

**PORSCHE ESPORTS SPRINT CHALLENGE MALAYSIA**

These terms and conditions of participation apply to the simulated motorsport competition “Porsche Esports Sprint Challenge Malaysia”, which takes place from 19 July to 10 August 2024.

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## **Preamble**

All participants are required to review these official rules and regulations carefully. By entering and participating in the Porsche Esports Sprint Challenge Malaysia run on the Assetto Corsa platform (hereinafter referred to as “the Tournament” or “PESCM”), each participant unconditionally accepts and agrees to comply with and abide by these official Rules and Regulations, including the official challenge format contained herein (“Tournament Rules and Regulations”). All decisions regarding the interpretation of these Tournament Rules and Regulations lie solely with administrator of the Organiser (“Administrator”), and supported by Motorsports Association of Malaysia (“MAM”), the decisions of which are final and binding in all respects.

At all times, including in this document, the Tournament utilizes the Malaysian time zone (GMT+8). Any reference in these Tournament Rules and Regulations to a specific time and date shall refer to Malaysia local time and date.

## **ADMINISTRATIVE CONTACTS**

### **Organiser – Vertex Esports Productions**

Vertex Esports Productions Sdn Bhd  
1, Jalan BK 2/4A, Bandar Kinrara,  
47810 Puchong, Selangor, Malaysia  
[contact@vertexprod.com](mailto:contact@vertexprod.com)

### **Promoter – Porsche Malaysia**

Sime Darby Auto Performance Sdn Bhd  
Sime Darby Motors City,  
No. 6, Jalan PJU 1A/7, Ara Damansara,  
47301 Petaling Jaya, Selangor, Malaysia  
[crm@porsche.com.my](mailto:crm@porsche.com.my)

### **Sanctioning body – Motorsports Association of Malaysia (MAM)**

Motorsports Association of Malaysia (MAM)  
1<sup>st</sup> Floor, Paddock Building,  
Sepang International Circuit, Jalan Pekeliling,  
64000 KLIA, Selangor, Malaysia  
[admin@mam.com.my](mailto:admin@mam.com.my)

**Event name:** Porsche Esports Sprint Challenge Malaysia

**Event type:** Esports

**Event status and jurisdiction:** National competition inscribed with the Motorsports Association of Malaysia (MAM)

**Event permit:** The organising permit will be issued by MAM for the finals

**Officials**

Race director: Fakarizalasmim bin Ibrahim

MAM national steward: *(To be announced)*

Club steward: *(To be announced)*

## **1. GENERAL REGULATIONS**

### **1.1 Competition organiser, roles and personnel**

The Tournament will be organised and broadcasted by Vertex Esports Productions Sdn Bhd ("Organiser"), officiated by the Motorsports Association of Malaysia ("MAM") and supervised by Sime Darby Auto Performance Sdn Bhd ("Porsche Malaysia").

### **1.2 Participation time**

The following dates will apply to the tournament:

- (a) Qualifying 1: 12:00:00 AM on Friday, 19 July 2024 to 11:59:59 PM on Sunday, 21 July 2024
- (b) Qualifying 2: Saturday, 27 July 2024 to Sunday, 28 July 2024
- (c) Finals: Friday, 9 August 2024 to Sunday, 11 August 2024

### **1.3 Eligibility**

(a) To enter PESCM, the Participant must:

- i. Reside in Malaysia during the Tournament participation time;
- ii. Be a permanent resident (as such is defined by Malaysian immigration) or citizen of Malaysia, or a holder of a permit or visa to work or study in Malaysia; and
- iii. Be ten (10) years of age or older before registering.

(b) Any Participant under the age of majority in their province of residence (each a "minor") must have permission from a parent or legal guardian to participate. If it is determined that a Participant is a minor in their province of residence and does not have parental consent to participate, they will be disqualified and not be permitted to continue in the Tournament.

(c) Employees and agents of the Organiser, MAM and/or Porsche Malaysia or any other company involved in the Tournament, including its affiliated vendors and participating promotional partners, and their respective employees are excluded from participation in the Tournament and eligibility to win.

(d) Only one account registration per person is allowed. The Participant must register their driver(s)'s name following their full name as per their identification document.

Participants are neither allowed to participate with foreign accounts nor to change their account after the first participation.

- (e) The Organiser reserves the right to exclude Participants who manipulate or try to manipulate the Tournament, or give false or incorrect information from the Tournament. Use of any automated system or any like methods to participate in the Tournament is prohibited and will result in disqualification of any participant attempting such use.
- (f) The Participants must comply with these Tournament Rules and Regulations, and the Organiser reserves the right to remove anyone from the Tournament or race due to non-compliance with these Tournament Rules and Regulations contained herein.

