



**RULES AND REGULATIONS** 

FOR USE WITH: Otaku Middle East Sanctioned Modified Races: In addition to the Official Otaku ME Tamiya Mini 4WD Grand Prix Rules and Regulations, the terms and conditions are in-placed as an agreement to be complied by Racer/s to qualify for the race stages and the championship.

# RULE #1

# **GENERAL RULES**

## 1. Participants

Tamiya Mini4WD cars allowed for the competition owned, built, modified and prepared for the races ONLY by the participant. Cars entered in behalf of other owners, racers are not accepted and result to automatic disqualification, or the racer banned from joining any future Otaku ME sanctioned races.

## 2. Age Limit

To qualify, racers must be 21 years of age.

## 3. Category and classification of Tamiya Mini4WD Cars

Only modified Tamiya Mini4WD cars will be the category and classification for the Grand Prix race stages and Championship. Stock Cars can enter or register at owner/racer discretion with knowledge that it will race along with more technically modified set-up Tamiya Mini4WD cars.

# 4. Maximum Cars/Tamiya Mini4WD units per participant

Up to maximum of 3 numbers / units per participant is allowed.

Standard Entry Fee for the Otaku ME Grand Prix Race shall apply:

- 1 Car AED 10.50
- 2 Cars AED 15.75
- 3 Cars AED 21

<sup>\*</sup>Kindly refer to the Terms and Conditions for further requirements.





### **RULE #2.1**

# RACE STAGES

#### THE QUALIFYING RACES - 6 STAGES

- There will be 6 qualifying races, in the span of 6 months.
- The Champion and 2nd Place will qualify for the Championship Race.
- If a racer wins one of the qualifying stage, (champion and/or 1st runner-up) they will be on stand-by to compete for the Championship Race.
  They can no longer join the other qualifying stages to give other racers the opportunity to race for the championship.
- In the event that a racer has all 3 cars that qualify for the final race of the qualifying stage, He will be declared the stage Champion, but will continue the race to determine which car is the best at the stage. There will be another round of races from the semi-finalists to determine the 1st Runner-up that will qualify for the championships (3Laps).

#### **RACE STAGES:**

Stage One - 28 April

Stage Two - 19 May

Stage Three - 9 June

Stage Four - 30 June

Stage Five - 21 July

Stage Six - 11 August

\*Kindly refer to the Terms and Conditions for further requirements.





## **RULE #2.2**

# CHAMPIONSHIP RACE

#### **CHAMPIONSHIP RACE - FINALS: 1 SEPTEMBER 2024**

- There will be a regular fun race for racers that did not qualify for the champions race. There will be winners (1st, 2nd and 3rd) for the Fun Race, prior to the start of the "CHAMPIONSHIP RACE".
- Stage Champions can enter Only 1 Car to compete for the "CHAMPIONSHIP RACE" and will follow the standard bracketing and race lap system in place for the Grand Prix.
- The Champion of the Otaku ME Tamiya Mini4WD Grand Prix 2024 will represent UAE in the Tamiya Mini4WD World Challenge 2024 – Japan on November.

\*Kindly refer to the Terms and Conditions for further requirements.





# ALLOWED CAR SPECIFICATIONS

All Cars and Hop-Up Parts must be original Tamiya or Tamiya-related products. Other specification include:

#### A. CAR MODELS

Only Mini 4WD REV, Mini 4WD PRO, Racing Mini 4WD, Super Mini 4WD, Fully-Cowled Mini 4WD, Aero Mini 4WD and Mighty Mini 4WD machines are permitted. Further restrictions on machine types may be possible depending on the race event or race class.

#### **B. MACHINE ASSEMBLY**

- All machines must be four-wheel drive.
- Modifications that result in rear-wheel or front-wheel drive are prohibited.
- Bodies should have stickers applied or be painted (if Polycarbonate body), and must be securely attached to the chassis.
- Please be warned that bodies, which are particularly small, or are difficult to check if painted or have stickers applied, may be prohibited.
- Home-made bodies are prohibited.
- · Painted chassis is not allowed.
- All machines must go through car inspection and machines that do not pass inspection cannot participate in the race.
- As a rule, the racer must assemble machines prior to the races. Any further clarifications. Please ask Race Officials.





