



**The following rules are to be used for Get A Hobby mini crawler competitions. These are the RCMCCA** (Radio Control Micro Crawler Competition Association) rules with minor amendments to include stock mini crawlers and durability parts that are common for stock ( Class 0) crawlers. These amendments are highlighted in **GREEN**

### Competition Rules

These rules have been updated for the 2025 competition season. Below are the official RCMCCA competition rules for classes and for scoring. If an item or modification is not addressed in this rule set, it is considered legal for all classes. Tire size rulings are based on the measurements published by the respective tire manufacturers. Please see our downloads page for a printable scoresheet and rulebook.

### 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. Bottom edge of 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. Bottom edge of bodies must be at a height where the transmission is not seen when viewed from the side. Front and rear of body must extend past the front edge of the front tires and rear edge of the rear tires. This may be accomplished with chassis mounted bumpers if the body itself does not meet requirements. Lexan bodies must have a front windshield and rear window. Bodies with roll cages instead of cabs (such as the Axial Deadbolt) do not need to have windshields or rear windows.

1.02	Chassis	Must use a chassis that consists of two vertical rails or bars in similar configurations to stock chassis. Rails may be carbon, aluminum, titanium, 3d printed, etc. No tube chassis or stick style chassis. Chassis must use a 0-degree skid plate. No angled skid plates. A chassis is considered to have a zero-degree skid plate when the skid plate is parallel to the top edges of the front and rear shock tower portion of the chassis rails. Chassis rails must extend past the centerline of both front and rear axles.
1.03	Bumper	All vehicles must run a front bumper that is wider than the widest part of the frame rails. Bumper must extend past the front edge of the front tires and mounted in such a way that the lower edge of the bumper is no higher than the lower edge of the front of the body. Lights are not required.
1.04	Motor	Brushed or brushless motors allowed. Single motors only.
1.05	Battery	Any lipo battery up to 3s. Battery may be relocated but must be attached to chassis and must stay under the body.
1.06	Electronics	No electronics limitations.
1.07	Wheels	Any wheel with maximum diameter of 1.0". One piece wheels or beadlocks allowed.
1.08	Tires	Any tire with 57mm maximum outside diameter. Tires must be constructed of a single piece of rubber as originally manufactured. Tires must retain stock markings on sidewall including brand, model, size, etc. Tire tread may be trimmed/removed. Tires may be vented.
1.09	Drivetrain	Full time 4WD only. No 6x6 or dually setups. Front wheel steering only. Vehicles with 4 wheel steering may compete in this class as long as rear steer is not used during the run. Use of rear steer will be considered a disqualification. Drivetrain limited to maximum of one front driveshaft assembly and one rear driveshaft assembly. Driveshafts must connect transmission to the axle in as straight of a line as possible.
1.10	Suspension	Aftermarket shocks allowed. Must use 4 shocks - 1 per tire. Suspension links may be changed.
1.11	Gate Width	Minimum 6.5"/165mm

## Class 2

Rule #	Category	Description
2.01	Body	Any Lexan or hard plastic body that resembles a full size, highway-capable vehicle. No tire coverage rule. Tube and flat beds are allowed. Bottom edge of bodies must be at a height where the transmission is not seen when viewed from the side. When viewed from above, bodies, beds, etc. must extend past the centerline of the front and rear axle and must cover motor, receiver, speed control, and battery. Lexan bodies must have a front windshield. Bodies with roll cages instead of cabs (such as the Axial Deadbolt) do not need to have windshield.
2.02	Chassis	Must use a chassis that consists of two vertical rails or bars in similar configuration to stock chassis. Rails may be carbon, aluminum, titanium, 3d printed, etc.
2.03	Bumper	No bumper requirements
2.04	Motor	Brushed or brushless motor allowed. Single motor only.
2.05	Battery	Any lipo battery up to 3s. Battery may be relocated but must be attached to chassis.
2.06	Electronics	No electronics limitations.
2.07	Wheels	Any wheel with maximum diameter of 1.3". One-piece wheels or beadlocks allowed.
2.08	Tires	Any tire with 64mm maximum outside diameter. Tires must be constructed of a single piece of rubber as originally manufactured. Tires must retain stock markings on sidewall including brand, model, size, etc. Tire tread may be trimmed/removed. Tires may be vented.
2.09	Drivetrain	Full time 4WD only. No 6x6 or dually setups. Front wheel steering only. Vehicles with 4 wheel steering may compete in this class as long as rear steer is not used during the run. Use of rear steer will be considered a disqualification. Drivetrain limited to maximum of one front driveshaft assembly and one rear driveshaft assembly. Driveshafts must connect transmission to the axle in as straight of a line as possible.
2.10	Suspension	Aftermarket shocks allowed. Must use 4 shocks - 1 per tire. Suspension links may be changed.

