



Esports Series

2020 Qualification Rulebook

VERSION 1.2.2

CONTENTS

1. Prologue	2
2. Key Information	3
3. Promoter and Terms of Entry.....	3
4. Player Eligibility	4
5. Minors.....	5
6. How to Enter	6
7. General Structure.....	7
8. Challenger Series qualification.....	7
9. Challenger Series.....	9
10. Play-Off Qualification	12
11. Online Play-off	14
12. Internet Speed Test	16
13. Time-trial.....	17
14. Pro Draft Qualification	19
15. Conditions of Participation.....	20
16. Personal Information.....	20
17. Limitation on Liability	21
18. Cancellation.....	21
19. Schedule 1 – Online Event Scoring	23
20. Schedule 2 – Online Race Options	24

1. PROLOGUE

Professional Formula 1® esports motor racing is here to stay. Put your driving skills to the test and you could earn your place in a Pro Series F1 Esports Team (“Team”) and make history as the winner of the F1™ Esports Pro Series 2020.

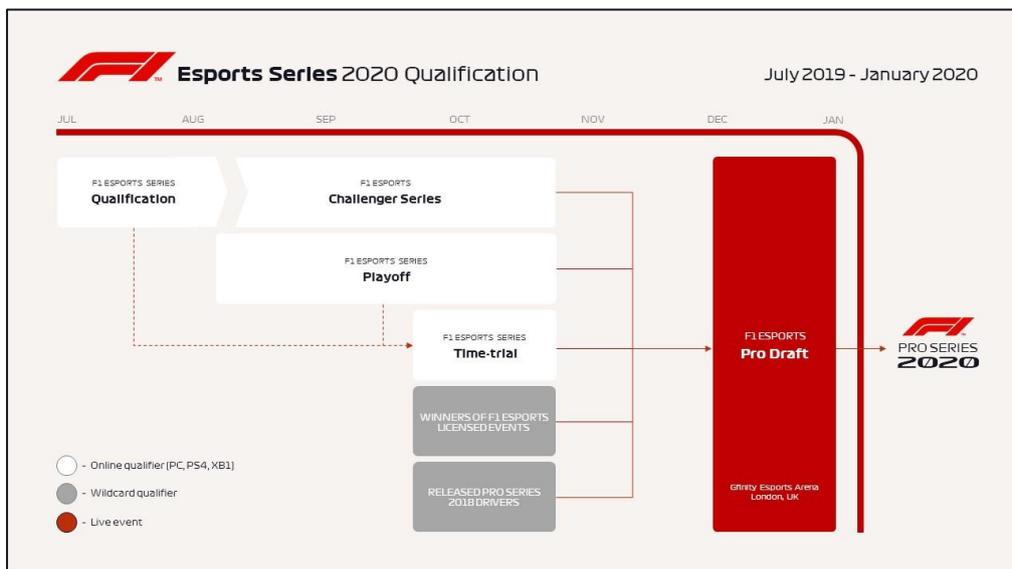
This competition is open to anyone who is eligible to take part in accordance with this qualification rulebook (“Qualification Rulebook”) (in particular, you will need a copy of the official F1™ 2019 game (the “Game” with either an Xbox Live, PlayStation Network or Steam account, and have gone through the online registration process). You are not eligible to participate if you are under 16 years of age.

The structure of the competition (in its entirety known as “F1 Esports Series”) is set out at Section 7 of this Qualification Rulebook. The first round of the competition is the “2020 Qualification”, comprising “Challenger Series Qualification” and “Play-off Qualification” (in both cases open invite, subject to the terms of this Qualification Rulebook), “Challenger Series” (invite only), “Online Play-off” (invite only) and “Time-trial” (invite only).

The 2020 Qualification shall determine qualifying participants to progress to the second round of the competition being the “Pro Draft” or “Draft”. In addition to the 2020 Qualification, Formula 1 may license “External Events”, each offering qualification to the Pro Draft for the winners of such events. Formula 1 may also invite drivers to the Pro Draft who participated in the F1 Esports Pro Series 2019 and have since been released by their teams (“2019 Drivers” and together with winners of External Events, “Wildcards”).

The Pro Draft shall provide the qualifying participants from 2020 Qualification with the chance to attend the Pro Draft and compete for a spot in the Pro Draft Live Show (as referred to in Section 2), where they will be joined by the Wildcards in the hope of impressing the F1 Esports Teams enough to be offered a driver contract and a chance to be selected to race in the final stage of competition, being the Pro Series (as referred to in Section 2).

Please see the diagram below setting out the basic structure of the F1 Esports Series 2020.



2. KEY INFORMATION

Please find below key information relating to 2020 Qualification (note this is not designed to replace any requirement for you to read and agree to the terms of this Qualification Rulebook (nor any document referred to) in its entirety):

- 2.1. 2020 Qualification starts on 22 July 2019 (subject to change).
- 2.2. You must have an account at <https://f1esports.com> (the "Website") in order to take part.
- 2.3. You must be aged 16 years or over to participate
- 2.4. Qualify with F1 2019 on PC, PlayStation 4 or Xbox One (each a "Platform").
- 2.5. The Challenger Series is a 7 round online championship with F1 points system and 50% races. Finish in the top 8 in either of the Challenger Series Qualification events to be invited to the Challenger Series. Finish in the top 7 at the end of the Challenger Series to be invited to the Pro Draft.
- 2.6. For those who don't make it into the Challenger Series, 2020 Qualification continues with 3 more in-game F1 Esports events. Finish in the top 16 (event 1) or top 8 (events 2 & 3) to progress to the Online Play-off. The Online Play-off involves 3 knockout races with the top 2 drivers from the final race qualifying for the Pro Draft.
- 2.7. The Pro Draft will include a knockout racing competition on day 1 followed by a live show on day 2 ("Live Show"). Only drivers who do well in the knockout racing will progress to the Live Show.
- 2.8. The Pro Draft Live Show offers Participants the chance to impress the F1 Esports Teams in the hope that they will be offered a driver contract to represent that Team in the 2020 Pro Series. Note: in participating in the Pro Draft, there is no guarantee of securing a driver contract with a Team but participants will have the opportunity to showcase themselves to the Teams.
- 2.9. Participants cannot advance to the Pro Draft if pre-existing arrangements prevent them from doing so (for example, participation in the Pro Draft is strictly prohibited where a participant has an existing contract with a professional esports team).
- 2.10. Regardless of the platform used by any participant in 2020 Qualification, all participants that compete in the Pro Draft shall be required to compete on a PC using a simulator wheel and pedals (as supplied by Formula 1).

