

National Esports Competition Rules

Malta Motorsport Federation

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1 General Provisions

1.1 Scope and Purpose

These National Esports Competition Rules (hereinafter referred to as “the NECR”) establish the framework governing all esports competitions organised, recognised or sanctioned by the Malta Motorsport Federation (hereinafter referred to as “the MMF”) within the territory of Malta. The NECR are intended to ensure that all such competitions are conducted in a fair, safe and consistent manner in accordance with the highest standards of sporting integrity.

1.2 Relationship with the FIA International Sporting Code

All esports competitions conducted in Malta shall be governed by the FIA International Sporting Code (including Appendix E, “Regulations for Esports Competitions”) and its appendices, as amended from time to time. The NECR shall apply in conjunction with the FIA International Sporting Code.

In the event of any conflict between the NECR and the FIA International Sporting Code, the provisions of the FIA International Sporting Code shall take precedence.

1.3 Binding Nature

All participants, including competitors, teams, organisers and officials, agree by their participation to be bound by these NECR, the FIA International Sporting Code, and any other applicable FIA or MMF regulations, including but not limited to supplementary regulations approved for a particular competition.

1.4 Application

These NECR apply to:

- a) All national esports competitions organised directly by the MMF;
- b) All national esports competitions organised by other entities under a permit issued by the MMF; and
- c) All closed esports competitions held in Malta, save where the MMF grants specific written exemptions.

1.5 Supplementary Regulations

Each competition shall be governed by its own supplementary regulations which must be approved by the MMF. Such supplementary regulations may not contradict the provisions of these NECR or the FIA International Sporting Code.

2 Definitions and Interpretations

2.1 General

For the purposes of these National Esports Competition Rules (NECR), the following terms shall have the meanings set out below. Terms not defined herein shall have the meaning attributed to them in the FIA International Sporting Code (including Appendix E) or in the applicable supplementary regulations.

2.2 Competitor

A person or legal entity whose entry is accepted for an esports competition, and who is responsible for ensuring compliance with these NECR and all other applicable regulations.

2.3 Team

A recognised sporting entity composed of one or more Competitors and, where applicable, a Team Manager, competing under a single name and licence.

2.4 Driver

An individual competitor who operates the simulation vehicle in a competition and who holds a valid licence issued or recognised by the MMF.

2.5 Licence

An authorisation issued by the MMF, or by another ASN recognised by the FIA and accepted by the MMF, permitting a person or entity to participate in an esports competition under these NECR.

2.6 Official

Any person appointed by the Malta Motorsport Federation (MMF) or the organiser, provided they are appropriately licensed by the MMF, to perform a regulatory or supervisory function in a competition, including but not limited to the Race Director, Stewards, and technical delegates.

2.7 Organiser

Any person or body approved by the MMF to organise a competition, holding the necessary permit(s) and responsible for compliance with these NECR.

2.8 Closed Esports Competition

A competition organised within the territory of Malta under the jurisdiction of the MMF, in which participation is restricted to holders of an MMF licence (or other licences recognised by the MMF) and which is not part of an FIA international series or championship.

2.9 Supplementary Regulations

Event-specific regulations, approved by the MMF, which provide additional detail for a competition and which may not contradict these NECR or the FIA International Sporting Code.

2.10 Race Server

The official online environment, session or platform through which an esports competition is conducted and to which competitors are connected.

2.11 Control Device

The hardware used by a competitor to participate in a competition (such as steering wheel, pedals, or other approved peripherals), as specified in the applicable technical requirements.

2.12 Official Notice Board

The designated online or physical location where the organiser and MMF will publish official documents, bulletins, and decisions.

2.13 Interpretation

In the event of any uncertainty as to the interpretation of these NECR, the decision of the MMF shall be final. Headings are inserted for convenience only and shall not affect interpretation.

3 Authority and Governance

3.1 Role of the Malta Motorsport Federation

The Malta Motorsport Federation (MMF), as the National Sporting Authority (ASN) recognised by the Fédération Internationale de l'Automobile (FIA), is the sole governing body for all sanctioned motorsport esports activities within the territory of Malta.

