



**ESPORTS GLOBAL
RALLY TOUR**

2026 FIA Esports Global Rally Tour Sporting Regulations

19/04/2026

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The FIA, together with the hosting ASN, organises the FIA Esports Global Rally Tour (“the Competition”) which is the property of the FIA. The Competition title will be awarded to the FIA Esports Global Rally Tour Winner. All the participating parties (FIA, ASNs, Organiser, Drivers, Competitors, title and hardware providers) undertake to apply, as well as observe, the rules governing the Competition.

1. REGULATIONS

- 1.1. The final text of these Sporting Regulations shall be the English version, which will be used should any dispute arise as to their interpretation.
- 1.2. Headings in this document are for ease of reference only and do not form part of these Sporting Regulations.
- 1.3. The Competition is governed by these Sporting Regulations.
- 1.4. Clarification, interpretation and arbitration of any rules, requirements and regulations not covered by the Sporting Regulations, International Sporting Code (“the Code”) and Appendix E to the Code (“the Esports Code”) shall be decided by the Stewards whenever required.
- 1.5. These Sporting Regulations come into force from the moment of their publication on www.fia.com.
- 1.6. All Drivers, Competitors and officials participating in the Competition undertake, on behalf of themselves, their employees and agents, to observe all the provisions, as supplemented or amended, of the Code, the Esports Code, the Supplementary Regulations, FIA Official Bulletins and the present Sporting Regulations.

2. GENERAL UNDERTAKING

- 2.1. The Competition will be held under the Code and the Esports Code, including Appendices.
- 2.2. It is the Competitor’s responsibility to ensure that all persons concerned by their entry observe all the requirements of the Code, the Esports Code and these Sporting Regulations, as well as any Supplementary Regulations, bulletins, Event Notes or other regulatory documents issued by the FIA.
- 2.3. All persons concerned in any way with an entered Competitor or present in any other capacity whatsoever in the Competition area must wear an appropriate pass at all times.
- 2.4. The Competitor shall declare that:
 - a. The Competitor possesses the standard of competence necessary for an event of the type to which the entry relates;
 - b. The Competitor and any team members enter into the Competition and its facilities entirely at their own risk.

3. DEFINITIONS

- 3.1. **Competitor:** Person or entity accepted for the Competition, and holding a Competitor's Licence issued by their Parent ASN. If no Esports Competitor is listed on the Entry application, the Esports Driver will automatically be considered as the Esports Competitor. Esports Drivers who are not of the minimum legal age at the time of the Competition cannot be their own Competitor.
- 3.2. **The Competition:** All aspects of the 2026 FIA Esports Global Rally Tour which are covered by these Sporting Regulations.
- 3.3. **The Organiser:** The ASN hosting the Competition.
- 3.4. **Regulator and Sanctioning Body:** Fédération Internationale de l’Automobile (“the FIA”).
- 3.5. **Force Majeure:** Any occurrence beyond the reasonable control of any party involved.
- 3.6. **Race Server:** The in-game functionality where the Competition will be taking place.
- 3.7. **Competition Number:** A number assigned to each Driver.
- 3.8. **Provisional Results:** Any results posted before all Stewarding proceedings are completed.
- 3.9. **Final Results:** Any results posted after all Stewarding proceedings are completed and the time limit to protest has expired.
- 3.10. **Digital Notice Board:** The platform where all documentation, results, stewarding decisions, starting grids etc. will be published during the Competition. The link to the Digital Notice Board will be communicated to the Competitors in the Supplementary Regulations.
- 3.11. **Region:** The allocation of countries to different Regions for the purpose of selecting Drivers for the Competition (see Appendix 2 to these Sporting Regulations).

4. ORGANISING COMMITTEE

4.1. Composition

The composition of the Organising Committee will be published in the Supplementary Regulations.

5. OFFICIALS

5.1. Appointed Officials

5.1.1. The FIA will nominate the following officials:

- a. A Race Director;
- b. A Chairperson of the panel of the Stewards;
- c. One International Steward of the panel of the Stewards.

5.1.2. The host ASN will nominate the following officials:

- a. One national Steward for the panel of the Stewards.

