other events.

Technical Specifications

General Monster Truck Requirements

- Body and/or graphic design shall comply with the Code of Conduct.
- Selected vehicles shall be publicly available for download.

Stage 1 Monster Truck

- Vehicles shall employ automotive type body.
- Tires
 - Vehicle shall utilize 48x25-20, 66x43-25, 1000/50R25 or 73x44-32 sized tires.
 - Slick treaded tires shall not be used in competition.

Stage 2 Monster Truck

- Body
 - Vehicles shall employ an automotive type body.
 - Vehicles shall employ a cab, doors, fenders, and bed sides
 - Vehicle hood, grille, tailgate, and bumpers are optional
 - Vehicle must employ either a hood with no grille, or grille with no hood.
 - Removal of both shall not be permitted for use.
- Drivetrain
 - Engine
 - Shall be Chevrolet, Ford, or Chrysler V8 spark ignition-based design.
 - Shall not exceed 572 cubic inches (C.I.) in displacement.
 - Radiator
 - Shall utilize standard radiator.
 - Power Adders
 - A maximum of one (1) supercharger no larger than 8-71 shall be allowed.

- No other power adders shall be permitted, i.e. nitrous oxide.
 - Exhaust
 - No Restriction
 - Vehicles shall employ a maximum of one (1) engine.
- Transmission
 - Use of trans-brake shall not be permitted for use.
- Transfer Case
 - No Restriction
- Axles
 - Differentials
 - No Restriction
 - Planetaries
 - Beam In-House Planetaries shall not be permitted for use.
- Fuel
 - Only gasoline, ethanol, or methanol shall be permitted for use.
- Tires
 - Vehicle shall utilize 66x43-25 or 1000/50R25 sized chevron pattern treaded tires.
 - Slick treaded nor turf treaded tires shall be permitted for use.
 - Non-flotation tractor type tires in single or dual wheel configurations shall not be permitted for use.
- Safety Equipment
 - Trucks shall employ the following equipment:
 - In-cab roll cage
 - Engine deflection shield
 - Back-up alarm
 - Ancient Safety Equipment
- Tuning
 - No restrictions provided parts selection complies with rules previously stated herein.

Track Guidelines

- Track designs should be appropriate for the available space at the chosen venue.
 - Obstacles shall be positioned in a manner to avoid vehicle contact with venue structures.
 - Additional protection will be provided where existing barriers are insufficient for event activities.
- Racing lanes
 - Obstacles shall be positioned such that the racing lane is not impeded by any other obstacle.
 - Obstacles that are part of the racing lane must be marked to clearly define their boundaries.
- A description of each track will be provided before the event.

Competition Guidelines

General

- Participants must be present at least 30 minutes before the scheduled start.
 - Competitors not present will forfeit their position at the event.

Qualifying/Racing

- Pre and Post-Run
 - Maximum of two (2) vehicles shall be spawned onto map at any point.
 - Upon completing a run, the first-race competitors shall exit the venue and de-spawn their vehicles.
 - The second-race competitors shall spawn their vehicles and proceed to pre-stage.
 - Participants must return to the pit area promptly after finishing the race.
 - Results will be verified and announced by the Event Official(s).
- Staging Procedures
 - Competitors shall stage their vehicles in a timely manner once called for their race
 - Competitors shall pre-stage behind the starting line. Event Official(s) shall then direct competitors to starting positions.
 - Once the first competitor reaches pre-stage, the opponent shall have sixty (60) seconds to reach their pre-stage position.
 - Should the opponent not reach pre-stage within the sixty (60) second allowance, the first competitor shall be granted a bye-run for that round.
 - Competitors shall follow the direction of the Event Official(s).
 - In the event the Beam Motorsports starting light is used, the left lane will stage before the right lane.
 - The Beam Motorsports starting light employs five (5) bulbs per side.
 - Top Bulb – Red Light – Indicates lane disqualification
 - Second Bulb – Green Light – Indicates start of run
 - Middle Bulb – Stage Light – Indicates both competitors are staged and should be ready for Green Light

