



***1/10<sup>th</sup> Electric  
SPEEDWAY  
RULES  
RACING RULES  
&  
CAR SPECIFICATIONS***

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## CONTENTS:

**1. RACE FORMAT:**

**Page 3**

**2. RACE PROCEDURE:**

**Page 4**

### **CAR SPECIFICATIONS:**

**LOSI 22s**

**Page 12**

**TRAXXAS MODIFIED**

**Page 15**

**SUPER LATE MODEL**

To be eligible to race any event the participant must be a financial member, have competed in a minimum of 3 club meetings as a financial member.

Interstate or Overseas visitors are expected to be a member of their local club.

This decision is at the discretion of the Chief Steward for each event.

Only One (1) Car/Complete Chassis permitted per driver in each class per day.

**By nominating for a state or national title, you are accepting of the RCRA Code of Conduct. These rules are run in conjunction with the AARCMCC Constitution.**

Rules to remain in force for a minimum period of 12 months, any changes to be voted on by all financial club members at their AGM or EOGM. Each state will be allocated 1 vote on the rule change proposals.





## 1. RACE FORMAT

**1.1** There will be one annual event called Australian Championships/Titles to determine the Australian Champions in Electric Speedway. At this event there will be a Section Meeting held in conjunction with Quarterscale at a time suitable by the host club.

**1.2** Australian Title Appointment.

The annual Australian Championships/Titles event will be on a rotating roster.

(Affiliated Clubs Only)

VIC – WA – SA – QLD - NSW

If there are multiple clubs in one state it is rotated through on that state's rotation.

If the club next on rotation cannot or does not wish to hold an event it moves to next in rotation.

No State can hold the National titles 2 years in a row.

In the event of a pandemic the rotation will halt until such time that the allocated state can hold the event, the only time in which a state would forfeit their turn would be for a severe weather event.

There will be one annual State Championships/Titles to determine State Champions in each state. The RCRA Australian Electric Speedway Titles will be held over Easter each year unless majority of clubs agree to a date change.

**1.3** Participants must be a financial member of a Quarterscale/Speedway Club to participate at the Australian or State Championships. (Each member must be allocated a Race Number and State Prefix)

**1.4** Race Day Format

All heats and finals will be run on the same day per class.

Friday: For Australian Titles All Racing will be done on the Friday Morning before Interstate practice commences for Quarterscale Speedway.

**1.5** There will be a drivers meeting before practice of any event on any given day. The format of this practice session is at the discretion of the Chief Steward; however, it is limited to a maximum of 10 mins. This is to facilitate testing of overnight equipment changes and transponder checks.

**1.6** Interstate Practice

There is to be a minimum 1-hour Practice Session for all competitors that are not a member of the host club on the Friday before the first day of competition, if this cannot be completed, then a minimum of 1 hour before the first day of competition is required.

Version 1.0 – April 2026





**1.7** Points for Heats are tabled below:  
DNF (Did Not Finish) is allocated Zero (0) Points

POSTION	POINTS
1st	15
2nd	12
3rd	10
4th	8
5th	6
6th	4
7th	3
8th	2

## 2. RACE PROCEDURE

### 2.1 Duration of the races:

2.1.1 Heats: 20 Laps

2.1.2 Finals: C Main: 20 Laps

B Main: 25 Laps

A Main: 35 Laps

2.1.3 There must be a minimum of 6 cars nominated in each class for that class to be run at a National Event.

2.1.4 There must be a minimum of 4 cars nominated in each class for that class to be run at a State Event.

2.1.5 The arrangements of the Heats are as follows.

State Titles: Minimum 3 Heats per Class + Final(s)

Australian Titles: Minimum 3 Heats per Class + Final(s)

2.1.5 All drivers are to get a Front; Middle and Rear row start for their Heats or as fair as possible.

2.1.6 All States are to be separated into different Heats or as fair as possible.

2.1.7 Each class is to run for the duration of one day only, all heats and finals for those classes are to be ran on the same day.

Version 1.0 – April 2026





## 2.2 Finals

- 2.2.1 The 6 highest placed drivers from the heats will qualify directly into the A Main. Top 4 Drivers from the C Main will transfer to the back of the B Main. Top 6 Drivers from the B Main will start 7<sup>th</sup> through 12<sup>th</sup> in the A Main.
- 2.2.2 A minimum of Fifty percent (50%) of the heat races must be attempted before a competitor can compete in a Final.

