

# Ultimate Rock Crawling (URC) Rules

## 2022

### **1. General Vehicle Requirements (required for all classes)**

**1.1 Brakes** - Complete brake systems must be in good working condition capable of stopping the vehicle at all times.

#### **1.2 Body -**

**1.2a** - The hood must cover the top of the engine completely to pass technical inspection.

**1.2b** - Fire walls are required for fire safety and must be a minimum of .1.6mm aluminum,1.2mm magnetic steel.

**1.2c** - All vehicles must have a floor under the driver and passenger seat to rest the occupant's feet on and protect them from flying parts during breakage. Floor must be a minimum of 1.6mm aluminum,1.2mm magnetic steel.

Expanded metal is acceptable material as long as it meets the above requirements

**1.2d** - Body parts damaged, missing, or torn off during the course of an event that were in place after a vehicle passed technical inspection must be approved by a Marshal. Vehicles that do not meet safety requirements after being damaged must be repaired or be disqualified from that course or the event.

**1.2e** - Plexiglas hoods and windshields are allowed.

**1.3 Cooling** - Radiator mounting must be designed so that in the event of a break in the radiator, spectators, spotters and drivers are protected from the coolant spill. Radiators must be securely mounted. Hoses and connections must be in good condition without cracks. Top mount (roof mount) radiators are not approved. Radiators must have an overflow bottle connected to the radiator by an overflow tube. Spilled coolant shall be removed from the course by the competitors after completing the obstacle.

**1.4 Electrical** - Maintenance free type batteries with adequate mounting to keep the battery in place in the event of a roll are required. Mounting must be a clamp type mount that "cages" the battery in position. Wires must be in good condition and safely routed. Exposed or burned wires are not approved.

**1.5 Engine** - Engines must be free of fluid leaks that pose a fire threat and be of OEM automotive type and readily available to competitor's in their country of origin.

#### **1.6 Fuel System -**

**1.6a** - Non-vented gas caps are required. Fuel system must be sealed with a rollover valve or shut off valve installed in the fuel vent line. Vent line must be routed so that if the rollover valve fails, fuels will not spill. Shut off valves on the vent line are highly recommended.

**1.6b** - Vehicles leaking fuel will be assessed TEN (10) PENALTY POINTS. Vehicles leaking fuel profusely will not be allowed to continue until repairs are made.

**1.6c** - Throttle assemblies must be in good order and work smoothly.

**1.6d** - Propane systems must have an electric energized to open solenoid for fire safety.

**1.7 Roll Bars/Cages** - Roll bar construction must be welded and connection points of the roll cage must tie in to the frame of the vehicle. Body mounts are considered a tie in point for Street Stock class. Bolt in cages are approved at factory mounting locations. Roll cages must be capable of protecting the driver and spotter from injury. Ultimate Rock Crawling will not be responsible for cages that fail. The safety of the roll cage is the responsibility of the driver and spotter.

**1.8 Roof** - All vehicles must have a roof that covers the **FULL** roof of the cage to protect him/her from objects coming through the cage in the event of a rollover; this includes protection for the passenger if the spotter is in the vehicle during a spotter ride bonus. The roof must be made from a minimum of 3mm aluminum, 1.2mm steel, or 3mm expanded metal.

**1.9 Seating** - Seats must have adequate support for the driver and spotter.

**1.10 Steering** - All steering components (u-joint, rag joint, electrical etc.) must be in good working order as determined by an Official. Hydraulic steering fluids must not leak.

**1.11 Suspension** - Suspension pivot points and connecting points must be free of cracks and in good physical condition.

**1.12 Tyres** - All D.O.T. stamped tires are approved as well as tires designed for competition use. All others must be approved by Ultimate Rock Crawling

**1.13 Frames** - Frames must be in good condition, free of cracks, designed to handle the abuse of rock crawling and tied to a roll cage that meets Ultimate Rock Crawling rules.