#### **1.4 Declaration of consent**

By participating in the Tournament, the Participants agree that their names will appear in live streams, press releases and social media channels handled by the Organiser, Porsche Malaysia and/or MAM, including all pictures, videos and audios. The Participants agree that the Organiser, Porsche Malaysia and MAM can make and broadcast photographs and movie recordings (e.g. internet stream), on which the winners and participants are identifiable as well as statements, interviews and similar captured on audio and video. The Organiser, Porsche Malaysia and MAM are entitled to use the pictures, videos and recordings.

### **2. CATEGORIES**

There will be 3 age category breakdown for this Tournament as follows:

- (a) Junior Dreamers (10 – 14 years old);
- (b) Young Dreamers (15 – 17 years old); and
- (c) Driven Dreamers (18 years old and above).

(hereinafter referred to as “the Category”).

### **3. CHALLENGE FORMAT**

#### **3.1 Qualifying 1 – Time Attack**

- (a) Qualifying 1 online rounds are open to all eligible Participants (see: Rule 1.3 above), across the participation time, from 12:00:00 AM, Friday 19 July 2024 to 11:59:59 PM, Sunday 21 July 2024.

- (b) Eligible Participants may also opt to attend Qualifying 1 physically at [Porsche Centre Ara Damansara](#), from 09:30:00 AM to 05:00:00 PM daily, from Friday, 19 July 2024 to Sunday, 21 July 2024.
- (c) Registration can be made online at [www.pescm.porsche.com.my](http://www.pescm.porsche.com.my). A confirmation email will be sent to the Participant's inbox for acknowledgment and next steps upon successful registration.
- (d) Participants are not limited as to the amount of attempts they can make to set their fastest time for Qualifying 1. However, each Participant is not allowed to register themselves online more than once throughout the entire duration of the Tournament.
- (e) Each Participant will have 10 minutes of setting up and warm up before beginning their time attack based on 5 laps around the Buriram International Circuit track layout as they try to set their fastest lap. Once the time is up, the designated marshals will record each Participant's fastest time to be included into the leaderboard.
- (f) After the end of Qualifying 1 at 11:59:59 PM, Sunday 21 July 2024 where all Participants have recorded their fastest time, the fastest 30 eligible drivers from the Time Attack of Qualifying 1 will then move on to Qualifying 2 Time Attack. In the event a driver in the fastest 30 cannot attend the race in Qualifying 2 Time Attack, the first eligible driver outside of the top 30 will be offered the place instead. This can happen recurrently to maintain a full Top 30 racers to proceed to Qualifying 2.

### **Game format for Qualifying 1**

<i>Mode:</i>	<i>Qualifying</i>
<i>Game:</i>	<i>Assetto Corsa</i>
<i>Car:</i>	<i>Porsche 911 GT3 Cup (992)</i>
<i>Track:</i>	<i>Buriram International Circuit</i>
<i>Track Length(s):</i>	<i>4.554 km</i>
<i>Track Condition:</i>	<i>Dry, Sunny</i>
<i>Free practice:</i>	<i>10 minutes</i>
<i>Qualifier Length:</i>	<i>5 laps</i>
<i>Tyre Wear:</i>	<i>Off</i>
<i>Fuel Consumption:</i>	<i>Off</i>
<i>Tuning:</i>	<i>Prohibited</i>
<i>Setup:</i>	<i>Fixed</i>

### 3.2 Qualifying 2 – Physical qualifiers open time-attack

- (a) The top 30 racers from Qualifying 1 – Time Attack will be invited to a race for Qualifying 2 in a physical event happen in [Porsche Centre Ara Damansara](#), as per the schedule based on the category the Participant belongs to:

Date	Category
Saturday, 27 July 2024	<ul style="list-style-type: none"><li>• 18 years and above</li></ul>
Sunday, 28 July 2024	<ul style="list-style-type: none"><li>• 10 – 14 years old</li><li>• 15 – 17 years old</li></ul>

*\*Date and time are subject to change, and participants will be notified of this change via announcement at the PESCM Discord server at this link: [Porsche Esports Sprint Challenge Malaysia – Discord Link \(pescm.discord.adrenalineimpact.com\)](#) (“PESCM Discord Link”).*

- (b) Each Participant will go through a 20-minutes coaching session and have 20 minutes of setting up and warm up before beginning their time attack based on 5 laps around the Suzuka Circuit track layout as they try to set their fastest lap. Once the time is up, the designated marshals will record each Participant's fastest time to be included into the leaderboard.
- (c) After the end of Qualifying 2 where all Participants have recorded their fastest time, the top 10 placing per Category will advance to the finals.
- (d) The announcement of the 10 finalists per Category will be made via PESCM Discord Link and social media channels upon official results.

