

# MAM MALAYSIA FESTIVAL OF SPEED 2024

**E-Sports**



## SUPPLEMENTARY REGULATIONS



## PREAMBLE

The MAM is organising the National Esports competition as part of the 2024 MAM Festival of Speed, which will take place at the Petronas Sepang International Circuit, Malaysia on the 19<sup>th</sup> to 20<sup>th</sup> October 2024.

### Organiser & Promoter

Motorsports Association of Malaysia (MAM)  
The Nizra Building,  
8 Jalan Seri Penchala Kampung Sungei Penchala  
60000 Kuala Lumpur.

### Sanctioning Body

Motorsports Association of Malaysia (MAM)  
Aras 1, Bangunan Paddock,  
Litar Antarabangsa Sepang,  
64000 KLIA, Selangor.

### Event Name

MAM MALAYSIA FESTIVAL OF SPEED 2024 – Esports

### Date & Venue

19 – 20 October, 2024  
PETRONAS Sepang International Circuit

Date and Venue mentioned here are provisional and subject to changes.

Any changes including postponement, abandonment or cancellation of any round shall be in accordance to the relevant provisions of the NCR of MAM

### Event Type:

Esports, LAN event, Run On Location, iRacing on PC

### Event Status:

This is a “National” competition inscribed with the Motorsports Association of Malaysia (MAM)

### Event Permit:

The organising permit will be issued by MAM for each round respectively

### Officials:

Race Director:	Alex Yoong
MAM National Steward:	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 Additional Supplementary Regulation (ASR).

The duties, roles and responsibilities of all named Officials of the event shall be as prescribed and defined in the 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 Competitors' Briefing;
- d. Call extra Competitors' 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 Competitor in accordance with the Regulations;
- g. If it is necessary for the Race Director's duties and responsibilities to differ from the above, these duties will be set out in the Supplementary Regulations.

## 1. Summary

The National Esports Competition will be a LAN event and run on location at the Petronas Sepang International Circuit in Malaysia.

The gaming platform used will be iRacing and it will be run on PC.

## 2. Competition Details

### 2.1 Eligibility

Participants must be:-

- Malaysian with a valid NRIC number and MAM Esports licence.
- Top 12 National Finalists as per the event Leaderboard.

To be selected for the competition, Competitors must qualify through the online leaderboard which is open from 7pm to 11pm each day until the 15th of October. The top fastest 12 on the leaderboard will then be invited to then race in the competition to be held on ground on the 20th of October. The winner of the Competition will be selected by MAM to represent Malaysia in the Asia Pacific Esports Formula Cup to be held on the same date.

### 2.2 Format

All races will be in the Formula 4 car.

Setup is fixed and Competitors can choose how much fuel to use in qualifying and race.

### 2.3 Calendar

## 2024 Notable dates

16 October                      Announcement of 12 National Finalists

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

The general event schedule shall be tentatively as follows and any amendment shall be announced via ASRs.

#### Saturday 19<sup>th</sup> October

1430 – 1445 Competitor Briefing

1500 – 1600 Official practice

#### Sunday 20<sup>th</sup> October

1000 – 1030 Warm Up

1030 – 1040 Qualifying for Race 1 – Laguna Seca

1040 – 1100 Race 1 – 20min – Laguna Seca

Timetable and schedule will be published and updated prior to the event by an ASR

Competitors and Teams will be contacted through their emails and sent a discord link, through which official communication will be sent.

### 2.5 Championship Points

1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
25	18	15	12	10	8	6	4	2	1

\*Additional 1 point for fastest lap

\*Additional 1 point for pole position

### 2.6 Competitor Infractions – penalty point system

There will be a Competitor penalty point system where Competitors 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 Competitors' 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.

## 2.7 Success ballast

There is no ballast

## 2.8 Settings and Assists

Damage: On

Incident points: 15

Pitstops: Not mandatory

Setup: Fixed

Race Starts: Standing, without formation lap

Traction Control: Not allowed

ABS: Not allowed

Stability Control: Not allowed

Automatic Gearbox: Not allowed

Engine Start: No restrictions

Automatic Pit Limiter: Disallowed

## 2.8 Prizes

The top 3 will receive medals.

## 3. Sporting Rules

### 3.1 General sportsmanship

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

### 3.2 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.

### 3.3 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.

### 3.4 Overtaking and defending

All Competitors 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 (closing speed) is also not allowed.

### 3.5 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 pitlane, exceeding stint limits, etc cannot be removed by Race Control.

### 3.6 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.

### 3.7 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.

### 3.8 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.

### 3.9 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.

## 4. Flag Signals and their Meanings

### 4.1 Yellow flag

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

### 4.2 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 Competitor pass safely to avoid a penalty.

### 4.3 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.

### 4.4 Black flag

A black flag indicates a disqualification.

## 5. Incidents and Penalties

### 5.1 Definition of incidents

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

- Causing a collision which disadvantages competitors.
- Forcing a Competitor off the track.
- Illegitimately preventing a legitimate overtaking manoeuvre by another Competitor.
- Illegitimately impeding another Competitor during overtaking.
- Dangerous driving.
- Using in-game text chat during qualifying or race sessions
- Lack of respect, foul language or bad attitude towards other Competitors, staff, or the spectators
- Violations of track boundaries
- Unsafe track entry

## 5.2 Definition of infringements

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

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

## 5.3 Possible Penalties

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

\*If a Competitor 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.

## 5.4 Reporting for incidents, penalties

Timeline for protests are 15 min after the end of the race – when the result screen is shown. Protest must be accompanied with the Protest Fee of RM 500.00 and must be made in writing.

Must be specific with Competitors 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 Competitor 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. Competitors 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 Competitors involved in defence of the incident protested.

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

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

## 5.5 Appeal

5.5.1 An Appeal against the decision of the Stewards of the Meeting can only be made by any person (or body) affected by the decision, and must be made in accordance to the NCR of MAM as stipulated and provided in PART XI - APPEALS.

5.5.2 A written Notice of Intention to Appeal against a decision of the Stewards of the Meeting, accompanied by the Appeal Fee of RM 6000.00

## 6. General Rules

### 6.1 Reading and understanding the rules

Every Competitor 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.

### 6.2 General behaviour

Every Competitor 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 Competitors 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.

### 6.3 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 Competitors 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 Competitors. It is a requirement that all information provided by the organiser must be posted on their social media channels.

### 6.4 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. Competitors 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.

### 6.5 Decisions

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

Any statements by the organiser that are specified as rules, also count as rules and have to be accepted by all Competitors. This includes supplementary regulations, bulletins and

Competitor briefing notes. These additional SR's, bulletins and briefing notes will take priority.

#### 7. 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.

#### 8. 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.

#### 9. 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.

#### 10. 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.

#### 11. 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.