

PORSCHE
ESPORTS SUPERCUP

OFFICIAL PARTNER



OFFICIAL RULES

2026 SEASON

Table of Contents

1. Introduction	3
2. Progression to “The Championship” Series	4
2.1. National Championships	4
2.2. Global Open Qualifier	4
2.3. Regional Championships	7
2.4. World Championship Series	8
3. Tournament Rules	10
3.1. Event Format	10
3.2. Points System	12
3.3. Tie Breaker	14
4. Prizes & Event Winnings	15
5. Regulations	16
5.1. Driver Media Regulations	16
5.2. Video Regulations	16
5.3. Audio Regulations	16
5.4. Team Regulations	17
6. World Championship Series Officiating	18
7. Penalties	19
7.1. Types of penalties	19
7.2. Incident Limit	20
7.3. Additional Driver Conduct Penalties	21
8. Adverse and Unexpected Conditions and Intervention Policies	21
9. Livery Regulations	22
10. Driver Expectations	23
11. Contest Rules	24
12. Payment of Championship Prizes	25
13. Livery Visualization	26

1. Introduction

The Porsche Esports Supercup 2026 is the official Porsche global virtual-racing series contested by elite sim-racing competitors from around the world. The Championship represents not just the pinnacle of virtual motorsport, but also an inclusive platform for drivers of all backgrounds and nationalities to compete at the highest level. iRacing is the official organizer of the Porsche Esports Supercup 2026.

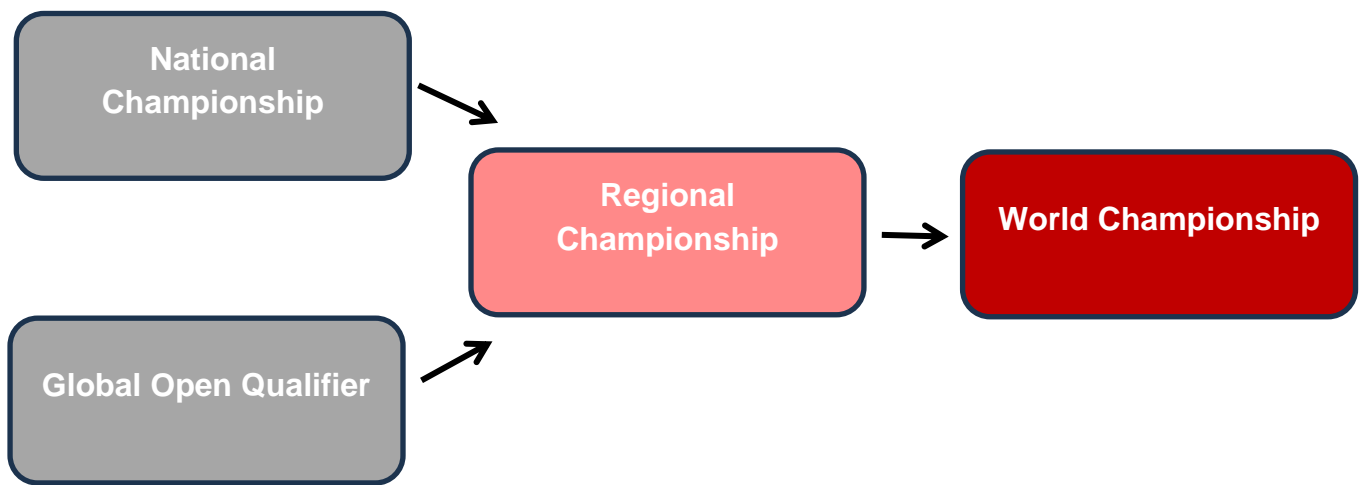
This Rulebook defines the structure, sporting framework, and operational procedures of the Porsche Esports Supercup 2026 ("the Championship"). It establishes the rights and responsibilities of all participants and outlines the standards of conduct expected throughout the series.

This document forms the comprehensive rules compendium for the Porsche Esports Supercup 2026. It must always be understood together with the iRacing rules and regulations applicable to all members, such as the [iRacing Sporting Code](#), [Terms of Use and End User License Agreement](#), [Privacy Policy](#) and [Online Competitions and Contests Official Contest Rules](#).

Each driver is required to read, understand, and maintain familiarity with all rules prior to participation in any Porsche Esports Supercup event. The iRacing Rules form a contract between each iRacing member and iRacing.com Motorsport Simulations, LLC. Any iRacing member may accept the iRacing Rules by accepting the click-through terms on iRacing.com or registering to participate / participating in any Porsche Esports Supercup event.

All information in this document is subject to change.

2. Progression to “The Championship” Series



2.1. National Championships

The National Championships are organized by Porsche's official national markets (e.g., Porsche Esports Carrera Cup Great Britain, Porsche Esports Carrera Cup North America, and Porsche Esports Endurance Trophy Nurburgring) and not directly by iRacing or Porsche Motorsport. These championships serve as the first step in the qualification process for the Porsche Esports Supercup 2026.

- Each national market is responsible for designing and implementing its own competition structure and qualification process, within the guidelines by Porsche Motorsport.
- Up to 3 drivers from each National Championship may be eligible for advancement to the Regional Championship.
- Results from these National Championships must be submitted to Porsche Motorsport by April 30, 2026.

