



CHAMPIONSHIP RULEBOOK

2023/24 Edition (Version 1.0)



Presenting Partner

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1. INTRODUCTION

This is the 2023/24 edition of the official rulebook ("**Championship Rulebook**" or "**Rulebook**") for the "**F1 Sim Racing World Championship**" (also referred to as the "**Championship**" or "**SRWC**" and formerly known as the F1 Esports Series Pro Championship ("**Pro Championship**"). The Championship comprises LAN-based events in which drivers ("**Drivers**" and each a "**Driver**") represent a Professional F1 Esports Team ("**Teams**" and each a "**Team**") and compete in-person by playing the official videogame of the FIA Formula 1 World Championship (being EA Sports F1 2023 on PC) ("**Game**") in a multi-round league championship across events (plus two days of media commitments), provisionally scheduled as follows:

DATE	RACE WEEK	ROUND
25 Nov 2023	Race Week 1 (Jönköping, Sweden) *	Round 1
9-12 Apr 2024	Race Week 2 (Stockholm, Sweden)	Rounds 2 - 7
7-9 May 2024	Race Week 3 (Stockholm, Sweden)	Rounds 8 - 12

(Dates, venues and numbers of events, rounds and media days are provisional and may change)

* Race Week 1 includes a media day (preceding the first race of the event)

The Championship shall determine the ultimate winners (and runners up) of the F1 Sim Racing World Championship. The ultimate winning Driver shall be awarded the F1 Sim Racing World Championship Driver Title for 2023/24 and the ultimate winning Team shall be awarded the F1 Sim Racing World Championship Team Title for 2023/24.

This Championship Rulebook governs the operation of the SRWC for the 2023/24 season and supplements the rulebook governing the first stage of F1 Sim Racing (being the Qualification Rulebook, available at <https://f1esports.com/rules>). The SRWC consists of all activities (whether online or offline) that are outlined in this Rulebook.

This Rulebook applies to the Teams and Drivers participating in the Championship ("**Participants**" and each a "**Participant**"). By taking part in the 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 Championship Rulebook from time to time as it considers desirable to do so.

2. PROMOTER AND TERMS OF ENTRY

- 2.1. The promoter and operator of F1 Sim Racing (including the SRWC) is Formula 1.
- 2.2. By entering F1 Sim Racing in whatever manner and at whatever stage (including the SRWC) 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 Championship Rulebook and the Participant's Handbook for Drivers, Teams and other participants who take part in F1 Sim Racing (together the **"Sporting Rules"**), which shall be made available at <https://f1esports.com/rules>; and
 - b) the terms of use and the privacy policy of the official Formula 1 Sim Racing 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 F1 Sim Racing 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 SRWC, 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 12) together with Formula 1 and their appointed agencies (together the **"Administration"**) at their sole discretion;
 - c) acknowledge that the Championship will be filmed and that Formula 1, its group companies and their licensees will be entitled to use and exploit footage relating to F1 Sim Racing in its discretion;
 - d) agree to participate in publicity and media activities relating to F1 Sim Racing; 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 F1 Sim Racing and assigning any intellectual property created during the SRWC (as the case may be).
- 2.4. In respect of the Championship, if there is any conflict between the Qualification Rulebook, the Participant's Handbook and this Championship Rulebook, this Rulebook shall prevail.

3. GENERAL STRUCTURE

- 3.1. The Championship is a multiple-round championship involving Drivers competing on behalf of Teams using the official F1 23 PC Game to earn championship points.
- 3.2. The Championship has been provisionally structured as a twelve-round championship (each a **“Round”**) over the course of five **“Events”**, as follows:

ROUND #	DATE	EVENT #	TRACK	VENUE
1	24 Nov 2023	Event 1	Sakhir, Bahrain	Jönköping, Sweden
2	10 Apr 2024		Jeddah, Saudi Arabia	Stockholm, Sweden
3	10 Apr 2024	Event 2	Spielberg, Austria	Stockholm, Sweden
4	11 Apr 2024		Silverstone, Great Britain	Stockholm, Sweden
5	11 Apr 2024	Event 3	Spa, Belgium	Stockholm, Sweden
6	12 Apr 2024		Zandvoort, Netherlands	Stockholm, Sweden
7	12 Apr 2024		Austin, USA	Stockholm, Sweden
8	7 May 2024	Event 4	Mexico City, Mexico	Stockholm, Sweden
9	7 May 2024		São Paulo, Brazil	Stockholm, Sweden
10	8 May 2024	Event 5	Las Vegas, USA	Stockholm, Sweden
11	8 May 2024		Lusail, Qatar	Stockholm, Sweden
12	9 May 2024		Yas Marina, Abu Dhabi	Stockholm, Sweden

(Dates, venues, 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.
- 3.4. An event schedule, detailing the times of sessions and when Teams and/or Drivers are required, shall be issued to Teams ahead of each Race Week.
- 3.5. In addition to the championship racing, Drivers (and/or Team Representatives) may be invited to participate in experiential activities and asked to attend media related activities.
- 3.6. Drivers and Team Reps must be available to physically attend LAN event venue(s) plus any other obligations regarding the SRWC (in both cases as communicated to Teams by Formula 1), for the entirety of the relevant Race Week. Drivers and Team Reps must also allocate additional time for travelling to and from LAN event(s), which may or may not include several day's travel, as well as any setup/practice time and/or any media related activities.
- 3.7. Scheduled Media Days shall take place on the following dates (subject to change). All rostered Drivers are required to attend Media Days so that headshots, etc can be captured for the entire Team, unless otherwise approved by Formula 1 due to mitigating circumstances.

