



**Esports Series**

# **PRO SERIES RULEBOOK**

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Version 1.0



Presenting Partner

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## 1. INTRODUCTION

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This is the official rulebook ("Pro Series Rulebook") of the F1 Esports Pro Series 2020 ("Pro Series"), being the third and final stage of the F1 Esports Series 2020 ("F1 Esports Series"). The Pro Series comprises online events in which drivers ("Drivers") represent a Professional F1 Esports Team ("Teams" and each a "Team") and compete remotely by playing the official F1 2020 PC video game ("Game") in a multi-round league championship featuring 4 events plus two days of testing, with each event lasting three days, provisionally scheduled as follows:

DATE	EVENT	ROUNDS
13 – 15 Oct 2020	Event 1	Rounds 1, 2 and 3
3 – 5 Nov 2020	Event 2	Rounds 4, 5 & 6
17 – 19 Nov 2020	Event 3	Rounds 7, 8 & 9
8 – 10 Dec 2020	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

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- 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. By participating and/or attending the Pro Series, Participants:

- a) agree to the Terms and Conditions (to the extent they apply to a particular Participant);
- b) acknowledge 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) agree to participate in publicity and media activities relating to the F1 Esports Series; and
- d) consent 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

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3.1. The Pro Series is a multiple-round championship involving Drivers competing using the official F1 2020 PC 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 online events, as follows:

ROUND #	DATE	EVENT #	TRACK
1	14 Oct 2020	Event 1	Sakhir, Bahrain
2	14 Oct 2020	Event 1	Hanoi, Vietnam
3	15 Oct 2020	Event 1	Shanghai, China
4	4 Nov 2020	Event 2	Zandvoort, Netherlands
5	4 Nov 2020	Event 2	Montreal, Canada
6	5 Nov 2020	Event 2	Spielberg, Austria
7	18 Nov 2020	Event 3	Silverstone, UK

8	18 Nov 2020	Event 3	Spa, Belgium
9	19 Nov 2020	Event 3	Monza, Italy
10	9 Dec 2020	Event 4	Suzuka, Japan
11	9 Dec 2020	Event 4	Mexico City, Mexico
12	10 Dec 2020	Event 4	Sao Paolo, Brazil

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

- 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 for setting the fastest lap of the Race where a Driver is 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 the F1 Esports Pro Series 2020 Driver Championship winner (and runners-up) shall be the Drivers 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 2<sup>nd</sup> place finishes (i.e. the number of times the respective Driver finished in 2<sup>nd</sup> place in all completed Rounds combined) is greater will be considered higher-placed. If such aggregate number of 2<sup>nd</sup> place finishes is the same then the aggregate number of 3<sup>rd</sup> 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 the F1 Esports Pro Series 2020 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 2<sup>nd</sup> place finishes (being the number of times the respective Team's contracted Drivers finished in 2<sup>nd</sup> place in all completed Rounds) is greater will be considered higher-placed. If such aggregate number of 2<sup>nd</sup> place finishes is the same then the aggregate number of 3<sup>rd</sup> 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. A prize fund of up to \$750,000 shall be distributed to Teams based on performance related criteria (as determined by Formula 1 in its sole discretion). The prize fund shall be awarded directly to Teams only and not to Drivers, as follows:
  - a) prizes shall be allocated to Teams based on the final Team Championship Points after all Rounds of the Pro Series; and
  - b) prizes shall be allocated to Teams based on the final Driver Championship Points after all Rounds of the Pro Series.
- 4.9. The precise distribution of the prize fund detailed in Section 4.8 ("Competition and Prize Rules") shall be communicated to Teams as soon as reasonably practicable.

## 5. ROUND FORMAT

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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 three separate sessions (as detailed below). 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 within the allotted time. The objective of Qualifying is for the Drivers to set the fastest single lap time round the track ("Qualifying Time") within the allotted time.

Qualifying session one ("Q1") runs for 20 minutes and involves all cars trying to set the fastest lap time. At the end of Q1, the cars occupying positions 16 to 20 based on Q1 Qualifying Time shall be eliminated from Qualifying (i.e. they take no further part in Qualifying for the respective Round).

Qualifying session two ("Q2") shall run for 15 minutes and involves the remaining cars trying to set the fastest lap time with their previous lap times (i.e. their lap times from Q1) having been cancelled. At the end of Q2, the cars occupying positions 11 to 15 based on Q2 Qualification Time shall be eliminated from Qualification.

