

NECC Rules 2017-2018

Changes from last year's rules are highlighted in **RED**

WHAT IS EXPECTED OF THE RACEWAY

The Month before Race Day

The Raceway should provide a flyer for racers that will include at least a list of classes and which track each will race on and opening time.

On Race Day

- The tracks will be cleaned and fully prepped for racing.
- The raceway will provide a race announcer who will run the lap counter and make race commentary.
- The raceway will be responsible for collecting all entry fees and signing up racers.
- By agreeing to participate in this series the raceway agrees to use all of the NECC rules and running procedures, regardless of local norms or "house rules".
- The NECC will be responsible for providing plaques for the top 3 finishers in each class.

WHAT IS EXPECTED OF THE SERIES

The series/race director or his appointed replacement will be in attendance at each race. Due to his involvement in the series, the director can only compete on a limited basis. The series/race director will allow certain new parts, 30 days after approval. New parts must be available from more than one slot car distributor before approval will be granted. Once approval is granted, the part will be announced as legal at next race and effective for racing at the following race.

The Race Director will

- Determine heat assignments to be random or by qualifying.
- Keep the program moving as intended.
- Work together with the raceway provided announcer to insure that all NECC procedures and policies are followed.
- Resolve any disputes and rules interpretations.
- Perform tech for all classes.
- Perform tear down of any protested motors as needed.

The Tech Director will

- Perform tech for all classes.
- Perform post-race inspection.

FEES AND DISBURSEMENTS

- The entry fee for Senior Group 10 will be \$19; all other classes will be \$15.
- The series will provide a payoff chart giving the payoff distribution for each race.
- In Senior Group 10 class, the series will bring the handout motors to be used.
- The cost of the first motor is included in the entry fee, but any subsequent motors are sold to the racers by the raceway at full retail price of \$13.00.
- The payouts are based on the number of racers and we try to reward more racers than to reward the winner more.

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There are 5 raceways participating in the series:

- Auburn Raceway ~ Auburn, ME
- Modelville Hobby ~ Ashland, MA
- 413 Raceway ~ Agawam, MA
- Rapid Raceways ~ Plainville, CT
- 1010 Raceway ~ Bristol, CT

RACE DAY PROCEDURES

- In order to provide continuity to the series racers, all events will run under this format:
 - Senior Group 10
 - NECC Modifies (Reality Mods)
 - FCR Spec Stock
 - Outlaw
- Any changes to this order should be made known by a race flyer one month in advance of the race and at the beginning of the day.
- The raceway will try to open at 7:00 AM.
- If the race director feels it is necessary, there will be a drivers' meeting at 7:45 AM to explain what will be taking place that day. All racers must attend the meeting.
- No refunds unless arrangements are made ahead of time.
- All races will be a single round robin main for 15 or less entries, with randomly assigned starting positions. 16 entries and up will be divided into multiple main events near even entries. The highest lap total and sections wins. All ties of laps and sections will result in a "Tie" with payout and points being split evenly between those drivers.
- The heat assignments will be determined randomly or by qualifying by the fastest lap. Racers will have 60 seconds on the BLUE lane to get the fastest lap time possible, if qualifying is used.
- All classes will be 3 minutes on and 2 minutes off.

RACE PROCEDURES

- Please sign up early for all classes to make the day run smoother.
- When registration opens, hand out motors will be made available.
- Registration for the SR. Group 10 class will close at 9:00 AM.
- Tech for each class will close 20 minutes after completion of the prior class as announced by the race director. Cars not in tech by this time will not be allowed to run in the race.
- Track calls in this series are for track repairs, riders, or a car off of the racing surface. Any track call made by a driver for no viable reason will result in the driver's car being placed right after the lap counter. During track repairs the cars must be left on the track untouched. All power coming on situations will be preceded with an appropriate warning to the drivers and marshals such as "3, 2, 1, go", "ready, set, go" or "power coming on ...now", etc.
- The lap counter will be adjusted for missed laps if verified by the race director.
- Drivers that start the race as sit out drivers must have their cars impounded before the race starts.
- Racers must use the same chassis and body for the entire race, all other components may be changed. In a handout motor race, the motor **cannot** be changed after the race starts.
- Lane change markers must be used any time a car is removed from the track during a lane

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change. The penalty for the first offense is the car will be placed right after the lap counter. A second offense will result in a 5-lap penalty and a third offense will result in disqualification. Lane change markers can be no smaller than a credit card.

