

TAMIYA MINI 4WD

Official Rules & Regulations 2022

Stock Race and Modified Race Category

Introduction

In order to keep Tamiya's Mini 4WD race competitions fun, exciting, and fair, we have developed a set of competition regulations. All participants of official Mini 4WD race events are required to abide by these regulations.

Mini 4WD races are not just about being the fastest, it's also about using your head and having good set-up techniques. Not only do you challenge other racers, but you challenge yourself too. By remembering the spirit of fair play, you can learn how to race honorably and with good manners. Therefore, we hope that every Mini 4WD fan will abide by these regulations.

Rules and Regulations: Modified Race Category

RULE #1 ALLOWED CAR SPECIFICATIONS:

All Cars and Hop-Up Parts must be original Tamiya or Tamiya-Related Products. Other specifications include:

A. CAR MODELS



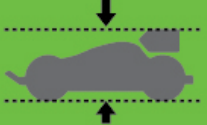






Only Mini 4WD REV, Mini 4WD PRO, Racing Mini 4WD, Super Mini 4WD, Fully-Cowled Mini 4WD, Aero Mini 4WD and Mighty Mini 4WD machines are permitted. Further restrictions on machine types may be possible depending on the race event or race class.

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, and must be securely attached to the chassis. Please be warned that bodies which are particularly small, or those which it is difficult to check are 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 general rule, machines must be assembled by the racer. Some exceptions may be applied. Please ask Race Officials.

C. MACHINE MEASURING SYSTEM

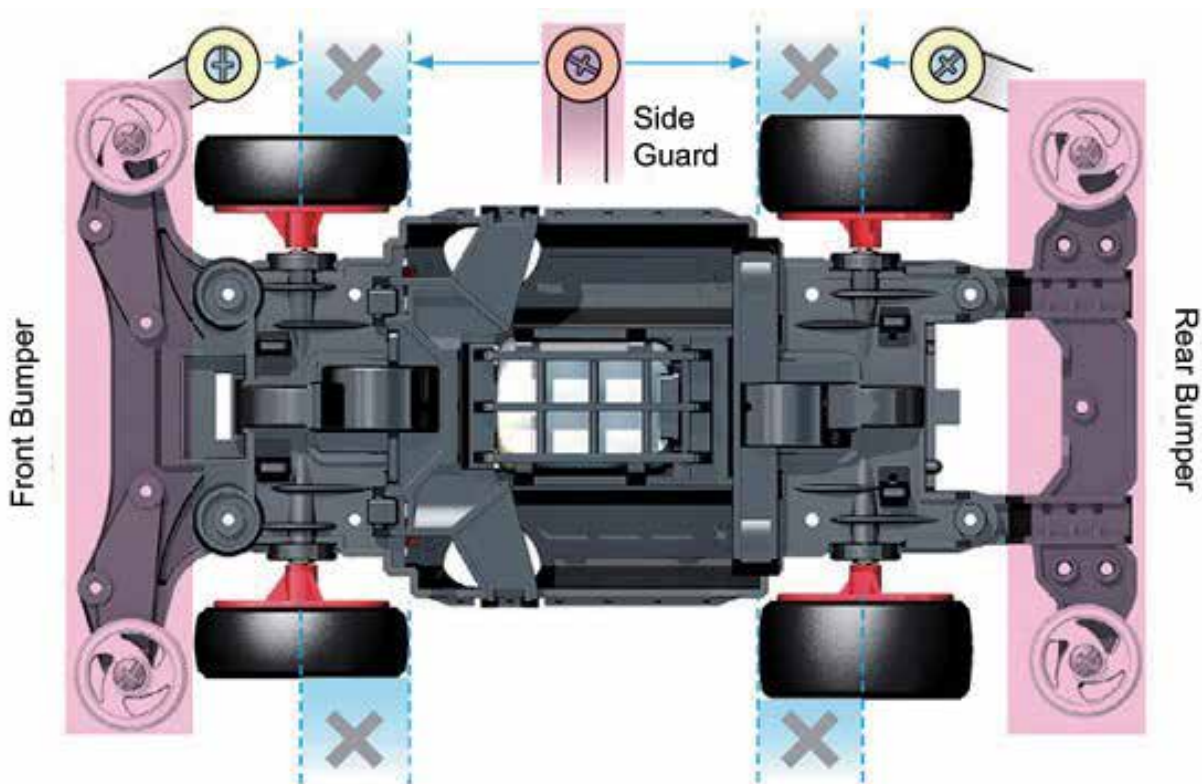
All machines must have a 4WD setup and will be subject to the same measuring system as shown below:

Width	Length	Height	Ground Clearance	Tire Diameter
 Under 105mm Including all attached parts	 Under 165mm Including all attached parts	 Under 70mm Including wing	 Over 1mm From flat surface	 22-35mm Both front & rear
Tire Width	Weight	Rollers	Drivetrain	Gears
 8-26mm Both front & rear	 Over 90g w/ motor & batteries	 Unlimited amount	4WD Must be 4WD	 Must be installed according to the set gear ratio

- 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 that can be used.
- 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.



- Maximum Car Width: Under 105mm.
- Parts which 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. 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. Depending on the race event, other Tamiya motors may be permitted.
2. For speed-limited race events or classes, if your speed exceeds the allowed limit, even the above motors may not be installed.
3. Disassembling the motor to change the number of coils and other such illegal modifications are prohibited.
4. If there are indications that the motor cap has been detached, it will be judged as being illegally modified.

H. DRIVE FORMAT

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

I. GEARS

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

For single shaft chassis, specific 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 be used.

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 not prohibited.

J. BATTERY

Any AA batteries can be used for the race. If the battery appears to be damaged in any way, they will not be accepted for safety reasons. Re-wrapped batteries are also not permitted to use.

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: small to medium conversion, narrow to wide conversion, lock nut to stock conversion, and 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 hole 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 its 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 #2 ALLOWED CAR MODIFICATIONS:

Please follow the guidelines below when modifying your car. Also 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, R/C Mini 4WD, and Dangun Racer 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.

- 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

- Modifications to parts that keep the original part shape, such as simply cutting away the material, or enlarging or adding parts attachment holes.
- 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).
- Gear modifications are limited to making holes or shaving away material to reduce weight and installing ball bearings. All running gears must be installed according to the set gear ratios.
- Only kit-included battery terminals or Grade-Up Part battery terminals, installed according to the instruction manuals, may be used. Soldering or double-plated terminals are prohibited.
- Modifications that cause physical harm to the track, cause injury to any person, or release grease and/or other substances onto the track are all prohibited.
- Modifications to the tire's shape are allowed if they comply with the Car Measuring System outlined above. However, changing the material properties of the tire surface (including, but not limited to, applying glue or other substances to the tire surface) are prohibited.

Rules and Regulations: Stock Race Category

RULE #1 ALLOWED CAR SPECIFICATIONS:

Only original Tamiya Mini 4WD is allowed, all cars must be out of the box build. No modification of car, additional hoop-up parts are not allowed.

A. CAR MODELS

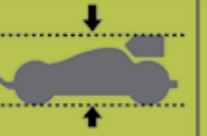


Only Mini 4WD REV, Mini 4WD PRO, Racing Mini 4WD, Super Mini 4WD, Fully-Cowled Mini 4WD, Aero Mini 4WD and Mighty Mini 4WD machines are permitted. Further restrictions on machine types may be possible depending on the race event or race class.

B. MACHINE ASSEMBLY

All machines must be four-wheel drive, bodies should must be securely attached to the chassis. Home-made bodies, painted chassis, and also converting cowls to fit into another chassis is prohibited. All machines must go through car inspection and machines that do not pass inspection cannot participate in the race.

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
 Under 105mm Including all attached parts	 Under 165mm Including all attached parts	 Under 70mm Including wing	 Over 1mm From flat surface	 22-35mm Both front & rear
Tire Width	Weight	Rollers	Drivetrain	Gears
 8-26mm Both front & rear	 Over 90g w/ motor & batteries	 Up to 6 Including front & rear, left & right	4WD Must be 4WD	 Must be installed according to the set gear ratio

- 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 that can be used.
- Mass Dampers: The installation positions of rotating mass dampers are no longer limited.

D. ROLLERS

Maximum of 6 and minimum of 4 plastic rollers are allowed, Must use original Tamiya products. Aluminum Rollers with metal bearings are not allowed. Any protruding screws must be adjusted using up to 2 nuts, for Double Plastic Rollers screws only.

E. WHEEL BEARINGS

Only stock plastic with or w/o eyelet are allowed. Metal Bearings are prohibited.

