

2026 UK FF1600 Esports Cup Regulations (the 'Regulations')

Definitions:

Administrators: means Motorsport UK and World Sim Racing.

Championship: means the 2026 UK FF1600 Esports Cup.

Child/Children: means any person under the age of 18.

Discord Server: means the private server used to manage/run/organise the Championship.

Driver: means any driver competing in the Championship.

iRacing League: means the privately created and managed in game Championship.

Organisers: means Motorsport UK.

Round: means each round as listed in Clause 7.1 of these Regulations.

Stewards: means the judicial body at the event responsible for ensuring these Regulations are adhered to during the Championship and to allocate penalties.

Adult At Risk: means a person who may be unable to protect themselves from abuse, harm or exploitation, which may be by reason of a physical or mental impairment.

CP: means Championship point

1. Introduction

1.1 The 2026 UK FF1600 Esports Cup (hereafter the "Championship") is organised and sanctioned by Motorsport UK the governing body of motorsport within the UK.

1.2 This is an Esports Championship which is held on the iRacing Motorsport Simulation software platform.

1.3 Clarification on, interpretation and determination of any rules, requirements and Regulations shall be decided by the Stewards.

1.4 These Regulations come into force from the time of their publication.

1.5 The quality of the internet connection being used by the Driver to compete in the Championship is the sole responsibility of the Driver. Should any internet connection issues result in an unnatural performance of the car the Organiser and/or the Administrators will have the right to remove the Driver from the iRacing Server and record a DNF result.

1.6 Drivers are required to provide their own hardware equipment to compete in the Championship.

1.7 Timezone – The Championship is based in the UTC Timezone (same as London) and DOES observe daylight savings time. Any official start times listed herein (or the Discord Server), shall refer to UTC.

1.8 All Drivers entered must have no affiliation with a professional esports/sim racing or sports team.

1.9 Driver entries will be accepted at the sole discretion of the Organisers.

1.10 For the avoidance of doubt the Championship is not certified by the FIA.

1.11 It is a condition of entry to the Championship that these Regulations are accepted as binding on the Driver.

2. Compliance and Driver Responsibility

2.1 Drivers are jointly and severally responsible to follow and comply with all rules specified within these Regulations.

2.2 Drivers are expected to review the current race thread on the Discord Server for any pertinent rule revisions for the current week.



2.3 Cheating in any form will not be tolerated in any way and will lead to immediate expulsion from the Championship.

2.4 Drivers are expected to participate in an ethical and sportsmanlike manner. Taunting, trash-talking, berating or abusing other, Drivers or Officials or the Organisers for any reason will not be tolerated and may lead to expulsion.

3. Communication

3.1 It is mandatory for Drivers to use our Discord Server. Please download the Discord app if you do not already have it installed.

3.2 For any Driver under the age of 18 their parent or guardian ('Parent') will be responsible for communicating on the Discord Server.

3.3 The Administrators will use Discord to announce important information to all Drivers.

3.4 The Administrators will use the in-game chat option and this must not be turned off.

3.5 Personal information must not be shared on the Discord Server.

3.6 When communicating on the Discord Server you must do so with respect.

3.7 The Official Language of the Discord Server will be English, if you do not speak English you are responsible for translating any communications yourself.

3.8 Game and Discord Server details when relevant will be posted on the Discord Server and all participants notified.

4. Spectating

4.1 Only persons invited and accepted by the Organisers to the iRacing League will be permitted to join and spectate.

4.2 Anyone unknown to the Organiser will be refused access to the iRacing League.

4.3 Spectating through live stream on YouTube will be available.

5. Driver Eligibility

5.1 All Drivers must be approved by the Organisers to be granted entry.

5.2 Driver entries must be completed by qualifying through the official Time Attack competition.

5.3 The Time Attack qualification process will run from 09:00 on 24th August through to 23:59 on 30th August.

5.4 The Top 25 drivers at the end of the Time Attack qualification will be invited to enter the Championship.

5.5 Any Driver under the age of 18 must be accompanied by a Parent. The Parent may advise the Administrator that they appoint, in writing, a named representative who must be verifiably at least 18 years of age. However, the Parent will remain fully liable and responsible under these Regulations, as if they had accompanied the Driver.