- Once a car has been through tech it is considered impounded. The racer may not work on the car until the intermission just before returning to track. Any racer working on a car once impounded will be “DQ’d”, and no refund will be given.
- If you are in the race, and are not a sit out, you **will** be able to work on your car.
- If you are a “sit out” driver, your car must be impounded and you must corner marshal if your race is a round robin.
- A marshal’s number one priority is putting de-slotted cars back in their correct slot.
- You may **not** use any electronic devices (i.e.: cell phones, iPods, etc.) while you are a marshal.
- You **must** corner marshal when called upon, even if you feel it is not “your turn”. Failure to marshal when called shall result in a 5-lap penalty for each heat and possible disqualification from future series races.
- A mutually agreeable substitute marshal may take your place, but you must notify the race director.
- Corner marshals may not leave their positions to work on someone else’s car unless they get a substitute before they leave. Failure to do so will result in a 5-lap penalty for the person whose car you are working on.
- Marshals should only make minor, immediate repairs to cars while at their positions (fix braid, un-crumple body, etc.). If the work on the car is serious enough to impair a marshal’s ability to do his or her job, the car must be given to the driver or his/her pit crew.
- Volunteering to marshal when you are not required does not excuse you from marshaling when you are required.
- Top 3 cars and motors in all divisions are subject to tear down. Sealed motors are not excluded.
- After the end of the post-race inspection, the awards ceremony will take place. Racers will make themselves available for photos.
- Practice 30 min before race will only be open to the class that will be racing on that particular track.
- The Senior Group 10, NECC Mods, FCR, and Outlaw classes are open to any competitor.

POINTS, AWARDS & WHO GETS THEM

- Points will be awarded to all participants in all classes, as follows:

| | | | |
|---------------------------|-----------------|------------------|------------------|
| 1 st 25 Points | 5th - 21 points | 9th - 17 points | 13th - 13 points |
| 2 nd 24 points | 6th - 20 points | 10th - 16 points | 14th - 12 points |
| 3rd- 23 points | 7th - 19 points | 11th - 15 points | 15th - 11 points |
| 4th - 22 points | 8th - 18 points | 12th - 14 points | 16th - 10 points |

- All racers who enter will be awarded a minimum of 10 points.
- **** Racers must appear for awards and pictures to receive their winnings****
- Points will be awarded at all 7 races.
- At the end of the season, the racers with the most points will receive NECC Bucks.
- The overall points pay-out is meant to reward the top 8 drivers in each class as long as those racers supported the race series by racing in most of the races in that class.

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- Only the best 6 finishes of each racer in each class will count towards their total (in other words there is only 1 drop.). In the case of a “DQ”, zero (0) points will be awarded and cannot be used as a drop.
- Ties in points will be broken by the number of races entered in the class if that does back the tie then it is a tie and any point money will be split evenly between the tied drivers.

PROFANITY

- **Profanity on the part of the racers or turn marshals will not be tolerated.**
- The race director will issue a warning to the competitor of their unacceptable behavior.
- Any second infraction will result in a five-lap penalty.
- Further infractions will result in disqualification, possible ejection from the raceway.
- Repeat offenders may be directed to leave the event and may be barred from future NECC events.

Please remember we are racing toy race cars. Let's all have fun with it

PROTEST RULE

- Protestor will put up 2 times suggested retail price of the arm. If the motor is found legal the person who owns the motor will get the protest fee. If found illegal, the person who owns the arm is disqualified and the money is given back to the one who protested. All illegal items that are found may be confiscated, destroyed or both.

NOTICE

- These rules will stay in effect until the last scheduled race in May of 2018. The only changes that will be made to these rules will be for clarification purposes only.

DISCLAIMER

Anything not covered in these rules is considered illegal, in other words,

“If it's not in here you can't do it.”