#### C. MACHINE MEASURING SYSTEM

All machines must have a 4WD setup and will be subject to the same measuring system as shown below

Width	Length	Height	Ground Clearance		Tire Diameter
* <b>  15</b>   *	-	<b>*</b>			0
Under 105mm Including all	Under 165mm Including all	Under 70mm Including wing	Over 1mm From flat surface		22-35mm Both front & rear
attached parts	attached parts				
Tire Width	Weight	Rollers		Drivetrain	Gears
				4WD	Company of the Compan
8-26mm	Over 90g	Unlimited		Must be 4WD	Must be installed

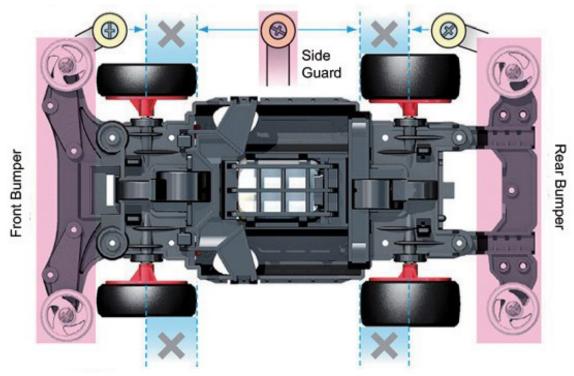
- Maximum Car Width: Under 105mm
- Overall Car Height: Under 70mm
- Overall Car Length: Under 165mm
- · Minimum Ground Clearance: At least 1mm
- Minimum Car Weight (including batteries and motor): At least 90g
- Front and Rear Tires: Diameter: 22-35mm, Width: 8-26mm (Note that tires must be attached.)
- Rollers: There is no limit on the amount of rollers.
- Mass Dampers: The installation positions of rotating mass dampers are no longer limited.





When adding parts to the bumpers, side guards or the chassis, please note the zone restrictions below.

- Definition of Bumpers For MS chassis, the bumper is the section on the Front or Rear Unit not including the Bumper less Unit. On other chassis, bumpers are the sections forward and rearward of the front and rear gearboxes respectively.
- Definition of Side Guards Parts that extend from the sides of the chassis between the front and rear tires.



- Parts that extend around the outside of the wheels to completely frame the chassis are not allowed.
- Parts attached to the front bumper cannot extend past the line of the front axle.
- Parts attached to the rear bumper cannot extend past the line of the rear axle.
- Parts attached to the side guards must remain within the lines shown: (back edge of Front Tire & front edge of Rear Tire)
- Chassis: Extension parts, which are attached to the chassis itself, are subject to the same zone restrictions as similar parts attached to the bumpers or side guards.





There are no rules for parts which pass above or within the outside edges of the tires.

There are no rules for mounting rollers, etc. to the body as long as they are above the level of the wheel axles. If they extend below this line, they will be subject to the same limits as parts, which are attached to side guards.

#### D. ROLLERS

Unlimited amount of rollers to be used but minimum of 4 numbers. Must use original Tamiya or Tamiya related products.

#### E. WHEEL BEARINGS

Allowed are Tamiya stock plastic, round hole, hex, and steel bearings.

#### F. BRAKES

Front brakes and rear brakes are allowed either or in both combination. Brake set allowed are limited only to those included in the rear skid bar set found in kits, rear brake and roller set, sliding damper and brake set, rubber brake set, multi-adjustable brake set, rear brake set for AR chassis, sponge brake set and its available materials in combination with any type of FRP possible.