**1.14 Fire Extinguisher** Two (2) Fire extinguishers are required to be fitted to all vehicles in all classes. Fire extinguishers need to be fully charges and mounted in the vehicle. At least 1 needs to be accessible by the driver and preferably the other needs to be accessible from outside the vehicle for easy access by the navigator or a marshal

**1.15 Window Nets** - Window nets are mandatory in all classes.

**1.16 Axles** - Axles including, but not limited to, ring and pinions, housings, hubs, axles, CV's, etc. must be OEM type and readily available in the competitor's country of origin.

**1.17 Battery Cutoff Switch** - All vehicles using electrical fuel pumps must be equipped with a cutoff switch or lanyard type kill switch (both types preferred for safety). The switch must be easily accessible to the driver, spotter and course workers. The switch must kill the engine & fuel pump. Dash mounting is recommended.

**1.18 Foot Bars** - Foot bars must be constructed of a minimum of 1.25" OD x .090 minimum wall tube. Foot bars must be installed between the front and rear hoop of the main roll cage at a minimum height of 6" measured from the vehicle floor if not incorporated into the original vehicle design. The foot bar must be designed to keep feet inside the vehicle in case of roll over.

**1.19 Seat Belts** - 5 point harnesses are required in Modified and Unlimited, 4 point in Legends. Seat belts must meet the manufacturer's specifications. Seat belts must function and be used at all times or the team will be disqualified (50 pts.). Mounting and use must meet the manufacturer's recommendations and directions. Seat belts must be in good working condition.

**1.20 Transfer Case** - Must be of OEM automotive type and readily available in the competitor's country of origin.

**1.21 Transmissions** - For full size 4x4s the transmission must be OEM automotive type and readily available in the competitor's country of origin.

**1.22 Vehicle Numbers** - Vehicles must have numbers at least 5" tall displayed.

**1.23 First Aid Kit** - A first aid kit is recommended for each team.

**1.24 Helmets** - Australian Standards or approved helmets are required for anyone riding in the vehicle while on course including spotters out of vehicle

**1.25 Fire Suits** Fire suits are compulsory for all Drivers.

**1.26** Electric drive motors are NOT allowed in any class. All vehicles must have an internal combustion engine as the primary source of propulsion.

### **3. Legend Class**

**3.1: - Tyres** - 42" maximum measured tire diameter by sidewall designation.

**3.2: - Steering** - Front axle steering only, rear steer is not allowed.

**3.3: - Body** - Body panels are required. Body panels must closely match the original factory configuration of the vehicle. 66% of the original sheet metal must be in place. Tube bodied vehicles with skins go to Modified.

**3.4: - Seating** - Vehicles must have two (2) seats side by side.

**3.5: - Engine** - Mass produced automobile/light-truck engine available to the public mounted forward of the driver.

**3.6: - Suspension**-Changes in wheelbase allowed from normal suspension movement only.

**3.7: - Frame** - Box type or factory frame required (no tube buggies). 66% of original factory frame must be in place.

**3.8: - Fuel System** - Factory fuel tank and vents are acceptable. The tanks and vents must be in the stock location and configuration to pass tech. Any modifications to the factory systems will require a rollover valve and fuel vent line shutoff valve located near the fuel tank and accessible to track personnel.

**3.9: - Kill Switch** - Factory ignition switches are acceptable for the legend class if in the original factory location and configuration. Ignition kill switches must be used if factory ignition switch is not.

Ultimate Rock Crawling technical inspector to determine if the kill switch is acceptable.

**3.10: General Vehicle Requirements** – General vehicle requirements apply - (see section 1).



### **5. Modified Class (Formally Known as Pro Mod, Trail Buggy Class)**

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**5.6: General Vehicle Requirements** - General vehicle requirements apply - (see section 1).

**5.7 Body Profile** – The front profile, Grille must resemble the original manufacturer. Side panels are compulsory, original bonnet not required, just engine covering.

