



Esports Series

OFFICIAL F1 ESPORTS SERIES

PARTICIPANT HANDBOOK

Amendments

Amendments to Participant Handbook as of version 1.2

- **2. Code of Conduct**
Articles 2.g, 2.h and 2.j
- **3. On-track Rules**
Articles 3.a, 3.a.i, 3.a.x, 3.a.xi, 3.a.xv, 3.a.xvi, 3.b, 3.c and 3.j
- **7. Driver Restrictions**
Article 7.d

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1. Introduction

The F1 Esports Series is structured as three rounds of competition as follows:

- a. an online qualification route played by participants remotely (“Online Qualification”) comprising:
 - i. four online qualification events and four online qualification races; and
 - ii. an online qualification wildcard route by invitation depending upon performance in the online qualification races or as otherwise determined by Formula 1 in its sole discretion,as further set out in the Online Rulebook available here <https://f1esports.com/rules>.
 - b. a live event providing the qualifying drivers from the Online Qualification the chance to earn their place with Professional F1 Esports Teams (“**Teams**” and each a “**Team**”) in the hope that they will be offered a driver contract (“Pro Draft” or “Draft”), as further set out in the rulebook governing the Pro Draft available here <https://f1esports.com/rules> The format of the Pro Draft is still being finalised but note that this may involve little actual in-game play and rather involve mock interviews, personality tests and fitness challenges. Note in participating in the Pro Draft, there is no guarantee of securing a driver contract with a Team but you will have the opportunity to showcase yourself to the Teams; and
 - c. at least ten rounds of racing that shall be held across a number of live events (“Pro Series”), as further set out in the rulebook governing the Pro Series available here <https://f1esports.com/rules>. Note that even if a driver contract with a Team is secured following the Pro Draft, there is no guarantee of racing in the Pro Series but you shall be available for selection by the Team,
- (all together, the “F1 Esports Series”).

The ultimate winner (and runners up) of the driver’s title and of the Team title shall not be announced until the completion of the Pro Series.

The promoter and operator of the F1 Esports Series is Formula One Digital Media Limited (“Formula 1” or “F1”).

This is the official handbook (“Handbook”) of the F1 Esports Series (“F1 Esports Series” or “Competition”) and applies to all Teams, drivers who are participating in any event related to the F1 Esports Series (“Drivers”) and parents or guardians (in relation to any Driver under the “Eligible Age” participating in the “Online Qualification” (as such terms are defined in the Online Rulebook available here <https://f1esports.com/rules>)) (together the “Participants”) in every round and every aspect of, and event related to, the Competition whether online or at a live event, as the case may be. This Handbook also applies more generally to Participants’ conduct outside of the F1 Esports Series as representatives of the Competition and to the extent such behaviour may impact upon the F1 Esports Series.

This edition of the Handbook contains all current guidelines governing the F1 Esports Series that are in effect for 2018. Formula 1 reserves the right to amend any rule in this Handbook at any time.

The F1 Esports Series Administration (being Formula 1, their duly appointed officials (“Officials”) and members and any third-party providing products or services to F1 or acting on F1’s behalf in connection

with the F1 Esports Series) (“Administration”) reserves the right to exercise necessary authority, without limitation, to protect the interests of:

- a. the official F1™ 2017 or F1™ 2018 game (“Game”);
- b. any authorised person or entity to create and/or publish media for any reason at any time during the Competition (“Press”);
- c. Teams;
- d. F1 motorsport in general; and
- e. any person who is present at an event related to the Competition (“Attendee”).

All decisions made by the Administration are final unless the option to appeal is clearly stated.

