

F1 ESPORTS SERIES 2017  
OFFICIAL SPORTING AND QUALIFYING RULES



ESPORTS  
SERIES

## **Introduction**

As further set out in these rules (the '**Sporting and Qualifying Rules**') and the Competition and Prize Rules (as defined in Section 1.2) which are available at <https://f1esports.com/rules>, the F1 Esports Series shall:

1. be a 'free to play', worldwide competition open to all those aged 16 or over and who meet all eligibility criteria (as set out at section 2 of these Sporting and Qualifying Rules) and who register online to participate (as set out in section 3 of these Sporting and Qualifying Rules);
2. involve participants playing versions of the official F1® 2017 video game ('**Game**');
3. be structured as three rounds of the same competition as follows:
  - (a) a qualification round consisting of a public online qualification round (the '**Online Qualification**'), an invitation-only league championship qualifying round (the "**League Championship Qualifying Route**") and the selection of one (1) wildcard entry (together the '**Qualifying Round**');
  - (b) a live semi-final event in London, to take place on 10 and 11 October 2017 (the '**Semi-Final**'); and
  - (c) a live final event in Abu Dhabi, to take place on 24 and 25 November 2017 (the '**Final**'),  
(together, the '**F1 Esports Series 2017**'); and
4. the ultimate winner (and runners up) shall not be determined until the outcome of the Final is known. Prizes shall be determined in accordance with the [Competition and Prize Rules](#).

Other than in relation to wildcard selected in accordance with Section 9.2, advancing to the Semi-Final and Final will depend on participating in all previous rounds and qualifying to proceed to the next stage. If Drivers qualify for the Semi-Final and/or the Final, they must be available and able to physically attend the Semi-Final and Final (and allow sufficient time for travel to such events).

These Sporting and Qualifying Rules govern participation in the entirety of the F1 Esports Series 2017 but specifically cover the format and rules relating to the Online Qualification. Separate rules will apply to the League Championship Qualifying Route, which may be operated by one or more third parties.

Additional rules relating to the Semi-Final and the Final (covering matters including but not limited to format, rules, scoring, requirements, attendance and conduct at such events) will be provided to Drivers who qualify for such stages (and, where relevant, their parents/guardians) by way of supplementing these Sporting and Qualifying Rules and/or standalone additional rules ('**Additional Rules**').

All Drivers qualifying for the Semi-Final from the Qualifying Round ("**Qualifying Drivers**") must sign up to all terms and conditions relating to the F1 Esports Series 2017, including any Additional Rules if they wish to participate in the Semi-Final and Final. There is however, no obligation on any Driver to do so – Drivers can decide to withdraw from the F1 Esports Series 2017 at this stage if they are not prepared to agree to such terms.

Regardless of the platform used by any participant in the Qualifying Round, all Drivers that participate in the Semi-Final and/or Final shall be required to compete on the Game operated on a PC using a simulator wheel and pedals provided.

Formula One Digital Media Limited (**'F1'**) is the operator of the F1 Esports Series 2017 and reserves the right to alter, amend or supplement these Sporting and Qualifying Rules from time to time and, in particular, once more specific information is revealed about the Semi-Final and Final closer to those event dates.