**5.8 Rear Steer Penalty** - 10 points per stage.

**5.9 Portal Penalty** - 7 points per stage

**5.10 Tyre Penalty** - No penalty, up to 42”.



## **6. Unlimited**

**6.1: No vehicle restrictions**

**6.2: General Vehicle Requirements** - General vehicle requirements apply - (see section 1).

**6.3 Body** – Side panel only on the drivers side are compulsory, but no part of the body can be exposed, side intrusion bars must be fitted, feet must be retained inside the cage as per rule 1.18



### ***General Regulations and Scoring Rules***

Ultimate Rock Crawlings goal for the Event Scoring and Regulations is to simplify the sport so that spectators can follow the sport easier, judges are not as confused, and the event creates a tighter playing field for competitors. This goal is the centralized focus for the competition aspect of all URC events. As a disclaimer, Rules may change in between each event, but not during the event itself.

#### ***1. Class Disputes & Challenges -***

Any team may challenge another team's vehicle compliance with class rules at Technical Inspection and Registration before closing time of registration (event day 1). The challenge must be in writing. A Ultimate Rock Crawling official will inspect the vehicle and issue a ruling. Vehicles found to be compliant will be passed for competition and the challenging team will receive a 16 (-16) point penalty assessed to their score for the event. Vehicles found to be non-compliant will be penalized according to the discretion of a Ultimate Rock Crawling official and may be required to repair the problem or be disqualified.

#### ***2. Running Order/Qualifying -***

**2.1:** Running order for the start of the event will be a random order. The random order will be based on a number drawn or assign when the team registers for the event. Each day of the event will have a random drawing for the running order, separated by class.

#### ***3. Safety -***

**3.1:** Safety requirements include, but are not limited to, the proper use of seat belts, winches, controlling spilled fluids, no loose articles in the vehicle, etc... URC officials have the right, but not the responsibility, to advise spotters and drivers of unsafe acts. Acts deemed unsafe by an Official must stop immediately. Three warnings will disqualify that team. Disqualified competitors will immediately be issued -50 points and shall move to the next obstacle. Teams may be disqualified without warning for seat belt infractions.

**3.2:** Excessive alcohol, no drugs and other mind-altering substances are not allowed at the events. Possession is grounds for disqualification for the team.

**3.3:** Ultimate Rock Crawling requires all occupants in the competition vehicle to use Australian Standards approved helmets, OR helmets approved for motor vehicle use in the country of origin. When outside the vehicle, spotters are still required to wear an approved helmet, Gloves, eye protection, fire suits are compulsory while competing in the vehicle. Neck braces, or any other safety equipment related to you or your vehicle are recommended.



**3.4:** Pushing or touching a moving vehicle is forbidden, and the team will receive a 10 point penalty at the second warning. Pulling vehicles with the use of a strap or rope is not allowed. Spotters will be warned if they are in dangerous areas.

**3.5:** All injuries must be reported to a Ultimate Rock Crawling marshal at the time of the occurrence.

**3.6:** The driver's safety meeting is mandatory for all competing teams. Failure to be at the meeting can result in disqualification. A driver may designate his spotter to attend in his place. There will be no excuse for not knowing the rules.

#### **4. Officials -**

**4.1:** Officials score the competitors. All calls made by an official are final. Ultimate Rock Crawling reserves the right for officials to disqualify any competitor who in their judgment is showing poor sportsmanship, cheating, drinking alcohol, behaving disorderly, causing environmental concern, or otherwise creating problems. See sportsmanship for treatment of officials, spectators and volunteers

**4.2:** All calls made by Ultimate Rock Crawling are not open to litigation. Teams signing the Ultimate Rock Crawling waiver relinquish all legal rights for litigation against Ultimate Rock Crawling or anyone acting on behalf of Ultimate Rock Crawling. All calls by officials are made in good faith and are not biased in any way other than to follow the intent of the rules as defined and interpreted by Ultimate Rock Crawling.

**5. Sportsmanship -** During the event, (registration day through the awards ceremony) good sportsmanship is required. If a competitor, team member or any member of the competitor's group is arrested for any reason, is rude or abrasive to local authorities or Ultimate Rock Crawling, destroys property, or displays drunken or disrespectful behavior will be disqualified. Sportsmanlike conduct is demanded from all competitors at all times. A 10 (-10) point un-sportsmanship penalty will be assessed at the second warning. A third infraction will be cause for disqualification or a 50 (-50) point penalty.