5.2. Duties of the Race Director

The Race Director shall have overriding authority in the following matters:

- a. The control of practice, qualifying and races;
- b. Adherence to the timetable;
- c. Host and organise a Drivers' Briefing;
- d. Call extra Drivers' Briefings, if deemed necessary;
- e. The making of any proposal to the Stewards to modify the timetable in accordance with the Regulations, if deemed necessary;
- f. The stopping of any Driver in accordance with the Regulations;
- g. If it is necessary for the Race Director's duties and responsibilities to differ from the above, these duties will be set out in the Supplementary Regulations.

5.3. Duties of the Stewards

Within the framework of their duties, the Stewards:

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

6. FIA DELEGATES

6.1. The FIA reserves the right to nominate the following delegates:

- a. One Sporting Coordinator

6.2. The role of FIA delegates is to help the officials of the Competition in their duties, to ensure, within their fields of competence, that all the regulations governing the Competition are respected, to make any comments they judge necessary and to draw up the various reports required by the FIA concerning the Competition.

7. 2026 FIA ESPORTS GLOBAL RALLY TOUR

7.1. The FIA Esports Global Rally Tour is run over one single Competition.

8. PASSES – TEAM IDENTIFICATION

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

9. ORGANISATION AND INSURANCE

- 9.1. The Organiser shall send the information set out in Appendix 1, part A hereto, duly filled in, to the FIA no later than 30 days before the Event. The FIA, when satisfied with such information, shall complete part B and forward both parts to the Organiser, for them to circulate it to all Competitors no later than 10 days before the Competition.
- 9.2. The Organiser of the Competition must procure, 30 days before the Competition, documentary evidence proving that all Competitors, their personnel, sponsors, agents and Drivers are covered by adequate third-party insurance.
- 9.3. The Organiser must, thirty days before the Competition, send the FIA details of the risks covered by the insurance policy, which must comply with the national laws in force.
- 9.4. Third party insurance arranged by the Organiser shall be in addition and without prejudice to any personal insurance policy held by a Competitor or any other participant in the Competition. Drivers taking part in the Competition are not third parties with respect to one another.
- 9.5. The policy must be available to Competitors in written form, should they wish to see it.

10. NUMBERS OF DRIVERS PARTICIPATING

- 10.1. The number of Drivers in the Competition will be limited to sixteen (16).

11. ELIGIBLE DRIVERS

- 11.1. Applicants submitting an entry for the Competition must be holders of an International Driver Licence of one of the following grades:

- a. International Grade E (ITE)
- b. International Grade D (ITD-C)
- c. International Grade D (ITD-R)
- d. International Grade C (ITC-C)
- e. International Grade C (ITC-R)
- f. International Grade B (ITB)
- g. International Grade A (ITA)
- h. International Grade D1 (ITD1)
- i. International Grade Esport (IT-Esport)

Appendix L to the Code can be found here: <https://api.fia.com/regulation/category/123>

- 11.2. One of the following eligibility criteria applies to applicants:
 - a. Drivers classified in the first 2 of the final classification of each Esports Global Rally Tour Regional Shootout as described in Article 15 (or in the first 4 of the final classification of the European Shootout, given that this Shootout will bring together the South and North sub-regions in a single event);
 - b. “Wildcard” Drivers invited by the FIA to take part in the Competition.

For case a), Driver substitutions will be admitted, if one or the two eligible Drivers do not enter the Competition; in such case, a corresponding number of additional Drivers for the Competition will be made eligible, in the order of the concerned Regional Shootout final classification.

- 11.3. Upon being contacted by the FIA, a Driver have three (3) days to confirm their participation.

12. ENTRY REQUIREMENTS

- 12.1. Drivers must be at least 14 years of age and hold a valid International Licence at the time of their respective Regional Shootout to be eligible to compete. The determining factor shall be the age at the time of the day before the respective Regional Shootout.
- 12.2. When submitting their entry, Drivers must declare a Competitor holding a valid International Competitor Licence.
 - 12.2.1. Drivers can be their own Competitors.
 - 12.2.2. If no Esports Competitor is listed on the Entry application, the Esports Driver will automatically be considered as the Esports Competitor.
 - 12.2.3. Esports Drivers who are not of the minimum legal age in their country/territory of nationality at the time of the Competition cannot be their own Competitor and must name another person of legal age holding a valid Competitor Licence to act as their Competitor.
- 12.3. A Driver's Region is determined by the nationality stated on their passport, irrespective of the nationality of their Esports Licence, according to Appendix 2.
- 12.4. For the Competition, all Drivers, irrespective of the nationality of their Esports Licence, shall retain the nationality of their passport in all official documents, publications and prize-giving ceremonies.

