



General Rules/Guidelines

(Updated 1/2/2025)

Welcome to the official rules for the SCDRL. SCDRL's Mission is to become the largest Slot car drag racing league in the world. Our vision is to bring in participants/cars from all over the world to engage in the wonderful hobby of Slot car drag racing. We will offer in person racing and also Proxy racing. We have developed strict processes that will be followed for all proxy races to ensure the highest level of competition and fairness for all participants/cars. Please see the general guidelines listed below.

Section 1- Track Specs

1.1 The official SCDRL track is a Viper Scale Racing 1000' strip. The track is made from Sintra PVC with 15.5' of timed track and 10' of shutdown. The shutdown features a dead short which helps stop the cars promptly. A catch box will also be used beyond the shutdown in an effort to minimize damage if a vehicle exceeds the shutdown area.

1.2 A Trackmate racing DP2000 timing system is used in conjunction with Viper Scale Racing LED overhead light bridges. This timing system features a standard Christmas tree, pre-stage, stage, Finish and speed trap results. The standard tree also displays a win light.

1.3 The official power supplies will be 10 amp 18V units. All classes will run 18V (+/- .1V)

1.4 Track will be cleaned and race prepped prior to each event.

1.5 SCDRL will not be responsible for damage to any contestant's car. This includes but is not limited to stripped gears, blown arms, body damage, etc.

Section 2- Race Procedures

2.1 (You are responsible to clean your tires prior to sending in your car. Our tracks clean !! (Updated 4/20/26)

2.2 Cars will be manually staged by race starter.

2.3 Cars will be go on green

2.4 Winning car will move onto next round

2.5 Redlights will automatically be re-run as our system should not allow a car to redlight. This does not apply to Top Fuel classes as they are triggered by human starter.
(Updated 12/13/24)

2.6 Breakouts will result in a loss unless the opponent breaks out more. Trackmate system will determine the winner.

2.7 In the event of a tie, the tiebreaker will be MPH. In the event of a double tie (ET/MPH), the tie breaker will be reaction time.

2.8 If a car blows the fuse on the official track, that car will be DQed without an entry refund.

2.9 If a car both breaks and/or cannot complete the full pass, it will be DQed without an entry refund.

Section 3- Class Sizes/Prize structure

3.1 One entry per class per car (Same car cannot fill multiple spots in 1 class).

3.2 Car owners may enter as many cars in as many classes as they wish so long as they do not violate rule 3.1 above.

3.3 Max of 4 classes per car.

3.4 -Full field is 9-16 cars (Full prizes awarded) Up to 6 Bye rounds
-Partial field is 5-8 cars (Full prizes awarded) Up to 3 Bye rounds
-Short Field/ Exhibition Less than 4 cars (Free entry for next Race) No prizes awarded

Section 4- General information

4.1 Cars will be issued a unique ID number that will be associated with the registration ID card. Please note the ID number will be placed on the car in a conspicuous place if possible. In the event that the ID needs to be placed in a visual place on the outside of the car or body SCDRL is not responsible for any paint or decals that may come off with the ID once removed.

(We are also racers and understand the sensitivity some paint and decals have. We will do our best to minimize the risk/potential for any residue damage.)

4.2 All cars/ID cards will be kept in a secure location within the SCDRL headquarters.

4.3 All cars can/will only be returned back to the original address provided during the race entry. Example: Return address must match the race entry order info for each car being returned. There are no exceptions. All cars will be returned to the original sender at requesters expense. Standard shipping rates will apply.

4.4 All cars are subject to photography/videography for use on SCDRL and associated social media sites such as Facebook, Instagram, Youtube and more. (If you have something that you think is top secret, don't send it)

Section 5- Storage/Maintenance (Optional services)

5.1 SCDRL is not responsible for damage occurred during Shipping to and from SCDRL. It is up to you to ensure that the proper protection and care is implemented when sending in your cars.

5.2 All cars you wish to leave at SCDRL headquarters via our storage system will be bagged, indexed and stored in a climate controlled environment. Cars can be returned to owners at any time per rule 4.3.

5.3 Monthly storage fees are \$5 per month per car. If for some reason the car owner fails to pay for the storage fee, they will have **14 days** after the previous race to pay for storage or return shipping. If you wish to store your cars here please be prepared to pay the fee.

5.4 If you opt for Viper Scale Racing to perform maintenance on your car you agree to pay for any parts/fees associated with the work performed. Please contact support@viperscaleracing.com for maintenance pricing.