3.2 Powers and Responsibilities

The MMF shall have the power to:

- a) Sanction and issue permits for esports competitions conducted in Malta;
- b) Approve supplementary regulations and competition calendars;
- c) Appoint or approve officials, including but not limited to Stewards and Race Directors;
- d) Enforce these National Esports Competition Rules (NECR) and the FIA International Sporting Code;
- e) Impose disciplinary measures and penalties in accordance with these NECR and the FIA International Sporting Code.

3.3 Oversight and Supervision

All competitions sanctioned by the MMF shall be subject to oversight by the MMF and its appointed officials. The MMF retains the right to monitor compliance, to attend competitions (either in person or remotely), and to require organisers to provide all necessary access, data and documentation.

3.4 Delegation

The MMF may delegate certain organisational responsibilities to an approved organiser, provided that such delegation does not affect the MMF's ultimate authority over the competition.

3.5 Decisions and Bulletins

All decisions, directives and bulletins issued by the MMF in the exercise of its authority are binding upon all participants, officials and organisers. Any amendments or clarifications issued by the MMF shall have immediate effect unless otherwise stated.

4 Recognition of Competitions

4.1 Requirement for Recognition

Only those esports competitions that are organised directly by the Malta Motorsport Federation (MMF) or by an organiser formally appointed by the MMF shall be deemed to be recognised competitions governed by these National Esports Competition Rules (NECR).

4.2 Appointment of Organisers

The MMF retains sole discretion to appoint or approve organisers for recognised competitions. There is no right of application for permits or approvals; appointments are made at the MMF's initiative in accordance with its sporting and strategic objectives.

4.3 Conditions of Recognition

Any organiser appointed by the MMF shall comply with these NECR, the FIA International Sporting Code, and any additional conditions stipulated by the MMF in writing.

The MMF may impose further requirements on an appointed organiser, including the submission of competition schedules, supplementary regulations, or technical documentation for approval.

4.4 Revocation of Recognition

The MMF reserves the right to withdraw recognition or remove an appointed organiser at any time if, in the MMF's sole judgement, the competition or organiser no longer meets the required standards or breaches these NECR or the FIA International Sporting Code.

4.5 Publication

The MMF shall publish, from time to time, an official list of recognised esports competitions. Only competitions appearing on this list may be referred to as being held under MMF authority.

5 Licensing of Participants

5.1 Requirement for a Licence

Any person wishing to participate in a recognised esports competition as a Driver, Team Manager, or in any other capacity requiring formal registration under these NECR must hold a valid licence issued by the Malta

Motorsport Federation (MMF), or hold a licence issued by another ASN which is recognised by the MMF.

5.2 Categories of Licence

The MMF may issue the following categories of licence for esports activities:

- a) Driver Licence required by any individual competing as a Driver;
- b) Team Licence required by any entity entering a team of Drivers;
- c) Official Licence required by officials such as Race Directors, Stewards, and technical delegates, where applicable.

The MMF may introduce additional categories as it deems necessary.

5.3 Eligibility

To be eligible for an MMF esports licence, an applicant must:

- a) Satisfy the minimum age and competency requirements established by the MMF;
- b) Be in good standing with the MMF and not subject to any suspension or ban;
- c) Provide any documentation, declarations, and fees required by the MMF.

5.4 Validity and Renewal

Licences shall be valid for the period stated on the licence and may be subject to annual renewal. The MMF may refuse renewal if the licence holder has breached these NECR, the FIA International Sporting Code, or any related regulations.

5.5 Licence Obligations

Holders of an MMF licence must:

- a) Comply with these NECR, the FIA International Sporting Code, and all supplementary regulations applicable to the competition;
- b) Conduct themselves in a manner that upholds the integrity and reputation of motorsport esports, refraining from any behaviour, on or off the race server, which may bring the MMF, the competition, or the sport into disrepute;

- c) Ensure that any personal data or declarations provided to the MMF remain accurate and up to date;
- d) Participate only in their own name and under their own licence; a licence is strictly personal and may not be transferred, lent, or used by any other individual;
- e) Present their licence for inspection when requested by the MMF or appointed officials.