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

2. Code of Conduct

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

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

By participating in any event of the F1 Esports Series, all Participants agree to abide by the following F1 Esports Series Code of Conduct set out in this Section 2.

a. Cheating and Gameplay

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

- i. **Hardware modification;**
Any modification made to a piece of hardware allowing it function in a way the manufacturer did not intend. This includes adding or inserting anything not originally on the hardware configured by the Officials.
- ii. **Hacking;**
Any modification made to the Game or other software by any person other than by way of standard software patches or updates as may be issued from time to time.
- iii. **Exploiting game glitches;**
Intentionally using any in-game bug to seek an advantage. Exploiting is defined as utilising any game function that, in the sole determination of Administration, is not functioning as intended.
- iv. **Impersonation (including playing under another Driver’s account); and**
Playing under another Driver’s account or soliciting, inducing, encouraging or directing someone else to play under another Driver’s account.
- v. **Collusion**
Any agreement among two (2) or more Participants and/or other persons to affect any competition or race and/or opposing Drivers.

or any other behaviour as determined to be cheating, gameplay, gamesmanship or gaining an unfair advantage in any way by Administration. Additionally, Participants may not intentionally delay or slow gameplay, including but not limited to stalling, disconnecting network cables, interruption of network connectivity, or any other known or unknown manner of tampering with gameplay.

Participants have a responsibility to notify Administration at the earliest opportunity of any form of cheating, gameplay, gamesmanship or gaining an unfair advantage by any other Participant that they know of. Additionally, Participants must notify Administration of any Game exploits that they become aware of.

Any Participant who is deemed, in the sole determination of Administration, to have cheated or behaved in any way as described above may be penalised and/or disqualified from the F1 Esports Series.

b. Drugs and Alcohol

The use of drugs or alcohol may lead to disruptive behaviour. Participants believed to be under the influence of drugs and/or alcohol at any given time during an event of the F1 Esports Series may be removed from the event and may be disqualified from taking part in any future F1 Esports Series events. For this purpose, "any given time during the event" covers 24 hours prior to a Participant arriving at the event, to 24 hours after the conclusion of such event. No Participant should be under the influence of alcohol or drugs during an event. The excessive drinking of alcohol and taking of any illegal or performance enhancing drugs is strictly forbidden at any time during an event of the F1 Esports Series.

c. Unsportsmanlike Behaviour

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

d. Competitive Integrity

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

e. Betting and Gambling

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

f. Bribery and Gifts

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

g. General Conduct

Participants must be respectful of the staff involved in the F1 Esports Series, tournament organisers, sponsors, and/or partners at all times. Participants must not use obscene gestures, language, or offensive comments, including:

- i. **Hate speech or discriminatory behaviour**
Participants may not use language that is deemed by Administration to be obscene, foul, vulgar, insulting, threatening, abusive, libellous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near any racing area, at any time, off or on broadcast. Participants may not use any facilities, services or equipment provided or made available by Administration or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. Participants may not use this type of language on social media or during any public facing events such as streaming.
- ii. **Violent or physical aggression or behaviour**
Abuse of Administration, its affiliates, Press, Attendees, or other Participants will not be tolerated. Participants must treat all individuals attending an event of the F1 Esports Series with respect;
- iii. **Harassment of any kind**
Harassment of any kind is strictly prohibited. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, which are intended to isolate or ostracize a person and/or affect the dignity of the person;
- iv. **Discriminatory words, phrases, or gestures**
Offending the dignity or integrity of a country, private person or group of people through contemptuous or discriminatory words or actions on account of race, skin colour, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason will not be tolerated.
- v. **Trolling**
Any participant who posts inflammatory, extraneous, or off-topic messages in an online community, such as a forum, chat room, or blog, with the primary intent of provoking readers into an emotional response or of otherwise disrupting normal on-topic discussion;
- vi. **Any “sound-alike” or “look-alike” words or phrases that reference these topics; and/or**
- vii. **Any other type of conduct deemed inappropriate at the discretion of Administration or an Official.**

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

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

h. Communication

All attempts to contact an Official must be done through F1 Esports Series League Operations (as communicated to Teams), unless required for a particular event and therefore clearly stated in the relevant event’s rulebook (found here <https://f1esports.com/rules>). Administration does not take responsibility if an attempt to communicate is made through unofficial channels.

i. Social Media

Drivers posting negative, disruptive and brand damaging content on social media about the F1 Esports Series, the Administration, the Game, F1 motorsport in general and/or any other

