



PARTICIPANT'S HANDBOOK

Version 1.3



Presenting Partner

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INTRODUCTION

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

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

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

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

- a. the official F1™ video game(s) used in the F1 Esports Series ("Game");
- b. any person or entity authorised to create and/or publish media for any reason at any time during the Competition ("Press");
- c. Participants;
- d. the Administration;
- e. F1 motorsport in general; and
- f. any person who is present at an event (either physically or virtually) related to the Competition ("Attendee").

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

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

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

1. CODE OF CONDUCT

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

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

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

a. Cheating and Gameplay

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

- i. Hardware modification;
Any modification made to a piece of hardware allowing it to function in a way the manufacturer did not intend. This includes, but is not limited to, adding to or removing anything from hardware as supplied by the manufacturer (or provided directly by the Administration) for the purposes of participating in the Competition which has not been approved by the Administration.
- ii. Hacking;
Any modification made to the Game or other software (other than by way of standard software patches or updates as may be issued from time to time) or unauthorised activities that seek to compromise hardware or software used by a Participant as part of the Competition.
- iii. Exploiting game glitches;
Intentionally using any in-game bug to seek an advantage. A bug is defined as any Game function or behaviour that, in the sole determination of the Administration, is not intentional or functioning as the developer intended.
- iv. Impersonation; and
Playing under another Driver's account. Soliciting, inducing, encouraging or directing someone else to play under another Driver's account. Presenting yourself as another person or under a false identity. Acting on behalf of another person without approval from an Official and/or prior notification.
- v. Collusion;
Any agreement among two (2) or more Participants and/or other persons who are not part of the same Team to affect the Competition or race and/or any opposing Driver(s).

b. Drugs and Alcohol

The use of drugs or alcohol may lead to disruptive behaviour. Participants believed to be under the

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

c. **Unsportsmanlike Behaviour**

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

d. **Competitive Integrity**

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

e. **Betting and Gambling**

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

f. **Bribery and Gifts**

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

g. **General Conduct**

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

- i. Hate speech or inappropriate behaviour;

Language that is deemed by the Officials to be obscene, foul, vulgar, insulting, threatening, abusive, libellous, slanderous, defamatory or otherwise offensive or inappropriate; or promote or incite hatred or discriminatory conduct, either remotely or in or near any facility provided or made available by Administration, at any time, off or on broadcast, whether through gesture, body

language, direct communication, electronic communication, social media or any other form of communication or transmission.

- ii. Violent or physical aggression or behaviour;
Any action which is deemed by the Officials to be abusive, aggressive, violent or physically hostile.
- iii. Harassment of any kind;
Systematic, hostile and/or repeated acts taking place over a period of time which have the effect of isolating or ostracizing a person and/or affecting the dignity of the person.
- iv. Discriminatory words, phrases, or gestures;
Offending the dignity or integrity of a country, private person or group of people through contemptuous or discriminatory words or actions on account of race, skin colour, ethnicity, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, sexual orientation, birth or any other status.
- v. Trolling;
Posting inflammatory, extraneous, or off-topic messages in an online community, such as a forum, chat room, blog or social media post, with the primary intent of provoking readers into an emotional response or of otherwise disrupting normal on-topic discussion.
- vi. Any "sound-alike" or "look-alike" words or phrases that reference these topics; and
- vii. Any other type of conduct deemed inappropriate at the discretion of the Administration.

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

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

h. **Communication**

All attempts to contact an Official must be done through F1 Esports Series League Operations channels (as communicated to Teams), unless required for a particular event and therefore clearly stated by Officials either verbally, in the relevant event's rulebook or in any supporting documentation. Administration does not accept responsibility if an attempt to communicate is made through unofficial channels.

i. **Social Media**

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

Administration when determining the eligibility of a Participants or by Teams when selecting Drivers to progress in the Competition.

j. **Phones during races/events**

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

k. **Tools and other equipment**

Participants are forbidden from carrying or using any tools or equipment (outside of those provided by Administration) on the F1 Esports set during events without expressed consent from an Official. Any participant found in possession of an unauthorised article may be removed from the Competition.

l. **Collaboration and Rallying others**

Any Participant found to have been instigating forfeits from other Participants, or collaborating to disrupt or otherwise obstruct the Competition, may be removed. This includes group conversations asking other Participants to delay/retire from/forfeit any part of an event.

m. **Team Management / Team Personnel**

No persons associated with a Driver (for example, Driver managers or agents), other than such persons permitted by F1, will be allowed on site or to associate, engage or otherwise interfere with the F1 Esports Series or Participants in any way during an event. The Administration reserve the right to deny/revoke any Team personnel's eligibility to participate in, attend, associate or engage with the F1 Esports Series in any way where they are deemed to be in violation of the Sporting Rules.