#### **6. Environmental -**

**6.1:** Competitors shall keep all fluids inside their vehicle. Oil or fuel spilled on course, at camp, or during registration shall be removed by the competitors and remain his property. All trash must be disposed of properly in waste containers. Failure to be environmentally responsible will result in 50 points or disqualification at the official's discretion.

**6.2:** Teams leaving roadways and designated routes in the event area will be assessed 10 penalty points at their next obstacle. Disqualification may be assessed for avoidable flagrant disregard of marked or existing routes at an event.

**6.3:** Vehicles leaking any fluid, including water, exceeding one pint, will be assessed 10 penalty points. If the leak is any type of oil, fuel, or coolant, the team may not continue until the problem is corrected. Time will NOT be stopped while repairs are being made. If the fluid is clean water from a tire or cooler, the team will be allowed to continue, but will still be assessed the 10 point penalty.

**7. Scoring -** There are X amount of gates per course for all classes. In each stage, competitors navigate their vehicle through beginning, intermediate and ending gates within a specified time limit. Finish and start gates are clearly marked with intermediate gates and bonus gates in between. **BOTH** axles must clear the Finish Gate to complete the stage within the time limit.

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Competitors are allowed a specific amount of time to walk and assess each stage before the event starts, usually at the beginning of the event after the drivers meeting. High score wins. Competitors start each stage with 0 points each and incur penalties/deductions/earned points. Therefore, all references to Penalties in these rules reflect a Negative Score, while Bonus' and Progressions reflect a Positive Score.

### **7.1 Scoring Protests -**

**7.1a:** Scoring protests must be placed before the next team starts their time on course.

Mathematical scoring errors must be placed before the awards ceremony. After the award ceremony starts, all results are final.

**7.1b:** Course scoring protests shall be placed at the obstacle where the problem occurred after the obstacle is completed. Crowd input or video play back will not be considered evidence during this process.

**7.1c:** Protests will not be allowed on any safety violation or disqualifying activity.

**7.1d:** Scoring protests are permitted under the following conditions:

**7.1d 1.** Only the driver and spotter may protest.

**7.1d 2.** Scoring protests must be placed before moving to the next obstacle and within 10 minutes of completing the obstacle where the dispute occurred, or they will be dismissed.

**7.1d 3.** Protests must be made to a course Judge or a Ultimate Rock Crawling Marshal.

**7.1e:** If a protest has been found valid, scored points will be adjusted on the teams score.

### **7.2 Drivers & Spotters -**

**7.2a:** Each team will consist of one driver and one spotter only.

**7.2b:** The driver and the spotter may switch places if a spotter or driver becomes injured during an event if alternate spotter is not available. All changes must be approved by a Marshall and are limited to one change per event.

**7.2c:** Sportsman class teams may "share" team members. *Examples* - The driver from team A is permitted to spot for the driver from team B; or the spotter from team A is permitted to spot for the driver from team B.

**7.2d:** Pro Teams may not use a spotter that is a member of another team, driver or spotter from the same class.

**7.2e:** Sportsman Class are considered the following classes: Street Stock and Legends

**7.3 Reversing Direction of Travel** - Two (2) penalty points are issued for reversing direction by competitors. Reversing direction is when a driver changes direction of travel, or pushes in the clutch and rolls back, etc. Reversing direction is not counted when the vehicle is nudged back by the obstacle. If he then chooses to reverse direction, he will receive the points for the direction change. Penalty points WILL be assessed for a reversal if the tyres on a stuck vehicle spin in reverse, but the vehicle does not move. A backing penalty will be issued when a team uses a reverse burn. All Penalty Points will have a Negative outcome on the score. Therefore a reversal is penalized as a -2 score.

### **7.4 Gates -**

**7.4a:** Each obstacle is marked with gates. The gates include the start gate, course gates (cones), and trees or bushes that are tagged with red ribbon. A Ten (-10) Point Penalty will be issued for every cone touched by any part of the vehicle including tires. This includes the base of the gate. Gates that fall over due to unstable rocks that have been touched by the vehicle will not count as

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a touched gate unless rocks have been stacked for that purpose. Cones blown over by wind or exhaust also do not count against the team. If spotters, winch cables, pull straps, or any portion of the team touch a gate, a gate penalty will be counted. Once a gate is touched it is considered disqualified from that obstacle for the team who touched it and will not be counted for a second contact. All Penalty Points will have a Negative outcome on the score. Therefore a gate touched is penalized as a -10 score.

