



2022 FIA Motorsport Games

Esports Cup

Sporting Regulations

v. 12/05/2022

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The FIA will sanction the FIA Motorsport Games: Esports Cup (“the Competition”), which is the property of the FIA. All the participating parties (FIA, ASNs, Organisers, Competitors and facility) undertake to apply, as well as observe, the rules governing the Competition. The Competition will be held at the Circuit Paul Ricard from 26 October to 30 October 2022 as part of the FIA Motorsport Games.

All the participating parties (FIA, ASNs, Organisers, Competitors and circuit) undertake to apply, as well as observe, the rules governing the Competition.

The FIA Motorsport Games will be sanctioned by the FIA and is the property of the FIA, and comprises various races for different categories.

Should any dispute arise during the Event, the Panel of Stewards will be the only authority competent to take a decision (ISC-Art. 11.9).

1. REGULATIONS

- 1.1. The final text of these Sporting Regulations shall be the English version, which will be used should any dispute arise as to their interpretation.
- 1.2. Headings in this document are for ease of reference only and do not form part of these Sporting Regulations.
- 1.3. The Competition is governed by these Sporting Regulations.
- 1.4. Clarification, interpretation and arbitration of any rules, requirements and regulations not covered by the FIA 'General Prescriptions' and Specific Regulations, Sporting Code and Technical Regulations shall be decided by the Stewards.
- 1.5. These Sporting Regulations come into force from the moment of their publication on the FIA website (www.fia.com), and replace all previous Sporting Regulations.
- 1.6. All drivers, Competitors and officials participating in the Event undertake, on behalf of themselves, their employees and agents, to observe all the provisions, as supplemented or amended, of the International Sporting Code (the Code), FIA Official Bulletins and the updated Sporting Regulations.

2. GENERAL UNDERTAKING

- 2.1. It is the Competitor's responsibility to ensure that all persons concerned by their entry observe all the requirements of the Code and these Sporting Regulations, as well as any bulletins or Event Notes issued by the FIA.
- 2.2. Any Competitor who is unable to be present in person at the Event must nominate a representative in writing to the FIA.
- 2.3. All persons concerned in any way with an entered Competitor or present in any other capacity whatsoever in the competition area must wear an appropriate pass at all times.
- 2.4. The Competitor shall declare that
 - a. The Competitor possesses the standard of competence necessary for an event of the type to which the entry relates;
 - b. If the Competitor should before or during the event be suffering from any disability whatsoever, they shall declare the disability to the Stewards prior to the driver(s) driving;
 - c. The Competitor and any team members enter onto and use the track and its facilities entirely at their own risk.

3. DEFINITIONS

- 3.1. **Competitor:** An individual taking part in the Competition
- 3.2. **The Competition:** All aspects of the FIA Motorsport Games: Esports Cup
- 3.3. **The Event:** All activities related to the 2022 FIA Motorsport Games
- 3.4. **The Organiser:** The parties running the Competition
- 3.5. **Regulator and Sanctioning Body:** Fédération Internationale de l'Automobile
- 3.6. **Force Majeure:** any occurrence beyond the reasonable control of any party involved
- 3.7. **Race Server:** The in-game functionality where the Esports Cup Races will be taking place
- 3.8. **Race Number:** A number assigned to each Competitor, visible on their vehicle and linked to the Competitor
- 3.9. **Provisional Results:** Any results posted before all Stewarding proceedings are completed
- 3.10. **Final Results:** Any results posted after all Stewarding proceedings are completed and the time limit to protest has expired.
- 3.11. **Official Notice Board:** The location where all documentation, results, Stewarding decisions, starting grids etc. will be published at the venue. The location of the Official Notice Board will be communicated to the Competitors ahead of the Event

4. OFFICIALS

- 4.1. **Appointed Officials**
 - 4.1.1. The FIA will nominate the following officials:
 - A Race Director

- Three Stewards, one of whom will be the Chairman

4.2. Duties of the Race Director

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

- The control of practice, qualifying and races;
- Adherence to the timetable;
- Host and organise a Drivers' Briefing;
- Call extra Drivers' Briefings, if deemed necessary;
- The making of any proposal to the Stewards to modify the timetable in accordance with the Regulations, if deemed necessary;
- The stopping of any Competitor 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 the Supplementary Regulations.