5.6 Drivers must use their full name to participate. Drivers must use their full name in iRacing – any Driver failing to do so will forfeit all results and will not be allowed to participate in the Championship.

5.7 To be eligible to compete in the championship Drivers must have no affiliation to a professional esports or sim racing team who has ever competed in the British F4 Esports Championship

5.9 A Driver must have never surpassed 7,500 iRating on their Formula Licence

5.10 A driver must never have held a 'Pro' iRacing licence

5.11 The Organiser reserves the right (at its sole discretion) to decide if the eligibility criteria are met.

If the eligibility criteria are not met, the entry will be invalid.



5.12 The Organiser will not enter into any correspondence concerning the eligibility or the Competition.

5.13 Motorsport UK reserves the right, in its sole discretion as the ASN, to invite up to five further participants directly to the Championship to participate therein.

6. Registration, Entry and Withdrawal

6.1 After being invited to compete, the Driver must confirm entry in writing via the entry form by 5pm 9th September 2026.

6.2 All competing drivers must hold a paid Motorsport UK Esports Paid Membership.

6.3 There is a £75inc. VAT fee to enter the Championship.

6.4 Following confirmation of entry the Driver will receive the Discord Server invite link.

6.5 In the event that a Driver is unable to participate in a race or multiple races, the Organiser must be notified by email at paul.crawford@motorsportuk.org.

6.6 Drivers must join the official Championship Zoom call throughout all official sessions of the Championship to guarantee the correct Driver is participating, cameras must be turned on and the Driver visible at all times whilst driving. Details of the Zoom call will be provided on the Discord Server.

6.7 By registering for the Championship all Drivers (including Parents) and their associates commit to the Organiser's Race with Respect campaign (available in the Discord Server) and these Regulations.

6.8 Where any reports of disrespectful conduct are judged to be founded, the Stewards may issue warnings or require remedial actions and may impose appropriate penalties which can include race bans through to Championship expulsion and referral to the Organisers.

6.9 Drivers posting negative disruptive and/or brand damaging content on social media regarding the Championship or fellow Drivers may result in the Driver being disqualified.

6.9.1 Everyone who takes part in this Championship is entitled to do so in a safe and enjoyable environment. All persons whose activities are within the scope of these Regulations must follow the Organiser's Safeguarding Policy and Guidelines (as amended from time to time) and the provisions of these Regulations.

6.9.2 The Organisers are committed to helping everyone in motor sport accept their responsibility to safeguard Children and Adults At Risk from harm and abuse and support them to do so. This Regulation and the Organiser's Safeguarding Policy and Guidelines applies to persons involved in the Championship. All persons participating in the Championship have a duty of care to safeguard the welfare of Children and Adults At Risk and prevent their abuse.

6.9.3 The Organisers shall have jurisdiction to deal with any allegation of abuse of a Child and Adults At Risk and any breaches of the Organisers Safeguarding Policy and Guidelines and/or any breach of these Regulations.

6.10 In the scenario that a Driver withdraws from the Championship the Entrant fee shall not be reimbursed and any prizes will be forfeited. Forfeited prizes will be allocated to next Driver in line.

Calendar

7.1 The Calendar for the Championship is as follows:

Time Attack

24th August 09:00BST – 30th August 23:59BST

Championship

Test Event - 16th September Silverstone National



Round 1 – 23rd September Donington Park GP
Round 2 – 30th September Thruxton
Round 3 – 14th October Snetterton 300
Round 4 – 21st October Oulton Park International
Round 5 – 28th October Silverstone GP
Round 6 - 11th November Knockhill
Round 7 - 18th November Fan Vote
Round 8 - 25th November Brands Hatch GP

7.2 Each Round will include x2 15-minute races with the grid for race 1 decided by lone qualifying and the grid for race 2 determined by results of race 1 and reverse grid

7.2.1 The reverse grid will be chosen at random by a wheel spin selector on the live broadcast and will be between the 5th and 10th placed finishers of race 1.

