



# 2020 Rulebook

V 1.4

Updated 1/19/2020



## MISSION STATEMENT

Our mission is to promote a social organization of radio controlled drag-racing modelers through organized race events for all ages and to stimulate community awareness of a safe family fun competitive environment.

### RCDRL Board of Directors

**Michael Mercadel - President**

**Jerry Lumar - VP of Track Operation- Texas    Michael Alsobrooks - VP of Operations- Louisiana**  
**Francisco Frontera - VP of Operations- Puerto Rico**

### Competition & Safety Committee Officers

<b>Jerry Lumar</b>	<b>Donnie Johnson</b>
<b>Robert St. Pierre</b>	<b>Scott Davis</b>
<b>Jeremy Miller</b>	<b>Mike Chandler</b>
<b>Stephen Burden</b>	

## COMPETITION GUIDELINES

### GENERAL RULES AND PROCEDURES

- ANY race restarts are at the discretion of the Race director (must consult 2 or more Competition Officers)
- Please keep your area clean at all times. Bring trash cans/bags.
- Please refrain from using any foul language. Let's help to keep this a friendly family environment.
- Glass containers, alcohol, and drugs are not allowed on the premises.
- Refrain from walking on race surface whenever possible to keep foreign objects and contaminants off track.
- The minimum width of each lane shall be 8 feet with 12 foot maximum. The length of the racing surface shall be exactly 132 feet. The racing surface may be asphalt or concrete or like surface.
- Electronic driver steering assist devices of ANY-KIND in ANY CLASS other than Outlaw Extreme and 8th Scale Outlaw may NOT be added to any vehicle. Vehicles that come stock with TSM from Traxxas, or other driver assist devices as stock from the manufacturer needs to be brought the attention of the Race Director at registration. Participants may be allowed to race in some capacity. Drag Racing is a driver and tuning sport. (i.e. No Spectrum (AVC) Active Vehicle Control technology, Gyro systems, HPI D-BOX drift assist systems, etc.) **All RC vehicles are subject to random inspections AT ANYTIME. Violators will be disqualified.**
- The Race Director reserves the right to define any so-called gray area or a non-mentioned subject matter in the rulebook for the better good and in the spirit of competitive RC drag racing. Two or more RCDRL Competition Officers along with the Race Director, VP of Operations and/or the League President will be required to make such calls and onsite amendments.
- **RCDRL Tech Inspectors have final say on, but not limited to: Weight, Wheelbase, Voltage, Wing Height, etc... according class rules. Excluding wheelie bar, no part of the chassis or added body parts can be outside of the car bodies natural design. No front end Shark Fin, Bean Breaker or Splitter allowed regardless of over all length allowance.**
- **Race car must break the beams to claim a round win.**

### Drivers

- Five MPH return road rule is ALWAYS IN EFFECT. You will get 2 warnings, a third will result in disqualification for the race weekend.
- Upon completion of your run, please step to the side of the starting line. This will allow the next set of racers to start staging procedures.
- Once qualifying begins there will be no more test passes. Exhibition passes will be at race director's discretion.
- DragTrac.com is a tool for you to monitor your progress and the progress of the competition. Please help us police ourselves, we do our very best to accurately log all race data and outcomes. Please address corrections to a Competition Officer.

## Points Series

Contestants in each of the racing categories compete in the RCDRL Points Series Championship on the basis of total points earned at each RCDRL divisional series event. Contestants MUST be present to sign up/register for their classes. 10 points awarded for each class entered; 20 points are earned per round win. The RCDRL Drag Racing Series season is divided into two distinct sections: the regular season and the "Countdown to the Championship" playoffs. Season example, "8 race reg. season, then a 6 race playoff" This may change from division to division.

After the first predetermined regular season races have been completed and the top 10 drivers have been determined in each class at each division, the number 1 ranked drivers points will be reset to 2110. They will have a 30 point advantage over the number 2 ranked driver. The remaining field of 9 will be reset to within 10 points of each other. See the example below.

The 10 drivers will then compete for RCDRL Championship titles during the season's final 5 race events. All other drivers that don't make the playoffs are encouraged to continue race in all classes for plaques, prizes, hone your skills and play spoiler.