2.2. Global Open Qualifier

The Global Open Qualifier (GOQ) serves as the second step in the qualification path for the Porsche Esports Supercup 2026. After the National Championships, which are organized by each Porsche national market, drivers who either did not qualify through their National Championship or who are from regions without a National Championship can compete in the Global Open Qualifier to earn a spot in the Regional

Championship.

The GOQ will consist of 4 race weeks starting in May and ending in June.

- Drivers must have a minimum of an iRacing Sports Car Class C License to participate
- Races on Wednesday and Saturday at 14 GMT and 19 GMT
- Races will be split based on Strength Of Field (SOF)
- Points earned in each race will be calculated based on the SOF
- Drivers who participated in a National Championship but did not automatically qualify for the Regional Championship may still attempt to qualify through the GOQ.
- The GOQ provides an open entry for drivers who wish to participate, including those not initially successful in their National Championship.

PESC Global Open Qualifiers				
<u>Race</u>	<u>Date</u>	<u>Date</u>	<u>Track</u>	<u>Time</u>
Race 1	13-May	16-May	Spa-Francorchamps	30
Race 2	20-May	23-May	Sebring	30
Race 3	27-May	30-May	Suzuka	30
Race 4	3-Jun	6-Jun	Nürburgring GP	30

Participants must formally declare their interest via the following platform: <https://motorsport-community.porsche.com/motorsport/s/pesc-registration>.

Only participants who have successfully registered on the official Porsche platform ("Registration") and who are registered iRacing members shall be eligible to participate in the Regional Events.

Only drivers who complete all required eligibility verification and registration by the end of the Global Open Qualifiers, and who provide complete and truthful information as part of this process, will be permitted to advance to the Regional Championship.

Registered drivers will be split into the following regions:

- Europe
- Americas
- Asia-Pacific (APAC)
- Middle East & Africa (MEA)

Drivers will be ranked within their region based on their point totals from the Global Open Qualifiers.

Up to 32 top point scorers from each region, subject to Porsche National Market considerations and provided they are in good standing with iRacing and Porsche, may advance to the Regional Championships.

Regional Definitions by Country

EUROPE

Albania, Andorra, Austria, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Netherlands, North Macedonia, Norway, Poland, Portugal, Romania, Russia, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, United Kingdom, Vatican City

AMERICAS

Antigua and Barbuda, Argentina, Bahamas, Barbados, Belize, Bolivia, Brazil, Bermuda, Canada, Chile, Colombia, Costa Rica, Cuba, Dominica, Dominican Republic, Ecuador, El Salvador, Grenada, Guatemala, Guyana, Haiti, Honduras, Jamaica, Mexico, Nicaragua, Panama, Paraguay, Peru, Saint Kitts and Nevis, Saint Lucia, Saint Vincent and the Grenadines, Suriname, Trinidad and Tobago, United States, Uruguay, Venezuela

APAC

Afghanistan, Australia, Bangladesh, Bhutan, Brunei, Cambodia, China, Fiji, India, Indonesia, Japan, North Korea, South Korea, Kiribati, Laos, Malaysia, Maldives, Marshall Islands, Micronesia, Mongolia, Myanmar, Nauru, Nepal, New Zealand, Palau, Pakistan, Papua New Guinea, Philippines, Samoa, Singapore, Solomon Islands, Sri Lanka, Taiwan, Thailand, Timor-Leste, Tonga, Tuvalu, Vanuatu, Vietnam

MIDDLE EAST, AFRICA

Algeria, Angola, Armenia, Azerbaijan, Bahrain, Benin, Botswana, Burkina Faso, Burundi, Cabo Verde, Cameroon, Central African Republic, Chad, Comoros, Congo, Democratic Republic of the Congo, Djibouti, Egypt, Equatorial Guinea, Eritrea, Eswatini, Ethiopia, Gabon, Gambia, Ghana, Guinea, Guinea-Bissau, Iran,

Iraq, Israel, Ivory Coast, Jordan, Kazakhstan, Kenya, Kuwait, Kyrgyzstan, Lebanon, Lesotho, Liberia, Libya, Madagascar, Malawi, Mali, Mauritania, Mauritius, Morocco, Mozambique, Namibia, Niger, Nigeria, Oman, Qatar, Rwanda, Sao Tome and Principe, Saudi Arabia, Senegal, Seychelles, Sierra Leone, Somalia, South Africa, South Sudan, Sudan, Syria, Tajikistan, Tanzania, Togo, Tunisia, Turkmenistan, Uganda, United Arab Emirates, Uzbekistan, Yemen, Zambia, Zimbabwe

2.3. Regional Championships

The Regional Championships represent the final qualifying phase for the Porsche Esports Supercup World Championship.

Eligibility for participation in a Regional Championship is restricted to drivers who have qualified through one of the following pathways:

- Official Porsche National Championships, within the allocated quota for each market
- Global Open Qualifier (GOQ), based on final GOQ standings and regional allocation.

