

2023 Asia Pacific Motorsport Championship

E Sport Cup

Sporting Regulations

Table of Contents

1. General Rules	3
2. Organiser	6
3. Declaration of Consent.....	6
4. Data Privacy.....	6
5. Premature Termination of the Competition	7
6. Changes	8
7. Legal Disclaimer	8
8. Competition Details.....	8
9. Eligibility	13
10. Sporting Code.....	13
11. Flag Signals and their Meanings.....	17
12. Incidents and Penalties	17

The MAM is organising the Asia Pacific E Sport Cup as part of the 2023 Asia Pacific Motorsport Championship, which will take place at the Sepang International Circuit, Malaysia from the 30th of September 2023 to 1st October 2023.

Only drivers from that region will be nominated by their respective ASN's to take part. The list of countries eligible are Australia, Bangladesh, Cambodia, Chinese Taipei, India, Indonesia, Hong Kong, Japan, Kyrgyzstan, Mongolia, Malaysia, Macau, New Zealand, Nepal, Philippines, Singapore, South Korea, Sri Lanka, Thailand, Vietnam, Uzbekistan. The fastest 12 countries to register a lap time on the leader board will be invited to compete.

1. General Rules

1.1 Summary

The Asia Pacific Motorsport Championship – Esport Cup will be a LAN event and run on location at the Sepang International Circuit in Malaysia.

Drivers will be selected by their countries ASN, with a maximum of two drivers from each country. Entry fee is EUR200 per ASN.

This E Sport Cup is inscribed as a National event with regional participation through the Motorsports Association of Malaysia. Each team/driver must have an E sport licence with their respective ASN. Drivers must be 16 years of age and above.

The gaming platform used will be Assetto Corsa Competizione and it will be run on PC.

There will be two championships run. One for Drivers on the Saturday and one for Teams on the Sunday.

1.2 Reading and understanding the rules

Every driver participating is agreeing to having understood the rules, and agrees to obey by the rules. By entering, you are bound to the rules. Failure to understand the rules is not an excuse.

1.3 General behaviour

Every driver participating must always show good behaviour. Any discriminatory or offending actions, words, posts or contents are forbidden and can lead to permanent exclusion from the Championship as well as future Axle Sports events, at the discretion of the stewards. These include any actions, words, posts or contents that bring disrepute to the competition and/or organiser and/or their sponsors/partners.

Any discriminatory or offending actions, words, posts or contents from third parties shown to have a relationship with a participant may be construed as coming from the participant and may also result in exclusion.

All participants are expected to adhere to good sportsmanship. It is expected that all drivers will race to the best of their abilities. Any participants not adhering to that and/or bringing the competition into disrepute will be reported to the stewards and may be penalised.

1.4 Communication

All official communication will be through Discord and Zoom. Information and links will be distributed to all parties following the deadline for entries.

In game broadcast will also be using a mixture of Discord and Zoom and all drivers must at all times have Zoom on with the camera showing themselves driving their rig.

Social media posts and streaming details will be shared with the teams and drivers. It is a requirement that all information provided by the organiser must be posted on their social media channels.

1.5 Cheating

Any cheating in game to get a competitive advantage will result in exclusion.

It is not allowed to use external programs or data or software or make any alteration to the functions of the simulation in order to gain a competitive advantage. Drivers caught cheating will receive a permanent ban.

In case no usage of software can directly be proven in the files, but due to video evidence where the driving behaviour of the car cannot be explained with normal game functions, it is at the stewards discretion that may lead to an investigation. A ban on video evidence is also possible.

Tools such as Crewchief, OtterHud, ZeroforceHud, Motec or similar programs will not be allowed to be put onto the PC's.

1.6 Decisions

Decisions by the organiser are final. If a situation is not covered by the rules, the organiser will have the final decision on it. These decisions are not appealable.

Any statements by the organiser that are specified as rules, also count as rules and have to be accepted by all drivers. This includes supplementary regulations, bulletins and driver briefing notes. These additional SR's, bulletins and briefing notes will take priority.

2. Organiser

Axle Sports Sdn Bhd
Lot No.1, Jalan SS8/6
Sungei Way Free Trade Industrial Zone
47300 Petaling Jaya
Selangor
Malaysia

3. Declaration of Consent

The Participants agree that their names will appear in live streams and press releases handled by Axle Sports, including all pictures, videos and audios.

The Participants agree that Axle Sports can make and broadcast photographs and movie recordings (e.g. internet stream), on which the winners and participants are identifiable as well as statements, interviews and similar captured on audio and video. Axle Sports are entitled to use these recordings.