4.3. Duties of the Stewards

Within the framework of their duties, the Stewards:

- shall decide what penalty to enforce in the event of a breach of the Regulations;
- may amend the Regulations;
- may pronounce disqualifications;
- may amend the classifications;
- 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;
- may postpone the Competition in the event of Force Majeure;
- may take the decision to stop, either temporarily or permanently, all or part of a Competition;
- shall declare the classifications and results to be final;
- may use any video or electronic systems to assist them in reaching a decision.

4.4. List of Officials

4.4.1. The following Officials will be on duty during the Competition:

Role	Name
Race Director	TBA
Steward (Chairman)	TBA
Steward	TBA
Steward	TBA

5. FIA DELEGATES

5.1. The FIA reserves the right to nominate the following delegates:

- One FIA Sporting Coordinator

5.2. The role of the FIA delegates is to help the officials of the Event in their duties, to ensure, within their fields of competence, that all the regulations governing the Competition are respected, to make any comments they judge necessary and to draw up the various reports required by the FIA concerning the Competition.

6. PASSES – TEAM IDENTIFICATION

6.1. Two accreditation passes will be issued for each Competitor, permitting access to the entire venue during the FIA Motorsport Games.

6.2. Identification passes will be issued at the track office to the entrant, or to his representative authorised in writing.

6.3. All identification must be properly worn.

6.4. Abuse of the passes will result in them being withdrawn completely.

7. FIA MOTORSPORT GAMES

- 7.1. The award for the FIA Motorsport Games will be presented to the ASN who places first in the medal table across all disciplines of the FIA Motorsport Games.
- 7.2. The ASN with the most Gold medals across each ASN's eight (8) best results will be the winner.
- 7.3. Each discipline will be able to award one Gold, one Silver and one Bronze medal towards the overall table.

8. FIA MOTORSPORT GAMES: ESPORTS CUP

- 8.1. The Competition will take place at the Circuit Paul Ricard from 26 October to 30 October 2022.
- 8.2. The FIA Motorsport Games: Esports Cup will contribute one Gold, one Silver and one Bronze medal towards the overall FIA Motorsport Games medal table according to the results in the Grand Final.

9. NUMBERS OF ENTRANTS PARTICIPATING

- 9.1. There will be no maximum number of entrants invited.
- 9.2. The maximum number of Competitors in each group or session is 24.
- 9.3. A minimum of 12 Competitors must have been entered for the Competition to be run.

10. ORGANISATION AND INSURANCE

- 10.1. The Organiser shall supply the information set out in Appendix 1, part A hereto to the FIA no later than 30 days before the Event. The FIA, if satisfied with such information, shall complete part B and forward both parts to all Competitors no later than 10 days before the Event.
- 10.2. The Promoter of the Event must procure, 30 days before the event, documentary evidence proving that all Competitors, their personnel, sponsors, agents and drivers are covered by adequate third-party insurance.
- 10.3. The Promoter must, thirty days before the Event, send the FIA details of the risks covered by the insurance policy, which must comply with the national laws in force.
- 10.4. Third party insurance arranged by the Promoter shall be in addition and without prejudice to any personal insurance policy held by a Competitor or any other participant in the Event. Drivers taking part in the Event are not third parties with respect to one another.
- 10.5. Sight of the policy must be available to the Competitors on demand.

11. ELIGIBLE COMPETITORS

- 11.1. Each Competitor must be selected by the ASN of the country of their passport.
- 11.2. Individuals who hold more than one passport may not represent more than one nationality.
- 11.3. It is up to each ASN to determine which Competitor will represent them in the Competition and how the Competitor is selected.
- 11.4. Only one driver per ASN is permitted in the Esports Cup.
- 11.5. Each entry must be accompanied by a written statement from the National Sporting Authority (ASN) confirming that the nominated Competitor is the exclusive representative for the respective country and ASN.
- 11.6. The FIA in its absolute discretion shall determine whether a nominated driver has the necessary experience to participate in the Competition.
- 11.7. The FIA in its absolute discretion may reject any nomination and/or entry for the Competition.

