



Esports Series

2019 Pro Series Rulebook

Version 1.2

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1. INTRODUCTION

This is the official rulebook ("Pro Series Rulebook") of the F1 Esports Pro Series 2019 ("Pro Series"), being the third and final stage of the F1 Esports Series 2019 ("F1 Esports Series"). The Pro Series comprises live events in which drivers ("Drivers") represent a Professional F1 Esports Team ("Teams" and each a "Team") and compete in person by playing the official F1 2019 video game ("Game") in a multi-round league championship featuring up to 4 live events held at the Gfinity Esports Arena, Fulham Broadway, London, with each event lasting two days, provisionally scheduled as follows:

DATE	EVENT	ROUNDS
10/11 Sept 2019	Event 1	Rounds 1, 2 and 3
1/2 Oct 2019	Event 2	Rounds 4, 5 & 6
5/6 Nov 2019	Event 3	Rounds 7, 8 & 9
3/4 Dec 2019	Event 4	Rounds 10, 11 & 12

(dates, venue and numbers of events and rounds are provisional and may change)

The Pro Series shall determine the ultimate winners (and runners up) of the F1 Esports Series. The ultimate winning Driver shall be awarded the F1 Esports Series Pro Driver Title and the ultimate winning Team shall be awarded the F1 Esports Series Team Title.

This Pro Series Rulebook supplements the rulebooks governing the first and second stages of the F1 Esports Series (being the Qualification Rulebook and the Pro Draft Rulebook respectively, both available here <https://f1esports.com/rules>) and applies to the Teams and Drivers ("Participants" and each a "Participant") and governs the operation of the Pro Series. The Pro Series consists of all online and offline activities that is governed by this Pro Series Rulebook. By taking part in the Pro Series, all Participants agree that it is governed by, and also that they will abide by, the Terms and Conditions (as defined in section 2.2).

Formula One Digital Media Limited ("Formula 1" or "F1") reserves its rights to alter, amend or supplement this Pro Series Rulebook from time to time as it considers desirable to do so and, in particular, once more specific information is revealed about the Pro Series closer to the event dates.

2. PROMOTER AND TERMS OF ENTRY

- 2.1. The promoter and operator of the F1 Esports Series (including the Pro Series) is Formula 1.
- 2.2. By entering the F1 Esports Series in whatever manner and at whatever stage (including the Pro Series) each Driver and Team accepts the following terms and conditions (to the extent that they apply to a particular Participant) (together the "Terms and Conditions"):
 - a) this Pro Series Rulebook, the Qualification Rulebook and the Pro Draft Rulebook (together the "Sporting Rules");
 - b) the Competition and Prize Rules (as defined in Section 4.9);

- c) the Handbook for Drivers, Teams and other participants which can be found at <https://f1esports.com/rules> (“Handbook”); and
 - d) the terms of use and the privacy policy of the official Formula 1 Esports Series website at <https://f1esports.com> (the “Website”) as updated from time to time, which are available at <https://f1esports.com/legal-notice>. Please note that any other website used in relation to the F1 Esports Series will also have terms of use, which will apply to a Driver’s use of such site and Formula 1 is able to take no responsibility for such site(s), their terms or use or any related liability.
- 2.3. All Participants who participate and/or attend the Pro Series will be required to enter in to an un-written contract as a pre-condition to participating in and/or attending the Pro Series, and such contract includes:
- a) the Terms and Conditions (to the extent they apply to a particular Participant);
 - b) an acknowledgement that the Pro Series will be filmed and that Formula 1, its group companies and their licensees will be entitled to use and exploit footage of the F1 Esports Series in its discretion;
 - c) agreeing to participate in publicity and media activities relating to the F1 Esports Series; and
 - d) consenting to Formula 1, its group companies and their licensees using the Participant’s name, voice, image, slogan, likeness, photographs, images (still and moving), biography, statistics and performance in the F1 Esports Series and assigning any intellectual property created during the F1 Esports Series (as the case may be).
- 2.4. In respect of the Pro Series, if there is any conflict between the Qualification Rulebook, the Pro Draft Rulebook, the Participant’s Handbook and this Pro Series Rulebook, this Pro Series Rulebook shall prevail.

3. GENERAL STRUCTURE

- 3.1. The Pro Series is a multiple-round championship involving Drivers competing using the official F1 2019 Game to earn championship points.
- 3.2. The Pro Series has been provisionally structured as a twelve-round championship (each a “Round”) over the course of four live events, as follows:

ROUND #	DATE	LIVE EVENT	TRACK
1	10 & 11 Sep 2019	Event 1	Sakhir, Bahrain
2	10 & 11 Sep 2019	Event 1	Shanghai, China
3	10 & 11 Sep 2019	Event 1	Baku, Azerbaijan
4	1 & 2 Oct 2019	Event 2	Montreal, Canada
5	1 & 2 Oct 2019	Event 2	Spielberg, Austria

6	1 & 2 Oct 2019	Event 2	Silverstone, UK
7	5 & 6 Nov 2019	Event 3	Hockenheim, Germany
8	5 & 6 Nov 2019	Event 3	Spa, Belgium
9	5 & 6 Nov 2019	Event 3	Monza, Italy
10	3 & 4 Dec 2019	Event 4	Suzuka, Japan
11	3 & 4 Dec 2019	Event 4	Austin, USA
12	3 & 4 Dec 2019	Event 4	Sao Paolo, Brazil