#### Game format for Qualifying 2

Mode:	Qualifying
Game:	Assetto Corsa
Car:	Porsche 911 GT3 Cup (992)
Track:	Suzuka Circuit
Track Length(s):	5.807 km
Track Condition:	Dry, Sunny
Free practice:	20 minutes
Qualifier Length:	20 minutes
Tyre Wear:	Off
Fuel Consumption:	Off
Tuning:	Prohibited
Setup:	Fixed

### 3.3 Finals at Sepang International Circuit

- (a) The top 10 racers per Category from Qualifying 2 – Time Attack will advance to the Finals, happening in Sepang International Circuit on Saturday, 10 August 2024.
- (b) The top 10 racers per Category will utilise a race format with the Sepang International Circuit track layout to determine the results of the Tournament.
- (c) Each Participant will be provided 15 minutes of setting up and warm up before going through an official Qualifying session based on 20 minutes around the Sepang International Circuit track layout to confirm their grid positioning. The result from this 20-minute qualifier will determine the Participants' grid positioning. The race will be conducted following the Game format for Finals.
- (d) All results are provisional until the MAM stewarding team releases the final results.

#### Game format for Finals

<i>Mode:</i>	<i>Race</i>
<i>Game:</i>	<i>Assetto Corsa</i>
<i>Car:</i>	<i>Porsche 911 GT3 Cup (992) with customisable livery design</i>
<i>Track:</i>	<i>Sepang International Circuit</i>
<i>Track Length(s):</i>	<i>5.543 km</i>
<i>Track Condition:</i>	<i>Dry, Sunny</i>
<i>Free practice:</i>	<i>15 minutes</i>
<i>Qualifier Length:</i>	<i>20 minutes</i>
<i>Race length:</i>	<i>30 minutes</i>
<i>Tyre Wear:</i>	<i>Off</i>
<i>Fuel Consumption:</i>	<i>Off</i>
<i>Tuning:</i>	<i>Prohibited</i>
<i>Setup:</i>	<i>Fixed</i>

### 3.4 Gameplay settings

- (a) All qualifiers and finals shall utilise the standard grid start and line up before the race begins.
- (b) All the following settings shall be 'Off' and prohibited throughout the participation of the Tournament –
  - (i) Minimum weight and maximum power limit
  - (ii) Boost
  - (iii) Tuning



- (iv) Counter-steering assist
- (v) Active stability management
- (vi) Driving line assist
- (vii) Traction control

### **3.5 Rejoining the server and game crashes**

- (a) In the event a Participant has a disconnect, the game crashes or if there is individual hardware failure, the race will not be restarted. However, the Participant has the possibility to rejoin the server based on the following scenarios on a case-by-case basis
  - (i) During the practice and/ or qualifying session;
  - (ii) During the race session, whereby Participants will rejoin at their last recorded lap.
- (b) In the event of any glitches or individual equipment hardware failure occurs, this will be considered a “car malfunction” and a “Did Not Finish” (DNF) will be given to that Participant.
- (c) The Organiser, MAM and Porsche Malaysia are not responsible for any interruptions or glitches during the race, save for glitches caused by the Organiser’s negligence or failure to perform its obligations (“Unforeseen Glitch”). If participants notice some lag, they should approach this problem with caution. Any crash on the participant(s) due to the glitch will be considered as a race incident, unless determined otherwise by the Stewards.

### **3.6 Server shutdown and hardware failure**

The race will be stopped if the server shuts down due to an unforeseen circumstance. In the event 75% of the total race time has been driven, the result will be determined in relation to the positions 1 lap before the server shutdown.

If the race has been driven below 75%, the race will be considered cancelled and will be repeated straight away.

## **4. LIVE STEWARDING FOR FINALS**

### **4.1 Duties of the Race Director**

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

- (a) The control over the organisation and running of practice, qualifying and race sessions;
- (b) Adherence to the race schedule;
- (c) Organise and host a driver's briefing before the start of the session, and call for extra driver's briefings if deemed necessary;
- (d) The making of any proposal to the Stewards to modify the race schedule in accordance with the Tournament Rules and Regulations and with the approval of Porsche Malaysia, if deemed necessary; and
- (e) Stopping of any Participant in accordance with the Tournament Rules and Regulations.