Regional Championships will be operated under iRacing League's which are comparable to official iRacing series, where race sessions, registration, classification, and standard sporting enforcement are handled directly by the platform's native systems.

- League invites will be sent out prior to the season. It is the driver's responsibility to accept these invites and familiarize themselves with the iRacing league system
- The Regional Championships are designed to ensure global scalability, competitive consistency, and uniform sporting conditions across all regions.

Each Regional Championship consists of:

- Five (5) scheduled races
- maximum grid size of thirty-two (32) drivers per region
- 30 minute races

The schedule and times are as follows (Time listed represents Qualifying Start Time)

		Americas	MEA	Americas / MEA	
Race	Date			Track	Time
Race 1	27-Jun	19:00 GMT	20:00 GMT	Sebring / Fuji	30
Race 2	11-Jul	19:00 GMT	20:00 GMT	Autodromo Hermanos Rodriguez / Suzuka	30
Race 3	25-Jul	19:00 GMT	20:00 GMT	Watkins Glen Boot / Adelaide	30
Race 4	8-Aug	19:00 GMT	20:00 GMT	Miami International Autodrome / Okayama	30
Race 5	22-Aug	19:00 GMT	20:00 GMT	Interlagos / Phillip Island	30

		Europe	APAC	Europe / APAC	
Race	Date			Track	Time
Race 1	4-Jul	19:00 GMT	20:00 GMT	Imola / Fuji	30
Race 2	18-Jul	19:00 GMT	20:00 GMT	Magny-Cours / Suzuka	30
Race 3	1-Aug	19:00 GMT	20:00 GMT	Barcelona / Adelaide	30
Race 4	15-Aug	19:00 GMT	20:00 GMT	Hockenheimring / Okayama	30
Race 5	29-Aug	19:00 GMT	20:00 GMT	Red Bull Ring / Phillip Island	30

This schedule is preliminary and subject to change.

The top eight (8) points finishers from each Regional Championship will be considered for a Sports Car Pro/WC License and qualify for the World Championship, subject to final eligibility confirmation and acceptance of World Championship requirements.

Additional rules and details will be communicated to drivers prior to the Regional Championships season. These will be sent via email, bulletins, driver briefings, and general series communications. Drivers are expected to respond to these communications in a timely manner.

2.4. World Championship Series

32 drivers earn licenses to compete in the Porsche Esports Supercup World Championship Series through the Regional Championships. The World Championship forms the pinnacle of competition, and all drivers are held to the highest standards both on- and off-track. Likewise, drivers are expected to represent the series, its partners, and sponsors in a positive fashion.

Championship Details

Rules of Communication

- Official sporting communication will be done solely via email between the drivers and the director of competitions, chief steward or stewards appointed. For easier casual communication and quick contact with race officials, media / press representatives and each other, each driver is mandated to join the official series discord. Drivers will be contacted with an invite link upon qualifying for the series.

Late Entry / Open Spots

- If any of the eight competitors from a region choose not to compete, are deemed ineligible, or miss the sign-up deadline, the next highest points-scoring driver from that region's series will advance.
- If a region has fewer than eight qualified drivers, the remaining positions will be filled in order of regional participation during the Global Open Qualifiers, starting with the most represented region and continuing in descending order.

Competition License

- The series participants will be awarded a Sports Car "Pro/WC" license. All series participants must be above Class A / 1.00 by the admission to be automatically upgraded to a Pro/WC license and must maintain this license to compete. Should a driver fall below a Pro/WC 1.0 safety rating, their Pro/WC license is suspended, and series participation is prohibited.
- The driver in question can drive at the lower-class levels and regain their Pro/WC licenses by achieving a Class A 4.0 or higher safety rating. Furthermore, a driver may also temporarily or permanently lose their license for incidents or other actions deemed detrimental to the series.

Series Hosting

- All championship races are being held in the iRacing league system. Invites will be sent out prior to the season. It is the driver's responsibility to accept these invites and familiarize themselves with the iRacing league system

Drop Rounds

- No drop rounds will be used.

Drivers Briefing

- Prior to every round a drivers briefing will be sent out to the drivers via email. It contains vital information such as session and event details, connection details for audio / video services and therefore must be read and understood by every driver.
- Additional rules and details may be communicated to drivers prior to the Regional Championships season. These will be sent via email bulletins, driver briefings, and general series communications. Drivers are expected to respond to these communications in a timely manner.

World Championship Season Schedule

PORSCHE WORLD CHAMPIONSHIP			
RACE	Date	Track	Time
RACE 1	19-Sep	Spa-Francorchamps	15/30
RACE 2	26-Sep	Silverstone Circuit	15/30
RACE 3	3-Oct	Suzuka Circuit	15/30
RACE 4	10-Oct	Interlagos	15/30
RACE 5	24-Oct	Monza	15/30

This schedule is preliminary and subject to change.

The series features 5 rounds, starting on September 19th and finishing on October 24th. This table shows the date, location, and duration (sprint / main) for each race. All races are held on Saturdays.

3. Tournament Rules

3.1. Event Format

Typically an event will consist of (in order) 1 free practice session, 1 qualifying session, 1 sprint race, 1 warm-up and 1 main race. They will all be held in a single session, starting with the free practice, and ending

with the main race. Exceptions may be made and drivers will be notified via individual race briefings. A standing start will be used for all race sessions unless otherwise stated.

