



# **Esports Series**

## **2019 Participant's Handbook**

**VERSION 1.1**

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# INTRODUCTION

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The F1 Esports Series 2019 is a multi-round competition providing players from all over the world with the chance to become a professional esports driver with an official Formula 1 Esports Team ("Team"). The structure and eligibility criteria for the F1 Esports Series 2019 ("F1 Esports Series" or "Competition") is set out in the Online Rulebook, available at <https://f1esports.com/rules>.

This is the official handbook ("Handbook") of the F1 Esports Series 2019 and applies to all Teams, drivers who are participating in any event related to the F1 Esports Series ("Drivers") and parents or guardians (in relation to any Driver under the "Eligible Age" participating in the "Online Qualification" (as such terms are defined in the Online Rulebook available here <https://f1esports.com/rules>)) (together the "Participants") in every round and every aspect of, and event related to (including any exhibition event), the Competition, whether online or at a live event, as the case may be. This Handbook also applies more generally to Participants' conduct outside of the F1 Esports Series as representatives of the Competition and F1 motorsport more generally and to the extent such behaviour may impact upon the F1 Esports Series or Administration (as defined below).

This edition of the Handbook contains all current guidelines governing the F1 Esports Series that are in effect for the 2019 series and is supported by additional Rulebooks which govern specific stages of the F1 Esports Series (together the "Sporting Rules", all of which shall be made available at <https://f1esports.com/rules>). Drivers may be required to enter into a participation agreement with Formula 1 before participating in and attending a live event.

The promoter and operator of the F1 Esports Series is Formula One Digital Media Limited ("Formula 1" or "F1"). The F1 Esports Series Administration (being Formula 1 and their duly appointed officials ("Officials")) (together the "Administration") reserves the right to exercise necessary authority, without limitation, to protect the interests of:

- a. the official F1™ 2018 or F1™ 2019 game ("Game");
- b. any authorised person or entity to create and/or publish media for any reason at any time during the Competition ("Press");
- c. Teams;
- d. other Drivers;
- e. F1 motorsport in general; and
- f. any person who is present at an event related to the Competition ("Attendee").

By taking part in any stage of the F1 Esports Series, all Participants agree that it is governed by, and also that they will abide by, this Handbook (in addition to any rulebook governing a specific round of the F1 Esports Series). All decisions made by the Administration are final unless the option to appeal is clearly stated.

All communication with the Administration shall be conducted in accordance with the relevant rulebook governing that particular round of competition and is strictly confidential. The publication of such material without the prior written consent of F1 is strictly prohibited and may result in a penalty.

Formula 1 reserves the right to amend any rule in this Handbook at any time and without notice but shall publish any updates as soon as reasonably practicable.

## 1. CODE OF CONDUCT

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Formula 1 considers sporting values including fair play, respect, equality and spirit of competition to be integral to the F1 Esports Series and participants are under obligation to honour, adhere to and promote these values at all times.

Participants are expected to conduct themselves in a manner that reflects positively on the Competition, Administration (and any of its affiliates), appointed members of the press, attendees, and other Participants, and comply with all applicable law and regulation at all times.

Participants shall not engage in conduct which Officials deems to be harmful to the business, reputation or relationships of the F1 Esports Series, Teams, the Game, F1 motorsport in general and/or the Administration.

### a. Cheating and Gameplay

No forms of cheating, gameplay, gamesmanship or gaining an unfair advantage in any way will be tolerated. This includes, but is not limited to;

- i. Hardware modification;  
*Any modification made to a piece of hardware allowing it function in a way the manufacturer did not intend. This includes adding or inserting anything not originally on the hardware configured by the Officials.*
- ii. Hacking;  
*Any modification made to the Game or other software by any person other than by way of standard software patches or updates as may be issued from time to time.*
- iii. Exploiting game glitches;  
*Intentionally using any in-game bug to seek an advantage. Exploiting is defined as utilising any game function that, in the sole determination of the Officials, is not functioning as intended.*
- iv. Impersonation (including playing under another Driver's account); and  
*Playing under another Driver's account or soliciting, inducing, encouraging or directing someone else to play under another Driver's account.*
- v. Collusion;  
*Any agreement among two (2) or more Participants and/or other persons to affect any competition or race and/or opposing Drivers.*