3.3. Any changes to the above schedule shall be communicated to Teams as soon as reasonably practicable.

4. PRO SERIES CHAMPIONSHIP

4.1. Following the conclusion of each Round, both the Drivers and Teams shall be awarded points depending upon their finishing position(s) in the respective Race, as follows:

POSITION	POINTS
1	25
2	18
3	15
4	12
5	10
6	8
7	6
8	4
9	2
10	1

4.2. Following the conclusion of each Round, an additional one (1) point will be awarded to the Driver (and corresponding Team) who set the fastest lap time during the Race (as defined in Section 5.1) (as determined by F1 Esports Officials), provided that the Driver is in the top 10 positions on the final race classification for the respective Round. Should there be a tie for the fastest lap time during the Race, one point will be awarded to each Driver (and corresponding Team) if each individual Driver is in the top 10 positions on the final Race classification for the respective Round. No point will be

awarded to a holder or joint-holder of the fastest lap of the Race if they are classified outside the top 10 positions on the final race classification for the respective Round.

- 4.3. Following the award of points detailed at Section 4.1 and Section 4.2, a Driver's aggregate points over all Rounds shall be their "Driver Championship Points" and a Team's aggregate points over all Rounds shall be their "Team Championship Points".
- 4.4. Following the completion of all Rounds in the Pro Series, in F1's sole determination, the F1 Esports Pro Series 2019 Driver Championship winner shall be the Driver with the most Driver Championship Points.
- 4.5. In the event that a Driver ties on points with another Driver following the determination of the Driver Championship Points, the Driver whose aggregate number of Race wins (i.e. the number of Race wins from all completed Rounds combined) is greater will be considered higher-placed. If such aggregate number of Race wins is the same then the Driver whose aggregate number of 2nd place finishes (i.e. the number of times the respective Driver finished in 2nd place in all completed Rounds combined) is greater will be considered higher-placed. If such aggregate number of 2nd place finishes is the same then the aggregate number of 3rd place finishes will be considered, and so on. In cases where two or more Drivers finish with the same aggregate placing after all finishing positions have been considered then the Driver who first achieved the highest race finish shall be considered higher-placed. In cases where two or more Drivers do not participate in any Round then the order between those Drivers shall be determined at random by the Officials.
- 4.6. Following the completion of all Rounds in the Pro Series, in F1's sole determination, the F1 Esports Pro Series 2019 Team Championship winner shall be the Team with the most Team Championship Points.
- 4.7. In the event a Team ties on points with another Team following the determination of the Team Championship Points, the Team whose aggregate number of Race wins (i.e. the number of Race wins from all of their contracted Drivers over all completed Rounds combined) is greater will be considered higher-placed. If such aggregate number of Race wins is the same then the Team whose aggregate number of 2nd place finishes (being the number of times the respective Team's contracted Drivers finished in 2nd place in all completed Rounds) is greater will be considered higher-placed. If such aggregate number of 2nd place finishes is the same then the aggregate number of 3rd place finishes will be considered, and so on. In cases where two or more Teams finish with the same aggregate placing then the Team who first achieved the highest race finish shall be considered higher-placed.
- 4.8. Prizes shall be allocated to Teams based on the final Team Championship Points after all Rounds of the Pro Series at Formula 1's sole discretion, with a prize fund of up to \$500,000 being distributed amongst the participating Teams. For the avoidance of doubt, the prizes set out in this section 4 shall be awarded directly to Teams only and not to Drivers.
- 4.9. The distribution of the prize fund detailed in Section 4.8 ("Competition and Prize Rules") shall be confirmed with Teams as soon as is reasonably practicable.

5. ROUND FORMAT

5.1. Each Round in the Pro Series shall involve 3 sessions (each a "Session") which are all performed on the same track (as set out in column 4 in the table at Section 3.2, unless otherwise specified by Formula 1), as follows:

a) Practice Session

Drivers shall be entitled to take part in a practice session at the respective time and for the respective duration (in both cases as communicated to Teams by Officials in the respective event schedule) (the "Practice Session"). Drivers shall be able to complete as many (or as few laps) as they wish during Practice Sessions. Any 2 eligible Drivers (and only 2 Drivers) on a Team's roster may take part in Practice Sessions. Note that practice session may be stopped early by the Race Director (as defined in Section 11.1) depending on the event schedule.

b) Qualifying Session

After the Practice Session, a qualifying session for the Race (as defined in Section 5.1 (c) below) shall take place on the respective track ("Qualifying"). Qualifying shall involve Drivers completing laps over a set time period of 18 minutes. Any 2 eligible Drivers (and only 2 Drivers) on a Team's roster may take part in Qualifying.

Drivers shall be able to complete as many or as few laps as they wish during Qualifying. The objective of Qualifying is for the Drivers to set the fastest single lap time round the track ("Qualifying Time").

Starting positions on the grid for the Race of that particular Round shall be decided by Qualifying so that the Driver with the fastest Qualifying Time shall be given grid position 1, the Driver with the second fastest Qualifying Time shall be given grid position 2 and so on. In the event that more than one Driver fails to set a Qualifying Time, the Driver with the highest finishing position from the last Round in which either of the Drivers participated shall be given the higher grid position (1st being higher than 2nd). If this happens in the first Round or neither of the Drivers have participated in a previous Round then the relevant Drivers' grid position between themselves shall be selected at random by the Race Director.

c) Race

After Qualifying and subsequent allocation of the Driver's starting grid positions, the Drivers shall complete a race on the respective track ("Race"). The Race shall consist of the Drivers racing on the respective track for a race distance of around 25% of the full race distance of a comparable Formula 1 race on the respective track (as determined by the Game). The objective of the race is for Drivers to finish as high up the final driver standings as possible. Only Drivers who took part in Qualifying are permitted to enter the respective Race, unless Formula 1 deem it otherwise appropriate based on mitigating circumstances.