*(Example below is based on a 16 car field. Points will vary with less than 9 cars or more cars than 16 cars)*

### RCDRL EVENTS

The RCDRL season is separated into two halves. The regular season, and the Countdown to the Championship. At the beginning of the Countdown to the Championship, the top 10 drivers in each class and division will have their RCDRL Points adjusted as follows: DragTrac.com handles all earned points.

Winner	+100	1. Place <b>2,110</b> points
4 <sup>th</sup> round loser	+80	2. Place <b>2,080</b> points
3 <sup>rd</sup> round loser	+60	3. Place <b>2,070</b> points
2 <sup>nd</sup> round loser	+40	4. Place <b>2,060</b> points
1 <sup>st</sup> round loser	+20	5. Place <b>2,050</b> points
Sign up points	+10	6. Place <b>2,040</b> points
		7. Place <b>2,030</b> points
		8. Place <b>2,020</b> points
		9. Place <b>2,010</b> points
		10. Place <b>2,000</b> points

## Countdown To The Championship

### Track Record Bonus Points Eligibility:

20 Points are awarded for establishing an official E.T. track record. (Heads-up Classes only) Each record run must have a backup performance run within 1% of the record during the same event. If two runs by the same competitor exceed the existing record mark, but are not within 1% of each other, the quicker elapsed time may serve as the backup for the higher (slower) run which will stand as the new National or local track record. **Car inspections post record-setting runs. Driver or team member must not touch the car until after an official has inspected the car.**

#### Performance bonus points are awarded to the 4 top drivers as follows:

- 4 Points for #1 qualifier
- 3 Points for #2 qualifier
- 2 Points for #3 qualifier
- 1 Point for #4 qualifier

Bonus points are based on qualifying position based on class rules, except for Quick-16, Quick-16 bonus points are based on best reaction time in Round One.

## Qualifying

All contestants must make at least one qualifying attempt during official qualifying. If you are unable to "Take the Tree" (break the beam) during qualifying rounds you will only earn 10 sign up registration points. Contestants are permitted one car per class. However, contestants may enter the same car in different classes as long as you stay within the guidelines of said class.

- In the event a driver damages their car during Q1 of qualifying beyond repair, their Q1 time is thrown out. The contestant may re-qualify another car in Q2 within the time period allotted in the normal race event schedule before eliminations begin. No changes are permitted after qualifying has been completed. If an irreparable crash happened in Q2, the car and driver are disqualified for the event in that class.
- Once a contestant enters a class, he/she must remain in that class for the entire duration of the race.
- Hitting the wall and crossing the centerline during Qualifying/Eliminations will result in your run being thrown out. During a qualifying run, if Driver(A) impedes with Driver(B) in any way including disrupting the timing system, Driver(B) will be granted a rerun, and Driver(A)'s qualifying time will be disregarded.
- Every contestant must qualify at least once in each lane for all classes that have more than one round of qualifying. Racers are responsible for keeping up with their own lanes, your lane choices can be found in DragTrac. Your fastest qualifying time will be thrown out if you take all qualifying runs in the same lane, if caught or protested by an official or a fellow contestant. Protests must be lodged prior to start of elimination rounds.

## Disqualification

- All instances of disqualification are subjected to the "Worst or First Infraction" rule with the final determination being that of the Event Director. The following specific infractions are grounds for disqualification:
- The RCDRL employs a "Worst or First" rule for disqualifications. (1) A red light is considered worse than a breakout. (2) Hitting the Wall Guardrail (lane wall) is worse than a red light. (3) Crossing the centerline is worse than both a red light and hitting lane wall starting in 2020. Even though both may have occurred before the lane crossing. In the event that a double infraction is too close to call the Race Director can order a rerun. All other technical disqualifications supersede any on track disqualifications.
- Hitting the wall, hitting the sensors, or crossing the center line during qualifying and/or eliminations will result in your run being thrown out.
- Red Light/Foul is a disqualification on dual runs only.
- **Drivers must be in the staging lanes when called.** A two-minute final warning will be given. After that, the staging lanes will be closed with a rope or chain. This does not apply to nitro or gas powered vehicles. Nitro/gas engines MUST be ready to come directly to the starting line when called. One Nitro/ Gas engine restart is permitted if the engine quits while staging on the starting line.
- **Unsportsmanlike conduct:** inappropriate or foul language or conduct determined to be disruptive to the racing environment at the discretion of the Race Director.
- Race Director / Tech Official's calls are final. Please do not bring up your videos asking for a review, there is NO video replay.