2.11	Gate Width	Minimum 7"/178mm
------	------------	------------------

### 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 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"/178mm

## Class 0

*Class 0 is an optional class intended as an entry-level class and is based on the Axial SCX24 platform. Local clubs may choose to run it at their events, but it will not be included at regional and national level RCMCCA events. It is suggested that clubs running a Class 0 have a policy that once a driver wins twice in Class 0, they need to move up to a higher class.*

Rule #	Category	Description
0.01	Body	Any lexan or hard plastic body that resembles a full size, highway-capable vehicle. Bodies must cover battery, receiver, speed control, and motor when viewed from above, and must extend past the front edge of the front axle and rear edge of the rear axle. No tube chassis. Body must be trimmed along stock cut lines. The widest part of the body must be wider than the entire inner edge of all 4 tires.
0.02	Chassis	Must use stock chassis rails at stock length.
0.03	Bumper	Must run front and rear bumper. Bumpers may be changed but must be mounted in stock location and must be wider than frame rails and must be mounted in such a way that the lower edge of the bumper is no higher than the lower edge of the body. Bumpers must extend past the front edge of front tires and rear edge of rear tires. Lights are not required.
0.04	Motor	Stock motor or any brushed stock-style motor
0.05	Battery	2s lipo battery only. Battery may be relocated but must be attached to chassis and must stay under the body.
0.06	Electronics	Stock radio and ESC/receiver only. Servo and servo horn may be upgraded. Axial vehicles may run any transmitter/receiver that came stock on any Axial 1/24 scale vehicle.
0.07	Wheels	Stock wheels or 1.0" plastic or metal wheels (aluminum or steel only, no brass wheels, rings, etc.) One-piece wheels or beadlocks allowed. No wheel weights allowed.
0.08	Tires	Any tire with 54mm (59) maximum outside diameter. Tires must be constructed of a single piece of rubber as originally manufactured. Tires must retain stock markings on sidewall including brand, model, size, etc. Tire tread may be trimmed/removed. Tires may be vented.
0.09	Drivetrain	Stock axles, transmission, and driveshafts. Full time 4WD only. No 6x6 or dually setups. Front wheel steering only. Vehicles with 4 wheel steering may compete in

Rule #	Category	Description
		this class as long as rear steer is not used during the run. Use of rear steer will be considered a disqualification.
0.10	Suspension	Must use stock shocks and suspension links. Springs may be changed or removed. Suspension links must be stock.
0.11	Misc	No added weight to vehicle. No winches allowed. Steering link may be upgraded to aluminum link (no brass links).
0.12	Gate Width	Minimum 6.5"/165mm

### Hard Body Class

*Hardbody Class is an experimental class. Local clubs may choose to run it at their events but it will not be included at regional and national level RCMCCA events. The rules for this class may change during the season as the class develops.*

Rule #	Category	Description
4.01	Body	Any hard plastic body that resembles a full size, highway-capable vehicle. Body may be injection molded, 3d printed, etc. No lexan bodies. No buggy style bodies. Interiors and windshields are encouraged but not required (windshields may be made of lexan). The widest part of the body must be wider than the entire inner edge of all 4 tires. Tube and flat beds are allowed. Bottom edge of bodies must be at a height where the transmission is not seen when viewed from the side. When viewed from above, bodies must extend past front and rear axle and must cover motor, receiver, speed control, and battery. Electronics may be visible through windows, doors, etc. but must be mounted on the chassis so that all electronics are within the outside edges of the body when viewed from above.
4.02	Chassis	Must use a chassis that consists of two vertical rails or bars in similar configuration as stock chassis. Rails may be carbon, aluminum, titanium, 3d printed, etc.
4.03	Bumper	No bumper requirements
4.04	Motor	Brushed or brushless motor allowed. Single motor only.
4.05	Battery	Any lipo battery up to 3s. Battery may be relocated but must be attached to chassis.