5.2. It is each Team's responsibility to present two Drivers ready to compete in all Qualifying and Race Sessions. Any delay caused by a Driver who is not ready to compete at the scheduled time may

result in the Session commencing without the Driver and a penalty being awarded to the Driver and/or their Team.

- 5.3. All cars shall be set to equal performance for the purpose of all Sessions in the Pro Series.
- 5.4. In-game assists shall be restricted during all Sessions, as set out in Schedule 1.
- 5.5. Teams must inform Administration of the Drivers they intend to run during each Session in advance of each live event (and upon request).
- 5.6. Teams are not permitted to change drivers and/or reconfigure equipment between Sessions and/or Rounds unless approved by Administration.
- 5.7. Drivers must use the in-game car livery of the Team that they formally represent during all Sessions.
- 5.8. Drivers are forbidden from starting their own sessions within the Game outside of allocated Setup Periods unless directed by an Official.
- 5.9. Unless wet or intermediate tyres are used, all Drivers must use at least two different specifications of dry-weather tyre during Races.
- 5.10. Drivers must use the cockpit camera or 't-bar' camera during all Qualifying and Race sessions.

6. SESSION PROCEDURE

- 6.1. 30 minutes before the start of a Session, all Drivers participating in that Session should be in the Driver's Lounge and ready to proceed to the stage. When an Official indicates, Drivers must make their way from the Driver's Lounge to the stage and sit in their allocated Racing Stations (as defined in Section 7.1).
- 6.2. If a Driver is not present at least 30 minutes before the start of any Session (as communicated by Formula 1 to the Teams), that Driver may be reported as a "no show" and the Session may commence without the Driver (in accordance with Section 5.2) regardless of whether that Driver has arrived.
- 6.3. Around 15 minutes before the start of the Session, Officials shall create the in-game lobby and Drivers should join the in-game lobby when requested to do so by an Official.
- 6.4. Approximately 5 minutes before the start of the Session, Officials shall post a "session starting soon" message in the Team Room.
- 6.5. The approach of the start of the Session shall be announced to Drivers by on-stage Officials.
- 6.6. When indicated by on-stage Officials, Drivers must "ready-up" in-game. Drivers must not ready-up before directed to do so.
- 6.7. When the Session is ready to begin, the Game shall load the track in question and Drivers should proceed as instructed by the Game.
- 6.8. Penalties for tardiness and/or delaying proceedings may be issued at the discretion of Formula 1 (in accordance with the Participant's Handbook).

7. RACING EQUIPMENT

- 7.1. Officials shall provide to Teams, and Drivers will exclusively use, equipment including those in the following categories:
- a) PC & monitor;
 - b) Headset & microphone;
 - c) Racing rig (cockpit); and
 - d) Steering wheel & pedals.
(together a "Racing Station")
- 7.2. Teams shall be allocated two Racing Stations by Formula 1 at the first event of the Pro Series and those Racing Stations shall remain exclusively for the use of each respective Team for the entirety of the Pro Series (excluding monitors and headsets). Such allocation shall be chosen, selected and determined by Formula 1 in its sole discretion and such determination shall be final.
- 7.3. In addition to two Racing Stations, which each include a steering wheel & pedals set, Teams shall be allocated an additional (third) steering wheel & pedals set which shall be exclusively for their use for the entirety of the Pro Series.
- 7.4. Unless equipment allocated to a Team is deemed by Officials to be unfit for purpose, no additional or replacement equipment shall be allocated.
- 7.5. All Racing Stations shall be the same in all material respects.
- 7.6. The specification of equipment being used in the Pro Series shall be communicated to Teams as soon as reasonably practicable.
- 7.7. Participants may not use any equipment or aids not provided to them by Formula 1, with the exception of pillows or other devices used to solely aid Driver comfort which have been authorised by Officials. This precludes the use of brake resistors and other components not issued to Teams by Formula 1.
- 7.8. Participants are not permitted to remove any equipment from the stage unless directed to do so by an Official.
- 7.9. The equipment used during the Pro Series, including the specification of such equipment, may be changed by Formula 1 during the course of the F1 Esports Series without advanced notice.
- 7.10. Each Team's Racing Stations shall be pre-positioned on-stage at each event in the Pro Series and cannot be moved. Teams shall be given the choice of Racing Station stage positions (in pairs) with the order in which Teams select positions being based on the final F1 Esports Pro Series 2018 Team Standings so that the winner of the F1 Esports Pro Series 2018 Team Standings gets first choice, the Team who finished second in the F1 Esports Pro Series 2018 Team Standings gets second choice, and so on. In the event that one or more Team enters the Pro Series who did not take part in the F1 Esports Series 2018 then those Teams shall be given last choice, with the order between those Teams being chosen at random by Formula 1. Once allocated, Teams shall remain in the same positions for the entirety of the Pro Series and are not permitted to change positions unless approved by Formula 1.

