

International Championships for Car Entertainment (ICCE) Rules

The **ICCE** aims to promote modern Sound Quality, Pure SPL, Sound Check, Arena Clash, Outlaw Clash and Show Competitions that:

- Increases competition and attracts younger competitors
- Consistent with industry and market trends
- Challenging for Traditional builds
- Encourage dynamic, versatile builds

Competition Steps:

1. Verify build category & class in the Classification Zone:

Category	Allowed
Kids	Power Wheels, Bicycles, Kids vehicles
Beginner	Stock (OEM) speaker sizes and OEM locations. Trunk subwoofer. 1 pair flush or surface mounted tweeters in non OEM location allowed, max overall diameter 2". Clamped Power: <1000 W. No major structural modifications
Intermediate	Upgraded speaker sizes in OEM locations. Trunk subwoofer. Clamped Power: <5kW. No major structural modifications.
Professional	Upgraded speaker sizes in non-OEM internal locations. Subwoofer walls. Clamped Power: <10kW. No major structural mods.
Advanced	Upgraded speaker sizes and unlimited internal locations. Major structural modifications. Subwoofer walls. Unlimited power.
Unlimited	Manufacturers, Brand representatives. External speakers. Major structural modifications. Subwoofer walls. Unlimited power.

General guidelines:

- Competitors do not compete against ICCE Judges. ICCE Judges' competitions and points will be treated separately from competitors.
- The Judges' decision is final. Members can lodge a formal protest in writing through the respective event director, after the event.
- Major structural modifications include, but are not limited to: lambo/suicide/motorized doors, metal or non-metal panel reinforcements, racks, non-OEM windshields or windows, foam/steel/resin/concrete work or stripper poles.
- External speaker locations are any speakers or enclosures that are outside the vehicle's body.
- For internal speaker locations, all doors and windows must remain fully functional while the system is competing.
- Trunk subwoofers and any attachments must be both behind the C pillar and below the window line.
- No changes to the vehicle can be made during classification and judging.
- Overshooting the power limit in the category puts the competitor in the next highest build category.
- Builds with no specifically designated classes will go into the next highest cone area class.
- Tie breakers: For Sound Quality, Sound Check and Arena Clash, the higher total Tonal Accuracy scores win. For Pure SPL competition, the winner will be decided by the lower tested frequency. For Show Competitions, the higher Overall Theme score will be the winner.
- Engine RPM is limited to 2000 RPM
- An unlimited amount of human bracing can be used for all categories
- Only the Judge's media (USB and CD) will be used for Sound Quality competitions.
- No SPL score and no Mandatory judging tracks will be used for Outlaw Clash competitions. Skip Step 2 and proceed to Step 3.
- Profanity is not allowed in any competition or tracks used. Any use of profanity will result in a zero score for that run.

2. Establish SPL Score in the SPL Zone:

Competition	Pure SPL	Sound Quality	Sound Check	Arena Clash
Duration	1st run: 30 seconds peak, 2nd run: 30 seconds average Both runs must be done consecutively in any order	30 seconds	30 seconds	30 seconds
Peak or Average	Sum of Both Peak + Average SPL runs	Average SPL	Average SPL	Average SPL
Tracks Used	Peak Run: Any track. Avg Run: Any track	Any track	Any track	Any track
Frequency Range	Less than 100Hz			
Sensor Placement	For Rear or Side facing subwoofer walls, the sensor will be placed facing rearward or sideways on a weighted stand, at least 12" from the nearest subwoofer, port or enclosure. For all other systems, the sensor will be placed facing forward on a weighted stand in front of the B pillar, at least 12" from the nearest subwoofer, port or enclosure.			
Open/Closed	Closed	Closed	Closed	Closed
Clamped Power	Yes			

3. Choose Sound Quality, Pure SPL, Sound Check, Arena Clash or Outlaw Clash and enter the respective Zone:

The competitor then chooses Sound Quality, Pure SPL, Sound Check or Arena Clash.

- The Pure SPL format will only use the SPL Scores and no further sound judging will be done.
- The Sound Quality format will be evaluated by a judge inside the vehicle in the Sound Quality Zone.
- The Sound Check format will be evaluated by a judge outside the vehicle in the Sound Check Zone.
- The Arena Clash format will be evaluated by a judge outside the vehicle within the Clash Arena
- The Outlaw Clash format will only be evaluated by a judge outside the vehicle within the Clash Arena but will be evaluated based on 2 runs (60 Seconds Each) with tracks of the competitors choice. No SPL scoring will be used for Outlaw Clash competitions.