3. PROMOTER AND TERMS OF ENTRY

- 3.1. The promoter and operator of the F1 Esports Series (including 2020 Qualification) is Formula 1.
- 3.2. By entering the F1 Esports Series in whatever manner (i.e. through 2020 Qualification or by invitation from Formula 1) each participant ("Drivers" and each a "Driver") accepts the following terms and conditions (together the "Terms and Conditions"):
 - a) this Qualification Rulebook, the Pro Draft Rulebook and the Pro Series Rulebook (together the "Sporting Rules"), all of which shall be made available at <https://f1esports.com/rules>;
 - b) the Competition and Prize Rules which shall be made available at <https://f1esports.com/rules>;
 - c) the Handbook for Drivers, Teams and other participants which can be found at <https://f1esports.com/rules>; and

- d) the terms of use and the privacy policy of the official Formula 1 at <https://f1esports.com> 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.
- 3.3. All Drivers (and, additionally, in the case of any Driver under the Eligible Age (as defined at Section 4.7 below and as set out in Section 5), his/her parent or guardian) who participate and/or attend the Pro Draft will be required to enter in to a written contract as a pre-condition to participating in the Pro Draft, and such contract will include:
- a) the Terms and Conditions (to the extent they apply to a particular Driver/Team);
 - b) an acknowledgement that the Pro Draft 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;
 - d) consenting to Formula 1, its group companies and their licensees using the qualifying Team/Driver'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); and
 - e) a guarantee that the Driver is free of any contract or agreement to represent another esports team or organisation.
- 3.4. In respect of 2020 Qualification, if there is any conflict between the Pro Draft Rulebook, the Pro Series Rulebook, the Participant's Handbook and this Qualification Rulebook, this Qualification Rulebook shall prevail.

4. PLAYER ELIGIBILITY

- 4.1. All Drivers must meet all requirements in this Section in their entirety to be eligible to participate in the F1 Esports Series. Any Driver who does not meet such 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.
- 4.2. The F1 Esports Series is open to residents of 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) years;
 - 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 and/or the Game in any way; and

- d) the immediate family members of any of the persons set forth in (b) or (c) above (and for these purposes "immediate family members" shall mean parents, step-parents, children, step-children, siblings or spouses).
- 4.3. A Driver is only eligible to participate in the 2020 Qualification if they have:
- a) a PS4, PS4 Pro, Xbox One, Xbox One S, Xbox One X, or suitable Windows PC;
 - b) PSN Membership, Steam Account or Xbox Live Gold Membership (or such other online membership relevant to their platform and which is required for them to play the Game online);
 - c) a copy of the Game (updated to the latest version of the Game publicly available on the relevant platform at the time they participate in 2020 Qualification); and
 - d) a broadband internet connection.
- 4.4. Drivers are responsible for their own hardware and internet connection (which is recommended to be a minimum of 3 MB/s download, 0.5MB/s upload and must have a ping of at least 150 (to the "Bradford" server, as defined in Section 9)). Note that any Online Event held in the F1 Esports Series (including any 2020 Qualification event) will not be rescheduled due to technical issues.
- 4.5. A Driver is not eligible to qualify and/or enter into the Pro Draft if they are bound to any contract or agreement to represent another esports team or organisation over the course of the F1 Esports Pro Series 2020 season.
- 4.6. In registering to participate in the F1 Esports 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) fully and unconditionally agrees to and undertakes to comply with this Qualification Rulebook (and all other agreements, rules and policies referred to in this Qualification Rulebook) 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 regarding all matters relating to the F1 Esports Series and/or Game are final and binding.
- 4.7. If a Driver is aged under eighteen (18) years of age or such higher majority in any relevant jurisdiction in respect of any applicable law or regulation (the 'Eligible Age') at the time of registration, he/she agrees that Section 5 applies and has been complied with.

5. MINORS

- 5.1. If a Driver is under the Eligible Age at the time of registration, he or she must obtain written parental or guardian consent to enter the F1 Esports Series and claim any prize. F1 may ask any Driver to provide proof of age and/or any relevant consent at any time.
- 5.2. A Driver is not eligible to enter the F1 Esports Series if they are under sixteen (16) years of age.
- 5.3. In providing parental or guardian consent in accordance with Section 5.1, such parent or guardian acknowledges he or she has read and agrees to the Terms and Conditions.
- 5.4. If a Driver is under the Eligible Age at the time of the Pro Draft and/or Pro Series (as the case may be) and such Driver qualifies to participate in the Pro Draft and/or Pro Series, their parent/guardian must travel with the Driver and physically accompany them to, and at, the relevant event(s).

6. HOW TO ENTER

- 6.1. Other than satisfying the eligibility criteria, no purchase of any item or service is necessary in order to enter the F1 Esports Series and no payment is required from Drivers to enter. Only entries received in accordance with the Terms and Conditions will be accepted.
- 6.2. To enter 2020 Qualification, each Driver must create an online account and submit the online entry form provided on the Website. There is no charge to register for use of the Website.
- 6.3. During the registration process, each Driver will be asked to provide his/her name, email address, nationality and date of birth and to select a username and password, and input their respective Xbox Live, PSN or Steam gamertag(s). Drivers may be asked to submit additional information. Any personal information which the Drivers submit will be controlled and used in accordance with Section 16 below.
- 6.4. Formula 1 reserves the right to refuse a "driver name" that Formula 1, in its sole opinion, determines is inappropriate, offensive or does not otherwise comply with the Terms and Conditions. Notwithstanding the foregoing and without prejudice to any of its other rights, Formula 1 reserves the right to delete the account of a Driver who breaches this requirement without notice. Any such decision to do so by Formula 1 is final.
- 6.5. Entries correctly submitted via the Website will result in an acceptance message on the Website confirming their entry and the Driver's acceptance will also be confirmed via email sent to the email address used to register.
- 6.6. In order to participate, each Driver must sign in to the Website and register their relevant device/console (that complies with Section 4.3 above) so that they are ready to participate when 2020 Qualification opens.
- 6.7. Formula 1 nor any of their employees, agents or representatives shall be responsible for:
 - a) any actions taken using a Driver's password (and the Driver is responsible for the safety and security of his/her password);
 - b) any entries which are delayed in transit, regardless of cause, including, for example, as a result of any equipment failure, technical malfunction, systems, satellite, network, server, computer hardware or software failure of any kind; or
 - c) lost, late, incomplete, damaged, stolen, invalid, unintelligible or misdirected entries, which will be disqualified.
- 6.8. Once submitted, entries become the sole property of Formula 1. Formula 1's computer record of the entry will be considered to be the official entry. In the event of a dispute as to any entry, the authorised account holder of the email address used to register will be deemed to be the entrant to the F1 Esports Series (and this will be used to match the registration of the device/console on the Website).
- 6.9. Drivers are able to register (in accordance with this Section 6) anytime up to the expiration of the Online Qualification Period, however all attempts at 2020 Qualification must be completed by that time. All attempts completed after the expiration of the Online Qualification Period shall be invalid and no score shall be registered in respect of that attempt.