13. INSTRUCTIONS AND COMMUNICATIONS TO COMPETITORS

- 13.1. All communication will be conducted through the FIA website (www.fia.com) and during the Competition, on the Digital Notice Board.

14. COMPETITION FORMAT

- 14.1. The Competition will take place during the FIA General Assemblies week and the FIA Awards in Shanghai between 7 and 13 December 2026.
- 14.2. The Competition will be run in the days before the FIA Awards in a knockout format between all Drivers on-site.
- 14.3. The final two (2) Drivers will compete in the Final live on stage during the FIA Awards on 12 December 2026.
 - 14.3.1. The car, stage and settings will all remain identical during the Competition.
 - 14.3.2. The knockout format for the Competition will use the format of the FIA Esports Elimination Ladders, as available in Appendix 3.
- 14.4. **Practice**
 - 14.4.1. At least one Practice session will be hosted to allow Drivers to practice.
 - 14.4.2. All Drivers will be given the same amount of time to practice.
 - 14.4.3. Details of the Practice session(s) will be communicated by Bulletin.
- 14.5. **Round of 16**
 - 14.5.1. Drivers will be split into eight (8) groups, A to H, consisting of two (2) Drivers each. This split will be done according to the Practice results.
 - 14.5.2. The Round of 16 knockouts will be structured according to the following table:

Results in Practice		Grouping in Round of 16
P1 in Practice	P16 in Practice	Round of 16 – Group A
P2 in Practice	P15 in Practice	Round of 16 – Group B
P3 in Practice	P14 in Practice	Round of 16 – Group C
P4 in Practice	P13 in Practice	Round of 16 – Group D
P5 in Practice	P12 in Practice	Round of 16 – Group E
P6 in Practice	P11 in Practice	Round of 16 – Group F
P7 in Practice	P10 in Practice	Round of 16 – Group G
P8 in Practice	P9 in Practice	Round of 16 – Group H

- 14.5.3. Each Driver will have one chance to set a time during the Round of 16.
- 14.5.4. The Driver in each group who records the fastest valid time will advance to the Quarter Finals, while the other Driver will be eliminated from the Competition.

14.6. Quarter Finals

- 14.6.1. Drivers will be combined from the Round of 16 into four (4) groups according to the following table:

Results in Round of 16		Grouping in Quarter Finals
P1 in Round of 16 - Group A	P1 in Round of 16 - Group H	Quarter Finals – Group I
P1 in Round of 16 - Group D	P1 in Round of 16 - Group E	Quarter Finals – Group J
P1 in Round of 16 - Group B	P1 in Round of 16 - Group G	Quarter Finals – Group K
P1 in Round of 16 - Group C	P1 in Round of 16 - Group F	Quarter Finals – Group L

- 14.6.2. Each Driver will have one chance to set a time during the Quarter Finals.
- 14.6.3. The Driver in each group who records the fastest valid time will advance to the Semi Final, while the other Driver will be eliminated from the Competition.

14.7. Semi Final

- 14.7.1. Drivers will be combined from the Quarter Finals into two (2) groups according to the following table:

Results in Quarter Finals		Grouping in Semi Finals
P1 in Quarter Finals - Group I	P1 in Quarter Finals - Group J	Semi Finals – Group M
P1 in Quarter Finals - Group K	P1 in Quarter Finals - Group L	Semi Finals – Group N

- 14.7.2. Each Driver will have one chance to set a time during the Semi Finals.
- 14.7.3. The Driver in each group who records the fastest valid time will advance to the Finals, whilst the other Drivers will compete in a ‘third-place play-off’, which will determine the podium in the overall Competition standings.

14.8. Final

- 14.8.1. Drivers will be combined from the Semi Final into 1 group according to the following table:

Results in Semi Finals		Grouping in Final
P1 in Semi Finals - Group M	P1 in Semi Finals - Group N	Final

- 14.8.2. Each Driver will have one chance to set a time during the Final.
- 14.8.3. The Driver with the fastest time set in the Final will win the Competition.

