

ASIA-PACIFIC 2025

MOTORSPORT CHAMPIONSHIP SRI LANKA

E-SPORTS

26th – 28th September 2025
Sri Lanka Karting Circuit



The Ceylon Motor Sports Club (CMSC) is organizing the Asia Pacific Motorsport Championship 2025 which will take place at Sri Lanka Karting Circuit (Speedbay), Bandaragama, Sri Lanka from 26th to 28th September 2025.

Only drivers from each region nominated by their respective ASNs will be allowed to complete.

The fastest 15 countries to register a lap time on the leaderboard will be invited to compete based on available slots.

1. GENERAL RULES

1.1. Summary

The Asia Pacific Motorsport Championship – eSports will be a LAN event and run on location at SpeedBay, Bandaragama in Sri Lanka.

Drivers will be selected by their countries ASN, with a maximum of two drivers from each country. Entry fee is EUR100 per competitor per competition.

This eSports event is inscribed as an international event with regional participation through the CMSC. Each team/driver must have an international eSport license issued by their respective ASN. Drivers must be 16 years of age or above (as at 25th September 2025).

The gaming platform used will be the following PC based games.

1. Assetto Corsa
2. iRacing

1.2. Reading and understanding the rules

Every driver participating is agreeing to having understood the rules, and agrees to abide by the rules. By entering, you are bound to the rules and failure to understand will not be considered 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, at the discretion of the stewards. These include any actions, words, posts or other content that bring disrepute to the competition and/or organizer 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 drivers will race to the best of their abilities. Any participant not adhering to that and/or bringing the competition into disrepute will be reported to the stewards and may be penalized.

1.4. Communication

All official communication will be done through the mobile app "Sportity" which can be downloaded from Apple AppStore or Google PlayStore.

iOS:

<https://apps.apple.com/us/app/sportity/id1344934434>



Android:

<https://play.google.com/store/apps/details?id=com.sportity.app&hl=en&pli=1>

Access password for the event will be provided to all teams when it is made available as an additional Bulletin.

Social media posts and streaming details will be shared with the teams and drivers. It is a requirement that all promotional information provided by the organizer 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, video evidence where the driving behaviour of the car cannot be explained with normal game functions will be considered by the stewards and 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 into the PC's.

1.6. Decisions

Decisions by the organizer are final. If a situation is not covered by the rules, the organizer will have the final decision on it. These decisions cannot be appealed.

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

2. ORGANIZER

Ceylon Motor Sports Club

3. DECLARATION OF CONSENT

The participants agree that their names will appear in live streams and press releases handled by the organizer, including all pictures, videos and audios.

The participants agree that the organizer 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. The organizers 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 Sri Lanka. Only the personal data that is required to handle the competition and prize is collected and forwarded onto partners of the organizer.

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

You hereby agree that the organizer 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 from the organizer.

5. PREMATURE TERMINATION OF THE COMPETITION

The organizer 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 organizer 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

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

7. LEGAL DISCLAIMER

There is no legal recourse. The law of Sri Lanka applies exclusively and the jurisdiction of the organizer 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 competitor automatically accepts the conditions of entry.

8. COMPETITION DETAILS

8.1. Format

The following designated track pools and the allocated cars are allowed for each competition.

Assetto Corsa

Car - BMW Z4 GT3 (Kunos)

Track Pool

- A) Imola (Kunos)
- B) Silverstone GP (Kunos)
- C) Spa (Kunos)

iRacing

Car - FIA F4

Track Pool

- A) Okayama International Circuit - Full Course
- B) Circuito de Navarra - Speed Circuit
- C) Circuit de Ledenon

This competition will consist of 2 rounds and a grand final for each discipline. Please see 8.3 for further details.

Each team may use a livery in its country colours and they must use the same livery throughout the entire championship.

8.2. Entries through qualifying leaderboard

Qualifying for each category in eSports will be through an online leaderboard that will be held as below.

