



2026 FIA MENA ESPORTS CHAMPIONSHIP

Sporting Regulations

07/09/2026

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The FIA and Jordan Motorsport (the ASN of Jordan) will sanction the 2026 FIA MENA Esports Championship, which is the property of the FIA. All the participating parties (FIA, ASNs, Organiser, competitors, title and hardware providers) undertake to apply, as well as observe, the rules governing the Championship.

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 Specific Regulations, FIA International Sporting Code ("the Code"), the FIA Esports International 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 defined Official Notice Board.
- 1.6. All drivers, Competitors and officials participating in the Competition undertake, on behalf of themselves, their employees and agents, to observe all the provisions, as supplemented or amended, of the Code, the FIA Esports International Sporting Code, the Supplementary Regulations, FIA Official Bulletins and the updated Sporting Regulations.

2. GENERAL UNDERTAKING

- 2.1. The Competition will be held under the Code and the FIA Esports International Sporting Code, including Appendices.
- 2.2. 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.
- 2.3. Any Competitor who is unable to be present in person at the Competition must nominate a representative in writing to the FIA.
- 2.4. 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.
- 2.5. 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. The Competitor and any team members enter into the Competition and its facilities entirely at their own risk.

3. DEFINITIONS

- 3.1. **Competitor:** An individual taking part in the Competition.
- 3.2. **The Competition/Event:** All aspects of the 2026 FIA MENA Esports Championships which are covered by these Sporting Regulations.
- 3.3. **The Organiser:** The parties running the Competition, Desert Fox and Jordan Motorsport.
- 3.4. **Regulator and Sanctioning Body:** Fédération Internationale de l'Automobile (the FIA).
- 3.5. **Force Majeure:** Any occurrence beyond the reasonable control of any party involved.
- 3.6. **Race Server:** The in-game functionality where the Competition will be taking place.
- 3.7. **Race Number:** A number assigned to each Competitor, visible on their vehicle and linked to the Competitor.
- 3.8. **Provisional Results:** Any results posted before all Stewarding proceedings are completed.
- 3.9. **Final Results:** Any results posted after all Stewarding proceedings are completed and the time limit to protest has expired.

- 3.10. **Official Notice Board:** The location where all documentation, results, stewarding decisions, starting grids etc. will be published at the venue. The location of the Digital Notice Board will be communicated to the Competitors ahead of the Competition.

4. ORGANISING COMMITTEE

4.1. Composition

- Nadim Haddad
- Izz Bustami
- Hamza Hussein

5. OFFICIALS

5.1. Appointed Officials

5.1.1. The FIA will nominate the following officials:

- A Race Director;
- Two Stewards, one of whom will be the Chairperson.

5.1.2. The host ASN will nominate the following officials:

- One Steward.

5.2. 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 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.

5.3. Duties of the Stewards

Within the framework of their duties, the Stewards:

- a. shall decide what penalty to enforce in the event of a breach of the Regulations;
- b. may amend the Regulations;
- c. may pronounce disqualifications;
- d. may amend the classifications;
- e. may disqualify from any part of the Competition, for the duration of the Competition or from the Event, any Competitor whom they consider as, or who is reported to them as being, ineligible to take part, or whom they consider as being guilty of improper conduct or unfair practice;
- f. may postpone the Competition in the event of Force Majeure;
- g. may take the decision to stop, either temporarily or permanently, all or part of a Competition;
- h. shall declare the classifications and results to be final;
- i. may use any video or electronic systems to assist them in reaching a decision.

5.4. List of Officials

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

Role	Name
Race Director	TBC
Steward (Chairperson)	TBC
Steward (International)	TBC
Steward (National)	TBC

6. FIA DELEGATES

- 6.1. The FIA reserves the right to nominate the following delegates:
- One Sporting Coordinator
- 6.2. The role of FIA delegates is to help the officials of the Competition 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.

