



PRO SERIES

RULEBOOK

F1 Esports Series 2018

VERSION 1.3

Amendments

Amendments to Pro Series Rulebook as of version 1.3

- **3. Equipment and Settings**
Articles 3.12, 3.13, 3.14, 3.15, 3.16 and 3.17
- **4. Pro Series**
Article 4.8

Addenda

Addenda to Pro Series Rulebook as of version 1.3

- **Penalty Appeal Process**
- **Incident Review Process**

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1. Introduction

This is the official rulebook ("**Pro Series Rulebook**") of the F1 Esports Pro Series 2018 ("**Pro Series**"), being the third and final stage of the F1 Esports Series 2018 ("**F1 Esports Series**"). The Pro Series comprises three rounds of competition in which drivers ("**Drivers**") represent a Professional F1 Esports Team ("**Teams**" and each a "**Team**") and compete by playing the official F1 2018 video game ("**Game**") in a 10-round league championship held across 3 live events as follows:

- a) 10 October 2018 - Live Event 1 - Rounds 1 to 3;
- b) 31 October 2018 - Live Event 2 - Rounds 4 to 6; and
- c) 16 & 17 November 2018 - Live Event 3 - Rounds 7 to 10.

(dates are provisional and may change)

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

This Pro Series Rulebook supplements the rulebooks governing the first and second stages of the F1 Esports Series (being the Online Rulebook and the Pro Draft Rulebook available here <https://f1esports.com/rules> (as applicable)) and applies to the Teams and Drivers ("**Participants**" and each a "**Participant**") and governs the operation of the Pro Series. The Pro Series consists of all online and offline activities that is governed by this Pro Series Rulebook.

By taking part in the Pro Series, all Participants agree that it is governed by, and also that they will abide by, these terms and conditions.

Formula One Digital Media Limited ("**Formula 1**" or "**F1**") reserves its rights to alter, amend or supplement this Pro Series Rulebook from time to time as it considers desirable to do so and, in particular, once more specific information is revealed about the Pro Series closer to the event dates.

2. Promoter and Terms of Entry

- 2.1. The promoter and operator of the F1 Esports Series (including the Pro Series) is Formula One.
- 2.2. By entering the F1 Esports Series in whatever manner and at whatever stage (including the Pro Series) each Team and Driver accepts the following terms and conditions (to the extent they apply to a particular Participant) (the **“Terms and Conditions”**):
 - a) This Pro Series Rulebook, the Pro Draft Rulebook and the Online Rulebook (to the extent they are applicable to a particular Participant) (available at <https://f1esports.com/rules>) (together the **“Sporting Rules”**);
 - b) the handbooks for Participants which can be found at <https://f1esports.com/rules>;
 - c) the terms and conditions of f1esports.com as updated from time to time, which is available at <https://f1esports.com/terms-and-conditions>; and
 - d) the terms of use and the privacy policy of f1esports.com as updated from time to time, which are available at <https://f1esports.com/legal-notice>. Please note that any other website used in relation to the F1 Esports Series will also have terms of use, which will apply to your use of such site and Formula 1 is able to take no responsibility for such site(s), their terms or use or any related liability.
- 2.3. All Participants who participate and/or attend the Pro Series will be required to enter in to a written contract as a pre-condition to participating in and/or attending the Pro Series, and such contract will include:
 - a) the Terms and Conditions (to the extent they apply to a particular Participant);
 - b) an acknowledgment that the Pro Series will be filmed and that Formula 1, its group companies and their licensees will be entitled to use and exploit footage of the F1 Esports Series in its discretion;
 - c) agreeing to participate in publicity and media activities relating to the F1 Esports Series; and
 - d) consenting to Formula 1, its group companies and their licensees using the Participant’s name, voice, image, slogan, likeness, photographs, images (still and moving), biography, statistics and performance in the F1 Esports Series and assigning any intellectual property created during the F1 Esports Series (as the case may be).
- 2.4. In respect of the Pro Series, if there is any conflict between the Online Rulebook, the Pro Draft Rulebook, the handbook and this Pro Series Rulebook, this Pro Series Rulebook shall prevail.
- 2.5. Each Team must have a minimum of two (and a maximum of three) contracted Drivers present at each Round (as defined in Section 4.3) of the Pro Series, in which any two (but only two) of the respective Drivers must participate in each Race (as defined in Section 4.4 (c)) per Round of the Pro Series. Failure to present two Drivers for each Race may result in penalties being applied and a potential financial penalty as determined and applied by Formula 1 in its sole discretion.