F. BRAKES

Front and Rear brakes are allowed only if the model chassis is designed to have this feature. Chassis like AR, MA, FM-A and VZ are allowed.

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
- Hyper Mini Motor
- Hyper-Dash 2 Motor
- Hyper-Dash 3 Motor
- Japan Cup issued Motor

1. Depending on the race event, other Tamiya motors may be permitted.
2. For speed-limited race events or classes, if your speed exceeds the allowed limit, even the above motors may not be installed.
3. Disassembling the motor to change the number of coils and other such illegal modifications are prohibited.
4. If there are indications that the motor cap has been detached, it will be judged as being illegally modified.

H. DRIVE FORMAT

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

I. GEARS

No mixing of gears. Gear ratios must follow the specifications found on boxes of Tamiya M4WD kits. No gear bearing is allowed. Use only 8T pinion (metal or plastic) for motor and propeller shafts.

For single shaft chassis, specifics are:

- 5:1 (blue/light green)
- 4.2:1 (red/brown)
- 4:1 (black/brown)
- 3.5:1 (light blue/yellow)

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)

J. BATTERY

Any AA batteries can be used for the race. If the battery appears to be damaged in any way, they will not be accepted for safety reasons. Re-wrapped batteries are also not permitted to use.

K. WHEELS AND TIRES

- Strictly no trimming of tires.
- 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.
- Hollow shaft propellers are prohibited to use.

L. SCREWS AND NUTS

- A nut, or other kit parts is not allowed to be used as a spacer.
- Any protruding screws must be adjusted using up to 2 nuts, for Double Plastic Rollers screws only.
- Screws and bushings for rollers are allowed as long there will be no protruding part of the screw after the nuts in order to avoid the possibility of it acting as stabilizers.
- Aluminum spacer or plastic spacer is not allowed.
- Ball Caps and stabilizers are not allowed.

L. CAR BODY/COWL

- All parts of the Mini 4WD car body/cowl must be complete.
- Trimming and modifying body/cowl are not allowed in the stock race.
- Body/cowl must be used on a same type chassis.
- Applying stickers is not required on regular body/cowl, however, it is required on polycarbonate body/cowl.

Rules and Regulation: General Rules

RULE #1 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.

RULE #2 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 completed when it reaches the finish line.
- Qualifying and Final positions are determined by either the race finishing order or Time Attack time.

RULE #3 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.
- 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 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.

- If a machine does not pass car inspection, and cannot be made race-legal, the participant can still take part in the Qualifying rounds for their own benefit, but their times will not be recorded.
- Racers can submit their cars with or without battery as long as it follows the required specifications. However, submitted cars without battery must be installed before the race begins or at any given time assigned by the Head Marshall.

RULE #4 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 race track.
- 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.

RULE #5 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 #6~~ PARTICIPANT RESTRICTIONS

- Please be aware that some races have age limitations, so it may be that some participants cannot take part in certain classes or races.
- Except for endurance races, it is against regulations to have more than 2 racers using the same car.

~~RULE #7~~ TRACK RACE RULES

REGISTRATION AND INSPECTION

There will be no Registration fee. The event is completely free to participate in.

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

Upon registration, racers' units must be properly identified with stickers or decals for pairing and identification. Units 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.

CALLING FOR STANDBY

- Racer's name and/or number will be called for stand by using random draw 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.

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.

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.

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 race tracks. 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 lapdown. 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 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.

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 re-race.
- 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.

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.

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.

STANDBYS

Things you can only do during stand-by:

- There is no calibration of brakes and use of calibration pads in the tracks is not allowed.
- *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.)

MARSHALS FAULT

In case the flagger 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. However, if there are only 2 cars in the race, a re-race will be called.
- Pulled out car is not allowed checking and calibration.

PIT STOP

Pit Stop will now 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.

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.

RACE PROTEST

- Protesting racer must address their complain 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.

NUMBER OF LAPS

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

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.

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 re-race of the remaining cars will be called.

RULE #8 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.
- Brake pads must not be tampered by any means during the race.
- 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 race track especially if there is a race in progress. Marshals will blow a whistle and wave a red flag to the trespassing racer if he is found guilty of such violation. A second whistle will automatically penalized the racer's team or have his unit disqualified from the race.

RULE #9 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 #10 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 - Lap down is 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.

RULE #11 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.