4. Data Privacy

All personal data is collected and processed in accordance with the statutory provisions governing data protection in Malaysia. Only the

personal data that is required to handle the competition and prize is collected and forwarded onto partners of Axle Sports.

All employees and partners of Axle Sports are obliged by Axle Sports to maintain data secrecy. Data is only transferred to state agencies or authorities within the framework of legal regulations. The participant agrees to this. The data is stored after the competition has been carried out.

You hereby agree that Axle Sports may collect, obtain, store and process your personal data that you provide in this form for the purpose of receiving updates, news, promotional and marketing updates, news, promotional and marketing mails or materials from Axle Sports. For the avoidance of doubt, Personal Data includes all data defined within the Personal Data Protection Act 2010 including all data you had disclosed to Axle Sports.

5. Premature Termination of the Competition

Axle Sports has the right to terminate or cancel the competition at its discretion at any time. No claims can be derived from any premature termination.

Axle Sports has the right to exclude one or more participants from taking part in the competition in the event of any manipulations or attempted or suspected manipulation or if they bring the competition into disrepute.

6. Changes

Axle Sports explicitly reserves the right to amend or modify these conditions at any time, with effect for the future. The competitors shall be notified about this at a suitable point.

7. Legal Disclaimer

There is no legal recourse. The law of Malaysia applies exclusively and the jurisdiction of Axle Sports shall apply in the event of a dispute. If any of the abovementioned provisions in these conditions of entry should be ineffective or contain a loophole, the other provisions shall remain unaffected by this. Ineffective or incomplete provisions shall be maintained with effective content which comes as close as possible to reflecting the sense of the ineffective content.

By participating, the user automatically accepts the conditions of entry.

8. Competition Details

8.1 Format

Races will be run on 2022 tracks and all current cars in GT3 are allowed.

Each team will use a car in its country colours. And they must stay with the same car and liveries for the entire championship. Each ASN will be provided a template of their car chosen to create their livery with.

Setup is open and drivers can choose how much fuel to use in qualifying and race. There may also be ballast applied to the manufacturers in the spirit of ensuring an equal Balance of

Performance. The amounts will be announced 2 weeks before Championship weekend.

Track: TBA

Conditions: TBA

Entries through Qualifying leader board

Qualifying for the Esport Cup will be through an online leader board that will be held from September 1st to 3rd 2023. All countries must enter and have at least one driver set a time on the leader board. The fastest 12 countries will be selected from their fastest individual driver on the leader board and invited to enter once the leader board has closed.

Once invited to compete in the Esport Cup, these ASN's will be required to enter 2 drivers for both competitions – Drivers and Teams.

However, the leader board is only a guide for the ASN's and it is entirely at their discretion in how they select their drivers. They may decide to choose them from the leader board or they may use another qualifying mechanism to decide on which drivers to enter. ASN's must send in their entry by the 11th of September.

Driver Competition

There will be two semi-finals for the driver championship. The top 6 in each semi-final will go through to the finals, which are held on the same day. Qualifying for the semi-finals and finals will be 15min each and will be held just before their races. There is no maximum number of laps during qualifying.

Race length will be 45 min for semi-finals and 60 min for finals. All races must have a compulsory pit stop where drivers must take on a minimum of 1 litre of fuel. Pit stop window opens ten min after race start and closes 10 min before race end.

Teams Championship

Drivers from the same country will make up teams and will share a rig for the team's championship. Qualifying will be 15min per driver and the grid will be set through an average of both lap times.

If a country cannot provide two drivers and only one, then they will have 2 seconds added to their qualifying lap time.

Race duration will be 2 hours with a compulsory pit stop to change drivers. Pit stop window will be between 50min and 70min into the race. Teams can designate which driver to start.

Countries with only one driver must serve an additional stop and go penalty in the first 60 min of the race. This is considered an additional stop to the compulsory pit stop that must be served in the pit stop window. During the penalty stop, no refuelling or changing of tyres is allowed.

