

Porsche Esports Sprint Challenge Malaysia 2026

E-Sports

SPORTING REGULATIONS



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1. PREAMBLE

All participants are required to review these official sporting regulations carefully. By entering and participating in the Porsche Esports Sprint Challenge Malaysia run on the Assetto Corsa platform (hereinafter referred to as "the Challenge" or "PESCM"), each participant unconditionally accepts and agrees to comply with and abide by these official sporting regulations, including the official Challenge Format contained herein.

All decisions regarding the interpretation of these sporting regulations lie solely with the Organiser and sanctioned by Motorsports Association of Malaysia (MAM), the decisions of which are final and binding in all respects.

At all times, including in this document, the Challenge utilises Malaysian Standard Time (GMT+8).

2. ADMINISTRATIVE CONTACTS

Organiser – Axle Sports Sdn Bhd
Lot No.1, SS8/6 Sungei Way Free Trade Industrial Zone
47300 Petaling Jaya, Selangor
Info@axle.com.my

Promoter – Porsche Malaysia
Sime Darby Auto Performance Sdn Bhd
Block 5, Sime Darby Motors City,
Pusat Automotif Sime Darby,
No. 6, Jalan PJU 1A/7, Ara Damansara,
47301 Petaling Jaya, Selangor
crm@porsche.com.my

Sanctioning body – Motorsports Association of Malaysia (MAM)
2nd Floor, The Nizra Building,
No. 8, Jalan Sri Penchala, Sungai Penchala,
60000 Kuala Lumpur
admin@mam.com.my

3. EVENT NAME

Porsche Esports Sprint Challenge Malaysia

4. EVENT TYPE

"E-SPORTS (AUTOMOBILE) LAN EVENT" run on Assetto Corsa using PC.

5. EVENT STATUS

This is a "NATIONAL" status competition inscribed with the MAM.

6. EVENT PERMIT & PERMIT NUMBER

The organising permit shall be issued by MAM. The permit number will be defined in the Additional Supplementary Regulations (ASR).

7. JURISDICTION

The Challenge is held under the FIA International Sporting Code, including Appendices and under the National Competition Rules (NCR) of MAM.

8. OFFICIALS

Race Director	:	James Russell
MAM National Steward (Chairman)	:	TBA
Club Steward	:	TBA
Secretary of The Meet	:	TBA

The name of Officials appointed and approved for this event shall be made available via an ASR.

The duties, roles and responsibilities of all named Officials of the event shall be as prescribed and defined in the National Competition Rules (NCR) of MAM.

Duties of the Race Director:

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

- a) The control of practice, qualifying and races;
- b) Adherence to the timetable;
- c) Host and organise a Drivers' Briefing;
- d) Call extra Drivers' Briefings, if deemed necessary;
- e) The making of any proposal to the Stewards to modify the timetable in accordance with the Regulations, if deemed necessary;
- f) The stopping of any participant in accordance with the Regulations;

If it is necessary for the Race Director's duties and responsibilities to differ from the above, these duties will be set out in an ASR.

9. LICENSING & ELIGIBILITY

9.1. Eligibility and Registration

- a) To enter PESCM, the participant must:

- i. Reside in Malaysia during the Challenge participation time;
 - ii. Be a permanent resident (as such is defined by Malaysian immigration) or citizen of Malaysia, or a holder of a permit or visa to work or study in Malaysia; and
 - iii. Be ten (10) years of age as of 1 January 2026 or above before registering
 - iv. Be no older than twenty three (23) years of age as of 31 December 2026
- b) Any participant under the age of majority, i.e. 18 years old (each a “minor”) must have permission from a parent or legal guardian to participate. If it is determined that a participant is a minor and does not have parental or legal guardian's consent to participate, they will be disqualified and not be permitted to continue in the Challenge.
- c) Employees and agents of the Organiser, MAM and/or the Promoter and its affiliated event agency or any other company involved in the Challenge, including its affiliated vendors and participating promotional partners and their respective employees are excluded from participation in the Challenge and eligibility to win.
- d) A participant is allowed only ONE (1) account registration.
- e) A participant must register using their full name as per an official identification document. Nicknames or in-game IDs will not be accepted for registration.
- f) A participant is not allowed to change their registered account.
- g) A participant is permitted to select and represent only ONE (1) Porsche Centre in Malaysia to participate in the Challenge. A Participant is not allowed to change their representing Porsche Centre after they have clocked in a time via their ONE registered account during the duration of Qualifying 1.
- h) A participant may participate in Qualifying 1 at any event venue.
- i) A participant who qualifies for Qualifying 2 must physically attend the event at their representing Porsche Centre venue.
- j) By submitting an entry, the participant affirms:
- i. Competency and readiness for participation.
 - ii. Disclosure of any medical or physical conditions.
 - iii. Acceptance of all risks associated with participation.
- k) There is no entry fee.