- 7.11. Stage lighting shall be set in such a way as to attempt to limit any potential distraction to Drivers while seated in their Racing Stations. However, the specific direction and brightness of stage lighting is necessary to ensure Drivers can be suitably captured by on-set recording devices. As such, changes to fixed lighting or dimming of stage lighting beyond acceptable levels (as determined by Officials) shall not be permitted during Pro Series events.
- 7.12. Administration accepts no responsibility for any damage, tampering or adjustment caused to Racing Stations during storage, transportation and/or events and Teams shall have no course for action in such circumstances beyond requesting a replacement be issued.

8. EQUIPMENT CONFIGURATION

- 8.1. Teams are permitted to request adjustments be made to their equipment within any pre-set parameters allowed by their Racing Station, including (but not limited to):
- a) adjustment of pedal distance to seat and/or wheel;
 - b) height and angle of wheel;
 - c) height of monitor; and
 - d) pedal resistance.
- 8.2. Within the Game, Teams are permitted to make configuration changes to the following areas:
- a) multi-function display (MFD);
 - b) button mappings; and
 - c) input device settings.
- 8.3. In addition to the game settings noted above, Teams are also permitted to make adjustments to any pre-set firmware settings made available on the steering wheel.
- 8.4. All Sessions must be played on the settings set out in Schedule 1. No variations to these settings are permitted under any circumstances unless clearly stated in this rulebook or if F1 Esports Officials determine necessary. Officials may request access to Racing Stations at any time to ensure that settings are applied correctly.
- 8.5. Drivers will be required to maintain specific volume levels in order to ensure a consistent volume level for broadcast. Officials may require Drivers to adjust their volume levels if deemed, at Official's sole discretion, to be too high or low (as the case may be). If a Driver is hearing impaired then F1 may make an exception to allow additional control over audio levels to suit the needs of the Driver. Participants may adjust volume levels through provided headphone and/or monitor outputs, should such volume adjustments be available.
- 8.6. Adjustments to graphics and sound settings are not permitted (excluding motion blur and any other adjustments specifically permitted by this rulebook) in order to maintain a consistent standard for broadcast.
- 8.7. Headphones must be placed directly on the Driver's ears, and must remain there for the duration of each Session. Drivers are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the Driver's ears, or over the headphones, unless otherwise approved by an Official.

- 8.8. Formula 1 may test Racing Stations at any time and without notice to ensure settings are configured correctly.

9. SETUP PERIOD

- 9.1. Teams shall have designated blocks of time at the beginning of each event to ensure that their Racing Stations are configured (each a "Setup Period"). Officials shall inform Teams of their scheduled Setup Period and duration as part of the racing schedule.
- 9.2. Setup Periods comprise the following:
- a) verifying the quality of all equipment provided by F1;
 - b) connecting and configuring peripherals;
 - c) ensuring proper function of all peripherals;
 - d) adjusting peripheral and in-game settings; and
 - e) limited in-game warm-up (note, timed laps are not permitted).
- 9.3. It is expected that Teams will resolve any issues with their Racing Station within their allotted Setup Period and that the respective Setup Period and/or Session shall start or end (as the case may be) at the scheduled time.
- 9.4. During Setup Periods, Drivers may only enter the track for installation/shake-down laps i.e. laps to check the configuration and reliability of hardware – timed-laps are prohibited.
- 9.5. Teams shall have access to Racing Stations to adjust equipment during allotted Setup Periods only. At all other times, Teams are expected to vacate their Racing Stations and withdraw from the stage area unless otherwise directed by an Official.
- 9.6. Participants may not adjust or otherwise tamper with Racing Stations outside of official Setup Periods and/or in any way beyond the adjustments provided by the hardware itself.
- 9.7. Participants may not touch, use, adjust, or otherwise tamper with, any official equipment not provided or assigned to them.
- 9.8. Any technical issue found by a Team must be raised immediately with an Official.
- 9.9. Teams are not permitted to make physical adjustments to Racing Stations unless directed to do so by an official and should instead request assistance from an on-stage technician.
- 9.10. If equipment or technical problems are suspected by an Official then a Team or Official may request a technical review of the situation, where a F1 Esports technician will diagnose and troubleshoot problems, as needed. Technicians may, at their discretion, request that Officials order replacement of any problem equipment. Decisions regarding the replacement of any equipment lie solely with Officials.
- 9.11. Delays due to setup problems may be permitted, at the sole discretion of Officials.
- 9.12. Administration accepts no responsibility for protecting or removing in-game car settings or other PC / hardware settings from Racing Stations.

10. TEAM COMMS

- 10.1. During all Sessions, including Practice, Qualifying and Races, Team Reps may have the option to communicate with one or both of their Drivers who are participating in the respective Session via 2-way radio solution ("Team Radio").
- 10.2. Headsets for Drivers to communicate with their Team Rep may be made available to Drivers as part of their Racing Stations and, where provided, Drivers must wear their headsets at all times during each Session in accordance with Section 8.7.
- 10.3. Any communication made over Team Radio may be used by Formula 1 as part of a live broadcast and/or in accordance with the wider Rulebook.
- 10.4. The use of communication equipment and/or the specification of such equipment may be changed by Formula 1 during the course of the F1 Esports Series without advanced notification.

