



PRO CHAMPIONSHIP RULEBOOK

Version 1.1



Presenting Partner

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1. INTRODUCTION

This is the official rulebook (“Pro Championship Rulebook” or “Rulebook”) of the F1 Esports Series 2021 Pro Championship (“Pro Championship”), being the third and final stage of the F1 Esports Series 2021 (“F1 Esports Series”). The Pro Championship comprises online events in which drivers (“Drivers” and each a “Driver”) represent a Professional F1 Esports Team (“Teams” and each a “Team”) and compete remotely by playing the official F1 2021 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	ROUND
13 Sep 2021	Test 1	Pre-season
27 Sep 2021	Test 2	Pre-season
12 – 14 Oct 2021	Event 1	Rounds 1, 2 & 3
26– 28 Oct 2021	Event 2	Rounds 4, 5 & 6
23 – 25 Nov 2021	Event 3	Rounds 7, 8 & 9
14 – 16 Dec 2021	Event 4	Rounds 10, 11 & 12

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

The Pro Championship shall determine the ultimate winners (and runners up) of the F1 Esports Series 2021. The ultimate winning Driver shall be awarded the F1 Esports Series Pro Championship Driver Title and the ultimate winning Team shall be awarded the F1 Esports Series Pro Championship Team Title.

This Pro Championship Rulebook supplements the rulebooks governing the first and second stages of the F1 Esports Series (being the Qualification Rulebook and the Pro Exhibition 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 Championship. The Pro Championship consists of all online and offline activities that are outlined in this Rulebook. By taking part in the Pro Championship, all Participants agree that it is governed by, and 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 Championship Rulebook from time to time as it considers desirable to do so and, in particular, once more specific information is revealed about the Pro Championship closer to the event dates.

2. PROMOTER AND TERMS OF ENTRY

- 2.1. The promoter and operator of the F1 Esports Series (including the Pro Championship) is Formula 1.
- 2.2. By entering the F1 Esports Series in whatever manner and at whatever stage (including the Pro Championship) 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 Championship Rulebook, the Qualification Rulebook and the Pro Exhibition Rulebook (together the “Sporting Rules”);
 - b) the Competition and Prize Rules (as defined in Section 4.9);
 - c) the Participant’s Handbook for Drivers, Teams and other participants who enter the F1 Esports Series, which also forms part of the Sporting Rules and 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 Participant’s use of such site and Formula 1 is able to take no responsibility for such site(s), their terms of use or any related liability.
- 2.3. By participating and/or attending the Pro Championship, Participants:
- a) agree to the Terms and Conditions (to the extent they apply to a particular Participant);
 - b) acknowledge that the Sporting Rules shall be applied by the Officials (as defined in Section 11.1) together with Formula 1 and their appointed agencies (together the “Administration”) at their sole discretion;
 - c) acknowledge that the Pro Championship 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;
 - d) agree to participate in publicity and media activities relating to the F1 Esports Series; and
 - e) consent to Formula 1, its group companies and their licensees using the Participant’s name, voice, image, slogan, likeness, photographs, images (still and moving), brand, 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 Championship, if there is any conflict between the Qualification Rulebook, the Pro Exhibition Rulebook, the Participant’s Handbook and this Pro Championship Rulebook, this Rulebook shall prevail.

3. GENERAL STRUCTURE

- 3.1. The Pro Championship is a multiple-round championship involving Drivers competing on behalf of Teams using the official F1 2021 PC Game to earn championship points.
- 3.2. The Pro Championship 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	13 Oct 2021	Event 1	Sakhir, Bahrain
2	13 Oct 2021	Event 1	Shanghai, China

3	14 Oct 2021	Event 1	Spielberg, Austria
4	27 Oct 2021	Event 2	Silverstone, UK
5	27 Oct 2021	Event 2	Monza, Italy
6	28 Oct 2021	Event 2	Spa, Belgium
7	24 Nov 2021	Event 3	Portimão, Portugal
8	24 Nov 2021	Event 3	Zandvoort, Netherlands
9	25 Nov 2021	Event 3	Austin, USA
10	15 Dec 2021	Event 4	Imola, Italy
11	15 Dec 2021	Event 4	Mexico City, Mexico
12	16 Dec 2021	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 CHAMPIONSHIP POINTS