3. Equipment and Settings

- 3.1. Drivers will complete all racing (including Practice Sessions, Qualifying Sessions and Races (as defined in Section 4.4 below)) on a PC racing station with steering wheel and pedals (**“Racing Stations”**). The Drivers will be allocated a racing station by Formula 1 (in its sole discretion).
- 3.2. Racing stations include the following equipment (but is not limited to):
 - a) racing rig, including seat;
 - b) force-feedback steering wheel;
 - c) pedal set;

- d) PC;
 - e) monitor; and
 - f) headphones.
- 3.3. All Racing Stations will be the same in all material respects. Such allocation shall be determined by Formula 1 (in its sole discretion) and such determination shall be final. Drivers and Teams will not be permitted to alter the physical make-up of the Racing Stations in any way other than making adjustments within the pre-set parameters allowed by the Racing Stations (see 3.5 below).
- 3.4. Drivers may not use any equipment not provided to them by Formula 1.
- 3.5. Drivers are permitted to configure their equipment within the pre-set parameters allowed by the racing station only, including:
- a) adjustment of pedal distance to seat/wheel;
 - b) height and angle of wheel and monitor;
 - c) maximum wheel rotation angle;
 - d) wheel force-feedback settings; and
 - e) pedal settings.
- 3.6. Within the Game, Drivers are permitted to make configuration changes within the following areas:
- a) multi-function display (MFD);
 - b) button mappings; and
 - c) input device settings.
- 3.7. Adjustments to graphics and sound settings are not permitted in order to maintain a consistent standard of broadcast.
- 3.8. Drivers and Teams shall have access to Racing Stations during event racing sessions only. At all other times, Drivers and Teams are expected to vacate their Racing Station and withdraw from the stage area unless otherwise directed by an Official.
- 3.9. Formula 1 may test racing stations to ensure the environment is setup correctly and adequate for the Pro Series. These tests may be conducted at any time and without notice throughout a Live Event.
- 3.10. All racing (whether a Practice Session, Qualifying Session or a Race) must be played on the settings set out in Schedule 1. An F1 Esports Series Official shall ensure the settings are applied correctly before the start of each session. No variations to these settings are permitted under any circumstances, unless Formula 1 determines otherwise.
- 3.11. The equipment used during the Pro Series, including the specification of such equipment, may be changed by Formula 1 during the course of the F1 Esports Series without advanced notification.
- 3.12. Each racing event in the Pro Series shall involve at least one setup period (for such allotted time as communicated to Teams in advance by Administration) ("**Setup**"), during which Teams are given the opportunity, and are expected, to configure and test their Driver's designated racing stations to ensure that all features and settings are functioning as expected and that their Driver's designated racing stations are adjusted and configured to the Team's requirements. At the end of each Setup, a representative of the Team and their respective Driver(s) are both required to sign an Equipment Approval Agreement (as provided to them by Administration) to formally confirm that both parties are satisfied with their designated racing station, equipment & setup and that all critical rig and game functions are operable.
- 3.13. During Setup, Drivers may only enter the track for installation/shakedown laps - hot-laps are prohibited.
- 3.14. Each Setup is to be used solely for the purposes outlined in articles 3.12 and 3.13, and Teams and Drivers may not use this time to practice. Once the Team and their respective Driver(s) have signed the Equipment Approval Agreement, Setup for that Team and Driver is considered over and the Driver and any representatives of the Team must vacate the racing station.
- 3.15. If an Equipment Approval Agreement is not signed by a Team and/or Driver for any reason by the end of Setup, it is assumed that all of that Team and Driver's features and settings are functioning as expected

and that the respective racing station(s) are adjusted and configured to the Team's requirements, unless determined otherwise by Administration (acting reasonably).