15. QUALIFYING PATHWAY TO THE COMPETITION – ONLINE OPEN QUALIFICATION & ON-SITE REGIONAL SHOOTOUTS

15.1. ONLINE OPEN QUALIFICATION

- 15.1.1. The Online Open Qualification will be the only method for Drivers to qualify for the Regional Shootouts, as defined in Article 15.2.

15.1.2. Format

- 15.1.2.1. During the Online Open Qualification, eligible Drivers will be able to try to qualify for their respective Regional Shootout by setting the fastest stage time possible.
- 15.1.2.2. When registering for the Online Open Qualification, Drivers will have to declare the nationality stated on their passport and their date of birth.

- 15.1.2.3. Only Drivers who have submitted a valid registration on www.fia.com are eligible to qualify for the Regional Shootouts.
- 15.1.2.4. Within *Aspetto Corsa Rally*, there will be a dedicated event set up where times will be recorded and uploaded. Only times recorded within the dedicated event period span, as defined in Article 15.1.2.8, will be used for the overall classification.
- 15.1.2.5. Each Driver has an unlimited number of attempts to set times.
- 15.1.2.6. Only the assists allowed in the software are allowed.
- 15.1.2.7. The car and stage combination will remain identical throughout the entire period.

Car	Stage
TBA	Wales – Hafren North - Cwmbiga

- 15.1.2.8. Only times set during the following period will be valid:

Opens	Closes
12 May 2026 00:00:00 GMT	25 May 2026 23:59.59 GMT

Times set outside of this period window, as designated by the automatic timing recording system within *Aspetto Corsa Rally*, will not count towards the overall classification.

15.1.3. Driver Selection

- 15.1.3.1. The eight (8) fastest Drivers from each Region in the Online Open Qualification will qualify for their respective Regional Shootout (or sixteen (16) fastest Drivers from the combined North and European Region, given that this Shootout will bring together the South and North sub-regions in a single event).

15.1.4. Driver Selection Reserve Process

- 15.1.4.1. In the event that a slot becomes available for the Regional Shootout due to the withdrawal of a Driver, the next eligible Driver in the order of the Online Open Qualification will be selected.

15.1.5. Driver Selection Restrictions

- 15.1.5.1. The maximum number of Drivers per country/territory in each respective Regional Shootout is three (3).
- 15.1.5.2. Should three (3) Drivers from the same country already have qualified for their Regional Shootout, any Driver with the same nationality as these Drivers ahead of them in the classification forfeits their place in the results and cannot qualify for their respective Regional Shootout.

15.2. REGIONAL SHOOTOUTS

- 15.2.1. Following the Online Open Qualification, Drivers will qualify for the Regional Shootouts according to their nationality and the corresponding region as defined by the FIA.
- 15.2.2. The Regional Shootouts which will take place are as follows:
 - a. North America
 - b. South America
 - c. North and South Europe
 - d. Africa
 - e. Middle East and North Africa
 - f. Asia Pacific
- 15.2.3. The countries included in each Regional Shootout are specified in Appendix 2.
- 15.2.4. Each Regional Shootout will be run as an International Esports Event, registered on the FIA International Sporting Calendar.

- 15.2.5. For the avoidance of doubt, these Sporting Regulations do not apply for any Regional Shootout, unless explicitly referred to by the respective organising ASN.
- 15.2.6. To be eligible to participate in a Regional Shootout, Drivers must hold at least an International Esports Licence as specified in Article 11.1.
- 15.2.7. Each Regional Shootout will be organised by the respective hosting ASN.
- 15.2.8. The top two (2) from each Regional Shootout will be invited to participate in the FIA Finals, except the European Shootout, where the top four (4) will be invited to participate in the FIA Finals, given that this Shootout will bring together the South and North sub-regions in a single event (the top four (4) from the European Shootout, given that this Shootout will bring together the South and North sub-regions in a single event).
- 15.2.9. Further information can be found on www.fia.com.

16. CLASSIFICATION

- 16.1. The FIA Esports Global Rally Tour winner will be the Driver who records the fastest valid time during the Final of the Competition.
- 16.2. Beyond the first four places determined following the ‘third-place play off’ and the Final, the remaining classification will be made up of each respective Driver’s last recorded time set during the Competition, in order of the knockout format.
 - 16.2.1. This means that Drivers will be classified first according to the stage of the knockout they make it to (Round of 16 and Quarter Finals), and then classified within each stage according to their respective recorded stage time, even if the recorded time is slower than the time set by another Driver in a previous stage of the knockouts.
- 16.3. The official classification will be published after the Final. It will be the only valid result, subject to any amendments which may be made under the Code and these Sporting Regulations.