- 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
1st	25
2nd	18
3rd	15
4th	12
5th	10
6th	8
7th	6
8th	4
9th	2
10th	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 Championship, the F1 Esports Series 2021 Pro Championship Driver 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 2nd place finishes (i.e. the number of times the respective Driver finished in 2nd place in all completed Rounds combined) is greater will be considered higher-placed. If such aggregate number of 2nd place finishes is the same then the aggregate number of 3rd place finishes will be considered, and so on. In cases where two or more Drivers finish with the same aggregate placing after all finishing positions have been considered then the Driver who first achieved the highest race finish shall be considered higher placed. In cases where two or more Drivers do not participate in any Round then they shall be considered tied in last place.
- 4.6. Following the completion of all Rounds in the Pro Championship, the F1 Esports 2021 Pro Championship Team Championship winner shall be the Team with the most Team Championship Points.
- 4.7. In the event a Team ties on points with another Team following the determination of the Team Championship Points, the Team whose aggregate number of Race wins (i.e. the number of Race wins from all of their contracted Drivers over all completed Rounds combined) is greater will be considered higher-placed. If such aggregate number of Race wins is the same then the Team whose aggregate number of 2nd place finishes (being the number of times the respective Team's contracted Drivers finished in 2nd place in all completed Rounds) is greater will be considered higher-placed. If such aggregate number of 2nd place finishes is the same then the aggregate number of 3rd place finishes will be considered, and so on. In cases where two or more Teams finish with the same aggregate placing then the Team who first achieved the highest race finish shall be considered higher placed.

- 4.8. 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 Championship; and
 - b) prizes shall be allocated to Teams based on the final Driver Championship Points after all Rounds of the Pro Championship.
- 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

- 5.1. Each Round in the Pro Championship 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 a Practice Session. Note that a 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 Qualifying.

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, 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 one or more Driver fails to set a Qualifying Time in Q2 or Q3 then those Drivers shall be considered last in the respective Qualifying session with the Driver with the fastest Qualifying Time from the previous Qualifying session in which either of the Drivers participated in (i.e. Q1 or Q2) during the respective Round given the higher grid position. In the case of Driver(s) not setting a time in Q1, the Driver with the highest finishing position from the last Round in which either of the Drivers participated shall be given the higher grid position (1st being higher than 2nd). If this happens in Q1 of the first Round (or neither of the Drivers have participated in a previous Round) then the relevant Drivers shall be considered last in the respective Qualifying session with the Drivers' grid position between themselves selected at random by the Race Director.

c) Race

After Qualifying and subsequent allocation of the Driver 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 same 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/or 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 Championship.
- 5.4. In-game assists shall be restricted during all Sessions, as set out in Schedule 1.
- 5.5. Game lobby settings for each Session shall be configured as set out in Schedule 1, albeit with Practice, Qualifying and Race Sessions run in dedicated lobbies (i.e. with a new Game lobby created for each Session).

- 5.6. Teams must inform Administration of the Drivers they intend to run during each Session in advance of the respective Session (and upon request).
- 5.7. Teams are not permitted to change drivers, or, in the case of LAN based events, reconfigure equipment between Sessions and/or Rounds, unless approved by Administration.
- 5.8. Drivers must use the in-game car livery of the Team that they formally represent during all Sessions.
- 5.9. Unless wet or intermediate tyres are used, Drivers must use at least two different specifications of dry-weather tyre during each Race.
- 5.10. Drivers must use the cockpit camera or 't-bar' camera during all Qualifying and Race sessions.
- 5.11. During the first phase of Qualifying (i.e. Q1), any driver who fails to set a Qualifying Time within 104 percent of the fastest Qualifying Time from Q1 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).
- 5.12. 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

- 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 Championship 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 8.5);
 - c) being logged into the Team Voice Channel (as defined in Section 10.1) in Discord 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

