

Modified Article	Date of Application	Date of Publication

A capitalised and italicised word in this document is defined in the FIA International Sporting Code (*Code*) or the National Competition Rules (*NCR*), including their Appendices and this document.

Any HEADING is for reference only and has no regulatory effect.

1. ADMINISTRATION

- 1.1. Each *Esports Competition* is to be held under the FIA International Sporting Code including Appendices (*Code*), the National Competition Rules (*NCR*) of *Motorsport Australia*, these Esports Standing Regulations, the *Supplementary Regulations* and any further regulations and instructions issued for the *Competition*.
- 1.2. Motorsport Australia may co-sanction an event with an FIA Member Organisation for the purpose of an international competition, with the event's *Supplementary Regulations* to clarify discrepancies between the competition rules of multiple ASNs.
- 1.3. *Motorsport Australia* may only sanction a *Competition* using a *Game/Simulation* for four-wheeled vehicles.
- 1.4. These Esports Standing Regulations shall take precedence in each *Esports Competition* unless otherwise specified otherwise in the event specific regulations / rule set.

2. DRIVER CONDUCT

- 2.1 Each *Driver* must use their full name in a *Competition*.
- 2.2 Each *Driver* must read, understand, and abide by the *Rules* of the *Competition*.
- 2.3 Any breach of the *Rules* (e.g. use of abusive, insulting, threatening or obscene language during race communication or on social media) is subject to imposition of a penalty in accordance with the *NCR*.
- 2.4 Unsportsmanlike conduct (e.g. attempting to cheat, disrupt the *Competition*, or "partner up" with other *Drivers* (Bump Drafting etc.) is subject to imposition of a penalty in accordance with the *NCR*.

3. EVENT COMMUNICATION

- 3.1 Each *Driver* must join the *Motorsport Australia* or *Organiser* specified *Discord* channel. A link to the specific *Discord* channel will be made available to each entered *Driver*.
- 3.2 *Discord* will be the primary communication method between *Drivers*, the *Organiser*, officials (Race Directors and Stewards) and commentators.
- 3.3 Based on the racing platform, *Discord* rules may vary. Each *Driver* is responsible for familiarising themselves with *Event-specific Discord* rules.
- 3.4 Race results, penalties and outcomes will be made available as soon as possible by the *Organiser* via the appropriate *Discord* channel.

4. OFFICIALS

Each *Esports* official must hold a Motorsport Australia Esports Officials Licence. *Motorsport Australia* may appoint the following personnel who have the authority to administer the various aspects of the *Rules* as detailed below: Their name and position will be published in the *Supplementary Regulations*:

4.1 Race Director (*RD*)

The *RD* will have overriding authority in the following matters:

- 4.1.1 The control of practice, qualifying and races;
- 4.1.2 Adherence to the timetable;

- 4.1.3 Host and organise the Drivers' Briefing;
- 4.1.4 Call any extra Drivers' Briefing necessary;
- 4.1.5 If necessary, the making of any proposal to the Stewards to modify the timetable in accordance with the *Rules*;
- 4.1.6 The stopping of any *Driver* in accordance with the *Rules*;
- 4.1.7 Any activity specified in the *Supplementary Regulations*.

4.2 Stewards

Within the framework of their duties, the Stewards have the authority to:

- 4.2.1 decide what penalty to impose for a breach of the *Rules*;
- 4.2.2 amend the *Supplementary Regulations*;
- 4.2.3 impose a penalty of *Disqualification* from any part of the *Competition*, for the duration of the *Competition* or from the *Event*, any *Driver* whom they consider as, or who is reported to them as being, ineligible to take part, or whom they consider as being guilty of improper conduct or unfair practice;
- 4.2.4 postpone the *Competition* in the event of *Force Majeure*;
- 4.2.5 take the decision to stop, either temporarily or Permanently, all of part of the competition;
- 4.2.6 declare the classifications and results to be final;

5. QUALIFYING

Refer to event specific regulations / rule set for rules of qualifying.

6. RACE START PROCEDURE

Refer to event specific regulations / rule set for race start procedure.

7. SAFETY CAR

Refer to event specific regulations / rule set for rules of safety car.

8. FLAGS / TRACK LIMIT

Refer to event specific regulations / rule set for rules of flags and track limit.

9. ON TRACK BEHAVIOUR

- 9.1 Each *Driver* must race in a professional manner. Slowing through a corner, punting, break checking, bumping are prohibited subject to imposition of a penalty.
- 9.2 A *Driver* who accidentally goes off *Track*, must slow down and wait for traffic to clear before rejoining the *Track*.