Qualifying session three ("Q3") shall run for 12 minutes and involves the remaining cars trying to set the fastest lap time with their previous lap times (i.e. their lap times from Q2) having been cancelled.

Starting positions on the grid for the Race of that particular Round shall be decided by Qualifying so that the top ten grid positions are determined by Q3 Qualifying Times, grid positions 11 to 15 are determined by Q2 Qualification Times and grid positions 16 – 20 are determined by Q1 Qualification Times and such 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 then those Drivers shall be considered last in the respective Qualification Session with the Driver with the highest finishing position from the last Round in which either of the Drivers participated 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 35% 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 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. Unless wet or intermediate tyres are used, all Drivers must use at least two different specifications of dry-weather tyre during Races.
- 5.9. Drivers must use the cockpit camera or 't-bar' camera during all Qualifying and Race sessions.
- 5.10. During the first phase of Qualifying (i.e. Q1), any driver who fails to set a lap within 104 percent of the fastest Q1 time will not be allowed to start the respective Race unless Formula 1 deems they meet the required standard of driving (based on, for example (but not limited to), lap time(s) set during Practice or historical performances in the F1 Esports Series or other sim-racing competitions).
- 5.11. Intentionally offering a slipstream or draft to another car is not permitted during Qualifying. Where a Driver is considered to have intentionally positioned their car on track in such a way as to provide another car with an opportunity to exploit a slipstream for aerodynamic advantage then they may be penalised in accordance with the Sporting Rules and, in such cases, the Driver(s) who benefited from the slipstream may have their respective lap time(s) invalidated.

## 6. SESSION PROCEDURE

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- 6.1. 30 minutes before the Session start time (as communicated to Teams by Formula 1), all Drivers participating in that Session should be ready to begin ("Ready"), which includes but is not limited to:
  - a) being logged into the official F1 Esports Pro Series Discord server and actively reading (and responding where applicable) to any messages from Officials;
  - b) being logged into the official vMix server (as detailed in section 7.5);
  - c) being logged into the official Discord server and clearly audible on microphone (in accordance with Section 10);
  - d) having the Gfinity Client (as detailed in section 7.5) installed and enabled; and
  - e) having all necessary equipment configured, tested and ready to race.
- 6.2. If a Driver is not present and Ready at least 20 minutes before the start of any Session then 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 20 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. When indicated by Officials, Drivers must "ready-up" in-game. Drivers must not ready-up before directed to do so.
- 6.5. When the Session is ready to begin, the Game shall load the track in question and Drivers should proceed as instructed by the Game.
- 6.6. Penalties for tardiness and/or delaying proceedings may be issued in accordance with the Participant's Handbook.
- 6.7. During Race Sessions, Drivers shall have until the start light sequence begins to perform final checks on their equipment. Any technical issues must be raised with the Administrators before the start light sequence has begun for a Session restart to be considered.
- 6.8. During Qualifying, Drivers shall have until the first lap time has been set to raise any technical issues with the Administrators for a restart to be considered.
- 6.9. Should a Qualifying or Race Session be restarted then weather for the new Session shall be fixed to the same weather conditions as the Session being restarted (to the best of Administration's ability within the confines of the Game).

## 7. RACING EQUIPMENT

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- 7.1. Unless otherwise approved by Formula 1, Drivers must exclusively use the following equipment during all Sessions:
  - a) Web camera (as issued to teams by Formula 1);
  - b) Headset & microphone;
  - c) Fanatec CSL Elite Wheel Base;
  - d) Fanatec CSL Elite Pedals with Loadcell Kit; and