THE SERIES/RACE DIRECTOR

- This position is not always an easy one. Racers are always going to push the limits of the rules. When the Director says the car does not pass tech, then it does not pass! Fix it or submit another car. **All decisions of the race director are final.**

GENERAL RULES

- General rules apply to all classes unless more restrictive rules are described herein for a specific class within that class's rules.

Controllers

- Any controller can be used, but additional voltage is prohibited.
- Controllers can be inspected.

Chassis

- The .025 cheetah chassis is no longer available or allowed.

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- Spec chassis must remain in its original form (Cheetah 7 mounting pans may be reversed.) No other modifications or cutting are allowed. Unless otherwise described.
- Plating may be removed from the chassis. (.030 Cheetah 7 chassis must remain .030).
- Replacement aluminum or steel pans sold by the original manufacturer may be used.
- Rear uprights may be braced through the use of a “U” shaped brace, brass tube or Slick 7 style chassis brace. Chassis brace not double as a motor brace; 3 bends max.
- Body mounting pin tubes may be added in the original body mounting clip holes on the chassis.
- Each class has its own list of legal chassis and modifications.
- All front wheels must be round and roll from the bottom of the chassis.
- Spacers and/or tape may be used to limit the movement of the chassis sections.
- Lead weight may be glued onto the chassis in all classes.
- Steel guide tongue reinforcements may be used, but the original guide tongue may not be modified or moved.
- Bite bars must be round and solid steel.

Motors

- Each class has its own list of legal motors and modifications.
- Kelly/Proslot/Atom hand wound arms are legal.
- No multiple piece magnets are allowed.
- All magnets must be ceramic and mass produced for D can slot car racing.
- Shunts and insulation are not allowed.
- A 1” Maximum motor brace may be used in all classes.
- All motors will be D-cans or Hawk 7’s.
- All arms must be tagged and available at NECC raceways.

Measurements

- All chassis and gears must have a minimum of 1/16” track clearance at the rear of the chassis at the start of all races.
- Maximum width of the car is 3.25” at all points, at all times including wheels/tires.
- The car must fall from the tech gauge under its own weight.
- If a racer changes tires, the car may be re-tech’d before returning to the track.
- If a racer changed tires while the power is on, it may be checked at the end of the heat.

Axles

- All axles must be solid steel and pass through the chassis uprights.
- All classes will run 1/8” rear axles. NECC Mods and FCR will run 1/8” front axles, all other classes minimum .047 diameter front axle.
- Axles may not extend beyond the wheel edge; Front axle may extend slightly beyond the wheel edge to provide sufficient space for a retaining collar.

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Guide and lead wires

- Lead wire retainers are allowed in all classes.
- Any leads wires may be used.
- Any braid, guide nut, guide flag and guide clips may be used.
- Only one guide flag per car.

Bearings/Bushings

- No ball bearings are allowed.
- Oilites may be soldered or glued in place.
- Any oilite bushings are allowed and they may be modified by the racer (with the exception of FCR).

Bodies

- All bodies must be painted opaque with only windows and front wheel wells left clear.
- Must not be able to see the chassis through the body.
- The underside of the body may be reinforced with tape, Lexan and/or Mylar.
- Drivers are not allowed to modify the body design in any way.
- Tape may be added to the outside of the bodies to hold the mounting clips in place.
- “Ninja Stars” or other body mounting hole reinforcement are allowed.
- Reinforcements may be attached or strengthened with staples or tape.

Other

- Cars and controllers can be tech'd at any time during the race.
- The original body and chassis that was tech'd must be used at all times.
- All other components may be replaced, but must still meet the requirements of the class.
- The race director may black flag any car that is dragging on the track or impeding other cars.
- The racing surface cannot be glued, cleaned or prepped by the racer.
- No liquids are to be placed on the track by the racers, such as glue or braid juice.

Senior Group 10

Chassis

- Any mass-produced stamped steel flexi chassis allowed except the open motor box styles (JK Cheetah 11, Proslot/Kelly Speed FX).
- May use lightweight replacement pan, Motor may be soldered to chassis, and front axle may be soldered to chassis.
- Motor bracket may be enlarged to allow better gear mesh.
- Rear uprights may be braced.