6.10. Driver shall only be eligible to participate in 2020 Qualification from the point he or she completes the registration process as detailed in this Section 6.

6.11. If a Driver registers after the expiry of the Online Qualification Period such registration shall be disregarded for the purposes of the F1 Esports Series.

7. GENERAL STRUCTURE

7.1. 2020 Qualification shall comprise six parts as follows:

- i. Challenger Series Qualification, which shall determine 16 Drivers per Platform to progress to the Challenger Series;
- ii. Challenger Series, which shall determine 21 Drivers (7 per platform) to qualify for day 1 of the Pro Draft;
- iii. Play-off Qualification, which shall determine 16 Drivers per Platform to progress to the first Online Play-off race and 8 Drivers per Platform to progress to the second and third Online Play-off races;
- iv. Online Play-off, which shall determine 6 Drivers (2 per Platform) to qualify for day 1 of the Pro Draft;
- v. Time-trial, which shall determine 3 Drivers (1 per Platform) to qualify for day 1 of the Pro Draft; and
- vi. The Wildcards.

8. CHALLENGER SERIES QUALIFICATION

8.1. Challenger Series Qualification involves participation in one or more of 2 in-game qualification events on each Platform, as follows:

EVENT	DATE	CAR / DRIVER	TRACK
1	22 Jul 2019 – 4 Aug 2019	Haas, Grosjean	Hockenheimring
2	5 Aug 2019 – 18 Aug 2019	Ferrari, Vettel	Hungaroring

(each a “Challenger Series Qualification Event”)

8.2. To participate in a Challenger Series Qualification Event, each Driver must start the Game on their chosen Platform. Once the Game has loaded into the main menu, the Driver must navigate to the ‘F1 Esports Challenger Series Qualifier’ which can be found in the ‘F1 Esports’ section. Drivers must enter the event on the Game to participate in the relevant Challenger Series Qualification Event.

8.3. Whilst participating in a Challenger Series Qualification Event, settings including car, circuit and track conditions shall be pre-determined. Each Driver shall be competing under the same track conditions against computer-controlled AI with the objective to record the best overall score. Drivers are permitted to use assist modifiers during Challenger Series Qualification Events however the use of assists will affect the drivers overall score (as detailed in Schedule 1).

- 8.4. A Driver's score will be determined automatically (based on the criteria set out at Schedule 1 to this Qualification Rulebook) and the Driver shall be notified of his/her score on their playing screen when they finish each attempt.
- 8.5. Drivers shall be able to participate in the relevant Challenger Series Qualification Event between the respective dates (inclusive) only, as shown in column 2 of the table at Section 8.1 above (together the "Challenger Series Qualification Period").
- 8.6. Each Challenger Series Qualification Event shall be a separate route to the Challenger Series and, subject to the terms of this Qualification Rulebook (including Section 4 and Section 5), Drivers can progress from any Challenger Series Qualification Event.
- 8.7. Each Driver shall be able to participate in one or more Challenger Series Qualification Event(s) and on as many occasions as he or she desires and on one or more Platforms during the Challenger Series Qualification Period.
- 8.8. If a Driver secures a Challenger Series invitation from a Challenger Series Qualification Event, participation in further Challenger Series Qualification Events is permitted but their scores will not be counted and they will not receive additional invitations to the Challenger Series.
- 8.9. Drivers may only qualify for the Challenger Series on one Platform.
- 8.10. F1 Esports Pro Series 2019 drivers are not permitted to qualify for the Challenger Series.
- 8.11. In the event that a Driver ties on points with another Driver, the Driver who posted the score first will be considered higher-placed.
- 8.12. Any points allocations that appear to result from a glitch or exploit will be declared void by Formula 1. It is strongly recommended that Drivers retain a video of their Challenger Series Qualification Event attempt in case the validity of their entry is challenged, however, Formula 1's decision shall be final.
- 8.13. A Driver's best score (together with all other participating Drivers' scores) will be viewable through the Website. If the Driver believes there is a genuine mistake in the points recorded on the Website, they may submit a query (together with supporting evidence) to Formula 1 (by emailing support@f1esports.com).
- 8.14. In Formula 1's sole determination and subject at all times to this Qualification Rulebook (including Section 4, Section 5 and Section 12), the following Drivers at the end of each Challenger Series Qualification Event shall progress from the respective event to the Challenger Series:
- a) the top 8 highest scoring Drivers using a PC;
 - b) the top 8 highest scoring Drivers using a PlayStation 4; and
 - c) the top 8 highest scoring Drivers using an Xbox One.
- This will result in a total of 16 Drivers progressing to the Challenger Series per Platform. Drivers who have qualified for the Challenger Series shall be notified via email (usually within 5 days of the respective Challenger Series Qualification Event ending).
- 8.15. Where a Driver declines or fails to respond to an invitation to the Challenger Series, or is unable to demonstrate to F1's satisfaction that they are willing and able to participate in the Challenger Series, F1 reserves the right to replace such Driver with an alternative Driver based on skill and performance.

8.16. It is the sole responsibility of the Driver to notify Formula 1 during the F1 Esports Series if his or her e-mail address has changed. To do so, click on the 'Support' link on the Website, then follow the instructions.