## Inspections

- An RCDRL Director, Tech Official, and/or Competition Officers reserve the right to inspect all vehicles registered to race at anytime within reason. Please know the current rulebook. Cars will not be pre-certified or stamped with a current season certification sticker. If you are unsure, please ask for clarification on any possible issue or question. Vehicle found "Out of Spec" after their first infraction of the season, will be levied a 30 point penalty and event disqualification..
- All vehicles must have painted scale size bodies. Wheelie bars are not part of the measured chassis length.
- All nitro vehicles must have operating throttle return spring, constructed either of steel or ortho quality rubber band. Exhaust must deflect upwards.

## Tree settings and Staging Time Limits

All track timing systems will run on a (.400) Pro or (.400) Sportsman/Full tree setting depending on class.

No (.500) tree settings for any classes, Bracket classes included.

During staging, racer to racer communication is highly encouraged. Racers maximum limit for staging is 60 seconds. The timer starts after the 1st car is placed on the ground within the starting line area. This includes vehicles requiring burnouts. Once vehicles have staged or time has expired, the tree will be activated.

## Heads-up RCDRL Classes

All heads up classes must have 3" min. voltage check plug soldered in place. A.K.A. balance plug

### Nitro & Electric Top Fuel Dragster (N/TF & E/TF) - Pro Tree

- 1/10 scale dragster body allowed. Body must be scale in appearance.
- 30 inch maximum wheelbase (Not including wheelie bar)
- 24 inch minimum wheelbase
- 7 inch maximum vehicle width
- 40 oz. Minimum weight (.38 oz. Minimum for NITRO)
- Any mass produced and commonly available (brushless and brushed allowed). Maximum motor can dimensions are 2.5 inches in diameter and 3.5 inches in length (measured from end bell to end bell)
- Any 3S LiPo Lithium battery up to 12.66 maximum volts or 10 cell battery maximum NiCad or NiMh Sub C cells.
- Up to .21 Nitro glow engine allowed (see nitro rules at bottom of heads up class rules on page 6).
- Quickest 8 or 16 cars will qualify for eliminations depending on local division during points races. Super National events may differ depending on car count.
- \*For TOP FUEL Licensing Requirement see page 8 (2016 Revision 3.1.0)

### Pro Mod (PM) 2S max/ Nitro .21 max - Pro Tree

- Any drag race specific chassis with a maximum wheelbase of 12" (Such as: Pro Stock, Pro Mod)
- Total chassis length may not exceed 20 inches (Not including wheelie bar)
- 1/10 scale car or truck bodies allowed, Pro Stock or Pro Mod. Body must retain features and shape of original full sized car.
- Any mass produced and commonly available brushed / brushless motor allowed.
- Nitro engines .21 or smaller (see nitro rules at bottom of heads up class rules on page 6).
- 2S LiPo battery maximum 10000 mAh Max. Maximum Voltage 8.44 volts.
- **Must have fender well cut out, and be able to see the front and rear axles thru wheel well openings. No tires may protrude outside of the body. A min of 1 ¾ half-moon semi- circle opening on all wheel wells**
- Rear spoilers are allowed up to 3.5 inches in length, with side dams up to 1 inch in height and up to 7 inches long. Spoiler must be attached to the trunk lid area. Wheelie bar can not be longer than 9" from rear of chassis.
- Excluding wheelie bar, no part of the chassis or added body parts can be outside of the car bodies natural design. No front end Shark Fin, Bean Breaker or Splitter allowed regardless of over all length allowance.
- **36 oz. minimum weight**
- Quickest 8 or 16 cars will qualify for eliminations depending on local division during points races. Super National events may differ depending on car count.