DATE	MEDIA DAY	LIVE EVENT
23 Nov 2023	Media Day #1	Live Event 1: "Dreamhack Winter"

4. CHAMPIONSHIP POINTS

- 4.1. Following the conclusion of each Round, Drivers (and their corresponding Teams) shall be awarded points depending upon their finishing positions 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 out of the top 10 positions during the Race (as defined in Section 6.1.c) (i.e. whoever set the fastest lap out of the drivers who finished in the top 10 positions in the final Race classification). Should there be a tie for the fastest lap time in the top 10 positions, then the point will be awarded to the Driver who finishes higher in the final Race classification (1st being higher than 2nd). Note that if the Driver who has set the quickest lap time out of the top 10 positions receives a penalty which moves them out of the top 10 positions in the final Race classification, they will no longer be eligible for the point for fastest lap and the point will instead be awarded to the Driver who has the fastest lap out of the top 10 positions after all penalties have been applied.
- 4.3. Following the conclusion of each Round, an additional one (1) point will be awarded to the Driver (and corresponding Team) who is awarded pole position in the final Qualifying classification for the respective Round. Note that if the Driver who has set the quickest lap time of the Qualifying Session receives a grid penalty for the respective Race, they will no longer be eligible for the point for pole position. Only the driver who is awarded pole position in the final Qualifying classification is allocated the point. To clarify, when a driver is promoted to pole position, he is credited with one point even if they did not set the quickest lap time in Qualifying.
- 4.4. Following the award of points detailed at Section 4.1, Section 4.2 and Section 4.3, a Driver's aggregate points over all Rounds shall be their "**Driver Championship Points**" and a Team's

aggregate points (i.e. the aggregate of all of their Drivers' Championship Points) over all Rounds shall be their **"Team Championship Points"**.

- 4.5. Following the completion of all Rounds in the Championship, the F1 Sim Racing World Championship Driver winner (and runners-up) shall be the Drivers with the most Driver Championship Points.
- 4.6. 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 (1st being higher than 2nd). 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.
- 4.7. Following the completion of all Rounds in the Championship, the F1 Sim Racing World Championship Team winner shall be the Team with the most Team Championship Points.
- 4.8. 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 (1st being higher than 2nd). 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.
- 4.9. Following the award of points detailed at Section 4.1, Section 4.2 and Section 4.3, a Driver's aggregate points over all Rounds in any given Event shall be their **"Driver Event Points"**.
- 4.10. Following the completion of all Rounds in any given Event, the Driver who has accrued the most Driver Event Points shall be declared the Event Champion for that specific Event, with prizes awarded (in accordance with Section 5) to the top 3 performing Drivers.
- 4.11. In the event a Driver ties on points with another Driver following the determination of Driver Event Points, the Driver who finished highest in the last Round of the given Event (where any of the respective Drivers participated in) shall be considered higher placed (1st being higher than 2nd).

5. PRIZING

5.1. A prize fund of \$750,000 shall be distributed to Teams by Formula 1 based on performance related criteria (as determined by Formula 1 in its sole discretion). The prize fund shall be awarded directly to Teams (and not to Drivers) only after all Rounds of the Championship have been completed, as follows:

- a) \$640,000 shall be allocated to Teams based on the final Team Championship Points after all Rounds of the Championship in accordance with Section 5.2(a);
- b) \$60,000 shall be allocated to Teams based on the final Driver Championship Points after all Rounds of the Championship in accordance with Section 5.2(b); and
- c) \$50,000 shall be allocated to Teams based on the final Driver Event Points (\$10,000 awarded for each Event in the Championship) in accordance with Section 5.2(c).

5.2. The precise distribution of the prize fund detailed in Section 5.1 is as follows:

- a) Team Championship prize Fund Breakdown

Position	Prize
1 st	\$125,000
2 nd	\$100,000
3 rd	\$85,000
4 th	\$70,000
5 th	\$60,000
6 th	\$50,000
7 th	\$45,000
8 th	\$40,000
9 th	\$35,000
10 th	\$30,000

- b) Driver Championship Prize Fund Breakdown

Position	Prize
1 st	\$18,000
2 nd	\$14,000
3 rd	\$12,000

4 th	\$10,000
5 th	\$,000
6 th +	-

c) Event Championship Prize Fund Breakdown (per Event)

Position	Prize
1 st	\$5,000
2 nd	\$3,000
3 rd	\$2,000
4 th +	-

6. ROUND FORMAT

6.1. Each Round in the Championship shall involve a number of 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 are required 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 Practice Sessions shall be run using the in-game “Short” qualifying format with in-game weather fixed to “dry (clear)”. Formula 1 may opt to shorten, suspend or cancel Practice Sessions where necessary (for example, to accommodate scheduling requirements).

b) Qualifying Session

A qualifying session for the Race shall take place on the respective track (“**Qualifying**”). Qualifying shall involve Drivers completing laps over three separate qualifying sessions (as detailed below). Only Drivers who took part in Practice (where applicable) are permitted to enter the respective Qualifying Session, unless Formula 1 deem it otherwise appropriate based on mitigating circumstances. Qualifying Sessions shall be run using the in-game “Full” qualifying format with in-game weather set to “Dynamic”.

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 18 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 (as determined by the Game) (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 (as determined by the Game).

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 to 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 two or more Drivers set the same Qualifying Time during Q1, Q2 or Q3 (in isolation) then the Driver who set the lap time first will be considered higher placed. 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 50% of the full race distance of a comparable Formula 1 race on the same track (as determined by the Game) using the in-game "Long" race format with in-game weather set to "Dynamic". 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.