### **4.2 Duties of the Stewards**

The Stewards' duties include but are not limited to:

- (a) Decision on penalty to enforce in the event of a breach of the Tournament Rules and Regulations;
- (b) Amending the Tournament Rules and Regulations where deemed necessary, with the prior approval of Porsche Malaysia;
- (c) Pronouncing disqualifications for Participants, whether for the duration of the Tournament or from the Event, any Participant 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 or in breach of Tournament Rules and Regulations;
- (d) Taking the decision to stop, either temporarily or permanently, all or part of the Tournament after discussion and agreement with the Organiser and Porsche Malaysia; and
- (e) Declaring the classifications and results to be final.

## **5. SPORTING REGULATIONS / CODE OF CONDUCT**

### **5.1 General expectations**

- (a) To facilitate the ease of communication between the Organiser, Race Stewards and Participants, it is heavily encouraged that the Participant joins the PESCM Discord Link.

- (b) Participants must not do or say anything or take any action that brings the Organiser and Porsche Malaysia, or any other partner company into disrepute either during an event, or as a representative of the series.
- (c) Participants must not insult or threaten another Participant or any other involved party in the Tournament, either verbally, physically, via in game communication or social media. Any Participant with misbehaviour that may be offensive to a person or unspecified number of people, or in violation of the spirit of the sport is considered a violation of the rules, regardless if such offence is taken by another Participant will be disqualified and not be permitted to continue in the Tournament.

## **5.2 Event etiquette**

- (a) Participants that have acted or conducted themselves in a manner that could or does result damage or soiling of rooms, equipment or similar items will be fined. The fine will be based on the cost to restore the item to its original state, handling efforts to fix the issue and damaged reputations with third parties or the public. This is applicable throughout the entire event.
- (b) In the event any Participant(s) smash, hit ruin or damage any equipment provided by the Organiser or Porsche Malaysia, the Participant will be penalized depending on the situation, and the type of penalty, warnings or fines will be on a case-by-case basis.
- (c) The Organiser will perform a function test and adjust all equipment accordingly in order to make sure all equipment for Participants are on equal levels as much as possible throughout the event.
- (d) Due to the race schedule and event timetable, Participants may have to use different simulators throughout this Tournament. The assignment of the equipment for Participants will be randomized during the event.

## **5.3 Competition**

The Participants are expected to compete at the best of their ability at all times during the Tournament. Cheating is defined as any act that gives one Participant a competitive advantage over another. If a Participant feels that they have been cheated by another Participant, that Participant must raise their concern with the Administrator immediately, providing as much detail as possible, and accompanied by video evidence. All complaints will be handled on a case-by-case basis.

Examples of cheating include but are not limited to:

- (a) Collusion and race fixing, defined as any agreement between two (2) or more Participants to disadvantage opposing Participants;
- (b) Hacking or modifying the race;
- (c) Spectating an opposing Participant's monitor or live streams;
- (d) Using restricted items / hardware during a race;
- (e) Using any player that was not registered during registration;
- (f) Intentionally disconnecting from any race prior to its official conclusion; and
- (g) Exploiting known in-race bugs, glitches and unintended Race features to disadvantage opposing Participants.

#### 5.4 Penalties

There are 4 types of penalties:

- (a) Time penalty added to the result post-race;
- (b) Exclusion;
- (c) Suspension / race ban; and
- (d) Deduction of some or all championship points

All decisions regarding the imposition of penalties are at the discretion of the Administrator and are final and binding.

#### 5.5 Incident

Participants will have the right to protest the stewards decision after each race and the panel will call in the Clerk of the Course to deliberate a **final** and **non-appealable decision**.

A link of the document for submission of protest will be provided to all finalists digitally before the commencement of the event as per link here: [Porsche Esports Sprint Challenge Malaysia – Protest Form](#).