2. ON-TRACK RULES

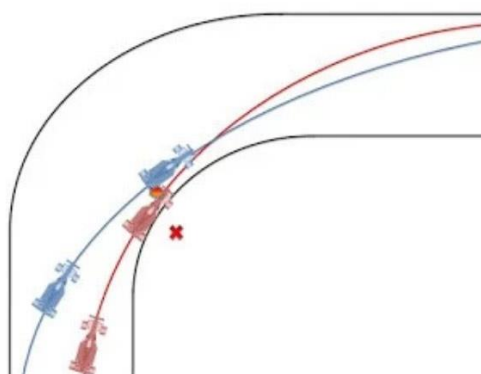
The F1 Esports Series is a serious racing championship and on-track rules must be adhered to at all times. Failure to adhere to any of the points in this Section 2 may result in the offending Driver being penalised in accordance with Section 3.

a. **Driving**

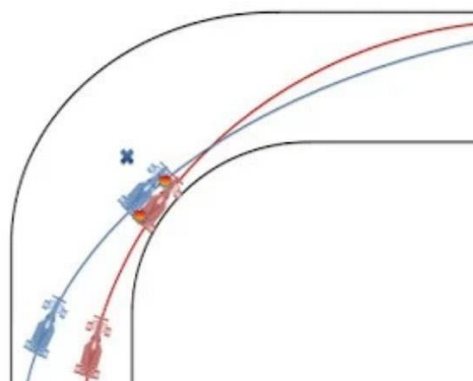
- i. The Driver must drive the car alone and without any aids (other than those permitted by the Sporting Rules).
- ii. Drivers must make every reasonable effort to use the track at all times and may not deliberately leave the track without a justifiable reason.
- iii. A Driver who leaves the track should re-join at the earliest opportunity providing they do not perform a Dangerous Re-entry (as defined below) or gain any lasting advantage. At the absolute discretion of Officials, a Driver may be given the opportunity to give back the whole of any advantage gained from leaving the track in accordance with Section 2.d.

b. **Passing and Defending**

- i. The act of passing is initiated when the trailing car's front wing overlaps with the lead car's rear wing. The act of passing is complete when the trailing car's rear wing is ahead of the lead car's front wing.
- ii. The responsibility for the decision to pass another car, and to do it safely, rests with the overtaking Driver, although the leading Driver should be aware that they are being passed and must also observe the rules when defending. In all cases, Drivers involved in passing and defending must adhere to the rules as set out in this Section 2.
- iii. Generally speaking, the leading Driver has the right to choose any line so long as not to be considered denying another vehicle adequate Racing Room (as defined below and in accordance with Section 2.b(v), Section 2.b(vi) and Section 2.b(vii)) or in violation of any other rule set out in this Section 2.
- iv. Racing Room is considered roughly one car's width measured from outside of the white line defining the track edge.
- v. If a trailing car has only its front wheel (or less) alongside the leading vehicle, it is generally considered that the leading vehicle has a right to choose any line and it is the responsibility of the trailing car to avoid contact between the two vehicles. The diagram below illustrates a collision where the trailing Driver may be considered at fault.