17. CAR LIVERY

- 17.1. The Organiser, together with the game developer, will design and provide liveries for all Drivers at all stages of the Competition.
- 17.2. No custom liveries may be used by any Driver.
- 17.3. Any requests to alter a Driver’s Car Livery will be rejected by the Organiser.

18. COMPETITION NUMBER

- 18.1. Drivers will be assigned their Competition number by the FIA.
- 18.2. Requests to change a Driver’s Competition number will not be granted.

19. DRIVING STANDARDS

- 19.1. Upon Entering the Competition, a Driver agrees with all relevant Regulations concerning the Competition.
- 19.2. Drivers must drive the car alone and unaided.
- 19.3. Drivers must always follow all aspects of these Sporting Regulations, as well as any other Regulatory documents deemed to cover the event in question, both on and off road.
- 19.4. Drivers must use the track at all times. For the avoidance of doubt, the track-limits as enforced by the software will be the definitions of being on or off the stage.
- 19.5. Drivers may not utilise walls or other objects to gain an advantage in getting around a corner (“wall-riding”). Competitors deemed to have used walls in an advantageous way may be reported to the Stewards.
- 19.6. Should a car leave the road for any reason, the Competitor may re-join. However, this may only be done when it is safe to do so and without gaining any advantage.
- 19.7. A Driver may not deliberately leave the road without a justifiable reason.
- 19.8. Any penalties issued automatically by the software will not be overruled.
- 19.9. Drivers may not artificially affect the outcome of any results through on- or off-road behaviour.

- 19.10. All actions, whether deliberate or not, to distract other Drivers while driving, are strictly prohibited.
- 19.11. Drivers may not intentionally spin out or perform any other such actions after stage finish.

20. INCIDENTS

20.1. Definition

- 20.1.1. Incident means any occurrence or series of occurrences involving one or more Competitors, or any action by any Competitor, which is reported to the Stewards by the Race Director or noted by the Stewards and subsequently investigated.

20.2. General Notes

- 20.2.1. It shall be at the discretion of the Stewards to decide, upon a report or a request by the Race Director, if a Driver or Drivers involved in an incident shall be penalised.
- 20.2.2. The Stewards and Race Director have the authority to impose penalties for driving infringements committed during all stages of competition, including the Open Online Qualification.
- 20.2.3. Should an incident be under investigation by the Stewards during the Semi Finals or the Final and the facilities so permit, a message informing all teams of which Competitor or Competitors are involved will be displayed.

20.3. Applicable Penalties

- 20.3.1. The Stewards may impose any one of the penalties below on any Competitor involved in an incident:
- a. A post-race time penalty;
 - b. Any other penalty as per Articles 34.1.1 to 34.1.15 of the Esports Code,
- 20.3.2. If any of the penalties referred to in 20.3.1 a or b are imposed, neither the penalty nor the reason for the penalty shall be subject to appeal.
- 20.3.3. Any automatically issued penalties issued by the software will not be subject to appeal and/or removal by the Stewards or Race Director.
- 20.3.4. Should the Stewards decide to impose the penalty under Article 20.3.1 a., the Driver affected must follow the instructions issued by the software, if relevant.

21. PROTESTS AND APPEALS

- 21.1. Protests shall be made in writing to the Chairperson of the Stewards within 30 minutes of the end of the session in question, in accordance with Article 47 of the Esports Code.
- 21.2. Notifications of Intent to Appeal shall be made in writing to the Chairperson of the Stewards within 60 minutes of the announcement of the penalty.
- 21.3. Appeals shall be made within 96 hours of the Notification of Intent to Appeal.

22. PROMOTION

- 22.1. Drivers must take part in any promotional activity requested by the Organisers, such as but not limited to:
- autograph sessions;
 - prize-giving;
 - press conferences;
 - photo shooting;
 - social events;
 - pre-stage parades.
- 22.2. A photo shoot, which all entered Drivers must attend, may take place at a time and location to be confirmed in a Bulletin.
- 22.3. Use of the Organiser's logo by the Competitors, Manufacturers and Drivers or their agents or representatives is prohibited unless prior written permission has been obtained from the Organiser and the FIA.