7.3 The Test Event will not be broadcast but will be run as a full race meeting to test processes, liveries and stream management. It also will provide an opportunity for images of liveries to be taken for official use

8 Broadcast and Format

8.1 All Rounds of the Championship will be broadcast live by RaceSpot TV as the support series to the 2026 British F4 Esports Championship

8.2 All Rounds will also be cross broadcast on iRacing's YouTube, Twitch and Facebook channels.

9 Competition Format

9.1 Practice

9.1.1 There will be a 60-minute official practice session available before each race.

9.1.2 Drivers can enter and exit the pit lane during this time and change their set-up at any time.

9.1.3 Drivers are allowed to 'Esc' from the track as long as they stop well off the racing line to do so.

9.1.4 Driving in an unacceptable manner or Drivers deemed to be causing deliberate damage to other cars may be removed from the session and banned from taking part in the race or the Championship.

9.2 Qualifying

9.2.1 A 10-minute 3-lap lone qualifying session will precede the first race of every Round.

9.2.2 Qualifying scrutiny will be set to 'Strict' within iRacing for all qualifying sessions.

9.2.3 Any Driver deemed to be driving in an unacceptable manner to be causing deliberate damage to other Drivers may be removed from the session and disqualified from taking part in the race or the Championship.

9.2.4 No reset of car in qualification is permitted once the car leaves pit road (dictated by the pitlane speed limit line). If a car is damaged and is towed to pits, the Driver may not request a new car to continue qualifying.

10 Races and Scoring

10.1 Races will start using a standing start. It is essential to take to the grid in advance of the scheduled race start.

10.2 Any Driver not present on the grid at the scheduled race start will not be able to take part in the race and will be classified as did not start ('DNS') in the results. .

10.3 The combined score from the x2 races per Round will determine the Round winner scoring.

10.4 All races will be scored as follows:

1st – 45 CP



- 2nd – 39 CP
- 3rd – 34 CP
- 4th – 30 CP
- 5th – 27 CP
- 6th – 24 CP
- 7th – 21 CP
- 8th – 19 CP
- 9th – 17 CP
- 10th – 15 CP
- 11th – 13 CP
- 12th – 11CP
- 13th – 9 CP
- 14th – 7 CP
- 15th – 6 CP
- 16th – 5 CP
- 17th – 4 CP
- 18th – 3 CP
- 19th – 2 CP
- 20th – 1 CP

10.9 An additional 1 CP will be awarded to the Driver who sets the fastest lap in each race
CP – Championship Point(s)

10.10 The championship will employ a two-drop round system. Meaning all Drivers two lowest scoring two rounds will be removed from their points tally. Meaning each Driver can be absent from two Rounds without a penalty.

11 Pit Lane entry and Exit

11.1 Drivers must exit and enter the pits at a safe speed in all sessions.

11.2 Drivers in the pit lane must adhere to pit lane speed limits at all times in all sessions (Practice, Qualifying and Racing) of an official race event and any time they are on the official Championship Server.

12 Weather and Track Settings

12.1 All official sessions will be set to 'Forecasted' weather forecast this could include Rain

12.2 All-weather elements will be set to 'Auto'

12.3 'Allow heavy fog' will be turned on

12.4 'Allow rain' will be set to 'At any time'

12.5 The date of each Round will be set to no specific date (iRacing default 15th May)

12. 6 Race 1 at every Round will start at 'Morning'

12. 7 Race 2 at every Round will start at 'Afternoon'

12.8 Track state will be set to 'Generate'

12.9 Marbles will be set to 'Carry over'

13 Car Setups

13.1 Car Setups are fixed for this championship – setups for each race will be provided by the Organisers.

14 Post-Race



14.1 Drivers are asked to either complete a cool down lap or safely and predictably pull off track into a runoff area and 'Esc'. Do not stop abruptly on the start/finish straight.

14.2 It is not acceptable for a Driver to crash into other cars or track side objects once they have finished their race. Any Driver found in violation and causing an incident after the finish line may be subject to penalty, up to and including exclusion from the race and suspension from further races and / or the Championship.