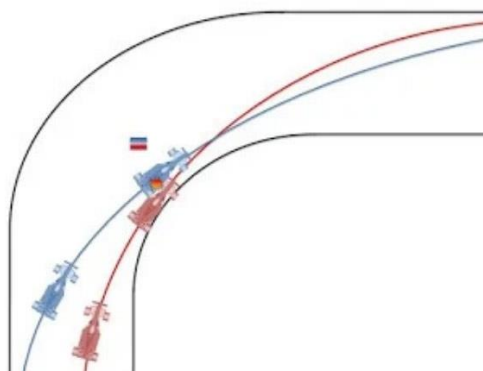


- vi. Once a trailing car has its front wheel alongside (or beyond) the Driver's position in the leading vehicle, it is generally considered that the trailing car has a right to be there, and that the leading Driver must leave the trailing Driver sufficient Racing Room. The diagram below illustrates a collision where the leading Driver is considered at fault.



- vii. If a trailing car has its front wheel ahead of the leading car's rear wheel but behind the Driver's position in the leading vehicle, it is generally considered that both Drivers shall have

reasonable claim to the line and it may be determined that no single driver is at fault in the event of a collision providing no other rule has been broken. The diagram below illustrates a collision which may be considered a "racing incident".



- viii. If adequate Racing Room is left for the trailing car, and there is incidental contact made between the cars, the contact will be considered "side-to-side" and shall be deemed acceptable providing no other rule has been broken.
 - ix. If, in the case of side-to-side contact, one or more of the cars leave the racing surface (involuntarily) then it may be considered "a racing incident".
- c. **Prohibited Behaviour**

The behaviour of Drivers within the Game should meet the expectations of Officials regarding sportsman-like behaviour and clean racing at all times. The following terms define on-track events which drivers must make all reasonable efforts to avoid without valid justification and/or without gaining a lasting advantage.

TERM	DEFINITION
i. Avoidable Contact	<i>Contact between vehicles where there is no real need for that occasion of contact. Often, but not exclusively, involving driving without due care and attention or knowingly allowing contact to occur.</i>
ii. Blocking	<i>Two consecutive line changes to defend a position which impedes a vehicle that is trying to pass with each of the consecutive movements.</i>
iii. Brake Check (or Brake Test)	<i>Unexpectedly and deliberately braking very hard in front of another Driver who is close behind outside of a normal braking zone, causing a collision or forcing the second Driver to swerve or otherwise react quickly to avoid an accident.</i>
iv. Dangerous Re-entry	<i>Re-joining the track in a way which causes a collision or forces another Driver to swerve or otherwise react quickly to avoid an accident.</i>
v. Dive Bomb	<i>An overly optimistic pass attempt which may lead to contact with another vehicle, usually in the braking phase of a corner, where the</i>

		<i>trailing car brakes later or with less force than the leading car(s) and/or excessively uses the leading car to slow down ("leaning").</i>
vi.	Driving the Wrong Way	<i>Travelling in the opposite direction than intended by the track design (in the case of an accident or spin, more than is absolutely necessary to re-join the track safely), often, but not exclusively, against the flow of traffic.</i>
vii.	Excessive Weaving	<i>Excessive line changes to break a slipstream or force another vehicle to take avoiding action.</i>
viii.	Impeding a lapping vehicle	<i>Obstructing or blocking without valid reason a trailing vehicle who is attempting to lap the leading vehicle.</i>
ix.	Jump Start	<i>Moving from a grid slot before the start of the race is signalled.</i>
x.	Leaving the track without reason	<i>Where no part of a car remains in contact with the track, as demarcated by the white lines defining the track edges, without justifiable reason. Note that kerbs are not considered a part of the track but the white lines are.</i>
xi.	Pit Lane Speeding	<i>Travelling over the pit lane speed limit at any time within the pit lane (as demarcated on-track).</i>
xii.	Ramming/Punting	<i>Contact between vehicles where the leading car is significantly knocked from the racing line and/or track, and/or is damaged as a result.</i>
xiii.	Rough Driving	<i>Overly aggressive or forceful driving resulting in contact between vehicles and/or one or more vehicles being unfairly impeded.</i>
xiv.	Sandbagging	<i>Wilfully driving a vehicle at a pace considered to be 60% or less of the usual race pace, either on or off the track.</i>
xv.	Stopping on-track	<i>Bringing a vehicle to a complete or almost complete stop or leaving a car stationary on the track. This includes, but is not limited to, performing practice starts and the behaviour of ghosted vehicles (i.e. vehicles under AI control).</i>
xvi.	Unsafe Pit Entry	<i>Entering the pits without making reasonable effort to stay within the white pit entry lines (where applicable and where pit entry lines are enforced (as indicated by Officials)) and/or unfairly obstructing another vehicle.</i>
xvii.	Unsafe Pit Exit	<i>Crossing the yellow line at the exit of the pit lane with any part of a vehicle and gaining a lasting advantage, obstructing another driver or having the aim of defending a position from another vehicle.</i>
xviii.	Wall Riding	<i>Intentional contact with any fixed part(s) of a track which changes the car's direction and/or provides an advantage.</i>
xix.	Impeding a qualifying lap	<i>Obstructing, blocking or otherwise disadvantaging, without valid reason, another vehicle who is on a qualifying run i.e. on a 'hot-lap'.</i>