- 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 or otherwise approved by F1);
 - b) Headset & microphone;
 - c) Fanatec Podium Wheel Base DD1 PS4™ (as supplied by Fanatec as part of the Podium Racing Wheel F1 bundle) (with or without torque key installed);
 - d) Fanatec CSL Elite Pedals with Loadcell Kit (CSL Elite Pedals LC);
 - e) Fanatec ClubSport Steering Wheel F1 PS4™ (as supplied by Fanatec as part of the Podium Racing Wheel F1 bundle and without modification); and
 - f) PC (as supplied to Teams by Formula 1 and without modification)
- 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 Championship (for example, monitor, mouse & keyboard, internet connection) (together with the equipment noted in Section 7.1 a "Racing Station").
- 7.3. Making hardware modifications to the equipment supplied by Formula 1 (i.e. PC, web camera (where applicable), Podium Racing Wheel F1 bundle and CSL Elite pedals LC) is strictly forbidden beyond connecting any peripherals (unless otherwise directed or approved by Officials).
- 7.4. Drivers are required to use a broadband internet connection (which is recommended to be wired as opposed to WIFI) with a minimum stable upload speed of 8mb/s and a ping of no more than 200ms to a London server using the SpeedTest website (found at <http://www.speedtest.net>) ("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 in the Pro Championship. 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 2021 PC Game, running on the correct version (as communicated by Administration);

- b) Discord (logged into the official F1 Esports Discord server (as communicated to Teams by Administration));
 - c) vMix (logged into the official vMix server using the link provided (as communicated to Teams by Administration));
 - d) remote access software;
 - e) the Gfinity Client (as provided to Teams by Administration); and
 - f) Fanatec driver and firmware package (as communicated to Teams by Administration).
- 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 Administration in accordance with Section 8.2.
- 7.7. Drivers are required to provide a native 1080p 16:9 video feed of their POV (i.e. an exact duplicate of what they see on their gaming monitor) at all times during Sessions in the Pro Championship. Note that an output which has visible black bars (i.e. "letterbox" or "pillar box"), or is squeezed/cropped (i.e. reformatting a different aspect ratio into a 16:9 format), is not permitted.
- 7.8. 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 Championship. As is the provision, setup, maintenance, configuration and infrastructure required by such a Racing Station plus any cost(s) associated with meeting such obligations.
- 7.9. 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.
- 7.10. The equipment (including software) used during the Pro Championship, including the specification of such equipment, may be changed by Formula 1 during the course of the F1 Esports Series without advanced notice.
- 7.11. 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, its brand or is in violation of the Terms and Conditions.
- 7.12. Any branding visible on Driver equipment, clothing or otherwise must be obscured at all times unless approved, or otherwise directed, by Formula 1.
- 7.13. Administration accepts no responsibility for any damage, wear or otherwise caused to Racing Stations by taking part in the Pro Championship and Teams shall have no course for action in such circumstances.

8. EQUIPMENT CONFIGURATION

- 8.1. Teams must configure and operate their equipment within the manufacturer's set parameters.
- 8.2. Administration may specify certain software, driver and/or firmware versions of the Game and/or any hardware supplied by Formula 1 (or its suppliers) which Drivers must use during the Pro

Championship. Failure to use such specified versions may result in penalties being applied in accordance with the Sporting Rules.

- 8.3. 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.
- 8.4. 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.
- 8.5. Each Driver must provide a web camera feed using the vMix link provided by Administration (or other such means as directed by Administration) which is pre-positioned for each event in the Pro Championship (as part of Setup Periods (as defined in Section 9.1)) and must remain there during all Sessions. At minimum, the web camera shot must include the Driver's face clearly visible at all times.
- 8.6. Web camera positioning, including but not limited to direction, lighting, background content (including any branding), foreground and background positioning ("Camera Position"), must be approved by Administration. Once approved, Camera Positions must remain the same for the entirety of the respective Pro Championship Event and are not permitted to change unless approved by Administration. Administration reserves the right to insist on Camera Position(s) being changed at any time.
- 8.7. Administration may demand a remote connection to Racing Stations at any time and without advance notice to ensure hardware is being used in accordance with the Terms and Conditions, settings are configured correctly and no unapproved software is being used. Teams must ensure that Administration can remotely access Racing Stations at any time before, during and after Sessions and at other times as reasonably demanded.
- 8.8. Administration reserves the right to insist changes be made to Racing Stations at any time, if deemed necessary.