11. OFFICIALS

- 11.1. The Pro Series shall be attended by F1 Esports Series Officials who shall be responsible for on the day adjudication (including administering any penalty or other warning, in accordance with the Terms and Conditions) including:
- a) Up to three stewards ("Race Stewards" or "Stewards"), one of whom shall be appointed "Head Steward";
 - b) a "Race Director" who may or may not be a Race Steward; and
 - c) multiple spotters ("Race Marshals") (together "Adjudication").
- 11.2. The Race Director shall have overriding authority in:
- a) the control of all Sessions, adherence to the timetable and, if deemed necessary by the Race Director, the modification of the timetable in accordance with the Terms and Conditions;
 - b) the stopping of any car in accordance with the Terms and Conditions;
 - c) the stopping or suspension of any Session in accordance with the Terms and Conditions;
 - d) the starting procedure; and
 - e) the use of the virtual safety car.
- 11.3. The Head Steward shall have overriding authority in administering any penalty or other warning in accordance with the Participant's Handbook or the wider Terms and Conditions.
- 11.4. Adjudication may use any video or electronic means to assist them in reaching a decision. Adjudication may overrule judges of fact.
- 11.5. For any event of the Pro Series, Formula 1 may choose to nominate one or more official delegate to assist Adjudication in their duties.

12. MEETINGS

- 12.1. The following meetings, chaired by the Race Director, shall take place at the start of each event:
- a) Team briefing; and

b) Driver briefing.

12.2. The time and location of the meeting detailed in Section 12.1 above shall be documented in the event schedule distributed to Teams ahead of each event.

12.3. Team briefings must be attended by a minimum of one and a maximum of two Representatives (as defined in Section 17.2) from each Team. No other Team attendees are permitted.

12.4. Driver briefings must be attended by all Drivers who are taking part in any Session during the respective event and may also be attended by both Team Reps, although attendance by Team Reps is optional.

13. INSTRUCTIONS TO COMPETITORS

13.1. Officials may give instructions or issue communications to Teams by means of special circulars. These circulars shall be made available to all Teams either physically, digitally or via email, as deemed appropriate by Officials.

13.2. All classifications and results of Qualifying and Races, as well as formal decisions issued by the Officials, shall be made available to all Teams either physically, digitally or via email, as deemed appropriate by Officials.

14. INCIDENT REVIEW

14.1. Following each Qualifying and Race Session, and during the Incident Review Request Window (as defined in Section 14.3 below), Teams may submit a request for the Stewards to review cases where a sporting incident considered by the Team to be in breach of the F1 Esports Pro Series rules has occurred or where a Team suspects that an in-game defect has adversely affected the Session results ("Incident Review Request").

14.2. When an Incident Review Request is submitted (in accordance with Section 14.3 and Section 14.4), the Stewards shall determine whether to accept the Incident Review Request before performing the review ("Incident Review") and notifying Teams of the outcome(s). Incident Review Requests may be rejected where a penalty has already been applied by the Stewards for the incident in question, where the incident in question has already been noted by the Stewards or where the Stewards feel there is no merit in performing the Incident Review.

14.3. Teams shall have between 15 and 30 minutes after a provisional Qualification or Race classification (as the case may be) has been issued in which to submit an Incident Review Request (as determined by Formula 1 and communicated to Teams in the respective event schedule) (in all cases, an "Incident Review Request Window").

14.4. Incident Review Requests must be submitted using the Incident Review Form which shall be made available to Teams. Completed forms must be submitted to the League Operations office (as shown to Teams by Officials) within the Incident Review Request Window immediately following the respective incident for the review to be considered, unless otherwise permitted by Officials (at their sole discretion) due to mitigating circumstances.

- 14.5. The Stewards may consider any relevant information during an Incident Review and determine whether the incident is in breach of the F1 Esports Pro Series Terms and Conditions. The Stewards may request to speak to any Driver(s) and/or Team(s) involved in the respective incident for further information or clarification. Teams are not permitted access to Race Stewards during Incident Reviews unless invited.
- 14.6. The Stewards shall notify all Teams of the final outcome(s) of an accepted Incident Review, whereby a penalty may be applied or no further action taken, as the Stewards deem appropriate (in their sole determination) in accordance with Section 13.
- 14.7. The Stewards shall endeavour to complete all Incident Reviews a maximum of 2 hours after the respective Incident Review Request Window has closed.
- 14.8. Incident Review outcomes are final and cannot be appealed.

15. PENALTY APPEAL

- 15.1. Following each Qualifying and Race Session, and during a Penalty Appeal Request Window (as defined in Section 15.3 below), Teams may lodge an appeal against a penalty applied by the Stewards ("Penalty Appeal Request" or "Appeal Request").
- 15.2. When a Penalty Appeal Request is submitted (in accordance with Section 15.3 and Section 15.4), the Stewards shall determine whether to accept the Appeal Request before reviewing the information related to the penalty in question ("Penalty Appeal") and notifying Teams of the outcome(s). Penalty Appeal Requests may be rejected where no penalty has been applied by the Stewards for the incident in question or where no new relevant information regarding the incident has come to the Stewards attention (at their sole determination).
- 15.3. Teams shall have between 15 and 30 minutes after a provisional Qualification or Race classification (as the case may be) has been issued in which to submit a Penalty Appeal Request (as determined by Formula 1 and communicated to Teams in the respective event schedule) (in all cases, a "Penalty Appeal Request Window").
- 15.4. Penalty Appeal Requests must be submitted using the Penalty Appeal Form which shall be made available to Teams. Completed forms must be submitted to the League Operations office within the Penalty Appeal Request Window immediately following the session in which the penalty was applied for the review to be considered, unless otherwise permitted by Administration (at its sole discretion) due to mitigating circumstances.
- 15.5. The Stewards shall consider any new information during a Penalty Appeal and determine whether or not the original judgment should stand. The Stewards may request to speak to any Driver(s) and/or Team(s) involved in the respective incident for further information or clarification. Teams are not permitted access to Race Stewards during Penalty Appeals unless invited.
- 15.6. The Stewards shall notify all Teams of the final outcome(s) of a Penalty Appeal, whereby the original penalty shall be upheld, overturned or modified, as the Stewards deem appropriate (in their sole determination) in accordance with Section 13.