12. ENTRIES

- 12.1. Entries will open on 15 June 2022 on a dedicated Registration platform
- 12.2. Entries may only be submitted by an ASN
- 12.3. All entries must be complete no later than 25 September 2022 using the abovementioned platform.
- 12.4. Changes of Competitor after 25 September 2022 may be made only with written approval from the Organiser.
- 12.5. Each Competitor shall pay a non-refundable entry fee of €1,000 per Competitor to the FIA.

- 12.6. The names supplied in each Competitors' Entry will be utilized throughout the competition.
- 12.7. The official entry list of selected teams and drivers will be confirmed by the FIA, no later than 15 October 2022.
- 12.8. Drivers will be permitted to enter a second FIA Motorsport Games Discipline alongside the Esports Cup, so long as this does not take place on track nor impact on their participation in the mandatory events in the FIA Motorsport Games: Esports Cup, including briefings, podiums, press conferences, etc.

13. INSTRUCTIONS AND COMMUNICATIONS TO COMPETITORS

- 13.1. Any communication to a Competitor prior to the event will be made to the contact person specified in the Entry using the contact details submitted to the FIA.
- 13.2. It is each Competitor's responsibility to ensure that they receive any communication from the Organiser.
- 13.3. The Stewards or Race Director may give instructions to Competitors by means of special circulars. These circulars will be distributed to all Competitors, who must acknowledge receipt.
- 13.4. All classifications and results of practice and the races, as well as all decisions issued by the officials, will be posted on the Official Notice Board.
- 13.5. Any decision or communication concerning a particular Competitor should be communicated to them forthwith in writing within 30 minutes of such decision and receipt must be acknowledged.

14. CAR LIVERY

- 14.1. Only the car liveries made available by the Organiser may be used throughout the Competition.
- 14.2. At no time may any Competitor in any way use any livery other than the ones supplied by the Organiser.
- 14.3. Car liveries will not be changed by the Organiser at the request of a Competitor.
- 14.4. Car liveries may be altered by the Organiser as it sees necessary.

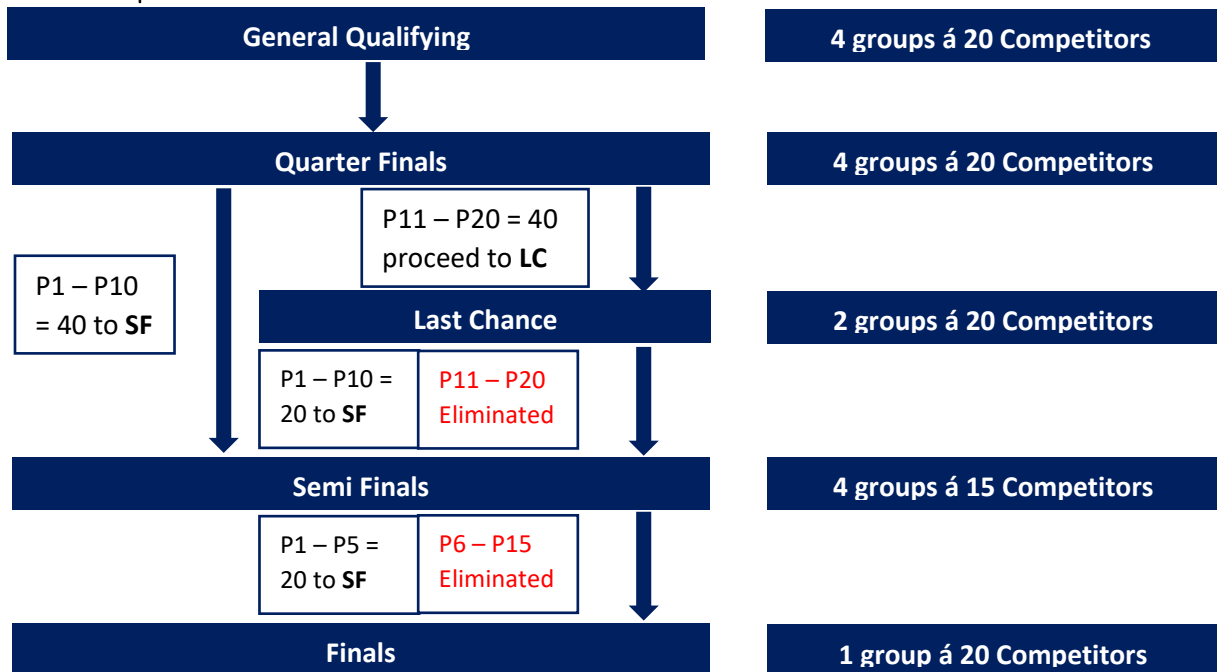
15. RACE NUMBER

- 15.1. Each Competitor's Race Number will be assigned automatically by the organiser
- 15.2. The Competitors' Race Numbers will be communicated to the Competitors on the Official Notice Board.
- 15.3. Requests to change a Competitor's Race Number will not be granted.