23. HARDWARE & TECHNICAL ISSUES

23.1. General

- 23.1.1. For any issues that occur during practice or qualifying or before any stage start, faulty equipment will be replaced by the Organiser in concurrence with at least one Official.
- 23.1.2. A session may be restarted if deemed appropriate by the Race Director.
- 23.1.3. Should any technical issues occur with any equipment, those that arise after the start of a stage will be considered as a retirement from the race due to mechanical issues and the stage will not be restarted.
- 23.1.4. Unless medical conditions require otherwise, only the equipment provided by the Organiser will be permitted.
- 23.1.4.1. Should a Driver require special equipment for medical reasons, such requests must be submitted to the FIA no later than six (6) weeks before the Competition. Should such a request be made, it is for the FIA and the organiser, at their sole discretion, to find an appropriate solution for the Driver concerned.

23.2. Control Device

- 23.2.1. The control device for the Competition will be communicated in the Supplementary Regulations.

23.3. Monitor

- 23.3.1. The monitor for the Competition will be communicated in the Supplementary Regulations.

23.4. Rig

- 23.4.1. The rig for the Competition will be communicated in the Supplementary Regulations.

24. DRIVERS' BRIEFING

- 24.1. A Drivers' Briefing will take place at the location and time noted in on the Official Notice Board.
- 24.2. All Drivers entered for the Competition must be present.
- 24.3. Any Driver not attending or not signing the attendance sheet at the meeting will be brought before the Stewards for their consideration and subject to a penalty of €150 (one hundred and fifty euros).
- 24.4. A further meeting, if deemed necessary by the Race Director, may take place, at a time to be notified to the Competitors.
- 24.4.1. If such a meeting is called, attendance is mandatory for all Drivers.

25. COMMERCIAL

25.1. Clothing

- 25.1.1. To be defined in the Supplementary Regulations and/or Bulletins.

26. PRIZES

- 26.1. The prizes for the 2026 FIA Esports Global Rally Tour will be announced in the Supplementary Regulations.

APPENDIX 1

INFORMATION REQUIRED UNDER ARTICLE 9.1

PART A

1. NAME AND ADDRESS OF THE NATIONAL SPORTING AUTHORITY (ASN).
2. NAME AND ADDRESS OF THE ORGANISER.
3. DATE AND PLACE OF THE EVENT.
4. START TIME OF THE STAGES.
5. ADDRESS, EMAIL ADDRESS AND TELEPHONE NUMBERS TO WHICH ENQUIRIES CAN BE ADDRESSED.
6. DETAILS OF THE STAGE, WHICH MUST INCLUDE:
 - LOCATION AND HOW TO GAIN ACCESS.
 - LENGTH OF THE STAGE.
7. PRECISE LOCATION AT THE EVENT OF:
 - STEWARDS' OFFICE.
 - FIA OFFICE.
 - DRIVERS' AND COMPETITORS' BRIEFING.
 - OFFICIAL NOTICE BOARD [or LINK TO DIGITAL NOTICE BOARD].
8. LIST OF ANY TROPHIES AND SPECIAL AWARDS.

PART B

THE NAMES OF THE FOLLOWING OFFICIALS OF THE EVENT APPOINTED BY THE FIA:

1. RACE DIRECTOR
2. TWO STEWARDS, ONE OF WHOM IS THE CHAIRPERSON.
3. FIA COORDINATOR.

APPENDIX 2

FIA Esports Global Rally Tour – Regional Composition List

- North America
 - (ANT) Antigua & Barbuda
 - (BAH) Bahamas
 - (BAR) Barbados
 - (BIZ) Belize
 - (CAN) Canada
 - (CAY) Cayman Islands
 - (CRC) Costa Rica
 - (CUB) Cuba
 - (DOM) Dominican Republic
 - (ESA) El Salvador
 - (GUA) Guatemala
 - (HAI) Haiti
 - (HON) Honduras
 - (JAM) Jamaica
 - (MEX) Mexico
 - (NCA) Nicaragua
 - (PAN) Panama
 - (PUR) Puerto Rico
 - (TTO) Trinidad and Tobago
 - (USA) United States