- 3.16. VOIP, or any other communication software/hardware, is not permitted during events unless approved and supplied by Administration.
- 3.17. Drivers are advised to remove any in-game car setups from their allocated racing stations after each Session (as outlined in article 4.4). Administration accepts no responsibility for protecting or removing settings from racing stations.

4. Pro Series

- 4.1. The schedule for the Pro Series shall be communicated to all Participants as soon as reasonably practicable.
- 4.2. It is each Team's responsibility to present two Drivers ready to compete in all Qualifying (as defined in Section 4.4(b) below) and Races (as defined in Section 4.4(c) below). If a Driver is not present at least 30 minutes before the start of any Qualifying or Race as set out in the Schedule (as communicated to Formula 1 to the Drivers and Teams), the Driver will be reported as a "no show" and the Qualifying or Race (as the case may be) may commence without the relevant Driver regardless of whether that Driver has arrived. Any delay caused by a Driver that is not ready to compete at the scheduled time may result in a penalty being awarded to such Driver and/or their Team.
- 4.3. The Pro Series shall be structured as a ten-round championship (each a "Round") over the course of three live events, as follows:

Round	Live Event	Track	Laps
1	1	Australia	25% length
2	1	China	25% length
3	1	Baku	25% length
4	2	France	25% length
5	2	Great Britain	25% length
6	2	Belgium	25% length
7	3	Germany	25% length
8	3	Singapore	25% length
9	3	USA	25% length
10	3	Abu Dhabi	50% length

- 4.4. Each Round in the Pro Series shall involve 3 sessions ("Sessions") which are all performed on the same track as set out in column 3 in the table at Section 4.3, as follows:
 - a) **Practice Session**

Drivers shall be entitled to take part in a practice session at the relevant time and on the respective track (the "Practice Session"). Drivers shall be able to complete as many (or as few laps) as they wish during Practice Sessions. Any 2 eligible Drivers (and only 2 Drivers) on a Team's roster may take part in Practice Sessions.
 - b) **Qualifying Session**

Following the Practice Session, a qualifying session for the race shall take place on the respective track ("Qualifying"). Qualifying shall involve Drivers completing laps over a set time period of 18

minutes. Any 2 eligible Drivers (and only 2 Drivers) on a Team's roster may take part in Practice Sessions.

Drivers shall be able to complete as many (or as few laps) as they wish during the set time period. The objective of Qualifying is for the Drivers to set the fastest single lap time round the track ("**Qualifying Time**").

The Drivers' starting position on the grid for the Race (as defined in Section 4.4 (c) below) of that particular Round shall be decided by Qualifying so that the Driver with the fastest Qualifying Time shall be given grid position 1, the Driver with the second fastest Qualifying Time shall be given grid position 2 and so on. In the event that more than one Driver fails to set a Qualifying Time or ties with another Driver, the Driver with the highest finishing position from the previous Round shall be given the higher grid position (1st being higher than 2nd). If this happens in the first Round then the relevant Drivers' grid position between themselves shall be selected at random by Formula 1.

c) **Race**

Following Qualifying and subsequent allocation of the Driver's starting grid positions, the Drivers shall complete a race (the "**Race**") on the respective track. The Race shall consist of the Drivers racing on the respective track for a race distance of around 25% (50% for Round 10) of the full race distance of a comparable Formula 1 race on the respective track, as determined by the Game. The objective of the race is for Drivers to finish each Race 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.

