

# MSS Esports National Championship 2026

## Sporting Regulations

Sanctioned by



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## 1. **Title of Event**

MSS Esports National Championship 2026

## 2. **Definitions**

2.1 MSS: Motor Sports Singapore

2.2 **Driver:** An individual taking part in the competition.

2.3 **The Organiser:** The entity responsible for the organization and its related activities of the championship.

2.4 **Championship:** All events and activities related to the championship.

2.5 **Regulator and Sanctioning Body:** Refers to the body in charge of the regulations, governing, sanctioning and implementation of the regulations. In this case, MSS is the said body.

2.6 **Rounds:** Refers to the Rounds that the Races will be conducted, in this case, will consist of three (3) Rounds with two (2) Races each.

2.5 **Provisional Result:** Any results posted before all Stewarding proceedings are completed.

2.6 **Final Results:** Any results posted after all Stewarding proceedings are completed and the time limit to protest has expired.

## 3. **Status & Authority**

### 3.1 Status

National Event

### 3.2 Authority

This competition is held under these Sporting Regulations and any Supplementary Regulation(s) issued from time to time by The Organiser.

### 3.3 Officials

3.3.1 Appointed officials:

3.3.1.1 MSS will nominate the following officials:

- Race Director
- Steward (Chairperson)
- Steward ( Understudy Steward )

### 3.3.2 Duties of the Race Director

The Race Director shall have overridden authority in the following matters:

- a. The control of Practice sessions, Qualifying sessions and Races.
- b. Adherence to the timetable.
- c. If they deem it necessary, the making of any proposal to the Stewards to modify the timetable in accordance with the Regulations.
- d. The stopping of any Competitor in accordance with the Regulations
- e. If it is necessary for the Race Director's duties and responsibilities to differ from the above, they will be set out in the Supplementary Regulations

### 3.3.3 Duties of the Stewards

Within the framework of their duties, the Stewards:

- a. shall decide what penalty to enforce in the event of a breach of the Regulations.
- b. may amend the Regulations.
- c. may pronounce disqualifications.
- d. may amend the classifications.
- e. may disqualify from any part of the Competition, for the duration of the Competition or from the Event, any Competitor 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.
- f. may postpone the Competition in the event of Force Majeure.
- g. may take the decision to stop, temporarily or permanently, all or part of a Competition.
- h. shall declare the classifications and results to be final.
- i. may use any video or electronic systems to assist them in reaching a decision.

### 3.3.4 List of Officials

3.4.4.1 The following Officials will be on duty during the Competition:

<b>Role</b>	<b>Name</b>
Race Director	Raguvaran Veerappan
Steward (Chairperson)	Ben Cho
Steward ( Understudy Steward )	Matthew Ng

## **4. Declaration of Consent**

4.1 Drivers agree that their names will appear in live streams and press releases handled by The Organiser, including all, but not limited to, images, videos, and audios.

4.2 Drivers agree that The Organiser can produce and publish photographs and movie recordings, in which the winners and Drivers are readily identifiable, as

well as, but not limited to, statements, interviews and/or similar captured on imagery, audio and video.

4.3 The Organiser has full and sole ownership (4.1 and 4.2) and is entitled to use these recordings as deemed fit.

4.4 Drivers agree to assign to The Organiser all past, present and future rights title, and interest to all intellectual property ("Intellectual Property") created or discovered during the course of their participation. Intellectual Property includes but not limited to imagery, audio and video recordings, all footage of races, interviews, meetings etc.

## **5. Data Privacy**

All personal data is collected and processed in accordance with the statutory provisions governing data protection in Singapore. Only the personal data that is required to handle the competition and prize is collected and forwarded onto partners of The Organiser. All employees and partners of The Organiser are obliged to maintain data secrecy. Data is only transferred to state agencies or authorities within the framework of legal regulations. It is mandatory that the Drivers agree to this. The data are stored after the competition has been carried out.

## **6. Termination of the Competition**

The Organiser has the right to terminate or cancel the competition at its discretion at any time. No claims can be derived from such termination or cancellation. The Organiser has the right to exclude one or more Drivers 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.

## **7. Changes**

The Organiser explicitly reserves the right to amend or modify these conditions at any time, with effect for the future. The Drivers shall be notified about this at a suitable point as deemed by The Organiser.