### Pro Stock (PS) 1S max/ .12 Nitro - Pro Tree

- Any full body coupe, roadster, sedan or sports car body allowed.
- Rear spoilers are allowed up to 3.5 inches in length, with side dams up to 1 inch in height and up to 7 inches long. Spoiler must be attached to the trunk lid area. Wheelie bar may not be longer than 9" from rear of chassis.
- 19 inch maximum chassis length (Not including wheelie bar), 11 inch maximum wheelbase, 11 inch maximum vehicle width
- Excluding wheelie bar, no part of the chassis or added body parts can be outside of the car bodies natural design. No front end Shark Fin or Splitter allowed regardless of over all length allowance.
- **34 oz. minimum weight**
- **Must have fender well cut out, must be able to see the front and rear axles thru wheel well openings. No tires may protrude outside of the body. A min of 1 ¾ half-moon semi- circle opening on all wheel wells**
- Any mass produced and commonly available through hobby distributors 540 based cobalt or brushless motor allowed. Maximum motor can dimensions are 3.5 inches in diameter and 3.5 inches in length measured from end bell to end.
- LiPo Batteries: Any 1S LiPo, up to 10000 mAh with connectors (no hard soldering). **Maximum Voltage 4.22 volts.**
- Quickest 8 or 16 cars will qualify for eliminations depending on local division during points races. Super National events may differ depending on car count. May use a receiver battery pack

## Electric 10th Scale Funny Car (E/FC) -Pro Tree

- Any Funny Car style 1/10 scaled marketed body allowed. Body must retain features and shape of original full sized car. Body can be sectioned, sliced or wedged in the spirit of current Funny Car types.
- Rear spoilers are allowed set on the rear trunk area. No elevated wings allowed
- 22 inch maximum chassis length (No minimum)
- 14 inch maximum wheelbase. 2 inch minimum rear wheels/tires
- Any mass produced and commonly available (through a hobby distributor) 540 cobalt or rare earth magnet based motor allowed (brushless and brushed allowed).
- **Must have fender well cut out, must be able to see the front and rear axles thru wheel well openings. No tires may protrude outside of the body. A min of 1 ¾ half-moon semi- circle opening on all wheel wells**
- Maximum motor can dimensions are 2.5 inches in diameter and 3.5 inches in length (measured from end bell to end bell) Motor must be equipped with a quick disconnecting motor power device that is clearly marked and accessible from outside the body. 10 cell battery maximum NiCad or NiMh Sub C cells Any 3c Lithium battery 12.66 maximum voltage.
- 40 oz. minimum weight

## Traxxas Pro Funny Car TP/FC (Max 3S) - Pro Tree

Must have the following: Traxxas stock tires or Traxxas Weld Wheels, Stock Body, or Traxxas clear body custom painted (May have cut-outs at: header pipe, tail light flaps, and blower holes. No other cut outs allowed to body. Stock rear wing (No cuts to rear wing), stock chassis, TQi stock or Bluetooth radio system, motor, wiring, ESC, bearings, must remain stock. Allowed changes are the following:

- Any pinion gear may be used, you **must** use a Traxxas Funny Car spur gear
- Aftermarket steering servo (Must fit without modifying servo tray)
- Deans (T-Plug) or Traxxas battery connector
- Body cuts that reflect full size current NHRA body air vents
- No parts of the chassis or added body parts can be outside of the car bodies natural design. Excluding wheelie bar. No front end Shark Fin or Splitter allowed regardless of over all length limits.
- RLC Hobbies wheelie bar aftermarket modifications only
- Hardware Hop-ups made by Traxxas for the Funny Car are acceptable
- Single (LiPo) Lithium Polymer battery pack (2S or 3S) LiPo up to 11000 mAh max. Battery must fit in the original compartment with no modifications to chassis. Battery may not protrude on top of ESC. May use Velcro straps to hold down battery. Maximum Voltage 12.66 volts
- Any and all other changes must be approved by the RCDRL rules committee
- Quickest 16 cars will qualify for eliminations at local points races. Super/National events may differ depending on car count.

## Traxxas Sportsmen Funny Car (TS/FC) (2s only) - Pro Tree

Must have the following: Traxxas stock tires or Traxxas Weld Wheels, Stock Body, or Traxxas clear body custom painted (May have cut-outs at: header pipe, tail light flaps, and blower hole. No other cuts allowed. Rear wing (No cuts to rear wing), stock chassis, TQi stock or Bluetooth radio system, motor, wiring, ESC, bearings, must remain stock. Allowed changes are the following:

- Any pinion gear may be used, you **must** use a Traxxas Funny Car spur gear
- Aftermarket steering servo (Must fit without modifying servo tray)
- Deans (T-Plug) or Traxxas battery connector
- Body cuts that reflect full size current NHRA body air vents
- No parts of the chassis or added body parts can be outside of the car bodies natural design. Excluding wheelie bar. No front end Shark Fin or Splitter allowed regardless of over all length limits.
- RLC Hobbies wheelie bar aftermarket modifications only, Hardware Hop-ups made by Traxxas for the Funny Car are acceptable
- Any and all other changes must be approved by the RCDRL rules committee
- Single (LiPo) Lithium Polymer battery pack (2S) LiPo up to 11000 mAh max. Battery must fit in the original compartment with no modifications to chassis. Battery may not protrude on top of ESC. May use Velcro straps to hold down battery. Maximum Voltage 8.44 volts.