#### G. MOTOR

Tamiya type 130 motors unopened and untampered with 8 teeth pinion gears are allowed. Recommended but not limited only motors to use are:

- Kit-included normal motor either single-shaft or double shaft
- Torque-Tuned/PRO Motor
- Atomic-Tuned/PRO Motor
- Rev-Tuned/PRO Motor
- Light-Dash/PRO Motor
- Hyper-Dash PRO Motor
- Mach-Dash/PRO Motor

- Hyper Mini Motor
- Hyper-Dash 2 Motor
- Hyper-Dash 3 Motor
- Power-Dash Motor
- Sprint-Dash Motor
- · Japan Cup issued Motor





- 1. Only the above Tamiya motors are permitted for the Grand Prix.
- Disassembling the motor to change the number of coils and other such illegal modifications are prohibited.
- 3. If there are indications that the motor cap has been detached, it will be judged as being illegally modified and shall result to disqualification of the racer.

#### H. DRIVE FORMAT

4-wheel drive only, with 8 teeth propeller shaft present and working when doing the registration.

#### I. GEARS

No mixing of gears. Gear ratios must follow the specifications found on boxes of Tamiya M4WD kits.

For single shaft chassis, specifics are:

- 11.2:1 for type 3 (yellow/dark green)
- 6.4:1 for type 3 (grey/dark green)
- 5:1 (blue/light green)
- 5:1 for type 3 (purple/light green)
- 4.2:1 (red/brown)
- 4:1 (black/brown)
- 4:1 for type 2 and 4 (black/brown)
- 4:1 for type 3 (mustard/brown)
- 3.5:1 (light blue/yellow)
- 3.5:1 for fm/tz (grey/grey)
- 3.5:1 for super 1/type 5 (mustard/mustard)

For double shaft chassis, specific are:

- 3.5:1 (2 green/2 pink)
- 3.7:1 (2 yellow/2 pink)
- 4.5:1 (2 blue/2 orange)





- A specific gear ratio is not restricted to a particular chassis model only but must fit the gear section of that chassis without resorting to modifications in order to qualify.
- For crown gears, any combination of orange, pink or black carbon crown gears are allowed.
- Combination of blue, orange, pink or black carbon gears for dash, type
   3 or similar chassis are also allowed.

#### J. BATTERY

- Any double A batteries (Alkaline or Rechargeable) are permitted.
- If the battery appears to be damage in any way, they will not be accepted for safety reasons. Re-wrapped batteries are not permitted to be use.
- Racers can submit cars for car inspection without batteries.
- Racers are allowed to install batteries on their cars during their first run.

#### K. WHEELS AND TIRES

- Strictly 22mm minimum wheel diameter up to 35mm, and 8mm up to 26mm tire width.
- Any type of tire material is allowed, as long as it meets the specification and comes from original Tamiya mini-4WD products.
- For wheels, any combination of small, medium or large diameter wheels of narrow or wide profile are allowed.
- For wheel modifications, the following are allowed:
  - a. Small to medium conversion
  - b. Narrow to wide conversion
  - c. Lock nut to stock conversion
  - d. Mechanical to stock conversion
- 1-way wheels may be fixed by gluing its parts together as 1 unit.





#### L. SCREWS

All protruding screws under the chassis especially at the front roller mount are allowed if the head is shaved or extends but not sharp to damage the tracks. Screw ends extending under the chassis are not allowed. A new screw holes may not be used in conjunction with the creation of new damper set up or brake plate position.

#### M. CAR BODY/COWL

Trimming and modifying the body/cowl is allowed, and it must be not less than 40% of it's original form. Attachments should be at the front/rear chassis only. Using mounting or reinforced plates are allowed to connect the body/cowl to the front/rear chassis.

### RULE #4

# ALLOWED CAR MODIFICATIONS

Please follow the guidelines below when modifying your car. Note that for modifications not listed, race officials will have the final absolute authority to grant or deny their use.

- Chassis modifications are limited to cutting away plastic material or cutting holes out of the stock chassis. Homemade chassis and homemade parts are prohibited.
- Parts used for modification are limited to Tamiya Mini 4WD parts only.
- Part modifications are limited to cutting away the material or making holes in the stock part.