## **8. Legal Disclaimer**

There is no legal recourse. The law of Singapore applies exclusively, and the jurisdiction of The Organiser shall apply in the event of a dispute. If any of the above-mentioned 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 ineffective content.

## 9. Description of events

The Motor Sports Singapore (MSS) will host the 5th Edition of the MSS Esports National Championship 2026 on the 1st of August 2026. The Championship hopes to attract drivers from Singapore for close and challenging racing. The Championship shall be conducted on the PC platform using “ **IRACING** ” as the simulation racing software.

The Championship shall be based on one-make FIA F4 cars; 3 Rounds will visit three (3) circuits and two (2) races each.

## 10. Event Schedule

	<b>Race date</b>	<b>Track</b>
Round 1	1 August 2026	Snetterton 300 Circuit
Round 2	1 August 2026	Winton Motor Raceway
Round 3	1 August 2026	Okayama International Circuit

<b>Day</b>	<b>Time (GMT +8)</b>	<b>Description</b>
Thursday 30th July 2026	2000hrs – 2100hrs	Driver briefing - Zoom
Saturday 1st August 2026 (Race Day)	0900hrs - 0930hrs	Drivers Check-In – Join Zoom Link
	0930hrs - 0945hrs	R1 Race 1 FP (15 mins )
	0947hrs – 0957hrs	R1 Race 1 Qualifying (10 mins )
	0959hrs – 1016hrs	R1 Race 1 (15 mins + 1 lap)
	1018hrs – 1028hrs	R1 Race 2 warm-up ( 10 mins )
	1030hrs – 1045hrs	R1 Race 2 ( 15 mins + 1 lap) Reverse Grid
	1045hrs – 1100hrs	Protest Window Open (15 mins) Round 2 Server
	1102hrs – 1117hrs	R2 Race 1 FP (15 mins )
	1119hrs – 1129hrs	R2 Race 1 Qualifying ( 10 mins )
	1129hrs – 1146hrs	R2 Race 1 (15 mins +1 lap)
	1148hrs – 1158hrs	R2 Race 2 warm-Up (10 mins)
	1200hrs – 1218hrs	R2 Race 2 ( 15 mins + 1 lap ) Reverse Grid
	1220hrs – 1235hrs	Protest Window Open (15 mins) Round 3 Server
	1237hrs – 1252hrs	R3 Race 1 FP (15 mins )
	1254hrs – 1304hrs	R3 Race 1 Qualifying (10 mins )
	1306hrs – 1323hrs	Race 1 (15 mins + 1 lap )
	1325hrs – 1335hrs	R3 Race 2 warm-up (10 mins )
	1337hrs – 1354hrs	Race 2 ( 15 mins + 1 lap ) Reverse Grid )
1354hrs – 1409hrs	Protest window opens (15 mins)	
1409hrs	Protest window closed	

## 11. Venue of the event

- 11.1 This event will be hosted online from the iRacing platform. Competitors have to login into their personal iRacing account to participate.
- 11.2 Drivers are required to join a Zoom link with their camera operational throughout the race. Drivers are supposed to name themselves according to their entered first and last name. Failure to do so will result in their disqualification from the Competition.

## 12. Cars and Setup

- 12.1 Default car class for all Drivers.
- 12.1.1 The Championship shall run only with the **FIA F4**.
- 12.2 The car setup will be **fixed** according to the tracks that will be used.

## 13. Car Liveries

- 13.1 Car Liveries will be Open.
- 13.2 Finalised car numbers shall be allocated during the Driver's Briefing.

## 14. Entry Eligibility

- 14.1 Drivers must obtain or hold a valid MSS Esports EPassport – IT-ESPORT-ESXX License in order to participate for the event.
- To Register : <https://members.mss.org.sg/#/Home/Membership/Register>
  - Participants must be 14 years old or above.
  - For participants below 16 years of age, a parental consent form must be signed before participation.
- 14.2 Conditions for Acceptance & Refusal of Entries
- 14.3 All entries must be submitted before the end of the registration period. Incomplete or late entry forms shall be deemed as invalid entry by The Organiser.
- 14.4 Entry dates
- Registration of entries shall open on the 28<sup>th</sup> June 2026 at 0001hrs (GMT +8).
- Registration of entries shall close on the 26<sup>st</sup> July 2026 at 2359hrs (GMT +8).