- 9.3 Flashing of headlights is only permitted to alert a lapped *Driver* ahead to let you pass. At the discretion of the Race Director and Stewards, a *Driver* may be penalised for breaching this rule.
- 9.4 The *Driver* in front has the right to any lane on *Track* and will lose this right when an overtaking car lines their front wheels with those of the car in front. At this point, both *Drivers* are in a side-by-side position and must give each other at least one car's width room to the edge of the *Track*.
- 9.5 It is the overtaking *Driver's* responsibility to choose a safe time to overtake during the race.
- 9.6 Further rules of on-track behaviour may differ based on the *Game* platform and/or at the discretion of the *Organiser* and Race Director. Each *Driver* must read through *Event* specific requirements and attend the *Drivers'* briefing.

10. PENALTIES & REVIEWING INCIDENTS

- 10.1 Each session/race will be reviewed by the Stewards along with the Race Director. Penalty decisions will be communicated by the Race Director either during the session/race, or after (via *Discord*).
- 10.2 The Stewards have authority to assign/ remove and re-instate various types of penalties: Warning, Drive through Penalty, Time Penalty, Stop and Go Penalty and/or Disqualification.
- 10.3 A *Driver* is prohibited to use any voice channels (via *Discord*), during the session/race, to debate on any decisions made by the officials.
- 10.4 Priority will be given to incidents involving cars in the first 10 positions, however each incident will be noted and reviewed either during the session/race, or after the conclusion of the session/race.
- 10.5 Financial penalties may be imposed where a serious breach has occurred. Monies will be allocated to Motorsport Australia's Fines Reserve, to be used in the funding of safety initiatives for real-world motorsport. Any club or *Organiser* is prohibited from receiving any monies in relation to a penalty.

11. PROTESTS

Refer to event specific regulations/ rule set for rules of Protests.

12. ELIGIBLE DRIVERS

- 12.1 Each Driver must hold a Motorsport Australia Esports Licence.
- 12.2 Must hold an Australian Passport or be an Australian resident.
- 12.3 *Motorsport Australia* hold the rights to suspending or cancelling a *Driver's Licence* due to any misdemeanour.

13. CAR LIVERY / RACE NUMBER

Refer to event specific regulations/ rule set for rules of livery and race numbers.

14. POINTS

- 14.1 Point score structure for a Competition will be as specified in the *Supplementary Regulations*.

- 14.2 The scale of points must be weighted to favour the top 3 outright positions with remaining points awarded on a diminishing scale.
- 14.3 Where multiple races are contested at each round of a Championship/Series, the points from each race will be aggregated to determine the round winner. In the event of ties for points in a round of a Championship or Series, a comparison of race results will determine the outcome with the final race for a round taking precedence, further details of which will be approved in Sporting Regulations.
- 14.4 In the event of ties for points in a Championship or Series, a countback will determine the outcome, the details of which will be approved in Sporting Regulations.

15. AWARDS

- 15.1 For an Australian Championship, the outright winner of the Championship will be recognised as an “Australian Champion”. Where classes are contested as part of the Championship, the winner of each class will be recognised as a “Class Winner”.
- 15.2 For an Australian Series, the outright winner will be recognised as the “Series Winner”. Where classes are contested as part of the Series or Nationals, the winner of each class will be recognised as a “Class Winner”.
- 15.3 For a State Championship, the outright winner of the Championship will be recognised as a “State Champion”. Where classes are contested as part of the Championship, the winner of each class will be recognised as a “Class Winner”.

16. TELEMETRY/VIDEO EVIDENCE

Motorsport Australia and the *Organiser* reserve the right to request a *Driver’s* car telemetry and/or video evidence. Each *Driver* must ensure that this setting is turned on in their game settings and can be provided on request.

17. SAFETY AND INTEGRITY

Motorsport Australia seeks to take a proactive approach to mitigate the integrity threats to Motorsport Australia activities and to provide a safe, fair, and trustworthy environment for all Motorsport Australia participants

Motorsport Australia’s National Integrity Framework and any associated policy (including the Australian National Anti-Doping Policy, Motorsport Australia’s Illicit Drugs in Sport (Safety Testing) Policy, the Motorsport Australia Alcohol Policy), apply to all activities organised or authorised by Motorsport Australia (including Esports).

Any Participant including the holder of a Motorsport Australia Licence (or a Licence issued by another ASN) may be tested for the presence of alcohol, any drug or other banned substance. In addition to any penalty applied by Motorsport Australia, a further penalty/s may be applied by Sport Integrity Australia.

- 17.1 **Competition Manipulation and Sports Wagering (Gambling)** - Motorsport Australia sanctioned Esports events will be subject to the Competition Manipulation and Sport Wagering Policy.