- Fourth Bulb – Pre-Stage Light – Indicates driver is in close proximity of start line
 - Bottom Bulb – Permission Light – Indicates to driver to stage vehicle
- Competitors shall provide a verbal indication of readiness when called upon.
- Course Completion
 - Competitors shall not leave starting line until command is given.
 - In the event the Beam Motorsports starting light is used, this command will be given by a green light.
 - Leaving the starting line prior to the command will result in disqualification.
 - Competitors shall maintain the course and complete all obstacles.
 - The front wheels must contact each obstacle. At least two wheels must maintain the path of the obstacle.
 - Leaving the designated course will result in a penalty.
 - Leaving the event floor – Disqualification
 - Contact with building/barricades - Disqualification
 - Cutting the designated course – 5 seconds
 - Contacting a turn pole – 2 seconds
 - Entering the competitor's lane – Disqualification
 - Failure to complete an obstacle – 5 seconds
 - Missing an obstacle in its entirety – Disqualification
- Qualifying
 - Competitors shall be randomly seeded into the event qualifying order.
 - Event Director shall notify competitors of qualifying order prior to starting event.
 - Competitors shall qualify two at a time.
 - Event Official(s) shall direct competitors to a racing lane.
 - Competitors shall have one (1) opportunity to set a time for racing competition.
 - Failure to complete the course will result as “Did Not Qualify” (DNQ)
 - Should an event occur where an opposing qualifier impedes progress, the inhibited qualifier shall receive a second attempt.

- Competitors' qualifying time shall determine seed into the racing bracket.
 - Qualifying runs resulting in "DNF" shall be placed at bottom of bracket seed.
 - Multiple DNFs will be seeded in the order qualifying attempts were made.
 - Competitors shall be seeded in an ascending vs descending manner.
 - ie. 1 vs 16, 2 vs 15, etc.
- Racing
 - Competitors shall compete head-to-head in a single elimination bracket.
 - First competitor to reach finish line without disqualification and/or lesser penalty will advance.
 - In the event of double disqualification, the first offending competitor will receive the disqualification. The second offending competitor will advance.
 - In the event of a double rollover during racing, both competitors will be disqualified and a fast loser from that round will advance to the next round.
 - Should a double rollover occur in the final round, the competitor who progresses furthest on the track will be awarded the event win.
- Lane Choice
 - Lane choice shall be determined by qualifying times.
 - The faster time of both competitors shall be awarded lane choice in each pairing.

Vehicle Condition

- The condition and/or damage of each vehicle will be monitored during and after each run.
 - Competitors shall comply with Event Official(s) should vehicle be deemed unable to continue running.
 - Competitors that fail to comply if a "Stop" command is given by Event Official(s) may face penalty up to and including disqualification.
 - In the event a Beam Motorsports event is broadcast, competitors shall comply with commands provided by recording Event Official(s).
 - Competitors' vehicles will be evaluated post-run to determine if vehicles may continue in subsequent portions of the event.

Penalties and Disqualifications

Penalties

- Penalties for inappropriate conduct will be assessed in the following manner:
 - First Offense – 50 Point deduction from season point total.
 - Second Offense – 50 Point deduction and disqualification from current event and next attended event.
 - Third Offense – Forfeiture of all season points and barring from all Beam Motorsports activities and servers.
- All decisions made by Event Official(s) are final and binding.
 - Arguments regarding decisions shall be considered inappropriate conduct and will be subject to penalty

Disqualifications

- Participants who engage in unsportsmanlike conduct will be disqualified.
 - Continued engagement in unsportsmanlike conduct will be barred from series events.
- Failure to comply with equipment regulations will result in disqualification.
- Disqualified participants must leave the race area immediately.
- Participants who engage in cheating will be barred from current and future series events.

Safety Regulations

Remote Ignition Interrupter

- Use of the Remote Ignition Interrupter (RII) shall be restricted to the Event Official(s).
 - Event Official(s) to use RII at their discretion and shall be respected by affected competitor.
- No competitor shall restart their vehicle prior to receiving command to do so from the Event Official(s).
 - Failure to follow instruction will result in disqualification from event.

Points Structure

- Points shall be awarded for racing at each event based on the performance of each competitor that shall be used to determine series champions.
 - Five (5) additional points shall be awarded to the Fastest Qualifier in the racing competition.

