MOZA RACING

F4 FIA ESPORTS

GLOBAL CHAMPIONSHIP



2026 SEASON

OFFICIAL RULES



1 FIA F4 ESPORTS GLOBAL CHAMPIONSHIP

1.1 ROLES AND PERSONNEL

Director of Competition: race.director@iracing.com

Director of Marketing and Communications: kevin.bobbitt@iracing.com

Broadcast Director: Drew.Adamson@iracing.com

1.2 CHAMPIONSHIP DETAILS

1.2.1 RULES OF COMMUNICATION

Official sporting communication will be done solely via email between the drivers and the director of competition, chief steward or stewards appointed. For easier casual communication and quick contact to 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.

1.2.2 ADMISSION TO THE CHAMPIONSHIP.

Gaining an entry to the FIA F4 Esports Global Championship (referred to hereafter as “the Championship”) may be earned through competing in the driver’s respective and appropriate FIA F4 Regional Tour series during 2026 Season 3. The 10 highest points-scoring drivers from each region after results finalization from the FIA F4 Regional Tour series in good standings with iRacing will be admitted entry to The Championship. The qualifying series will utilize the standard iRacing points, drops, and protest system.

1.2.2.1 LATE ENTRY / OPEN SPOTS

Should any competitor choose to not compete, is ineligible, or miss the sign-up deadline, the next best points-scoring driver from the departing driver's region will move up. In that case this driver will be contacted immediately to confirm their series participation. In case of open slots during the season the next best points-scoring driver from the driver's region may be considered for participation. In that case this driver will be contacted immediately to confirm their series participation.

1.2.2.2 VOLUNTARY OPT-OUT

Drivers can voluntarily opt out of the series at any time. In that case their entry is dropped from the series and the points earned up to that point will remain. Re-Entry to the series will not be admitted. An opt-out must be submitted in writing to the director of competition.

1.2.2.3 SUBSTITUTE DRIVERS

Substitute drivers are not permitted.

1.2.2.4 REGIONAL ELIGIBILITY

Drivers must reside in the respective region for which they qualify. If a driver does not reside in said region, their eligibility is voided and the next driver in points would be promoted. Drivers residing outside of the named regions may participate in the region that is closest to their geographic location.

1.2.3 COMPETITION LICENSE

The series participants will be awarded a "Pro/WC" license. All series participants must be above Class A / 1.00 by the admission date of 30 September 2026, 23:59 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.

1.2.4 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.

1.2.4.1 DROP ROUND

No drop rounds will be used for The Championship..

1.2.5 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.

1.2.6 STARTING NUMBERS

All drivers may choose a starting number prior to the season following these rules:

- Number 1 is reserved for the reigning series champion. Should he choose to select a different number or not attend, the number will remain vacant.
- Numbers 2-99 are free to be selected by series drivers. No leading zeroes (e.g. 04 instead of 4 is not allowed)

The starting number must be entered in the driver sign-up form (see Art. 5.1) and will be assigned on a first-come-first-served basis. Should a number not be available, the nearest possible higher number will be assigned in order of incoming mail. Any change to the starting number during the season must be approved by the director of competition

1.2.7 CHAMPIONSHIP TITLES

The highest points-scoring driver at the end of the season after standings finalization is crowned the "FIA F4 Esports Global Champion".

1.2.8 ENTRY TO FUTURE SEASONS

Upon completion of the Championship, no guaranteed entries are awarded for the following season.
The series administration reserves the right to change the admission procedure for future seasons.

1.3 CHAMPIONSHIP SCHEDULE

1.3.1 DATES

Please see the calendar below for race dates. Each race date will consist of 2 stand alone races at different tracks.
Please see Event Format section below for more detail.

RACE 1 & 2	RACE 3 & 4	RACE 5 & 6	RACE 7 & 8
OCT 31st	NOV 7th	NOV 14th	NOV 21st

1.3.2 TRACK SELECTION

Track selection for each race will be announced no less than 24 hours prior to the event.

1.3.3 SESSION SETTINGS

1.3.3.1 TRACK PARAMETERS

The track state will be set to generate for the start of the free practice session and carries over from each session.
Marbles will be cleared between each session..

1.3.1.2 TIME PARAMETERS

In-Game session start time for the free practice session will be set at 11:45 in-game. Each session afterwards follows accordingly in real-time progression with the next session rounded up to the nearest 5-minutes in-game time.

1.4 EVENT FORMAT

Typically an event will consist of (in order) 1 free practice session, 1 qualifying session, 1 race. This will be followed by the drivers moving to another session within the league for a second event using the same format at a second track. A standing start will be used for all race sessions.

1.4.1 FREE PRACTICE

The free practice session is an open session set at a duration of 10 minutes. It allows drivers to enter the event and gain familiarity with the track conditions.

1.4.2 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 10 minutes. The qualifying scrutiny will be set to strict.

1.4.3 RACE

The 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 race will last 15 minutes depending on the track. Points will be awarded in finishing order (after penalties).