- 6.2. It is each Team's responsibility to present two Drivers ready to compete in all 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.
- 6.3. All cars shall be set to equal performance within the Game for the purpose of all Sessions in the Championship.
- 6.4. In-game assists shall be restricted during all Sessions, as set out in Section 24.
- 6.5. Game lobby settings for each Session shall be configured in accordance with Section 24, albeit with Practice, Qualifying and Race Sessions run in dedicated lobbies (i.e. with a new Game lobby created for each Session).
- 6.6. Teams must inform Administration of the Drivers they intend to run during each Round in advance of the respective Round commencing (and upon request).
- 6.7. Teams are only permitted to change drivers between Rounds/Sessions during official Rig Setup periods (as detailed in Section 10).
- 6.8. Drivers must use their full name (as submitted by the respective Team to Formula 1) in-game during all Sessions.
- 6.9. Drivers must use the in-game car livery of the Team that they formally represent during all Sessions.
- 6.10. Drivers must use their assigned car number in-game during all Sessions.
- 6.11. Unless wet or intermediate tyres are used, Drivers must use at least two different specifications of dry-weather tyre during each Race, as enforced by the Game.
- 6.12. Drivers must use the cockpit camera or 'TV Pod' camera during all Qualifying and Race sessions.
- 6.13. 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 F1 Sim Racing or other sim-racing competitions).
- 6.14. 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.

7. SESSION PROCEDURE

- 7.1. 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 present and waiting in the respective holding area at the venue (as communicated to Teams by Formula 1);
 - b) wearing Team branded attire in accordance with Section 19.8, Section 19.9, Section 19.10 and Section 19.11;
 - c) being ready to begin the respective session(s) and complete them in their entirety (i.e. without the need for a toilet break); and
 - d) having all necessary equipment configured, tested and ready to race in accordance with Section 10 (this includes signing-off on the Racing Station (as defined in Section 10.4)).
- 7.2. 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 and/or a penalty may be issued to the Driver and/or Team (in accordance with Section 6.2).
- 7.3. When instructed by Administration:
- a) two participating Drivers may enter the stage and seat themselves in their assigned rig; and
 - b) two appointed Team Reps may seat themselves in their Team’s assigned engineering station.
- 7.4. Once seated in their rig, Drivers are permitted to load the Game and perform warm-up laps using any offline Game mode of their choosing until the in-game lobby is ready. Drivers are not permitted to drive around any track which features in the Championship (as detailed in Section 3.2) during this time.
- 7.5. Around 15 minutes before the start of the Session, Officials shall create the in-game lobby and Drivers should join the in-game lobby when requested to do so by an Official.
- 7.6. Upon joining the lobby, Drivers should immediately select their Team car.
- 7.7. When Administration are ready to begin the Session, the Game shall load the track in question and Drivers should proceed as instructed by the Game.
- 7.8. Penalties for lateness and/or delaying proceedings may be issued in accordance with the Participant’s Handbook.
- 7.9. During Qualifying Sessions, Drivers must not press ‘continue’ between sessions (i.e. between Q1 and Q2, and between Q2 and Q3) until instructed to do so by an Official (so that the game does not progress to the next Qualifying Session until Administration are ready).
- 7.10. Drivers who are eliminated from Qualifying may be instructed to leave their Racing Stations after the end of the respective Qualifying session (i.e. Q1 or Q2), which they must do without delay by vacating their Racing Stations and withdrawing from the stage area. At all other times, Drivers must remain in their Racing Stations until the respective Session has ended and/or instructed by an Official.
- 7.11. During Race Sessions, Drivers shall have at least 90 seconds to select their race strategy and adjust car setups in-game before Officials progress the game to the starting grid.
- 7.12. 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 Administration before the start light sequence has begun for a Session restart to be considered.
- 7.13. During Qualifying, Drivers must raise any technical issues with Administration before the first lap time has been set for a restart to be considered. Note that a restart will only be considered where

the respective issue cannot be resolved in a time frame considered reasonable by Administration (for example, by having the driver rejoin the Session or by turning the wheelbase off and on). In all cases, at the sole determination of Administration.

- 7.14. Where, through no fault of their own, a Driver disconnects from an active Race Session (i.e. after the start light sequence has begun), Administration may choose to deploy the Virtual Safety Car (VSC) to neutralise the field whilst reasonable attempts are made to have the Driver reconnect to the Session. The deployment of the VSC, and length of time the VSC is deployed, is entirely at Administrations discretion and is dependent on several factors including (but not limited to) how quickly a disconnect is reported to Administration, how the disconnect occurred, whether or not the Driver has retired from the Race, how many times the Driver has disconnected during the respective Session, and if the game permits the driver to reconnect to the Session.
- 7.15. 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).
- 7.16. Teams are not permitted to stream any aspect of gameplay or otherwise during a Race Week. This includes (but is not limited to) streaming on Discord and Twitch.

8. RACING EQUIPMENT

- 8.1. Unless otherwise approved by Formula 1, Drivers must exclusively use the following equipment provided by Formula 1 during all Sessions:

Item	Specification
Cockpit	Fanatec Clubsport Formula Cockpit
Wheelbase	Fanatec Podium Wheel Base PS4™ with QR1 (with or without torque key installed)
Wheel rim	Fanatec Clubsport Steering Wheel Formula V2 PS4™
Pedals	Fanatec pedals which are commercially available (specific model as requested by Team and approved by Formula 1 and Fanatec)
PC	Intel core i7 12700K 3.6GHz 32GB DDR4 3600MHz RTX 4070 Ti
Monitor	Samsung Odyssey G6 32" 240Hz 1ms
Headset	Noise-cancelling gaming headset with microphone (specific model TBC)

- 8.2. In addition to the equipment noted in Section 8.1, Drivers shall be provided with any further hardware/infrastructure which is required (at Formula 1's sole discretion) in order to take part in

the Championship (for example, mouse & keyboard, internet connection) (together with the equipment noted in Section 8.1 a **"Racing Station"**).