## SPORTING AND QUALIFYING RULES

### 1. PROMOTER AND TERMS OF ENTRY

- 1.1 The promoter and operator of the F1 Esports Series 2017 is Formula One Digital Media Limited ('F1').
- 1.2 By entering the F1 Esports Series 2017 each participant (each a 'Driver' and together 'Drivers') accepts the following terms and conditions (the "Terms and Conditions"):
- (a) these Sporting and Qualifying Rules and any Additional Rules (together the 'Sporting Rules');
  - (b) the terms and conditions, which set out the competition and prize rules of the F1 Esports Series 2017 ('Competition and Prize Rules');
  - (c) any handbook(s) for Drivers or for parents and guardians relating to the F1 Esports Series, which can be found at <https://f1esports.com/rules>, and
    - (d) the terms of use and the privacy policy of [f1esports.com](https://f1esports.com) (the "Website") as updated from time to time, which are available at <https://f1esports.com/legal-notice>. Please note that any other website used in relation to the F1 Esports Series 2017 will also have terms of use, which will apply to your use of such site and F1 is able to take no responsibility for such site(s), their terms or use or any related liability.
- 1.3 All Qualifying Drivers (and, additionally, in the case of any Qualifying Driver under the Eligible Age (as defined at Section 2.7 below), his/her parent or guardian) will be required to enter in to a written contract as a pre-condition to participating in the Semi Final, and such contract will include:
- (a) the Terms and Conditions;
  - (b) acknowledging that the Semi-Final and the Final will be filmed and that F1, its group companies and their licensees will be entitled to use and exploit footage of the F1 Esports Series 2017 in its discretion;
  - (c) agreeing to participate in publicity and media activities relating to the F1 Esports Series 2017; and
  - (d) consenting to F1, its group companies and their licensees using the qualifying drivers' images, including but not limited to the qualifying driver's name, voice, image, slogan, likeness, biography, statistics and performance in the F1 Esports Series 2017 and still and moving images of the qualifying driver and assigning any intellectual property created during the F1 Esports Series 2017.

### 2. DRIVER ELIGIBILITY

- 2.1 All Drivers must meet all requirements in this Section 2 in their entirety to be eligible to participate in the F1 Esports Series 2017.
- 2.2 Any Driver who does not meet such requirements shall be deemed ineligible and will be removed from the F1 Esports Series 2017 unless and until such time as F1 is satisfied that all eligibility criteria has been met. Drivers agree that F1 can investigate and take such other action as it may reasonably require in determining eligibility.

2.3 The F1 Esports Series 2017 is open to residents of the United Kingdom and all countries where the Game and/or the F1 Esports Series 2017 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) years as at 4 September 2017 (being the date on which Online Qualification opens);
- (b) employees and agents of F1 and its group 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 2017 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).

2.4 A Driver is only eligible to participate in the Online Qualification if they have:

- (a) an Xbox One, Xbox One S, Xbox One X, PS4, PS4 Pro or suitable Windows PC;
- (b) Xbox Live Gold Membership or PSN Membership (or such other online membership relevant to their platform and which is required for them to play online);
- (c) the Game (updated to the latest version of the Game publicly available on the relevant platform at the time they participate in Online Qualification); and
- (d) an Internet connection.

2.5 Drivers are responsible for their own hardware and internet connection (which is recommended to be a minimum of 3 MB/s download and 0.5MB/s upload). Any event held in the F1 Esports Series 2017 will not be rescheduled due to technical issues.

2.6 In registering to participate in the F1 Esports Series 2017 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 the Terms and Conditions including these Sporting and Qualifying Rules as well as any instruction of F1 (and/or its nominee(s)) in relation to the Game and/or F1 Esports Series 2017; and
- (c) accept that decisions of the F1 regarding all matters relating to the F1 Esports Series 2017 and/or Game are final and binding.

2.7 If a Driver is aged under eighteen (18) years of age or such higher majority in any relevant jurisdiction in respect of any applicable law or regulation (the '**Eligible Age**') at the time of registration, he/she agrees (by registering in accordance with Section 3) that Section 6 applies and has been complied with.

### **3. HOW TO ENTER**

3.1 No purchase of any item or service is necessary in order to enter the F1 Esports Series 2017 and no payment is required from Drivers to enter the F1 Esports Series 2017. Only entries received in accordance with the Terms and Conditions will be accepted.