9. CHALLENGER SERIES

9.1. The Challenger Series is a 6 round championship involving Drivers competing online using the official F1 2019 Game to earn championship points, provisionally structured as follows (each a "Challenger Series Round"):

ROUND #	DATE	PLATFORM	TRACK
1	27 Aug 2019	PC	Spa-Francorchamps
1	28 Aug 2019	PlayStation 4	Spa-Francorchamps
1	29 Aug 2019	Xbox One	Spa-Francorchamps
2	3 Sep 2019	PC	Autodromo Nazionale Monza
2	4 Sep 2019	PlayStation 4	Autodromo Nazionale Monza
2	5 Sep 2019	Xbox One	Autodromo Nazionale Monza
3	24 Sep 2019	PC	Sochi Autodrom
3	25 Sep 2019	PlayStation 4	Sochi Autodrom
3	26 Sep 2019	Xbox One	Sochi Autodrom
4	8 Oct 2019	PC	Suzuka
4	9 Oct 2019	PlayStation 4	Suzuka
4	10 Oct 2019	Xbox One	Suzuka
5	29 Oct 2019	PC	Circuit of the Americas
5	30 Oct 2019	PlayStation 4	Circuit of the Americas
5	31 Oct 2019	Xbox One	Circuit of the Americas
6	9 Dec 2019	Xbox One	Interlagos
6	10 Dec 2019	PC	Interlagos
6	11 Dec 2019	PlayStation 4	Interlagos

9.2. Any changes to the above schedule shall be communicated to qualifying Drivers as soon as reasonably practicable.

9.3. Only Drivers who have qualified from a Challenger Series Qualification Event on the respective Platform and passed the Internet Speed Test in accordance with Section 12 may participate in the Challenger Series, unless otherwise specified by Formula 1 (each a "Challenger Series Participant").

9.4. Car performance will be set to equal for all Challenger Series Rounds.

- 9.5. Challenger Series Participants will be assigned a car to race in-game. Car selection will be determined at random by Formula 1.
- 9.6. Each Challenger Series Participant shall be sent an in-game invitation to join a game lobby ("Lobby") for each Challenger Series Round by an F1 Esports Official via PC (Steam), PlayStation (PSN) or Xbox One (Xbox Live), depending on which platform they qualified on. Invitations shall be sent approximately 15 minutes before the start of the respective session and Challenger Series Participants must accept their invitation in order to participate.
- 9.7. It is strongly recommended Challenger Series Participants restart their Game before joining a Lobby for better stability.
- 9.8. Challenger Series Participants must not send anyone else an invite to the lobby – anyone caught doing so could be removed and disqualified from the F1 Esports Series.
- 9.9. The Lobby settings for each Challenger Series Round will be configured as per Schedule 2, which includes a qualifying session followed by a race.
- 9.10. An 18-minute qualifying session shall give Drivers the opportunity to set the fastest single lap time ("Qualifying Time") round the respective track. The Drivers' starting positions on the grid for the particular Challenger Series race shall be determined by this qualifying session 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 then the relevant Drivers' grid positions shall be determined by the Game.
- 9.11. Challenger Series Participants must not ready up until asked to do so by an F1 Esports Official. Challenger Series Participants who ready up without instruction from an F1 Esports Official, or fail to ready up within a reasonable amount of time when instructed to do so (as determined by F1 Esports Officials), risk disqualification from the Challenger Series.
- 9.12. Whilst participating in a Challenger Series Round, each Driver shall be competing against up to 15 other Drivers with the objective to record the best finishing position.
- 9.13. Challenger Series Participants may not participate in the Challenger Series on more than one Platform.
- 9.14. Unless wet or intermediate tyres are used during any given Challenger Series race, all Drivers must use at least two different specifications of dry-weather tyres in that race.
- 9.15. Re-joining a Challenger Series Round after a disconnection / game crash is forbidden unless instructed to do so by a F1 Esports Official. Challenger Series Participants found re-joining a Challenger Series lobby without authorisation may be removed from the F1 Esports Series.
- 9.16. Any advantage gained that appears to result from a glitch or exploit may result in the relevant Challenger Series Participant being given a penalty and/or disqualification from the respective race. It is strongly recommended that participants retain a video of their Challenger Series race in case the validity of their entry is challenged, however Formula 1's decision shall be final.
- 9.17. Challenger Series Participants found to be in breach of any code of conduct or on-track rules may be given a penalty and/or disqualified from the respective Challenger Series Round (in accordance with the Participant's Handbook).
- 9.18. Finishing positions for all Challenger Series Participants will be viewable through the Website. If the participant believes there is a genuine mistake in the finishing positions recorded on the Website, they

may submit a query (together with supporting evidence) to Formula 1 (by emailing support@f1esports.com).

9.19. Challenger Series Participants are free to use any in-game car setup they choose during Challenger Series Rounds (in accordance with Schedule 2).

9.20. Following the conclusion of each Challenger Series Round, Drivers shall be awarded points depending upon their finishing position, as follows:

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

9.21. Following the conclusion of each Challenger Series Round, an additional one (1) point will be awarded to the Driver who set the fastest lap time during the race providing that Driver is in the top 10 positions in the final race classification for the respective Challenger Series race. Should there be a tie for the fastest lap time during the race, one point will be awarded to each Driver if each individual Driver is in the top 10 positions on the final race classification for the respective Challenger Series race.

9.22. Following the conclusion of each Challenger Series Round, Formula 1 may issue warnings and penalties (in accordance with the Participant's Handbook) for any rule breaking, which shall be reflected in the final race classifications and such warnings and penalties are final and are not open to appeal.

9.23. Following the conclusion of each Challenger Series Round, if a Challenger Series Participant feels that a rule has been broken (in accordance with the Participant's Handbook) which has not been noted in the final race classifications then a request to review the incident may be made by the Participant by submitting video evidence of the infringement to support@f1esports.com within 12 hours of the respective session end time.

9.24. Following the award of points detailed at Section 9.20 and Section 9.21, a Driver's aggregate points over all Rounds shall be their "Challenger Series Points".