15 Flag Rules

15.1 Drivers being lapped will be displayed the blue flag and must allow the passing Driver to make a complete and safe pass.

15.1.1 A car alone on the track may use the full width of the track. However, as soon as it is caught by a car which is about to lap it the Driver must allow the faster Driver past at the first possible opportunity. If the driver who has been caught does not seem to make full use of the rear-view mirrors, Any driver who appears to ignore the blue flags will be can have an IRR filed against them

15.1.2 Drivers being lapped must maintain their current and predictable racing line through corners and move off-line on the straights. Any incidents that occur due to unexpectedly changing their line will be penalised.

15.1.3. If the Driver has not yet entered a corner, when possible, it makes sense for the blue flag Driver to take the outside line.

15.2 Upon display of the yellow flag Drivers are to be cautious. Be prepared to encounter slow, damaged or stationary car(s) on track. Do not overtake in yellow flag zones.

15.2.1 Drivers are not permitted to create yellow flag zones by unnecessarily remaining stationary on track, or by creating a dangerous environment for other Drivers.

15.2.2 Drivers who do not observe the yellow flag and as a result either add to the existing incident or become involved in an additional incident will be penalised. Relying on the reactions of other Drivers is not acceptable. Each Driver is responsible for their own actions.

15.2.3 Due to limitations within the game code, the Organisers are unable to automatically penalise Drivers from passing in a yellow flag zone. If, during the course of reviewing the race and/or via an IRR, the Stewards determine a Driver passed another Driver in a yellow flag zone, that Driver may be penalised for Passing Under Yellow.

15.3 If the server crashes at any point during a qualifying or race session the race will be abandoned and/or rescheduled, no results will be issued.

16 Overtaking

16.1 The passing car is ultimately responsible for making a safe pass and when it is safe to do so. However, it is both Drivers responsibility to ensure a safe pass is made. Failure to do so may result in a penalty.

16.1.1 Overtaking, according to the circumstances, may be carried out either on the right or on the left. In response to each attempted overtaking manoeuvre no more than one change of direction to defend a position is permitted. Any driver moving back towards the racing line having earlier defended their position off-line should leave at least one cars width between their own car and the edge of the track on the approach to the corner. However, manoeuvres liable to hinder other drivers, such as deliberate crowding of a car beyond the edge of the track or any other abnormal change of direction, are strictly prohibited. Any driver who appears guilty of any of the above offences may result in a penalty



16.1.2 The preferred times (in order of preference) for a faster car to pass is on the straights, exiting a corner or entering the brake zone. Passing a car mid-corner is very dangerous unless you are confident the other Driver sees you.

16.1.3 Entering a turn - to have earned the right to a lane the passing Driver must minimally have any overlap with the car they are passing before the point of turn-in. At this point the Driver being passed is responsible to leave a lane open.

16.2 Leaving room - if a Driver is alongside another to any degree, then each Driver must leave space for each other. Running another Driver wide on the exit of a corner or on a straight for example, is not acceptable.

16.3 Braking - if a Driver spins while on track, they should immediately press their brakes until completely stopped, (even if still on the track), and hold brakes on until they can assess the situation (wait for a clear opening on track to resume). When a Driver doesn't press his brakes, the car is prone to roll in a far more unpredictable fashion and likely cause an accident. A Driver involved in an incident while spinning on track and not locking their brakes completely will be held responsible for that incident.

17 Driving Standards Definitions and Expectations

Drivers deemed to have departed from acceptable standards of driving or behaviour may be penalised by the Stewards.

17.1 Pre-race preparation – the Organisers expect all Drivers to have trained adequately in advance for a racing event. If a Driver attends an event and is clearly unprepared, the Stewards may direct that the Driver is not to participate. Stewards may use official practice and qualifying times to deem suitability.