[NOTE] Original part shape must be clearly identifiable. In the following cases, it will be considered that the original part shape is not identifiable and shall result to disqualification.





- Modifications to the part shape on carbon plates, FRP plates or metal parts (including modifications to shaft or pin shape). In the following cases, it will be considered that the original part shape is identifiable and shall result to disqualification
- Modifications to parts that keep the original part shape, such as simply cutting away the material, or enlarging or adding parts attachment holes.
- Sanding/Removing the official Tamiya markings from high-grade carbon plates is permissible, but racers must provide evidence of authenticity.
- Opening holes or painting on the top side of the rollers.
- Modifying or cutting tire material (changing the material properties of the tire surface is prohibited. Combining different sizes or materials of tires is allowed. However, please make sure that they do not fall apart during running).
- Using motor parts is allowed (motor disassembly is not recommended).

# RACE COURSES

For courses which satisfy the below specifications and are sanctioned by Tamiya, times recorded during races will be officially recognized. All times recorded on original courses that do not meet these requirements will be considered unofficial.

- Individual Lane Width: 115mm (measured on a straight section)
- Course Wall Height: 50mm (measured from road surface)
- Adjusting the height and lane width of lane change sections, bank turn sections, etc. for smoother racing operations is permitted.





# FOR COMPETITIONS AT OFFICIAL RACE COURSES

- The start of the race will be indicated by a signal from a Tamiya race official or a starting signal system. Racers will switch on their cars, hold them in the air with one hand, and drop them vertically into their assigned lane at the start signal. Throwing or pushing the car forward is prohibited.
- A racer will immediately retire from a race if their car leaves the track, flips over, jumps into another lane, or if their car's body detaches during the race.
- If race officials determine that a racer's car is blocking the progress of faster machines, the racer will be required to retire.
- · A car's race is complete when it reaches the finish line.
- Qualifying and Final positions are determined by either the race finishing order or Time Attack time.





# CAR INSPECTION

- All racers must have their car inspected by race officials before the race.
   If any part of the car is determined to be against race regulations, the racer must make the necessary changes in order to participate in the race.
- Racers can submit cars for car inspection without batteries.
- · Racers are allowed to install batteries on their cars during their first run.
- From the time the car passes the car inspection to when the race begins, the car's settings must not be changed and no modifications can be made.
- In the event that a car fails inspection during the inspection queue, only the racer's remaining cars are eligible to proceed. Should the racer opt to resubmit the remaining entry, they must rejoin the inspection queue.
- In addition to the pre-race car inspection, other car inspections may occur at any time during the race day at the race official's discretion. If the car is found to be in violation of the race regulations at any of these inspections, the racer's race results up to that point will be disqualified and the racer must make necessary changes in order to participate in subsequent races.
- Another car inspection will be conducted during the Semi-Finals race.





# DISQUALIFICATION

If any of the following situations occur, race officials will, at their discretion, have absolute authority to disqualify any racer. Please take care to remember the common manners for a Mini 4WD race to avoid any problems.

- A racer's car is determined to have modifications that will cause physical harm to other racers, other cars, or the race track.
- A racer's car is determined to have modifications that are designed to deliberately obstruct other cars.
- A racer deliberately puts grease or other substances onto the track to affect track surface conditions.
- A racer is determined to have modified their car after it had passed the car inspection.
- A racer is determined to have deliberately touched the track or cars to impede other racers' race progress.
- A racer does not follow the instructions of race officials or otherwise impedes the operations of the racetrack.
- A racer has a false start, or is determined to have thrown or pushed their cars forward at the start of a race.
- A racer is determined to have acted against the spirit of fair play or caused distress to other participants.





# RACE OPERATIONS

- Participants may raise objections to the race officials. However, these objections must be made before the next race begins.
- Race officials reserve the right to announce the use of special regulations at any time during the race.

## **RULE #10**

# PARTICIPANT RESTRICTIONS

- Please be aware that the race event have age limitations, so it may be that some participants cannot take part in the grand prix. However, Otaku ME will still have other races catered to different age groups.
- Except for endurance races, it is against regulations to have more than 2 racers using the same car.