- 15.7. The Stewards aim to complete all Penalty Appeals a maximum of 2 hours after the respective Penalty Appeal Request Window has closed.
- 15.8. Penalty Appeal outcomes are final and cannot be appealed further.

16. TEAM ROSTER

- 16.1. Teams must maintain a roster listing 3 drivers (each a "Pro Series Driver" being "Registered" and together the "Pro Series Drivers" or "Team Roster"), including a minimum of 1 Driver from the Draft Pool (as defined in the Pro Draft Rulebook), who are contracted to the Team for the entirety of the Pro Series 2019 and who may participate in the Pro Series.
- 16.2. Teams must have 3 Drivers on their Team Roster (in accordance with this Section 16) available for every round of the Pro Series 2019 (however, only 2 Drivers are required to attend and participate in any given round).
- 16.3. In cases where a Pro Series Driver ceases to participate in the F1 Esports Series (including the F1 Esports Pro Series 2019) for reasons including but not limited to withdrawal, disqualification or contractual issues, leaving the respective Team below the required threshold of Pro Series Drivers (as specified in Section 16.1), that Team shall be required to replace the respective Pro Series Driver with another Driver chosen from the pool of Remaining Drivers (as defined in the Pro Draft Rulebook) or, if no Drivers are available from the pool of Remaining Drivers or the Team has made all reasonable effort (at Formula 1's sole discretion) to contract a Driver from the Remaining Drivers and has not been successful, with a participant of their own choosing.
- 16.4. Teams must comply with this Section 16 at all times with respect to the number of Pro Series Drivers in their Team Roster and also the minimum number of participants picked from the Draft Pool.
- 16.5. Any changes to a Team Roster must be immediately declared to F1 by emailing draft@f1esports.com a minimum of 7 days prior to the next round of the Pro Series, unless otherwise agreed with Formula 1. Full details of any changes must be disclosed to F1 by the respective Team by the agreed deadline and approved by F1 before being considered legitimate.
- 16.6. The Team shall be solely responsible for communicating with and managing their Pro Series Drivers, and their attendance and participation, at the Pro Series.
- 16.7. Unless Formula 1 deem it otherwise appropriate based on mitigating circumstances, Teams may use a maximum of four Drivers during a season (in accordance with Section 16.1 and Section 16.3), all of whom may score points in the Pro Series championship.

17. TEAM ELIGIBILITY

- 17.1. Teams must make 2 Drivers available for each event who will physically attend and compete in the respective rounds of the Pro Series. Only eligible Drivers on Team Rosters may participate in the Pro Series.

- 17.2. A minimum of one and a maximum of two representatives from each Team (each a "Team Representative" or "Team Rep") are required to physically attend each event in order to attend Team Briefings and to support their Team's Drivers.
- 17.3. Team Representatives may be anyone nominated by a Team for the role excluding (unless Formula 1 deem it otherwise appropriate based on mitigating circumstances):
- a) persons who are under the age of sixteen (16);
 - b) employees and agents of Formula 1 and/or their respective parent, subsidiary and affiliated companies, and each of their respective advertising/promotion agencies;
 - c) anyone involved in and/or connected to the organisation and running of the F1 Esports Series in any way;
 - d) anyone involved in and/or connected to the development and/or organisation of the Game in any way over the past one year from the date of the first event in the Pro Series; and
 - e) anyone explicitly disallowed by Formula 1.
- 17.4. Failure to present 2 Drivers and 1 Team Rep for every round of the Pro Series may result in penalties being applied to the respective Team.
- 17.5. Team Representatives are not permitted to represent more than one Team at any given event.
- 17.6. Teams may nominate one Team member (in addition to the Team Reps detailed in Section 17.2) who may access the arena during Sessions.
- 17.7. During live broadcast times, Teams must make at least one Team Rep or senior spokesperson available for interviews by accredited TV crews.
- 17.8. Non-approved personnel (i.e. anyone not a Driver, Team Rep or nominated Team member) are not permitted on-site unless approved in advance by Formula 1. Teams may request additional access to events as spectators but their attendance is not guaranteed and shall only be permitted during pre-agreed times.
- 17.9. Team Representatives are not permitted on-stage during Practice, Qualifying, Race Sessions, or at any point during filming, unless otherwise instructed by an Official.
- 17.10. In participating in the Pro Series, each Team confirms that they:
- a) are eligible to do so and eligible to claim any prize that they may win;
 - b) fully and unconditionally agrees to and undertakes to comply with this Pro Series Rulebook (and all other agreements, rules and policies referred to in this Pro Series Rulebook) and any instruction of Formula 1 (and/or its nominee) in relation to the Game and/or F1 Esports Series; and
 - c) accepts that decisions of Formula 1, the Stewards and the wider Administration regarding all matters relating to the F1 Esports Series and/or Game are final and binding.
- 17.11. Teams (including their Drivers and Representatives) must operate independently from each and every other Team at an operational level.