**7.4b:** Gates are designed to lay out the course. Teams must complete each numbered gate in order. Teams may choose any path within the course boundary, excluding passing through gates that are not designated for their class. There IS a specified "course flow". Gates must only be completed in the direction specified in the course map. It is the responsibility of the team to understand the lay out of the course and order of the gates, additionally, understanding course flow is solely the responsibility of the team.

**7.4c:** The course is designed to be driven between the cones. If, while attempting a gate, the vehicle is so far off-line that at least three tyres do not place/travel on or between the set of cones or gate, they will be declared "out of bounds" and will be disqualified from proceeding throughout the course. The team does have the option of re-trying the gate. Three tyres must be on or between a set of cones during the successful attempt of each gate, not a through a combination of multiple attempts. In the case of this happening, the team will receive any points acquired while on the clock. While attempting to reposition the vehicle to re-attempt a gate, the driver may back up through the gate or exit and enter the course from the same side as long as no other gates are driven through or touched. On all courses 1 wheel may be reversed through a completed gate with no penalty. Any vehicle bypassing a gate entirely, intentionally or not will also be declared "out of bounds".

**7.4d:** Event Banners and pennants may be used as course boundaries. Contact with such banners is not permitted. Once a competitor starts to touch the out of bounds area, the team will be given a warning of the infraction. The competitor then has the option of reversing or moving away from the out of bounds (a reversal will be penalized on the teams score). If the vehicle moves further out of bounds the 10 (-10) point penalty will be issued, even if the team is attempting to return to the course. Further movement out of bounds will disqualify the team on that obstacle. If a vehicle "charges" a banner, an official may penalize the team -10 points without a warning.

**7.4e:** A Disqualification of proceeding will be issued if 50% of a vehicle crosses a course boundary.

**7.4f:** A team's time starts when the tyres of the vehicle or a team member breaks the plane of the start gate or enters the course. Time ends when the centerline of 2<sup>nd</sup> axle pass the end gate.

**7.4g:** Once a team breaks the plane of the start gate with all 4 tyres, the vehicle may not pass more than 1 tyre through that gate again. Exiting the start gate with 3 or more tyres will result in a disqualification.

#### **7.4h: 180 Gates-**

180 gates can be in any part of the stage. They will involve driving through the gate in the indicated direction, making a turn within the course boundary and driving back through the same gate. If the front axle goes through the gate first, the front axle must go back through the gate first, vice versa with the rear axle. ie: you cant drive through the gate and reverse out.

#### **7.5 Bonus Gates & Time Bonus -**

**7.5a:** 20 bonus points will be awarded to competitors who choose to attempt and complete the Bonus available for that course. Bonus Gates are not Mandatory for any class. Bonuses may only be taken as they are marked on the Course Map. When a Bonus can be taken will also be explained on a course map, therefore if a team attempts a bonus out of order, it will be

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disqualified. Bonuses must be completed without Timing Out. Bonus lines may be available for all classes. Bonus points are awarded **ONLY** if the course is completed.

**7.5b:** A Time Bonus of 1 points per 30 seconds for all unused time in the Shootout ONLY.

**7.6: *Bypassing or No Show*** – A team that chooses to completely bypass an obstacle or does not show up for the 3 minute call will receive Zero (0) Points.

### **7.7 *Spotter Ride Bonus - (20 points)***

**7.7a:** A team whose spotter remains in the designated start position during an entire course will receive a Twenty (20) point addition to the team's score for that course. The team can only receive the spotter ride once at each competition Day (20 points maximum addition) and must inform the obstacle Judge that the spotter is going to remain at the start. The spotter ride bonus is only available on designated courses, one per day. If the spotter moves away OR driver leaves the vehicle, they do not receive the twenty (20) point addition for spotter ride. If the spotter enters the obstacle, the team does not receive the twenty (20) point addition. Radio communication by the team IS ALLOWED for this attempt.