5.6 Suspension or Revocation

The MMF may suspend or revoke a licence at any time if the holder is found to have committed a breach of these NECR, engaged in conduct detrimental to the interests of the MMF or motorsport esports, or otherwise failed to meet the conditions of eligibility.

6 General Conduct of Competitions

6.1 Compliance with Regulations

All recognised esports competitions shall be conducted in accordance with these NECR, the FIA International Sporting Code (including Appendix E), and any supplementary regulations approved by the Malta Motorsport Federation (MMF).

6.2 Timetable and Official Documents

Competitions shall be run strictly in accordance with the official timetable and any bulletins or instructions published on the Official Notice Board. Organisers and officials must ensure that all official documents are accessible to competitors in a timely manner.

6.3 Sporting Fairness

All participants must compete in a fair and sporting manner at all times. Any action, whether deliberate or reckless, that endangers other competitors, disrupts the competition, or undermines its integrity is strictly prohibited.

6.4 Drivers' Briefings

If a drivers' briefing is convened, attendance by all Drivers (or their authorised Team Managers) is mandatory. Failure to attend may result in a penalty as determined by the Stewards.

6.5 Technical and Procedural Compliance

All equipment, control devices, and software used by competitors must comply with the technical requirements published for the competition. Participants must follow all procedural instructions given by the Race Director or Stewards during sessions.

Any system or software not specifically allowed by the Race Director is assumed to be prohibited. Use of any prohibited system or software may result in a penalty as determined by the Stewards, which may include disqualification from the event.

6.6 Communication and Chat Behaviour

All official communications between competitors, teams, and officials shall take place through the Official Notice Board or other official channels as designated by the organiser. Abusive, offensive or disruptive chat behaviour in any in-game channel, voice channel, or event-related forum is strictly prohibited and may result in penalties at the discretion of the Stewards.

6.7 Streaming and Media Conduct

Competitors and teams must comply with any streaming, recording, or broadcasting guidelines or restrictions issued by the organiser or the MMF.

Unauthorised sharing of restricted information or any content that may bring the competition or the MMF into disrepute is prohibited.

6.8 Observance of Instructions and In-Game Decisions

Competitors must respect all flags, signals, virtual equivalents, and in-game penalties issued by the simulation platform.

In-game decisions and penalties shall be considered final and binding during the event.

However, the Race Director retains discretion to issue corrective instructions or apply adjustments if an in-game decision is in the sole opinion of the Race Director deemed to be erroneous, unfair, or unsupported by the platform's functions, provided that any such decision is communicated promptly and formally.

6.9 Responsibility of the Organiser

The appointed organiser shall ensure that competitions are managed in a professional manner, with adequate staff, resources, and systems in place to uphold these standards.

7 Officials and Their Duties

7.1 Appointment of Officials

The Malta Motorsport Federation (MMF) shall appoint, or approve the appointment of, all key officials for each recognised esports competition. These officials shall exercise authority as defined in these NECR, the FIA International Sporting Code (including Appendix E), and the approved supplementary regulations.

7.2 Principal Officials

The following officials shall be present or available for every recognised competition, unless otherwise approved by the MMF:

- a) Stewards – responsible for ensuring compliance with the regulations, adjudicating protests, and imposing penalties;
- b) Race Director – responsible for the overall conduct and control of sessions, including practice, qualifying and races;
- c) Technical Delegate or Equivalent – responsible for verifying compliance with technical and platform requirements;
- d) Other Officials – such as timing and results officials, server administrators, or communications officers, as required.

The Race Director may assume the necessary role in the absence of one of these roles being formally appointed.

7.3 Authority of the Race Director

The Race Director shall have overriding authority in relation to the control of the event, which includes but is not limited to:

- a) Managing the timetable of sessions;
- b) Issuing instructions via the Official Notice Board or designated communication channels;
- c) Controlling the start, suspension, or resumption of sessions;

- d) Intervening to correct or adjust in-game situations when the simulation platform cannot resolve them fairly or safely;
- e) Ensure the smooth, safe, and fair running of the Event.