# TRACK RACE RULES

#### A. REGISTRATION AND INSPECTION

Standard Entry Fee for the Otaku ME Grand Prix Race shall apply:

- 1 Car AED 10.50
- 2 Cars AED 15.75
- 3 Cars AED 21

An initial external inspection will be done on the race cars entered. This will include roller compliance, screws and chassis modification.

Strictly, no re-entry for Cars.

Upon registration, racer's cars must be properly identified with stickers or decals for pairing and identification. Cars with no proper identification marks as to its owner will be given appropriate sticker labels in order to write their names and to install such stickers on their units before being allowed to register.

#### **B. CALLING FOR STANDBY**

- Racer's name and/or number will be called for stand by using the bracketing system for each heat.
- Only the racer will be allowed in the stand by area. Team official timers and leaders are not allowed in the racers area.
- Marshal's Call to Pair Pairing Marshal is given all authority by TM to pair racers according to his prior knowledge and judgment call subject to the rules of Tamiya with special consideration for same team conditions if it is a team based competition or class/chassis based if it is a class/ chassis-themed competition.
- Racers are not allowed to change cars already put on standby if it was already paired and readied by the Pacer Marshal.
- Racers are not allowed to calibrate brakes during stand by.





- Racers are allowed to tighten loose screws and nuts during stand by.
- Racers are not allowed to remove the cowling of their race cars, to manipulate their batteries by removing them, to oil their motors, tighten brakes and screws using any tools or devices.
- Racers are not allowed to release their cars on the race track as a form
  of practicing once the race has begun. As with any other violations listed
  in this rules, the racer's car will be subject to automatic disqualification
  with no remorse.

#### C. START OF RACE

- Racers are called at the starting grid for each race of that heat.
- Racers will draw a number on which lane they will start.

#### D. WINNING CAR

- Car that finishes the required number of laps first wins the race
- All four wheels of the winning car should cross the finish line to be declared as winner.
- Dead heat rule applies during the race and subject to the declaration of the starting marshal.

## E. DNF (DID NOT FINISH)

- A car is declared DNF if for any reason it did not complete the laps required.
- Once a car stops on any part of the tracks, a five count shall be given by the track marshal before a DNF is announced. Car will immediately be removed off the tracks.
- Any car reversing in any part of the tracks is immediately declared as DNF and will immediately be removed off the racetracks. In a banked portion of the tracks, once a car back tracks, reverses or slows down, it is automatically considered DNF and is immediately removed from the tracks.





- Slow but moving cars will be considered DNF if the lane it occupies will block the faster cars. This also known as a lap down. If there are only two cars in the tracks then the faster car is already considered the winner if it is hit by the slower car. If there are three cars in the tracks then then there will be a re-race between the faster car that was hit and the second faster car. The slowest car that caused the hit will be removed from the race.
- Racers conduct will strictly be implemented specially in the track area.
   Improper conduct is not tolerated and can cause disqualification of the racer.

#### F. RE-RACE

- For any contact or hit by a car, there is a re-race for the two remaining cars. The car that caused the hit is automatically declared DNF.
- During re-race if all cars DNF no winner shall be declared.
- Racers are not allowed to calibrate brakes and tighten screws on a rerace.
- Cars needing fixing will continue to race because there are no pit stops.
- For DNF in the semi-finals, cars will still be allowed for one more re-race subject to a last car standing.

#### G. CAR HIT

- Hitting car will automatically be out of the race then a re-race of the 2 remaining cars will follow and is considered as final re-race.
- If there are only 2 cars in the heat and the other car hit the other, the car that was hit will be declared winner.

#### H. CHANGE LANE

- In case of change lane, car is automatically considered as DNF.
- Car will automatically be pulled out by the marshal and is already out of the race. If all cars changed lane, a re-race will be called.
- Bouncing and touching the base of a different lane and returning back to origin lane considered change lane.