- Free Practice
 - The free practice session is an open session set at a duration of 18 minutes. It allows drivers to enter the event and gain familiarity with the track conditions.
- Qualifying
 - The qualifying session will be utilizing the lone-qualifying format. The duration is set at a maximum of 1 lap in a duration of 8 minutes. The qualifying scrutiny will be set to strict.
- Sprint Race
 - The sprint race will start in order of the qualifying finish with the quickest driver on pole-position and the slowest driver at the back. Drivers having not scored a time will be filling the grid at the back in order of their iRating.
 - The sprint race will last approx. 15 minutes. Points will be awarded in finishing order (after penalties).
- Warmup
 - Between the sprint- and the main race, a 5-minute open warmup session will take place to allow drivers to accommodate for different conditions during the main race and allow them a chance to rejoin the session should any problems occur.
- Main Race
 - The main race starting grid will be made up of the Top 8 drivers from the sprint race in inverted finishing order, followed by the rest of the field in order of finish. This leads to the 8th placed finisher from the sprint race taking pole position in the main race, the 7th placed finisher taking 2nd, etc. The winner of the sprint race will start on 8th place accordingly. All positions from 9th will be resumed, so that the 9th positioned finisher from the sprint race will also start the main race in 9th position, etc. Drivers having not finished the sprint race are allowed to start the main race at the back of the field in order.
 - The main race will last approx. 30 minutes. Points will be awarded in finishing order (after penalties).

3.2. Points System

Points are available in the qualifying session, sprint race, and main race. They will be awarded after penalties. The maximum points a driver can score is 85 points. The minimum points a driver can regularly achieve is 0 points. Drivers may score negative points in the season standings due to penalties.

Qualifying - Points will be awarded to the five highest finishing drivers from the qualifying session (after the results have been finalized) in the following distribution:

- 1st – 10 points
- 2nd – 8 points
- 3rd – 6 points
- 4th – 4 points
- 5th – 2 points

Sprint Race - Points will be awarded to the 20 highest finishing drivers in the sprint race (after the results have been finalized) in the following distribution:

- 1st – 25 points
- 2nd – 22 points
- 3rd – 20 points
- 4th – 18 points
- 5th – 16 points
- 6th – 15 points
- 7th – 14 points
- 8th – 13 points
- 9th – 12 points
- 10th – 11 points
- 11th – 10 points
- 12th – 9 points
- 13th – 8 points
- 14th – 7 points
- 15th – 6 points
- 16th – 5 points
- 17th – 4 points

- 18th – 3 points
- 19th – 2 points
- 20th – 1 point
- 21st through 32nd – 0 points

Main Race - Points will be awarded to the 25 highest finishing drivers in the main race (after the results have been finalized) in the following distribution:

- 1st – 50 points
- 2nd – 45 points
- 3rd – 40 points
- 4th – 37 points
- 5th – 34 points
- 6th – 31 points
- 7th – 28 points
- 8th – 26 points
- 9th – 24 points
- 10th – 22 points
- 11th – 20 points
- 12th – 18 points
- 13th – 16 points
- 14th – 14 points
- 15th – 12 points
- 16th – 10 points
- 17th – 9 points
- 18th – 8 points
- 19th – 7 points
- 20th – 6 points
- 21st – 5 points
- 22nd – 4 points
- 23rd – 3 points
- 24th – 2 points
- 25th – 1 point

- 26th through 32nd – 0 points

3.3. Tie Breaker

Should there be a tie in points, the following tie breaker rules apply for the season standings:

1. Wins in main race: The driver who has the most main race wins will be awarded the position.
2. Top 5 finishes in main race: The driver with the most main race top 5 finishes will be awarded the position.
3. Average finish in main race: The driver with the better finishing average will be awarded the position.
4. Least Incidents in main race over the course of the full season: The driver with the least number of incidents will be awarded the position.
5. Laps Led in main race over the course of the full season: The driver with the most laps led will be awarded the position

4. Prizes & Event Winnings

The Porsche Esports Supercup World Championship will feature a \$30,000 (USD) prize pool distributed based on final standings as outlined below:

- 1st - \$10,000
- 2nd - \$6,000
- 3rd - \$3,500
- 4th - \$2,500
- 5th - \$2,000
- 6th - \$1,750
- 7th - \$1,500
- 8th - \$1,250
- 9th - \$1,000
- 10th - \$500

Candidate Identification and Shoot Out

Porsche Motorsport uses the Porsche Esports Supercup as a platform for talent identification. Subject to the fulfilment of all applicable requirements and conditions, up to five (5) drivers of the Porsche Esports Supercup World Championship roster may be invited to participate in a Shootout.

Only drivers who provide complete, accurate, and truthful information as part of the selection and evaluation process will be considered.

The organization, execution, and overall responsibility for the selection process and the Shootout shall rest exclusively with Porsche Motorsport. Selected drivers will be contacted directly by Porsche Motorsport via email.

5. Regulations

5.1. Driver Media Regulations

Races and media activities during the season will be enhanced by featuring drivers from a more personal point of view through video streams and audio feeds.