## 2.3 Number of Drivers

- 2.3.1 Heats: Maximum 8 drivers.
- 2.3.2 A Main Final: Maximum of 12 drivers.
- 2.3.3 The race format will be notified in the event information and invitation material.

## 2.4 Starts

- 2.4.1 For the A Main final, drivers with the highest points may choose their position on the drivers stand.
- 2.4.2 All starts for Electric Speedway will be rolling, starting with (P1) driver setting the pace.
- 2.4.3 The official start signal will be audible by means of a siren and or green light/flag, operated by the starter. This signal will also start the Timing System.
- 2.4.4 Delayed starts. (Finals Only) As long as the starter has not called the cars to the start line, any participant may request a delay of 10 minutes to conduct repairs on their car, this delay can be granted only once for each final. - The track is closed unless the delay is requested because of frequency or radio problems.

## 2.5 Starting Procedure of Heats

- 2.5.1 There must be a minimum 3-minute gap between the end of one heat and the start of the next heat.
- 2.5.2 An audible warning will be given then the drivers will be called to the starting grid at the starting time an audible signal will be given for a rolling start, and the timing system started.

## 2.6 Completion of Heats & Finals

- 2.6.1 When the race is over, an audible siren is sounded, and red light/flag will show. A car finishes when it passes the finish line after the finish-signal is given.
- 2.6.2 In case of doubt (on the finish-line when the laps are completed), a car may race one more lap and finish. Whether they finish or not when time was completed, is up to the Timekeepers and cannot be disputed. Red Light/Flag will be shown after the chequered flag to signal race is complete.

Version 1.0 – April 2026





- 2.6.3 On completion of the final for each class the top five (5) competitors must enter Parc Ferme` for scrutineering. If three (3) or more cars are found non-compliant and are disqualified, then the next place finisher (*must have received chequered flag*) beyond 5<sup>th</sup> will be elevated as required without needing scrutineering.

## 2.7 Qualification Order & Finals

- 2.7.1 After all heats have been completed the Qualification order is established, by taking the best result in each heat of each driver. Points will then be tabled to work out the grid positions for the finals.
- 2.7.2 In the case of more than one driver recording identical points after all heats, the driver finishing with the highest place finish in the last heat is classified as the faster, e.g., count back heat by heat. Driver "A" finished heat 5 in 3<sup>rd</sup>, Driver "B" finished heat 5 in 5<sup>th</sup>, then Driver "A" is deemed the highest point's scorer on a count back. If still no result the driver with the fastest lap will be the winner.
- 2.7.3 Finals are run according to the schedule printed in the official race program, which may only be changed by State Delegate's majority vote or Chief Steward

## 2.8 Wet Track Situation

- 2.8.1 Racing will take place on a damp track with no standing water. The decision on whether a track is wet or too rain affected will rest with the Chief Steward.

## 2.9 Race Interruptions

- 2.9.1 In the case of a race, which is interrupted for more than 60 minutes for reasons beyond the control of the organisers, Chief Steward will decide whether to cancel or continue the meeting.
- 2.9.2 In the case of an interruption of a heat the entire heat will be re-run.
- 2.9.3 In the case of an interruption of finals the following procedure will be used:
- 2.9.3a If 25 or more laps have been run in the A Final, the results at the time of the Interruption will be the result. For C and B Finals the entire race will be re-run.
- 2.9.3b When the interruption takes place less than 25 completed laps the race is determined a non-event and will need to be re-run in its entirety.
- 2.9.3c At the moment of the interruption of the race, the drivers will leave their vehicles on the infield under the control of the Chief Steward. (Unless the stoppage is for wet weather, at which the cars will be kept in an undercover location under the control of the Chief Steward) They will be required to switch off the radio and unplug the ESC. No repairs are to be conducted to the vehicle; the cars are to remain in a parc ferme condition. Any driver who does not observe this rule will be immediately disqualified.

Version 1.0 – April 2026



## **2.10 Rain Procedure During Heats**

2.10.1 The Chief Steward is solely responsible for the decision to stop a race in the event of rain.

## **2.11 Interruption of Finals / Event**

2.11.1 In the event that Sub Finals or Finals cannot be run, due to ANY reason. The final event classification will be decided on qualifying results. - For this clause to take effect – All Heats must be run in their entirety.

## **3. TECHNICAL INSPECTION**

Scrutineering is to be conducted after practice and before the first round of heats. There is to be at least one random scrutineering to be conducted across all classes per day.