#### I. STAND-BY

Things you can only do during stand-by. Racers must inform a marshal before doing so, otherwise, racer is considered disqualified.

- There is no calibration of brakes and use of calibration pads in the tracks is not allowed.
- Removing of brake pads, mass dampers, screws and other parts are NOT ALLOWED except O-rings. Brake pads must not be tampered by any means during the race.
- Usage of Tamiya Tape is allowed for brakes. Removal of the tape is allowed only on first race heat's first run. Racers can adjust the position of their brake's tape (must be in the same location) only on first race heat's first run.
- Removal/ Replacement of O-Ring is allowed until Quarterfinals. During Quarterfinals and until the race ends, removal of O-Ring is the only thing you can do.
- Clean your tires and brake pads without using anything like cloth, tissue, etc.
- Turn your batteries without using any tools like screw, wrench, etc.
- Use marker/glue when your wheel is about to get loose. (Allowed because it is common to all racers.)
- Use glue if your brake pads is tearing apart. But you cannot replace them. (Allowed because sometimes it's the track that causes it to tear down even it is glued well.)

#### J. MARSHALS FAULT

In case the marshal pulled a car by mistake:

- The remaining cars will continue the race.
- Pulled out car will continue from where it was pulled out. If it is able to complete the required number of laps then it will automatically qualify to the next heat, together w/ the winner of remaining cars in that race.
- If the last remaining car is accidentally pulled out, it is declared the winner.
- Pulled out car is not allowed checking and calibration.





#### K. PIT STOP

Pit Stop will only be allowed based on the following conditions:

- For external damage of the unit only that is repairable under extreme race conditions in which case maximum time allowed for pit stop is only 300 seconds. For this, racers is allowed to bring in the necessary tools.
- For damage either internal or external if it was caused by car-to-car or out-of-track collisions that were witnessed by the marshals and other racers again subject to the rules above.
- For cases that are not cited above but subject to the approval of the Head Marshal with due prudence.
- The opening or removal of cowl is not allowed. If the car cannot continue to race due to broken internal part/s, it will be declared DNF.
- All racing cars pit stopped must be repaired in front of a marshal or person designated by the organizer.
- Racers are allowed to repair external broken parts but not replace them.
- Lost parts are not allowed to be replaced.
- Every pit stop called is given maximum 5 minutes to repair broken parts.
   Beyond the limit, the car will be declared DNF.

#### L. TRACK CONDITION

- Racers are encouraged to check track condition before racing.
- Any complains and/or concerns re: tracks condition must be addressed to the track marshals before the start of the race. Latecomers automatically waive their right to complain once they see the tracks since their chance to air their complains and/or concerns may have been attended to should they have addressed it earlier before the race began.





#### M. RACE PROTEST

- Protesting racer must address complains to the Organizers immediately before the next race starts.
- Protests will not be entertained anymore if the next race started.
- Protests regarding race rules will be addressed to the organizers.
- Protests regarding marshals' fault and conduct will be addressed to the organizers.

#### N. NUMBER OF LAPS

- 3 laps for the first heat until the quarter-finals.
- · 6 laps in the semi-finals.
- 9 laps in the finals

**Final Race:** In case of re-race during the finals, the number of laps will be reduced to 6 laps if the race stopped during the 4th-6th laps and 3 laps if the race stopped during the 7th-9th laps. Finalists can replace their batteries in-between races. DNF cars during the finals will determine their position.

**Final Race 2nd Place and 3rd Place:** The first car to DNF is automatically the 3rd Place. The remaining car must complete a lap ahead of the 3rd Placer to be declared 2nd Place. In the event that both cars DNF, a re-race between both cars will take place. Finalists have the option to replace their batteries.

#### O. PARTS FALLING OFF DURING THE RACE

If any other parts of the car like cowls, rollers, wings, and locks fall on the tracks, the car will be allowed to continue. However, if any of this fallen part hits or is hit by the other racing cars, the car will be disqualified and a rerace of the remaining cars will be called.