Participant, including but not limited to images and videos of Game faults, may result in the Participant (accordingly) being withdrawn from the Competition. Positive and engaging content is encouraged, as long as the content is from areas permitted by Administration. All public facing content (e.g. social media posts), made before or after the commencement of the F1 Esports Series, may be considered by Teams during the Pro Draft stage of the F1 Esports Series as a key criterion when selecting Drivers to progress to the Pro Series.

j. Phones during races/events

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

k. Rallying other Drivers to forfeit the Competition

Any Drivers found to be instigating forfeits from other Drivers will be removed. This includes creating group conversations asking other Drivers to retire/forfeit.

l. Team Management / Team Personnel

Nobody associated with a Driver (for example, Driver managers or agents), other than such persons permitted by Administration, will be allowed on site during an event or to associate, engage or otherwise interfere with the F1 Esports Series, Teams or Participants in any way.

3. On-track Rules

a. On-track Behaviour

The F1 Esports Series is a serious racing championship, on track behaviour has to be in line with sportsman-like behaviour and appropriate clean racing as set out below:

i. Jump start

When a vehicle moves from its grid slot before the start of the race is signalled then that Driver is considered to have jumped the start and a penalty may be imposed.

ii. Passing

The responsibility for the decision to pass another car, and to do it safely, rests with the overtaking Driver. The overtaken Driver should be aware that he/she is being passed and must not impede the pass by "Blocking" (as defined below). A Driver who does not watch his/her mirrors or who appears to be blocking another car seeking a pass may be penalised. The act of passing is initiated when the trailing car's front wing overlaps with the lead car's rear wing. The act of passing is complete when the trailing car's rear wing is ahead of the lead car's front wing.

iii. Avoidable Contact

Drivers who cause contact which could be avoided by taking due care and attention during a race may be penalised.

iv. Ramming/Punting

Nose to tail (or side-of-the-nose to side-of-the-tail) contact, where the leading car is significantly knocked off of the racing line may be penalised. Once the trailing car has its front wheel next to the Driver of the other vehicle, it is considered that the trailing car has a right to be there, and that the leading Driver must leave the trailing Driver enough "racing room." In most cases, "racing room" is defined as "at least one car's width". If adequate racing room is left for the trailing car, and there is incidental contact made between the cars, the contact will be considered "side-to-side" and shall be deemed acceptable providing no other rule has been broken.

v. Rough Driving

Any overly aggressive or forceful driving resulting in contact between vehicles or one or more vehicle being unfairly obstructed may be penalised.

vi. **Blocking**

A Driver may choose to defend his/her racing line so long as it is not considered "Blocking". "Blocking" is defined as two consecutive line changes to "defend his/her line," and in doing so, impedes the vehicle that is trying to pass with each of the two consecutive movements, such behaviour may be penalised. If, in the case of side-to-side contact, one of the two cars leave the racing surface (involuntarily) then it may be considered "a racing incident."

vii. **Right to the Line**

The Driver in front has the right to choose any line, so long as not to be considered Blocking. The Driver attempting to make a pass shall have the right to the line when their front wheel is next to the Driver of the other vehicle.

viii. **Race Pace**

It is prohibited for any Driver to come to a complete stop on or beside the circuit without good reason or the intention of retiring and leaving the race. It is prohibited for any Driver to wilfully drive their car at a pace which Administration in its sole discretion considers to be 60% or less of their usual race pace, either on or off the track during racing conditions. This is commonly referred to as "Sandbagging" and such behaviour may be penalised.

ix. **Driving the Wrong Way**

Driving the wrong way during any race may result in disqualification from the relevant event or such other penalty as Administration may decide. In extreme circumstances, permission to drive in the wrong direction can be sought from Administration but must be undertaken in a safe and controlled manner.

x. **Impeding another driver while being lapped**

Drivers being lapped must make reasonable effort to allow the lapping car through without impeding the passing vehicle. Drivers found to have impeded a car while being lapped may be penalised.