## Electric Top Alcohol (TA) - Pro Tree

- 1/10 scale body allowed. Body must be scale in appearance
- 30 inch maximum wheelbase (Not including wheelie bar)
- 14 inch minimum wheelbase
- 7 inch maximum vehicle width
- 38 oz. Minimum weight
- Any mass produced and commonly available (brushless and brushed allowed). Maximum motor can dimensions are 2.5 inches in diameter and 3.5 inches in length (measured from end bell to end bell)
- Any 2S LiPo Lithium battery up to 8.44 maximum volts or 8 cell battery maximum NiCad or NiMh Sub C cells.
- Quickest 16 cars will qualify for eliminations at local points races. Super National events may differ depending on car count.

## 8th Scale/OutLaw Extreme\*/ Pro Extreme - Pro Tree

- No motor limit, any scale vehicle allowed up to 1/8 scale.
- \*May use TSM or any other driver assist mechanism in Outlaw Extreme ONLY
- Quickest 16 cars will qualify for eliminations at local point's races. Super/Grand National events may differ depending on car count.

## Outlaw Stadium 2 Wheel Drive - Pro Tree

- "Run What You Brung" off-road style vehicle body and chassis. May be transformed to outlaw off road mods. Vehicles must have fully functional and operating front and rear shocks or struts suspension on front end. (In place of shocks at same location or within reason determined by RCDRL Marshall and Officials.) Wheels may be outside of body or chassis.
- Nitro .21 or smaller.
- Quickest 16 cars will qualify for eliminations at local point's races. Super National events may differ depending on car count.

## Outlaw 4 Wheel Drive - Pro Tree

- "Run What You Brung" Off or On-road style vehicle body and chassis. Vehicles must have fully functional and operating front and rear shocks or struts suspension on front end. (In place of shocks at the same location or within reason determined by RCDRL Marshall and Officials. Wheels may be outside of body or chassis.
- Nitro .21 or smaller.
- Quickest 16 cars will qualify for eliminations at local points races. Super National events may differ depending on car count.

## Pro Street Eliminator (PSE) – Pro Tree

- Heads-up racing. Cars are based on the concept of Muscle Street Car styled body over a Short Course Truck style chassis.
- 2 wheel drive ONLY
- Wheelbase 11"-14". Rubber tires only.
- Min. Weight 4.4 lbs
- 2s LiPo 8.44 maximum volts.
- **Must have 4 wheel independent suspension, shocks on every corner with ¼ inch travel. Must have gear box with attached motor**
- **Fender wheel well cut out to body line, must be able to see the front and rear axles thru wheel well openings. No tires may protrude outside of the body. If body does not have defined lines then: A min of 3" half-moon semi- circle opening on all wheel wells**
- **Wheelie bar may not be longer than 9" from rear of chassis.**
- **Super J and Corvette bodies by Proline are allowed**
- 2 qualifying passes, qualifying position based on quickest ET, quickest 16 cars qualify for elimination rounds.

## Quarter Scale Competition Class

.400 Pro Tree and will operate as an Outlaw class or Index class within the specifications provided. Depending on car count, classes may need to be combined. Engine kill switch mandatory and must be clearly marked and accessible from outside the vehicle. A remote kill switch on the transmitter is also MANDATORY.

Radio receiver and battery must be securely mounted in place. The fuel system must be secure and away from heat and any moving parts. A throttle return spring must be attached at the carburetor.

Engine Type: No glow engines allowed. The only engines allowed are limited to one single cylinder, 2 stroke, 2 cycle ignition type engines. Any engine modifications allowed and are limited to a **maximum of 36cc**. Exhaust: Mufflers or tuned pipes accepted and need to deflect away from the track surface and configured to fit within the width and length of the vehicle. Carburetor modifications accepted. Velocity stacks and air filters allowed. Pumped gas or race fuel permitted. No alcohol, Propylene Oxide, Nitro, or N.O.S. allowed.