- 3.2 To enter the Online Qualification, each Driver must create an online account on the Website - there is no charge for creating an account on the Website.
- 3.3 During the registration process, each Driver will be asked to provide his/her name, email address, nationality and date of birth and to select a username and password. Any personal information which the Drivers submit will be controlled and used in accordance with Section 5 below.
- 3.4 F1 reserves the right to refuse a username that F1 in its sole opinion determines is inappropriate or offensive for any reason. Notwithstanding the foregoing, F1 reserves the right to disqualify and/or delete the account of a Driver who breaches this requirement without notice. Any such decision to do so by F1 is final.
- 3.5 Entries correctly submitted via the Website will result in an acceptance message on the Website (which each Driver is advised to print out and keep) confirming their entry (and entry will be confirmed to each Driver by email).
- 3.6 Following successful registration (taking into consideration these Sporting and Qualifying Rules, in particular eligibility at Section 2 and time period for participation at Section 4), each Driver must sign in to the Website and register their relevant device/console (in accordance with Section 2.4 above) so that they are ready to participate during the Online Qualification Period (as defined below).
- 3.7 F1 nor any of their employees, agents or representatives shall be responsible for:
- (a) any actions taken using a Driver's password (and the Driver is responsible for the safety and security of his/her password);
  - (b) any entries which are delayed in transit, regardless of cause, including, for example, as a result of any equipment failure, technical malfunction, systems, satellite, network, server, computer hardware or software failure of any kind; or
  - (c) lost, late, incomplete, damaged, stolen, invalid, unintelligible or misdirected entries, which will be disqualified.
- 3.8 Once submitted, entries become the sole property of F1 and will not be acknowledged or returned. F1's computer record of the entry will be considered to be the official entry. In the event of a dispute as to any entry, the authorised account holder of the email address used to register will be deemed to be the entrant to the F1 Esports Series 2017 (and this will be used to match the registration of the device/console on the Website).

#### **4. TIME PERIOD FOR PARTICIPATION IN ONLINE QUALIFICATION**

- 4.1 Online Qualification begins on 4 September 2017 at 00:01 and ends on 26 September 2017 at 23:59, ('**Online Qualification Period**'). Within the Online Qualification Period, Drivers shall have the opportunity to participate in accordance with Section 8. All attempts at qualification for the purposes of Online Qualification must be completed by the expiry of the Online Qualification Period, all attempts completed after the expiration of the Online Qualification Period shall be invalid and no score shall be registered in respect of that attempt.

- 4.2 Drivers are able to register (in accordance with Section 3) anytime up to and including 23:59 on 26 September 2017.
- 4.3 Drivers shall only be eligible to race in Online Qualification from the point that they complete the registration process set out in Section 3.
- 4.4 If a Driver registers after the expiry of the Online Qualification Period such registration shall automatically be disqualified and therefore disregarded for the purposes of the F1 Esports Series 2017.
- 4.5 F1 may, at its sole discretion extend, shorten or otherwise amend the Online Qualification Period.

## **5. PERSONAL INFORMATION**

- 5.1 By entering the F1 Esports Series 2017, each Driver agrees that any personal information provided by a Driver shall be:
- (a) processed and used in accordance with F1's current F1 Esports Series 2017 published Privacy Policy ([click here](#) to view);
  - (b) used by F1 and their respective agents and suppliers to administer the F1 Esports Series 2017, send out prizes and to enable F1 to promote the F1 Esports Series 2017 in any media (including, without limitation, television and online broadcast, publishing channels and on F1's and its partners' social media pages) and in any other manner to which a Driver has expressly consented to; and
  - (c) used for any additional activities that you have consented to, for example, if you have agreed that F1's partners can contact you, then your data will also be used in accordance with such consents. Where you have agreed that F1's partners can contact you, your data will be passed to such partners.

## **6. MINORS**

- 6.1 If a Driver is under the Eligible Age at the time of his/her registration, he or she must obtain written parental or guardian consent to enter the F1 Esports Series 2017 and claim any prize. F1 may ask any Driver to provide proof of age at and/or any relevant consent any time.
- 6.2 A Driver is not eligible to enter the F1 Esports Series 2017 if they are under sixteen (16) years of age at 4 September 2017.
- 6.3 In providing parental or guardian consent in accordance with Section 6.1, such parent or guardian acknowledges he or she has read and agrees to the all of the Terms and Conditions, including any handbooks for parents or guardians.
- 6.4 If a Driver is under the Eligible Age at the time of the Semi-Final and/or Final (as the case may be) and such Driver qualifies to participate in the Semi-Final and/or Final, their parent/guardian must travel with the Driver and physically accompany them to, and at, the relevant event(s).