Assetto Corsa - 22nd - 24th August 2025

iRacing - 29th - 31st August 2025

Cars and Track for qualifiers

Assetto Corsa

Car – BMW Z4 GT3 (Kunos)

Track – Spa (Kunos)

iRacing

Car – FIA F4

Track – Okayama International Circuit – Full Course

The fastest 15 countries will be selected from their fastest individual driver on the leaderboard in each discipline and invited to enter once the leaderboards have closed.

Once invited to compete, these ASN's will be required to enter 1 or 2 drivers for each competition.

However, the leaderboard is only a guide for the ASN's and it is entirely at their discretion on how they select their drivers, they may decide to choose them from the leaderboard or they may use another qualifying mechanism to decide on which drivers to enter.

ASN's must send in their entry by the 7th September 2025.

8.3. Driver competition

All entries will be added into a pool of drivers rated by their best lap times from the online qualifier leaderboard. They will then be grouped to 3 groups (A, B and C), which will then be the competition's quarter finals. Each ASN will be seeded into the Quarter Finals depending on how they were ranked in the qualifying leaderboard. E.g.

Quarter Final A	Quarter Final B	Quarter Final C
1st ASN – Driver 1	1st ASN – Driver 2	2nd ASN – Driver 1
2nd ASN – Driver 2	3rd ASN – Driver 1	3rd ASN – Driver 2
4th ASN – Driver 1	4th ASN – Driver 2	5th ASN – Driver 1
5th ASN – Driver 2	6th ASN – Driver 1	6th ASN – Driver 2
7th ASN – Driver 1	7th ASN – Driver 2	8th ASN – Driver 1

8th ASN – Driver 2	9th ASN – Driver 1	9th ASN – Driver 2
10th ASN – Driver 1	10th ASN – Driver 2	11th ASN – Driver 1
11th ASN – Driver 2	12th ASN – Driver 1	12th ASN – Driver 2
13th ASN – Driver 1	13th ASN – Driver 2	14th ASN – Driver 1
14th ASN – Driver 1	15th ASN – Driver 2	15th ASN – Driver 2

Each Quarter Final will have one race from which the top 6 from each group will qualify to the semi finals. The remaining competitors from each group positioned from 7th to 9th will enter a Last Chance Qualifier (LCQ). The driver in 10th position in each quarter final will be eliminated. In the LCQ the top 2 finishes will go through to the semi finals. Qualifying position for each Semi Final will be as follows:

Semi Final A	Semi Final B
Winner of Q-Final A	Winner of Q-Final B
Winner of Q-Final C	2 nd of Q-Final A
2 nd of Q-Final B	2 nd of Q-Final C
3 rd of Q-Final A	3 rd of Q-Final B
3 rd of Q-Final C	4 th of Q-Final A
4 th of Q-Final B	4 th of Q-Final C
5 th of Q-Final A	5 th of Q-Final B
5 th of Q-Final C	6 th of Q-Final A
6 th of Q-Final B	6 th of Q-Final C
1 st of LCQ	2 nd of LCQ

The top 5 drivers from each semifinal will qualify to race in the grand final.

Any further details of the sporting format will be provided via Bulletin.

Race sessions

Free Practice – 15 minutes

Qualifying – 5 minutes (solo qualifying)

Race – 20 minutes

8.4. Calendar

26th September – Registration / Free Practice (Limited Rigs)

27th September – Assetto Corsa

28th September – iRacing

8.5. Timetable

Friday 26th September

10am – 11am – AC Quarter Final group A Practice

11am – 12pm – AC Quarter Final group B Practice

12pm – 1pm – AC Quarter Final group C Practice

2pm – 3pm – iRacing Quarter Final group A Practice

3pm – 4pm – iRacing Quarter Final group B Practice

4pm – 5pm – iRacing Quarter Final group C Practice

Saturday 27th September – Assetto Corsa

0900 – 0920 Q Final Group A Sim Setup and Practice

0920 – 0925 Q Final Group A Qualifying

0930 – 0950 Q Final Group A Race (20 Min)