- 9.25. Following the completion of all Rounds in the Challenger Series and in F1's sole determination, the 7 Drivers with the most Challenger Series Points on each platform shall be invited to the Pro Draft (21 Drivers in total).
- 9.26. In the event that a Driver ties on points with another Driver following the completion of all Challenger Series Rounds, the Driver whose aggregate number of race wins (i.e. the number of race wins from all completed Challenger Series 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 Challenger Series 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.
- 9.27. Challenger Series Participants are expected to take part in every Round of the Challenger Series. If a Challenger Series Participant is unable to take part in a given Round then they must notify Formula 1 (by emailing support@f1esports.com) at the earliest opportunity and at least 2 hours prior to the start of the respective Round. Any Challenger Series Participant who fails to notify Formula 1 that they intend to miss a race, or who misses any 2 Rounds of the Challenger Series, may be disqualified from the F1 Esports Series 2020.

10. PLAY-OFF QUALIFICATION

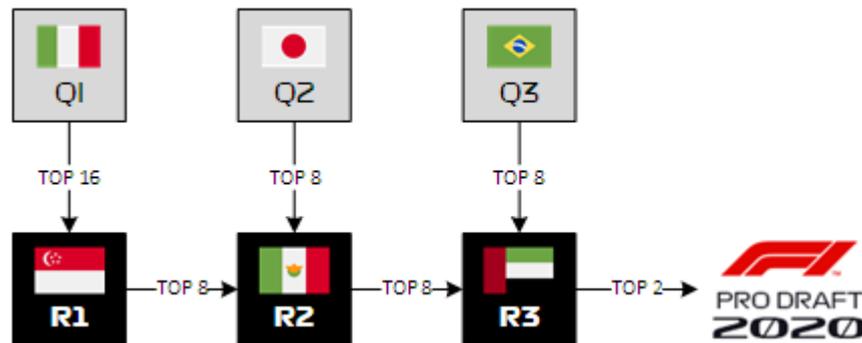
- 10.1. Play-off Qualification involves participation in one or more of 3 in-game qualification events (on each Platform) as follows:

EVENT	DATE	CAR / DRIVER	TRACK
1	27 Aug 2019 – 9 Sep 2019	McLaren, Norris	Monza
2	30 Sep 2019 – 13 Oct 2019	Alfa Romeo, Raikkonen	Suzuka
3	6 Nov 2019 – 19 Nov 2019	Racing Point, Perez	Interlagos

(each a "Play-off Qualification Event").

- 10.2. To participate in a Play-off Qualification Event, each Driver must start the Game on their chosen Platform. Once the Game has loaded into the main menu, the Driver must navigate to the 'F1 Esports Series Play-off Qualifier' which can be found in the 'F1 Esports' section. Drivers must enter the event on the Game to participate in the relevant Play-off Qualification Event.
- 10.3. Whilst participating in a Play-off Qualification Event, settings including car, circuit and track conditions shall be pre-determined. Each Driver shall be competing under the same track conditions against computer-controlled AI with the objective to record the best overall score. Drivers are permitted to use assist modifiers during Playoff Qualification Events, however, the use of assists will affect the drivers overall score (as detailed in Schedule 1).

- 10.4. A Driver's score will be determined automatically (based on the criteria set out at Schedule 1 to this Qualification Rulebook) and the Driver shall be notified of his/her score on their playing screen when they finish each Play-off Qualification Event.
- 10.5. Drivers shall be able to participate in the relevant Play-off Qualification Event but only between the respective dates (inclusive) for that Play-off Qualification Event shown in column 2 of the table at Section 10.1 above (together the "Play-off Qualification Period").
- 10.6. Each Play-off Qualification Event shall be a separate route to the Online Play-off and, subject to the terms of this Qualification Rulebook (including Section 4 and Section 5), Drivers can progress from any Play-off Qualification Event.
- 10.7. Each Driver shall be able to participate in one or more Play-off Qualification Event(s) and on as many occasions as he or she desires and on one or more platforms during the Play-off Qualification Period.
- 10.8. Drivers may attempt to qualify for an Online Play-off Round (as defined in Section 11) on more than one Platform, however, a Driver will only receive an invitation for the Online Play-off on the first Platform which they qualify on for any given Online Play-off Round, with any scores for that Online Play-off Round discounted on other Platforms.
- 10.9. Please see the diagram below setting out the basic structure of the Play-off Qualification and Online Play-off.



- 10.10. Challenger Series Participants and Pro Series 2019 drivers are not permitted to qualify for the Online Play-off.
- 10.11. In the event that a Driver ties on points with another Driver in a Play-off Qualification Event, the Driver who posted the score first will be considered higher-placed.
- 10.12. Any points allocations that appear to result from a glitch or exploit will be declared void by Formula 1. It is strongly recommended that Drivers retain a video of their Play-off Qualification Event attempt in case the validity of their entry is challenged, however Formula 1's decision shall be final.
- 10.13. A Driver's best score (together with all other participating Drivers' scores) will be viewable through the Website. If the Driver (acting reasonably) believes there is a genuine mistake in the points recorded on the Website they may submit a query (together with supporting evidence) to Formula 1 (by emailing support@f1esports.com) who shall investigate (providing they consider such query to be credible) to determine whether or not a mistake has been made.
- 10.14. In Formula 1's sole determination and subject at all times to this Qualification Rulebook (including Section 4, Section 5 and Section 12), the following Drivers at the end of Play-off Qualification Event 1 shall progress to the Online Play-off Round 1:

- a) the top 16 highest scoring Drivers using a PC;
 - b) the top 16 highest scoring Drivers using a PlayStation 4; and
 - c) the top 16 highest scoring Drivers using an Xbox One.
- 10.15. In Formula 1's sole determination and subject at all times to this Qualification Rulebook (including Section 4, Section 5 and Section 12), the following Drivers at the end of Play-off Qualification Events 2 and 3 shall progress to the respective Online Play-off Round:
- a) the top 8 highest scoring Drivers using a PC;
 - b) the top 8 highest scoring Drivers using a PlayStation 4; and
 - c) the top 8 highest scoring Drivers using an Xbox One.
- 10.16. Drivers who have qualified for an Online Play-off Round shall be notified via email (usually within 5 days of the respective Online Play-off Event ending).