## 7. F1 ESPORTS SERIES 2017 STRUCTURE – GENERAL

7.1 The F1 Esports Series 2017 shall comprise three stages as follows:

- (a) the Qualifying Round, which shall determine 40 Qualifying Drivers to compete in the Semi-Final, as follows:
  - a. the Online Qualification, which shall determine 30 Qualifying Drivers to compete in the Semi-Final;
  - b. the League Championship Qualifying Route, which shall determine nine (9) Qualifying Drivers to compete in the Semi-Final; and
  - c. the selection of one (1) wildcard entry,
- (b) a live semi-final event in London which shall determine 20 qualifying drivers to compete at the Final, to take place on 10 and 11 October 2017 (the '**Semi-Final**'); and
- (c) a live final event in Abu Dhabi which shall determine the ultimate winner (and runners up) who shall receive the prizes as determined in accordance with the Competition and Prize Rules, to take place on 24 and 25 November 2017 (the '**Final**'),

7.2 Subject to Section 7.3, only Drivers that have progressed through the Qualifying Round shall be eligible to take part in the Semi-Final and only Drivers that have qualified from the Semi-Final shall be eligible to take part in the Final, in each case in accordance with these Sporting and Qualifying Rules

7.3 Where a Qualifying Driver is unable to attend the next stage, or unable to demonstrate to F1's satisfaction that they are willing and able to attend the Semi-Final or Final as applicable, or where reasonably necessary for disciplinary, operational or similar reasons, F1 reserves the right to replace Qualifying Drivers with alternative Drivers.

## 8. ONLINE QUALIFICATION

8.1 To participate in the Online Qualification, each Driver must start the Game on their chosen platform. Once the Game has loaded, the Driver must navigate to the 'F1 Esports Series Qualifier' which can be found in the 'event' section, or click on such other relevant page or link within the Game so a Driver can easily access the versions of the Game enabling his or her participation in the Online Qualification (the '**Online Qualifier Version**'). Drivers must enter the Online Qualifier Version of the Game to participate in the Online Qualification.

8.2 Whilst participating in the Online Qualification all settings shall be pre-determined including car, circuit and conditions so that each Driver shall be competing under the same conditions, provided that Drivers shall be able to use 'Assist Modifiers' and the use of 'Assist Modifiers' shall affect the Driver's score.

8.3 Online Qualification shall comprise two events as follows:

### Event 1

Date	Car	Track
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September 4th – 12th	Force India	Monza
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## Event 2

Date	Car	Track
September 18th – 26th	Red Bull	Suzuka

- 8.4 Each event shall involve the Driver completing a five lap race scenario against AI opponents where the field of AI opponents is spread out over the lap and each Driver will always be the same car and driver, starting in the same place.
- 8.5 A Driver's score will be determined automatically. For the score to register Drivers will need to successfully complete the objective set in the event (Event 1 – finish on the podium, Event 2 – win the race). Points are awarded on the total completion time (faster = higher), the number of assists used (no assists = highest score bonus), the higher the AI difficulty is set (120% = highest score bonus), the fastest laptime for a Driver's best lap (the faster the lap = higher score bonus), a 'clean' lap (no contact or corner cutting), and a 'clean' overall event. The Driver shall be notified of his/her score when they finish each event on their playing screen.
- 8.6 Each Driver can participate in each event as many times as he or she chooses in order to beat their best recorded score (within the relevant time period). Drivers shall be able to participate in the events on the respective dates shown in section 8.3 above, during the Online Qualification Period.
- 8.7 Each event shall be a separate qualifying route and, subject to section 9, Drivers can qualify either from event 1 or event 2. Each event will be a different racing challenge and points will be awarded based upon performance.
- 8.8 Each Driver shall be able (but is under no obligation) to participate in one or both events and on as many occasions as he or she desires and on one or more platforms during the Online Qualification Period. Once the relevant event window has closed (on 12 September 2017 and 26 September 2017 respectively), Online Qualification shall end and Drivers shall no longer be able to participate.
- 8.9 A Driver is not required to participate in both events, however is free to do so in order to maximise his or her chances of qualification. If a Driver secures a qualifying position from both events, only their earliest qualifying result will stand; their later entry will be discounted from the results.
- 8.10 In the event that a Driver ties on points with another Driver, the Driver who posted the time first will be considered higher-placed.