Registration period:

	Registration period
Round 1	28 <sup>th</sup> June – 26 <sup>th</sup> July 2026
Round 2	
Round 3	

## 15. **Race Format Details**

### 15.1 Drivers Briefing

Drivers' briefing shall be conducted on 30<sup>th</sup> July 2026 from 2000 hrs – 2100 hrs (GMT +8). Attendance at the Drivers' briefing is mandatory. Late or no show will be reported to the Stewards accordingly.

### 15.2 Race Day

There will be a Championship League set up on the iRacing platform. The invite for the league will be sent 1 week prior to the event. The game server will be set up to run all sessions in an automatic sequence. There will be a password required to enter the server and it shall be announced to the Drivers in the Drivers' briefing notes.

#### 15.2.1 Practice

The game server opens at 0930HRS (GMT+8) and will head straight into a 15-minute Practice session.

#### 15.2.2 Qualifying

The server will bring all Drivers from the Practice session into a 10-minute **LONE** Qualifying session. The classification of the Qualifying results will determine the starting grid of Race 1. Drivers may join or re-join the server throughout the session. Once the Qualifying session has ended, no Drivers shall be allowed to join the server.

#### 15.2.3 Round 1

Round 1 will be consist of 2 Races conducted in a 15-minute race format with the starting grid pre-determined by the qualifying results. Race 1 will be starting using the standing start format. Race 2 will be reverse grid from the finishing order of race 1 in standing start format. There will be **NO** mandatory pit stops.

#### 15.2.4 Round 2

Round 2 will be consist of 2 Races conducted in a 15-minute race format with the starting grid pre-determined by the qualifying results. Race 1 will be starting using the standing start format. Race 2 will be reverse grid from the finishing order of race 1 in standing start format. There will be **NO** mandatory pit stops.

#### 15.2.5 Round 3

Round 3 will be consist of 2 Races conducted in a 15-minute race format with the starting grid pre-determined by the qualifying results. Race 1 will be starting using the standing start format. Race 2 will be reverse grid from the finishing order of race 1 in standing start format. There will be **NO** mandatory pit stops.

## 16. In-game Server Settings

Unless otherwise stated, all rounds shall be conducted under the following conditions:

- Cars: FIA F4
- Fixed Setup: On
- Full Damage
- Time of day: 1500H, 1 August 2026
- Flag rules: ON (yellows/blues etc.)
- Practice: 15 minutes
- Qualifying: 10 minutes (starting from the pit lane)
- Race 1: 15 minutes, standing start.
- Race 2: 15 minutes, standing start ( Reverse Grid Position of Race 1 )

## 17. Server Failure Contingency Plan

In the event of a server failure, recovery will be as follows:

### 17.1 Scenario: Server fails in Practice session

- a. Practice session will restart. Drivers shall then rejoin the server.
- b. Normal sequence will resume hereon.

### 17.2 Scenario: Server fails in Qualifying session

- a. Qualifying will be restarted.
- b. Server will restart with 5 minutes allocated to practice session to allow Drivers to re-join. Server may launch immediately into the Qualifying session once all Drivers have re-joined the server. It is mandatory **Drivers must rejoin the server prior to the start of Race 1, failing which, they will not be allowed to participate in Races 2.**
- c. Normal sequence will resume.

### 17.3 Scenario: Server fails in Race 1

- a. Race 1 will be restarted. Results of prior Qualifying session will stand.
- b. Server will restart with 5 minutes allocated to Practice session and will proceed straight into Race 1 (10 minutes). Server may launch immediately into Race 1 when all Drivers have re-joined the server. **Drivers must rejoin during the Practice session, or they will not be able to take part in the race and the races thereafter in the prescribed round.**
- c. Starting Grid is based on the Qualifying results before the failure occurs.

Participants who have neither joined Qualifying nor have yet to post a valid lap time may be allowed to join in the restarted session but will be placed to start at the back of the grid.

d. Start order for those who did not participate in Qualifying shall be determined at the discretion of the Stewards.

#### 17.4 Scenario: Server fails in Race 2

a. Race 2 will be restarted. Results of prior Qualifying session and Race 1 will stand.

b. Server will restart with 5 minutes allocated to Practice session and will proceed straight into Race 2 (30 minutes). Server may launch immediately into Race 2 if all Drivers have re-joined the server. **Drivers must rejoin during the Practice session, or they will not be able to take part in the Race and the Race thereafter in the prescribed Round.**

c. **Participants who disconnected outside of the server failure in proceeding Race 2 shall be allowed to rejoin.** Participants who did not take part in Qualifying shall be allowed to join in the restarted session at the back of the grid.

d. Normal sequence will resume hereon.