### b. Drugs and Alcohol

The use of drugs or alcohol may lead to disruptive behaviour. Participants believed to be under the influence of drugs and/or alcohol at any given time in any round, aspect of, or event related to (including any exhibition event), the Competition, may be removed and may be disqualified from taking part in any future F1 Esports Series events. For this purpose, "any given time" covers 24 hours prior to a Participant arriving at the relevant event, to 24 hours after the conclusion of such event. No Participant should be under the influence of alcohol or drugs during an event. The excessive

drinking of alcohol and taking of any illegal or performance enhancing drugs is strictly forbidden at any time during any event of, or related to, the F1 Esports Series.

c. **Unsportsmanlike Behaviour**

Any offensive, disrespectful or unsportsmanlike behaviour (including, but not limited to, insults, physical violence or any behaviour which, in F1's opinion, may bring it (or any of its group Companies), any of its affiliates, any Team, any Driver, any Attendee, any other Participant, the F1 Esports Series or F1 motorsport in general into disrepute) may be punished and may lead to disqualification.

d. **Competitive Integrity**

The Drivers will compete (as applicable) to the best of their ability at all times during the F1 Esports Series and any event related to the Competition.

e. **Betting and Gambling**

No betting or gambling by any Participant or anyone connected to any Participant, relating to or in connection with the F1 Esports Series or any event related to the Competition (including spot-fixing), is allowed under any circumstances and no Participant or related person may benefit directly or indirectly from any spot-fixing, betting or gambling in connection with the F1 Esports Series or any event related to the Competition.

f. **Bribery and Gifts**

Participants shall not offer or accept any gift or reward to or from anyone for services promised, rendered, or to be rendered in connection with the F1 Esports Series or any event related to the Competition, including services related to defeating or attempting to defeat a competing Participant (as the case may be) or services designed to throw, fix or unduly influence any event (or part of an event) of the F1 Esports Series or any event related to the Competition (in accordance with Article 2.d).

g. **General Conduct**

Participants must be respectful of the staff involved in the F1 Esports Series or any event related to the Competition, tournament organisers, sponsors, partners, Teams, Drivers, Attendees and other Participants at all times. Participants must not use obscene gestures, language, or offensive comments, including but not limited to:

- i. Hate speech or discriminatory behaviour;  
*Language that is deemed by the Officials to be obscene, foul, vulgar, insulting, threatening, abusive, libellous, slanderous, defamatory or otherwise offensive or inappropriate; or promote or incite hatred or discriminatory conduct, in or near any facility provided or made available by Administration, at any time, off or on broadcast, whether through gesture, body language, direct communication, electronically, social media or any other form of communication or transmission.*
- ii. Violent or physical aggression or behaviour;  
*Any action which is deemed by the Officials to be abusive, aggressive, violent or physically hostile.*
- iii. Harassment of any kind;  
*Systematic, hostile and/or repeated acts taking place over a period of time which have the effect of isolating or ostracizing a person and/or affecting the dignity of the person.*

- iv. Discriminatory words, phrases, or gestures;  
*Offending the dignity or integrity of a country, private person or group of people through contemptuous or discriminatory words or actions on account of race, skin colour, ethnicity, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, sexual orientation, birth or any other status.*
- v. Trolling;  
*Posting inflammatory, extraneous, or off-topic messages in an online community, such as a forum, chat room, blog or social media post, with the primary intent of provoking readers into an emotional response or of otherwise disrupting normal on-topic discussion.*
- vi. Any "sound-alike" or "look-alike" words or phrases that reference these topics; and
- vii. Any other type of conduct deemed inappropriate at the discretion of an Official.

