



COMPETITION RULES

Radio Control Micro Crawler Competition Association

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CORE CLASSES

Vehicle requirements for the primary RCMCCA competition classes.

Class 1

RULE #	CATEGORY	DESCRIPTION
1.01	Body	Bodies may be constructed of any material (lexan, ABS, 3D printed, etc.). The width of the body at the doors of the cab must be wider than the inside edge of all four tires. The bottom edge of the front grill and rear tailgate/trunk must be below the top edge of all four tires when the vehicle is at rest on flat ground. The transmission may not be visible when viewed from the side. Front and rear of the body must extend past the front and rear tires; chassis-mounted bumpers may be used to meet this requirement. Lexan bodies require front and rear windows; cage-style bodies do not.
1.02	Chassis	Must use two vertical rails or bars in a stock-style configuration. Rails may be carbon, aluminum, titanium, 3D printed, etc. No tube or stick chassis. Must use a 0-degree skid plate parallel to the upper edges of the front and rear shock tower portions of the rails. Rails must extend past the centerline of both axles.
1.02a	Skid and Links	The front and rear lower chassis-side link pivot centerlines must be the same distance from the ground with the ready-to-run vehicle resting under its own weight. The skid must be one solid continuous structure between all four lower chassis-side link mounts. Split, floating, hinged, disconnected, open-center, or overlapping lower-link mount arrangements are not allowed.
1.03	Bumper	A front bumper is required. It must be wider than the frame rails, extend past the front tires, and have its lower edge no higher than the lower edge of the front body. Lights are not required.
1.04	Motor	Brushed or brushless; one motor only.
1.05	Battery	Any LiPo battery. It may be relocated but must be attached to the chassis and remain under the body.
1.06	Electronics	No electronics limitations.
1.07	Wheels	Maximum wheel diameter 1.0 inch. One-piece wheels or beadlocks allowed.
1.08	Tires	Maximum outside diameter 57 mm. Tires must be a single piece of rubber as manufactured and retain stock sidewall markings. Tread may be trimmed or removed; tires may be vented.
1.09	Drivetrain	Full-time 4WD only. No 6x6 or dually setups. Front-wheel steering only during the run. One front and one rear driveshaft assembly maximum, connecting transmission to axle as directly as possible.
1.10	Suspension	Aftermarket shocks allowed. Four shocks required, one per tire. Suspension links may be changed.
1.11	Gate Width	Minimum 6.5 inches / 165 mm.

Class 2

RULE #	CATEGORY	DESCRIPTION
2.01	Body	Any lexan or hard-plastic body resembling a full-size highway-capable vehicle. No tire coverage rule. Tube and flat beds allowed. The transmission may not be visible from the side. From above, the body or bed must extend past both axle centerlines and cover the motor, receiver, speed control, and battery. Lexan bodies require a windshield; cage-style bodies do not.
2.02	Chassis	Two vertical rails or bars in a stock-style configuration. Rails may be carbon, aluminum, titanium, 3D printed, etc.
2.03	Bumper	No bumper requirements.
2.04	Motor	Brushed or brushless; one motor only.
2.05	Battery	Any LiPo battery. It may be relocated but must be attached to the chassis.
2.06	Electronics	No electronics limitations.
2.07	Wheels	Maximum wheel diameter 1.3 inches. One-piece wheels or beadlocks allowed.
2.08	Tires	Maximum outside diameter 64 mm. Single-piece rubber tires with stock sidewall markings. Tread may be trimmed or removed; tires may be vented.
2.09	Drivetrain	Full-time 4WD only. No 6x6 or dually setups. Front-wheel steering only during the run. One front and one rear driveshaft assembly maximum.
2.10	Suspension	Aftermarket shocks allowed. Four shocks required, one per tire. Suspension links may be changed.
2.11	Gate Width	Minimum 7 inches / 178 mm.

Class 3

RULE #	CATEGORY	DESCRIPTION
3.01	Body	No body requirements.
3.02	Chassis	No chassis requirements.
3.03	Bumper	No bumper requirements.
3.04	Motor	Brushed or brushless motors allowed.
3.05	Battery	Any LiPo battery.
3.06	Electronics	No electronics limitations.
3.07	Wheels	Any wheel. One-piece wheels or beadlocks allowed.
3.08	Tires	Any tire.
3.09	Drivetrain	No drivetrain limitation.
3.10	Suspension	No suspension limitation.
3.11	Gate Width	Minimum 7 inches / 178 mm.

