

# The Official TARC Racing Rules

Version 1.0 - 2026

For any requests for clarification on rules, please contact the TARC discord for discussion.

## General Racing Rules

1. Streaming is required for all recorded races. Currently, we allow a race monitor (person who created the room) to disable streaming enforcement. This should only be done for tournament races on a stream delay or other scenarios where streaming shouldn't be enforced. Failure to provide a VOD with proof of your finish time will likely result in a disqualification. Stream archival **MUST** be enabled in Twitch (take care, this is not enabled by default). If you want to race without requiring streaming, please use the "Custom" goal.
2. Only permitted glitches (listed as competitive rules as seen below) for No Glitches logic races are allowed. An accessible set of glitch rules is available (if using this ruleset, note it clearly in the race info). Any race using a glitched ruleset should use the "Beat the game (glitches)" goal.
3. You may press done (or use .done) to complete your race at the beginning of the mosaic visual effect that immediately precedes the trifold room screen.
4. The Tournament goals (Solo and Co-op) should be used for all non-glitched, non-spoiler tournament races, and only for tournament races. Co-op includes any modes where two or more people are collaborating in a voice call including mentored races in the Mentor Tournament. All partners in a co-op race must use the same team name as each other.
5. The Casual goal should be used for all recordable pick-up races, as well as all scheduled non-tournament races (e.g., weeklies), that aren't glitched, spoiler or vanilla preset. Voice calls are allowed in Casual solo races if it is clearly stated in the room name. Casual co-op races should state in the room name that they are co-op (or pilot or mentor) races. You may not be on a voice call with anyone other than your co-op partner(s) in a co-op race.
6. Auto-tracking is allowed - See the [Auto-tracker Rules and Guidelines](#) for full details.
7. Emulator-specific functionality is banned (fast forward, save states, disabling layer rendering, etc), with the exception of "Joypad Swap", "Switch Controllers", or similar functions that allow changing your input device (controls must remain 1 for 1). The "runahead" feature must be disabled in Retroarch.
8. ZSNES and Snes9x 1.4x are BANNED.
9. No controller turbo, no left+right or up+down. No external tools are allowed to assist the player with physically making inputs during the run, unless there is a valid accessibility reason for doing so.
10. Do not get help from another human during the race. This includes, but is not limited to, the following:

- \* Watching an opponent's stream
- \* Watching a restream
- \* Being in your opponent's or restream chat, even if it is not visible to you
- \* Reading a channel in discord where race spoilers are being discussed

11. Do not post anything in chat, or put in a comment that contains spoilers. When in doubt, wait until the race has concluded before adding a comment to your race.
12. ROM and RAM inspection (except for auto-tracking) are BANNED
13. If the game is generated on alttpr.com, it must remain unmodified after it is saved to your computer.

### Spoiler log race exception

1. Spoiler log races should be run using the "Beat the game - Spoiler" goal.
2. Looking at another player's stream is allowed for spoiler log races (and only spoiler log races).
3. Voice calls are always permitted for spoiler log and vanilla preset races and don't need to be stated in the room name in these cases.

If in doubt of the above, please ask!

Suspected rule violations or cheating should be raised to the TARC admins. You can find them on the discord linked here: <https://discord.gg/faSd5cnhs8> - Open an inquiry using the button in the #chat-with-admins channel

## ALttPR Racing Ruleset

The following table is a list of techniques that are allowed in ALTTP Randomizer races. A "✓" in each column indicates that a technique is allowed for that rule set.

Most races are done under the "Competitive" ruleset where only minor glitches are allowed. This ruleset is used with "No Glitches" logic: you're allowed to do minor glitches, but the logic assumes you don't.

The "Major Glitches" (MG) ruleset is similar to what the vanilla speedrunning calls [RMG](#), and is also used in [Hybrid Major Glitches](#) racing.

|                                |
|--------------------------------|
| <h3>ALttPR Racing Ruleset</h3> |
|--------------------------------|

|                                                   | Competitive | OWG <sup>1</sup> | MG <sup>1</sup> | No Logic <sup>1</sup> |
|---------------------------------------------------|-------------|------------------|-----------------|-----------------------|
| <a href="#">Dark Room Navigation</a> <sup>2</sup> | ✓           | ✓                | ✓               | ✓                     |
| <a href="#">Silverless Ganon</a> <sup>2</sup>     | ✓           | ✓                | ✓               | ✓                     |
| <a href="#">Torch Glitch</a>                      | ✓           | ✓                | ✓               | ✓                     |
| <a href="#">Houlihan Room</a>                     | ✓           | ✓                | ✓               | ✓                     |
| <a href="#">Item Dash</a>                         | ✓           | ✓                | ✓               | ✓                     |
| <a href="#">Super Speed</a>                       | ✓           | ✓                | ✓               | ✓                     |
| <a href="#">Bomb Dash / Chest Dash</a>            | ✓           | ✓                | ✓               | ✓                     |
| <a href="#">Invisible Purple Chest</a>            | ✓           | ✓                | ✓               | ✓                     |
| <a href="#">Medallion Cancel</a>                  | ✓           | ✓                | ✓               | ✓                     |
| <a href="#">LSD Blind</a>                         | ✓           | ✓                | ✓               | ✓                     |
| <a href="#">Block Clipping</a>                    | ✓           | ✓                | ✓               | ✓                     |