7.4 Authority of the Stewards

The Stewards, acting collectively, shall:

- a) Enforce these NECR, the FIA International Sporting Code, and supplementary regulations;
- b) Rule on protests and appeals lodged during the event;
- c) Impose penalties for infringements;
- d) Issue official decisions and bulletins as required.

All decisions of the Stewards are binding unless overturned by a competent appeals body in accordance with the FIA International Sporting Code.

7.5 Independence of Officials

Officials shall perform their duties impartially and independently, without favour or prejudice. Any conflict of interest must be declared to the MMF prior to appointment.

7.6 Support and Cooperation

All competitors, teams and organisers must cooperate fully with officials in the exercise of their duties. Failure to do so may itself be considered a breach of these NECR.

8 Entries and Eligibility

8.1 Entry to Recognised Competitions

Only Drivers and Teams holding the appropriate MMF-issued or MMF-recognised licence shall be eligible to enter a recognised esports competition.

Entries must be made in the manner specified in the supplementary regulations for the competition.

8.2 Entry Submission

Entries shall be submitted through the official entry system or process designated by the MMF or the appointed organiser.

Each entry must include all required information, including but not limited to the Driver's name, licence details, and Team affiliation where applicable.

Where fees are required, an entry is not considered to be confirmed until payment is issued and confirmed, unless otherwise communicated to by the Race Director.

8.3 Entry Confirmation

An entry shall only be considered valid once confirmed by the MMF or the appointed organiser. A confirmed entry constitutes a binding commitment to participate in the competition in accordance with these NECR and the relevant supplementary regulations.

8.4 Entry Restrictions

The following general restrictions apply:

- a) A Driver may not be entered under more than one identity or licence.
- b) A Driver may not represent more than one Team in the same competition unless expressly permitted in the supplementary regulations and approved by the MMF.
- c) No person under suspension by the MMF, the FIA, or another recognised ASN shall be eligible to enter.

8.5 Eligibility Criteria

In addition to holding a valid licence, all Drivers and Teams must satisfy any specific eligibility criteria set out in the supplementary regulations. These may include, but are not limited to, minimum age requirements, residency requirements, or prior competition experience.

8.6 Acceptance or Refusal of Entry

The MMF and its appointed organiser reserve the right to refuse or cancel any entry, giving reasons where practicable, if such entry is considered contrary to the interests of the competition, the MMF, or the sport.

9 Competition Formats and Procedures

9.1 General Framework

The structure of each recognised esports competition shall be set out in its supplementary regulations.

Such structure may include, without limitation, practice sessions, qualifying sessions, heats, semi-finals, finals, or other formats as determined by the MMF or the appointed organiser.

9.2 Official Timetable

The official timetable for all sessions shall be published on the Official Notice Board prior to the start of the competition.

All sessions shall be run in accordance with the published timetable, subject only to amendments issued by the Race Director or Stewards for operational reasons.

9.3 Session Management

The Race Director shall have authority to manage the start, suspension, resumption, or termination of any session, and to issue instructions necessary for the safe and fair conduct of the competition.

9.4 Virtual Flags and Signals

All Drivers must observe virtual flags, signals, and instructions as displayed within the simulation platform or communicated through official channels. Failure to comply may result in penalties as determined by the Stewards.

9.5 Restarts and Force-Majeure Situations

In the event of a technical failure, server instability, or other circumstances beyond the organiser's control, the Race Director may, at their discretion:

- a) Suspend or abandon a session;
- b) Order a restart or re-run;
- c) Adjust results or apply alternative procedures to ensure a fair outcome.

Such decisions shall be binding and may not be appealed except as provided in the FIA International Sporting Code.

9.6 Amendments During the Event

Any amendments to competition formats or procedures issued during the event shall be published as an official bulletin and shall have immediate effect unless otherwise stated.

10 Technical and Sporting Requirements

10.1 Approved Platforms and Equipment

All recognised esports competitions shall be conducted on simulation platforms, servers, and hardware approved by the Malta Motorsport Federation (MMF) and specified in the supplementary regulations.