4.06	Electronics	No electronics limitations.
4.07	Wheels	Any wheel with maximum diameter of 1.0". One piece wheels or beadlocks allowed.
4.08	Tires	Any tire with 57mm maximum outside diameter. Tires must be constructed of a single piece of rubber as originally manufactured. Tires must retain stock markings on sidewall including brand, model, size, etc. Tire tread may be trimmed/removed. Tires may be vented.
4.09	Drivetrain	Full time 4WD only. No 6x6 or dually setups. Front wheel steering only. Vehicles with 4 wheel steering may compete in this class as long as rear steer is not used during the run. Use of rear steer will be considered a disqualification. Drivetrain limited to maximum of one front driveshaft assembly and one rear driveshaft assembly. Driveshafts must connect transmission to the axle in as straight of a line as possible.
4.10	Suspension	Aftermarket shocks allowed. Must use 4 shocks - 1 per tire. Suspension links may be changed.
4.11	Gate Width	Minimum 6.5"/165mm

### Course Rules

Rule #	Rule	Points	Description
5.01	Progress	-2 points	Progress points are given when vehicles pass through a gate with the vehicle traveling in the direction indicated on the gate. Progress points are awarded even if a driver touches one or both gate markers. Once a driver has passed through a gate and progress points are awarded the driver may then pass through that gate in any direction without penalty, but gate markers remain live until touched and will incur a penalty if the vehicle touches them.
5.02	Gate Marker	+10 points	Points are given if any part of a vehicle touches a live gate marker, or passes outside the gate markers in an attempt to clear the gate. Gate markers that have not been touched by a vehicle are considered to be live. A gate is comprised of two separate live gate markers. Touching a live gate marker at any time during a run

			will incur a +10 penalty. Touching a gate marker with a winch line is considered a gate touch.
5.03	Rollover	+5 points	Points are given any time a vehicle rolls over and cannot be corrected without the driver touching the vehicle. To perform a rollover the vehicle may not leave the ground. The vehicle must be rolled either left or right until it is upright on all four wheels. If the vehicle must be picked up off the ground it is considered a Vehicle Touch.
5.04	Vehicle Touch	+10 points	Points are given any time a vehicle is picked up off the ground. When a vehicle is picked up, it must be placed with its back axle in line with the last gate numbered passed (not bonus gate).
5.05	<i>Reserved for Future Use</i>		
5.06	Bonus Gate	-10 points	Points will be given when a vehicle passes through the bonus gate in the same manner as a standard gate. Bonus gates are not numbered and may be attempted at any time during the run - after the vehicle crosses the start gate, but before they cross the finish gate. After the bonus gate attempt the driver must then pass through the next lowest numbered live gate. Bonus gates will not incur Gate Marker penalties if they are touched. They will just not award bonus points. Courses should have a minimum of 2 bonus gates and a maximum of 3 bonus gates per course. Unless a driver finishes the course in the allotted time, bonus points do not count towards their score.
5.07	Self Winch	+2 points	Winch must be attached to vehicle the entire run. Retractable, dynamic, and electronic winches allowed. Drivers may winch off of course terrain such as a rock, tree root, etc. Winches attached to something other than terrain (held by hand, winch stick, etc.) are considered to be a Winch Stick penalty. This does not incur a Vehicle Touch penalty. Winching not allowed in Class 0.