- 4.5. All cars shall be set to equal performance for the purpose of all Practice Sessions, Qualifying Sessions and Races in the Pro Series.
- 4.6. In-game assists shall be restricted during the Races, as set out in Schedule 1.
- 4.7. Administrators must be informed of which Drivers a Team intends to run during practice, qualifying and the race, prior to the respective practice session commencing.
- 4.8. Teams are not permitted to change drivers and/or reconfigure racing stations during live broadcasts unless otherwise directed by Administration.
- 4.9. Drivers must use the in-game car livery of the Team that they formally represent during all sessions.
- 4.10. Following the conclusion of the first nine Races, both the Drivers and Teams shall be awarded points depending upon their finishing position(s) in the respective Race as follows:

Position	Races 1 to 9
1 st	25 points
2 nd	18 points
3 rd	15 points
4 th	12 points
5 th	10 points
6 th	8 points
7 th	6 points
8 th	4 points
9 th	2 points
10 th	1 point

4.11. As an exception to the points allocation in clause 4.7, the final race in the Pro Series (being the tenth Race) will see Drivers and Teams awarded double points depending on their finishing position(s), as follows:

Position	Race 10
1 st	50 points
2 nd	36 points
3 rd	30 points
4 th	24 points
5 th	20 points
6 th	16 points
7 th	12 points
8 th	8 points
9 th	4 points
10 th	2 points

4.12. Following the award of points detailed at Sections 4.7 and 4.8, a Driver’s aggregate points over all Races shall be their “**Driver Championship Points**”.

4.13. Following the award of points detailed in Sections 4.7 and 4.8, a Team’s aggregate points over all Races shall be their “**Team Championship Points**”.

5. On Track Rules

- 5.1. **Pit Stop Requirements** - During each Race, unless wet or intermediate tyres are used, all Drivers must use at least 2 different compounds of tyre.
- 5.2. **Live Marshalling** – The Pro Series shall be attended by F1 Esports Series Officials (the Race Marshals) who shall be responsible for on the day adjudication (including administering any penalty or other warning, in accordance with this Pro Series Rulebook and the Handbook).
- 5.3. The tracks raced and the order in which they are raced is as set out in this Pro Series Rulebook (in particular at Section 4.3), unless otherwise determined and communicated to the Drivers and the Teams by Formula 1 in its sole discretion.

6. Prize Winners

6.1. Driver Championship

- a) In F1’s sole determination, the F1 Esports Pro Series 2018 Driver Championship winners shall be the Drivers with the most Driver Championship Points as follows:

Position	Driver Championship
1 st	Most Driver Championship Points
2 nd	Second Best Driver Championship Points
3 rd	Third Best Driver Championship Points

- b) In the event that a Driver ties on points with another Driver following the determination of the Driver’s Championship Points in accordance with Section 4.9, the Driver whose aggregate number of Race wins (i.e. the number of Race wins from all the Rounds combined) is greater will be considered higher-placed. If such aggregate number of Race wins is the same then the Driver

whose aggregate number of 2nd place finishes (i.e. the number of times the respective Driver finished in 2nd place in all the 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.

6.2. Team Championship

- a) In F1's sole determination, the winners of the F1 Esports Pro Series Team Championship will be the Teams with the most Team Championship Points as follows:

Position	Team Championship
1 st	Most Team Championship Points
2 nd	Second Best Team Championship Points
3 rd	Third Best Team Championship Points

- b) In the event a Team ties on points with another Team following the determination of the Team's Championship Points in accordance with Section 4.10, the Team whose aggregate number of Race wins (i.e. the number of Race wins from all of their contracted Drivers over all 10 Rounds combined) is greater will be considered higher-placed. If such aggregate number of Race wins is the same then the Team whose aggregate number of 2nd place finishes (being the number of times the respective Team's contracted Drivers finished in 2nd place in all 10 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.