9.2. Licensing Requirement

A participant that qualifies for the Finals (Race Day) from 21 – 23 August must be holders of a valid National or International Esports Competition License issued by MAM.

10. EVENT DATE & VENUE

Qualifying 1:

18 – 19 April	Bangsar Shopping Centre, Kuala Lumpur
25 – 26 April	Mid Valley Southkey, Johor Bahru
02 – 03 May	Gurney Paragon, Penang

Qualifying 2:

23 – 24 May	Porsche Centre Ara Damansara, Selangor
06 – 07 June	Porsche Centre Johor Bahru
13 – 14 June	Porsche Centre Penang
20 – 21 June	Porsche Centre Sungai Besi, Kuala Lumpur

Qualifying 3:

04 – 05 July	Pavillion, Bukit Jalil, Selangor
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Finals/Race Day:

21 – 23 August	Sepang International Circuit, Selangor
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11. CATEGORIES

There will be 4 categories applicable for this Challenge and they are as follows:

- a) Junior Dreamer (10 – 14 years old);
- b) Young Dreamer (15 – 17 years old);
- c) Driven Dreamer (18 – 23 years old); and
- d) Female Dreamer (10 – 23 years old)

hereinafter referred to as the "Category".

12. CHALLENGE FORMAT

12.1 Qualifying 1 – Time Trial

Qualifying 1 will comprise time trials at physical events held at shopping malls as per the schedule:

18 – 19 April	Bangsar Shopping Centre, Kuala Lumpur
25 – 26 April	Mid Valley Southkey, Johor Bahru
02 – 03 May	Gurney Paragon, Penang

- a) Pre-registration will be available online from 13 March 2026 to 10 April 2026. A confirmation email will be sent to participants for acknowledgement. A subsequent email will be sent requiring participants to select a timeslot at their chosen event venue.
- b) A participant who has not registered online is permitted to do so at a Qualifying 1 event venue.
- c) Each participant is only allowed TWO (2) slots to set their fastest time for Qualifying 1. The Organiser will decide, based on availability of slots at an event venue, if a participant is allowed additional slots to set their fastest time.
- d) Each participant will need to complete the fastest time trial within 10 minutes as

scheduled by the Organiser. The race track venue, vehicle type and other settings will be defined by the Organiser.

Game format for Qualifying 1

Mode: Time Trial
Car: Porsche 911 Cup (992.2)
Track: Zhuhai International Circuit
Track Length: 4.3km
Weather: 26 degrees, clear
Qualifier length: 10min
Tyre wear: Off
Fuel consumption: Off
Setup: Fixed

Following the conclusion of Qualifying 1, after all participants have recorded their fastest times, the fastest thirty (30) participants from each category and representing Porsche Centre will proceed to the Qualifying 2 Time Trial at their representing Porsche Centre. In the event a driver in the fastest 30 cannot attend Qualifying 2, the first eligible driver outside of the top 30 will be offered the place. This can happen recurrently to ensure full participation at Qualifying 2 events.

12.2 Qualifying 2 – Time Trial

Qualifying 2 will comprise physical events held at selected Porsche Centres as per the schedule:

23 – 24 May	Porsche Centra Ara Damansara, Selangor
06 – 07 June	Porsche Centre Johor Bahru
13 – 14 June	Porsche Centre Penang
20 – 21 June	Porsche Centre Sungai Besi, Kuala Lumpur

Dates and times are subject to change. Participants will be notified of any change via announcement on the PESCM Discord server.

Game format for Qualifying 2

Mode: Time Trial
Car: Porsche 911 Cup (992.2)
Track: Fuji International Circuit
Track Length: 4.563km
Weather: 26 degrees, clear
Qualifier length: 20min
Tyre wear: Off

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Fuel consumption: Off
Setup: Fixed

Following the conclusion of Qualifying 2, after all participants have recorded their fastest times, the top ten (10) participants in each category from each representing Porsche Centre will advance to Qualifying 3.

12.3 Qualifying 3 – Qualifying Race

Qualifying 3 will comprise races held at a physical event as per the schedule:

04 – 05 July	Pavillion, Bukit Jalil, Selangor
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Dates and times are subject to change. Participants will be notified of any change via announcement on the PESCM Discord server.