18. DRIVER ELIGIBILITY

- 18.1. All Drivers must meet all requirements in this Section 18 in their entirety to be eligible to participate in the Pro Series. Any Driver who does not meet all requirements shall be deemed ineligible and may be removed from the F1 Esports Series unless and until such time as Formula 1 is satisfied that all eligibility criteria has been met. Drivers agree that Formula 1 can investigate and take such other action as it may reasonably require in determining eligibility.
- 18.2. A Driver must be contracted to a Team and be registered on the respective Team's Team Roster to be eligible to participate.
- 18.3. Drivers represent their own skills and abilities over the course of the F1 Esports Pro Series 2019 and shall compete to the best of their ability at all times.
- 18.4. In order to prove Drivers are of sufficient standard to compete in the F1 Esports Pro Series 2019, Drivers contracted to Teams who did not qualify for the F1 Esports Series Pro Draft 2019 or participate in the F1 Esports Pro Series 2018 must achieve a lap time under a Benchmark Lap Time (as defined in Section 19.1).
- 18.5. The Pro Series is open to all countries where the Game and/or the F1 Esports Series is not prohibited or unlawful (each Driver to satisfy themselves as to whether this condition is met) except:
- a) persons who are under the age of sixteen (16);
 - b) employees and agents of Formula 1 and/or their respective parent, subsidiary and affiliated companies, and each of their respective advertising/promotion agencies;
 - c) anyone involved in and/or connected to the organisation and running of the F1 Esports Series in any way;
 - d) anyone involved in and/or connected to the development and/or organisation of the Game in any way over the past one year from the date of the first event in the Pro Series; and
 - e) the immediate family members of any of the persons set forth in (b), (c) or (d) above (and for these purposes 'immediate family members shall mean parents, step-parents, children, step-children, siblings or spouses).
- 18.6. In participating in the Pro Series, each Driver confirms that he/she:
- a) is eligible to do so and eligible to claim any prize that he/she may win;
 - b) is contracted to participate in the Pro Series with the Team that they are representing;
 - c) fully and unconditionally agrees to and undertakes to comply with this Pro Series Rulebook (and all other agreements, rules and policies referred to in this Pro Series Rulebook) and any instruction of Formula 1 (and/or its nominee) in relation to the Game and/or F1 Esports Series; and
 - d) accepts that decisions of Formula 1, the Stewards and the wider Administration regarding all matters relating to the F1 Esports Series and/or Game are final and binding.

19. THE 104% RULE

- 19.1. Drivers contracted to Teams who did not qualify for the F1 Esports Series Pro Draft 2019 or participate in the F1 Esports Series 2018 (the "Unproven Drivers") must prove that they are of sufficient standard to compete in the F1 Esports Pro Series 2019 by posting a lap time under a target time set by Formula 1 (where the target time is referred to as the "Benchmark Lap Time" and a lap time posted under the Benchmark Lap Time is a "Qualifying Lap") before they can be considered eligible.
- 19.2. The Benchmark Lap Time shall be issued to Teams by Formula 1 when reasonably practicable (but not before the official launch of the F1 2019 game).
- 19.3. Unproven Drivers shall be given one opportunity to set a Qualifying Lap at each event in the Pro Series (until they achieve a Qualifying Lap) and such times shall be communicated to Teams as part of each respective event schedule.
- 19.4. Unproven Drivers are given 30 minutes in which to set their Qualifying Lap. If an Unproven Driver fails to set a Qualifying Lap within the allotted time then that driver does not get another attempt to qualify during the respective event (unless deemed appropriate by F1 Esports Officials) and is considered ineligible for all sessions which occur during the respective event. For the avoidance of doubt, a Driver who fails to set a Qualifying Lap may re-attempt to set a Qualifying Lap at subsequent Pro Series events.
- 19.5. Unproven Drivers shall be notified by an Official when the 30-minute time window has begun.
- 19.6. Qualifying Laps must be set using the F1 2019 game with the game settings as detailed in Schedule 1 (with the exception of weather, which shall be set to "Clear", or where specified differently by an Official).
- 19.7. Lap times which involved any in-game warnings or penalties (including, but not exclusively, for corner cutting) or involve any game exploit or foul play (as determined by Officials) will be discounted.
- 19.8. Qualifying Laps must be set by the Unproven Driver in person on officially approved equipment (as detailed in Section 7) at such location and time as agreed between Formula 1 and the Team, and with a F1 Esports Official present to validate the attempt. A photo of the qualifying lap time, taken by an Official, is required in order to validate the attempt.
- 19.9. Upon completing a valid Qualifying Lap or once the 30-minute time window has ended (as the case may be), an Official shall notify the Driver of the result of their attempt.
- 19.10. The outcome of a Driver's attempt at a Qualifying Lap is not open to appeal.

20. PERSONAL INFORMATION

- 20.1. By entering the F1 Esports Series in whatever manner and at whatever stage, each Driver agrees and consents to the use and reproduction by or on behalf of Formula 1 of their name, voice, still and moving (including photographic) images and/or comments relating to the F1 Esports Series without limitation for such promotional, merchandising, marketing and publicity purposes of Formula 1 in any and all media worldwide without notice to them and without any fee being paid to them and further

agree to take part in such media, marketing and publicity requirements of Formula 1 relating to the F1 Esports Series (acting reasonably).