10.2 Control Devices

Only control devices (such as steering wheels, pedals, or other peripherals) meeting the specifications published by the MMF or the appointed organiser may be used in competition.

Use of modified or unapproved equipment is prohibited unless explicitly authorised in writing.

10.3 Software and Settings

All competitors must use the official game client and configuration settings designated for the competition. Any unauthorised modification of software, files, or settings with the intention of gaining an unfair advantage is strictly forbidden.

10.4 Technical Inspections

The MMF or its appointed officials may carry out inspections of competitors' hardware, software configurations, or network conditions at any time, including pre-event or post-event, to ensure compliance.

Competitors must cooperate fully and provide access to any required information or equipment. Failure to cooperate may result in the Stewards penalising the Competitor.

10.5 Sporting Requirements

- a) All vehicles, liveries, driver avatars, and team identifiers used in the competition must comply with the design and branding guidelines issued in the supplementary regulations. They shall not display any text, images, graphics, or symbols that are:
 - Offensive, obscene, or discriminatory in nature;
 - Political or religious in a manner that could cause offence or controversy;

- Otherwise contrary to the values and reputation of the MMF, the FIA, or motorsport esports in general;
 - Any design or identifier found to breach these provisions may be required to be removed or altered immediately, and penalties may be imposed by the Stewards.
- b) Drivers must compete under their registered name and nationality, as reflected on their MMF licence.
- c) Any in-game feature or exploit that undermines the spirit of fair competition is prohibited.

10.6 Updates and Bulletins

The MMF or the organiser may issue technical bulletins or updates to sporting requirements at any time before or during the competition. Such bulletins shall have immediate effect unless otherwise stated.

11 Protests and Appeals

11.1 Right to Protest

Any Competitor or Team entered in a recognised esports competition has the right to lodge a protest concerning an alleged breach of these NECR, the ISC, or the applicable supplementary regulations.

11.2 Non-Protestable Decisions

In accordance with the FIA International Sporting Code, no protest or appeal shall be admitted against the imposition of time penalties, drive-through penalties, stop-and-go penalties, or other in-race penalties that are applied by the software or at the discretion of the Race Director or Stewards for the management of the event.

11.3 Lodging a Protest

A protest must be submitted in writing to the Stewards or through the official protest system designated by the organiser.

The protest shall:

- a) Be lodged within the time limit specified in the supplementary regulations (which shall not be less than the minimum set out in the FIA International Sporting Code);
- b) Clearly state the matter protested and include all relevant details;

- c) Be accompanied by any protest fee set by the MMF. Fees may be refunded at the discretion of the Stewards if the protest is upheld in full.

11.4 Consideration of Protest

The Stewards shall review all protests received within the applicable time limits.

The Stewards may:

- a) Reject a protest that does not meet procedural requirements;
- b) Investigate and adjudicate the protest in accordance with these NECR and the FIA International Sporting Code;
- c) Impose penalties or issue directives as they consider appropriate.

11.5 Right of Appeal

Decisions of the Stewards may be appealed in accordance with the FIA International Sporting Code and the statutes of the MMF.

Appeals shall first be heard by the MMF National Appeals Board, established in accordance with MMF statutes and regulations.

Only after the conclusion of national appeal proceedings may a further appeal be lodged to the FIA International Court of Appeal, subject to the conditions of the ISC.

11.6 Finality of Decisions During an Event

Unless and until overturned by a competent appeal body, all decisions of the Stewards or Race Director during an event are binding and shall be respected by all participants.

11.7 Publication of Outcomes

The organiser shall ensure that the outcome of any protest or appeal, including the reasoning for the decision, is published promptly on the Official Notice Board.

12 Penalties and Disciplinary Actions

12.1 General Principles

Any breach of these NECR, the FIA International Sporting Code (including Appendix E), or the applicable supplementary regulations may result in penalties or disciplinary actions.

Penalties shall be proportionate to the offence and shall be imposed with due regard to sporting fairness and the integrity of the competition.