7. 2026 FIA MENA ESPORTS CHAMPIONSHIP

- 7.1. The Competition will take place in Amman, Jordan, at The Arc in King Hussein Business Park from 22 October to 24 October 2026.
- 7.2. The Competition will exclusively use the Gran Turismo 7 title.
- 7.3. The winners of the Competition will be defined by the results of the Final.

8. PASSES – TEAM IDENTIFICATION

- 8.1. Identification passes will be issued at the venue to the entrants, or to their representatives authorised in writing.
- 8.2. All identification must be properly worn.
- 8.3. Abuse of the passes will result in them being withdrawn completely.

9. ORGANISATION AND INSURANCE

- 9.1. 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 the Organiser, for them to circulate it to all Competitors no later than 10 days before the Competition.
- 9.2. The Organiser of the Competition must procure, 30 days before the Competition, documentary evidence proving that all Competitors, their personnel, sponsors, agents and drivers are covered by adequate third-party insurance.
- 9.3. The Promoter must, thirty days before the Competition, send the FIA details of the risks covered by the insurance policy, which must comply with the national laws in force.
- 9.4. Third party insurance arranged by the Organiser shall be in addition and without prejudice to any personal insurance policy held by a Competitor or any other participant in the Competition. Drivers taking part in the Competition are not third parties with respect to one another.
- 9.5. Sight of the policy must be available to the Competitors on demand.

10. ELIGIBLE COMPETITORS

- 10.1. The top twenty-four drivers from the 2026 MENA Esports Cup – Regional Qualifiers are eligible to compete in the 2026 FIA MENA Esports Championship.
- 10.2. Upon being contacted by the Organiser, the drivers have three (3) days to confirm their participation.
- 10.3. Should a driver in the top 24 not be able and/or eligible to participate, the next driver in the Regional Qualifier results will be invited to the 2026 FIA MENA Esports Championship.

11. NUMBERS OF ENTRANTS PARTICIPATING

- 11.1. The Competition will be open to twenty-four (24) drivers.

12. ENTRY REQUIREMENTS

- 12.1. Drivers must be 16 years of age by 1 August 2026 to be eligible to compete.

12.2. In order to be eligible for the 2026 FIA MENA Esports Championship, a driver must hold any International Grade licence as defined in Appendix L to the Code. The full list of valid Licences are the following:

- International Grade E (ITE)
- International Grade D (ITD-C)
- International Grade D (ITD-R)
- International Grade C (ITC-C)
- International Grade C (ITC-R)
- International Grade B (ITB)
- International Grade A (ITA)
- International Grade D1 (ITD1)
- International Grade Esport (IT-Esport)

12.3. The International Licence must be issued by an FIA ASN in the following countries:

- Algeria
- Bahrain
- Cyprus
- Egypt
- Iran
- Iraq
- Jordan
- Kuwait
- Lebanon
- Libya
- Mauritania
- Morocco
- Oman
- Palestine
- Qatar
- Saudi Arabia
- Sudan
- Syria
- Tunisia
- UAE
- Yemen

13. INSTRUCTIONS AND COMMUNICATIONS TO COMPETITORS

13.1. All communication will be conducted through the Desert Fox Discord server.

13.2. The Desert Fox Discord server will be the Official Digital Notice Board.

14. CAR LIVERY

14.1. The Organiser will design and provide liveries for all Competitors.

14.2. No custom liveries may be used by any Competitor.

14.3. Any requests to alter a Competitor's Car Livery will be rejected by the Organiser.

15. COMPETITION NUMBER

15.1. Drivers can choose their competition numbers in their Entry upon being invited to the 2026 FIA MENA Esports Championship.

15.2. Drivers are free to choose any competition number they wish, except #1 which is reserved for the winner of the 2025 FIA MENA Esports Championship

- 15.3. Driver numbers are on a first come first serve basis, where if two drivers request the same number, the driver who first completed their entry will be awarded the requested competition Number.
- 15.4. Drivers can choose their competition numbers upon completion of the 2026 MENA Esports Cup – Regional Qualifier.