## 5.6 Penalty Structure

Penalty Code	Description	Post-Race Penalty (Time)	Post-Race Penalty (Positions)
NFA	The stewards have reviewed the incident and have determined that no further action is required.	None	None
P01	The stewards have determined that whilst there is a fault of a driver, there has been a minimal performance advantage.	5 seconds	None
P03	<p>The stewards have determined that a driver has gained an unfair advantage over competitors due to a technical violation, which can include:</p> <ul style="list-style-type: none"><li>- A pit lane violation</li><li>- Off-track being exceeded.</li><li>- An incorrect start / restart.</li></ul>	10 seconds	-1 points

P04	<p>The stewards have determined that a driver has committed an offence which warrants a drive-through penalty. This could be either due to:</p> <ul style="list-style-type: none"> <li>- A false start / restart</li> <li>- Contact with another driver</li> <li>- An unsafe re-join that causes an incident</li> </ul>	<p>30 seconds AND/OR loss of 1 position</p>	Up to -3 points
P05	<p>The stewards have determined that a driver has committed an <b>INTENTIONAL</b> offence. This could be either due to:</p> <ul style="list-style-type: none"> <li>- A deliberate false start / restart that impacts on other driver's ability to start the race.</li> </ul>	<p>60 seconds AND/OR loss of 5 positions</p>	Up to -10 points

	<ul style="list-style-type: none"> <li>- Contact with another driver</li> <li>- An unsafe re-join that causes an incident</li> </ul>		
P06	<p>The stewards have determined that a driver has committed an <b>INTENTIONAL</b> offence, which is so severe that disqualification from the event is the only course of action. The driver will be immediately required to withdraw from the race.</p>	Disqualification	N/A

The principle of penalty points is **to ensure fair racing** throughout the course of the season, and to further **reprimand drivers whose driving standards are constantly below the expected standard**. Penalties can be issued to a driver for any penalty issued under the event penalty scale, or for actions seen by the series administrators and their partners as being detrimental to the fair running of the event.

## 5.7 On-track etiquette

**(a) Safe on the track** – it is a requirement that the Participant is in control of the car and is able to drive safely, without being a danger to other Participants on the track.

- i. If the Participant fails to comply, the Race Director and Stewards can exclude the Participant from the current race at any time.

- ii. This decision cannot be appealed.
- (b) Using ESC** – in the event of a car getting stuck in obstacles on track, experiencing hardware failure or similar that makes it impossible to continue the race, the ESC/return to pit button can be used. Participants are not permitted to retire from any race or intentionally crash their car to end the race.
- (c) Checkered flag** – After the checkered flag, the Participant must continue to an area of the track which is safe for the car to be stationary, without it being an obstacle to other Participants. Contact post-race shall not be condoned.
- (d) Overtaking and defending** – All Participants involved in an overtaking move must show respect and drive with care.
- i. Do not change your line in the braking zone
  - ii. If the attacking car has an overlap going into the corner, the Participant must adjust their line with respect to the racing line to avoid contact, and blocking a car that has an overlap is not allowed. "Overlap" in this context is defined as when the front of the overtaking Participant's car has its front end up to at least the A-pillar post or windshield, with the car under control, before the lead car turns into the corner.
  - iii. Do not force a chasing car off the track by leaving too little room. When the Participant exits a corner and the car on the outside has an overlap, there should be enough space for the car so that it does not have to leave the track. The attacking car must be able to hold the line and make the corner.
  - iv. Excessive or repeated dive bombing is not allowed. Dive bombing in this context is defined as when a Participant makes an aggressive attempt to overtake by braking very late on a corner entry.
  - v. Contact-boosting, defined as making contact in order to slow down the opponent's car or accelerating the Participant's own car, is not allowed. Hitting other cars to slow yourself down is also not allowed.
- (e) Track boundaries** – The track boundaries follows the in-game penalties, and are defined as having 2 wheels always on track, whereby kerbs are also considered as part of the track.
- i. The game counts all incidents related to exceeding the track limits according to in-game incident types.



- ii. Drivers should not leave the circuit without justifiable reason at any stage throughout the event.

**(f) Race start** – A standing start will be used in all races.

- i. The simulator will register whether a Participant has started too early and thus carried out a false start. During a false start, the game will automatically give a penalty to the Participant.
- ii. All Participants must remember that other Participants may not accelerate at the same speed when the start goes / green lights appear in a standing start. This can be due to wheel spin or reaction speed.
- iii. Participants who have managed to grid their car on time are themselves responsible for this action. At the start of the race, the Participant is placed at the end of the pit lane. The Participant may not leave the pit until the entire field has been passed. In the event of a major accident during the start, this may cause a delay in when the Participant must leave the pit.

**(g) Blocking** – Excessive blocking of another Participant is prohibited. Excessive in this context is defined as changing lanes more than once between two turns.