All drivers must ensure a stable connection throughout the entire event for especially their in-game connection as well as the audio feed / video stream connection. The audio feed / video stream may not at any time impair the in-game connection performance. Drivers who suffer from connection issues or are already aware of any issues before the respective events must reach out to the director of competition to resolve said issues immediately.

Unavailability or insufficient availability of the audio feed / video stream or any kind of connection issues in the in game or the audio feed / video stream connection may lead to a penalty up to the disqualification from the event or series. Sufficient availability is defined at the sole discretion of the series organization.

Drivers must ensure availability for interviews by the official broadcast crew, commentators, directors, or other series personnel.

Drivers may stream their own point-of-view of their races. They must make sure that the official series broadcast requirements are met first. Official series broadcast elements and regulations take priority in any case. Furthermore, a clear reference to the official series broadcast(s) must be given and the series logo must be both legible and visible on screen.

In any case of a point-of-view stream, the streamer must provide a report of viewership and detailed statistics of their broadcast. Details on how to join the video call and audio feed will be shared with the drivers prior to each race in the drivers briefing.

5.2 Video Regulations

All drivers are required to be connected to a specified video streaming conference call (e.g. "Zoom"). They must be available for the entire event or until the show has finished and no more media enquiries are made. This includes, but is not limited to, leaving early after an incident on track. All participants must also be muted in the video streaming call.

While no regulations are in place for the specific video hardware used, drivers must be utilizing their PC, a mobile device or other streaming device / camera setup of their choice offering at least HD quality.

Please frame your video nicely, in landscape and make sure you are clearly visible. At least the driver's face, hands and steering wheel must be visible in one scene (not cropped, edited, or cut together from multiple sources).

5.3. Audio Regulations

All drivers are required to be connected to an audio feed in a specified voice-over-IP software (e.g. "Discord"). Drivers may not be in another Discord server during the session. They must be available for the entire event or until the show has finished and no more media enquiries are made. There are no specific regulations regarding the audio hardware that can be used but drivers must ensure the audio quality is at least on an HD level.

5.4. Team Regulations

The importance of teams, especially on a professional level, is recognized as drivers collaborating in preparation for each race event and producing a more exciting and competitive show. No assignments from teams to drivers or vice versa will be made.

A team is defined by its name, insignia, car design, primary sponsorship(s), primary color(s), or a combination of these features.

Team Size

Porsche Esports Supercup Regional Level

Teams are limited to 4 cars per team in each region. If a team has 5 cars, but 4 are in Europe and 1 in Americas, they will all be permitted.

Porsche Esports Supercup World Level

Teams are limited to 4 cars per team. If a team has 5 cars, 4 will be designated as the primary team and the 5th car will need to be submitted as an alternate/satellite team.

Alternate/Satellite Teams

These teams may not carry the same design, colors, name, logo, etc. as the primary team. Sufficient differentiation is determined by iRacing and Porsche. Teams must comply with any changes iRacing and Porsche request.

6. World Championship Series Officiating

Race Review

Every race will be reviewed by the Race Director live and/or through replay/broadcasts. iRacing may take action against a driver for rules infractions or any action deemed detrimental to the series including but not limited to points adjustments, suspension or other penalties.

Protests

Drivers may file a protest to the Race Director (race.director@iracing.com) with a detailed description and a replay for review if one suspects misbehavior or violations to the sporting code.

- By participating in this series, every driver agrees to accept the decisions of iRacing.com.
- A driver who is suspended based on incidents in this series may or may not also be suspended from iRacing.
- The race director will only communicate with impacted team drivers about incidents, race rules and any series related competition questions.
- All protests must be submitted within 12 hours of the incident report being posted.

Appeals

- Only a driver that has been penalized may appeal a decision.
- A driver may appeal a protest decision by e-mailing race.director@iracing.com with a replay and details on why they think the wrong decision has been made.
- Appeals must be made within 12 hours of the incident report being posted.
- iRacing may take up to 7 days to rule on any appeals.
- Appeals are reviewed by the appeal board which is independent of the race director.
- All decisions are final.

7. Penalties

7.1. Types of penalties

Should drivers be found at fault in the event review by stewards' decision or have otherwise infringed rules or breached conduct guidelines, penalties may be assigned. Penalties can reach from a warning to points penalties, event disqualification, qualifying- or race exclusion, up to the series exclusion depending on the severity of the incident. There may also be no penalty applied for an accident. Examples include incidents caused in majority by latency, influenced in majority by network connection, or incidents that could not have been avoided by either driver. These incidents may be deemed a racing incident and thus are not subject to a penalty above potential warning to either or both drivers.

iRacing Stewards have sole ownership of determining what is or is not worthy of a penalty. No penalties, other than automatically applied penalties by the simulation itself are assigned during the live event, thus incidents from qualifying sessions or intermediate sessions may have no immediate effect on the following (race) sessions. Incidents that are considered to have changed the course of the event in a large(r) amount, for example among the inverted grid positions, may result in an adapted penalty. Repeat offenders may also receive adapted penalties, should they have been warned or penalized for the same or a similar type of offence before.