- 8.3. Teams shall be assigned Racing Stations by Formula 1 at the start of a Race Week which shall be used exclusively by that Team for the duration of the Race Week. Where possible, Formula 1 shall assign the same Racing Stations to teams at subsequent Race Weeks (with the possible exception of PC, monitor and headset) with Racing Stations held in storage between Race Weeks.
- 8.4. Notwithstanding Paragraph 8.1, due to the unique "feel" and sensitivity of individual pedals, Teams may choose to bring their own pedal unit(s) for use during Sessions. Note that, for V2 pedals, this only applies to the individual pedal unit itself (see fig. 1 below) and not the entire pedal base (i.e. the chassis component with the electronics that the pedal unit attaches to) (see fig. 2 below), and for V3 pedals the electronic unit will be replaced. Any pedal units brought by Teams must be compatible with the pedal model requested by the Team, and approved by Formula 1, such that the pedal unit will fit to the supplied pedal base, and be fitted by Administration. Where teams have provided their own pedals, such pedals will only be returned to Teams after the final Session of the Race Week. Formula 1 reserves the right to refuse the use of Team owned pedal units at their sole discretion. The use of Team owned pedal units is entirely at the Team's own risk.

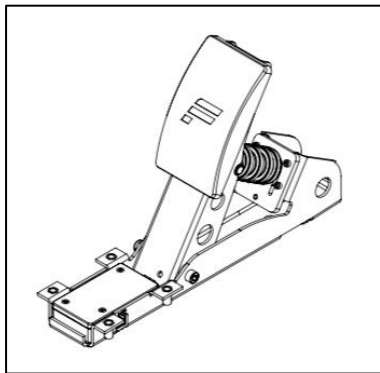


Figure 1 - Example Pedal Unit

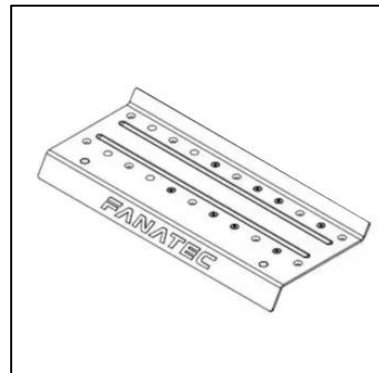


Figure 2 - Example Pedal Base

- 8.5. Formula 1 may opt to run the Championship using a custom version of the Game which may feature changes and/or enhancements to certain game functionality and/or characteristics (**"Esports Build"**) for the benefit of the Championship.
- 8.6. Participants may not use any equipment or aids (digital or otherwise) during Sessions which are not provided by Formula 1 (unless clearly stated in this Rulebook) or considered by Formula 1 to be essential in meeting the obligations of the Sporting Rules, with the exception of (i) pillows or gloves, or other such devices used to solely aid Driver comfort, or (ii) devices which have been expressly authorised by Officials (in all cases, as approved by Formula 1).
- 8.7. The equipment (including software) used during the Championship, including the specification of such equipment, may be changed by Formula 1 during the course of the SRWC without advanced notice.

9. EQUIPMENT CONFIGURATION

- 9.1. Teams are permitted to request adjustments be made to their supplied equipment within any pre-set parameters allowed by their Racing Station, for example:
 - a) adjustment of seat position;
 - b) positioning of wheel;
 - c) positioning of monitor; and
 - d) adjustment of pedal position.
- 9.2. In addition to the area of adjustments noted above, Teams are also permitted to request adjustments be made to the combination and ordering of the brake pedal assembly (specifically, the grommets, springs, sponges and/or spacers) to suit the Drivers' preference (any changes to the combination and/or ordering which is not part of the manufacturers' guidelines are done at the Teams' own risk and Administration assumes no responsibility for any pedal failures in such circumstances).
- 9.3. In accordance with Section 8.4, Teams who bring their own clutch pedal unit may choose to operate the clutch pedal as a throttle input and/or replace the bump-stop on the clutch pedal with the bump-stop from the throttle pedal. In both cases, entirely at the Team's own risk.
- 9.4. Within the Game, Teams are permitted to make configuration changes to the following areas:
 - a) multi-function display (MFD);
 - b) button mappings;
 - c) input device settings; and
 - d) limited graphical settings (as defined in Section 9.5).
- 9.5. In-game graphical settings must be set to "High" or "Very High" using the "Detailed Preset" selector, in order to maintain a consistent feed for broadcast. Further adjustments to graphics settings (or sound settings) are not permitted (unless otherwise approved by Administration), with the exception of "Motion Blur Strength" and "Particles", which can be adjusted according to the Driver's preference.
- 9.6. In addition to the game settings noted above, Teams are also permitted to make adjustments to any pre-set firmware settings made available on the steering wheel and/or within the manufacturer's official driver/firmware application.
- 9.7. Teams must configure and operate their equipment within the manufacturer's set parameters unless explicitly stated within this Rulebook or otherwise approved by Formula 1.
- 9.8. 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 Championship.
- 9.9. PCs will be configured by Administration with a pre-determined suite of software and settings aimed at optimising the running of the Game. Teams must notify Administration of any specific software that they request to be installed on their Racing Stations before the first Session of the Race Week, which must then be approved by Formula 1 before being considered eligible.