xi. **Leaving the track**

Drivers may not deliberately leave the track without a justifiable reason. Drivers will be judged to have left the track if no part of the car remains in contact with it and may be penalised in certain circumstances. For the avoidance of doubt, any white lines defining the track edges are considered to be part of the track but the kerbs are not. Should a car leave the track then the driver may re-join providing they do not excessively impede any other Driver or gain any lasting advantage. Drivers who gain positions by leaving the track should give back the positions gained.

xii. **Excessive weaving**

Excessive weaving to break slipstreams or cause the car behind to take avoiding action may be penalised.

xiii. **Forcing others off the track**

Drivers found to be forcing other cars off the track will be reviewed by the adjudicators and may be penalised.

xiv. **Leaving ghosted cars on track**

Leaving a car stationary on the track is forbidden and may be penalised. This includes qualifying sessions where the ghosted car may act as a distraction to approaching cars. If Drivers have finished their session, they should retire or go back to the pit box.

xv. **Crossing pit lane entry and/or exit lines**

Drivers entering the pits must make reasonable effort to stay within the white pit

entry lines and to ensure that they enter safely and without causing an avoidable accident, or they may be penalised. Drivers leaving the pits are not permitted to cross the yellow line at the exit of the pit lane. Any Driver who crosses the yellow line with any part of their car with the aim of defending a position from another vehicle faces a penalty.

xvi. Pit Lane Speeding

Drivers found to be over the pit lane speed limit at any time when within the pit lane may be penalised.

xvii. Obstructing the pit lane

Drivers are prohibited from obstructing the pit lane and such behaviour will be reviewed by the adjudicators and may be penalised.

xviii. Leaving the circuit to gain an advantage

Drivers found to have left the circuit and gained an advantage will be reviewed by the adjudicators and may be penalised.

xix. Wall-riding

Intentionally hitting the wall in order change the cars direction and alleviating the cars need to brake for a corner may be penalised.

xx. Brake checking

Also known as a brake test, occurs when a Driver unexpectedly and deliberately brakes very hard in front of another Driver who is very closely behind, causing the second Driver to swerve or otherwise react quickly to avoid an accident. Such behaviour may be penalised,

The violation of race etiquette will be at the sole determination of Administration. Drivers deemed to have violated race etiquette may be penalised and risk expulsion from an event and/or the entire F1 Esports Series. Unless it is clear to the stewards that a Driver was wholly or predominantly to blame for an incident, no penalty will be imposed.

All participants in the F1 Esports Series are not allowed to discuss decisions made in the Competition nor intel gained from the Competition in any stream chats and other public places in any way considered disparaging or critical of the F1 Esports Series, Administration or F1 motorsport in general.

b. In-game Time Penalties

Time penalties (as set out at Section 3.c below) will be automatically applied to Drivers automatically within the Game who break certain On-track rules (as set out in Section 3.a above)

Penalties may be applied by the Game for reasons outside of those listed in Section 3.a above. Any penalty applied by the Game is final and cannot be rescinded, unless the penalty has been attributed to a fault within the Game, in which case Administration may rescind the penalty at their discretion.

c. Disciplinary Procedure

If any of the F1 Esports Rules is breached by a Participant, a standard formal procedure will take place as punishment. The procedure is as follows (these penalties may be applied by Officials in addition to any automatic penalty awarded to the Drivers by the Game).

i. Warnings (No penalty applied but discrepancy noted)

If a Driver breaks a rule and no advantage is gained then a warning may be applied. For example, leaving the track due to a Driver error.

Warnings may also be applied if a Driver is deemed to have broken any rule but these

rule breaks were not deemed to have been intentional and/or no advantage was gained or disadvantage was caused to other Drivers.

ii. **Amber Strike** (5 Second Time Penalty)

Drivers who break any rules referenced in Section 3.a of this Handbook and gain a minor advantage or cause a minor disadvantage to another Driver may be given a **5 second penalty per incident**. *For example, excessive blocking.*

iii. **Red Strike** (10 Second Time Penalty)

Drivers who break any rules referenced in Section 3.a of this Handbook and gain a major advantage or cause a major disadvantage to another Driver may be given a **10 second penalty per incident**. *For example, intentionally ramming another Driver.*

iv. **Black Strike** (Disqualification)

Drivers who intentionally break any rules referenced in Section 3.a of this Handbook and purposely cause themselves or any other Driver a disadvantage may be disqualified from the race and/or future races in the F1 Esports Series. *For example, driving the wrong way.*

Driver whose conduct is deemed unacceptable may be disqualified from the race and/or future races in the F1 Esports Series.