11. ONLINE PLAY-OFF

11.1. The Online Play-off shall feature three rounds of online races per Platform, as follows:

ROUND	PLATFORM	DATE	TRACK	LENGTH
1	PC	17 Sep 2019	Marina Bay Street Circuit	50% distance
1	PS4	18 Sep 2019	Marina Bay Street Circuit	50% distance
1	Xbox One	19 Sep 2019	Marina Bay Street Circuit	50% distance
2	PC	22 Oct 2019	Autodromo Hermanos Rodriguez	50% distance
2	PS4	23 Oct 2019	Autodromo Hermanos Rodriguez	50% distance
2	Xbox One	24 Oct 2019	Autodromo Hermanos Rodriguez	50% distance
3	PC	26 Nov 2019	Yas Marina	50% distance
3	PS4	27 Nov 2019	Yas Marina	50% distance
3	Xbox One	28 Nov 2019	Yas Marina	50% distance

(each an "Play-off Round" and together the "Play-off Rounds").

- 11.2. Only Drivers who have qualified from a Play-off Qualification Event on the respective Platform and passed the Internet Speed Test in accordance with Section 12 may participate in a Play-off Round, unless otherwise specified by Formula 1 (each a "Play-off Participant").
- 11.3. Car performance will be set to equal for all Play-off Rounds.
- 11.4. Play-off Participants will be assigned a car to race in-game. Car selection will be determined at random by Formula 1.
- 11.5. Each Play-off Participant shall be sent an in-game invitation to join a game lobby ("Lobby") for the respective Play-off Round by an F1 Esports Official via PC (Steam), PlayStation (PSN) or Xbox One (Xbox Live), depending on which Platform they qualified on. Invitations shall be sent approximately 15

minutes before the start of the respective session and Play-off Participants must accept their invitation in order to participate.

- 11.6. It is strongly recommended Play-off Participants restart their Game before joining a Lobby for better stability.
- 11.7. Play-off Participants must not send anyone else an invite to the lobby – anyone caught doing so could be removed and disqualified from the F1 Esports Series.
- 11.8. The Lobby settings will be configured as per Schedule 2, which includes a qualifying session followed by a race.
- 11.9. An 18-minute qualifying session shall give Drivers the opportunity to set the fastest single lap time (“Qualifying Time”) round the respective track. The Drivers’ starting positions on the grid for the subsequent race shall be determined by this qualifying session 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 then the relevant Drivers’ grid positions shall be determined by the Game.
- 11.10. Play-off Participants must not ready up until asked to do so by an F1 Esports Official. Play-off Participants who ready up without instruction from an F1 Esports Official, or fail to ready up within a reasonable amount of time when instructed to do so (as determined by F1 Esports Officials), risk disqualification from the F1 Esports Series.
- 11.11. Whilst participating in an Online Play-off race, each Play-off Participant shall be competing against up to 15 other online Play-off Participants with the objective to record the best finishing position.
- 11.12. In Formula 1’s sole determination and subject at all times to this Qualification Rulebook (including Section 4, Section 5 and Section 12), the Drivers who finish in the top 8 positions in the final race classification of Play-off Round 1 shall automatically qualify for Play-off Round 2 and the remaining Drivers from the race will have to re-enter Play-off Qualification if they wish to continue in the Online Play-off. Equally, the Drivers who finish in the top 8 positions in the final race classification of Play-off Round 2 shall automatically qualify for Play-off Round 3 and the remaining Drivers from the race will have to re-enter Play-off Qualification if they wish to continue in the Online Play-off. In Formula 1’s sole determination, the Drivers who finish in the top 3 positions in the final race classification of Play-off Round 3 (per platform) shall be invited to the Pro Draft (9 Drivers in total).
- 11.13. Play-off Participants may not enter the Online Play-off on more than one Platform for any given Play-off Round.
- 11.14. Unless wet or intermediate tyres are used during the Play-off race, all Play-off Participants must use at least two different specifications of dry-weather tyres in the race.
- 11.15. Re-joining Play-off Round lobby after a disconnection / game crash is forbidden unless instructed to do so by a F1 Esports Official. Play-off Participants found re-joining the lobby without authorisation may be removed from the F1 Esports Series.
- 11.16. Any advantage gained that appears to result from a glitch or exploit may result in the relevant Play-off Participant being given a penalty and/or disqualification from the respective race. It is strongly

recommended that participants retain a video of their race in case the validity of their entry is challenged, however Formula 1's decision shall be final.

- 11.17. Play-off Participants found to be in breach of any code of conduct or on-track rules may be given a penalty and/or disqualified from the respective race (in accordance with the Participant's Handbook).
- 11.18. A Play-off Participant's finishing position (together with all other Play-off Participant's finishing positions) will be viewable through the Website. If the participant (acting reasonably) believes there is a genuine mistake in the finishing positions recorded on the Website they may submit a query (together with supporting evidence) to Formula 1 (by emailing support@f1esports.com) who shall investigate (providing they consider such query to be credible) to determine whether or not a mistake has been made.
- 11.19. Play-off Participants are free to use any in-game car setup they choose during Play-off races (in accordance with Schedule 2).
- 11.20. Following the conclusion of each Play-off Round, Formula 1 may issue warnings and penalties (in accordance with the Participant's Handbook) for any rule breaking, which shall be reflected in the final race classifications and such warnings and penalties are final and are not open to appeal.
- 11.21. Following the conclusion of each Play-off Round, if a Play-off Participant feels that a rule has been broken (in accordance with the Participant's Handbook) which has not been noted in the final race classifications then a request to review the incident may be made by the Participant by submitting video evidence of the infringement to support@f1esports.com within 12 hours of the respective session end time.

12. INTERNET SPEED TEST

- 12.1. Drivers who have qualified from either a Challenger Series Qualification Event (in accordance with Section 8) or a Play-off Qualification Event (in accordance with Section 10) must pass an internet speed test ("Internet Speed Test") before proceeding to the Challenger Series or Online Play-off (as the case may be). To ensure parity across speed tests, all participants must use the same SpeedTest UK server – named 'Bradford' (found at <http://www.speedtest.net>) - to obtain their internet speed ("Internet Speed Test Results"). The Internet Speed Test must be run on the same computer used by the Driver to qualify (be it a PC, PlayStation 4 or Xbox One) and using the same internet connection as the Driver shall use for the Challenger Series or Online Play-off (as the case may be).
- 12.2. Internet connections must have a ping of 150 or less to pass the Internet Speed Test.
- 12.3. Internet Speed Test Results must be emailed to support@f1esports.com and include a screenshot taken of the Driver's Internet Speed Test Results. The deadline for submission is 6 hours before the respective session start-time.
- 12.4. Should a Driver change computer, internet connection, router, ISP or any other part of their setup change having submitted Internet Speed Test Results then that Driver must re-submit new Internet

Speed Test Results with their new setup (in accordance with Section 12.1) before participating in the respective session.