17.2 Drivers deemed to have departed from acceptable standards of driving or behaviour may be penalised by the Stewards. Examples include (but are not limited to) the following:

17.2.1 Re-joining the race - Drivers off track due to an incident or an off and car(s) spun on the track itself must resume the race in a safe manner. This may mean driving forwards to a safe area to get turned in the direction of travel, then merging safely into the flow of traffic. When possible, please do not re-join near a corner entry, apex or exit.

17.2.2 Should a Drivers car stop somewhere other than in the pit lane it must be moved by pressing and holding the 'Esc' key as soon as possible so that its presence does not constitute a danger or hinder other Drivers

17.2.3 If for any reason a Driver's car becomes disabled, either in the pitlane, on track, or in a run-off area, the Driver must press and hold 'Esc' to leave the circuit. A parked car will cause a yellow flag in that area for the remainder of the race.

17.2.4 Aggressive Driving - Drivers deemed by the Stewards as having driven in an aggressive manner (causing an incident or not).

17.2.5 Chopping – passing Drivers who move back into the lane of the car being passed before being clear.

17.2.6 Brake testing – passing Drivers who move back into lane and immediately brake.

17.2.7 Bump-passing - nudging the car ahead to get him loose, then passing while the other Driver is busy recovering is prohibited.

17.2.8 Blocking - altering the racing line in reaction to another Driver in an attempt to prevent a pass is not permitted.

17.2.9 Altering the racing line (weaving) to prevent a following car from drafting is considered blocking and prohibited at all times.



17.2.10 If a Driver causes either significant damage to another vehicle or a loss of positions in the race, a GR may not be sufficient penalty and the Stewards may impose additional penalties as appropriate.

18 Race Stewarding

18.1 Motorsport UK will organise the stewarding of the races and Championship as a whole.

18.2 All decisions made by the Stewards are final and not subject to further appeal. Teams are permitted to advise the Stewards if they consider a decision may violate one of the Championship Regulations.

19 Penalties

19.1 Penalties may be awarded either during the session by the Stewards or after the session in the incident review. All results will remain provisional until otherwise declared by the Organisers.

19.2 iRacing's in-game penalty system will issue "x" incidents automatically based on driving standards. The 'x' incident limit per race is x15. Should any Driver reach this limit they will automatically receive a drive through penalty issued by the game. Penalties imposed in the incident review will be implemented within 48 hours following the issue of the provisional result

19.3 Typical incidents and their likely penalty:

19.3.1 Racing incident – no penalty will be applied.

19.3.2 A warning may be issued should a Drivers' action cause a problem but it does not warrant a penalty.

19.3.3 Blue/Yellow Flag violation:– 3s time penalty + 1 Licence Point.

19.3.4 Causing a collision, time penalty, Championship Point Deduction and/or Licence Points (depending on severity) being given to the Driver at fault.

19.3.5 Intentionally causing a collision or crashing the car in any session will result in any proportionate action deemed necessary by the Stewards and/or the Organisers up to and including immediate removal from the series for the remainder of the season.

19.3.6 Drivers who receive multiple penalties may be subject to additional penalties deemed appropriate by the Stewards

Penalty Structure – guideline penalties

Following list is not exhaustive - stewards have ability to increase any penalty based on the incident

Incident	Penalty
- Racing Incident	No Penalty
- Causing a Collision - Gaining an advantage	Time penalty, CP deduction and/or LP
- Resetting and continuing in Qualifying - Not being in pit stall at start of Qualifying	Time penalty and/or LP



-Passing under a yellow flag - Failure to yield to a blue flag - Blocking - Weaving - Unsafe Rejoin	
- Intentional crashing during a session - Careless driving - Dangerous Driving - Unsportsmanlike behaviour - Gross social media misconduct	Any proportionate action deemed necessary by the Stewards and/or the Organisers up to and including immediate removal from the series for the remainder of the season. Stewards can refer to the Organisers for removal of the championship

LP = Licence Points

CP = Championship point

18.4 All Drivers start the season with zero Licence Points. The Stewards will endorse between 1 and 4 Licence Points depending on the severity of the incident.