In cases where a Driver has broken a rule referenced in section 3.a, or in the wider F1 Esports rulebooks or other prevailing terms, then that Driver may be awarded a grid penalty in the next race as opposed to being given a time penalty, as deemed appropriate by Administration.

If a Driver impedes another Driver during qualifying, his times may be cancelled or he may be given a grid penalty for the respective race, as deemed appropriate by Administration.

For the avoidance of doubt, "Warnings and Strikes" (set out in Section 3.c of this Handbook) can be given out without warning and at any point during the F1 Esports Series by Administration.

The Administration may follow such other procedure or apply such other penalties as it may consider suitable in the circumstances where this Handbook is breached.

d. Driver Drop-outs and Connection Issues

If a Driver drops out of the Game during a race or qualifying session (due to connection issues or otherwise), there will be no type of re-start of the session unless deemed appropriate by an Official. If a Driver suffers connection issues due to low bandwidth, resulting in unusual ("laggy") car behaviour within the game, then that Driver may be disqualified from the session where they will forfeit any points or lap time associated with that race or qualifying session.

In cases where a Driver does drop-out of the Game during a race or qualifying session then that Driver's in-game car will continue under AI control (at 90% AI driver level) until the session has ended, at which point any finishing result obtained while under AI control will stand unless otherwise determined by Administration. At no point will Drivers be allowed to re-join a session unless an Official expressly approves otherwise.

e. Forfeit

If a Driver chooses to forfeit a race or qualifying session or otherwise fails to complete a race or qualifying session for any reason, they will forfeit that race or qualifying session (as applicable) and

forfeit any points or lap time associated with that race or qualifying sessions (as applicable). Drivers may not end a race or otherwise quit out of the session under any circumstances without prior approval from Administration. Failure to abide by this rule may result in a penalty.

f. Restarts

If four or more Drivers do not complete a session for any reason, the session may be restarted at Administration's sole discretion. Races may be restarted if an on-track accident results in a significant number of drivers being unable to continue in the race.

Administration reserves the right to restart, cancel, end or otherwise amend a race or session at any point and without prior notice, at its sole discretion.

g. Leaving a Race

Drivers may not end a race under any circumstances without prior approval from Administration. Failure to abide by this rule may result in a penalty.

h. Observers

In-game observers within the official F1 2017 game or the F1 2018 game (other than an Official or a person engaged by Administration or a party on its behalf in the hosting, management, production, recording and/or broadcasting of the F1 Esports Series) are strictly prohibited.

i. Spotters

Spotters are not allowed at any events in the F1 Esports Series (other than those designated by Administration).

j. Virtual Safety Car

Administration may choose to deploy a Virtual Safety Car (VSC) at any stage of a race to neutralise the field in cases where an on-track accident has impeded a significant number of Drivers or where a Driver has disconnected and their in-game car has continued in the race (i.e. they have not suffered a DNF). Administration will deploy the VSC solely at their discretion and there is no guarantee as to how long the VSC will remain active once deployed.

4. Officials

a. Introduction

The Officials will have general oversight and control of the F1 Esports Series, including the final authority for the outcome of each qualifying session and/or race. If there is a disagreement between Drivers and/or Teams regarding the outcome of a qualifying session and/or race, any decision, or the application, enforcement, or interpretation of a rule, the Officials' decision will be final.

b. Role

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

- i. checking and monitoring Driver peripherals and racing areas at the live events;
- ii. announcing the beginning of each qualifying session and/or race at a live event;
- iii. issuing penalties in response to rule violations during each qualifying session and/or race during the F1 Esports Series;
- iv. confirming the end of each qualifying session and/or race during a live event; and
- v. determining and confirmation of all results.

c. Final say

At all times, the Officials shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. Formula 1, at their sole discretion, may evaluate a decision made by an Official during or after the relevant qualifying session or race to determine if the proper procedure was implemented and an appropriate decision was made. Formula 1 reserves the right to overturn Official's decision. Formula 1 will always maintain final say in all decisions set forth throughout the Competition.