## 18. Technical failures

18.1 In the event of major technical failures or problems resulting in a session not being able to continue, the Race Director has full authority on how to handle such an event.

18.2 The following will be used as a guideline for how such situation will be handled

- 18.2.1. If less than 20% of a session has elapsed, the session will be restarted in full;
- 18.2.2. If between 20% and 75% of a session has elapsed, the session will be restarted with the remaining time;
- 18.2.3 If over 75% of a session has elapsed, the results will be deemed final at the point of interruption;

## 19. Driver Etiquette and Standards

### 19.1 Introduction

a. Drivers must respect the Sport, the Officials and fellow Drivers while competing within the framework of the Sporting Regulations and adhering to fair play.

b. Drivers shall ensure they are always in control of their car. Inability to

control the car is not an excuse for an accident.

- c. Drivers who caused an incident may be subject to in-game penalties and/or post-race penalties.
- d. All drivers MUST completed the race and drive back to Pits each Race. Will be disqualified if press ESC back to Pits.
- e. Championship Points will be awarded to drivers who complete the race.

## 19.2 Overtaking and defending

### Drivers must:

- a. Show care and respect when involved in an overtaking maneuver.
- b. Not force another car off track by leaving too little room or prematurely closing in on them.
- c. Not change racing line in the braking zone.
- d. Adjust their line to avoid contact if a car is alongside it is going into a corner.
- e. Note that divebombing is strictly prohibited.
- f. Note that blocking a car that has an overlap is not allowed. An overlap is defined as the front wing of the other driver's car is at least next to the rear tires of the driver's car. When exiting a corner and the car on the outside has an overlap, it is mandatory to leave room to avoid a collision or off-track moments.
- g. Restrict themselves to only ONE (1) defensive maneuver when defending a position.
- h. Keep to a predictable and regular trajectory and speed when being lapped. Excessive maneuvers such as braking earlier/harder or changing lines unnecessary are forbidden. Drivers must be aware of their surroundings and yield to a lapping car immediately. Blue flags shall be signaled in the game. Failure to comply with flag signals will result in the application of penalties by the Stewards.

## 19.3 Dangerous driving

### Drivers must not:

- a. Block the track with the intent to cause other Drivers to lose time,
- b. Exceed track limits (4 wheels across the track boundary or white line) or cut any part of the circuit with the intent to gain time.
- c. Ram or make contact with other Drivers with the intent to cause other Drivers to lose time or position(s). Any actions deemed reckless or unnecessary will be reported to the Steward.

## 19.4 Flags

- a. **Green flag** – indicates the start of the session or safe racing condition. Drivers must bear in mind they can only start to overtake after passing the flag.
- b. **Yellow flag** - indicates an accident or obstacle in the section of the

track ahead. Drivers must reduce speed and drive with care. Overtaking is strictly forbidden. Failure to comply will result in the application of penalties by the Steward.

- c. **Blue flag** - is displayed to the slower car either on their out lap or when being lapped in the race. It is mandatory for Drivers shown this flag to behave in a predictable manner and allow the car behind to pass without incident.
- d. **Black and white diagonal flag** – The unsportsmanship flag is displayed to Drivers who is deemed to behave in an unsportsmanship manner on track, including but not limited to, abusing of track limits or going off track unnecessarily.
- e. **White flag** – indicates the final lap of a qualifying session or a race.
- f. **Black flag** - indicates that the Driver has been disqualified and must immediately retire the car.
- g. **Chequered flag** – indicates the end of the session or race. Drivers must slow down upon crossing the line, and no overtaking is allowed.

19.5 Any Drivers who feel disadvantaged by another Driver who did not follow driver etiquette may report the respective incident(s) to the Steward via a post-race protest. (Refer to Section 20.2).

## **20. Protest Submissions and Penalties**

### 20.1 In-game penalties

- Drive-through penalty – can be served by simply traversing the pitlane at the correct speed while not stopping in your pit box for service.
- Time Penalties - time penalties ranging from 5 to 20 seconds
- Stop-and-go penalty – involves stopping in your pit box for 20 or 30 seconds without servicing your car.
- Disqualification – involves being removed from the race entirely.