xx. Driving under AI control	<i>Intentionally having a vehicle driven under AI control where an advantage is gained and/or another vehicle is impeded.</i>
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Note that this list of terms and the accompanying definitions is not exhaustive and the Officials reserve the right to penalise Drivers for any on-track behaviour which is deemed to be bad sportsmanship, unfair and/or against the spirit of the rules and/or fair play.

d. **Giving a Position Back**

Drivers who gain a position as a result of prohibited on-track behaviour, e.g. by leaving the circuit or causing avoidable contact, shall be expected to give back the position gained within a reasonable timeframe and where possible (in both cases as deemed by the Officials), whether instructed to by the Game (in accordance with Section 2.e) or not. Any Driver deemed by the Officials to have unfairly gained a lasting position may be penalised in accordance with Section 3.

e. **In-game Penalties**

Penalties and other instruction may be automatically issued by the Game to Drivers who break certain on-track rules (including, but not limited to, those set out in this Section 2). Drivers are expected to follow any such instructions as directed by the Game. Penalties applied by the Game shall stand and are not open to review or appeal, except in the following cases:

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

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

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

Should a Driver be affected by any issue which is attributed to a bug, glitch or limitation of the Game then no form of restart, delay, review, appeal or other remedy shall be considered beyond those set out in Section 2.e or unless deemed appropriate by the Officials, and the Officials shall be expected to take no further action beyond reporting the issue to the developers of the Game.

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

Should all Drivers fail to successfully join when an in-game session launches then a session restart may be considered by the Officials.

If a Driver drops out of the Game after a session has started (due to connection issues or otherwise), there will be no type of restart of the session unless deemed appropriate by the Officials. If a Driver suffers connection issues due to low bandwidth, resulting in unusual ("laggy") car behaviour within

the game, then that Driver may be disqualified from the session, and/or excluded from further sessions, where they will forfeit any points or lap time associated with those sessions.

In cases where a Driver does drop-out of the Game during a race or qualifying session then that Driver's in-game car will continue under AI control (at an AI driver level as defined in the rulebook for the respective round of the Competition) until the session has ended, at which point any finishing result obtained while under AI control will stand, unless otherwise determined by the Officials. Drivers will be allowed to rejoin a session unless clearly stated in the rules governing the respective round of the Competition or directed not to do so by an Official.

h. **Restarts**

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

i. **Leaving a Session**

Drivers may not leave an active session without a valid reason unless instructed to do so by an Official.

j. **Forfeit**

If a Driver chooses to forfeit a session, otherwise fails to complete a session for any reason not considered valid by the Officials, or is disqualified (as referred to in Section 3.e), they will forfeit that session and any points or lap time associated with that session in accordance with Section 3.g.

k. **Observers**

In-game observers within the Game (other than an Official or a person engaged by Administration or a party on its behalf in the hosting, management, production, recording and/or broadcasting of the F1 Esports Series) are strictly prohibited.

l. **Spotters**

Spotters (defined as a person who relays information to a Driver during a session) are not allowed at any events in the F1 Esports Series unless designated or approved by the Administration.

m. **Virtual Safety Car**

The Officials may choose to deploy a Virtual Safety Car (VSC) at any stage of a race to neutralise the field in cases such as (but not exclusively) where an on-track accident has impeded a significant number of Drivers or where a Driver has disconnected and their in-game car has continued in the race (i.e. they have not suffered a DNF). The Officials will deploy the VSC solely at their discretion and there is no guarantee as to how long the VSC will remain active once deployed. Drivers should follow instructions issued by the Game in the event that a VSC is deployed and failure to do so may result in a Driver being penalised by the Game and/or the Officials in accordance with Section 2.e and Section 3.