- i. In the braking zone, the Participant may not change lanes to block another competitor's line. Once a competitor has started decelerating, they are considered to be required to hold their lane and therefore cannot move into another competitor's line to block their position.
- ii. A Participant who is at fault for an incident that forces the other Participant off the track in the braking zone may be penalized.
- iii. It is not allowed to "brake test" another Participant. This is defined as braking in an unexpected manner, forcing one or more Participants from behind to deviate to avoid contact with the Participant performing the brake test.

**(h) Entering / re-entering the track** – A Participant who creates a dangerous situation may be warned or punished.

- i. When entering / re-entering the track, it is the Participant's own responsibility to find their way around and get back onto the track safely, without being a nuisance to the other Participants during the session.
- ii. Participants should not enter the lane until absolutely sure that there is a clear lane behind. It is not permitted for the car to be left on or outside the track. However, it

is also up to the other Participants behind to assess the situation and step off the gas to show consideration to the Participant attempting to re-enter the track.

- iii. The Participant is recommended to drive back onto the course, along the course.  
Driving directly into the track can create unnecessary, dangerous situations.
- (i) **Race line** – Participants can protect their position by changing lines once. Excessive weaving and blocking is not allowed. If there is a track re-entry, the re-entering Participant has to be extremely careful and should not defend against the cars on track that are approaching with higher speed.
- (j) **Driving the opposite direction** – It is forbidden to move a vehicle in the opposite or transverse direction to the driving direction. An exception is made if a vehicle has to be moved from a dangerous position.
- (k) **Pit lane behaviour** – Drive according to the in-game rules in the pit lane. Automatic penalties can be handed out for exceeding the maximum speed.
  - i. Stay within the white exit line when exiting the pit lane, as it is considered as “coming from off track”, and the traffic on the race track has to be respected.
  - ii. If two or more drivers enter the pit lane at the same time, it is the absolute responsibility of the trailing car to avoid contact during the entry and exit phases.
- (l) **Premeditated actions** – The action of deliberately driving into other Participants is strictly prohibited. This applies in all sessions, including practice, qualifying, races, warm-up, cool-down laps and after the checkered flag. Any Participants who attempts or completes retaliation for the actions of another Participant by intentionally bumping the other Participant may result in outright disqualification from the Tournament.
- (m) **End of race** – After the checkered flag, it is forbidden to park in the middle of the track, make uncontrollable maneuvers or hit other Participants. The Participants are requested to continue to drive to the pits and press exit there.
- (n) **Returning a position** – Participants who gain a position as a result of prohibited on-track behaviour shall be expected to give back the position gained within a reasonable timeframe and where possible, whether instructed to by the game or not. Any Participant deemed by the Stewards to have unfairly gained a lasting position may be penalized.

## **6. WINNER NOTIFICATION**

Each winner of the Finals ("Winner") must send confirmation of their full mailing address to the Administrator within ten (10) days from the final event date to successfully claim the prize or such prize may be deemed forfeited.

The prize will be given to the Winner within ninety (90) working days from the final event date.

## **7. DATA PRIVACY**

The Participants hereby agree that the Organiser may collect, obtain, store and process personal data the competitors provide in the entry form for the purpose of administration, receiving updates, information or material from the Organiser in accordance with the Organiser's privacy notice / policy which is accessible via [Organiser's Privacy Policy](#). For the avoidance of doubt, Personal Data includes all data as defined within the Personal Data Protection Act 2010 of Malaysia and all personal data you had disclosed to the Organiser will be shared with Sponsors and Partners of the Tournament, including MAM and Porsche Malaysia for the purpose of Tournament.

## **8. SYSTEM**

The Organiser, MAM and Porsche Malaysia shall also not be liable in any way or manner for any error, omission, interruption, deletion, defect, delay in operation or transmission, communications line failure, theft or destruction, unauthorised access to, or alteration of communications, or any problems or technical malfunction of any telephone network or lines, computer systems, servers or providers, computer equipment, software, failure of e-mail on account of technical problems or traffic congestion on the internet and/or websites in conjunction with the Tournament.

## **9. AMENDMENT TO RULES AND REGULATIONS**

Any amendments to these Tournament Rules and Regulations shall be at the discretion of the Organiser and/or Porsche Malaysia. Participants will be notified of any changes in these Tournament Rules and Regulations via the PESCM Discord Link.

## **10. GOVERNING LAWS**

These Tournament Rules and Regulations shall be governed by and construed in accordance with the laws of Malaysia. By participating in the Tournament, the Participant(s) / Winner(s) hereby consent(s) to the exclusive jurisdiction of the courts of Malaysia.