



Competition Rules

MICRO RC CRAWLER COMPETITION

UK Radio Control Crawler Association

2026 Ruleset · Core Classes · Course Rules · Run Rules

About this ruleset. UKRCCA competitions are run using the ruleset developed by the Radio Control Micro Crawler Competition Association (RCMCCA), adapted and branded for use at UK Radio Control Crawler Association (UKRCCA) events. This shared foundation means competitors can build their vehicles to a single consistent standard and compete at any affiliated event. Original ruleset © RCMCCA (rcmcca.org).

Core Classes

Vehicle build requirements by competition class. All measurements are maximums unless stated otherwise.

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 configuration as 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.
1.02a	Skid & Links	The intended “spirit” of this rule is to ensure that C1 trucks have, for all intents and purposes, a “flat, 0-degree, non-angled” skid. The below rules are written to stay true to the spirit of C1: a.) With the vehicle resting on a flat surface (with all 4 wheels touching the surface) the centerline of the front and rear lower chassis-side link pivot points being used must be the same distance from the ground. —This means ready-to-run (including battery), resting under its own weight, with no outside force applied. b.) The skid plate must be one solid, continuous structure between all four lower chassis-side link mounts being used, extending to or below the centerline of each lower link mount screw being used. —The only allowed opening in this area is for a transmission housing that passes through the skid, provided the housing fills the opening and sits flush with or below the bottom skid surface. —When viewed from the bottom, open gaps, raised transmission windows, or clearance reliefs in this area are not allowed. c.) Split, multi-part, floating, hinged, disconnected, or open-center skid designs are not allowed. d.) The centerline of the front lower chassis-side link pivot points and the rear lower chassis-side link pivot points must have separation and not overlap or intersect in any way.
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 not required.
1.04	Motor	Brushed or brushless motors allowed. Single motors only.
1.05	Battery	Any lipo battery. 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.

RULE #	CATEGORY	DESCRIPTION
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 as 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. 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 lipo battery.
3.06	Electronics	No electronics limitations.

RULE #	CATEGORY	DESCRIPTION
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

Hard Body

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. 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 6×6 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

Alternate Classes

No alternate classes are currently defined in the ruleset. This section is reserved for future UKRCCA-specific or club-specific classes.

Course Rules

Scoring for each obstacle and action on course. **Penalty points add to a driver's score**; **progress and bonus points subtract from it**. The lowest total score wins.

RULE #	RULE	POINTS	DESCRIPTION
5.01	Progress	-2 pts	Progress points are given when vehicles pass between gate markers 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 pts	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. If a vehicle passes through a gate with a tire off the ground and the tire breaks the plane of the gate marker as viewed from above, it is considered a gate marker penalty even if it does not physically touch the gate. Touching a gate marker with a winch line is considered a gate touch. If a driver passes through a gate that they have not already progressed through in the wrong direction based on the gate marker, this is considered a gate marker penalty as well. Once a driver has progressed through a gate in the correct direction, they may then pass through the gate in the opposite direction with no penalty, but touching the markers will still give penalty points.
5.03	Rollover	+5 pts	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 pts	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 number passed (not bonus gate).
5.05	Course Boundary	+10 pts	Designated course boundaries are not required. But if they are used, when a vehicle touches the boundary, they are given 10 penalty points. Drivers must stop driving, pick up their vehicle, and place it so the rear wheels are in line with the last numbered gate (not bonus gate) that they progressed through. This does not incur an additional vehicle touch penalty.
5.06	Bonus Gate	-10 pts	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.
5.07	Self Recovery	+2 pts	Recovery tools must be attached to vehicle the entire run except when in use, and must be reattached to the vehicle before any more progress is made after their use. Retractable, dynamic, and electronic winches allowed, as are recovery/traction board and similar devices. 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. Drivers may use recovery/traction boards during the run. A pair of boards is considered one unit, so using two of them is only one penalty. However they are not required to be used in pairs. Self Recovery not allowed in Class 0.

RULE #	RULE	POINTS	DESCRIPTION
5.08	Winch Stick	+5 pts	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 designate someone other than score keeper or time keeper to carry and position the winch stick, or may do so themselves. When using winch sticks, the stick may be leaned or rotated, but one end of the stick must remain in contact with the ground in the same spot during use. Winch sticks are encouraged for all clubs but are not a requirement.
5.09	On Course Repair	+10 pts	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 pts	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	N/A	There are no penalties for rolling backwards or using reverse.
5.12	Reverse*	+1 pt	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.

* Rules 5.11 and 5.12 are alternative options — clubs choose whether reverse is penalised at their events.

Run Rules

How a competition run is conducted, scored and won.

- 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 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.
- If at any time during the run a piece of terrain or other material becomes stuck in the vehicle, the driver may stop and remove the material without penalty. If the driver chooses to continue without removing the material, the material is considered to be part of the vehicle and if that material touches a gate, it is considered a gate touch penalty.
- 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 **lowest total number of points**. Drivers will run 3 course 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 decisions of scorekeepers and race officials is final.