- 12.5. Drivers with internet connections deemed insufficient for the purpose of the 2020 Qualification shall be refused participation in the Challenger Series or Online Play-off (as the case may be) and shall instead be permitted entry to the Time-trial (as described in Section 13).
- 12.6. Drivers who have qualified from a Challenger Series Qualification Event (in accordance with Section 8) or a Play-off Qualification Event (in accordance with Section 10) and who have passed the Internet Speed Test in accordance with this Section 9 shall be notified via email (using the email address provided during registration or as otherwise communicate to Formula 1). It is the sole responsibility of the Driver to notify Formula 1 during the F1 Esports Series if his or her e-mail address has changed. To do so, click on the 'Support' link on the Website, then follow the instructions.
- 12.7. If no response is received after Formula 1 has made reasonable efforts to make contact with the Driver within a reasonable period of time, a Driver fails the Internet Speed Test or a Driver declines or fails to attend the Challenger Series or Play-off session (as the case may be), or proceed in the F1 Esports Series, Formula 1 reserves the right to award the Driver with the next highest finishing position and who passes the Internet Speed Test to proceed to the Challenger Series or Play-off (as the case may be) and so on, respectively until the requisite number of participants has been achieved.

13. TIME-TRIAL

- 13.1. The Time-trial is open to the following:
- Drivers who achieve a top 8 score in a Challenger Series Qualification Event but who fail the Internet Speed Test (in accordance with Section 12);
 - Drivers who qualify via a Play-off Qualification Event (in accordance with Section 10) but who fail the Internet Speed Test (in accordance with Section 12); and
 - any Driver invited to participate by Formula 1 whether as a result of activations and/or activities operated by Formula 1 (or its partners) or otherwise (but who has demonstrated sufficient skill and proficiency to Formula 1 in its sole discretion),
(each a "Time-trial Participant").
- 13.2. Any drivers who has already qualified or been invited to the Pro Draft (via 2020 Qualification or otherwise) shall not be permitted to participate in the Time-trial.
- 13.3. Drivers may participate in the Time-trial on one Platform only.
- 13.4. Formula 1 shall contact each Time-trial Participant in advance of the Time-trial. To participate in the Time-trial, each Time-trial Participant must start the Game (on their chosen platform). Once the Game has loaded onto the main menu, the Time-trial Participant must navigate to 'Time Trial' which can be found on the main menu. In the sub menu, each Time-trial Participant must select "Modern F1 Cars", then use the car detailed in Section 13.7. Once the car is selected, a Time-trial Participant must navigate to the required tracks and then Select "Dry". Time-trial Participants must start the "Time Trial" mode to participate in the Time-trial.

13.5. Whilst participating in the Time-trial, settings including circuit and conditions need to be set to those defined in Section 13.6 and video evidence must be obtained ensuring the items mentioned in Section 13.8 are visible throughout. This will ensure each Time-trial Participant shall be competing under exactly the same track conditions and car settings, with the objective to record the best lap time.

13.6. Settings must be as follows:

- a) Era = Modern F1 Cars
- b) Car = TBC
- c) Assists = None
- d) Weather = Clear / Dry
- e) Time of Day = Official
- f) Track = TBC

13.7. The Time-trial shall provisionally run as follows (final dates and times of the Time-trial shall be communicated to Time-trial Participants when reasonably practicable):

DATE	TRACK	CAR
13 Jan 2020 – 26 Jan 2020	Yas Marina	Mercedes AMG Petronas

13.8. Time-trial Participants must submit recorded footage of their fastest lap. Participants shall follow these requirements when recording footage of their respective lap:

- a) Gamertag and live timing need to be viewable during the entirety of the lap.
- b) Gamertag must be the same gamertag used to register on the Website and that may race in the F1 Esports Series.
- c) Lap time must be viewable at the end of the lap.
- d) It is not permitted to record the in-game replay of the lap.

13.9. Each Time-trial Participant must also submit a screenshot of their lap time, taken from the end-of-session screen (i.e. when they are notified of their lap time on the playing screen when they finish the event - not the leaderboard screen), similar to the example image below. Time-trial Participants must ensure to include the full screen in the image, and that the username, session best lap time, and the icons for assists used, are clearly visible.

TIME TRIAL RESULTS
BRITAIN - TIME TRIAL
SILVERSTONE CIRCUIT

FASTEST LAP

	TEAM	TIME	GAP	S1	S2	S3	PEN.	CUSTOM SETUP	ASSISTS
dan.hawkins	Mercedes-AMG Petronas	1:31.103	+/-	28.372	37.992	24.738	No		
Personal Best	Mercedes-AMG Petronas	1:31.103	+/-	28.372	37.992	24.738	No		

SESSION BEST LAP TIMES

NO.	LAP	TEAM	TIME	GAP	S1	S2	S3	PEN.	ASSISTS
1	3	Mercedes-AMG Petronas	1:31.103	+/-	28.372	37.992	24.738	No	
2	1	Mercedes-AMG Petronas	1:32.728	+1.624	29.208	38.303	25.216	No	
3	2	Mercedes-AMG Petronas	1:33.226	+2.123	28.326	38.175	26.725	No	

SESSION THEORETICAL BEST

			1:31.103	+/-	28.372	37.992	24.738		
--	--	--	----------	-----	--------	--------	--------	--	--

REPLAY RESTART VIEW PROFILE ADVANCE

Example of screenshot taken from the end-of-session screen in the Game.

- 13.10. Lap footage and screenshots should be submitted together to support@f1esports.com by no later than one week from the end of the Time-trial.
- 13.11. Times set outside of the Time-trial event window, will not be accepted.
- 13.12. Any lap time set that appears to benefit from a glitch or exploit will be declared void by Formula 1. It is strongly recommended that Time-trial Participants retain the video of their lap attempt in case the validity of their entry is challenged, however Formula 1's decision shall be final.
- 13.13. In Formula 1's sole determination, the two (2) Time-trial Participants with the quickest lap times on each Platform shall be invited to the Pro Draft (6 Drivers in total).
- 13.14. In the event that a Time-trial Participant ties on Lap Time with another Time-trial Participant, the Time-trial Participant who posted their fastest lap time first will be considered higher-placed.