1.5 EVENT TIMETABLE

The following table shows the estimated rundown for series race days. All times in GMT

Start	End	Session
18:40:00	18:50:00	Free Practice (10 Minutes)
18:50:00	19:00:00	Qualifying 1 (10 Minutes)
19:00:00	19:02:00	Grid Timer (2 Minutes)
19:02:00	19:20:00	Race 1 (15 Minutes + Final Lap)
19:20:00	19:25:00	Break (5 Minutes)
19:25:00	19:35:00	Free Practice (10 Minutes)
19:35:00	19:45:00	Qualifying 2 (10 Minutes)
19:45:00	19:47:00	Grid Timer (2 Minutes)
19:47:00	20:02:00	Race 2 (15 Minutes + Final Lap)
20:02:00	20:17:00	Post-Race Interviews (15 Minutes)
20:17:00		Event End

1.6 POINTS SYSTEM

Points are available in each of the races. Each race is scored independently. Points will be awarded after penalties.
The maximum points a driver can score is 25 points per race. The minimum points a driver can regularly achieve is 0 points.
Drivers may be scored negative points (<0) in the season standings due to penalties.

Pos.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Pts.	25	20	16	14	12	10	9	8	7	6	5	4	3	2	1

1.6.2 TIE BREAKER

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

1) Wins in races: The driver who has the most race wins will be awarded the position.

2) Top 5 finishes in races: The driver with the most race top 5 finishes will be awarded the position.

3) Average finish in races: The driver with the better finishing average will be awarded the position.

4) Least Incidents in races over the course of the full season: The driver with the least number of incidents will be awarded the position.

5) Laps Led in races over the course of the full season: The driver with the most laps led will be awarded the position

1.6.3 PRIZES

Prizes will be finalised prior to the season with a total prize purse of no less than $35,000. Drivers must be in good standing (not suspended from the series or iRacing service) at the end of the season in order to be eligible for any prizes.:

1.6.3.1 PRIZE SCHEDULE

All prizes are listed in $USD cash.

Pos.	1st	2nd	3rd	4th	5th	6th	7th	8th
Prize	$15,000	$5,000	$2,500	$2,000	$1,500	$1,250	$1,000	$750

Pos.	9th	10th	11th	12th	13th	14th	15th	16th
Prize	$550	$450	$350	$250	$200	$150	$100	$50

The remaining $3,900 of the prize purse will be split evenly among all qualifying drivers.

1.7 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 either 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 request to stream their own point-of-view by consulting the broadcast director. They must make sure that the official broadcast requirements are met first. Official series broadcast elements and regulations take priority in any case.

Requests must be made in writing to the broadcast director. 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.

1.7.1 VIDEO REGULATIONS

All drivers are **required** to be connected to a specified video streaming conference call (e.g. “Zoom”). Drivers are mandated to join at 17:00 for a connection test each round. They must be available for the entire event from 18:00 until 21:00 or until the show has finished and no more media enquiries are made. While no regulations are in place for the specific video hardware used, drivers must be utilizing either their PC, a mobile device or other streaming device / camera setup of their choosing offering at least HD quality.

1.7.1 VIDEO REGULATIONS (CONT.)

During all sessions, starting with the free practice and leading up to the finish of the main race, at least the drivers face, hands and steering wheel must be clearly visible in one scene (not cropped, edited, or cut together from multiple sources). Should a driver be using a virtual reality headset, then they must contact the series administration ahead of their first event.

All participants will be muted in the video streaming call and may receive a request to unmute their microphone for interviews. You should always be prepared for an interview if you are in the top 3 of qualifying, sprint or main race. Please frame your video nicely, in landscape and make sure you are clearly visible.

1.7.2 AUDIO REGULATIONS

All drivers are required to be connected to an audio feed in a specified voice-over-IP software (e.g. “Discord”). Drivers are mandated to join at 17:00 for a connection test each round. They must be available for the entire event from 18:00 until 21:00 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 a HD level.

1.8 GENERAL STREAMING REGULATIONS

Any kind of broadcasts other than officially sanctioned or hosted by the series or their respective broadcast partner must be explicitly allowed in written form by the series administration and otherwise are not permitted.

Requests must be made in writing to the broadcast director.

In any case of a broadcast / stream the streamer must provide a report of viewership and detailed statistics of their broadcast. Furthermore a clear reference to the official series broadcast(s) must be given.

1.9 OFFICIATING PROCESS

The officiating will be done in a dedicated process and is not to be confused with the default iRacing protest system used in the FIA F4 Regional Tour. Any driver participating in the race has the right to submit a protest for any incident or action during the event. The protest must be submitted in time using the protest sheet (see 3.2). After the protest deadline has passed, all incidents submitted will be reviewed and judged upon by the stewards. Additionally, incidents or other actions may also be reviewed independently by the race director or stewards, even without an explicit protest. Once all incidents have been reviewed, a full event review containing the respective rulings and penalties will be published. Subsequently, drivers penalised have the option to appeal the decision by responding and adding information from their point of view as well as providing material of their own, such as screenshots or replays. These appeals will be reviewed and ultimately the event review will be finalized.