# **DISQUALIFICATION RULES**

Cars that may be a potential hazard to the track or other cars.

- Add-on scrap-built materials that are deemed not of any original Tamiya mini4WD brand not detected upon initial inspection.
- Removal of 4WD shaft (2WD is not allowed)
- Cars with dimensions beyond the maximum dimension allowed of a car including all parts
- Opening/ Removing of cowl/ batteries/ motor.
- Removing of brake pads, mass dampers, screws and other parts except O-rings.
- Using anything that is prohibited as specified above like tools, calpad, etc.
- No Trespassing on Track Area At any round, racers are advised to observe discipline and avoid trespassing within the area of the racetrack especially if there is a race in progress. Marshals will blow a whistle and wave a red flag to the trespassing racer if found guilty of such violation. A second whistle will automatically penalized the racer's team or have his unit disqualified from the race.





# **MISCELLANEOUS RULES**

Only one race format will be used unless otherwise stated by the race organizers.

Racers are not allowed to assist in designing the race track to be used otherwise if the design will be chosen via random drawing.

Racers are not allowed to influence the decision-making of the marshals during the races. Pairing and race resolutions will be discussed by the marshals themselves with or without consulting the racers involved. All races will start at exact time given by the organizers.

## **RULE #14**

# MARSHAL CALLS AND TERMINOLOGIES:

- Illegal Modification Modifying the car, adding lubricants and replacement of batteries after impounding. May lead to disqualification of racer.
- Faulty Start Improper start-up of car before the "go" signal. Car is automatically declared as DNF.
- False Start Two consecutive false starts or releasing the car before the "go" signal. Car declared as DNF.
- Change Lane Car leaping into another lane. Car is automatically declared as DNF.
- Turn Over Car turning over and stopping inside or outside the race tracks. Car is automatically declared as DNF.
- Disrupt Body cover of the race car or any part falling off to disrupt the normal run of other car/s. Car is automatically declared as DNF.





- Lap down creating obstruction to another car by a "track's length" due to slow speed of the obstructing car. Car is automatically declared as DNF.
- Hit Car leaping into another lane and hitting other car/s creating a slowdown or disruption. Car is automatically declared as DNF.
- Reverse car changing direction and going back to its opposite direction.
   Dangerous as it may potentially hit another car running in the same lane.
   Car is automatically declared as DNF.
- No Win All cars DNF.
- Delaying Attitude of a racer whether with or without his intention which is delaying the game upon sufficient warning by the race marshal. Car is automatically disqualified.
- Misconduct Displaying non-sportsmanship behavior and grave misconduct during a race. May lead to disqualification of racer or even banning from the race venue.

# HEAD MARSHAL'S RULE

The Head Marshal shall be declared before the start of any race. The Head Marshal's decision shall be considered final and irrevocable.











# **Terms and Conditions**

FOR USE WITH: Otaku Middle East Sanctioned Modified Races: In order to keep the Otaku ME Tamiya's Mini 4WD Grand Prix races fun, exciting, and fair. Compliance to the rules and regulations is required from all participants, on every race stages including the championship.

# TERMS AND CONDITION #1

# COMPLIANCE TO THE RULES AND REGULATIONS

- The event have a set of rules and regulations that should be strictly complied by racer/s and organizer. The rules and regulations are final and will be implemented at all times during the duration of the event.
- Otaku ME event organizers and race marshals have the full authority to conduct and implement the rules and regulations. There may also come a time that descriptive proof is requested from racer/s for their Tamiya Mini4WD cars.
- Participants' cars or units must comply with the laws and regulations
  of the United Arab Emirates including but not limited to being free from
  derogatory, defamatory, culturally insensitive symbols and messaging.
- Failure to comply with the competition rules and regulations will result to disqualification.





# RACERS OR PARTICIPANTS

The racer/s or participant/s should be at least 21 years of age and a resident of the United Arab Emirates. Otaku ME reserves the right to refuse racers due to the validity of residency, visa or age limit.