Motor

- Motors will be numbered and handed out the day of the race (Hawk 7).

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- Motors run must be motor given out that day, to that driver with assigned number.
- Motors may be broken in.

Body

- These are only Stock car bodies allowed
 - Parma 1035
 - JK 70528
 - JK 70529
- Need to keep cut line.
- All cars must have a 3-Dimensional driver.
- Roof height must be 1 9/16" or higher.
- 3 numbers are required, painted or stickers 3/8" tall or taller.
- Front wheel wells must be left clear of cut to horizontal centerline of front axle.
- Front splitter must be retained; minimum rear bumper is 1/8".

Gears

- All cars must run 8/28 gears.
- Only 48 pitch plastic/polymer spur gears may be used.
- May solder pinion on motor.
- Angle or straight cut gears are allowed.

Tires

- Any diameter rear tire may be used.
- Minimum front tire diameter is .500" and must be at least 45 degree angle to chassis.
- Minimum front axle diameter is 0.047" and must be solid steel.
- Front axle may be bent but must pass through both uprights.
- Lightweight front and rear wheels are allowed.

NECC Modified

1. Body: **Approved asphalt type modified body. Current or newer style bodies 2005 -up.** Bodies made by **Reality Raceway, NY Modifieds, & Jer's bodies. No modifications.**
 - a. All cars **should** have a **Drivers Head and Air Cleaner and Hood bubble.** Also the **intent is that the cars remain as close to spec. cars as possible with minor modifications.**
 - b. All bodies must have windshields and rear panels and must remain during the whole race.
 - c. No air holes front or rear.
 - d. **Rear panels on all mods required.**
 - e. Max. spoiler ht. is 5/16 " from interior deck panel. No Vanes.
2. Chassis: **RGO, JK and Reality Chassis as they come. PARMA # 577 and Auburn Raceway 4" chassis must be cut to pattern.** Pattern can be supplied. **MUST BE APPROVED...NO PAINT or Tape on CHASSIS BOTTOM that interferes with chassis gauge** Wheelbase 4". + - 1/8".

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- a. Axle oilite holes may be slotted. Oilites maybe soldered/glued. Oilites may be filed. Centered or Offset. **No Ball Bearings.**
 - b. All cars must have rear bumpers made from minimum 1/8" channel, square, or rectangular brass only. Rear bumper Minimum ht. 5/16 "
 - c. All cars must have side bars, full rear side-bars as spec car sold, front bumper as spec car sold. 1/16 " dia. Max/ **SOLID brass or piano wire**. May be reinforced with piano wire. Max. width of bars is 3-1/4 ".
 - d. **All bars and bumpers are to be soldered to the chassis. Not glued. Not floating.**
 - e. **All Side bars to be like the spec car. Offset like the real car.**
 - f. **All bars must be approved.**
 - g. Motor brace allowed.
 - h. No drilling or lighten of chassis. No other chassis modifications/alterations.
 - i. Weight may be added. All weight must be stationary. **All weight must be inside the chassis. Minimum weight 140 grams.**
3. Must have **solid steel axles** front and rear. Minimum axle dia. 1/8 "
 4. Front wheels may spin independently.
 5. Tires: **Pro-Trac Daytona Stockers ONLY**. Nail Polished allowed.
 - a. **FULL tire contact patch required. (less taper)**
 - b. Front Tires.. Maximum wide is .800. Minimum width .500.
 - c. **Rear Tires.. Maximum wide is .800. Minimum width .700.**
 - d. Minimum Dia. Is **.825** measured inside & outside.
 - e. Maximum Dia. Is .880.
 6. Chassis Clearance is .047min. Checked at Track Chassis height station.
 7. Maximum wheel width both front and rear is 3.25".
 8. Rear wheel spacing anywhere between centered (road courses) to .160" on the left and .320" on the right (Oval).
 9. Front wheel spacing anywhere between centered (road courses) to no spacer on the left (Oval).
 10. All 4 tires must touch chassis gauge.
 11. **Motors** will be the **JK Hawk 7 ONLY**. Heat sink may be added. No Modifications.
 12. **GEAR RULE 9 tooth (maximum) 48 pitch pinion 27 or 28 tooth Crown gear**

FCR CLASS

Chassis:

- The Parma FCR 4.5in. WB chassis **and Auburn Raceways 4.5in. WB chassis** are the only chassis allowed in this division.
- Must have 1/16" clearance in rear to gear.
- Must have 1/32" clearance in front to chassis, measured where the chassis widens behind the front axle, sitting on tires on the tech block. (Guide not touching). Gauge must slide under without lifting tires from the tech block.
- Any guide flag may be used.
- Motor may be soldered in.
- Front and rear bushings may be soldered in.
- Lead wire retainer may be used.