Drivers are reminded that they represent the F1 Esports Series and F1 motorsport more generally and that their conduct should, at all times, meet the expectations of Administration, both during and outside of official F1 Esports Series events and if standards fall short of such expectations, the Officials can take such action (acting reasonably) as it considers fit, in the spirit of this Handbook.

Any conduct that is deemed to be in violation of this Handbook, or the wider F1 Esports terms and conditions, is punishable at the sole discretion of the Officials and may result in disqualification from the F1 Esports Series.

h. **Communication**

All attempts to contact an Official must be done through F1 Esports Series League Operations channels (as communicated to Teams), unless required for a particular event and therefore clearly stated in the relevant event's rulebook (found here <https://f1esports.com/rules>). Administration does not take responsibility if an attempt to communicate is made through unofficial channels.

i. **Social Media**

Drivers posting negative, disruptive and/or brand damaging content on social media about the F1 Esports Series, the Administration, the Game, Teams, Drivers, F1 motorsport in general and/or any other Participant, including but not limited to images and videos of Game faults, may result in the Participant being disqualified from the Competition. Positive and engaging content is encouraged, providing the content is not in violation of the Terms and Conditions or any Copyright or other law. All public facing content (e.g. social media posts), made before or after the commencement of the F1 Esports Series, may be considered by Teams when selecting Drivers to progress in the Competition.

j. **Phones during races/events**

Phones are not permitted on the F1 Esports set. Participants found to be capturing imagery or footage of, or be in possession of, any protected intellectual property, confidential information or know-how, during live events or otherwise, may be removed immediately and/or disqualified from the Competition.

k. **Tools and other equipment**

Participants are forbidden from carrying or using any tools or equipment (outside of those provided

by Administration) on the F1 Esports set during events without expressed consent from an Official. Any participant found in possession of an unauthorised article may be removed from the Competition.

**l. Collaboration and Rallying others**

Any Participant found to have been instigating forfeits from other Participants, or collaborating to disrupt or otherwise obstruct the Competition (at F1's sole discretion), may be removed. This includes creating group conversations asking other Participants to retire/forfeit.

**m. Team Management / Team Personnel**

No persons associated with a Driver (for example, Driver managers or agents), other than such persons permitted by F1, will be allowed on site or to associate, engage or otherwise interfere with the F1 Esports Series, Teams or Participants in any way during an event.

## 2. ON-TRACK RULES

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The F1 Esports Series is a serious racing championship and on-track rules must be adhered to at all times.

**a. Driving**

- i. The Driver must drive the car alone and without any aids (other than those permitted by these Terms and Conditions).
- ii. Drivers must make every reasonable effort to use the track at all times and may not deliberately leave the track without a justifiable reason.
- iii. A Driver who leaves the track should re-join providing they do not perform a Dangerous Re-entry (as defined below) or gain any lasting advantage, at the sole determination of the Officials. At the absolute discretion of Officials, a Driver may be given the opportunity to give back the whole of any advantage gained from leaving the track in accordance with Section 3.c.
- iv. Failure to adhere by any of the points in Section 3.a may result in the offending Driver being penalised in accordance with Section 4.

**b. Passing and Defending**

- i. The act of passing is initiated when the trailing car's front wing overlaps with the lead car's rear wing. The act of passing is complete when the trailing car's rear wing is ahead of the lead car's front wing.
- ii. The responsibility for the decision to pass another car, and to do it safely, rests with the overtaking Driver, although the leading Driver should be aware that he/she is being passed and must also observe the rules when defending. In all cases, drivers involved in passing and defending must adhere to the rules as set out in this Section 3.
- iii. The leading Driver has the right to choose any line so long as not to be considered denying another vehicle adequate Racing Room (as defined below) or in violation of any other rule set out in this Section 3.