8.2 Calendar

2023 Notable dates

31 August	Announcement of track(s)
01 – 03 September	Online leader board
11 September	Entry Deadline
29 September	Official Practice
30 September	Drivers Championship
01 October	Teams Championship

8.3 Timetable (Race week) - UTC + 8 hours |KL|HK

Friday 29th September

1300 – 1330 Driver Briefing

1430 – 1600 Practice on simulator rigs for drivers in semi-final A (45 min)

1630 – 1800 Practice on simulator rigs for drivers in semi-final B (45 min)

Saturday 30th September – Drivers Championship

0900 – 0930 Official practice for semi-final A

0930 – 0945 Qualifying for semi-final A

0955 – 1040 **Race for semi-final A (45 min)**

1100 – 1200 Lunch

1230 – 1300 Official practice for semi-final B

1300 – 1315 Qualifying for semi-final B

1325 – 1410 **Race for semi-final B (45 min)**

1630 – 1700 Official practice for Finals

1700 – 1715 Qualifying for Finals

1725 – 1825 **Finals race (1 hour)**

Sunday 1st October – Teams Championship

1330 – 1430 Simulator Setup and Official Practice

1500 – 1515 Qualifying for driver A

1530 – 1545 Qualifying for driver B

1600 – 1800 **Finals race (2 hours)**

The organiser reserves the right to change the timetable provided they give fair and proper warning to the competitors. Drivers and Teams will be contacted through their emails and sent a discord link, through which official communication will be sent.

8.4 Championship Points

There is no point system as there are two separate championships run in separate finals on different days.

8.5 Driver Infractions – penalty point system

There will be a driver penalty point system where drivers who are found responsible for incidents, will incur penalty points.

6 points will incur a ban from qualifying for the next round. Similar to F1, 12 points will incur a one round race ban. After one race ban has been served, a further 6 points will result in a second race ban. Stewards reserve the right to apply more or less points and penalties if they deem fit and may choose to carry points over from the drivers' championship to the teams championship.

Penalty points will be given out by the stewards based on the results of each protest in the following manner:

- 1 Point given for a protest filed that was deemed to be a racing incident with a warning issued.
- 2 Points given an incident which results in a 5 second penalty.
- 3 Points given for a single incident which results in a 10 second penalty.

8.6 Success ballast

There is no Success ballast

8.7 Cars allowed and ballast

- Aston Martin AMR V8 Vantage GT3
- Audi R8 LMS Evo 2 GT3 2022
- Bentley Continental GT3 2018
- BMW M4 GT3
- Honda NSX Evo GT3
- Ferrari 296 GT3 2023

- Lamborghini Huracan GT3 Evo 2 2023
- McLaren 720S EVO GT3
- Mercedes AMG GT3 2020
- Porsche 911 GT3 R (992) 2023

BOP will be announce two weeks before the Championship starts.

8.8 Settings

Traction control: allowed

ABS: allowed

Stability control: not allowed

Ideal line: not allowed

Automatic gearbox: not allowed

Engine start: No restrictions

Wipers: No restrictions

Lights: Automatic only

Pit limiter: No restrictions

8.9 Prizes

Championship Prizes

Trophies or medals for top 3 in each championship.

9. Eligibility

Participants must be a citizen of the country it represents. Only ASN's of each country entered can choose their drivers.

10. Sporting Code

10.1 General sportsmanship

This is a sim racing competition, and drivers must respect the sport, the competition and their competitors. Drivers must always aim to

achieve the best result for themselves in each race, while driving within the rules and obeying fair play.

10.2 Important basics

First of all, make sure that you are always in control of your car. This is the most important rule. Inability to control your car is not an excuse if you cause an accident.

Remember at all times that you are driving with other humans. So stay humble, and race with respect.

10.3 Start phase

In the start phase, you have to be extra careful. It is very easy to cause an accident affecting many cars. Start phase accidents may be penalized more harshly.

10.4 Overtaking and defending

All drivers involved in an overtaking move must show respect and drive with care. Do not force a chasing car off the track by leaving too little room. If you wish to defend your line, move to defend early and do not react to a move.

Do not change your line in the braking zone. Blocking a car that has an overlap is not allowed. An overlap is defined that the front of the attacker's car is at least next to the rear tyres of the defender's car. When you exit a corner and the car on the outside has an overlap, you have to leave enough space for the car so that it does not have to leave the track.

Excessive dive bombing (closing in speed) is also not allowed.

10.5 Track Boundaries

The track boundaries are following the in-game penalties. In general, they are as follows: 2 wheels always on track, kerbs count as track.

When you exceed the track boundaries, you will be given a warning on your screen.

Exceeding the track boundaries repetitively is not allowed and will be automatically penalized with a penalty. You will see the penalty given on your screen.

If you finish the race with a pending penalty, you will receive the time penalty on to your final race time. Automatic penalties that is given in-game such as track limits, speeding in the pit lane, exceeding stint limits, etc cannot be removed by Race Control.