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- Any lead wire may be used, guide clips are permitted.
- Guide tongue, Motor bracket, and up to 6" of straight wire maybe used to reenforce front and rear axle uprights.

Motor

- JK Hawk 7 Un-opened...

Axle

- Must use 1/8" axle. Stock oilites only. No bearings.
- No bushing modifications for front to rear movement are allowed. Leveling adjustments can be made only.
- 3 ¼" Max width front and rear. This must be equally spaced on both sides.
- Racers may add spacers to the rear axle to achieve the desired width up to a maximum of 3 ¼". The car must fall from the tech gauge under its own weight.
- The front wheels must be locked to the axle. The axle must rotate. No "freewheeling".

Gears

- Must use 8 tooth straight pinion.
- 28 tooth crown gear only.

Tires

- Must use Parma #699k front tires.
- Front tires may be treated with nail polish, super glue or other additives as per racer preference. Outside screen print must remain.
- Minimum tire diameter; Front .790" and Rear .825".
- Minimum tire width. Front .400" and rear .810".

Body

- Parma #1055B or C Thickness only. This is the 4.5" C.O.T. Body. Minimum roof height is 1 7/8". Roof may not be "bubbled" to pass tech.
- Front bumper must be cut on the cut line.
- 1/8" minimum rear bumper height.
- Rear spoiler may not be higher than 1 ¾".
- No added spoilers.
- Must have a visible number on both doors and the roof.
- Must have full 3-D interior such as Parma #807 or champion #361-C. No drooping of interior.

OUTLAW GROUP 10

Chassis

- Any mass-produced stamped steel flexi chassis allowed, except the open motor box styles (JK Cheetah 11, Proslot/Kelly Speed FX).
- Lightweight replacement pans may be used.
- Motor may be soldered to chassis; Front axle may be soldered to chassis.

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- Motor bracket may be enlarged to allow for a better gear mesh.
- Rear uprights may be braced.

Motor

- Any 16D setup made for Parma, Proslot, Kamen or Kelly. D-Cans only.
- Only tagged, balanced 16D arms from Parma, Viper, Mura, RJR, ProSlot or B.O.W. are allowed. Additionally tagged FCR arms are allowed.
- Minimum dimensions of stack length of 0.600" and minimum diameter of 0.513" and 70 turns of 30 gauge wire.
- Any horizontal end bell hardware may be used.
- Any motor brushes.
- Any motor springs may be used.
- Only 16D magnets may be used and can be glued into position, shimmed and honed.
- Oilite may be soldered or glued into the can.
- New holes may be drilled into the can to attach the end bell and screws holding the end bell on can be added or replaced.
- The can and/or magnets cannot be modified to provide axle clearance, but the can oilite can be notched so as to provide gear and/or chassis clearance.

Body

- Bodies must be fully painted and all window areas left clear.
- Only the following outlaw bodies may be used in this class.

| JK | Parma | Kelly |
|------|-------|-------|
| 6233 | 994 | 1729 |
| 6234 | 1107 | |
| 6235 | 1128 | |

Gears

- Any gear ratio is allowed.
- Only 48 Pitch plastic/polymer spur gears may be used.
- May solder pinion on motor.

Tires

- Any diameter rear tire may be used.
- Minimum rear axle diameter is 1/8" and must be solid steel.
- Minimum front tire diameter is .500" and must be at least 45 degree angle to chassis.
- Minimum front axle diameter is 0.047" and must be solid steel.
- Front axle may be bent but must pass through both uprights.
- Lightweight front and rear wheels are allowed.

Information will be available at www.thenecc.com.