16. COMPETITION

- 16.1. **General**
 - 16.1.1. The Promoter, in conjunction with the Circuit Paul Ricard, reserves the right to postpone, abandon or cancel the Event or part thereof.
 - 16.1.2. In the event of abandonment, cancellation, or postponement for more than 48 hours, the Entrant/Competitor will have no right of claim against the Promoters or the Circuit Paul Ricard in respect of any prize money or compensation for expenses which they may have incurred or may incur as a result.
 - 16.1.3. The competition shall follow the format in 16.3; however, the organisers reserve the right to amend the format by Bulletin prior to the start of the Competition should they need to do so, based on the number of entries.
 - 16.1.4. Race length, car choice and designated circuits for each race and practice session will be announced in a Bulletin prior to the Event.
 - 16.1.5. Each race will feature one mandatory pit stop which must be taken during the pit window.
 - 16.1.6. The pit window will 25 minutes into each race, and be open for 10 minutes
 - 16.1.7. During the pit stop, drivers must add at least one litre of fuel.
 - 16.1.8. There are no rules regarding changing tires during the pit stop.

- 16.2. **Eligible Cars**
- 16.2.1. The Organiser will restrict the choice of car that may be used in the competition to ensure a balanced level of performance among drivers.
- 16.2.2. The Organiser may, after approval from the Race Director, issue Balance of Performance changes to vehicles as it sees fit.
- 16.3. **Competition Structure**



NOTE: The abovementioned example is produced using 80 entered competitors. The overall structure will remain the same for the Esports Cup but the number of competitors in each level, and the number of competitors proceeding to each individual level may change depending on the number of entries.

- 16.3.1. Practice
- 16.3.1.1. The time allocated for practice will be stipulated in the event timetable.
- 16.3.1.2. Competitors will be assigned a Practice Group at random, which will be posted on the Official Notice Board.
- 16.3.1.3. All groups will be given an equal amount of time for practice.
- 16.3.1.4. The cars and circuits that Competitors will be permitted to use for practice will be restricted and decided by the Organiser.
- 16.3.1.5. It is each Competitor's responsibility to attend their selected Practice Group.
- 16.3.1.6. Requests to switch Practice Groups will be denied
- 16.3.2. General Qualifying
- 16.3.2.1. General Qualifying will take place using the same groups as were used for Practice.
- 16.3.2.2. During the General Qualifying, the system will be set up so that all Competitors will be driving on the track at the same time in order to set a qualifying time.
- 16.3.2.3. Each driver will be allocated the same amount of time for General Qualifying, as per the event timetable.
- 16.3.2.4. At the end of the session, each Competitor across all groups will be ranked according to their fastest qualifying times, with the fastest time at the top of the qualification ladder.
- 16.3.2.5. Should multiple Competitors set identical fastest qualifying times which the software cannot distinguish between, drivers in question will be separated by their second fastest time, then third fastest, etc.

16.3.3. Quarter Finals

16.3.3.1. All entries will be split into the Quarter Final groups as per the results of the General Qualifying session.

16.3.3.2. The ladder, based on qualifying results, will be used to assign the grids for each of the Quarter Finals, as per the below table:

Qualifying Position	Grid position
1	P1 in Quarter Final #1
2	P1 in Quarter Final #2
3	P1 in Quarter Final #3
4	P1 in Quarter Final #4
5	P2 in Quarter Final #1