6.3. Prize Fund Allocation

- a) In F1's sole determination, prizes shall be allocated to Teams based on the final Team Championship Points after 10 rounds of the Pro Series, with a prize fund of up to \$200,000 being distributed amongst the 9 Teams as follows:

Position	Prize
1 st	\$50,000
2 nd	\$40,000
3 rd	\$34,000
4 th	\$26,000
5 th	\$20,000
6 th	\$15,000
7 th	\$10,000
8 th	\$5,000
9 th	-

- b) All prizes, including any Fastest Lap prize, shall be awarded to Teams after the completion of the Pro Series.
- c) For the avoidance of doubt, the prizes set out in this section 6.3 shall be awarded directly to the relevant Team only and not to Drivers.

7. Driver Eligibility

- 7.1. A Driver must be contracted to a Team and registered on the “Team’s Roster” (as defined in the Pro Draft Rulebook).
- 7.2. In order to prove Drivers are of sufficient standard to compete in the F1 Esports Pro Series 2018, Drivers contracted to Teams who did not qualify for the F1 Esports Series 2018 Pro Draft or finish in 1st place in the F1 Esports Series 2017 must achieve a lap time under 107% of a benchmark lap time (“**Benchmark Lap Time**”) as detailed in section 10.
- 7.3. The Pro Series is open to all countries where the Game and/or the F1 Esports Series is not prohibited or unlawful (each Driver to satisfy themselves as to whether this condition is met) except:
 - a) persons who are under the age of sixteen (16);
 - b) employees and agents of Formula 1 and/or their respective parent, subsidiary and affiliated companies, and each of their respective advertising/promotion agencies;
 - c) anyone involved in and/or connected to the organisation and running of the F1 Esports Series and/or the Game in any way; and
 - d) the immediate family members of any of the persons set forth in (b) or (c) above (and for these purposes ‘immediate family members’ shall mean parents, step-parents, children, step-children, siblings or spouses).
- 7.4. In participating in the Pro Series each Driver confirms that he/she:
 - a) is eligible to do so and eligible to claim any prize that he/she may win;
 - b) fully and unconditionally agrees to and undertakes to comply with this Pro Series Rulebook (and all other agreements, rules and policies referred to in this Pro Series Rulebook) and any instruction of Formula 1 (and/or its nominee) in relation to the Game and/or F1 Esports Series; and
 - c) accept that decisions of Formula 1 regarding all matters relating to the F1 Esports Series and/or Game are final and binding.

8. Team Rosters

- 8.1. Teams must maintain a team roster of between 2 and 3 Drivers, include a minimum of 1 Driver from the Pro Draft.
- 8.2. Teams must comply with article 8.1 at all times with respect to the number of Pro Series Drivers in their Team Roster and the minimum participants picked from the Draft Pool.
- 8.3. In cases where a Pro Series Driver ceases to participate in the F1 Esports Series leaving the respective Team below the required threshold of Pro Series Drivers (as specified in Section 8.1), that Team shall be required to replace the respective Pro Series Driver with another Driver chosen from the Draft Pool or, if no Drivers are available from the Draft Pool, with a participant of their own choosing.
- 8.4. For the avoidance of doubt, Teams must have at least one Driver from the Pro Draft available for each round of the Pro Series.
- 8.5. Only eligible Drivers contracted to a Team may feature in a given Round unless the Driver is forced to withdraw for medical, health (in which case a medical certificate is required) or bereavement reasons, in which case a Team can use a substitute Driver (in accordance with Section 8.3) provided all eligibility criteria is met and the replacement has been submitted to Formula 1 a minimum of 24 hours prior to the next round of the Pro Series and approved by Formula 1.
- 8.6. Any changes to a Team Roster must be immediately declared to F1 by emailing draft@f1esports.com a minimum of 10 days prior to the next round of the Pro Series (for reasons given in Section 8.5, notice must be given a minimum of 24 hours in advance). Full details of any changes must be disclosed to F1 by the respective Team by the deadline above and approved by F1.