- 9.10. Unless otherwise stated, Racing Station monitors will run at 1440p resolution and 240Hz refresh rate, with the game set to output 120 frames per second. This must not be adjusted by Teams unless specifically instructed by Formula 1.
- 9.11. Racing Stations will be configured to provide a native 1080p 16:9 video feed of a Driver's POV (i.e. an exact duplicate of what they see on their gaming monitor) for production at all times during Sessions. Note that adjustments such as resolution or aspect ratio changes which may affect this output, for example, by causing 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.
- 9.12. Making custom hardware or software modifications to any equipment supplied by Formula 1 (or its suppliers) is strictly forbidden beyond adjusting any supplied peripherals unless otherwise directed or approved by Officials and/or the manufacturer, or where explicitly stated in this Rulebook. This includes (but is not limited to) downloading and/or installing anything not explicitly approved by Formula 1. Any Participant considered to have broken this rule (and/or the Driver using the respective Racing Station) may be disqualified from the Session and/or Round and/or Event.
- 9.13. Teams may not connect, or plug-in, any hardware into Game Stations without the explicit consent of Formula 1. This includes (but is not limited to) plugging in any unapproved peripherals (such as a USB drive). Any Participant considered to have broken this rule (and/or the Driver using the respective Racing Station) may be disqualified from the Session and/or Round and/or Event.
- 9.14. Headphones must be placed directly on the Driver's ears and must remain there for the duration of each Session. Drivers are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the Driver's ears, or over the headphones, unless otherwise approved by an Official.
- 9.15. Teams are not permitted to reconfigure Racing Stations between Sessions and/or Rounds, unless approved by Administration. This includes (but is not limited to) the adjustment of face cameras.
- 9.16. Participants may not touch, use, adjust, or otherwise tamper with, any official equipment not provided or assigned to them.
- 9.17. Administration may demand access 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 provide Administration with access to Racing Stations immediately upon request.
- 9.18. Administration reserves the right to insist changes be made to Racing Stations at any time, if deemed necessary at Formula 1's sole discretion.
- 9.19. If equipment or technical problems are suspected by an Official then a Team or Official may request a technical review of the situation, where an on-site Technician will diagnose and troubleshoot problems, as needed. Technicians may, at the discretion of Officials, request that any problem equipment be replaced. Decisions regarding the replacement of any equipment lie solely with Officials.
- 9.20. 9.11. Delays and/or extensions to Setup Periods due to setup problems may be permitted, at the sole discretion of Officials.

- 9.21.9.12. Administration accepts no responsibility for protecting or removing in-game car settings or other PC / hardware settings from Racing Stations.

10. SETUP (WARM-UP) PERIODS

- 10.1. Teams shall have designated blocks of time at the beginning of each Race Week to ensure that their Racing Stations are configured and adhere to the Terms and Conditions, and for limited Driver warm-up (each a “**Setup Period**”). Officials shall inform Teams of their scheduled Setup Period and duration as part of the event schedule (as issued to teams ahead of the respective Race Week).
- 10.2. Setup Periods comprise the following (not an exclusive list):
- a) verifying gameplay feeds;
 - b) verifying web camera feeds;
 - c) verifying audio feeds through Discord;
 - d) verifying hardware configurations;
 - e) verifying software configurations;
 - f) adjusting web camera positions; and
 - g) Mock, qualifying and race sessions (“**Mock Race**”).
- 10.3. Setup Periods must be attended in-person by one Team Rep and two rostered Drivers (who will participate in the first Round of the respective Race Week) per Team, unless otherwise approved by Administration due to mitigating circumstances.
- 10.4. Teams shall be required to “sign-off” on their rigs before being permitted to participate in any Session. This includes (but is not limited to) acknowledging that:
- a) All equipment and game settings have been sufficiently adjusted to the Drivers’ preference and within the parameters specified by this Rulebook;
 - b) All equipment and critical game functions operate within acceptable ranges in order to participate (as determined by Formula 1);
 - c) The Racing Station has been setup and configured such that the Driver can reasonably participate in the Events (at Formula 1’s sole determination) and that further adjustments may not be possible; and
 - d) Recognition that any hardware or software issues discovered during the course of a Session will not result in the respective Session being restarted.

Administration shall not be held accountable for any failures once a rig is signed-off.

- 10.5. Teams shall have access to Racing Stations to adjust equipment during allotted Setup Periods only. At all other times, Teams are expected to vacate their Racing Stations and withdraw from the stage area unless otherwise directed by an Official.
- 10.6. Where a Team wishes to change their driver line-up during a Race Week (i.e. switch Drivers between Rounds) then the Team shall be given an additional (albeit reduced) Setup Period before the next Round in order for the Driver who is swapping-in to reconfigure the respective Racing Station. Such additional Setup Periods shall be communicated to Teams as part of the event schedule issued to

Teams ahead of the respective Race Week. Note that Driver changes are only permitted during official Setup Periods unless otherwise approved by Formula 1.

10.7. During Setup Periods, Drivers are not permitted to drive around any track which features in the Championship (as detailed in Section 3.2).

10.8. Drivers are expected to participate for the duration of all sessions during a Mock Race.

10.9. Any technical issue found by a Team must be raised immediately with an Official.

10.10. Delays caused by 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.

10.11. Whilst Mock Races are not officially adjudicated, any behaviour which Officials deem to be unsporting, time wasting or generally disruptive shall be reported to the Race Stewards and may lead to one or more penalty or other warning being applied in accordance with the Participant's Handbook and/or the wider Terms and Conditions.

11. TEAM COMMS

11.1. 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 one of two private team voice channels ("**Team Voice Channel**") in the official F1 Esports Discord server (or other such means as approved by Administration).

11.2. Drivers must be connected to their Team Voice Channel during all Sessions and be active and responsive to Administration where applicable.

11.3. Drivers must wear their provided headsets at all times during Sessions unless in active dialog with an Official.

11.4. 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.

11.5. The use of communication equipment and/or the specification of such equipment may be changed by Formula 1 during the course of the SRWC without advanced notification.