Under all circumstances it is the responsibility of the driver that their car is within the RCRA rules during a race meeting. If a car is found illegal during heats, or finals, its result will be made void and the car must stay in technical inspection until the result is published and the protest time is over. Electric Motors may be pulled apart after any Title Event.

## **4. TRACK MARSHALS**

Drivers will function as marshals as per the Chief Stewards requirements. (Marshals are required to wear a high visibility vest when entering the racing arena). All marshals must be 12 years of age or older. Marshals are required to assist in righting any overturned vehicles during live racing, provided it can be done safely. First crashed vehicle is to be serviced first followed by the next and so on.

Marshals can also provide on track maintenance (see below) to any vehicle that requires it.

## **5. ON TRACK CAR MAINTENANCE**

There are no red-light stoppages in Electric Speedway with the exception of a computer or timing malfunction. The marshal may do minor repairs (no tools, no parts to be added from outside the racetrack unless they are from the said car that started the race).

The marshal(s) are the only person(s) permitted to work on the car(s) in the racing arena.

## 6. STARTS and RE-STARTS SPEEDWAY RULES (COMPRESSED)

- 6.1.1 Start Rules: Drivers to grid up on back straight, all drivers will start in formation 2 wide with lead car (P1) to maintain even pace until the Acceleration Zone, racing starts as soon as the lead driver takes off between the AZ and the Start/Finish Line then the green light/flag and or audible sound will be given.
- 6.1.2 If a Race Car breaks formation or jumps the start the Chief Steward will call “No Start” Cars will then line up again for a second attempt at a race start, this can happen a third time, if still no start, cars will line up single file.

## 7. MECHANICAL DEFECT

A car will be shown the black flag if it is deemed it cannot safely continue due to sustaining damage and or has missing component(s) or is deemed to be hindering other competitors on the track. The car should immediately pull to the infield until such time as the race is completed.

## 8. UNSPORTSMANLIKE DRIVING

If it is considered a driver has gained a position or advantage by passing or driving in an unsportsmanlike manner, the driver will be penalised 2 positions for every car passed. This will apply to each car passed after the race is completed. Examples of unsportsmanlike driving include but not limited to:

- Passing or driving on the infield to gain an advantage (anything more than the left-hand front wheel under the pole line)
- Constant Contact that causes an incident.
- Intentional interfering or targeting of another driver will incur an immediate black flag, disqualification from the race and possible disciplinary action.

## 9. TRACKS

Tracks for Electric Speedway racing will be inspected by RCRA Officials regarding safety provisions for drivers, mechanics, marshals, and spectators. RCRA Officials have the authority to ask for improvements to be conducted before racing starts. Track size to qualify to host RCRA events shall have a minimum of 25 Metres with a Maximum of 85 Metres on the pole line and a minimum of 3 Metres wide.

## 10. PROTESTS

A protest may be called if a competitor believes another competitor is not complying to the rules or believes the results published are incorrect. Results are to be printed or displayed within three (3) minutes of a race ending or be made available electronically at major events (not mandatory on club days). A protest is to be in writing and handed to the Chief Steward within 10 minutes of the end of the race or published results, there is also a fee of \$50 for the

Version 1.0 – April 2026



protest; this fee will go to the host club of the event. If a protest occurs the competitor will be asked to show their car for technical inspection, in the case of the motor being subject of the protest, the competitor will be asked to remove the motor from their car at the end of the day to have it inspected and pulled apart if deemed necessary

## 11. COMMUNICATION DEVICES

No communication devices e.g., headsets or any other device is to be used on the drivers stand by a competitor and their pit crew. Only host club officials are permitted to use such devices.

## 12. TECHNICAL INFRINGEMENTS

If your car is deemed illegal, the driver of this car may receive a 12-month ban from the sport. If you are caught using two (2) different (complete) cars/chassis in the one day of an event you will be excluded from the event.

Cheating will not be tolerated on any level. **The driver is always solely responsible for the vehicle.**

## 13. GLOSSARY OF TERMS

**Commercially Available:** sold in a shop/store/online, available for anyone to purchase currently or in the past.

**Brakes Must be fitted and operational:** Brakes when applied must have resistance to slow the car significantly.

**Components:** A part or parts or element of a larger whole i.e., bolt on parts

**Standard:** Used or accepted as normal or average, refers to typical, stock, or regular.

**Race Director/ Chief Steward:** Person(s) in charge of the event.

**Race Control:** Person(s) in control of the race, usually in the timing box, includes flag wavers.

**Gear Ratio:** Refers to the Ratio that is the Pinion and Spur Gear combined only.





## 14. RACE NUMBERS

14.1.1 Must be minimum 25mm high and 20mm wide each number.

14.1.2 Must be fitted to both sides of the vehicle and roof for the Traxxas Modified and Super Late Model classes. Fitted to the outer wing boards and to both sides of the tail tank for the Losi Sprintcar class. All numbers for all classes are to be in contrasting colours to the body/tail tank of the vehicle.