8.7. Teams may use a maximum of four Drivers during a season, all of whom may score points in the championship.

9. Team Attendance

- 9.1. Teams must make 2 Drivers available for each live event who will attend and compete in the respective rounds of the Pro Series. Only eligible Drivers on team rosters may attend and participate in the Pro Series.
- 9.2. Failure to present 2 Drivers for every round of the Pro Series may result in penalties being applied to the respective Team.
- 9.3. A minimum of 2 Team Representatives are required to attend each live event.
- 9.4. Non-approved personnel (i.e. anyone not a Driver or Team Rep.) are not permitted on-site unless approved in advance by Formula 1.
- 9.5. Team representatives are not permitted on-stage during practice, qualifying or race sessions nor at any point during live broadcasts.

10. The 107% Rule

10.1. Drivers contracted to Teams who did not qualify for the F1 Esports Series 2018 Pro Draft or finish in 1st place in the F1 Esports Series 2017 must prove they are of sufficient standard to compete in the F1 Esports Series 2018 by posting a lap time under the target time detailed below (a “Qualifying Lap”), before they can be considered eligible.

Track	Benchmark Time	107% Time
Circuit de Barcelona-Catalunya	1:17.273	1:22.682

- 10.2. Once a Driver has set a Qualifying Lap (i.e. to set a clean lap time around the given track which is faster than the 107% time detailed above), that Driver is not required to submit any further benchmark lap times for the remainder of the F1 Esports Pro Series 2018.
- 10.3. Drivers are given 1 hour in which to set their Qualifying Lap. If a Driver fails to set a Qualifying Lap within the allotted time then that Driver does not get another attempt to qualify (unless deemed appropriate by F1 Esports Officials) and is considered ineligible for the F1 Esports Pro Series 2018.
- 10.4. Qualifying Laps must be set using the game settings detailed in Section 1 (with the exception of weather, which shall be set to “Clear”).
- 10.5. Lap times which involved any in-game warnings or penalties (including, but not exclusively, for corner cutting) or involve any game exploit or foul play (as determined by F1) will be discounted.
- 10.6. Qualifying Laps must be set by the Driver in person on officially approved equipment (as detailed in article 10.7) at such location and time as agreed between Formula 1 and the Team, and with a F1 Esports Official present to validate the attempt. A photo of the qualifying lap time in-game, taken by said Official, is required in order to validate the attempt.
- 10.7. Only attempts made on officially verified equipment using PC, steering wheel and pedals may be counted, specifically (but not exclusively), the specification of wheel, pedals, monitor, gaming rig, platform and game version must be verified by an Official prior to the attempt commencing.

11. Personal Information

- 11.1. By entering the F1 Esports Series in whatever manner and at whatever stage, each Driver agrees that any personal information provided by a Driver shall be:
- a) controlled and processed in accordance with Formula 1's current F1 Esports Series published Privacy Policy (found at <https://f1esports.com/legal-notice>);
 - b) used by Formula 1 and their respective agents and suppliers to administer the F1 Esports Series, send out prizes and to enable Formula 1 to promote the F1 Esports Series in any media (including, without limitation, television and online broadcast, publishing channels and on Formula 1's and its partners' social media pages) and in any other manner to which a Driver has expressly consented to;
 - c) passed on to any Formula 1 partner in a manner to which a Driver has consented to and used for any additional activities that you have consented to, for example, if a Driver has agreed that Formula 1's partners can contact them, then their data will also be used in accordance with such consents; and
 - d) shared with Teams and organisations involved in any F1 Esports Series (including the F1 Esports Series 2018) but only in the manner a Driver has consented to.