Game format for Qualifying 3

Mode: Qualifying and Race
Car: Porsche 911 Cup (992.2)
Track: Shanghai International Circuit
Track Length: 5.45km
Weather: 26 degrees, clear
Free Practice: 10min
Qualifying: 8min
Race: 15min
Tyre wear: x1
Fuel consumption: x1
Setup: Fixed

After the end of Qualifying 3, the results will be based on the final finishing order of the 15 minute race. The top two in each race will progress to the Finals along with the 2 fastest 3rd place finishes, based on qualifying time.

12.4 Finals

The Finals, or Race Day, will be held at the Sepang International Circuit as per the schedule

21 – 23 August	Sepang International Circuit, Selangor
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Dates and times are subject to change. Participants will be notified of any change via announcement on the PESCM Discord server.

Game format for Finals

Mode:	Qualifying and Race
Car:	Porsche 911 Cup (992.2)
Track:	Sepang International Circuit
Track Length:	5.55km
Weather:	26 degrees, clear
Free Practice:	10min
Qualifying:	8min
Race:	20min
Tyre wear:	x1
Fuel consumption:	x1
Setup:	Fixed

13. GAMEPLAY SETTINGS

- a) All qualifiers and finals shall utilise the standard grid and start and line up before the race begins.
- b) All the following settings will be automatically set throughout the participation of the Challenge:
 - i. Ballast – 0kg
 - ii. Engine Power - 100%
 - iii. Counter-steering assist – Off
 - iv. Active stability management -Off
 - v. Driving line assist – Off
 - vi. Traction control – Factory Default
 - vii. ABS – Factory Default

14. SPORTING RULES

14.1 General sportsmanship

This is a sim racing competition, and participants must respect the sport, the competition and their competitors. Participants must always aim to achieve the best result for themselves in each race, while driving within the rules and obeying fair play.

14.2 Important basics

Ensure 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.

14.3 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.

14.4 Overtaking and defending

All participants 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 divebombing (too high closing speed) is also not allowed.

14.5 Track Boundaries

The track boundaries follow 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 you 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 your final race time. Automatic penalties that are given in-game such as track limits, speeding in the pitlane, exceeding stint limits etc. cannot be removed by Race Control.

14.6 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.

14.7 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.

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.

14.8 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.

14.9 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, you will not be penalised provided it is done in a safe manner.

15. FLAG SIGNALS & THEIR MEANINGS

15.1 Yellow flag

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

15.2 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.

15.3 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.

15.4 Black flag

A black flag indicates a disqualification.

16. INCIDENTS & PENALTIES

16.1 Definition of incidents

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

- a) Causing a collision which disadvantages competitors
- b) Forcing a participant off the track
- c) Illegitimately preventing a legitimate overtaking manoeuvre by another participant
- d) Illegitimately impeding another participant during overtaking
- e) Dangerous driving
- f) Using in-game text chat during qualifying or race sessions
- g) Lack of respect, foul language or bad attitude towards other participants, staff or spectators
- h) Violations of track boundaries
- i) Unsafe track entry

16.2 Definition of infringements

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

- a) Cutting a corner
- b) Hitting another driver
- c) Careless driving
- d) Track limit infringements
- e) Ignoring blue flags
- f) Ignoring black flags

16.3 Possible Penalties

- a) Time penalty (added to their result post-race)
- b) Deletion of laps
- c) Drive throughs
- d) Race ban

16.4 Reporting for incidents and penalties

The timeline for reporting of incidents are 15 minutes after the end of the race i.e. when the result screen is shown. All reporting of incidents must be done on Discord.

They must be specific with drivers involved, which lap, corner and any other relevant details.

17. PROTEST & APPEAL

17.1 Protest

- a) All Protests shall be made in accordance to the NCR of MAM as stipulated and provided in PART X – Protests.
- b) Protest Fee is RM500. All fees shall be made in cash (Ringgit Malaysia)

17.1.1 Protest Submission Guidelines

- a) Protests must be submitted within 30 minutes after the race ends i.e. when the result screen is displayed.
- b) A protest fee of RM500 must accompany the written protest on Discord.
- c) The protest must include:
 - i. Names of the competitors involved
 - ii. The specific race, lap and corner involved and a clear description of the incident
- d) Incomplete reports may be ignored by the Stewards.
- e) Acceptance and further review are at the discretion of the Stewards.

17.1.2 Evidence Requirements

- a) Protests must include a video clip using the chase cam view of the offending car.
- b) Video evidence (submitted or in-game review) will determine the severity and penalty of an incident.