1000 – 1020 Q Final Group B Sim Setup and Practice

1020 – 1025 Q Final Group B Qualifying

1030 – 1050 Q Final Group B Race (20 Min)

1100 – 1120 Q Final Group C Sim Setup and Practice

1120 – 1125 Q Final Group C Qualifying

1130 – 1150 Q Final Group C Race (20 Min)

1215 – 1230 LCQ Sim Setup and Practice

1230 – 1250 LCQ Race (20 Min)

1400 – 1415 Semi Final Group A Sim Setup and Practice

1415 – 1435 Semi Final Group A Race (20 Min)

1500 – 1515 Semi Final Group B Sim Setup and Practice

1515 – 1535 Semi Final Group B Race (20 Min)

1630 – 1645 Final Sim Setup and Practice

1645 – 1705 Final (20 Min)

Sunday 28th September – iRacing

0900 – 0920 Q Final Group A Sim Setup and Practice

0920 – 0925 Q Final Group A Qualifying

0930 – 0950 Q Final Group A Race (20 Min)

1000 – 1020 Q Final Group B Sim Setup and Practice

1020 – 1025 Q Final Group B Qualifying

1030 – 1050 Q Final Group B Race (20 Min)

1100 – 1120 Q Final Group C Sim Setup and Practice

1120 – 1125 Q Final Group C Qualifying

1130 – 1150 Q Final Group C Race (20 Min)

1215 – 1230 LCQ Sim Setup and Practice

1230 – 1250 LCQ Race (20 Min)

1400 – 1415 Semi Final Group A Sim Setup and Practice

1415 – 1435 Semi Final Group A Race (20 Min)

1500 – 1515 Semi Final Group B Sim Setup and Practice

1515 – 1535 Semi Final Group B Race (20 Min)

630 – 1645 Final Sim Setup and Practice

1645 – 1705 Final (20 Min)

8.6. 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 a 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.

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 for an incident which results in a 5 second penalty.

3 points given for a single incident which results in a 10 second penalty.

8.7. Cars

Assetto Corsa – BMW Z4 GT3 (Kunos)

iRacing – FIA F4 car

8.8. Settings

- Fixed settings
- Sessions will not have rain
- Race start will be a standing start for both disciplines
- Qualifying time: 5 minutes (solo with no lap limits)
- Race time: 20 minutes (no lap limits)

8.8.1. Driver Aids

Assetto Corsa

- Traction Control – Allowed (Factory)
- ABS – Allowed (Factory)
- Racing Line – Not Allowed
- Automatic Gearbox – Not Allowed
- Stability Control – Not Allowed
- Auto Clutch – Allowed

iRacing

All driving aids are disallowed except clutch assist.

It is the drivers' responsibility to ensure a button has been assigned for engine start and pit limiter via their own account.

Any additional settings including weather, incident limits etc will be announced via Bulletin.

8.9. Prizes

Gold, Silver and Bronze medals will be awarded to the top 3 places in each discipline.

9. ELIGIBILITY

Participants must be a citizen of the country they represent and passport or citizenship proof is required. Only ASN's of each country entered can choose those 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 or you will be given a slow down penalty if the game decides that you gain time while exceeding track limits.

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

10.6. Race line

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

If you re-enter the track, you have to be extremely careful and should not defend against 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/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 off the racing line 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 within the first 3 laps of the race.

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 penalized 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 orange flag (iRacing only)

A black and orange flag indicates that the competitor's car is heavily damaged and needs to immediately return to pits for repairs.

11.4 White flag (iRacing only)

The white flag indicates the last lap of the race.

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 driver, staff or spectators
- Violations of track boundaries
- Unsafe track entry

12.2 Definition of infringements

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

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

12.3 Possible penalties

- Time penalty (added to their result post-race)
- Deletion of laps
- Drive through
- Race ban
- Deletion of some or all league points

12.4 Reporting for incidents and penalties

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

Protests 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 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 recorded via phone or 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 protests can be made by the drivers involved in defence of the incident being protested. However, any decision made by officials is final.

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

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

12.5 Appeals

Appeals will not be allowed.