10.6 Race Line

In terms of race line participants can protect their position by changing line once. Excessive weaving and blocking is not allowed. Moving back to the racing line after defending is allowed provided you leave one cars width.

If you re-enter the track, you have to be extremely careful and should not defend against the cars on track that are approaching with higher speed. Cars on circuit have priority/right of way.

10.7 Qualifying

In qualifying, it is your own responsibility to find free space on the track when starting a hot lap. A car on a hot lap does not have to yield for a faster car approaching from behind. If you are on an in- or out-lap, however, you have to let faster cars or cars on timed laps

pass you without blocking them. If you are on a fast lap approaching a slow car, flashing your lights is a way of notifying them that you're on a fast lap.

Stopping on track – We recommend that you drive back to the pits and do not exit while on track. If you have a problem and need to exit while on track, make sure you do it offline or even in the runoff area. If you block or interfere with another car while on track, you will be reported to the stewards and may get a penalty.

Any infractions in qualifying will result in a drive through penalty in the race, which will be served in the first stint.

10.8 Lapping

When being lapped, a participant needs to have a predictable trajectory and keep a regular trajectory and speed. Excessive manoeuvres such as braking earlier/harder or changing lines to try and facilitate the lapping usually end up in misunderstandings.

Participants need to be aware of their surroundings and yield to a car lapping them by simply not fighting for position. Blue flags will be signalled in game.

Defending while being lapped can lead to a penalty.

10.9 Retirement

You are allowed to park your car in the pits if you wish to retire. It will end your race. If you have to escape back to the pits to retire, it will not be penalised provided it is done in a safe manner.

11. Flag Signals and their Meanings

11.1 Yellow flag

A yellow flag indicates an accident. Please be extra careful when you see a yellow flag on your screen.

11.2 Blue flag

A blue flag indicates a faster car approaching from behind, and is typically shown on your out lap or when being lapped. Let the driver pass safely to avoid a penalty.

11.3 Black and white diagonal flag

A black and white diagonal flag signals when you go off the racing surface. You have to slow down to give back any advantage gained by cutting the track as instructed by the software/game.

11.4 Black flag

A black flag indicates a disqualification.

12. Incidents and Penalties

12.1 Definition of incidents

"Incident" means any occurrence or series of occurrences involving one or more drivers, or any action by any driver, which is reported to race control by other drivers which include (but is not limited to):

- Causing a collision which disadvantages competitors.
- Forcing a driver off the track.
- Illegitimately preventing a legitimate overtaking manoeuvre by another driver.
- Illegitimately impeding another driver during overtaking.
- Dangerous driving.
- Using in-game text chat during qualifying or race sessions

- Lack of respect, foul language or bad attitude towards other drivers, staff, or the spectators
- Violations of track boundaries
- Unsafe track entry

12.2 Definition of infringements

“Penalty” means of an occurrence where a driver breaks any rules and is punished for it. It normally involves offences like and not limited to:

- Cutting a corner
- Hitting another driver
- Careless driving
- Track limit infringements
- Ignoring blue flags
- Ignoring black flags

12.3 Possible Penalties

- A) Time penalty (Added to their result post-race)
- B) Deletion of laps
- C) Drive Through
- D) Race ban
- E) Deletion of some or all championship points

*If a driver has a qualifying ban and is taking part, his entry will have to sit out qualifying even if he is not actually qualifying the car.

12.4 Reporting for incidents and penalties

Timeline for protests are 15 min after the end of the race – when the result screen is shown.

Must be specific with drivers involved, which race and any other relevant details such as lap, corner and description of the incident. Reports with incomplete information may be ignored by the Stewards. The protest acceptance and further review will be at the jurisdiction and discretion of the stewards. There will be in game stewarding that will be communicated to the teams during the race through the broadcast.

A driver or team manager can immediately report to the race steward after or during a race to have any incident they are involved in reviewed.

Protests must be accompanied by a video in the chase cam view of the offending car. Drivers will be allowed access to their rigs following races to record their replays. Video evidence, either through submission or recorded in-game review, will be used to decide what kind of penalties can be given or not given depending on the severity of the incident. Rebuttal on the protests can be made by the drivers involved in defence of the incident protested. However, any decision made is final.

If a driver has a protest thrown out, they will not be able to lodge another protest for that competition.

Any unsportsmanlike conduct can result in race ban or disqualification from the championship.

12.5 Appeal

There are no appeals allowed.