|                                       |   |   |   |   |
|---------------------------------------|---|---|---|---|
| <a href="#">Mirror Block Erase</a>    | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Sanc And Quit</a>         | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Magic Cape Cheapskate</a> | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Fire Rod Doubling</a>     | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Bonk Prize Pre-Grab</a>   | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Heart Dupe</a>            | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Prize On The Eyes</a>     | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Somaria Magic Refill</a>  | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Capedash Underflow</a>    | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Spooky Action</a>         | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Bomb Duping</a>           | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Bomb Jumps</a>            | ✓ | ✓ | ✓ | ✓ |

|                                         |   |   |   |   |
|-----------------------------------------|---|---|---|---|
| <a href="#">Interior Rail Clipping</a>  | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Water Walk</a>              | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Fake Flippers</a>           | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Fake Powder</a>             | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Barrier Revival</a>         | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Somaria Barrier Skip</a>    | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Medallion Barrier Skip</a>  | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Super Bunny</a>             | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Surfing Bunny</a>           | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Wriggling Bunny</a>         | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Overworld Bunny Revival</a> | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Dungeon Bunny Revival</a>   | ✓ | ✓ | ✓ | ✓ |

|                                                |   |   |   |   |
|------------------------------------------------|---|---|---|---|
| <a href="#">OHP Dungeon Revival</a>            | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Unbunny Beam</a>                   | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Bunny Pocket</a>                   | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Potion Camera Unlock</a>           | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Armos Shake Storage</a>            | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Herapot</a>                        | ✓ | ✓ | ✓ | ✓ |
| <a href="#">SpeckyClip</a>                     | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Mimic Clipping</a>                 | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Moldorm Bounce</a>                 | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Extended Auto Stairs</a>           | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Lamp Controlled Somaria Bounce</a> | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Diver Down</a>                     | ✓ | ✓ | ✓ | ✓ |

|                                                   |   |   |   |   |
|---------------------------------------------------|---|---|---|---|
| <a href="#">Door State Extension (Icebreaker)</a> | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Hovering</a>                          | ✓ | ✓ | ✓ | ✓ |
| <a href="#">Overworld OoB Clips</a>               |   | ✓ | ✓ | ✓ |
| <a href="#">Desert Palace Statue Deletion</a>     |   | ✓ | ✓ | ✓ |
| <a href="#">Mirror Clipping</a>                   |   | ✓ | ✓ | ✓ |
| <a href="#">Mirror Screenwraps</a>                |   | ✓ | ✓ | ✓ |
| <a href="#">Mirror Jumps</a>                      |   | ✓ | ✓ | ✓ |
| <a href="#">Overworld YBA</a>                     |   | ✓ | ✓ | ✓ |
| <a href="#">Overworld Fake Flute</a>              |   | ✓ | ✓ | ✓ |
| <a href="#">Remote Control Boomerang</a>          |   |   | ✓ | ✓ |
| <a href="#">Fake Clippers</a>                     |   |   | ✓ | ✓ |
| <a href="#">Underworld OoB Clips</a>              |   |   | ✓ | ✓ |

|                                               |  |  |  |   |
|-----------------------------------------------|--|--|--|---|
| <a href="#">Somaria Transition Corruption</a> |  |  |  | ✓ |
| <a href="#">Ganonpot</a>                      |  |  |  | ✓ |
| <a href="#">Yuzuhara's Bottle Adventure</a>   |  |  |  | ✓ |
| <a href="#">Door Jukes</a>                    |  |  |  | ✓ |
| <a href="#">Mirror Door</a>                   |  |  |  | ✓ |
| <a href="#">Wrong Warp</a>                    |  |  |  | ✓ |
| <a href="#">Deathhole</a>                     |  |  |  | ✓ |
| <a href="#">Quadrant Glitch</a>               |  |  |  | ✓ |
| <a href="#">Hookclip</a>                      |  |  |  | ✓ |
| <a href="#">Hookpush</a>                      |  |  |  | ✓ |
| <a href="#">Tree Warp</a>                     |  |  |  | ✓ |
| <a href="#">Stairmaster</a>                   |  |  |  | ✓ |

|                                             |  |  |  |   |
|---------------------------------------------|--|--|--|---|
| <a href="#">Overworld Conveyor</a>          |  |  |  | ✓ |
| <a href="#">Underworld Fake Flute</a>       |  |  |  |   |
| <a href="#">Exploration Glitch</a>          |  |  |  |   |
| <a href="#">ACE via Ancilla Misslotting</a> |  |  |  |   |
| <a href="#">Out-of-bounds SRAM Editing</a>  |  |  |  |   |

Notes: If there are any techniques missing from this list or you think that additional clarifications are needed please contact a member of the TARC Admin team.

<sup>1</sup>: *Glitched Mode Rulesets are pending review from the glitch racing communities and additional techniques and rules classification may be added as needed.*

<sup>2</sup>: *This technique can be forced by using certain settings in No Glitches logic.*