Arena and Outlaw Clash vehicles will be batched and judged in ascending order of subwoofer sizes in the arena, starting with all single 6.5 builds, followed by progressively larger subwoofer sizes up to Heavy builds.

4. Judges Evaluation Procedure

A. Pure SPL

1. The highest total of peak and average SPL scores within the class wins, second highest total is 2nd place, and so on.

B. Sound Quality

1. The competitor indicates the maximum head unit volume on their scoresheet which will not be exceeded by the judge.
2. The competitor must indicate their choice of evaluation seat on the scoresheet: driver's seat or front passenger's seat
3. Sound Quality criteria will consist of Tonal Accuracy (40), Overall Sound (10), Sound Stage (20), Imaging (20), SPL Score (Average dB score minus 120, up to a maximum of 10 points). The total score will be out of 100.
4. Sound Quality will consist of 5 categories: Beginner, Intermediate, Professional, Advanced and Unlimited according to the criteria in Section 1.
5. Approved Judging tracks will be used for this evaluation using Judge's media only.

C. Sound Check, Arena Clash and Outlaw Clash

1. For Sound Check, the judge will play the vehicle within the audio limitations of the venue. The competitor indicates the maximum volume on the head unit on their scoresheet which will not be exceeded by the judge during these evaluations.
2. For the Arena Clash and Outlaw Clash, the competitor will play the vehicle at their desired output level.
3. Vehicles can face the judge with the front, rear or side (each classed separately) of the vehicle
4. The competitor must indicate ONE external evaluation position on the scoresheet either:
Left (in line with the left fender), Center, or Right (in line with the right fender).
5. Judging distances:
 - a. For the Beginner to Professional categories, these are all judged at minimum 5ft away from the vehicle's boundary.
 - b. For the Advanced, Unlimited and Rear/Side Facing categories, these are all judged at minimum 10ft away from the vehicle's boundary.
 - c. The judges can evaluate any vehicle at further distances at their discretion.
6. There will be two rounds of 60 seconds each and will be evaluated using any 60 second portion of any tracks of the competitor's choice.
7. Sound Check criteria will consist of Tonal Accuracy (40), **Overall Sound** (20), SPL Score (Avg. dB score minus 110, up to a maximum of 40).
8. Arena Clash criteria will consist of Tonal Accuracy (40), **Overall Output** (20), SPL Score (Avg. dB score minus 110, up to a maximum of 40).
9. Outlaw Clash criteria will consist of Tonal Accuracy (40), **Overall Sound** (30), **Overall Output** (30). No SPL testing or SPL points..
10. All competitions will be scored out of 100 points.

For Sound Quality competitions, the judging tracks will contain one track from each of the following genres: Caribbean, Pop, Latin, R&B, Dance and Country. Tracks will not be for sale and competitors will be encouraged to purchase the artist's original album. Based on recommendations from the club members and judge team, updates to the list of judging tracks would be published on the website one month before competition use

Recognition & ICCE Points

Scores will be uploaded to the ICCE organization's website. State/Provincial, Country Point Winners and World Championship titles can be gained by accumulating the most ICCE points within localities. Valid ICCE organization memberships are required to obtain points and win any championship titles. There will be one Champion and one Runner-Up with the overall champion having the highest total among all formats. For Sound Quality, SPL, Sound Check, Arena Clash and Show, points leaders will be determined by the highest total ICCE points per format. 1st place gets 5 points, 2nd place gets 4 points, 3rd place 3 points, 4th place 2 points and 5th place 1 point. Points will not be awarded for Grudge/Callout/Open Class to prevent unfair acquisition of points.

Judges & ICCE Event Directors Training

ICCE Event directors will have a limit of 12 ICCE point events per calendar year per locality. None ICCE point events are unlimited. At ICCE's discretion, we will train Judges' Trainers to train other judges around the world according to the rules and procedures of the ICCE organization, using a standard training manual. Judges are required to attend judge training sessions once a year to maintain certification. Technical resources such as videos, stage maps and descriptive text would be provided for each preset judging track.