18.5 For every 4 Licence Points a Driver receives an ExQ (Exclusion from Qualifying at the following Round).

18.6 If a Driver receives 8 Licence Points in one Round they will receive an ExQ at the following round and have to start race 2 from the back of the grid

18.6 For the final Round of the Championship LP will be directly replaced with equivalent CP deductions. E.g. 5s time penalty + 2LP = 5s time penalty + 2CP

18.7 The Stewards can endorse between 1 – 5 CP depending on the severity of the incident

20 Liveries

20.1 All Drivers have the choice to use their own livery or one provided by the Organisers

20.2 All Drivers using their own livery will have an official Championship decal pack provided to them. No part of the Drivers livery should obscure any part of the Championship decal layer.

20.3 Drivers must not move or change the Championship decals in anyway.

20.4 If a Driver does not want to create their own livery a default livery will be provided by the Organisers.

20.5 If a Driver does create their own livery then any logos or copyrighted imagery used must have written approval from the owner of the property. This written approval must be submitted to the Organisers no later than 5pm 8th September. If the correct approval is not supplied the livery will be rejected.

20.6 Liveries must not be offensive in anyway, this includes (but is not limited to) reference of indecency, abusive or defamatory language, hate speech, tobacco, alcohol or illicit drugs or be in any other way perceived as offensive. Assessment of what is deemed offensive shall be at the sole discretion of the Organisers.

20.7 All liveries must conform to the iRacing Paint Policy found here - <https://bit.ly/iracing-paint-policy>.



21 Prizes

- 21.1 The top two drivers in the Championship will receive a fully funded entry into the 2027 British F4 Esports Championship.
- 21.2 The winning driver will receive a Heusinkveld Ultimate+ 2-pedal set
- 21.3 The second-place driver will receive a Heusinkveld One steering wheel
- 21.4 The third-place driver will receive a Heusinkveld Sprint 2-pedal set
- 21.5 The top three drivers will all receive a named trophy

22 Incident Protest

- 18.2 All lap one incidents will be reviewed by the Stewards.
- 18.3 Beyond lap one any incident must be protested by a Driver for review.
- 18.4 Drivers are permitted to submit **THREE** Incident Review Request ("IRR") per race up to 2 hours after the race has finished. Any IRR's received later than two hours following the completion of the race will not be reviewed. Stewards will not review the complete race.
 - 18.4.1 Drivers should carefully review the race replay before submitting an IRR.
 - 18.4.2 Drivers considered to be abusing the IRR process may be subject to penalty.
 - 18.4.3 The Driver submitting the IRR, must be involved in the incident being reported.
 - 18.4.5 Failure to follow the IRR process and requirements will lead to the Stewards removing the Drivers right to submit an IRR for any given time.
- 15.4.6 The results will be updated with any associated penalties and the Drivers will be notified of the penalties.
- 18.5 All decisions made by the Stewards are final and not subject to further appeal. Drivers are permitted to advise the Stewards if they consider a decision may violate one of the Championship Regulations.

23 Legal

- 23.1 The Organisers reserve the rights to change these Regulations at any time.
- 23.2 The Organisers reserve the right to cancel or postpone a race.
 - 23.2.1 The Organisers shall not be held liable for any losses suffered resulting from the cancellation of a race or of server crash of the race server.
- 23.4 The Organisers reserve the right to amend the Championship race dates, schedule and times. Drivers will be notified at least 24 hours in advance.

24 Contact

In the event of any queries please contact the Organisers at: paul.crawford@motorsportuk.org.

25 Data Protection

- 2.1 The Driver confirms permission for the Organisers to request and use their personal data as necessary for the limited purposes of this Championship including the publication of their name and / or likeness where applicable.
- 25.2 Should the Championship entry include the submission of a third party's personal data the entrant confirms they have the permission of that third party to do so and that these Regulations have been brought to that person's attention.
- 25.1 The Organisers may have to share the personal data of any winner with third parties for the purpose of issuing the prize.



26 Jurisdiction

These Regulations and any dispute or claim (including non-contractual disputes or claims) arising out of or in connection with it or its subject matter or formation shall be governed by and construed in accordance with the law of England and Wales.