- iv. Racing Room is considered to be roughly one-car's width measured from outside the white lines defining the track edges. Once a trailing car has its front wheel next to the Driver of the leading vehicle, it is considered that the trailing car has a right to be there, and that the leading Driver must leave the trailing Driver sufficient Racing Room.
  - v. If adequate racing room is left for the trailing car, and there is incidental contact made between the cars, the contact will be considered "side-to-side" and shall be deemed acceptable providing no other rule has been broken.
  - vi. If, in the case of side-to-side contact, one or more of the cars leave the racing surface (involuntarily) then it may be considered "a racing incident".
  - vii. Failure to adhere by any of the points in Section 3.b may result in the offending Driver being penalised in accordance with Section 4.
- c. **Prohibited Behaviour**

The behaviour of Drivers within the Game should meet the expectations of Officials in regards to sportsman-like behaviour and clean racing at all times. The following terms define on-track events which drivers must make all reasonable efforts to avoid. Drivers implicated in such events without valid justification (at the determination of the Officials) and/or who gain a lasting advantage, at the sole discretion of the Officials, may be penalised in accordance with Section 4.

TERM	DEFINITION
i. Avoidable Contact	<i>Contact between vehicles where there is no real need for that occasion of contact. Often, but not exclusively, involving driving without due care and attention or knowingly allowing contact to occur.</i>
ii. Blocking	<i>Two consecutive line changes to defend a position which impedes a vehicle that is trying to pass with each of the consecutive movements.</i>
iii. Brake Check (or Brake Test)	<i>When a Driver unexpectedly and deliberately brakes very hard in front of another Driver who is close behind, causing a collision or forcing the second Driver to swerve or otherwise react quickly to avoid an accident.</i>
iv. Dangerous Re-entry	<i>A vehicle re-joining the track which causes a collision or forces another Driver to swerve or otherwise react quickly to avoid an accident.</i>
v. Dive Bomb	<i>An overly optimistic pass attempt which may lead to contact with another vehicle, usually in the braking phase of a corner where the trailing car brakes later or with less force than the leading car(s).</i>
vi. Driving the Wrong Way	<i>A vehicle travelling in the opposite direction than intended by the track design, often, but not exclusively, against the flow of traffic.</i>
vii. Excessive Weaving	<i>Multiple line changes to break a slipstream or force another vehicle to take avoiding action.</i>



viii.	Impeding a lapping vehicle	<i>Obstructing or blocking without valid reason a trailing vehicle who is attempting to lap the leading vehicle.</i>
ix.	Jump Start	<i>When a vehicle moves from its grid slot before the start of the race is signalled.</i>
x.	Leaving the track without reason	<i>Where no part of a car remains in contact with the track, as demarcated by the white lines defining the track edges, without justifiable reason. Note that kerbs are not considered a part of the track but the white lines are.</i>
xi.	Pit Lane Speeding	<i>A vehicle travelling over the pit lane speed limit at any time when within the pit lane (as demarcated on-track).</i>
xii.	Ramming/Punting	<i>Contact between vehicles where the leading car is significantly knocked from the racing line and/or track, and/or is damaged as a result.</i>
xiii.	Rough Driving	<i>Any overly aggressive or forceful driving resulting in contact between vehicles and/or one or more vehicle being unfairly impeded.</i>
xiv.	Sandbagging	<i>A Driver wilfully driving their car at a pace which Officials, in their sole discretion, considers to be 60% or less of their usual race pace, either on or off the track.</i>
xv.	Stopping on-track	<i>Bringing a vehicle to a complete or almost complete stop or leaving a car stationary on the track. This includes performing practice starts and stationary ghost vehicles.</i>
xvi.	Unsafe Pit Entry	<i>A driver entering the pits who does not make reasonable effort to stay within the white pit entry lines and/or unfairly obstructs another vehicle.</i>
xvii.	Unsafe Pit Exit	<i>A driver who crosses the yellow line at the exit of the pit lane with any part of their vehicle and gains a lasting advantage, obstructs another driver or has the aim of defending a position from another vehicle.</i>
xviii.	Wall Riding	<i>Making intentional contact with any fixed part(s) of a track in order to change the car's direction.</i>
xix.	Impeding a qualifying lap	<i>Obstructing or blocking, without valid reason, another vehicle who is on a qualifying run i.e. on a 'hot-lap'.</i>