- 8.11 Any point allocations that appear to result from a glitch or exploit will be declared void by F1. It is recommended that Drivers retain a video of their qualifying event(s) in case the validity of their entry is challenged, however, in any such case F1's decision shall be final.
- 8.12 A Driver's best score (together with all other participating Drivers' scores) will be viewable through the Website on a global leaderboard. If the Driver (acting reasonably) believes there is a genuine mistake in the points recorded on the Website they may submit a query (together with supporting evidence) to F1 (by emailing [support@f1esports.com](mailto:support@f1esports.com)) who shall investigate (providing they consider such query to be credible) to determine whether or not a mistake has been made.

## **9. QUALIFICATION**

- 9.1 In F1's sole determination and subject to Section 8.8, the following Drivers from Online Qualification at the end of the Online Qualification Period shall progress to the Semi-Final as follows:

- (a) the top 5 highest scoring Drivers using an Xbox for event 1;
- (b) the top 5 highest scoring Drivers using an Xbox for event 2;
- (c) the top 5 highest scoring Drivers using a Playstation for event 1;
- (d) the top 5 highest scoring Drivers using a Playstation for event 2;
- (e) the top 5 highest scoring Drivers using a PC for event 1; and
- (f) the top 5 highest scoring Drivers using PC for event 2,

(together, '**Online Qualifying Drivers**').

- 9.2 There shall be ten (10) other Qualifying Drivers, who shall be selected as follows:

- (a) Nine (9) qualifiers progressing from League Championship Qualifying Route; and
- (b) One 'wildcard' entry shall be selected to proceed to the Semi-Final regardless as to whether he/she participated in Online Qualification or not. The wildcard shall be selected based on ability, skill and knowledge of e-sports and, in particular, participating and competing in racing games,

Who shall compete as any other Driver and there shall be no differing treatment as to their participation in the Competition from this stage onward.

- 9.3 Where a Qualifying Driver is unable to attend the next stage, or unable to demonstrate to F1's satisfaction that they are willing and able to attend the Semi-Final or Final as applicable, or where reasonably necessary for disciplinary, operational or similar reasons, F1 reserves the right to replace such Drivers with alternative Drivers.

## **10. PROCEEDING IN THE F1 ESPORTS SERIES 2017**

- 10.1 Online Qualifying Drivers will be notified via email (using the email address provided during registration) sent within 72 hours following the end of the Online Qualification Period. It is the

sole responsibility of the Driver to notify F1 during the F1 Esports Series 2017 if his or her e-mail address has changed. To do so, click on the 'Contact' link on the Website, then follow the instructions.

- 10.2 If, after F1 has made reasonable efforts to make contact with a Qualifying Driver and within a reasonable period of time, such Qualifying Driver (and, additionally, in the case of Qualifying Drivers under the Eligible Age, such Qualifying Driver's parent or guardian) (i) has not confirmed to F1 that they will be attending the Semi Final and demonstrated that they are willing and able to attend the Semi-Final (for example by providing documents demonstrating the right to travel to the relevant location) or (ii) does not in fact attend the Semi-Final at the time and place specified, F1 may replace such Qualifying Driver with another Driver to proceed in the F1 Esports Series 2017 in its discretion. Where reasonably practicable, F1 will replace the Driver with the next highest scorer to proceed to the Semi-Final and so on, respectively until the requisite number of Qualifying Drivers has been achieved. The provisions of this Section 10.2 shall also apply equally to Drivers who qualify to attend and participate in the Final.
- 10.3 F1 will have no responsibility to any Driver who has not responded or that fails to demonstrate that they are willing and able to attend the Semi-Final within a reasonable time ahead of the Semi-Final. The provisions of this Section 10.3 shall also apply equally to Drivers who qualify to attend the Final.
- 10.4 F1 accepts no responsibility for any costs associated with the any prizes or a Driver's participation in the F1 Esports Series 2017 that that are not expressly stated to be its responsibility in these Sporting and Qualifying 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.