80	P20 in Quarter Final #4

16.3.3.3. The top 10 (P1 – P10) from each Quarter Final race will qualify directly for the Semi Finals.

16.3.3.4. The remaining entries (P11 onwards) from each Quarter Final race will proceed to the Last Chance rounds.

16.3.4. Last Chance

16.3.4.1. Competitors will be split into Last Chance groups as per the table below:

Finishing position in Round of 12	Grid position
P11 in Quarter Final #1	P1 in Last Chance #1
P11 in Quarter Final #2	P1 in Last Chance #2
P11 in Quarter Final #3	P2 in Last Chance #1
P11 in Quarter Final #4	P2 in Last Chance #2
P12 in Quarter Final #1	P3 in Last Chance #1

P20 in Quarter Final #4	P20 in Last Chance #2

16.3.4.2. The top 10 (P1 – P10) from each Last Chance race will qualify for the Semi Finals.

16.3.4.3. The remaining finishers from each Last Chance race are eliminated from the Competition.

16.3.5. Semi Finals

16.3.5.1. Competitors will be split into Semi Final groups as per the table below:

Finishing position in previous Race	Grid position
P1 in Quarter Final #1	P1 in Semi Final #1
P1 in Quarter Final #2	P1 in Semi Final #2
P1 in Quarter Final #3	P1 in Semi Final #3
P1 in Quarter Final #4	P1 in Semi Final #4
P2 in Quarter Final #1	P2 in Semi Final #1

P10 in Last Chance #2	P20 in Semi Final #4

16.3.5.2. The top 5 (P1 – P5) from each Semi Final race will proceed to the Grand Final.

16.3.5.3. The remaining finishers from each Semi Final race are eliminated from the Competition.

16.3.6. Grand Final

16.3.6.1. Competitors will be assigned Grid Positions in the Grand Final as per the table below:

Finishing position in previous Race	Grid position
P1 in Semi Final #1	P1 in Grand Final
P1 in Semi Final #2	P2 in Grand Final
P1 in Semi Final #3	P3 in Grand Final

P1 in Semi Final #4	P4 in Grand Final

P5 in Semi Final #4	P20 in Grand Final

16.4. Race Details & Settings

- 16.4.1. All races will feature a manual rolling start.
- 16.4.2. All further Competition details will be announced in a pre-race Bulletin to all Competitors.

17. DRIVING STANDARDS

- 17.1. Upon Entering the competition, a Competitor agrees with all relevant Regulations concerning the Competition.
- 17.2. It is not allowed to push the vehicle of another competitor to assist them in case of running out of fuel, experienced a mechanical breakdown etc.
- 17.3. Competitors must drive the car alone and unaided.
- 17.4. Competitors must always follow all aspects of these Sporting Regulations, both on and off track.
- 17.5. Competitors must use the track at all times. For the avoidance of doubt, the track-limits as enforced by the software will be the definitions of being on or off the circuit.
- 17.6. Competitors consistently crossing the white lines defining the edge of the circuit, whether or not they gain an advantage, in either Qualifying or a Race will be handed a time penalty added to the respective Race Result.
- 17.7. Competitors may not utilise walls or other objects to gain an advantage in getting around a corner ("wall-riding"). Competitors deemed to have used walls in an advantageous way may be subject to a penalty.
- 17.8. Should a car leave the track for any reason, the Competitor may re-join. However, this may only be done when it is safe to do so and without gaining any advantage.
- 17.9. At the absolute discretion of the Race Director, a Competitor may be given the opportunity to give back the whole of any advantage gained by leaving the track.
- 17.10. Manoeuvres liable to hinder other Competitors, such as deliberate crowding of a car beyond the edge of the track or any other abnormal change of direction, are not permitted.
- 17.10.1. For the avoidance of doubt, this applies on straights, as well as on the entry, apex and exit of any corner.
- 17.11. Competitors may not cross the Pit Entry or Pit Exit lines
- 17.12. A Competitor may not deliberately leave the track without a justifiable reason.
- 17.13. Any penalties issued automatically by the software will not be overruled.
- 17.14. More than one change of direction to defend a position is not permitted. Any Competitor moving back towards the racing line, having earlier defended their position off-line, should leave at least one car width between themselves and the edge of the track on the approach to the corner.
- 17.15. Any Competitor who is not on a timed lap in Practice or Qualifying must yield to cars on timed laps that are catching the Competitor in question, without impeding the Competitor behind. At the discretion of the Stewards, failure to yield may result in a penalty.
- 17.16. As soon as a Competitor is caught by another Competitor which is about to lap it during a race, the Competitor being lapped must allow the faster Competitor past at the first available opportunity.
- 17.17. Competitors may not artificially affect the outcome of any results through on- or off-track behaviour.
- 17.18. All actions, whether deliberate or not, to distract other Competitors while driving, are strictly prohibited.
- 17.19. Competitors may not intentionally spin out, make contact with other cars or Competitors, or perform any other such actions after race finish.