Electric Motor/Lipo Battery: 8s Max Lipo or (2) 4S batteries, Electric cars will have brakes via the motor.

Body and Chassis: Chassis may be constructed as pan or tube type. A suspension is optional. All race cars must use a centrifugal clutch and have an effective braking system. The minimum weight limit of 18 pounds for all cars racing in either class.

### Pro Stock/Gasser

Full bodied car or truck. Rear spoiler required. Must be to scale and no wider than the rear of the vehicle.

Wheelbase: 24" minimum, 26" maximum Wheelie bars permitted.

Tires must fit within the body. Maximum tire width 5", minimum height 6", maximum height 9".

### Pro Mod

Full-bodied car or truck. Hood scoop is mandatory. Rear spoiler required. Must be to scale and no wider than the rear of the vehicle.

Wheelbase: 24" minimum, 29" maximum Wheelie bars permitted.

Tires must fit within the body. Tire Maximum width 5", minimum height 6", maximum height 9"

### Fuel Altered

Car must have a strong resemblance to a real drag car. Real spoiler is optional.

Altered wheelbase: 25" minimum, 33" maximum Top Dragster wheelbase: 42" minimum, 61" maximum

Wheelie bars are permitted.

Rear tires maximum width 5", minimum height 7", maximum height 9"

### Funny Car

Body must be of Funny Car origin.

Rear spoiler or spill plates required, must be to scale and no wider than the rear of the body.

Wheelbase: 25" minimum, 31 1/2 " maximum

Wheelie bars permitted.

Tires must fit within the body. Maximum tire width 5", minimum, height 7", maximum height 9"

### Top Fuel Dragster

Must resemble a Top Fuel Dragster.

Rear wing required

Wheelbase: 70" minimum, 75" maximum

Wheelie bars permitted.

Rear tires: Maximum width 5", minimum height 7", maximum height 10"



## Bracket RCDRL Classes

By far the most popular form of drag racing is a handicapped form of competition known as bracket racing. In this form of racing, two vehicles of varying performance, can race on a potentially even basis. The anticipated elapsed times for each vehicle are compared, and the slower car receives a head start equal to the difference of the two. With this system, virtually any two vehicles can be paired in a competitive drag race. Dial-ins are limited to a maximum of 9.99 seconds

## Breakout & Bye Runs

When competing under the Bracket format, a contestant who has an elapsed time below (quicker) his predicted dial in is disqualified. The following exceptions apply:

- They are on a single pass.
- An opponent foul starts or crosses the center lane boundary, or at the discretion of the Event Director.
- Both competitors run below their predicted dial in (in which case the competitor who runs below the dial by the least margin is declared the winner); or
- If both competitors run below the dial in by the same margin, the competitor crossing the finish line first is declared the winner.
- Bye –Run Single Passes
- A competitor is declared the winner of a single pass once the car has staged and the green light is activated. If a competitor crosses a lane boundary during a single pass, driver wins but the elapsed time is voided for lane choice in next round.

## All Run – Full Tree

Depending on field size and time allowed 1 to 2 official time trial runs to help set the field. Bracket class/ handicap dial-in racing during eliminations. **No maximum car count.**

## Quick-16 Bracket (Q16)- Full Tree

2 qualifying passes, qualifying position based on quickest ET, quickest 16 cars qualify for elimination rounds. Bracket handicap dial-in racing during eliminations after 16 car field is determined.

**Max Dial in of 2.50 seconds**

**(If your car is slower than 2.50 you may still enter your car to race. However your dial can only be 2.50 or quicker)**

## Street Eliminator (SE) – Full Tree

- Cars are based on the concept of Street Muscle car styled bodies over a Short Course truck style chassis.
- Must have at least ¼ inch suspension travel in the rear of the car, front suspension optional.
- 2 qualifying passes, qualifying position based on quickest ET or RT depending on local division track competition committee ruling. 16 cars qualify for elimination rounds.
- 2 wheel drive ONLY.
- Wheelbase 11"-14". Rubber tires only.
- 2s LiPo 8.44 maximum volts.
- **Wheelie bar may not be longer than 9" from rear of chassis. You may only cut into the bumper not over it for wheel bar clearance**
- **Must have gear box with attached motor**
- **Fender wheel well cut out to body line, must be able to see the front and rear axles thru wheel well openings. If body does not have defined lines then: A min of 3" half-moon semi- circle opening on all wheel wells**
- **Super J and Corvette bodies by Proline are "NOT" allowed**
- Bracket handicap dial-in racing during eliminations after 16 car field is determined.