Note that this list of terms and the accompanying definitions is not exhaustive and the Officials reserve the right to penalise Drivers for any on-track behaviour which is deemed, at the Officials sole discretion, to be bad sportsmanship, unfair and/or against the spirit of the rules and/or fair play.

d. **Giving a Position Back**

Drivers who gain a position as a result of prohibited on-track behaviour, e.g. by leaving the circuit or causing avoidable contact, shall be expected to give back the position gained within a reasonable timeframe and where possible (in both cases as deemed by the Officials), whether instructed to by

the Game (in accordance with Section 3.e) or not. Any Driver deemed by the Officials, in their sole discretion, to have unfairly gained a lasting position shall be penalised in accordance with Section 4, unless that Driver has already been penalised by the Game for unfairly gaining the position(s) in question.

e. **In-game Penalties**

Penalties and other instruction may be automatically issued by the Game to Drivers who break certain on-track rules (including, but not limited to, those set out in this Section 3). Drivers are expected to follow any such instructions as directed by the Game. Penalties applied by the Game shall stand and are not open to review or appeal, except in the following cases:

- i. Where the Officials deem the penalty to be the result of a game function that, in the sole determination of Administration, is not functioning as intended (but not including limitations of the Game); and
- ii. Where, through no fault of their own, a driver has no other option but to leave the track to avoid a racing incident or is unfairly forced off-track by another vehicle, which directly leads to an in-game penalty being applied to the respective driver (not including a warning or a penalty issued for multiple warnings) and where no significant advantage has been gained (in all cases, as determined by the Officials). It should be noted that penalties as described in this Section 2.e.ii shall not be automatically overturned by the Officials and it is therefore the responsibility of the affected team to appeal such in-game penalties.

The Officials reserve the right to apply penalties to Drivers in addition to any applied by the Game.

f. **Game Limitations, Bugs and Glitches**

Should a Driver be affected by any issue which is attributed, at the sole determination of the Officials, to a bug, glitch or limitation of the Game then no form of restart, delay, review, appeal or other remedy shall be considered beyond those set out in Section 3.e or unless deemed appropriate by the Officials at their sole discretion, and the Officials shall be expected to take no further action beyond reporting the issue to the developers of the Game.

g. **Drop-outs and Connection Issues**

Should all Drivers fail to successfully join when an in-game session launches then a session restart shall be considered at the sole determination of the Officials.

If a Driver drops out of the Game after a session has started (due to connection issues or otherwise), there will be no type of re-start of the session unless deemed appropriate by the Officials. If a Driver suffers connection issues due to low bandwidth, resulting in unusual ("laggy") car behaviour within the game, then that Driver may be disqualified from the session where they will forfeit any points or lap time associated with that session.

In cases where a Driver does drop-out of the Game during a race or qualifying session then that Driver's in-game car will continue under AI control (at an AI driver level as defined in the rulebook for

the respective round of competition) until the session has ended, at which point any finishing result obtained while under AI control will stand, unless otherwise determined by the Officials. At no point will Drivers be allowed to re-join a session unless directed to do so by an Administrator. Any Driver who re-joins a race without such direction may be penalised in accordance with Section 4.

h. **Restarts**

If a significant number of Drivers, at the sole discretion of the Officials, do not complete a session for any reason, then that session may be restarted. Races may be restarted if an on-track accident results in a significant number of drivers being impeded and/or unable to continue in the race, at the sole discretion of the Officials, the Officials reserve the right to restart, cancel, end or otherwise amend a session at any point and without notice.

i. **Leaving a Race**

Drivers may not leave an active session under any circumstances without approval from an Official. Failure to abide by this rule may result in a penalty, in accordance with Section 4.

