



MANUAL: MSF SUPERTURISMO TUNER BATTLE LEAGUE 2026

1) The main requirement to form a line-up is a minimum of 4 cars and a maximum of 6 cars.

a: MSF SUPERTURISMO BATTLE LEAGUE

- maximum of only 1 Saga Cup car permitted in the line-up;
- maximum of only 2 entries from the same category permitted.

Any breach of this clause will be penalised with exclusion of tuner battle league points of the highest scorer for the round.

2) If you have more than 6 cars you are allowed to create a second line-up group for the League.

3) Only those who participate in this league competition will have their Tuner names listed in the race results.

4) Only those who participate in the Tuner Battle League are allowed to rent one pit (1 whole pit).

5) Tuner Battle League registration is for one whole season. NO REFUNDS.

6) Only the scores of the top 4 scoring entrants in a tuner team will be eligible to score points for the group.

7) Only ONE (1) change of line-up is permitted.

8) ***Points will not be carried over if there are any changes in categories in the pre-confirmed entries.***

REGISTRATION FEE: **RM 1,000.00 PER LINE-UP.**

BATTLE LEAGUE CASH PRIZES

100% of the registration fees for the **BATTLE LEAGUE** will go to the cash prize fund. NOT TO MSF.

Cash prizes will be based on the number of team entries.

- 1st - 50%
- 2nd - 25%
- 3rd - 15%
- 4th - 6%
- 5th - 4%

For example: 10 teams compete totaling RM 10,000.00.

- 1st Prize - RM 5,000.00 + Trophy
- 2nd Prize - RM 2,500.00 + Trophy
- 3rd Prize - RM 1,500.00 + Trophy
- 4th Prize - RM 600.00
- 5th Prize - RM 400.00

THE BATTLE LEAGUE MUST BEGIN WITH A MINIMUM OF 5 TEAMS.



Points scoring is based on the MSF Super Turismo Sporting Regulations:

Article 15. CHAMPIONSHIP POINTS

15.1 **Series** points will be awarded in to each competing Driver + Car combination, based on Competition Number, in each Category:

- i) **Series** points are awarded to the Competition Number that belongs to the Driver + Car combo.
- ii) To maintain **Series** Points with a particular combination based on Competition Number, at minimum either the Car or the Driver must be maintained.
 - Example case: Ahmad starts the year with Competition Number 33, driving his Blue Honda Civic EK9.
 - + Next race, Ahmad can drive but the car is spoilt, and chooses to borrow Mutusamy's car which is a White Honda Jazz, and run under #33. This is acceptable because the Driver is maintained by the Car + Driver combo.
 - + Next race, Ahmad cannot drive and nominates Ah Kow to drive the Blue Honda Civic EK9 #33. This is acceptable because the Car is maintained by the Car + Driver combo.
 - + The following race, Ahmad cannot drive and the car is spoilt. Ah Kow chooses to borrow Mutusamy's car, the White Honda Jazz, and run under #33. This is NOT ACCEPTABLE because neither the Car nor the Driver is maintained. This would be a completely different Car + Driver combo.
- iii) If the entrant changes category mid-season, the Series points will not be carried-over to the next category.

15.2 SUPERSPRINT 5-Laps

Series Points will be awarded following the completion of race as follows:

SERIES POINTS

1 st :	100pts
2 nd :	85pts
3 rd :	75pts
4 th :	65pts
5 th :	55pts
6 th :	50pts
7 th :	45pts
8 th :	40pts
9 th :	35pts
10 th :	30pts
11 th :	25pts
12 th :	20pts
13 th :	15pts
14 th :	10pts
15 th :	5pts

Bonus Points are also awarded for **Fastest Lap: 5 Points** for fastest lap in the race.

15.3 SPRINT

Series Points will be awarded following the completion of race as follows:

SERIES POINTS

1 st :	200pts
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2 nd :	170pts
3 rd :	150pts
4 th :	130pts
5 th :	110pts
6 th :	100pts
7 th :	90pts
8 th :	80pts
9 th :	70pts
10 th :	60pts
11 th :	50pts
12 th :	40pts
13 th :	30pts
14 th :	20pts
15 th :	10pts

Bonus Points are also awarded for **Fastest Lap: 5 Points** for fastest lap in the race.

15.4 **MERDEKA 111 LAPS ENDURO and Non-111 Laps Enduro** round series points will be awarded following the completion of the race. The Series Points are as follows:

MERDEKA ENDURO POINTS

1 st :	300pts
2 nd :	255pts
3 rd :	225pts
4 th :	195pts
5 th :	165pts
6 th :	160pts
7 th :	135pts
8 th :	120pts
9 th :	105pts
10 th :	90pts
11 th :	75pts
12 th :	60pts
13 th :	45pts
14 th :	30pts
15 th :	15pts

Bonus Points are also awarded for **Fastest Lap: 5 Points** for fastest lap in the Merdeka Enduro.

15.5 FINAL ROUND BONUS POINTS

For racers who have participated in at least 3 out of 4 rounds (75% of the first 4 rounds of the season), and take the start of the race at the Final Round, will be awarded bonus points, on top of and in addition to the usual Series Points for the Final Round.

Bonus points for the Final Round that satisfy the above criteria will be as follows.

Taking the start of the Final Round

(With a minimum of 75% of the first 4 rounds of the season) : 50pts

15.6 The Competitors with the most points in each category after all Rounds in the year will be declared the MSF Series Winner in each respective category.

15.7 DEAD HEAT

Points for the Series will be determined based on the combination of the results of each round, plus any bonus points awarded. In the case of a dead heat at the end of the Series, the winner will be the entry with the highest number of race wins. If still tied then account will be taken of the highest number of second places and the highest number of third places, etc.

If the points are the same, there will be a tiebreaker in the form of the number of highest positions in the individual races, e.g. number of victories, number of second places and, if there is still the tie, the holder of the greatest number of third places and so on until a winner emerges.

E.g.:

	1st	2nd	3rd	4th
Driver C	6	3	1	0
Driver A	5	4	1	0
Driver D	5	3	1	1
Driver B	0	3	7	1
Driver E	0	3	6	3

A full season driver(s) who dominates the first two-thirds of the season would have the advantage against a single-entry driver(s).

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