Relevant Persons (for the avoidance of doubt, includes all drivers, team personnel, and any individuals involved in an Esports event) are prohibited to bet, or enter into any other form of financial speculation on any Activity, or on any incident or occurrence in an Activity, connected with Motorsport Australia, whether or not they are participating in the Activity.

- 17.2 **Prizes** - An *Organiser* may award a *Driver* or team a financial prize, however this must be stated in the *Supplementary Regulations*. Money prizes, or products worth in excess of

AUD \$1,000 must be declared to Motorsport Australia upon submission of the *Organising Permit* application.

17.3 **Impersonation** - Only the *Drivers* entered, or invited, to participate in an *Event* are eligible to do so. An individual cannot engage a substitute *Driver* to falsely represent their account, nickname, avatar or alias within the *Event*. The use of, or the attempt to use, Artificial Intelligence to represent a *Competitor* is prohibited. An *Organiser* reserves the right for drivers to appear via video-link, or to log an IP address, to confirm the legitimacy of the *Driver*. A breach of this rule may result in the suspension of a *Driver's* Motorsport Australia Esports licence.

17.4 **Behaviour** - Any party involved within the organisation and participation of an *Event* are subject to Motorsport Australia's Member Protection Policy and must not engage in conduct Page 5 that is offensive, unsporting, or generally objectionable. This includes:

17.5.1 Discriminatory behaviour or gestures or remarks

17.5.2 Comments that could be perceived as slanderous or defamatory to an individual or entity

17.5.3 Inciting hatred or retaliation between drivers

17.5.4 Violent or physical behaviour

17.5.5 Trolling

17.5.6 Wearing apparel, or applying decals, track signage, or other artwork, that is objectionable or offensive – either in-game, in a physical setting, or within a live stream broadcast

17.5.7 Bringing motorsport into disrepute

17.5.8 Disparaging remark against an *Event* official or the *Organiser*

Any breach of this rule may incur the suspension of an *Organiser's*, or *Driver's*, Motorsport Australia Esports and/or Competition licence, along with further sanctions by Sport Integrity Australia.

17.5 **Modifying Source Code/Application Files** - Any modification of a *Game/Simulation's* performance parameters – such as car performance, physics, track degradation, and the like is prohibited. Parameters may be set within the software and equally established (such as time-acceleration of weather, marbles) but cannot be altered by a user to have a modified version, or unauthorised patch, beyond what is available by the title's software manufacturer. This exploitation of in-game glitches or modifying hardware for a product to behave differently than intended by a manufacturer is prohibited.

17.6 **Technical Issues** - The onus is on the *Driver* to ensure they meet the appropriate minimum standards in relation to equipment and internet connectivity. If an *Organiser*, or Motorsport Australia Official, deems that a disproportionate amount of people have been unfairly impacted by a technical glitch, hardware failure, or drop-off of internet or electricity, they may choose to either suspend the *Event* or restart the session entirely at their discretion.

18. DEFINITIONS

The following definitions will be adopted in the Esports Standing Regulations, *Supplementary Regulations*, Further *Supplementary Regulations*, and for general use.

Assetto Corsa Competizione: A sports car racing simulator developed by Italian video games developer Kunos Simulazioni. The game focuses on GT3 and GT4 cars, and it serves as a platform for esports.

Competition: A *Competition* is an activity in which a digital vehicle takes part, which is given a competitive nature by the publication of results and must be completed by the end of the *Event*.

Discord: An external, proprietary application used for competitors across multiple locations to communicate in a solitary channel.

EMBARGO: In the instance of an Event that is designed for broadcast, and needs to enter a postproduction phase, drivers are requested to refrain from communicating results or sharing audio/visual material until an agreed release date. An Event's Supplementary Regulations will define timings.

Esports: A form of competition using video games that often takes the form of organised, multiplayer video game competitions, particularly between professional players, individually or as teams. For any national or international Event open to the FIA formulae and categories or groups as defined in the present ISC and its Appendices, each automobile participating in the Event must comply in all respects with the FIA technical regulations and with any official clarifications and interpretations of these regulations provided by the FIA. Motorsport Australia may not modify the FIA technical regulations without specific written permission from the FIA.

Game: A platform developed for the purpose of entertainment, such as an arcade game, which does not promote an accurate real-world replication or representation of driving physics.

iRacing: iRacing is a subscription-based online racing simulation video game developed and published by iRacing.com in 2008. The game simulates real world cars, tracks, and racing events, and enforces rules of conduct modeled on real auto-racing events.

SERVER: An external, virtual connection between drivers and the game or simulation platform often maintained by said provider; or a Local Area Network constrained to the boundaries of a solitary location by which multiple entrants can participate.

Simulation: A platform that upholds simulation physics and characteristics similar, or identical, to a real-world representation of a vehicle and/or course.