12. OFFICIALS

12.1. The Championship shall be overseen by F1 Sim Racing 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**";
- c) multiple spotters ("**Race Marshals**"); and
- d) an appointed appeals panel ("**Review Panel**"), which shall not include any of the appointed Race Stewards (together "**Adjudication**").

12.2. 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;
- e) the use of the virtual safety car; and
- f) administering any penalty or other warning in relation to non-track related offenses and in accordance with the Participant's Handbook or the wider Terms and Conditions

12.3. The Head Steward shall have overriding authority in administering any penalty or other warning in relation to track related offences and in accordance with the Participant's Handbook or the wider Terms and Conditions.

12.4. 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.

12.5. The Review Panel shall be responsible for considering Penalty Appeal Requests (as defined in Section 16.1).

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

12.7. In addition to the Officials noted in Section 12.1, Formula 1 may appoint a number of Stage Administrators and/or Technicians (also considered Officials) to support Drivers during the Race Week by providing instructions, adjusting equipment and/or addressing issues raised by Participants.

13. MEETINGS

13.1. At the start of each Race Week, the Race Director shall chair a meeting involving Teams and Drivers to discuss processes and regulations related to the respective Race Week ("**Team Briefing**").

13.2. The time and location of the Team Briefing shall be documented in the event schedule distributed to Teams ahead of each Race Week.

13.3. Team briefings must be attended by all Drivers who are taking part in any Session during the respective Race Week plus one Team Representative (at minimum) (unless otherwise approved by Administration due to mitigating circumstances).

14. INSTRUCTIONS TO COMPETITORS

14.1. 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.

- 14.2. All classifications and results of Qualifying and Races, as well as details of any Penalties issued and/or revoked by Adjudication, shall be made available to Teams either physically, digitally or via email, as deemed appropriate by Officials.
- 14.3. The sharing of any official documentation, including (but not limited to) circulars, instructions, communications, classifications, penalties, results and standings, is strictly forbidden unless approved by an Official.

15. INCIDENT REVIEW

- 15.1. Following each Qualifying and Race Session, and during the Incident Review Request Window (as defined in Section 15.3), 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**").
- 15.2. When an Incident Review Request is submitted (in accordance with Section 15.1, Section 15.3 and Section 15.4), the Stewards shall determine whether to accept the Incident Review Request before performing the review ("**Incident Review**") and notifying the respective Team 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.
- 15.3. Teams shall have from when a session starts until 20 minutes after the Session has finished in which to submit an Incident Review Request ("**Incident Review Request Window**").
- 15.4. Incident Review Requests must be submitted using the appropriate form (details of which shall be communicated to Teams by Formula 1). Completed forms must be submitted to Administration within the respective Incident Review Request Window (i.e. the Incident Request Window which is open when the incident occurred) for the review to be considered, unless otherwise permitted by Officials due to mitigating circumstances.
- 15.5. 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, at their sole discretion, request to speak to any Driver(s) and/or Team(s) involved in the respective incident for further information, evidence and/or clarification. For the avoidance of doubt, the Stewards are not obligated to speak to any Driver(s) and/or Team(s) involved in the respective incident.
- 15.6. Teams are not permitted access to Race Stewards during Incident Reviews unless invited.
- 15.7. The Stewards shall notify the Team 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.
- 15.8. Following the closing of the Incident Review Request Window and after all Incident Reviews have been considered, the Stewards shall issue results to all Teams which shall include the outcome(s) of any Incident Reviews ("**Provisional Results**").

- 15.9. Formula 1 reserves the right to adjust Provisional Results after they have been issued where an administrative error is considered to have occurred.

16. PENALTY APPEAL

- 16.1. Following each Qualifying and Race Session, and during a Penalty Appeal Request Window (as defined in Section 16.3 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**").
- 16.2. When a Penalty Appeal Request is submitted (in accordance with Section 16.3 and Section 16.4), the Review Panel shall determine whether to accept the Appeal Request before reviewing the information related to the penalty in question ("**Penalty Appeal**" or "**Appeal**"). Penalty Appeal Requests may be rejected where no penalty has been applied by the Stewards to the appealing Team for the incident in question or where no new relevant information regarding the incident has come to the Stewards attention.
- 16.3. Teams shall have 20 minutes after Provisional Results have been issued in which to submit a Penalty Appeal Request ("**Penalty Appeal Window**").
- 16.4. Penalty Appeal Requests must be submitted using the appropriate form (details of which shall be communicated to Teams by Formula 1). Completed forms must be submitted to Administration 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.
- 16.5. The Review Panel shall consider any new information during a Penalty Appeal and determine whether the original judgment should stand. As part of the Penalty Appeal, the Review Panel will offer the Team(s) involved in the respective incident (at their sole determination) the opportunity to provide further information, evidence and/or clarification, before reaching a final decision.
- 16.6. Teams are not permitted access to Race Stewards and/or the Review Panel during Penalty Appeals unless invited.
- 16.7. Officials shall notify the respective Teams of the final outcome(s) of a Penalty Appeal, whereby the original penalty shall be upheld, overturned or modified.
- 16.8. For the avoidance of doubt, Penalty Appeal Requests and the Penalty Appeal Window do not limit the right of Administration to amend Provisional Results in accordance with the Terms and Conditions.
- 16.9. 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.
- 16.10. Formula 1 reserves the right to adjust Final Results after they have been issued where an administrative error is considered to have occurred.