14.1.3 Number must have state letter adjacent to side numbers.

**AT** = AUSTRALIAN CAPITAL TERRITORY

**N** = NEW SOUTH WALES

**NU** = NEW SOUTH WALES UPPER HUNTER

**NT** = NORTHERN TERRITORY

**Q** = QUEENSLAND

**QB** = QUEENSLAND BUNDABERG (CORAL COAST)

**QM** = QUEENSLAND MARYBOROUGH

**QS** = QUEENSLAND SOUTH (PIT PASS)

**S** = SOUTH AUSTRALIA

**V** = VICTORIA

**W** = WESTERN AUSTRALIA

14.1.4 Current State Champion may display number #1 next to their state letter.

14.1.5 Current Australian Champion may display A#1 as their number.

## 15. MANDATORY EQUIPMENT

15.1.1 All competitors must use a Li-Po safe bag to charge and store batteries in.

15.1.4 Only digital 2.4ghz Band Radios permitted.

15.4.5 One (1) Transponder is to be fitted on the vehicle.

**'D' boxes/and or gyros are NOT allowed, includes any type of assistance e.g., AVC.**





## LOSI 1/10<sup>th</sup> SPRINTCAR SPECIFICATIONS

### 1. GENERAL

1/1: Must be genuine 1/10th scale Losi 22s Sprintcar

1/2: Must have complete unmodified stock body fitted. Both top and front wing, nerf & bumper bars, drag links and driver figurine must be fitted. Colour and graphics may be changed.

Lightweight, home-made or aftermarket bodies not permitted.

1/3: No aluminium, carbon fibre, 'TLR Tuned' or hop-up parts allowed, broken parts must be replaced with standard Losi 22s Sprint kit replacement items. No alterations to kit parts allowed e.g. bending, elongating holes, shimming, drilling extra holes.

### 2. ELECTRONICS

2/1: Standard Kit Spektrum Firma 45A Smart Lite Waterproof ESC only. Can be adjusted using program box or onboard. Use of reverse while racing not allowed.

2/2: Standard Kit unmodified Spektrum Firma 3650 3300Kv brushless motor only.

2/3: Transmitter and receiver open. No electronic driving aids permitted including Stability control (gyros, D boxes), ABS or traction control.

2/4: Steering Servo, Saver and Horn are all open.

2/5: Battery must be either kit Spektrum SPMX1087 battery or RCRA / ROAR approved 2s Hardcase Li-Po only as per published lists. Battery maximum charge voltage 8.40V

2/6: 'Standard' or 'Shorty' style Battery permitted.

2/7: Battery and ESC connectors open, ESC permitted to have stock battery connector removed.

2/8: ESC Cooling Fan permitted, must be powered by receiver.

Version 1.0 – April 2026





### **3. DRIVELINE**

3/1: Standard Kit Driveline including transmission, motor mount, slipper clutch and drive shafts must be used.

3/2: Standard kit gear ratio only - Spur Gear must be standard 84 Tooth 48 Pitch, Motor Pinion must be 20 Tooth.

3/3: Diff Fluid open, diff must not be locked.

3/4: Kit bearings may be replaced with aftermarket Rubber sealed steel ball bearings only, No ceramic bearings permitted.

### **4. CHASSIS**

4/1: Standard kit Aluminium Chassis only. No modifications allowed.

### **5. SUSPENSION**

5/1: Standard Kit independent suspension only. Adjustments can be changed using kit provisions only.

5/2: Ball cups may be replaced with aftermarket replacements, Links to remain stock.

5/3: Stock Shock Absorber Bodies with Kit standard springs (10lb Purple Front, 6lb Orange Rear) only. Piston and fluid open. Internal limiters permitted.

5/4: Shock Absorber Kit Locations only, 2 x Rear on Rear and 2 x Front on Front.

### **6. WHEELS AND TYRES**

6/1: Any 'Speedway Block' style tyre. Insert and wheel open. No Pin, inverted block, clay or slick tyres etc. (Must be commercially Available)

6/2: Kit Locations only, 2 x Rear on Rear and 2 x Front on Front.