3. DISCIPLINARY PROCEDURE

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

a. **Warning**

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

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

When a warning is issued, no penalty is applied outright but the discrepancy is noted. Warnings may be considered by Officials when determining penalties for subsequent breaches of the Sporting Rules. Warnings are recorded on Participants' records and Participants who receive multiple Warnings may be penalised further and/or issued with grid place penalties, as defined below:

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

b. Note that warnings on Participants' records do not carry over from one F1 Esports Series to the next and are instead reset to zero at the end of each season. However, with the exception of warnings issued for on-track rule violations, warnings from previous season(s) may be considered by the Administration during disciplinary procedures for subsequent rule breaches.

c. **Time Penalty**

Drivers who break a rule and gain a lasting advantage or cause a lasting disadvantage to another Driver during a race may be given a time penalty for the Incident. The exact time penalty applied to an offending Driver is determined by the Officials, taking into account the nature of the offense, the size of advantage gained and/or disadvantage suffered by others involved and any warnings issued to the Driver for related rule breaches. Time penalties are added to the Driver's total race time from the respective race.

d. **Grid Penalty**

In cases where a Driver has broken a rule, including (but not exclusively) during practice or qualifying sessions, then that Driver may be awarded a grid place penalty for the subsequent race.

e. **Lap Time Deleted**

In cases where a Driver has broken a rule, including (but not exclusively) during practice or qualifying sessions, then that Driver may have their respective lap time deleted from the timing classifications.

f. **Point(s) Deduction**

Participants who are in violation of the on-track rules which results in a significant and lasting advantage being gained, and/or a significant and lasting disadvantage being suffered by another Participant, resulting in the Participant being awarded points unfairly and/or where a violation of the Sporting Rules are deemed by Administration to be sufficiently serious, then one or more points may be deducted from the Participant's total for that stage of the Competition.

g. **Disqualification**

Participants may be disqualified who intentionally break a rule which Administration deem to be sufficiently serious, purposely cause themselves and/or any other Participant a significant and lasting disadvantage, or are repeatedly in violation of the Sporting Rules. Any Participant whose conduct is deemed unacceptable, either in-game or otherwise, may be disqualified from the session (if applicable) and/or future sessions in the F1 Esports Series. This also includes (but is not limited to) having a Participant's eligibility to participate in, attend, associate with, or engage in, the F1 Esports Series revoked for either a specific period, indefinitely or in perpetuity.

It shall be at the discretion of the Officials to decide if any Participant involved in an Incident should be penalised.

When considering Incidents which occur on-track, unless it is clear to the Officials that a Driver was wholly or predominantly to blame then no Penalty will be imposed.

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

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

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

4. DRIVER RESTRICTIONS

By participating in any event of the F1 Esports Series or any event connected with the Competition, all Participants agree to abide by the following F1 Esports Series Driver Restrictions set out in this Section 4. Failure to abide by any of these restrictions may result in a participant being penalised in accordance with Section 3.

a. **Driver Names**

Driver Names and/or gamertags may not contain: obscene or suggestive language, corporation, company, sponsor, product, or services names, any material which infringes a third party's rights, or which Administration feels may cause confusion during gameplay. The Officials reserves the right to restrict or change (or demand to be changed) Driver names and gamertags for any reason. A Driver's

name and gamertag is not permitted to change throughout the Competition unless explicitly approved by an Official. Administration is not obliged to use a Driver's gamertag at any time and Drivers may be referred to using their full name.

b. **Driver Nationalities**

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

c. **Sponsorship/branding**

Third party sponsorship and/or commercial branding of any kind are strictly prohibited in the F1 Esports Series unless approved by the Administration, and Drivers may not display, advertise or imply any commercial association during the F1 Esports Series without the prior approval of the Administration.

d. **Attire**

Participants must wear appropriate attire at all times whilst participating in any activity in relation to the Competition, including (but not limited to) publicity and media activity. The Officials reserves the right to prohibit the use of attire that is deemed inappropriate. In cases where attire is provided by Formula 1, Participants are expected to wear such attire at all times during the F1 Esports Series (i.e. where a Participant attends an event in person or appears on camera) and when fulfilling any commercial obligation, unless informed otherwise.