5. Driver Equipment

Officials will provide, and Drivers will exclusively use, equipment including those in the following categories for all live events (including at the Pro Draft and the Pro Series (as the case may be):

- i. PC & Monitor;
- ii. Headsets and/or Earbuds and/or Microphones;
- iii. Table and Chair and/or racing RIG;
- iv. Steering wheel and pedals.

All equipment provided by F1 shall be chosen, selected and determined by F1 (in its sole discretion).

Drivers may not adjust or otherwise tamper with provided equipment after a session has started. Drivers who require assistance with their equipment should ask assistance from Official.

Drivers will be provided hardware to use during live events. Any technical issues found by the driver must be raised immediately with an Official and before the relevant session begins where possible.

If equipment or technical problems are suspected by Officials at any time, a Driver or Official may request a technical review of the situation. An F1 Esports Series technician will diagnose and troubleshoot problems, as needed. Technicians may request that Officials order replacement of any equipment, at their discretion. Decisions regarding the replacement of any equipment are solely at the discretion of the F1 Esports Series.

Drivers will be required to maintain volume levels above minimum settings, which will be clearly marked on the controls. Officials may require Drivers to adjust their volume levels higher if the officials determine, at their sole discretion, that volume levels are too low. Headphones must be placed directly on a Driver's ears, and must remain there for the duration of the game. 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 unless otherwise approved by an Official.

If a Driver is hearing-impaired then F1 may make an exception and allow additional control over audio levels to suit the needs of the Driver.

6. Racing

F1 may, at its sole discretion, re-order the schedule of racing within a given day and/or change the date of an F1 Esports Series event (including any qualification period) to a different date or otherwise modify the schedule of racing. In the event that F1 modifies a racing schedule, F1 will notify all Drivers and Teams (as applicable) at the earliest convenience. Schedules will be distributed to Drivers and Teams (as applicable) at the earliest date possible.

At a live event, Drivers and Teams (as applicable) will have designated blocks of time prior to their racing time to ensure they are fully prepared. Officials will inform Drivers and Teams (as applicable)

of their scheduled setup time and duration as part of their racing schedule. Officials may change the racing schedule at any time. Setup time is considered to have begun once Drivers enter the racing area, at which point they are not allowed to leave without permission of the on-site Official and accompaniment by another Official. Setup is comprised of the following:

- a. ensuring the quality of all equipment provided by F1;
- b. connecting peripherals;
- c. ensuring proper function of all peripherals;
- d. adjusting in-game settings; and
- e. limited in-game warm-up.

If a Driver encounters any equipment problems during any phase of the setup process, the Driver must alert and notify an Official immediately.

Officials will be available to assist with the setup process and troubleshoot any problems encountered during the pre-match setup period.

It is expected that Drivers will resolve any issues with the setup process within the allotted time and that match will begin at the scheduled time. Delays due to setup problems may be permitted, at the sole discretion of Officials. Penalties for tardiness may be assessed at the discretion of Formula 1.

7. Driver Restrictions

a. Driver Names

Driver Names and/or gamertags may not contain: obscene or suggestive language, corporation, company, sponsor, product, or services names, any material which infringes a third party's rights, or which Administration feels may cause confusion during gameplay. Administration reserves the right to restrict or change Driver names and gamertags for any reason. A Driver's name and gamertag is not permitted to change throughout the Competition unless explicitly approved by Administration. Administration is not obliged to use a Driver's gamertag at any time and Drivers may be referred to using their full name.

b. Sponsorship/branding

Third party sponsorship and/or commercial branding of any kind are strictly prohibited unless prior approval has been granted by Administration, at their discretion, in the F1 Esports Series and Drivers may not display, advertise or imply any commercial association during the F1 Esports Series without the prior written approval from Administration.

c. Attire

Participants must wear appropriate attire at all times. Administration reserves the right to prohibit the use of attire that is deemed inappropriate.