j. **Forfeit**

If a Driver chooses to forfeit a race or qualifying session, otherwise fails to complete a race or qualifying session for any reason or is disqualified (as referred to in Section 4.e), they will forfeit that race or qualifying session (as applicable) and forfeit any points or lap time associated with that race or qualifying session (as applicable) in accordance with Section 3.g. Drivers may not end a race or otherwise quit out of the session under any circumstances without approval from an Official. Failure to abide by this rule may result in a penalty in accordance with Section 4.

k. **Observers**

In-game observers within the Game (other than an Official or a person engaged by Administration or a party on its behalf in the hosting, management, production, recording and/or broadcasting of the F1 Esports Series) are strictly prohibited. Any Driver found to be associated, at the sole discretion of the Officials, with an unauthorised in-game observer may be penalised in accordance with Section 4.

l. **Spotters**

Spotters are not allowed at any events in the F1 Esports Series (other than those designated by Administration). Any Driver found to be associated, at the sole discretion of the Officials, with an unauthorised Spotter may be penalised in accordance with Section 4.

m. **Virtual Safety Car**

The Officials may choose to deploy a Virtual Safety Car (VSC) at any stage of a race to neutralise the field in cases such as (but not exclusively) where an on-track accident has impeded a significant number of Drivers or where a Driver has disconnected and their in-game car has continued in the race (i.e. they have not suffered a DNF). The Officials will deploy the VSC solely at their discretion and there is no guarantee as to how long the VSC will remain active once deployed. Drivers should follow instructions issued by the Game in the event that a VSC is deployed and failure to do so may result in a Driver being penalised by the Game and/or the Officials in accordance with Section 3.e and Section 4.

### 3. DISCIPLINARY PROCEDURE

If any provision in this Handbook, the wider Sporting Rules or other prevailing terms, is breached by a Participant then a standard disciplinary procedure shall take place. The Officials may impose any one of the penalties (each a "Penalty") below on any Driver involved in an incident:

a. **Warning**

If a Driver breaks a rule and no lasting advantage is gained then a warning may be applied. For example, causing Avoidable Contact where no position changes or significant damage occurs as a result.

Warnings may also be applied if a Driver is deemed to have broken any rule but these rule breaks were not deemed to have been intentional and/or no lasting advantage was gained or lasting disadvantage suffered by other Drivers.

When a warning is issued, no penalty is applied outright but the discrepancy is noted. Warnings are recorded on Drivers' F1 Esports Licenses and Drivers who receive multiple Warnings are issued with grid place penalties, as defined below:

NO. OF WARNINGS	PENALTY
4 <sup>th</sup> Warning	3 place grid penalty for subsequent race
8 <sup>th</sup> Warning	5 place grid penalty for subsequent race
10 <sup>th</sup> Warning	1 race ban for subsequent race

b. Note that warnings on Drivers' F1 Esports Licenses do not carry over from one F1 Esports Series to the next and are instead reset to zero at the end of each Series.

c. **Time Penalty**

Drivers who break a rule and gain a lasting advantage or cause a lasting disadvantage to another Driver may be given a time penalty for the incident. For example, blocking another Driver. The exact time penalty applied to an offending Driver is determined, at the sole discretion of the Officials, by the nature of the offense and the size of advantage gained and/or disadvantage suffered by those involved, and shall range from 3 seconds to 15 seconds added to the Driver's total race time from the respective race.

d. **Grid Penalty**

In cases where a Driver has broken a rule, including (but not exclusively) during practice or qualifying sessions, then that Driver may be awarded a grid place penalty in the subsequent race as opposed to being given a time penalty, as deemed appropriate by the Officials.

e. **Lap Time Deleted**

In cases where a Driver has broken a rule in accordance with Section 4.c, including (but not exclusively) for blocking another vehicle or extending track limits, during practice or qualifying

sessions, then that Driver may have their respective lap time deleted from the timing classifications as opposed to being given a grid or time penalty, as deemed appropriate by the Officials.

f. **Disqualification**

Drivers who intentionally break a rule and purposely cause themselves and/or any other Driver a significant disadvantage may be disqualified from the respective session and/or future races in the F1 Esports Series, as deemed appropriate by the Officials. For example, driving the wrong way. Any Driver whose conduct is deemed unacceptable, either in-game or otherwise, may be disqualified from the session (if applicable) and/or future sessions in the F1 Esports Series.