1.9.1 PROTESTS

A protest must be made via email to the director of competition using the **protest sheet or is otherwise inadmissible.** It must contain a precise description of the incident and a sufficient replay snippet as well as at least the following information:

- Subject of the incident (such as the respective event, session, etc.)

- Lap / timecode or corner(s) / part(s) of the track if applicable

- Drivers involved

- Description from own point of view

- Replay of the incident in question (archived and attached to the email or otherwise uploaded), sufficiently cut to the front, and back showcasing the full incident and if applicable the run up to / run down from it

The protest will be checked for admissibility upon receival and will be reviewed after the protest deadline has passed. Frivolous protests will be ignored. Should a driver file such protests, a warning or penalty may be considered.

1.9.1.1 PROTEST DEADLINE

The protest deadline is set to Saturday, 23:59 GMT, the day of the respective event. Protests not submitted in time are inadmissible.

1.9.2 EVENT REVIEW PUBLISHING DATE

The event review contains all protests and/or other incidents, their rulings and, if applicable, their penalties. The target publishing time for the event review is set to Monday, 23:59, two days after the event. The exact time may vary depending on the workload created by submitted protests.

1.9.3 APPEALS

If a party involved in an incident reviewed by the stewards find the decision to be **grossly erroneous, malformatted, administratively or otherwise incorrect, or can provide new evidence** they may file an appeal. They are encouraged to also provide new information from their point of view as well as material of their own, such as screenshots or replays. An appeal can be made **once** per incident via email to the director of competition using the **protest sheet and must reference the respective incident or is otherwise inadmissible.**

The appeal will be checked for admissibility upon receival and will be reviewed as soon as possible. Frivolous appeals will be ignored. Should a driver file such an appeal, a warning or penalty may be considered.

1.9.3.1 APPEAL DEADLINE

The appeal deadline is set to 24 hours after the publishing date of the event review. The exact publishing time and date is set in the event review and will be used as the reference for the appeals deadline. Should it not be set, the deadline is set to 24 hours after the event review has been transmitted to the drivers, referencing the timestamp of the E-Mail or other form of message sent. Appeals not submitted in time are inadmissible.

1.9.4 FINALIZATION OF THE EVENT REVIEW

After the appeal deadline has passed and all appeals have been reviewed, the event review will be finalized. Once the event review has been finalized no further appeals are possible. The target publishing time of the final event review is set to **Wednesday, 23:59, four days after the event.** The exact time may vary depending on the workload created by submitted protests and appeals.

1.10 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 a 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.

1.10.1 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.

1.10.2 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.

1.10.3 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, therefor 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.

1.10.4 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.

1.10.5 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.

1.10.6 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.

1.10.7 INCIDENT LIMIT

Any driver reaching or exceeding 17 incident points during a race session will be automatically disqualified from that race.

1.10.8 ADDITION 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 manor 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 may be penalized with one of the penalties mentioned above, up to the series exclusion.

1.10.9 DRIVER ATTENDANCE

Driver attendance for the season is presumed for all drivers.

Drivers may miss a maximum of 1 round of the FIA F4 eSports Global Championship season. If a driver misses more than 1 round, he loses his eligibility to qualify for the attached FIA F4 eSports Global Championship season. iRacing reserves the right to waive this rule. If a driver is unable to attend the series or is unable to attend in the required number of races, he may voluntarily forfeit his license prior to admission date. In this case, no penalty (as described above) is assigned.

1.11 LIVERY REGULATIONS

All drivers are encouraged to use custom liveries representing their teams, sponsors, and partners in compliance with the iRacing rules. 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. No usage of the FIA or F4 name or logo in any way, other than what is already watermarked on the car. All related branding must be coordinated and explicitly allowed by iRacing directly and is otherwise forbidden. The driver - respectively the team - submitting a livery must reserve all rights.

1.11.1 MEDIA / 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 first round of the season the submission deadline is set to Tuesday, October 27th. There will be no changes after the first round.

2. CHAMPIONSHIP SERIES 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, sub-licensable (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. Links to copies of the iRacing Rules can be found below. Alternatively, you can email iRacing.com at race.director@iracing.com for a copy of the rules or to ask any questions.

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

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.

This series, and any other series, is subject to change or cancellation at any time for any reason at iRacing's sole discretion.

2.1 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) indemnities, 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.

2.1 PAYMENT OF CHAMPIONSHIP PRIZES (CONTINUED)

Each prize winner will receive confirmation of their 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).

2.2 SERIES AGE RESTRICTION

In order to register for iRacing, you must be an adult according to the laws of the jurisdiction (i.e. state or country, as the case may be) in which you reside. If you are not an adult but at least 13 years old, and if you wish to use iRacing and race in this series, you must have a parent or guardian register for iRacing on your behalf and then agree to and sign the Parental Consent and Release and return it to Race.Director@iracing.com if you race in this series.

We require every member to be at least 13 years old to use iRacing. iRacing is not designed for minors under the age of 13, so minors under the age of 13 are not permitted to use iRacing or race in this series under any condition.

iRACING.COM PARENTAL CONSENT AND RELEASE

Click here to view the form.