## Index- Pro Tree

These cars will run on a predetermined index (Time) decided by the local divisional members. "Run What You Brung" Including- Any scale vehicle up to 1/8 scale may compete. All will share the same index or (dial-in) time. Drivers that run under the said index will be disqualified. If both cars run under the said index then the car that is closest to the index wins. **No maximum car count.**

## Young Gunners - Full Tree

13 years old & younger. (Depending on field size and time allowed 1 to 2 official qualifying/time trial runs. Bracket class/ handicap dial-in racing during eliminations) No limit of car entries. Crossing the centerline or making contact with side rails- automatic disqualification does not apply to this class. Only hitting the (Speed trap or finish line) timing system equipment will constitute a disqualification. (Unless a car crosses centerline and impedes other driver's car, driver and car that impedes will be disqualified. The managing director/ officials will have the final say. **No maximum car count.**

## Memberships

All Contestants must join and become RCDRL members by their 2nd visit to compete at an RCDRL series event. All points earned will be counted from day one of competing during the season series.

No refunds on membership once season has started. No refunds on race days are given once a driver has made one official time trial or qualifying run. Rainouts will be rescheduled to a later date based on local Race Marshall and Race Officials decision. If a race has started and weather suspends any event, racers that are still in, will NOT have to repay to finish suspended event.

## Suspensions

Anything that is deemed unfair or a disadvantage and brought to the league office will be voted on and amendments will be posted on RCDRL.com -Rules tab. The RCDRL reserves the right to suspend and ban any racer/member for inappropriate behavior, foul language or conduct determined to be disruptive to the RCDRL bylaws and our family friendly environment both on and off the race track determined by league officials.

## Awards

At participating divisions within the RCDRL, awards are given out to the first and second place finishers. Each award may include race day sponsors custom artwork/logo, name of the class in which was won, year and placement. Also awarded at each race for participating divisions, is the "Hole Shot Award". This is usually a glass root beer style mug with similar artwork as the award plaques. This mug is awarded to the best "First Round Reaction Time" in each class combined on race day/weekend. In the event of a tie with drivers cutting a perfect .000 light, each driver will be awarded a mug. Any other ties will be determined by a one reaction time race tiebreaker.

GOLD MEMBERSHIP CARDS will be awarded to ALL Track CHAMPIONS. All Champions will receive a champions discount the following season. Champions discount will be good for one class entry at each points event for current class Champions.. Champions discount is only good at the track Champions home track.

## RCDRL Year End Awards

RCDRL awards outstanding drivers at each of its divisions. These awards are Driver Of The Year, Rookie Of The Year, and Young Gunner Of The Year. **Voting methods is held through DragTrac.com by signing in to your "MY PAGE"**

## Tom Acosta Best-In-Show Award

The Tom Acosta award will be awarded at the end of the year in each division. Members can enter their race-run cars by uploading pictures of them to DragTrac. Voting will be a combination of member votes, and public voting. Members will be allowed up to 3 votes for the Tom Acosta Award. At the end of voting, public and member voting will each account for 50% of the weighted voting. Voting for the Tom Acosta award will begin following the last race of the season for each participating division, and continue for as long as voting allows in order to have awards ready for the year end banquet. Members will not be allowed to change their car photos on DragTrac while voting is underway.

## **TOP FUEL LICENSING REQUIREMENT** (2016 Revision 3.1.0)

Due to safety and insurance concerns the RCDRL MUST require all competitors racing in classes that RC cars are capable of speeds in excess of 100mph to go through an observed licensing qualification / or test run period.

1. The applicant will inform the track manager and/or authorized track official of intent, and will then arrange for two (2) currently licensed drivers in said class and an authorized track official to observe each test run. Signatures of observers and times must be filled in after each run on back of time slip.
2. A minimum requirement of 2 full track (132') runs of (1.649) or quicker. Also driver must display the ability to safely control their RC car throughout the TOTAL run- including proper safe stopping in the given shutdown area. More observed licensing qualification / or test runs may be required based on official's observation.
3. All test runs will be single runs. No side-by-side runs on test sessions. After completing test runs, bring signed original time slips to the event managing director.
4. Grandfathered: Some drivers may be grandfathered in and will not be required to license. This is granted on a case by case bases, with the managing director having the final say. Drivers may need to show proof of experience or simply make licensing passes.