14. PRO DRAFT QUALIFICATION

14.1.36 Drivers shall be invited to day 1 of the Pro Draft, as follows:

- 21 Drivers from the Challenger Series (7 per platform);
- 9 Drivers from the Online Play-off (3 per platform); and
- 6 Drivers from the Time-trial (2 per platform).

(each a "Pro Draft Qualifier" and together the "Pro Draft Qualifiers")

14.2. Pro Draft Qualifiers shall be notified via email (using the email address provided during registration or as otherwise communicate to Formula 1) (usually sent within 72 hours following the end of the Challenger Series, Online Play-off or Time-trial (as the case may be)). It is the sole responsibility of the Pro Draft Qualifier to notify Formula 1 during the F1 Esports Series if his or her e-mail address

has changed. To do so, click on the 'Support' link on the Website and follow the instructions. Online Qualifiers should also notify Formula 1 by emailing support@f1esports.com.

- 14.3. If no response is received after Formula 1 has made reasonable efforts to make contact with the Pro Draft Qualifier and within a reasonable period of time, or a Pro Draft Qualifier declines or fails to attend the Pro Draft or proceed in the F1 Esports Series, Formula 1 reserves the right to award the Driver (in respect of the Challenger Series or the Online Play-off) and Time-trial Participant (in respect of the Time-trial) with the next highest finishing position to proceed to the Pro Draft and so on, respectively until the requisite number of participants for the Pro Draft has been achieved.
- 14.4. Pro Draft Qualifiers cannot advance to the Pro Draft if pre-existing arrangements prevent them from doing so (for example, participation in the Pro Draft is strictly prohibited where a Participant has an existing contract with a professional esports team).

15. CONDITIONS OF PARTICIPATION

- 15.1. By registering (if applicable) and participating in the F1 Esports Series, Drivers agree and consent 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).
- 15.2. Drivers shall not do, or permit anything to be done, which might adversely affect any of Formula 1's commercial rights or the value of the commercial rights and shall not be entitled to exploit any commercial or other agreement (including the endorsement and/or promotion of a competitor's products or services,) other than as agreed with Formula 1.
- 15.3. Stages of the F1 Esports Series will be filmed and broadcast and each Driver acknowledges and agrees that Formula 1 shall be entitled to use any such footage in its discretion.
- 15.4. Drivers agree to conduct themselves in a manner that reflects positively on the F1 Esports Series and Formula 1 in all respects and abide by the Terms and Conditions at all times. Drivers should check all applicable rules and the Website prior to any event to ensure they are in compliance with any and all rules at all times.
- 15.5. Drivers acknowledge that all decisions by Formula 1 in respect of the Sporting Rules (including this Qualification Rulebook) shall be final and are not open to dispute or legal challenge.

16. PERSONAL INFORMATION

- 16.1. By entering the F1 Esports Series in whatever manner (i.e. through 2020 Qualification or by invitation from Formula 1), each Driver agrees that any personal information provided by a Driver shall be:
- 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 Driver has expressly consented to;
- c) passed on to any Formula 1 partner in a manner to which a Driver has consented to and used for any additional activities that you have consented to, for example, if a Driver 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 Driver has consented to.

17. LIMITATION ON LIABILITY

- 17.1. Formula 1 accepts no responsibility for any costs associated with any prizes, or a 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.
- 17.2. Formula 1 accepts no responsibility for any damage, loss, liabilities, injury or disappointment incurred or suffered by a Driver 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.
- 17.3. 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.
- 17.4. 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 Qualification Rulebook will be applied by Formula 1 in such a manner to ensure the spirit of the Formula 1 Esports Series is upheld.

18. CANCELLATION

- 18.1. 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.

18.2. 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.

19. SCHEDULE 1 - ONLINE EVENT SCORING

19.1. Online Event scoring is calculated based on the following:

- a) Total time score = (Target Race Time – Player Time) x 1000
- b) Best Lap Score = (Target Lap Time – Player Time) x 1000
- c) Clean Lap Bonus = Number of Clean Laps x 3250
- d) Clean Race Bonus = Clean Laps Bonus x 0.5 * *Only awarded if all laps are clean*
- e) No Flashback Bonus = Laps without Flashback x 1000
- f) Difficulty & Assist Modifiers = Score x (difficulty% +assist %) = Total Score

19.2. The following target race times must be beaten for a player to score greater than 0 in the Total time category:

- a) Shanghai Target Race Time = 1:55:41
- b) Baku Target Race Time = 1:43.17
- c) Catalunya Target Race Time = 1:32:09

19.3. The following target lap times must be beaten for a player to score greater than 0 in the Best lap category:

- a) Shanghai Target Lap Time = 2:27
- b) Baku Target Lap Time = 2:13
- c) Catalunya Target Lap Time = 1:51

19.4. The difficulty modifier is scaled linearly from 0% to 11% where 0 difficulty gives 0% and 110 difficulty gives 11%.

19.5. Assist modifiers are set to the following:

- a) Max Difficulty Modifier = 11%
- b) Clean Race = 50%
- c) Abs Off = 4%
- d) Traction Control Off = 4%
- e) Traction Control Medium = 2%
- f) Manual Gears = 4%
- g) Manual Gears Suggested = 2%
- h) DRL Off = 5%
- i) DRL Corners = 0.5%
- j) Pit Assist Off = 0%

20. SCHEDULE 2 - ONLINE RACE OPTIONS

20.1. Session Options

- a) AI Driver Level = 90
- b) Category = Modern F1 Cars
- c) Car Performance = Equal
- d) Maximum Participants = 22
- e) Practice Length = None
- f) Qualifying = Short Qualifying (18 minutes)
- g) Race Distance = 50%
- h) Starting Grid = Automatic
- i) Quick Weather = Dynamic
- j) Session Start Time = Official
- k) Session Privacy = Invite Only

20.2. Race Settings

- a) Parc Ferme Rules = On
- b) Collisions = On
- c) Vehicle Damage = Simulation
- d) Ghosting = On
- e) Car Setup = Full
- f) Safety Car = VSC (Manual)
- g) Rules & Flags = Corner Cut Only
- h) Corner Cutting Stringency = Strict
- i) Formation Lap = On
- j) Race Starts = Manual
- k) Tyre Temperature = Simulation

20.3. Assist Restrictions

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