17. TEAM ROSTER

- 17.1. Teams must maintain a roster listing 3 drivers (each a **"Championship Driver"** being **"Registered"** and together the **"Championship Drivers"** or **"Team Roster"**), all of whom are contracted to the Team for the entirety of the SRWC for the 2023/24 season and who are eligible to participate in the Championship (in accordance with Section 19).
- 17.2. Teams must have 3 eligible Drivers on their Team Roster (in accordance with this Section 17) available for every round of the Championship (however, only 2 Drivers are required to participate in any given Round).
- 17.3. In cases where a driver is considered unable to participate in a given Session/Round (e.g. due to illness) then that Driver must be replaced by the Team's 3rd rostered Driver. Where the Team's 3rd rostered Driver is unable to replace the respective Driver then that Driver's position in the respective Session(s) will remain unfilled.
- 17.4. In cases where a Championship Driver ceases to participate in the SRWC for reasons including but not limited to withdrawal, disqualification or contractual issues, leaving the respective Team below the required threshold of Championship Drivers (as specified in Section 17.1), that Team shall be required to replace the respective Championship Driver with another Driver who meets the eligibility criteria set out in Section 19.
- 17.5. Any changes to a Team Roster must be immediately declared to F1 in writing a minimum of 7 days prior to the next round of the 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.
- 17.6. The Team shall be solely responsible for communicating with and managing their Championship Drivers, and their attendance and participation, in the Championship, along with any associated costs, including (but not limited to) any costs incurred as a result of a Driver's participation in any Race Week and/or media event(s) except as otherwise agreed with Formula 1.
- 17.7. Unless Formula 1 deem it otherwise appropriate based on mitigating circumstances, Teams may use a maximum of four Drivers during a season (in accordance with Section 17.1 and Section 17.3), all of whom may score points in the Championship.
- 17.8. Formula 1 has final approval on any Team Roster before being considered eligible.

18. TEAM ELIGIBILITY

- 18.1. Teams must make 2 Drivers from their Team Roster available to compete in each Round of the Championship. Only eligible Drivers on Team Rosters may participate in the Championship.
- 18.2. A minimum of one representative from each Team (a **"Team Representative"** or **"Team Rep"**) is required to participate in person at each Race Week, to attend Team Briefings and to support their Team's Drivers.
- 18.3. Formula 1 shall provide seating for a maximum of two Team Reps to support their Drivers during Sessions (each a **"Team Engineer Station"**) which may or may not form part of the main stage

layout. Details of the setup and configuration of Team Engineer Stations shall be made available to Teams when reasonably practicable.

18.4. Teams may ask to bring additional team members to the Race Week, but this will be granted on a case-by-case basis (depending on space and availability) and may offer limited viewing access where granted. Formula 1 cannot guarantee access for more than 2 Team Reps per Event.

18.5. 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 eighteen (18);
- 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 F1 Sim Racing 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.

18.6. Failure to present 2 eligible Drivers and 1 eligible Team Rep in physical attendance for every Round of the Championship may result in penalties being applied to the respective Team.

18.7. Team Representatives are not permitted to represent more than one Team at any given Race Week.

18.8. 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 upon request.

18.9. Team Reps must wear appropriate Team branded attire during all LAN based Sessions as well as any publicity and/or media related activities.

18.10. Any branding visible on Team Rep clothing must be obscured at all times unless approved, or otherwise directed, by Formula 1.

18.11. In participating in the 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 Sim Racing; and
- c) accept that decisions of Formula 1, the Stewards and the wider Administration regarding all matters relating to F1 Sim Racing and/or Game are final and binding.

18.12. Teams (including their Drivers and Representatives) must operate independently from each and every other Team at an operational level.

18.13. Teams may not share race setups and/or use (or benefit from) race setups provided by other Teams.

19. DRIVER ELIGIBILITY

- 19.1. All Drivers must meet all requirements in this Section 19 in their entirety to be eligible to participate in the Championship. Any Driver who does not meet all requirements shall be deemed ineligible and may be removed from the SRWC 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.
- 19.2. A Driver must be approved by Formula 1, be contracted to a Team and be registered on the respective Team's Team Roster to be eligible to participate.
- 19.3. Drivers represent their own skills and abilities over the course of the Championship and shall compete to the best of their ability at all times.
- 19.4. Drivers can only represent one team over the course of the Championship.
- 19.5. The Championship is open to Drivers of all countries where the Game and/or F1 Sim Racing 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 F1 Sim Racing 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 Race Week in the 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.
- 19.6. If a Driver is under the age of 18 on the date of travel to a Race Week, then the respective Team must:
- a) obtain written parental or legal guardian consent for the Driver to (i) participate in the Championship, (ii) be accompanied by a legal guardian, or a representative of the Team who will act as their legal guardian, during all activity associated with the Championship (including any travel), and (iii) claim any prize. In providing parental or guardian consent in accordance with this Section 19.6, such parent or guardian acknowledges that they have read and agree to the Terms and Conditions. Formula 1 may ask a Team to provide proof of their Driver's age and/or any relevant consent at any time;
 - b) have the guardian or Team Rep noted in Section 19.6(a) physically accompany the Driver to, from and at, the relevant event(s), including during any travel; and
 - c) have the guardian or Team Rep noted in Section 19.6(a) share a room with the Driver.
- 19.7. In participating in the 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 Championship with the Team that they are representing;

- c) fully and unconditionally agrees to and undertakes to comply with this 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 Sim Racing; and
- d) accepts that decisions of Formula 1, the Stewards and the wider Administration regarding all matters relating to F1 Sim Racing and/or Game are final and binding.

19.8. Drivers must wear approved Team branded attire during all Sessions as well as any publicity and/or media related activities.

19.9. Drivers are required to wear suitable footwear at all times when moving around the venue and during any publicity or media related activities (no sandals or open-toed shoes). Drivers may remove their footwear when seated in their Racing Stations providing that they wear socks (i.e. no bare feet).

19.10. Drivers are not permitted to wear hats, scarves, sunglasses, or any other headwear/face wear not required on religious or medical grounds (as approved by Formula 1), when seated in their Racing Stations.