### **7. WINGS**

7/1: Kit Standard unmodified wings must be fitted using supplied kit positions only.



## 1/10<sup>th</sup> TRAXXAS SLASH MODIFIED

### 1. GENERAL

1/1: Must be genuine 1/10<sup>th</sup> Scale Traxxas Slash Modified / Mudboss Modified BL-2s

1/2: Stock Kit 1/10<sup>th</sup> Dirt Modified body only. Kit Bumpers, roll cage and Driver figurine must be fitted. Colour and Graphics open.

1/3: No aluminium, carbon fibre, or hop-up parts allowed, broken parts must be replaced with standard Slash Modified BL-2s kit replacement items. No alterations to kit parts allowed e.g. bending, elongating holes, shimming, drilling extra holes.

### 2. ELECTRONICS

2/1: ESC Open but must be used in 'Blinky' Mode. No electronic timing advance, boost, or turbo. Use of reverse while racing not allowed.

2/2: All motors to be 13.5T (3300kv) Brushless '540' Can size. Must be clearly labelled externally on the can.

2/3: Kit Traxxas 'BL-2' Brushless system may be retained and used only when used as complete ESC; motor system together.

2/4: Transmitter and receiver open. No electronic driving aids permitted including Stability control (gyros), ABS or traction control.

2/5: Steering Servo, Saver and Horn are all open.

2/6: Must be RCRA / ROAR approved 2s Hardcase Li-Po only as per published lists. Battery maximum charge voltage 8.40V

2/7: 'Standard' or 'Shorty' style Battery permitted.

2/8: Battery and ESC connectors open.

Version 1.0 – April 2026



### 3. DRIVELINE

3/1: Standard Kit Driveline including transmission, motor mount, slipper clutch and drive shafts must be used.

3/2: Gear ratio to be Stock. 86 Tooth Spur, 23 Tooth Pinion only.

3/3: Diff Fluid open, diff must not be locked.

3/4: Kit bearings may be replaced with aftermarket Rubber sealed steel ball bearings only, No ceramic bearings permitted.

### 4. CHASSIS

4/1: Standard kit Aluminium Chassis only. No modifications allowed.

### 5. SUSPENSION

5/1: Standard Kit independent suspension only. Adjustments can be changed using kit provisions only.

5/2: Stock 'GTR' Shock Absorbers only. Kit White 1.6-rate Springs Front and Rear only. Fluid, Piston and limiters are open.

5/3: Shock Absorber Kit Locations only, 2 x Rear on Rear and 2 x Front on Front.

### 6. WHEELS AND TYRES

6/1: Any 'Speedway Block' style tyre, insert and wheel open. No Pin, inverted block, clay or slick tyres etc. (Must be commercially available)

6/2: Kit Locations only Rear Tyres to be fitted to Rear only and Fronts at the Front Only.





## **1/10<sup>th</sup> SUPER LATE MODEL SPECIFICATIONS**

### **1. GENERAL**

1/1: Chassis to be 1/10 scale, Rear wheel drive car marketed as '2WD Short Course' (SCT).

1/2: Must use a commercially available scale 'Dirt Late Model' style polycarbonate body. Must be 'full deck' style with no filled in front, rear or side windows. Colour and graphics unlimited

### **2. ELECTRONICS**

2/1: ESC Open. Use of reverse while racing not allowed.

2/2: Open Turn Brushless '540' Can size only.

2/3: Transmitter and receiver open. No electronic driving aids permitted including Stability control (gyros), ABS or traction control.

2/4: Steering Servo, Saver and Horn are all open.

2/5: RCRA / ROAR approved 2s Hardcase Li-Po only as per published lists. Battery maximum charge voltage 8.40V

2/6: 'Standard' or 'Shorty' style Battery permitted.

2/7: Battery and ESC connectors open.

### **3. DRIVELINE**

3/1: Driveline open.

3/2: Gear ratio open.

3/3: Diff Fluid open, no locked diffs.

3/4: Bearings open.

### **4. CHASSIS**

4/1: Unmodified Short Course specific chassis only, must be commercially available.

### **5. SUSPENSION**

5/1: Independent 'Short Course' suspension only.

5/2: Shock Absorbers, Springs, pistons, fluid and extension limiters are open.

Version 1.0 – April 2026





## 6. WHEELS AND TYRES

6/1: Any 'Speedway Block' style tyre. Insert and wheel open. No Pin, inverted block, clay or slick tyres (Must be commercially available)

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Version 1.0 – April 2026