17.1.3 Rebuttals and Restrictions

- a) Participants defending a protest may submit a rebuttal on discord.
- b) If a protest is dismissed, no further protest on that same incident may be lodged by the same participant.
- c) Unsportsmanlike conduct may result in:
 - i. Race bans
 - ii. Disqualification

In every other incident, the judge of fact will be the Organiser.

17.2 Appeal

- a) All Appeal shall be made in accordance to the NCR of MAM as a stipulated and provided in PART XI – APPEALS.
- b) The Appeal Fee is RM6,000. All fees shall be made in cash (Ringgit Malaysia).

18. GENERAL RULES

18.1 Reading and understanding the rules

Every participant 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.

18.2 General behaviour

Every participant must always show good behaviour. Any discriminatory or offending actions, words, posts or contents are forbidden and can, at the discretion of the Stewards, lead to permanent exclusion from the Challenge as well as future events conducted by the Organiser and/or Promoter. These include any actions, words, posts or content that bring disrepute to the Challenge and/or Organiser and/or Promoter and/or their sponsors/partners.

Any discriminatory or offending actions, words, posts or content 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 participants will race to the best of their abilities. Any participant not adhering to that and/or bringing the Challenge into disrepute will be reported to the Stewards and may be penalized.

18.3 Communication

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

18.4 Cheating

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

Participants are 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. Participants 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 installed in the PCs.

18.5 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 participants. This includes supplementary regulations, bulletins and driver briefing notes. These additional SRs, bulletins and briefing notes will take priority.

19. DECLARATION OF CONSENT

The participants agree that their names will appear in live streams, social media and press releases handled by the Organiser, and/or Promoter including all pictures, videos and audio.

The participants agree that the Organiser and/or Promoter can make and broadcast photographs and movie recordings (e.g. internet stream), on which the winners and participants are identifiable/ This includes statements, interviews and similar captured on audio and video. The Organiser and/or Promoter is entitled to use these recordings.

20. 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 the Promoter.

All employees and partners of the Organiser and/or Promoter are obliged 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 the organiser may collect, obtain, store and process your personal data that you provide for the purpose of receiving updates, news, promotional and marketing updates, news, promotional and marketing mails or materials from the organiser. 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 the Organiser and/or Promoter.

21. PREMATURE 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 any premature termination.

The organiser 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.

21.1 Technical Issues

In the event of any technical issues once the race has started, the race session will continue as planned.

If there are any technical issues on the host side, the race may be halted and restarted at the discretion of the Race Director.

If a race is halted and more than 75% of the distance has commenced, then results may be published with full points given.

Should the race be halted with more than 25% and less than 75% of race completion, then the Race Director may restart the race with shortened race length. Or if time is limited, it is at the Race Director's discretion whether the race should be restarted. Half points may be given if more than 25% and less than 75% of the race is completed.

In case of a sudden disconnection of 50% or more of the field in a single incident, a red flag will be thrown and the race started at the Race Director's discretion.

If there is a sudden disconnection of 25% or more of the field in a single incident but less than 50% and the race is less than 25% old, the race will be restarted. If the race is more than 25% old, the race will continue but half points will be awarded at the end of the race.

22. 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.

23. LEGAL DISCLAIMER

There is no legal recourse. The law of Malaysia 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 the ineffective content.

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

Appendix 1: Penalties

Penalty Code	Description	Post-race Penalty (Time)	Post-race Penalty (Positions)
NFA	The Stewards have reviewed the incident and have determined that no further action is required.	None	None
P01	The Stewards have determined that whilst there is a fault of a participant, there has been a minimal performance advantage.	+5 Seconds	-1 Positions
P02	The Stewards have determined that a participant has gained an unfair advantage over competitors due to a technical violation, which can include: <ul style="list-style-type: none"> - A pit lane violation; - Off-track being exceeded; and an incorrect start / restart. 	+10 Seconds	-3 Positions
P03	The Stewards have determined that a participant has committed an offence which warrants a drive-through penalty. This could be either due to: <ul style="list-style-type: none"> - A false start / restart; - Contact with another driver; and/or - An unsafe re-join that causes an incident 	+30 Seconds	-5 Positions
P04	The Stewards have determined that a participant has committed an INTENTIONAL offence. This could be either due to: <ul style="list-style-type: none"> - A deliberate false start / restart that impacts on other driver's ability to start the race; - Contact with another driver; and/or - An unsafe re-join that causes an incident 	+60 Seconds	-10 Positions
P05	The Stewards have determined that a participant has committed an INTENTIONAL offence, which is so severe that disqualification from the event is the	DSQ	N/A

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	only course of action. The driver will be immediately required to withdraw from the race.		
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