- Points shall be distributed in the following manner:

- Qualifying

1st = 24 points	9th = 16 points	17th = 8 points
2nd = 23 points	10th = 15 points	18th = 7 points
3rd = 22 points	11th = 14 points	19th = 6 points
4th = 21 points	12th = 13 points	20th = 5 points
5th = 20 points	13th = 12 points	21st = 4 points
6th = 19 points	14th = 11 points	22nd = 3 points
7th = 18 points	15th = 10 points	23rd = 2 points
8th = 17 points	16th = 9 points	24th = 1 points

- Racing

- 1st Round Win - 5 Points
 - Quarter Final Round Win - 10 Points
 - Semi-Final Round Win - 15 Points
 - Final Round Win - 20 Points

- Bounty System

- Racing

- Should a competitor win racing in three (3) or more consecutive events, a bounty shall be placed on the driver at the next event.
 - The competitor that defeats the bounty holder shall receive a bonus of 10 points toward their season racing points.
 - Should the holder of the bounty fail to qualify for the upcoming event, the bounty shall be forfeited, and no points will be awarded.

Series Requirements

Beam Motorsports - Community Clash

- Rules explicitly stated below shall supersede corresponding rules previously stated herein.
- Community Clash is a racing only series.
 - Participants shall refrain from any Freestyle activity and/or any other activity that is not deemed period correct.
 - Participants that engage in such activity will be given one warning to comply. Any further engagement will result in disqualification and removal from the event.
- Participants shall comply with all Conduct, Competition, and Safety rules previously stated herein.
- All vehicles are subject to Beam Motorsports approval.
 - Vehicles shall comply with Stage 2 Monster Truck rules.
 - Competitors shall select a non-replica vehicle either from the Beam Motorsports Originals pack or submit their own.
 - Vehicles selected shall maintain a unique identity.
 - Vehicles participating in the Retro Revolution series are not available unless explicit permission is granted by the truck owner.
 - Should a competitor elect to use their own identity, said competitor shall submit files for vehicle no less than seven (7) calendar days in advance of the following event.
 - Competitors should be made aware that any personal vehicles submitted for use in the Community Clash are subject to unauthorized distribution by others. Beam Motorsports staff holds no responsibility for distribution to unintended recipients.
 - Competitors are allowed one (1) vehicle for the duration of the series.
 - One (1) vehicle change is permitted during the season with the removal of the original vehicle.
 - Vehicle change shall be deemed accepted once posted to the Community Challenge Competitor list.

- Subsequent vehicle changes shall be subject to forfeiting all accumulated points for the season.
- Competitor vehicles may carry a maximum of two (2) flags.
 - Flag(s) shall not contain vulgar, lewd or offensive content.
 - Flag(s) shall not utilize a checkered pattern base.
- Participants shall comply with all Qualifying and Racing rules previously stated herein.
 - Competitors shall qualify one (1) at a time.
 - Competitors shall have two (2) opportunities to set a time for racing competition.
 - Competitors shall complete one (1) pass in each lane.
 - Competitors shall reset the track, via use of Shift+R, after each pair of runs to ensure fairness amongst other competitors
 - Community Clash will employ the “2 and 2” rule. Competitors who fail to contact obstacles with front two tires and maintain a minimum of two tires for the duration of the obstacle will be disqualified.
- Seeding for racing bracket will function in the following manner:
 - Event 1
 - Fastest twenty-four (24) participants will receive points for their qualifying effort.
 - Subsequent Events
 - Eight (8) competitors, “Provisionals,” who advance to the Quarter Final round of the preceding event will receive an automatic bid to the following event.
 - Competitors will qualify to determine seeding into the racing bracket
 - Fastest sixteen (16) open qualifiers, “Challengers,” will receive points for their qualifying effort.
 - Fastest eight (8) open qualifiers, “Challengers,” will be seeded into the racing bracket.
 - Seeding order
 - “Provisionals” will be seeded into top side of first round bracket from top to bottom
 - “Challengers” will be seeded into bottom side of first round bracket from bottom to top

- Competitors who qualify but fail to appear for racing portion of event will receive a sixty (60) second penalty.
 - Qualifying times, points and bracket seeding shall be restructured, and “Challengers” who failed to qualify may become eligible to compete.
 - “Provisionals” will be re-ordered in their bracket seeding
- Points shall be distributed to participants in a manner previously stated herein.

Disclaimer

All rules stated herein are subject to review by Beam Motorsports staff for clarity, relevance, and effectiveness. While it is not the intent of Beam Motorsports to enact any rules changes mid-season, exceptions may be made dependent on the severity of the need for such revision.

Conclusion

Beam Motorsports provides a thrilling and dynamic virtual monster truck experience requiring skill, strategy, and adherence to rules. By following this rulebook, participants can ensure a fair and enjoyable experience for all. Let the races begin!