Drivers that are disqualified by the game will be allowed to participate in the next race (if any) but will start from the back of the grid.

### 20.2 Protest submission process

**All official communications shall be held over Whatsapp. Drivers must adhere to the process below:**

1. In case of any incidents, please send videos to the Protest Channel on Whatsapp.
2. Protest shall close **15 minutes** after the end of each Round.
3. Drivers must be specific and state:
  - a. the offending car,
  - b. specifying Lap# and Race#
  - c. short description of the incident.

4. Drivers must ensure the videos submitted are in chase cam view of both cars.
5. Stewards reserve the right to reject the protest if these specifics are not met.
6. The stewards will be looking out for tag team tactics that crosses the line of sportsmanship and fair racing. The benefit of the doubt will not be given in any circumstances. Failure to comply will result in the application of penalties.

List (non-exhaustive) of post-race protest incidents:

- Causing a collision.
- Forcing another driver off the track.
- Preventing a legitimate overtaking maneuver by another driver.
- Impeding another driver during overtaking.
- Dangerous driving.
- Lack of respect, foul language or general bad attitude towards other Drivers, staff, officials, or spectators
- Abuse of track limits.
- Unsafe track entry.

20.2.1 Drivers can only report Incidents that have affected their own race. Reporting incidents that have no influence on their race is forbidden. The Stewards reserve the right to investigate incidents that are visible to the Stewards, including incidents seen on the broadcast or protest videos submitted.

20.2.2 List of post-race penalties (non-exhaustive and solely at the discretion of the Stewards)

- Warning
- Time Penalty – Additional time shall be added to the driver's total race time.
- Qualifying ban – Driver shall be excluded in the Qualifying session of the next Round.
- Round ban – Driver shall be excluded in the next round.
- Championship ban – Driver shall be disqualified from the Championship and excluded for the remainder of the season.
- Full ban - Driver shall be disqualified from the Championship and excluded from any MSS Esports National Championship events in the future.

20.2.3 The Steward decisions are **FINAL**. No appeals will be entertained.

### 20.3 Protests vs Clarifications

20.3.1 Protests may be entertained during the competition period while clarifications are answered outside of the competition time frame.

## 21. Championship Points

### 21.1 Points scoring system.

21.1.1 Points shall be awarded based on the Final Classification of each race after the application of post-race penalties. Number of points awarded to the respective final positions for each race shall be as follows:

<b>Position</b>	<b>Points</b>	<b>Position</b>	<b>Points</b>
<b>1<sup>st</sup></b>	25	<b>6<sup>th</sup></b>	8
<b>2<sup>nd</sup></b>	18	<b>7<sup>th</sup></b>	6
<b>3<sup>rd</sup></b>	15	<b>8<sup>th</sup></b>	4
<b>4<sup>th</sup></b>	12	<b>9<sup>th</sup></b>	2
<b>5<sup>th</sup></b>	10	<b>10<sup>th</sup></b>	1

21.2 Drivers who finish the complete race will be entitled to Championship points.

### 21.3 Tiebreaker

If two or more Drivers finish the season with the same number of points, the highest place shall be awarded to:

- a. the holder of the greatest number of first places\* in the Championship,
- b. if the number of first places are the same, the holder of the greatest number of second places\* in the Championship,
- c. if the number of second places are the same, the holder of the greatest number of third places\* in the entire championship, and so on until a winner emerges,

\*Position is based on overall standing of each round (Race 1 points + Race 2 points = Overall round points)

d. If the procedures above fail to produce a result, the Stewards may use the qualifying positions of each round instead.

If all procedures above still fail to produce a result, The Organiser, together with the Stewards, may nominate a winner according to any other criteria they deem fit.

## **22. Prizes**

### 22.1 Cash prizes

22.1.1 This Championship offers Top Three (3) Overall Winners

- 1<sup>st</sup> Place – One Hundred Fifty (150) Singapore Dollars
- 2<sup>nd</sup> Place – One Hundred (100) Singapore Dollars
- 3<sup>rd</sup> Place – Sixty (60) Singapore Dollars

### 22.2 Physical trophies, and prizes

- 1<sup>st</sup> Place Trophy
- 2<sup>nd</sup> Place Trophy
- 3<sup>rd</sup> Place Trophy

22.2.1 Trophies and/or Prizes ( TBC ) will be presented to the top three (3) Overall Championship winners.

22.2.2 The location of the prize presentation TBC.

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