12. Limitation of Liability

- 12.1. Administration accepts no responsibility for any costs associated with any prizes or a Driver's participation in the F1 Esports Series that are not expressly stated to be its responsibility in the Sporting Rules or the Competition and Prize Rules. Additionally, each prize winner is solely responsible for all applicable federal, state and local taxes, including taxes imposed on their income.
- 12.2. Administration accepts no responsibility for any damage, loss, liabilities, injury or disappointment incurred or suffered by a Driver and/or Team as a result of participating in the F1 Esports Series or accepting any prize. Administration further disclaims any liability for any injury or damage to your or any other person's computer relating to or resulting from participation in or downloading any materials in connection with the F1 Esports Series save to the extent that (i) death or personal injury is caused by Administration'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.
- 12.3. Administration shall not be liable for any failure to comply with its obligations relating to the F1 Esports Series where the failure is caused by something outside its reasonable control. Such circumstances shall include, but not be limited to, weather conditions, fire, flood, hurricane, strike, industrial dispute, war, hostilities, political unrest, riots, civil commotion, inevitable accidents, supervening legislation or any other circumstances amounting to force majeure.

13. Cancellation

- 13.1. If cheating, a virus, bug, catastrophic event, or any other unforeseen or unexpected event that cannot be reasonably anticipated or controlled affects the fairness and / or integrity of the F1 Esports Series, Formula 1 reserve the right to cancel, change or suspend the F1 Esports Series (including the Pro Series). This right is reserved whether the event is due to human or technical error.
- 13.2. Formula 1 reserves the right at any time and from time to time to modify or discontinue, temporarily or permanently, the F1 Esports Series (including the Pro Series) with or without prior notice for reasons outside its reasonable control (including, without limitation, in the case of anticipated, suspected or actual fraud, cheating, any computer virus, bug, or any catastrophic event). In the event that Formula 1

permanently discontinues the F1 Esports Series (including the Pro Series) pursuant to this paragraph, Drivers and Teams shall be released from their obligations to Formula 1 under this Pro Series Rulebook.

14. Miscellaneous

- 14.1. Non-approved personnel are not permitted on site during the F1 Esports Series. Drivers may request parents/guardians to have access to the event as spectators but their attendance is not guaranteed.
- 14.2. Drivers represent their own skills and abilities over the course of the F1 Esports Pro Series 2018.
- 14.3. All decisions by F1 in respect of the Sporting Rules (including this Pro Series Rulebook) shall be final. F1 reserves the right to modify the Sporting Rules at any time. This includes changes due to software updates or releases, and any other change deemed necessary by F1. This Pro Series Rulebook will be applied by F1 in such a manner to ensure the spirit of the F1 Esports Series is upheld. Drivers and Teams should check all applicable rules and the Website prior to any event to ensure they are in compliance with any and all rules at all times.
- 14.4. F1 has a right to decide decisions in accordance with this Pro Series Rulebook, outside this Pro Series Rulebook, or even against this Pro Series Rulebook in special cases to guarantee fair play and to ensure the spirit of the F1 Esports Series is upheld. Participants agree to be bound by F1's final decisions and anyone acting on its behalf.
- 14.5. All decisions regarding the interpretation of these rules, eligibility, scheduling and staging of the F1 Esports Series (including the Pro Series) lie solely with F1 (and anyone acting on its behalf), whose decisions are final. F1's decisions cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy

Schedule 1 – Event Settings

Session Options

- a) Era = Modern F1 Cars
- b) Maximum Participants = 22
- c) Practice Length = 20 minutes
- d) Qualifying = Short Qualifying (18 minutes)
- e) Race Distance = 25% (50% for round 10)
- f) Starting Grid = Manual (Set based on Qualifying)
- g) Quick Weather = Dynamic
- h) Session Start Time = Official
- i) Session Privacy = Invite Only

Race Settings

- a) AI Driver Level = 90
- b) Car Performance = Equal
- c) Parc Ferme Rules = Off
- d) Collisions = On (Race) Off (Qualifying)
- e) Vehicle Damage = Simulation
- f) Safety Car = VSC (Manual)
- g) Rules & Flags = Esports
- h) Corner Cutting Stringency = Strict
- i) Formation Laps = Off
- j) Race Starts = Manual

Assist Restrictions

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

On Track Settings

- a) Car Setup (Changes allowed)
- b) Free Tyre Choice
- c) MFD (Changes allowed)