**7.7c:** Spotter ride tokens are only earned if a team completes the course.

**7.7d:** Outside assistance, receiving navigation assistance from spectators, will result in a loss of the bonus AND a 10 point (-10) un-sportsmanlike penalty.

**7.8 *Rear Steer*** - The use of rear steer in the Modified class will be penalized 10 points per stage.

Rear steer is not permitted in Legends class.

### **7.11 *Disqualification -***

**7.11a:** Course disqualification may be issued for any violation including but not limited to the following:

**7.11a 1.** Safety issues as determined by Ultimate Rock Crawling Officials.

**7.11a 2.** Environmental issues as determined by Ultimate Rock Crawling Officials.

**7.11a 3.** No show at an obstacle. This includes not having the front axle pass the starting gate of the obstacle.

**7.11a 4.** Starting out of order at an obstacle.

**7.11a 5.** Un-sportsman like conduct (see section 5).

**7.11a 6.** Unsafe vehicle condition as determined by Ultimate Rock Crawling Officials.

**7.11a 7.** Exhibition of speed.

**7.11a 8.** Not leaving the course or area near a course when instructed by an Official.

**7.11b:** Event disqualification (no score) may be issued after two warnings about any violation. A 10 point un-sportsmanship penalty must be issued prior to being disqualified (after the second warning). Disqualification must be approved by a court of three marshals and includes but is not limited to repeated violations of any item in 7.12a.

### **7.12 *Suspensions/Fines/Probation/Remedies/Sportsmanship/Penalties***

**7.12a: *Ultimate Rock Crawling*** reserves the right to suspend, fine, place on probation, and institute remedies to competitors and officials.

Possible reasons for these actions include, but are not limited to; consumption of drugs or alcohol, environmental degradation, violent behavior, cheating, legal action or foul and abusive

language. The suspensions, fines, probation, and remedies shall be determined by a court of three marshals and the 10 course Officials involved.

**7.12b:** Written protests may be delivered to Ultimate Rock Crawling on any such suspensions/fines/probation/remedies to be considered by the same court for dismissal.

**7.12c:** Ten (-10) penalty points may be issued for sportsmanship violations after the first warning.

**7.13: Outside Team Help** – Only the driver and the spotter are allowed to touch, navigate or direct the vehicle while on a course and the clock is running. Any team member (excluding driver/spotter) that comes into the course boundary while on the clock will result in disqualification. Any kind of outside signal or communication used to help a team on the course while the clock is running may be considered a ten (-10) point penalty.

**7.14 Progression Points** – Twenty (20) points earned for clearing an intermediate and finish gate with the entire vehicle. This excludes start gates. Standalone bonus gates are worth 20 points. Credits are awarded only after the pair of gates has been successfully completed and three tyres have passed the pair of cones. Progression points are awarded even if the course is not completed.

**7.15 Tie Breaker** – Highest score earned during the last stage. Counting back until a winner is decided.

**7.16 Event Format** – The event format will allow for up to 4 courses each day, with a separate shootout event for those competitors that wish to nominate before the drivers briefing. Cumulative points for each day will determine the winner.

**7.16a:** The Shootout will be a separate event for those competitors that wish to nominate and pay before the drivers briefing Friday or Saturday.

**7.16c:** The format of the Shootout course and the scoring will reflect the same rules and standards of the event unless otherwise specified in the Shootout Driver's Meeting.

**7.17 Event Entry Fees** – Will be made available before each round.





### **8.1 Two Car Rules- Supplement**

There will only be 1 class.

Teams of 2 cars will compete at the same time on the same course.

There will be a maximum 10min time limit per course.

Courses will be progressive from 0-100 points with the possibility for a Bonus Line worth up to 20 points.

Various sections of the course will be divided for above and below 40" tyres.

- Penalties**
- Post-10 points
  - Break Bunting 10 points
  - Reverse 2 points per reverse
  - 15 seconds for every inch over 37"
  - Rear Steer 1.30 minute
  - Portals 1 minute
  - Hydraulics 30 seconds

Winner will be the total of points from both cars over all courses.