5.08	Winch Stick	+5 points	Points are given when a driver uses the winch attached to the winch stick, or uses a vehicle mounted winch which they attach to the winch stick. Drivers winching to something other than the terrain of the course are considered to be a winch stick penalty. Drivers must provide their own winch stick, and must designate someone other than score keeper or time keeper to carry and position the winch stick, or may do so themselves. Winch sticks are not allowed in Class 0. Winch sticks are encouraged for all clubs but are not a requirement.
5.09	On course repair	+10 points	Points are given when a driver repairs their vehicle on the course. Time does not stop while the driver performs repairs. This does not incur a vehicle touch penalty. Once the repair is completed, time will be stopped and the driver must move their vehicle so that the back axle is even with the last gate cleared. The driver will continue their run when the timer instructs them to continue and continues the timer.
5.10	Off course repair	+10 points	Points are given when a driver needs to make repairs that they cannot make on course. The driver will tell the timekeeper and judge that they need to make an off course repair. The time will be stopped and the driver allowed 30 minutes to make the repair. Other drivers may start their run while the driver makes the repairs. Once the driver is done making the repair and the course is clear, they will start with their rear axle even with the last gate cleared. They will be assessed a 1 minute time penalty as well.
5.11	Reverse (V1)	N/A	There are no penalties for rolling backwards or using reverse

5.12	Reverse (V2)	+1 point	Points are given any time a vehicle moves in reverse. A reverse is defined as the vehicle tires moving backward with 3 or more tires touching the ground when the truck is right side up. This can either be caused by driver applying reverse from the transmitter or the vehicle rolling backwards on its own. If a vehicle is moving backwards but tires are rotating forward such as during a loss of traction, no reverse penalty is given. If a vehicle rolls on its side or on its top and reverse is applied in an effort to turn the vehicle upright, reverse penalties are not applied until the vehicle is upright again. Once a reverse penalty is given, no further reverse penalties are given until the vehicle moves forward again.
------	--------------	----------	---

- Course attempts will have a 6 minute time limit. Any driver who does not finish their attempt before time expires will receive a +50 point penalty.
- Course attempts will start with the vehicle's front axle in line with the start gate/line and will finish when the vehicle's rear axle crosses the center line of the final gate. Gates must be completed in numerical order from lowest to highest, and must be completed with the vehicle moving through the gate in the direction indicated on the gate.
- Recommended course length is 10 numbered gates, 3 bonus gates, and start and finish gates. These numbers may be modified to work for individual club requirements. Gates should be made of two separate markers and each gate should be numbered and also have an arrow or other symbol indicating the correct direction through the gate. It is recommended that bonus gates be a different color than standard gates when possible.
- The start gate does not count for Progress or Gate Marker points. Time will start when the scorekeeper announces "Go" and will stop when the vehicle's tires are completely through the final gate.
- *Version 1 rules* - If a driver accumulates a total of 50 penalty points in a run, they will "point out" and their course attempt will end. They will receive a score of 50 in addition to whatever progress points they received during the run.
- *Version 2 rules* - If a driver accumulates a total of 60 penalty points in a run, they will "point out" and their course attempt will end. They will receive a score of 60 in addition to whatever progress points they received during the run.

- If a gate marker is moved during the run, the scorekeeper will instruct the driver to stop driving, stop the clock, and replace the gate marker. The scorekeeper will then announce “Go” and the driver will continue driving.
- If at any time during the run, a vehicle becomes illegal for the class (i.e. body coming unattached, bumper coming off, etc.) the vehicle must stop and the driver must perform at their discretion either an on course or an off course repair to bring the vehicle back into a legal condition for the class.
- Drivers and scorekeepers will follow the vehicle during the course attempt. Any time during the run a driver may announce “Safety” and the clock will be stopped to allow the driver to move their standing position to a safe position. This is used to allow the driver to avoid a potential safety hazard (large rocks, trees, puddles, etc.) that would require them to take their attention away from driving their vehicle. The vehicle must be completely stopped during a safety stop. When the driver has repositioned themselves they will announce “Ready”. At that point the scorekeeper will announce “Go” and the clock will restart and the attempt will continue.
- Winching is allowed in all classes except class 0. When self winching you must be attached to a natural object such as a rock, tree, root, or winch stick. Winching off of a person (shoe, hand, etc.) is not permitted. Winch sticks are not required to be provided by the club hosting the event, but are strongly encouraged.
- The winner of each class is the driver with the least total number of points. Drivers will run 3 courses attempts with their 3 course scores combined counting as their final score. In case of a tie, the driver with the fastest course time will be the winner. Number of course attempts may be modified to suit the time and space requirements of individual clubs but the minimum number of course attempts should be no less than 2 per driver.
- The decision of scorekeepers and race officials is final.