Hard Body

RULE #	CATEGORY	DESCRIPTION
4.01	Body	Any hard-plastic body resembling a full-size highway-capable vehicle. Injection molded or 3D printed allowed; no lexan or buggy-style bodies. Interiors and windshields are encouraged but not required. The widest body area must be wider than the inner edge of all four tires. Tube and flat beds allowed. The transmission may not be visible from the side. From above, the body must extend past both axles and cover the motor, receiver, speed control, and battery.
4.02	Chassis	Two vertical rails or bars in a stock-style configuration. Rails may be carbon, aluminum, titanium, 3D printed, etc.
4.03	Bumper	No bumper requirements.
4.04	Motor	Brushed or brushless; one motor only.
4.05	Battery	Any LiPo battery. It may be relocated but must be attached to the chassis.
4.06	Electronics	No electronics limitations.
4.07	Wheels	Maximum wheel diameter 1.0 inch. One-piece wheels or beadlocks allowed.
4.08	Tires	Maximum outside diameter 57 mm. Single-piece rubber tires with stock sidewall markings. Tread may be trimmed or removed; tires may be vented.
4.09	Drivetrain	Full-time 4WD only. No 6x6 or dually setups. Front-wheel steering only during the run. One front and one rear driveshaft assembly maximum.
4.10	Suspension	Aftermarket shocks allowed. Four shocks required, one per tire. Suspension links may be changed.
4.11	Gate Width	Minimum 6.5 inches / 165 mm.

COURSE RULES

Scoring, penalties, recovery, and repair standards used during a course attempt.

RULE #	RULE	POINTS	DESCRIPTION
5.01	Progress	-2 points	Awarded when a vehicle passes between gate markers in the indicated direction. Progress may still be awarded if a marker is touched. After progress, the gate may be crossed in either direction, but untouched markers remain live.
5.02	Gate Marker	+10 points	Assessed when any part of the vehicle touches a live marker, breaks the marker plane outside the gate, or passes an uncleared gate in the wrong direction. A winch line touching a marker also counts.
5.03	Rollover	+5 points	Assessed when a vehicle cannot be righted without driver contact. The vehicle must be rolled left or right without being lifted from the ground.
5.04	Vehicle Touch	+10 points	Assessed whenever the vehicle is picked up. Replace it with the rear axle aligned with the last numbered gate passed.
5.05	Course Boundary	+10 points	When boundaries are used, touching one incurs the penalty. Replace the vehicle with rear wheels aligned to the last numbered gate; no additional vehicle-touch penalty applies.
5.06	Bonus Gate	-10 points	Awarded for correctly clearing a bonus gate. Bonus gates may be attempted after the start and before the finish. A course should have two to three bonus gates.
5.07	Self Recovery	+2 points	Vehicle-mounted recovery tools, traction boards, and similar devices may be used and must be reattached before progress continues. Not allowed in Class 0.
5.08	Winch Stick	+5 points	Assessed when using a winch stick or attaching a vehicle winch to one. One end must remain in contact with the ground in the same spot during use.
5.09	On-course Repair	+10 points	Time continues while the repair is made. After repair, stop time and reposition the rear axle at the last gate cleared before continuing.
5.10	Off-course Repair	+10 points	The driver may take up to 30 minutes. A one-minute time penalty is added. Resume with the rear axle aligned to the last gate cleared.
5.11	Reverse	N/A	No reverse penalties under the standard rule option.
5.12	Reverse*	+1 point	Optional reverse rule: assessed whenever the vehicle moves backward with three or more tires touching the ground while upright. No additional reverse is counted until forward movement resumes.

RUN RULES

Standards for timing, course completion, scoring, safety, and officiating.

1. Course attempts have a six-minute time limit. A driver who does not finish before time expires receives a +50 point penalty.
2. A run starts with the front axle aligned with the start gate and finishes when the rear axle crosses the center line of the final gate. Gates must be completed in numerical order and in the indicated direction.
3. Recommended course layout: 10 numbered gates, three bonus gates, plus start and finish gates. Clubs may adjust these numbers for local needs.
4. The start gate does not count for progress or marker points. Time starts when the scorekeeper announces "Go" and stops when the vehicle is completely through the final gate.
5. Version 1: a driver points out at 50 penalty points. Version 2: a driver points out at 60 penalty points. Progress points earned remain part of the score.
6. If a marker moves, the scorekeeper stops the driver and clock, replaces the marker, then restarts the run.
7. If the vehicle becomes illegal for its class, the driver must stop and complete an on-course or off-course repair.
8. Terrain or debris stuck in the vehicle may be removed without penalty. If left in place, it becomes part of the vehicle for gate-touch rulings.
9. Drivers and scorekeepers follow the vehicle. A driver may call "Safety" to stop the clock and move to a safe position, then say "Ready" before the scorekeeper restarts the run.
10. Winching is allowed in all classes except Class 0. Winch to natural terrain or an approved winch stick, never to a person.
11. The lowest total score wins. Normally each driver runs three courses, with at least two required. Ties are broken by fastest course time.
12. Decisions of scorekeepers and race officials are final.