- e) Fanatec ClubSport Steering Wheel F1 Esports.
- 7.2. In addition to the equipment noted in Section 7.1, Drivers may require further hardware in order to take part in the Pro Series (for example, PC, monitor, mouse & keyboard, internet connection) (together with the equipment noted in Section 7.1 a "Racing Station").
- 7.3. Drivers are required to use a PC which, at minimum, meets the recommended hardware specification of the Game and is fully up-to-date with all software drivers.
- 7.4. Drivers are required to use an internet connection with a minimum stable upload speed of 8mb/s and a ping of no more than 200ms to the same SpeedTest server – named 'London' (found at <http://www.speedtest.net>) - to obtain their internet speed ("Internet Speed Test Results"). The Internet Speed Test Results must be obtained on the same computer and using the same internet connection as the Driver shall use to participate with. Teams may be required to provide evidence of their Drivers' internet speeds at any time.
- 7.5. Drivers shall be required have installed (and, where applicable, use) the following software during all Sessions (not exclusively):
- a) The official F1 2020 PC Game;
  - b) Discord (logged into the official F1 Esports Discord server (as communicated to Teams by Formula1));
  - c) vMix (logged into the official vMix server (as communicated to Teams by Formula1));
  - d) remote access software (as provided to Teams by Formula 1); and
  - e) the Gfinity Client (as provided to Teams by Formula 1).
- 7.6. All hardware detailed in Section 7.1 and software detailed in Section 7.5 should be running the latest software/firmware versions unless otherwise communicated to Teams by Formula 1.
- 7.7. It is the sole responsibility of each Team to ensure that their Drivers have the necessary equipment (including but not limited to all hardware and software) to effectively participate in the Pro Series. As is the provision, setup, maintenance, configuration and infrastructure required by such a Racing Station plus any cost(s) associated with meeting such obligations.
- 7.8. Participants may not use any equipment or aids (digital or otherwise) during Sessions which are not considered by Formula 1 to be essential in meeting the obligations of the Sporting Rules, with the exception of (i) pillows or other such devices used to solely aid Driver comfort or (ii) devices which have been expressly authorised by Officials.
- 7.9. The equipment (including software) 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. Formula 1 reserve the right to reasonably demand a Driver's equipment be changed (at the Team's expense) if such equipment conflicts with a F1 Esports Series sponsor, it's brand or is in violation of the Terms and Conditions.
- 7.11. Any branding visible on Driver equipment, clothing or otherwise must be obscured at all times unless approved, or otherwise directed, by Formula 1.

- 7.12. Administration accepts no responsibility for any damage, wear or otherwise caused to Racing Stations by taking part in the Pro Series and Teams shall have no course for action in such circumstances.

## 8. EQUIPMENT CONFIGURATION

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- 8.1. Teams must configure and operate their equipment within the manufacturer's set parameters.
- 8.2. Teams must notify Administration of the geographical location where each of their Drivers shall be taking part from, as well as their IP address, before each event.
- 8.3. Discord, vMix and the Gfinity Client must be installed on each Driver's PC and actively communicating over the internet during all Sessions from the same IP address as was communicated to Formula 1 by each Team. Any discrepancy in IP addresses or geo-location may result in a penalty being applied to the respective Driver and/or Team.
- 8.4. Each Driver's web camera must be pre-positioned ahead of each event in the Pro Series and must remain there during all Sessions. At minimum, the web camera shot must include the Driver's face clearly visible at all times.
- 8.5. Web camera positioning, including but not limited to direction, lighting, background content, foreground and background positioning ("Camera Position"), must be approved by Formula 1. Once agreed, Camera Positions shall remain the same for the entirety of the Pro Series and are not permitted to change unless approved by Formula 1. Formula 1 reserve the right to insist on Camera Position(s) being changed at any time.
- 8.6. 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.
- 8.7. Formula 1 may remotely connect to Racing Stations at any time and without notice to ensure hardware is being used accordingly, settings are configured correctly and no unapproved software is being used. Teams must ensure that Administration has remote access to Racing Stations at all times before, during and after Sessions and at other times as reasonably demanded by Formula 1.

## 9. SETUP TEST

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- 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:
- verifying web camera feeds through vMix;
  - verifying audio feeds through Discord;
  - adjusting web camera positions; and
  - A mock practice session, qualifying and race.
- 9.3. Setup Periods must be attended by any Driver who is taking part in a Session in the respective event. However, only two Drivers per Team can take part in the mock race.

- 9.4. Any technical issue found by a Team must be raised immediately with an Official.
- 9.5. Delays caused by technical issues which are the responsibility of Teams may result in the respective Driver(s) being excluded from the respective Session. However, delays due to setup problems may be granted by Officials.
- 9.6. Administration may arrange a number of tests to occur in the run-up to the Pro Series (each a "Pre-Season Test") which may follow the same format as the Setup Period and to which Drivers shall be expected to attend in accordance with Section 9.3.