16. COMPETITION FORMAT

16.1. Practice

- 16.1.1. The time allocated for practice will be stipulated in the Competition timetable.
- 16.1.2. Competitors will be assigned a Practice Group at random, which will be posted on the Official Notice Board.
- 16.1.3. All groups will be given an equal amount of time for practice.
- 16.1.4. The cars and circuits that Competitors will be permitted to use for practice will be restricted and decided by the Organiser.
- 16.1.5. It is each Competitor's responsibility to attend their selected Practice Group.
- 16.1.6. Requests to switch Practice Groups will be denied.

16.2. Qualifying

- 16.2.1. Competitors will be split evenly into two qualifying groups, named A and B, as per the results of the Practice times.
 - 16.2.1.1. During the Qualifying, the Race Server will be set up so that each respective group will be driving simultaneously in order to set a qualifying time.
 - 16.2.1.2. Each driver will be allocated the same amount of time for Qualifying, as per the Competition timetable.
 - 16.2.1.3. At the end of the session, each Competitor across all groups will be ranked according to their fastest qualifying time, with the fastest time at the top of the qualifying results.
 - 16.2.1.4. 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. Semi Finals

- 16.3.1. Competitors will be split evenly into two Semi Final groups, named A and B, as per the results of the General Qualifying session.
- 16.3.2. The top 6 (P1 – P6) from each Semi Final will qualify for the Final race.
- 16.3.3. The remaining finishers from each Semi Final are eliminated from the Competition.

16.4. Final

- 16.4.1. The top 6 from each Semi Final will participate in the Final.
- 16.4.2. The Final Classification of the Final will decide the results of the 2026 FIA MENA Esports Championship.

- 16.5. Additional details regarding the Competition format will be shared with all Competitors via Bulletin ahead of the Competition.

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, as well as any other Regulatory documents deemed to cover the event in question, 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 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.
- 17.7. 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.
- 17.8. 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.
- 17.9. 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.
- 17.9.1. For the avoidance of doubt, this applies on straights, as well as on the entry, apex and exit of any corner.
- 17.10. Competitors may not cross the Pit Entry or Pit Exit lines
- 17.11. A Competitor may not deliberately leave the track without a justifiable reason.
- 17.12. Any penalties issued automatically by the software will not be overruled.
- 17.13. 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.
- 17.14. 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.
- 17.15. 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.
- 17.16. Competitors may not artificially affect the outcome of any results through on- or off-track behaviour.
- 17.17. All actions, whether deliberate or not, to distract other Competitors while driving, are strictly prohibited.
- 17.18. 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 one 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 Semi Finals or during the 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 Competition venue 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. Any other penalty as per Articles 34.1.1 to 34.1.13 of the FIA Esports International Sporting Code,
- 18.3.2. If any of the penalties referred to in 18.3.1 a or b 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 18.3.1 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 Chairperson of the Stewards within 30 minutes of the end of the session in question, in accordance with Article 47 of the Esports Code.
- 19.2. Notifications of Intent to Appeal shall be made in writing to the Chairperson of the Stewards within 60 minutes of the announcement of the penalty.
- 19.3. Appeals shall be made within 96 hours of the Notification of Intent to Appeal.
- 19.4. 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 the Organiser in concurrence with at least one Official.
- 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.
- 21.1.4.2. If such a request is made, it is at the absolute discretion of the FIA and the Organiser 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 location and time noted in on the Digital 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 €150 (one hundred and fifty 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 overall 2026 FIA MENA Esports Championship winner will be the driver whose car completes the Final in the shortest time.
- 23.2. 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.

24. PODIUM CEREMONY

- 24.1. The drivers finishing the races in 1st, 2nd or 3rd positions in the 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. As required

26. PRIZES

26.1. The prizes for the 2026 MENA Esports Championship shall be awarded to the top three (3) finishers as follows:

- The winner will receive a USD \$10,000 cash prize
- The driver who finishes second will receive a Next Level Racing GT ELITE
- The driver who finishes second will receive a Next Level Racing GT Racer 2.0

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.