- South America
 - (ARG) Argentina
 - (BOL) Bolivia
 - (BRA) Brazil
 - (CHI) Chile
 - (COL) Colombia
 - (ECU) Ecuador
 - (GUY) Guyana
 - (PAR) Paraguay
 - (PER) Peru
 - (URU) Uruguay
 - (VEN) Venezuela

- Europe (North and South combined)
 - (ALB) Albania
 - (AND) Andorra
 - (ARM) Armenia
 - (AUT) Austria
 - (AZE) Azerbaijan
 - (--) Belarus
 - (BEL) Belgium
 - (BIH) Bosnia and Herzegovina
 - (BUL) Bulgaria
 - (CRO) Croatia
 - (CZE) Czech Republic

- (DEN) Denmark
 - (EST) Estonia
 - (FIN) Finland
 - (FRA) France
 - (GEO) Georgia
 - (GER) Germany
 - (GRE) Greece
 - (HUN) Hungary
 - (ISL) Iceland
 - (IRE) Ireland
 - (ISR) Israel
 - (ITA) Italy
 - (KAZ) Kazakhstan
 - (KOS) Kosovo
 - (LAT) Latvia
 - (LIE) Liechtenstein
 - (LTU) Lithuania
 - (LUX) Luxembourg
 - (MLT) Malta
 - (MDA) Moldova, Republic of
 - (MON) Monaco
 - (MNE) Montenegro
 - (NED) the Netherlands
 - (MKD) North Macedonia
 - (NOR) Norway
 - (POL) Poland
 - (POR) Portugal
 - (ROU) Romania
 - (--) Russian Federation
 - (SMR) San Marino
 - (SRB) Serbia
 - (SVK) Slovakia
 - (SLO) Slovenia
 - (ESP) Spain
 - (SWE) Sweden
 - (SUI) Switzerland
 - (TUR) Türkiye
 - (UKR) Ukraine
 - (GBR) United Kingdom
- Africa
 - (ANG) Angola
 - (BOT) Botswana
 - (BDI) Burundi
 - (COD) Congo
 - (ERI) Eritrea
 - (ETH) Ethiopia
 - (GAB) Gabon
 - (CIV) Ivory Coast

- (KEN) Kenya
 - (MAD) Madagascar
 - (MRI) Mauritius
 - (MOZ) Mozambique
 - (NAM) Namibia
 - (NGR) Nigeria
 - (RWA) Rwanda
 - (SEN) Senegal
 - (SEY) Seychelles
 - (RSA) South Africa
 - (TAN) Tanzania
 - (UGA) Uganda
 - (ZAM) Zambia
 - (ZIM) Zimbabwe
- Middle East and North Africa
 - (ALG) Algeria
 - (BRN) Bahrain
 - (CYP) Cyprus
 - (EGY) Egypt
 - (IRI) Iran
 - (IRQ) Iraq
 - (JOR) Jordan
 - (KUW) Kuwait
 - (LBN) Lebanon
 - (LBA) Libya
 - (MTN) Mauritania
 - (MAR) Morocco
 - (OMA) Oman
 - (PLE) Palestine, State of
 - (QAT) Qatar
 - (KSA) Saudi Arabia
 - (SUD) Sudan
 - (SYR) Syrian Arab Republic
 - (TUN) Tunisia
 - (UAE) United Arab Emirates
 - (YEM) Yemen
- Asia Pacific
 - (AUS) Australia
 - (BAN) Bangladesh
 - (CAM) Cambodia
 - (CHN) China
 - (TPE) Chinese Taipei
 - (HKG) Hong Kong, China
 - (IND) India
 - (IDN) Indonesia
 - (JAP) Japan
 - (KGZ) Kyrgyzstan

- (MAC) Macao, China
- (MAS) Malaysia
- (MDV) Maldives
- (MGL) Mongolia
- (NEP) Nepal
- (NZL) New Zealand
- (PAK) Pakistan
- (PHI) Philippines
- (SGP) Singapore
- (KOR) South Korea
- (SRI) Sri Lanka
- (THA) Thailand
- (TKM) Turkmenistan
- (UZB) Uzbekistan
- (VIE) Vietnam

APPENDIX 3

Competition Ladder



FIA Esports Global
Rally Tour_Competitio