## 1. Age limit

The age limit of 21 years old is in-placed due to the following reasons:

- The racer can travel to Japan without any guardian
- There will be other races catered to other age groups

## 2. Visa / Residency

To qualify for the Otaku ME Tamiya Mini4WD Grand Prix 2024, participants must have a valid residency permit or visa. Participants are required to present the residency permit or visa at the registrations.

## 3. No Proxy Entrants

Strictly no proxy entrants/participants. It will not be tolerated at the Grand Prix event.

Tamiya Mini4WD cars allowed for the competition owned, built, modified and prepared for the races ONLY by the participant.

Knowledge of the Tamiya Mini4WD car build and the modifications done on the mini4WD cars is important and is top priority especially for the winner of the Grand Prix and as a representative of UAE to the Tamiya Mini4WD World Challenge.

Cars entered in behalf of other owners, racers are not accepted and result to automatic disqualification, or the racer including the person/s involved banned from joining any future Otaku ME sanctioned races. This includes qualifying stage or championship stage winners if found to have broken the proxy entrant rule, title or win will be voided and transferred to the 2nd Place or qualified participants.





# ELIGIBILITY TO TRAVEL (FOR GRAND PRIX WINNER)

#### **VISA REQUIREMENT**

The grand prix winner will represent UAE in Japan for the Tamiya Mini4WD World Challenge 2024 in November.

A minimum of 6 months validity of Passport and Visa for the winner to be eligible during the visa application for the Japan Trip on November or as required. [Visa requirements may vary depending on the nationality of the winner, kindly check Japan visa application requirements.]

Representative is responsible for the completion of visa requirement, submission or application. Otaku ME shall only provide the necessary assistance for the invitation or documentation needed as supporting documents for the visa application. Approval or rejection of the visa application will be the sole discretion of Japan Consulate and it is not by any means a liability of Otaku ME.

If the Champion or representative is not eligible to travel and cannot comply with the visa requirement to travel for Japan in November, Otaku ME reserves the right to relinquish his Grand Prix title and chose a representative from the runner-up or who can be eligible and best represent UAE and Otaku ME for the Tamiya Mini4WD World Challenge in Japan.





# WINNERS AND PRIZES

#### A. WINNERS

Winners of the stages and the championship during the duration of the Grand Prix are expected to represent the Otaku ME Tamiya Mini 4WD Grand Prix 2024 in media, marketing and advertising obligations as requested in the best manner and be the core group of racers here in the UAE to promote the growth of the hobby in the region.

#### **B. PRIZES**

- Winners of the stages and the championship will received their respective stage trophies – Champion, 2nd Place and 3rd Place. Additional information on prizes will be announced.
- All the prizes for the Otaku ME Tamiya Mini4WD Grand Prix 2024 from the qualifying stages and the championship stage are non-transferable and cannot be monetize.
- The Grand Prix winner will represent UAE in Japan for the Tamiya Mini4WD World Challenge 2024 in November, given that he/she complies with all the requirement and eligibility to travel or securing Japan Visa (if required).
- In the event, that the winner of the grand prix did not comply or has broken any of the rules and regulations or any requirements from the terms and conditions. Otaku ME reserves the right to relinquish his Grand Prix title and chose a representative from the placers or who can be eligible and best represent UAE and Otaku ME for the Tamiya Mini4WD World Challenge in Japan.





# MARKETING

Otaku ME will thoroughly capture the event as a whole by video and photography and shall reserve the right to use these materials during the duration of the grand prix and/or on future publications and marketing campaigns including social media. Winners, racers or participants cooperation and compliance

# TERMS AND CONDITION #6

# OTHER PROHIBITIONS

- Tamiya Mini4WD cars that are build and modified that contains intellectual
  property rights by third party such as branding and/or logos will be the
  sole responsibility of the owner or racer including any legal actions that
  may incur due to the violation.
- Tamiya Mini4WD cars which are slanderous or offensive that defame an individual or groups of people, ethnic, religion or otherwise.
- · Entries contrary to morality and public order.