19.11. Any branding visible on Driver clothing must be obscured at all times unless approved, or otherwise directed, by Formula 1.

19.12. During live broadcast times (as communicated to Teams by Formula 1), Teams must make all of their rostered Drivers who participated in any Session during the respective broadcast available for interviews by accredited press and/or production crews upon request.

20. PERSONAL INFORMATION

20.1. By entering F1 Sim Racing 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 F1 Sim Racing 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 F1 Sim Racing (acting reasonably).

20.2. By entering F1 Sim Racing 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 Sim Racing published Privacy Policy (found at <https://f1esports.com/legal-notice>);
- b) used by Formula 1 and their respective agents and suppliers to administer F1 Sim Racing, send out prizes and to enable Formula 1 to promote F1 Sim Racing 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 Sim Racing (including the SRWC) but only in the manner a Participant has consented to.

21. LIMITATION ON LIABILITY

- 21.1. 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 F1 Sim Racing, that are not expressly stated to be its responsibility in the Terms and Conditions. Additionally, each prize winner is solely responsible for all applicable federal, state and local taxes, including taxes imposed on their income.
- 21.2. Formula 1 (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 F1 Sim Racing or accepting any prize. F1 further disclaims any liability for any injury or damage to your or any other person's equipment relating to or resulting from participation in or downloading any materials in connection with F1 Sim Racing save to the extent that (i) death or personal injury is caused by F1's negligence; (ii) such liability arises from fraud or fraudulent misrepresentation; or (iii) for any other reason or by any cause which cannot be excluded by law.
- 21.3. Formula 1 (and anyone acting on its behalf) shall not be liable for any failure to comply with its obligations relating to F1 Sim Racing 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, viral outbreak, inevitable accidents, supervening legislation or any other circumstances amounting to force majeure.

22. SPIRIT OF THE RULES

- 22.1. All decisions regarding the interpretation of these rules, eligibility, scheduling and staging of F1 Sim Racing (including the Championship) lie solely with F1 (and anyone acting on its behalf).
- 22.2. All decisions by F1 (and anyone acting on its behalf) in respect of the Sporting Rules (including this 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.
- 22.3. Formula 1 has a right to decide decisions in accordance with this Championship Rulebook, outside this Championship Rulebook, or even against this Championship Rulebook in special cases to guarantee fair play and to ensure the spirit of F1 Sim Racing is upheld.
- 22.4. Participants agree to be bound by F1's final decisions (and anyone acting on its behalf).

- 22.5. Formula 1 reserves the right to modify the Sporting Rules at any time. This includes (but is not limited to) changes due to software updates or releases, and any other change deemed necessary by Formula 1 in the best interests of F1 Sim Racing.
- 22.6. Formula 1 may, from time to time (and entirely at their own discretion), propose a change to the Sporting Rules which shall be determined by a Team vote ("**Team Vote**"). During a Team Vote, all Teams shall be invited to vote on whether a rule change should come into force, with a "super majority" of 7 votes in favour of the rule change required for its commencement. Note that Team Votes in no way limits Formula 1's right to modify the Sporting Rules in accordance with Section 22.5.
- 22.7. This Championship Rulebook shall be applied by Administration in such a manner to ensure the spirit of F1 Sim Racing is upheld.

23. CANCELLATION

- 23.1. If cheating, a virus, bug, catastrophic event, or any other unforeseen or unexpected event that cannot be reasonably anticipated or controlled affects the fairness and / or integrity of F1 Sim Racing, Formula 1 reserve the right to cancel, change or suspend the SRWC. This right is reserved whether the event is due to human or technical error.
- 23.2. The Administration may change the dates, venue, numbers of events, rounds and/or event schedule at any time and without prior notice.
- 23.3. Formula 1 reserves the right, at any time, to modify or discontinue, temporarily or permanently, F1 Sim Racing, 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 F1 Sim Racing pursuant to this paragraph, Drivers shall be released from their obligations to Formula 1 under the Sporting Rules.

24. RACE SETTINGS

SECTION	NAME	VALUE
Lobby Options	Maximum Players	22
	Session Privacy	Invite Only
	Lobby Tag	Best of the best
	Car Category	F1 2023
	Car Setup	Full
	Minimum Licence Level	Off
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	On
	ERS Assist	Off
	DRS Assist	Off
	Force Cockpit Camera	Off
Difficulty	AI Difficulty	90
Track Select	Track	<i>Round dependant</i>
Weekend Structure	Weekend Structure	Standard
	Practice Format	Off
	Qualifying Format	<i>Session dependant</i>
	Session Length	Long
	Starting Grid	Custom Grid
Weather and Time of Day	Quick Weather	<i>Dynamic (dry for practice sessions)</i>
	Session Start Time	Realistic
	Forecast Accuracy	Perfect
Rules & Flags	Rules and Flags	Esports
	Corner Cutting Stringency	Strict
	Parc Ferme Rules	Off
	Pit Stop Experience	Broadcast
	Safety Car	<i>Off (Manual)</i>

	Safety Car Experience	Broadcast
	Formation Lap	Off
	Formation Lap Experience	Broadcast
	Red Flags	Off
	Affects Licence Level	Off
Simulation Settings	Equal Car Performance	On
	Recovery Mode	None
	Surface Type	Realistic
	Low Fuel Mode	Hard
	Race Starts	Manual
	Tyre Temperature	Surface & Carcass
	Pit Lane Tyre Sim	Off
	Unsafe Pit Release	On
	Car Damage	Standard
	Car Damage Rate	Standard
	Collisions	On
	Off For First Lap Only	Disabled
	Off for Griefing	Enabled



Presenting Partner



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