- **Warning**
 - Assigned for negligible / very light incidents or on-/off track behavior that would not necessarily warrant a penalty. May also be assigned for incidents that are caused in majority by latency, influenced in majority by network connection, or incidents that could not have been avoided by either driver. Existing warnings may be considered in the application of penalties.
- **Points Penalties**
 - Points Penalties may be assigned for any incident depending on incident severity. They will be applied by deducting the respective number of points from the drivers' season points total.
 - Points penalties can be assigned for any type of incident depending on infringement severity in the steps of 5, 10, 15 or 25 points penalties.

- In case of a points penalty, the points of the driver(s) will be adjusted post-event. Points penalties cannot be dropped.
- **Disqualification**
 - Drivers may be disqualified for excessive infringements, actions detrimental to the series, repeatedly assigned severe penalties, as well as for intentionally causing an incident. A disqualification applies to all event sessions, therefore in case of a disqualification all points for the driver in question will be nulled for the respective event. The points awarded by the rest of the field will not be adjusted.
- **Qualifying Exclusion for Future Round(s)**
 - An exclusion from one or multiple qualifying sessions is a penalty that reaches beyond regular points penalties or addresses further detrimental behavior. It may be applied separately or in addition to other penalties. In case of a qualifying exclusion, the driver in question may not leave the pits during the qualifying session. Should the driver leave the pits during the qualifying session, he will be disqualified for the event in question. Further penalties up to the series exclusion may apply.
- **Event Exclusion for Future Round(s)**
 - An exclusion from one or multiple events may be applied for actions so detrimental that warrant the exclusion of a driver. In case of an even exclusion, the driver in question may not connect to the event session for the respective event at all. Should he attend any session during the event in question, further penalties up to the series exclusion may apply.
- **Series Exclusion**
 - Drivers may be excluded from the series for (repeatedly) infringing behavioral guidelines or for detrimental actions on- or off track. The exclusion from the series is permanent and will lead to the driver forfeiting their license as well as null all their points. The series exclusion may extend to future seasons and represents the ultimate penalty.

7.2. Incident Limit

The incident limit for all races will be set at 17 incidents for both the sprint- and main race sessions. Upon reaching or when surpassing 17 incidents, the driver in question will receive an automatic drive-through penalty.

Upon reaching or when surpassing 25 incidents in the sprint- or main race, the driver in question will receive an automatic disqualification from the race in question

7.3. Additional Driver Conduct Penalties

All drivers are held to the highest standards, both on- and off-track, and are expected to represent the series, its partners, and sponsors in a positive fashion.

Should a driver quit a session / event (for example by using ALT+F4 or prematurely quitting a race after incidents), or should a driver quit the audio / video conference calls prematurely, otherwise behave in an unprofessional manner or in a way that can be considered an infringement against the iRacing.com Sporting Code and thus infringe the spirit of the series, he/she may be penalized with one of the penalties mentioned above, up to the series exclusion.

8. Adverse and Unexpected Conditions and Intervention Policies

In iRacing as in real racing, adverse and unexpected conditions may occur that may impact the outcome of a race. Within iRacing, these adverse and unexpected conditions may include, but are not limited to: unexpected software/hardware actions or reactions, internet service provider issues or disconnections, or any other issues with normally automated procedures. These are similar in impact to conditions in real racing such as weather, part failure, or any other unforeseen circumstances that may alter the expected outcome of a race.

When these situations arise during an active iRacing Pro race, competitors are advised that the race will continue to run as scheduled, and to continue competing as normal. After a post-race review of the circumstances at hand and how many drivers were impacted by the issue, iRacing at its sole discretion will determine if a contingency plan (including, but not limited to: drop weeks, reruns, or cancellations of races) will be implemented following the event.

While iRacing Pro races are staffed and observed by live officials, live officials will not directly intervene in most circumstances. Exceptions to this policy are determined at the sole discretion of the official(s) present. As in real racing, these decisions often must be taken quickly and may have unintended consequences, so every effort will be made to intervene only in a manner that is fair for all competitors.

In all cases, iRacing officials will communicate as quickly as possible with all competitors about race control intervention in response to adverse and unexpected conditions. Competitors are expected to respect the decisions of race control in these matters, regardless of whether they are impacted positively or negatively. Excessive resistance, whether public or private, to race control decisions may result in disciplinary action.

9. Livery Regulations

All drivers are encouraged to use custom liveries representing their teams, sponsors, and partners in compliance with the iRacing Paint Policy. The base vehicle template is available for download through the iRacing Paint Shop.

For this series specifically, mandatory livery additions are made. They are provided as separate files or layers and may include different options (e.g. light / dark) to ensure readability of all features. These files or layers may not be altered in any way (size, position, coloring, etc.) and must remain on the top layer of the livery. Furthermore, the areas defined as restricted areas may not be used by the participants and are reserved exclusively for use by the series organization. All mandatory features and restricted areas are described closer in Livery Visualization below.