12.2 Types of Penalties

The following penalties may be imposed by the Stewards or Race Director, as appropriate under the ISC:

- a) Warning – formal notification that a competitor’s behaviour or conduct is unsatisfactory;
- b) Reprimand – an official written censure;
- c) Time Penalty – addition of time to a competitor’s race result;
- d) Drive-Through Penalty or Stop-and-Go Penalty – as implemented within the simulation platform;
- e) Grid Position Penalty – repositioning on the starting grid for a future race;
- f) Disqualification – exclusion from a session, race, or the entire competition;
- g) Suspension of Licence – temporary withdrawal of the right to participate;
- h) Other Measures – including loss of points, loss of prizes, or any other sanction permitted by the ISC or these NECR.

12.3 Behavioural Infringements

Penalties may also be imposed for conduct off the race server that brings the MMF, the competition, or motorsport esports into disrepute, including but not limited to:

- a) Abusive or offensive language in any official channel or public setting;
- b) Harassment or discrimination against other participants or Officials;

- c) Unsporting behaviour, such as intentional collisions or repeated obstruction.

12.4 Technical or Procedural Infringements

Penalties may be applied for breaches of technical or procedural requirements, including:

- a) Use of unapproved hardware or software;
- b) Exploitation of in-game bugs or glitches for unfair advantage;
- c) Failure to comply with Race Director instructions or technical inspections.

12.5 Escalation and Disciplinary Hearings

Where an infringement is deemed serious or repeated, the MMF may refer the matter to its disciplinary body for further action. This may result in:

- a) Longer suspensions,
- b) Revocation of licences,
- c) Financial sanctions where appropriate,
- d) Referral to the FIA for international disciplinary proceedings.

12.6 Publication of Penalties

All penalties and disciplinary actions shall be published on the Official Notice Board.

Where a penalty affects results, amended classifications shall be issued promptly.

12.7 Non-Protestable Penalties

Time penalties, drive-through penalties, and similar in-race penalties are not subject to protest or appeal.

12.8 Repeated or Aggravated Offences

The MMF may take into account previous infringements when determining the severity of a penalty. Repeat offenders may be subject to escalated sanctions, including suspension or revocation of their licence.

13 Commercial and Media Provisions

13.1 Rights Reserved by the MMF

All commercial, media, and intellectual property rights relating to recognised esports competitions are reserved by the Malta Motorsport Federation (MMF) or the event organiser where applicable.

No use of the MMF name, logo, or branding may be made without the prior written consent of the MMF.

13.2 Broadcasting and Streaming

- a) All official broadcasting and live streaming of recognised competitions shall be managed or approved by the MMF or its appointed organiser.
- b) Competitors and Teams may be permitted to stream or record their own participation, provided they comply with any guidelines or restrictions issued by the MMF or organiser, including use of approved overlays, graphics, or sponsor displays.
- c) Any unauthorised broadcast, or broadcast that includes offensive content, breaches privacy, or undermines the reputation of the MMF or the competition, is prohibited.

13.3 Sponsorship and Advertising

- a) Competitors and Teams may display sponsors on their liveries and identifiers, subject to approval by the MMF or organiser and compliance with design and branding guidelines.
- b) Sponsorships that promote products or services prohibited by Maltese law, by FIA regulations, or deemed inappropriate by the MMF (including offensive, discriminatory, or illegal content) are strictly forbidden.
- c) The MMF and the Organiser reserve the right to require removal or modification of any sponsorship or advertising that it considers detrimental to the image of the competition or motorsport esports.

13.4 Media Obligations of Participants

Participants may be required to take part in official media activities, such as interviews, promotional appearances, or press conferences, as specified in the supplementary regulations.

Refusal to comply without a valid reason may result in a sporting or financial penalty.

13.5 Use of Recorded Material

By participating in a recognised competition, participants consent to the MMF, the organiser, and their authorised partners recording, reproducing, and distributing images, video, audio, or other material of their participation for sporting, promotional, and commercial purposes.