9. SETUP TEST

- 9.1. Teams shall have designated blocks of time at the beginning of each event to ensure that their Racing Stations are configured and adhere to the Terms and Conditions (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 (not an exclusive list):
 - a) verifying web camera feeds through vMix;
 - b) verifying audio feeds through Discord;
 - c) verifying hardware configurations;
 - d) verifying IP geolocations;
 - e) adjusting web camera positions; and
 - f) A mock practice session, qualifying and race ("Mock Race").
- 9.3. Setup Periods must be attended by all Drivers who are taking part in any Session in the respective event unless otherwise approved by Administration due to mitigating circumstances. However, only

two Drivers per Team can take part in the Mock Race. Team participation in Mock Races are mandatory unless otherwise approved by Officials.

- 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 Championship (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. For the avoidance of doubt, participation in Pre-Season Tests is mandatory (two Drivers per Team).
- 9.7. Changes to Racing Stations are prohibited once they have been verified during Setup Periods and Pre-Season Tests, unless approved by, or directed by, Administration.

10. TEAM COMMS

- 10.1. During all Sessions, Team Reps have the option to communicate with one or both of their Drivers who are participating in the respective Session via a private team voice channel ("Team Voice Channel") in the official F1 Esports Discord server.
- 10.2. Drivers must be connected to their Team Voice Channel in Discord during all Sessions and be active and responsive to Administration where applicable.
- 10.3. Any communication made over Team Voice Channels may be used by Formula 1 as part of a 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

- 11.1. The Pro Championship shall be overseen by F1 Esports Series Officials ("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, 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 delaying, 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 and/or Driver/Team testimonies to assist them in reaching a decision. Adjudication may overrule judges of fact.

11.5. For any event of the Pro Championship, Formula 1 may choose to nominate one or more official delegate to assist Adjudication in their duties.

12. MEETINGS

12.1. The following meetings, chaired by the Race Director, shall take place at the start of each event (and may or may not form part of the same continuous meeting, as communicated to Teams by the Race Director):

- 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 (unless otherwise approved by Administration due to mitigating circumstances). No other Team attendees are permitted unless otherwise directed by the Race Director.

12.4. Driver briefings must be attended by all Drivers who are taking part in any Session during the respective event (unless otherwise approved by Administration due to mitigating circumstances) and may also be attended by both Team Reps, although attendance by Team Reps is optional.

13. INSTRUCTIONS TO COMPETITORS

13.1. Officials may give instructions or issue communications to Teams by means of special circulars which shall form part of the Terms & Conditions. These circulars shall be made available to 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 Teams either physically, digitally or via email, as deemed appropriate by Officials.

14. INCIDENT REVIEW

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 appropriate form on 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 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.
- 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

- 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 to that Team by the Stewards in the Provisional Results ("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.
- 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 appropriate form on 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.
- 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

- 16.1. Teams must maintain a roster listing 3 drivers (each a "Pro Championship Driver" being "Registered" and together the "Pro Championship Drivers" or "Team Roster"), all of whom hold Pro Rank (as defined in the Pro Exhibition rulebook) and who are contracted to the Team for the entirety of the Pro Championship 2021 and who are eligible to participate in the Pro Championship (in accordance with Section 18).
- 16.2. Teams must have 3 Pro Rank Drivers on their Team Roster (in accordance with this Section 16) available for every round of the Pro Championship 2021 (however, only 2 Drivers are required to attend and participate in any given Round).
- 16.3. In cases where a Pro Championship Driver ceases to participate in the F1 Esports Series (including the F1 Esports Pro Championship 2021) for reasons including but not limited to withdrawal, disqualification or contractual issues, leaving the respective Team below the required threshold of Pro Championship Drivers (as specified in Section 16.1), that Team shall be required to replace the respective Pro Championship Driver with another Driver who holds Pro Rank or, if no Pro Rank Drivers are available or the Team has made all reasonable effort to contract a Pro Rank Driver and has not been successful, with a participant of their own choosing.
- 16.4. 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 Championship, 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.
- 16.5. The Team shall be solely responsible for communicating with and managing their Pro Championship Drivers, and their attendance and participation, in the Pro Championship, along with any associated costs.