5. PUBLICITY

- a. Formula 1 reserve the right to broadcast any session in the F1 Esports Series including online and offline play. Participants cannot object to broadcasts authorised by F1. Each Participant acknowledges that F1 shall be entitled to use any such footage in its discretion.
- b. The Officials reserve the right to reschedule any session of the F1 Esports Series to accommodate a specific broadcast time. Participants cannot object to this rescheduling. Refusing to cooperate with the rescheduling of a session may result in a penalty.
- c. The Officials reserve the right to publish any information, including (but not limited to) information regarding Penalties, for any reason and at any time. Participants are strictly forbidden from publishing or sharing any information regarding Penalties beyond acknowledging that a Penalty has been issued and the type and size of the Penalty in question and only to the extent that the Officials have made such Penalty public.
- d. Participants may be required to participate in publicity and media activity related to the F1 Esports Series and, by taking part in the Competition, agree to do so as requested by Formula 1.
- e. Each Participant consents to the use by Formula 1, related companies and their licensees, for an unlimited time, of the relevant Participant's name, voice, image, slogan, likeness, biography, statistics, brand and performance in the F1 Esports Series, including (but not limited to) still and moving images of the Participant, without additional compensation or prior notice.

6. OFFICIALS

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

a. **Role**

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

- i. checking and monitoring Driver peripherals and racing equipment at events (both live and remote);
- ii. the control of all sessions, adherence to the timetable and, if deemed necessary by the Officials, the modification of the schedule in accordance with the Sporting Rules;
- iii. the stopping of any car in accordance with the Sporting Rules;
- iv. the delaying, stopping or suspension of any session in accordance with the Sporting Rules;
- v. overseeing disciplinary procedures and issuing penalties in response to rule violations;
- vi. Accepting any appeals and reviews (in both cases where applicable) and issuing final rulings;
- vii. the starting procedure;
- viii. the use of the virtual safety car; and
- ix. determining and confirming all results.

b. **Instructions and Communication**

The Officials may give instructions to Participants by means of special circulars. Classifications and results of sessions will be published via means documented in the rulebook for the respective stage of competition.

c. **Schedule Changes**

The Officials may re-order the schedule of racing within any given day and/or change the date of an F1 Esports Series event (including any qualification period) to a different date or otherwise modify the schedule of racing without advance notice. In the event that Officials modify a racing schedule, the Officials will notify relevant Participants at the earliest convenience. Schedules will be distributed to relevant Participants at the earliest date possible.

d. **Conduct**

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

e. **Final Say**

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

7. SPIRIT OF THE RULES

a. **Disputes**

Any dispute that a Participant may have must be made as soon as possible by contacting an Official

at the earliest opportunity. Failure to do so, or by using means of contact not officially recognised, may result in a dispute being rejected.

b. **Decisions**

This Handbook will be applied by the Officials in such a manner as to ensure the spirit of the F1 Esports Series is upheld. Whether or not the Administration deems that any conduct is in violation of this Handbook, along with all decisions made by the Administration, shall be entirely at its own discretion. The Officials have a right to decide decisions in accordance with this Handbook, outside this Handbook, or even against this Handbook in special cases, to guarantee fair play and to ensure the spirit of the F1 Esports Series is upheld. Drivers agree to be bound by the Officials' final decisions and anyone acting on their behalf.

c. **Finality of Decisions**

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

d. **Rule Changes**

Formula 1 reserves the right to modify the rules governing the F1 Esports Series at any time (including this Handbook) if the circumstances dictate and are deemed necessary by Formula 1. This includes (but is not limited to) changes due to software and/or Game updates or releases. Drivers should check all applicable rules and the official F1 Esports website prior to any event to ensure they are in compliance with any and all rules at all times.

e. **Limitation on Liability**

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



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Esports Series

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

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