It shall be at the discretion of the Officials to decide if any driver involved in an incident should be penalised. Unless it is clear to the Officials, at their sole discretion, that a Driver was wholly or predominantly to blame for an incident, no Penalty will be imposed.

Note that all types of Penalties can be issued without warning and at any point during the F1 Esports Series by the Officials, either in isolation and/or in addition to any automatic penalties awarded by the Game.

Unless otherwise clearly stated, penalties are not open to review or appeal.

The Officials may follow such other procedure or apply such other penalties as it may consider suitable in the circumstances where this Handbook, or the wider Sporting Rules or other prevailing terms, is breached.

## 4. DRIVER RESTRICTIONS

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By participating in any event of the F1 Esports Series or any event connected with the Competition, all Participants agree to abide by the following F1 Esports Series Driver Restrictions set out in this Section 5. Failure to abide by any of these restrictions may result in a participant being penalised in accordance with Section 4.

a. **Driver Names**

Driver Names and/or gamertags may not contain: obscene or suggestive language, corporation, company, sponsor, product, or services names, any material which infringes a third party's rights, or which Administration feels may cause confusion during gameplay. The Officials reserves the right to restrict or change Driver names and gamertags for any reason. A Driver's name and gamertag is not permitted to change throughout the Competition unless explicitly approved by an Official.

Administration is not obliged to use a Driver's gamertag at any time and Drivers may be referred to using their full name.

b. **Driver Nationalities**

Drivers must declare the nationality from which they hold a valid passport. In cases where Drivers hold dual nationality (as determined by holding more than one valid passport), Drivers should declare the nationality of their choosing from the respective nationalities.

c. **Sponsorship/branding**

Third party sponsorship and/or commercial branding of any kind are strictly prohibited unless prior approval has been granted by an Official, at their discretion, in the F1 Esports Series and Drivers may

not display, advertise or imply any commercial association during the F1 Esports Series without the prior approval from an Official.

d. **Attire**

Participants must wear appropriate attire at all times. The Officials reserves the right to prohibit the use of attire that is deemed inappropriate. In cases where attire is provided by Formula 1, Participants are expected to wear such attire at all times during the F1 Esports Series (i.e. where a Participant attends an event in person) and when fulfilling any commercial obligation unless informed otherwise.

e. **Existing Arrangements**

A Driver is not eligible to qualify for and/or enter into the Pro Draft of the F1 Esports Series if they are bound to any contract or agreement to represent another esports team or organisation over the course of the F1 Esports Pro Series 2019. Drivers are required to share details of any and all contracts related to, or which may impact a Driver's ability to satisfy the respective eligibility criteria for, the F1 Esports Series at Formula 1's request.

f. **Team Contracts**

Drivers who participate in the Pro Series, either via the Pro Draft or from outside of the Pro Draft, are required to sign a contract with the Team that they will represent within the Pro Series. Drivers must be under a valid contract with a Team in order to participate in any session of the Pro Series.

## 5. PUBLICITY

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- a. Formula 1 reserve the right to broadcast any qualifying session or race of F1 Esports Series including online and offline play. Drivers cannot object to broadcasts authorised by F1. Each Participant acknowledges that F1 shall be entitled to use any such footage in its discretion.
- b. The Officials reserve the right to reschedule any Session of the F1 Esports Series to accommodate a specific broadcast time. Drivers cannot object to this rescheduling. Refusing to allow Officials to reschedule any qualifying session or race may result in a penalty.
- c. The Officials reserve the right to publish any information regarding Penalties for any reason and at any time.
- d. Participants may be required to participate in publicity and media activity related to the F1 Esports Series and by taking part agree to do so as requested by Formula 1.
- e. Each Participant consents to the use by Formula 1 and related companies, and their licensees for an unlimited time, of the relevant Participant's name, voice, image, slogan, likeness, biography, statistics and performance in the F1 Esports Series and still and moving images of the Participant without additional compensation or prior notice.