## 10. TEAM COMMS

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- 10.1. During all Sessions, Team Reps may have the option to communicate with one or both of their Drivers who are participating in the respective Session via the official F1 Esports Discord server ("Discord" or "Team Radio").
- 10.2. Drivers must be connected to Discord during all Sessions and be active and responsive to Administration where applicable.
- 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 Terms and Conditions.
- 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

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- 11.1. The Pro Series shall be overseen 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) A number of 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

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- 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 one Representative (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

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- 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

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- 14.1. During the Incident Review Request Window (as defined in Section 14.3), 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 Sporting Rules has occurred, where the Team has been given a penalty by the Game and the Sporting Rules afford the Team a right to appeal 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 14.1, 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 from when a session starts until 10 minutes after the Qualification or Race (as the case may be) has finished in which to submit an Incident Review Request ("Incident Review Request Window").

- 14.4. Incident Review Requests must be submitted using the Team Portal (details of which shall be communicated to Teams by Formula 1). Completed forms must be submitted to League Operations within the Incident Review Request Window immediately following the respective incident for the review to be considered, unless otherwise permitted by Officials 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. Following the closing of the Incident Review Request Window and after all Incident Reviews have been considered, the Stewards shall issue results to the Teams which shall include the outcome(s) of any Incident Reviews ("Provisional Results").

## 15. PENALTY APPEAL

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- 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" or "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 10 minutes after Provisional Results have been issued in which to submit a Penalty Appeal Request ("Penalty Appeal Window").
- 15.4. Penalty Appeal Requests must be submitted using the Team Portal (details of which shall be communicated to Teams by Formula 1). Completed forms must be submitted to League Operations within the Penalty Appeal Window immediately following the session in which the penalty was applied for the review to be considered, unless otherwise permitted by Administration 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. Following the closing of the Penalty Appeal Window and after all Appeals have been considered, the Stewards shall issue results to the Teams which shall include the outcome(s) of any Penalty Appeals ("Final Results"). Penalty Appeal outcomes and Final Results are final and cannot be appealed further.

## 16. TEAM ROSTER

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- 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 2020 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 2020 (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 2020) 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 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 in writing 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

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- 17.1. Teams must make 2 Drivers available for each event who will 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. During live broadcast times (as communicated to Teams by Formula 1), Teams must make at least one Team Rep or senior spokesperson available for interviews by accredited press and/or production crews.
- 17.7. 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 the Terms and Conditions and any instruction of Formula 1 (and/or its nominee) in relation to the Game and/or F1 Esports Series; and
  - c) accept 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.
- 17.8. Teams (including their Drivers and Representatives) must operate independently from each and every other Team at an operational level.

## 18. DRIVER ELIGIBILITY

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- 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 2020 and shall compete to the best of their ability at all times.
- 18.4. 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).
- 18.5. 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. PERSONAL INFORMATION

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- 19.1. 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).
- 19.2. 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 2020) but only in the manner a Participant has consented to.

## 20. LIMITATION ON LIABILITY

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- 20.1. 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.
- 20.2. 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.
- 20.3. 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.

## 21. SPIRIT OF THE RULES

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- 21.1. 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).
- 21.2. 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.
- 21.3. 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).

- 21.4. 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.

## 22. CANCELLATION

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- 22.1. 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.
- 22.2. Officials may change the dates, venue, numbers of events, rounds and/or racing schedule at any time and without prior notice.
- 22.3. 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.

## 23. SCHEDULE 1 - RACE SETTINGS

SECTION	NAME	VALUE	
Session Options	AI Driver Level	90	
	Category	F1 2020	
	Car Performance	Equal	
	Maximum Participants	22	
	Practice Length	30 minutes	
	Qualifying	Full	
	Race Distance	35%	
	Starting Grid	Manual	
	Quick Weather	Dynamic	
	Session Start Time	Official	
	Session Privacy	Invite Only	
	Race Settings	Parc Ferme Rules	Off
		Collisions	On
Vehicle Damage		Full	
Ghosting		On	
Car Setup		Full	
Safety Car		Manual	
Rules and Flags		Esports	
Corner Cutting Stringency		Strict	
Formation Lap		Off	
Race Starts		Manual	
Tyre Temperature		Surface & Carcass	
Assist Restrictions		Braking Assist	Off
		Anti-Lock Brakes	Off
		Traction Control	Off
		Gearbox	Manual
	Pit Assist	Off	
	Pit Release Assist	Off	
	Dynamic Racing Line	Off	
	ERS Assist	Off	
	DRS Assist	Off	
Fuel Assist	Off		



Presenting Partner

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**Esports Series**

The logo for the Esports Series, featuring a stylized red "F" symbol above the text "Esports Series" in a bold, black, sans-serif font.

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