In cases where attire is provided by Administration, Participants are expected to wear such attire at all times during the F1 Esports Series (i.e. where a Participant attends an event in person) and when fulfilling any commercial obligation unless informed otherwise.

d. Equipment Tampering

Participants may not adjust or otherwise tamper with provided equipment after a session has started. Participants who require assistance with their equipment should ask assistance from an Official.

Participants will be provided hardware to use during events. Any technical issues found by the Participants must be raised immediately with an Official and before the relevant session begins where possible.

Participants may not use, adjust or otherwise tamper with equipment provided or assigned to them by Administration unless permitted by this Handbook, the F1 Esports Rulebook or as communicated by Administration.

Participants may not use, adjust or otherwise tamper with equipment not provided or assigned to them by Administration at any time.

e. Driver Contracts

Drivers who participate in the Pro Series, either via the Pro Draft or from outside of the Pro Draft, are required to sign a contract with the Team that they will represent within the Pro Series. Drivers must be under a valid contract with a Team in order to participate in any session of the Pro Series.

A Driver is not eligible to qualify and/or enter into the Pro Draft if they are bound to any contract or agreement which prevents them honouring a contract, full-time or otherwise, with a Team for the entire Pro Series (and beyond if requested by such Team), including all activity such Team may reasonably demand regarding the F1 Esports Series or otherwise.

Drivers are required to share details of any and all contracts related to the F1 Esports Series at Administration's request.

8. Publicity

F1 reserves the right to broadcast any qualifying session or race of F1 Esports Series including online and offline play. Drivers cannot refuse broadcasts authorised by F1. Each Participant acknowledges that Administration shall be entitled to use any such footage in its discretion.

F1 reserves the right to reschedule any qualifying session or race of the F1 Esports Series to accommodate a specific broadcast time. Drivers cannot refuse to this reschedule. Refusing to allow F1 to broadcast or reschedule any qualifying session or race may result in a penalty.

Participants may be required to participate in publicity and media activity related to the F1 Esports Series and by taking part agree to do so as requested by F1.

Each Participant consents to the use by Administration and related companies, and their licensees for an unlimited time, of the relevant Participant's name, voice, image, slogan, likeness, biography, statistics and performance in the F1 Esports Series and still and moving images of the Participant without additional compensation or prior notice.

9. Competitive Structure and Game Settings

All rules, format and competitive structure and game settings can be found in the relevant rulebook as set out in the Introduction of this Handbook. Drivers may be required to enter into a participation agreement with Formula 1 before participating in and attending a live event. Drivers attention is also drawn to the notes in the Introduction of this Handbook, in particular that no guarantee is made to progression in the F1 Esports Series.

10. Spirit of the Rules

a. Disputes

Any dispute that a Participant may have must be made as soon as possible by contacting an Official at the earliest opportunity. Failure to do so may result in a dispute being rejected.

b. Decisions

Administration has a right to decide decisions in accordance with this Handbook, outside the Handbook, or even against the Handbook in special cases to guarantee fair play and to ensure the spirit of the F1 Esports Series is upheld. Drivers agree to be bound by Administration's final decisions and anyone acting on its behalf.

c. Finality of Decisions

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

d. Rule Changes

Administration reserves the right to modify the rules governing the F1 Esports Series at any time (including this Handbook) if the circumstances dictate and are deemed necessary by Administration. This includes changes due to software updates or releases. This Handbook will be applied by Administration in such a manner to ensure the spirit of the F1 Esports Series is upheld. Drivers should check all applicable rules and the official F1 Esports website prior to any event to ensure they are in compliance with any and all rules at all times.

e. Right to Publish

Administration reserves the right to publish any information regarding issued penalties for any reason at any time.

f. Limitation on Liability

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