Color Differentiation / Driver Distinction Areas

To distinguish drivers in a team that has more than 1 driver, there are distinction areas available on the vehicle that must be used. The following areas are defined as driver distinction areas:

- Mirrors L/R
- Front bumper area under the headlights
- Rear Wing along the wicker

These areas must be painted in a way that makes it obvious to iRacing and Porsche to easily differentiate each team's drivers. For example, red, yellow, green, and blue for a team of four drivers. Teams must comply with any changes iRacing and Porsche request.

Sponsorship/Partners

Teams that seek sponsorship and/or partners for their race cars will need to make sure they do not contain any graphics, logos, brands, or other images conflicting with the series sponsors, especially Loctite, Mobil1, TDK, TAG Heuer, PUMA.

The series reserves the right to update or expand the list of restricted sponsors at the time of the Regionals and World Championship submission deadlines, and all teams must ensure compliance with any newly added conflicts.

This includes logos, signets, and other forms of representation from conflicting series, including own Porsche-branded series, also including other Porsche one-make cups. All related branding must be coordinated and explicitly allowed by iRacing and/or Porsche directly and is otherwise forbidden. The driver - respectively the team - submitting a livery must reserve all rights.

The guide below outlines areas of the car a team may or may not place additional logos on the vehicles. Teams should note the areas of the car that outlines primary sponsorship designation. Teams may not have the same primary sponsor on more than 4 vehicles. This includes any Alternate/Satellite teams into the total car count.

Livery Submission

Base liveries, additional livery information, driver and team media must be submitted via a form to the broadcast director. The link to the form submission can be found on Discord.

For the Porsche Esports Supercup Regionals, the submission window will start on June 1st and the deadline is set to June 14th. This will be the only window to submit liveries for this stage of the season. No livery changes will be permitted.

For the Porsche Esports Supercup Worlds, the submission window will start on August 24th and the deadline is set to September 6th. This will be the only window to submit liveries for this stage of the season. No livery changes will be permitted.

Additional Livery Regulations

iRacing and Porsche reserve the right to reject any team/livery submission for any reason.

10. Driver Expectations

Drivers will be invited to the Porsche Esports World Championship Series based on their competitive results and being a positive member of the iRacing community, as determined by iRacing. Drivers are required to represent the series and their team in a positive fashion to maintain their Pro and World Championship licenses. There is a very high level of competition and high community profile in this series; consequently,

there are multiple additional conduct rules above and beyond the normal that exist only at this level. It is expected that each driver in this series will treat other drivers, teams, iRacing officials, employees, Porsche, sponsors and the community with respect on and off the race track and will not bring the sport or iRacing into disrepute via their actions. The iRacing.com Sporting Code is in full effect for these series as applicable.

11. Contest Rules

By participating in this series, you agree and have understood that you consent to the following rules and documents outlined in this document.

Notwithstanding the foregoing or anything to the contrary in the EULA or the Privacy Policy, you hereby acknowledge and consent that, if any User information, is submitted or collected in connection with User's use of the Sim (including through a requested account name change or otherwise), and including without limitation the User's name, image, photograph, likeness, animation, autograph, voice, audiovisual recording, and other information described in the Privacy Policy, all such information may be used and processed by iRacing.com and its parent, subsidiaries, and affiliates, and its and their streaming partners, assigns and licensees (collectively, the »Promoters«) in accordance with the terms of the EULA and the Privacy Policy.

Without limitation of the above, you further hereby grant to the Promoters a non-exclusive, perpetual, royalty-free, worldwide, irrevocable, fully paid, sublicensable (through multiple tiers) and transferable right, license, and permission (but not the obligation), in all forms and media, whether now known or not currently known, to use, adapt, reproduce, distribute, edit, exhibit, publicly display, publicly perform, and publish photographs, videotaped images and recordings, illustrations, reproductions or otherwise, including without limitation all intellectual property rights therein and thereto, of User's likeness, image or appearance, with or without User's name or voice (collectively, the »User's Likeness«) for any lawful purposes whatsoever, including without limitation for promotional purposes, now or at any time in the future.

You have agreed to the following agreements, which comprise the iRacing Rules, by being an iRacing member and by participating in this series.

- [Official Sporting Code](#)
- [Terms of Use and End User License Agreement](#)
- [iRacing.com Motorsport Simulations, LLC Privacy Policy](#)

- [Online Competitions and Contests Official Contest Rules](#)

Alternatively, you can email the director of competition for a copy of the rules or to ask any questions.

In the event of a conflict between any of the policies, terms of use, codes or rules listed above, the one that is the most protective of iRacing.com (as determined by iRacing.com) shall govern and control. To guarantee impartiality, employees of iRacing, Porsche or any series Partner or Sponsor are ineligible to participate.