Classification Matrices

Kids Matrix	Age Group
Kids	0-12 Years
Teens	13-18 Years
Young Adults	18+ Years

SPL	Beginner	Intermediate	Professional	Advanced	Unlimited
Single Sub					
Double Subs					
3-4 Subs					
5+ Subs					

Orientation	Sound Check & Arena Clash Judge's Position to Vehicle
Front	Default. Vehicle is indicated to be evaluated by the judge standing at the front. Speakers are generally aimed forward.
Rear	Vehicle is indicated to be evaluated by the judge standing at the rear. Speakers are generally aimed rearward.
Side	Vehicle is indicated to be evaluated by the judge standing at the side. Speakers are generally aimed to the side(s).

Sound Check/Arena/Outlaw Clash Matrix	Beginner	Intermediate	Professional	Advanced	Unlimited
Single 6.5 (1 to 34 in ²)					
Single 8 (35 to 51 in ²)					
Single 10 (52 to 79 in ²)					
Single 12 (80 to 113 in ²)					
Single 15 (114 to 177 in ²)					
Single Sub (178+ in ²)					
Double 6.5 (35 to 67 in ²)					
Double 8 (68 to 105 in ²)					
Double 10 (106 to 157 in ²)					
Double 12 (158 to 226 in ²)					
Double 15 (227 to 354 in ²)					
Double Sub (355+ in ²)					
Light (up to 650 in ²)					
Medium (650 in ² to 1300 in ²)					
Heavy (over 1300 in ²)					
Grudge/Callout/Open					

Show Categories:

Manufacturer Show Categories will be classified by vehicle manufacturer eg. Ford, Toyota, Chrysler, Honda. There will also be four additional categories: Kids Power Wheels, Bicycles, RC Cars and Offroad. Competitors can also additionally register for each of Best Interior Lighting & Screens, Best Exterior Lighting & Screens, Best Audio System Installation, Best Paintwork, Best Wrap, Best Wheels, Best Suspension, Best General Interior, Best General Exterior and Best Overall Theme by scoring the highest overall in those criteria. “Best of” classes compete with scores in the overall categories. For example, a Toyota category competitor scoring 8 in paintwork, will put a Best Paintwork only competitor scoring 7, in 2nd place. ICCE points will be awarded for all registered categories.

Winners of the Manufacturer Show Categories will be judged as having the highest overall total from the ten criteria listed below:

1. Interior Lighting & Screens (10 points):
 - a. The quality and effects of the aftermarket interior lighting system components and internally viewed screens (5 points)
 - b. The proper fit, customisation and finish of the installation (5 points)
2. Exterior Lighting & Screens (10 points):
 - a. The quality and effects of the aftermarket exterior lighting system components and externally viewed screens (5 points)
 - b. The proper fit, customisation and finish of the installation (5 points)
3. Audio System Installation (10 points):
 - a. The presence of an aftermarket audio system: head unit, amplifier, speaker, subwoofer, processor (5 points)
 - b. The proper fit, customisation and finish of the installation (5 points)
4. Paintwork (10 points):
 - a. The quality of the vehicle’s paintwork (5 points)
 - b. The customisation and effects of the paint (5 points)
5. Wrap (10 points):
 - a. The quality of the vehicle’s wrapwork (5 points)
 - b. The customisation and effects of the wrap (5 points)
6. Wheels (10 points):
 - a. The presence of aftermarket wheels, tires and wheel accessories (5 points)
 - b. The proper fit and finish of the wheels (5 points)
7. Suspension (10 points):
 - a. The presence of an aftermarket suspension system: air suspension, coilovers, lowering springs, sleeves, hydraulics (5 points)
 - b. The proper fit and finish of the installation (5 points)
8. General Interior (10 points):
 - a. Cleanliness of the seats, floor, upholstery, headliner, trunk (5 points)
 - b. Interior Customisations (5 points)
9. General Exterior (10 points):
 - a. Cleanliness of the body, wheels, undercarriage, engine bay, windows (5 points)
 - b. Exterior Customisations (5 points)
10. Overall Theme of vehicle (10 points):
 - a. Consistency of all customisations to match a theme (5 points)
 - b. Attraction level (5 points)