- **Break Out:** A Breakout occurs if you run faster than your Dial-in. This results in immediate disqualification unless the other lane red lights. If both drivers breakout, the driver with an ET closest to his Dial-In wins.
- **Christmas Tree:** A vertical bank of colored lights used for starting a race. Also called "Race Lights", "Event Tree", or simply "The Tree".
- **Elapsed Time (ET):** The Actual time it took for you to complete the race. Once a race begins, the ET clock starts when the car's front tires break the staging beam.
- **Worst or First Rule:** The RCDRL employs a "worst or first" rule for disqualifications. A red light is considered worse than a breakout, Hitting a guardrail (lane wall) is worse than a red light. Crossing a lane boundary is worse than hitting a wall guardrail (lane wall). Any timing equipment is all equal to crossing the centerline. Even though it may have occurred after the red light. (In the event that both cars either hit their side guardrail or both cross the centerline, the driver that crossed or hit the wall first will be disqualified based on track officials call. In the event of a double same infraction that is too close to call, the Race Director can order a rerun. All other technical disqualifications supersede any on track disqualifications.
- **Full Tree:** Race lights will illuminate one at a time every 0.5 seconds. Also referred to as a "Sportsman Tree".
- **Handicap:** The slower car gets a head start that is the difference between both drivers Dial-In times. This value is referred to as the Handicap.
- **Holeshot:** When a driver reacts quicker to the "Christmas Tree" to win a race, against an opponent with a quicker e.t.
- **Launch:** Ability of the launch is based on physical factors such as vehicle weight, torque, and traction.
- **Package:** Reaction Time and Dial-In ... A "Perfect Package" is when a driver cuts a perfect reaction time (.000) and runs dead on their dial with a zero. (i.e. RT .000/ E.T. 2.500 on a 2.50 dial-in)
- **Pre-Staged:** Drivers approach the starting line and cross an infrared light beam aimed across the track indicating the start of the race. Once they break the Pre-Staged light, they inch forward to the Staging beam.
- **Pro Tree:** When the Tree Type is set to Pro Tree, all three yellow lights turn on simultaneously, followed by the green light 0.4 or 0.5 seconds after the yellow lights, depending on the type of Pro Tree selected.
- **Race Lights:** Race Lights are the vertical yellow and green lights that signify the start of the race. The race lights are often times referred to as the "Christmas Tree".

- **Reaction Time (RT):** The time difference between the instant the green light comes on and the cars front tire break the staging beams. The time actually starts when the last yellow light comes on, so a .500 Reaction Time is a perfect light running a .5 Full Tree and a .400 Reaction Time is a perfect light when running a .4 Pro Tree.
- **Red light/ Foul start (dual runs only):** A Red light occurs if you leave the starting line before the green light illuminates. Red lighting will immediately disqualify you from the race. If both drivers red light then the driver who red lights first is disqualified. If using a .5 full second tree, anything less than .500 is considered a red light. If using a .4 second Pro tree, anything less than .400 is a red light.
- **Roll-Out Delay:** A time that simulates a car's lag time before it breaks the staging beams finding your cars "Roll-out value" allows you to leave before the green light without affecting your reaction time. Remember, the Roll-Out Delay represents the lag time between when you punch the gas pedal and your car actually breaks the staging beam.
- **Sportsman Tree:** Another name for a "Full Tree". Race lights will illuminate one at a time every 0.5 seconds.
- **Staged:** A driver is considered "Staged" when he is at the starting line and ready to go.
- **Staging Beam:** An Electronic or infrared light beam aimed across the track in front of the tires. Breaking this beam stops the reaction time timer and starts the actual ET timer.
- **Tree Type:** An option that sets the display pattern for the race lights. Possible settings are .5 Full Tree, .4 Full Tree, .4 Pro Tree, and .5 Pro Tree.
- **Margin of Victory (MOV):** The amount of time the winner of the race crosses the finish line before his opponent.
- **Yellow Light (amber):** Three yellow lights countdown on the "Christmas Tree" signifying the start of the race. These are also referred to as Amber Lights.