## 6. OFFICIALS

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The Officials have general oversight and control of the F1 Esports Series, including the final authority for the outcome of each session.

a. **Role**

The role of the Officials includes, but is not limited to:

- i. checking and monitoring Driver peripherals and racing areas at live events;
- ii. the control of all Sessions, adherence to the timetable and, if deemed necessary by the Officials, the modification of the schedule in accordance with the Terms and Conditions;
- iii. the stopping of any car in accordance with the Terms and Conditions;
- iv. the stopping or suspension of any Session in accordance with the Terms and Conditions;
- v. issuing penalties in response to rule violations during each session during the F1 Esports Series;
- vi. Accepting any appeals and reviews (in both cases where applicable) and issuing final rulings;
- vii. the starting procedure;
- viii. e) the use of the virtual safety car; and
- ix. determining and confirming all results.

b. **Instructions and Communication**

The Stewards or Race Director may give instructions to Participants by means of special circulars. All classifications and results of qualification and the race will be published via means documented in the rulebook for the respective stage of competition.

c. **Schedule Changes**

The Officials may, at their sole discretion, re-order the schedule of racing within a given day and/or change the date of an F1 Esports Series event (including any qualification period) to a different date or otherwise modify the schedule of racing. In the event that Officials modify a racing schedule, the Officials will notify all Drivers and Teams (as applicable) at the earliest convenience. Schedules will be distributed to Drivers and Teams (as applicable) at the earliest date possible.

d. **Conduct**

At all times, the Officials shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner.

e. **Final Say**

If there is a disagreement between Drivers and/or Teams regarding the outcome of a session, any decision, or the application, enforcement, or interpretation of a rule, the Officials' decision shall be final.

## 7. SPIRIT OF THE RULES

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a. **Disputes**

Any dispute that a Participant may have must be made as soon as possible by contacting an Official at the earliest opportunity. Failure to do so may result in a dispute being rejected.

b. **Decisions**

This Handbook will be applied by the Officials in such a manner to ensure the spirit of the F1 Esports Series is upheld. The Officials have a right to decide decisions in accordance with this Handbook, outside this Handbook, or even against this Handbook in special cases, to guarantee fair play and to

ensure the spirit of the F1 Esports Series is upheld. Drivers agree to be bound by the Officials' final decisions and anyone acting on their behalf.

c. **Finality of Decisions**

All decisions regarding the interpretation of these rules, eligibility, scheduling and staging of the F1 Esports Series, and penalties for misconduct, lie solely with the Officials, whose decisions are final. Decisions by Officials cannot be appealed unless clearly stated and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

d. **Rule Changes**

Formula 1 reserves the right to modify the rules governing the F1 Esports Series at any time (including this Handbook) if the circumstances dictate and are deemed necessary by Formula 1. This includes changes due to software and/or Game updates or releases. Drivers should check all applicable rules and the official F1 Esports website prior to any event to ensure they are in compliance with any and all rules at all times.

e. **Limitation on Liability**

Administration accepts no responsibility for any damage, loss, liabilities, injury or disappointment incurred or suffered by a Participant as a result of participating in the F1 Esports Series or any event connected with the Competition or accepting any prize. Administration further disclaims any liability for any injury or damage to a Participant or any other person's possessions relating to or resulting from participation in or downloading any materials in connection with the F1 Esports Series other than in relation to (i) death or personal injury is caused by F1's negligence; (ii) liability arising from fraud or fraudulent misrepresentation; or (iii) for any other reason or by any cause which cannot be excluded by law.