14 Anti-Doping and Integrity Measures

14.1 Compliance with Anti-Doping Regulations

All participants in recognised esports competitions are bound by the FIA International Sporting Code, the FIA Anti-Doping Regulations, and the World Anti-Doping Code as in force at the time of the competition.

Any breach of these regulations may result in disciplinary action by the MMF, in addition to any sanctions imposed by the FIA or other competent authorities.

14.2 Prohibition of Cheating and Manipulation

- a) Any attempt to manipulate the outcome of a competition, or any part thereof, is strictly prohibited.
- b) The use of unauthorised software, hardware modifications, scripts, macros, or any other method intended to gain an unfair advantage is forbidden.
- c) Any collusion between competitors or teams to influence results or compromise the fairness of the competition will be considered a serious breach of these NECR.

14.3 Monitoring and Investigation

The MMF reserves the right to monitor competition data, server logs, and participant behaviour to detect irregularities or suspicious activity.

Competitors and teams must cooperate fully with any investigation conducted by the MMF, the FIA, or their authorised representatives.

14.4 Disciplinary Measures

Breaches of this section may result in severe penalties, including but not limited to:

- a) Disqualification from the event,
- b) Suspension or revocation of licences,
- c) Referral to the FIA for further investigation,
- d) Reporting to relevant legal or regulatory authorities where applicable.

14.5 Education and Awareness

The MMF may, from time to time, issue guidelines or conduct educational programmes to promote awareness of anti-doping rules and integrity standards in motorsport esports.

Participation in such programmes may be required as a condition of entry or licence renewal.

15 Data Protection and Privacy

15.1 Compliance with Applicable Law

All personal data collected, processed, or stored in connection with recognised esports competitions shall be handled in accordance with Maltese data protection legislation and the General Data Protection Regulation (EU) 2016/679 (GDPR).

15.2 Data Collected

The Malta Motorsport Federation (MMF) and appointed organisers may collect and process personal data including, but not limited to:

- a) Identification details, such as name, nationality, and date of birth;
- b) Licence and competition history;
- c) Contact information;
- d) Media content (e.g. photographs, video, audio);
- e) Technical data related to competition participation (e.g. IP addresses, telemetry, or server connection logs).

15.3 Purpose of Processing

Personal data shall be collected and processed solely for purposes directly related to the organisation, administration, regulation, and promotion of recognised esports competitions, including compliance with regulatory and legal obligations.

15.4 Data Sharing

The MMF may share personal data with:

- a) The FIA, as required under the FIA International Sporting Code;
- b) Appointed organisers, officials, and service providers who require such data to perform their duties;
- c) Legal or regulatory authorities where required by law.

All such sharing shall be subject to appropriate safeguards.

15.5 Rights of Data Subjects

Participants have the right to request access to, rectification of, or erasure of their personal data held by the MMF, and to object to or restrict certain processing, in accordance with applicable data protection law.

Requests should be made in writing to the MMF's designated data protection officer.

15.6 Retention and Security

The MMF and organisers shall implement appropriate technical and organisational measures to protect personal data against unauthorised access, loss, or misuse.

Personal data shall be retained only for as long as necessary to fulfil the purposes for which it was collected, unless a longer retention period is required by law.

16 Final Provisions

16.1 Amendments

The Malta Motorsport Federation (MMF) reserves the right to amend, supplement, or update these National Esports Competition Rules (NECR) at any time.

Any such amendments shall be published by official bulletin and shall come into force on the date specified therein.

16.2 Transitional Arrangements

Where amendments to these NECR are introduced during an ongoing season or championship, the MMF may issue at its own discretion specific transitional provisions to ensure fairness and clarity for all participants.

16.3 Entry into Force

These NECR shall enter into force on the date determined by the MMF and shall remain in effect until replaced or repealed.

They supersede and replace any previous national esports regulations issued by the MMF.

16.4 Interpretation and Authority

Any question regarding the interpretation or application of these NECR shall be determined by the MMF.

The MMF's decision on such matters shall be final, subject only to any rights of protest or appeal expressly provided for in the FIA International Sporting Code.

16.5 Language

These NECR are issued in English. In the event of any translation, the English text shall prevail.