16.6. 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 Championship.

17. TEAM ELIGIBILITY

17.1. Teams must make 2 Drivers from their Team Roster available for each event who will compete in the respective Rounds of the Pro Championship. Only eligible Drivers on Team Rosters may participate in the Pro Championship.

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 participate in each event in the Pro Championship 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 Championship; and
- e) anyone explicitly disallowed by Formula 1.

17.4. Failure to present 2 eligible Drivers and 1 eligible Team Rep for every Round of the Pro Championship 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 Championship, 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

- 18.1. All Drivers must meet all requirements in this Section 18 in their entirety to be eligible to participate in the Pro Championship. 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 hold Pro Rank (in accordance with the Pro Exhibition rulebook), 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 Series 2021 Pro Championship and shall compete to the best of their ability at all times.
- 18.4. The Pro Championship is open to Drivers of all countries where the Game and/or the F1 Esports Series is not prohibited or unlawful (each Team 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 Championship;
 - 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); And
 - f) anyone explicitly disallowed by Formula 1.
- 18.5. In participating in the Pro Championship, 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 Championship with the Team that they are representing;
 - c) fully and unconditionally agrees to and undertakes to comply with this Pro Championship Rulebook (and all other agreements, rules and policies referred to in this 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

- 19.1. By entering the F1 Esports Series in whatever manner and at whatever stage, each Participant 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, brand, 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 2021) but only in the manner a Participant has consented to.

20. LIMITATION ON LIABILITY

20.1. Formula 1 (and anyone acting on its behalf) 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 (and anyone acting on its behalf) 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 (and anyone acting on its behalf) 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

- 21.1. All decisions regarding the interpretation of these rules, eligibility, scheduling and staging of the F1 Esports Series (including the Pro Championship) 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 Championship 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 Championship Rulebook, outside this Pro Championship Rulebook, or even against this Pro Championship 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.
- 21.5. This Pro Championship Rulebook shall be applied by Administration in such a manner to ensure the spirit of the Formula 1 Esports Series is upheld.

22. CANCELLATION

- 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. The Administration 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
Lobby Options	Maximum Players	22
	Session Privacy	Invite Only
	Lobby Tag	Best of the best
	Car Category	F1 2021
	Car Setup	Full
	Car Performance	Equal
Assist Restrictions	Steering Assist	Off
	Braking Assist	Off
	Anti-Lock Brakes	Off
	Tracking Control	Off
	Dynamic Racing Line	Off
	Gearbox	Manual
	Pit Assist	Off
	Pit Release Assist	Off
	ERS Assist	Off
	DRS Assist	Off
Track Select	Track	<i>Round dependant</i>
Weekend Structure	Practice Format	Single Session (30 minutes)
	Qualifying Format	Full
	Session Length	35%
	Starting Grid	Custom Grid
Weather and Time of Day	Quick Weather	Dynamic
	Session Start Time	Realistic
	Forecast Accuracy	Approximate
Rules & Flags	Rules and Flags	Esports
	Corner Cutting Stringency	Strict
	Parc Ferme Rules	Off
	Safety Car	Off (Manual)
	Formation Lap	On
Simulation Settings	AI Difficulty	90
	Surface Type	Realistic
	Recovery Mode	None

	Car Damage	Simulation
	Car Damage Rate	Standard
	Low Fuel Mode	Hard
	Race Starts	Manual
	Collisions	On
	Ghosting	On
	Tyre Temperature	Surface & Carcass



Presenting Partner



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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