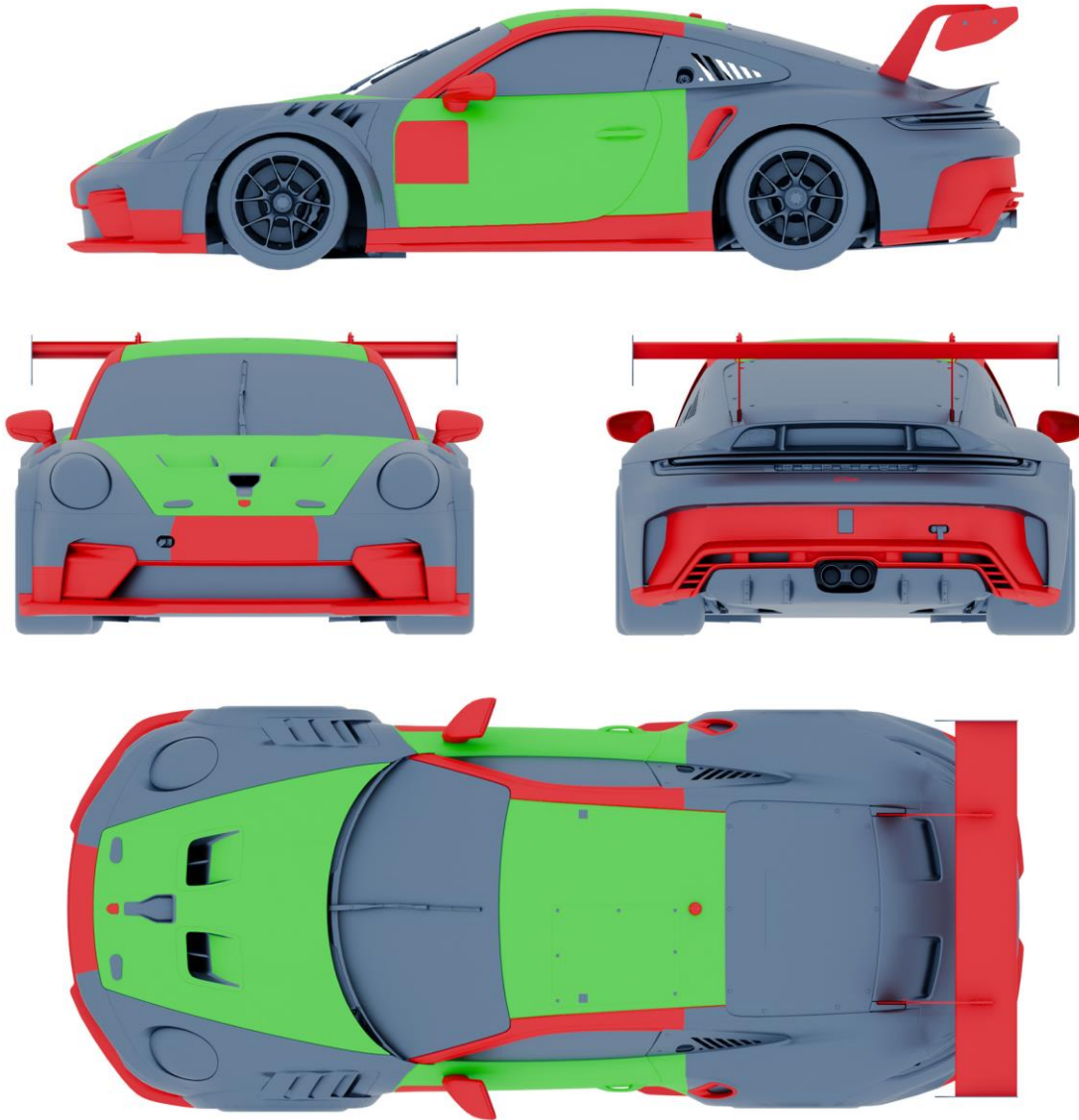
12. Payment of Championship Prizes

Unless otherwise agreed between an iRacing member and his/her team, all championship earnings will be paid directly to the iRacing member who won the championship prize at the end of the season. Upon request by a team that employs an iRacing member, and with the consent of the iRacing member, iRacing may at its discretion pay championship earnings directly to such team, but only if the team (a) provides documentary evidence to iRacing that unambiguously authorizes such payment, (b) indemnifies, defends and holds harmless iRacing from competing claims for championship prizes, (c) submits the affidavit of eligibility and other documentation specified below and (d) provides any specific documents and materials iRacing deems needed or appropriate for iRacing.com to comply with all tax reporting and withholding requirements, which for non-U.S. members or teams, may include an affidavit from the member or team, as applicable, that confirms such person or team is not a U.S. person and that such prize is not related to commercial activity in the United States.

Each prize winner will receive confirmation of his/her prize, with instructions on how to claim the prize, via email sent to the email address associated with his/her membership within ten days after the season ends. Each winner (or a team acting on behalf of a winner) may be required to sign and return an affidavit of eligibility, liability waiver and publicity/intellectual property release within ten days of the date of winning no ca on. If a winner (or a team acting on behalf of a winner) is found to have violated any of the iRacing Rules, is otherwise disqualified, cannot be reached, or fails to take all actions required to claim the prize within the times specified, that winner will forfeit the prize and an alternate winner may be selected by iRacing. Winners will be announced as soon as feasible after all winners have been qualified. A driver must be in good standing at the season end to be eligible for any prizes (i.e., not suspended)

13. Livery Visualization

2026 PORSCHE ESPORTS SUPERCUP LIVERY VISUALIZATION



 = LOGOS MAY NOT BE PLACED IN THESE AREAS

 = SUGGESTED AREAS FOR PRIMARY SPONSORSHIP