20.2. By entering the F1 Esports Series in whatever manner and at whatever stage, each Participant agrees that any personal information provided by a Participant shall be:

- a) controlled and processed in accordance with Formula 1's current F1 Esports Series published Privacy Policy (found at <https://f1esports.com/legal-notice>);
- b) used by Formula 1 and their respective agents and suppliers to administer the F1 Esports Series, send out prizes and to enable Formula 1 to promote the F1 Esports Series in any media (including, without limitation, television and online broadcast, publishing channels and on Formula 1's and its partners' social media pages) and in any other manner to which a Participant has expressly consented to;
- c) passed on to any Formula 1 partner in a manner to which a Participant has consented to and used for any additional activities that you have consented to, for example, if a Participant has agreed that Formula 1's partners can contact them, then their data will also be used in accordance with such consents; and
- d) shared with Teams and organisations involved in any F1 Esports Series (including the F1 Esports Series 2019) but only in the manner a Participant has consented to.

21. LIMITATION ON LIABILITY

21.1. Formula 1 accepts no responsibility for any costs associated with any prizes, or a Team or Driver's participation in the F1 Esports Series, that are not expressly stated to be its responsibility in the Terms and Conditions. Additionally, each prize winner is solely responsible for all applicable federal, state and local taxes, including taxes imposed on their income.

21.2. Formula 1 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 accepting any prize. F1 further disclaims any liability for any injury or damage to your or any other person's computer relating to or resulting from participation in or downloading any materials in connection with the F1 Esports Series save to the extent that (i) death or personal injury is caused by F1's negligence; (ii) such liability arises from fraud or fraudulent misrepresentation; or (iii) for any other reason or by any cause which cannot be excluded by law.

21.3. Formula 1 shall not be liable for any failure to comply with its obligations relating to the F1 Esports Series where the failure is caused by something outside its reasonable control. Such circumstances shall include, but not be limited to, weather conditions, fire, flood, hurricane, strike, industrial dispute, war, hostilities, political unrest, riots, civil commotion, inevitable accidents, supervening legislation or any other circumstances amounting to force majeure.

22. SPIRIT OF THE RULES

22.1. All decisions regarding the interpretation of these rules, eligibility, scheduling and staging of the F1 Esports Series (including the Pro Series) lie solely with F1 (and anyone acting on its behalf).

- 22.2. All decisions by F1 (and anyone acting on its behalf) in respect of the Sporting Rules (including this Pro Series Rulebook) shall be final. Administration's decisions cannot be appealed (unless the option to appeal is clearly stated) and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.
- 22.3. F1 (and anyone acting on its behalf) has a right to decide decisions in accordance with this Pro Series Rulebook, outside this Pro Series Rulebook, or even against this Pro Series Rulebook in special cases to guarantee fair play and to ensure the spirit of the F1 Esports Series is upheld. Participants agree to be bound by F1's final decisions (and anyone acting on its behalf).
- 22.4. Formula 1 reserves the right to modify the Sporting Rules at any time. This includes changes due to software updates or releases, and any other change deemed necessary by Formula 1. This Pro Series Rulebook shall be applied by Administration in such a manner to ensure the spirit of the Formula 1 Esports Series is upheld.

23. CANCELLATION

- 23.1. If cheating, a virus, bug, catastrophic event, or any other unforeseen or unexpected event that cannot be reasonably anticipated or controlled affects the fairness and / or integrity of the F1 Esports Series, Formula 1 reserve the right to cancel, change or suspend the F1 Esports Series. This right is reserved whether the event is due to human or technical error.
- 23.2. Officials may change the dates, venue, numbers of events, rounds and/or racing schedule at any time and without prior notice.
- 23.3. Formula 1 reserves the right, at any time, to modify or discontinue, temporarily or permanently, the F1 Esports Series, with or without prior notice, for reasons outside its reasonable control (including, without limitation, in the case of anticipated, suspected or actual fraud, cheating, any computer virus, bug, or any catastrophic event). In the event that Formula 1 permanently discontinues the F1 Esports Series pursuant to this paragraph, Drivers shall be released from their obligations to Formula 1 under the Sporting Rules.

24. SCHEDULE 1 - RACE SETTINGS

24.1. Session Options

- a) Era = Modern F1 Cars
- b) Maximum Participants = 22
- c) Practice Length = TBC *detailed in event schedule
- d) Qualifying = Short qualifying (18 minutes)
- e) Race Distance = 25%
- f) Starting Grid = Manual
- g) Quick Weather = Dynamic
- h) Session Start Time = Official
- i) Session Privacy = Invite Only

24.2. Race Settings

- a) AI Driver Level = 90
- b) Car Performance = Equal
- c) Parc Ferme Rules = Off
- d) Collisions = On (Off for Practice Sessions)
- e) Vehicle Damage = Full (Off for Practice Sessions)
- f) Safety Car = VSC (Manual)
- g) Rules & Flags = Esports
- h) Corner Cutting Stringency = Strict
- i) Formation Laps = Off
- j) Race Starts = Manual

24.3. Assist Restrictions

- a) Braking Assist = Off
- b) Anti-Lock Brakes = Off
- c) Traction Control = Off
- d) Automatic Gearbox = Manual
- e) Pit Assist = Off
- f) Pit Release Assist = Off
- g) Dynamic Racing Line = Off
- h) ERS = Manual

24.4. On-Track Settings

- a) Car Setup = Changes allowed
- b) MFD = Changes allowed
- c) Camera = Restricted to cockpit camera or t-cam.