18. INCIDENTS

18.1. Definition

18.1.1. Incident means any occurrence or series of occurrences involving one or more Competitors, or any action by any Competitor, which is reported to the Stewards by the Race Director or noted by the Stewards and subsequently investigated.

18.1.2. These include (but are not limited to):

- a. When your car gains an advantage due to a collision with another car;
- b. When an opponent loses position in the race due to your collision with another car;
- c. When an opponent is pushed off track due to your collision with another car;
- d. When an opponent is sent into a spin due to your collision with another car;
- e. When the opponent receives mechanical damage due to your collision with another car;
- f. Blocking with more than 2 direction changes on the track;
- g. A Competitor is deemed to have significant overlap when the hub of their front axle is alongside the hub of another Competitor's rear axle;
- h. Not leaving one car width of space for Competitors with adequate overlap;
- i. Forcing yourself into the inside of a car in front at a corner when you were not already parallel to it;
- j. Braking in a location that does not require brakes ("brake testing");
- k. After driving off track, returning to the track without waiting for a car behind to pass;
- l. Not adhering to blue flags during qualifying or a race;
- m. Secretly working to give an advantage to another competitor;
- n. Not following mandatory pit stop rules;
- o. Distracting other Competitors while driving;
- p. Unapproved adjustments of any hardware or software;
- q. Other unsportsmanlike conduct, at the discretion of the Stewards.

18.2. General Notes

18.2.1. It shall be at the discretion of the Stewards to decide, upon a report or a request by the Race Director, if a Competitor or Competitors involved in an incident shall be penalised.

18.2.2. The Stewards and Race Director have the authority to impose penalties for driving infringements committed during all stages of competition, including the Global Qualification

18.2.3. If an incident is under investigation by the Stewards during the Grand Final, if the facilities so permit, a message informing all teams of which Competitor or Competitors are involved will be displayed.

18.2.4. Provided that such a message is displayed within 25 minutes of the end of the race, or if a message is delivered to any team concerned within this time limit, the Competitor or Competitors concerned may not leave the circuit without the consent of the Stewards.

18.3. Applicable Penalties

18.3.1. The Stewards may impose any one of the penalties below on any Competitor involved in an incident:

- a. An in-race penalty to be served before the end of the race, as instructed by the software;
- b. A post-race time penalty;
- c. A reprimand;

18.3.2. If any of the penalties referred to in 18.3.1 are imposed, neither the penalty nor the reason for the penalty shall be subject to appeal.

18.3.3. Any automatically issued penalties issued by the software will not be subject to appeal and/or removal by the Stewards or Race Director.

18.3.4. Should the Stewards decide to impose the penalty under Article 18.3.2 a., the Competitor affected must follow the instructions issued by the software.

19. PROTESTS AND APPEALS

- 19.1. Protests shall be made in writing to the Chairman of the Stewards within 10 minutes of the end of the session in question.
- 19.2. Appeals shall be made in writing to the Chairman of the Stewards within 15 minutes of the announcement of the penalty.
- 19.3. Appeals may not be made against decisions concerning penalties imposed under Art. 18.3.1 including those imposed during the last three laps or after the end of the race.

20. PROMOTION

- 20.1. Drivers must take part in any promotional activity requested by the Organisers, such as but not limited to:
- autograph sessions
 - prize-giving, press conferences
 - photo shooting
 - social events
 - pre-race parades.
- 20.2. A photo shoot, which all entered drivers must attend, may take place at a time and location to be confirmed in a Bulletin.
- 20.3. Use of the Organiser's logo by the Competitors, Manufacturers and drivers or their agents or representatives is prohibited unless prior written permission has been obtained from the Organiser and the FIA.

21. HARDWARE & TECHNICAL ISSUES

- 21.1. **General**
- 21.1.1. For any issues that occur during practice or qualifying or before any Race Start, faulty equipment will be replaced by Officials.
- 21.1.2. A session may be restarted if deemed appropriate by the Race Director.
- 21.1.3. Should any technical issues occur with any equipment, those that arise after the start of a Race will be considered as a retirement from the race due to mechanical issues and the Race will not be restarted.
- 21.1.4. Unless medical conditions require otherwise, only the equipment provided by the Organiser will be permitted.
- 21.1.4.1. If, for medical conditions, a Competitor requires special hardware, these requests must be communicated to the FIA no later than 25 September 2022.
- 21.1.4.2. If such a request is made, it is at the absolute discretion of the FIA to find a suitable solution for the Competitor in question.
- 21.2. **Control Device**
- 21.2.1. The control device for the races will be **TBA**.
- 21.3. **Monitor**
- 21.3.1. The monitor for the races will be **TBA**.
- 21.4. **Rig**
- 21.4.1. The rig for the races will be **TBA**.

22. DRIVERS' BRIEFING

- 22.1. A Drivers' Briefing will take place at the venue and time noted in the appropriate Appendix and posted on the Official Notice Board.
- 22.2. All Drivers entered for the Competition must be present.
- 22.3. Any Driver not attending or not signing the attendance sheet at the meeting will be brought before the Stewards for their consideration and subject to a penalty of €500 (five hundred euros).

22.4. A further meeting, if deemed necessary by the Race Director, may take place, at a time to be notified to the Competitors.

22.4.1. If such a meeting is called, attendance is mandatory for all Drivers.

23. CLASSIFICATION

23.1. The winner of each race will be the Competitor who completes the respective race in the shortest time.

23.2. The overall Esports Cup winner will be the car which completes the Grand Final in the shortest time.

23.3. The official classification will be published after the race. It will be the only valid result, subject to any amendments which may be made under the Code and these Sporting Regulations.

23.4. The ASNs whose Competitors finish the Grand Final the top three positions will earn one Gold, one Silver and one Bronze towards the overall FIA Motorsport Games standings.

24. PODIUM CEREMONY

24.1. The drivers finishing the races in 1st, 2nd or 3rd positions in the Grand Final must attend the prize-giving ceremony on the podium and abide by the podium procedure as directed by the Organiser, and immediately thereafter make themselves available for a period of 90 minutes for the purpose of television interviews and the press conference.

25. COMMERCIAL

25.1. **Clothing**

25.1.1. All Competitors must wear any clothing supplied by the Organiser.

25.1.2. No other clothing may be worn without the Organiser's and the FIA's approval.

APPENDIX 1

INFORMATION REQUIRED UNDER ARTICLE 10.1

PART A

1. NAME AND ADDRESS OF THE NATIONAL SPORTING AUTHORITY (ASN).
2. NAME AND ADDRESS OF THE ORGANISER.
3. DATE AND PLACE OF THE EVENT.
4. START TIME OF THE RACES.
5. ADDRESS, EMAIL ADDRESS AND TELEPHONE NUMBERS TO WHICH ENQUIRIES CAN BE ADDRESSED.
6. DETAILS OF THE CIRCUIT, WHICH MUST INCLUDE:
 - LOCATION AND HOW TO GAIN ACCESS.
 - LENGTH OF ONE LAP.
 - NUMBER OF LAPS FOR EACH RACE.
 - DIRECTION (CLOCKWISE OR ANTI-CLOCKWISE).
 - LOCATION OF END OF THE PIT LANE IN RELATION TO LINE.
7. PRECISE LOCATION AT THE CIRCUIT OF:
 - STEWARDS' OFFICE.
 - FIA OFFICE.
 - DRIVERS' AND COMPETITORS' BRIEFING.
 - OFFICIAL NOTICE BOARD.
 - WINNER'S PRESS CONFERENCE.
8. LIST OF ANY TROPHIES AND SPECIAL AWARDS.

PART B

THE NAMES OF THE FOLLOWING OFFICIALS OF THE EVENT APPOINTED BY THE FIA:

1. RACE DIRECTOR
2. THREE STEWARDS, ONE OF WHOM IS THE CHAIRMAN.
3. FIA COORDINATOR.