## **11. CONDITIONS OF PARTICIPATION**

- 11.1 In addition to Section 15.5, by registering and participating in the F1 Esports Series 2017, Drivers agree and consent to the use and reproduction by or on behalf of F1 of their name, voice, still and moving (including photographic) images and/or comments relating to the F1 Esports Series 2017 without limitation for such promotional, merchandising, marketing and publicity purposes of F1 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 F1 relating to the F1 Esports Series 2017 (acting reasonably).
- 11.2 Drivers shall not do or permit anything to be done which might adversely affect any of F1's commercial rights or the value of the commercial rights and shall not be entitled to exploit any commercial or other agreement (including the endorsement and/or promotion of a competitor's products or services,) other than as agreed with F1.
- 11.3 The Semi-Final and Final will be filmed and broadcast and each relevant Driver acknowledges and agrees that F1 shall be entitled to use any such footage in its discretion.
- 11.4 All Drivers agree to conduct themselves in a manner that reflects positively on the F1 Esports Series 2017 in all respects.

## **12. GENERAL RULES**

### **Website Registration**

- 12.1 Except in respect of those Drivers who enter the F1 Esports Series 2017 under Section 9.2, all Drivers must register on the Website to be eligible to qualify and proceed in the F1 Esports Series 2017.

### **Communication**

- 12.2 All attempts to contact an F1 Esports Series official must be done through the Website. F1 does not take responsibility if an attempt to communicate is made through any other channel.

### **Sponsorship/branding**

- 12.3 Sponsorship and/or commercial branding of any kind are strictly prohibited in the F1 Esports Series 2017 and Drivers may not display, advertise or imply any commercial association during the F1 Esports Series 2017.

### **Attire**

- 12.4 Participants must wear appropriate attire. Administration reserves the right to prohibit the use of attire that is deemed inappropriate

### **Forfeit**

- 12.5 If a Driver chooses to forfeit a race or otherwise fails to complete a race for any reason, they will forfeit that qualification attempt (or any other race of a round in respect which they are competing as part of the Competition) and forfeit any points associated with that run.

### **Equipment Tampering**

- 12.6 Drivers may not touch or handle provided equipment after a match has started. Drivers who require assistance with their equipment should ask assistance from an F1 Esports Series official.

### **Disputes**

- 12.7 Any dispute that a Driver may have must be made as soon as possible along with a replay file (if relevant) by emailing [support@f1esports.com](mailto:support@f1esports.com) with the subject heading 'Dispute' and sufficient detail for F1's support team to investigate the dispute. Any decision made in respect of a dispute will be made in F1's sole discretion.

### **Decisions**

- 12.8 F1 has a right to decide decisions in accordance with these Sporting and Qualifying Rules, outside these Sporting and Qualifying Rules, or even against these Sporting and Qualifying Rules in special cases to guarantee fair play and to ensure the spirit of the F1 Esports Series 2017 is upheld. Drivers agree to be bound by F1's final decisions of and anyone acting on F1's behalf.

### **Finality of Decisions**

- 12.9 All decisions regarding the interpretation of these rules, Driver eligibility, scheduling and staging of the F1 Esports Series, and penalties for misconduct, lie solely with F1, 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.

## **Race Etiquette**

12.10 Race etiquette rules will be enforced in all events conducted throughout the F1 Esports Series 2017. Intentional foul play including, but not limited to:

- Ringing;
- Faking;
- Cutting tracks;
- Pitting;
- Obstruction of other vehicles; and
- Ramming

shall fall foul of such rules and result in immediate forfeit of participation in the F1 Esports Series 2017 and eligibility to claim any prize. The violation of race etiquette will be at the sole determination of F1. All Drivers that race in the Semi-Final and Final are not allowed to discuss competition decisions and competition intel in any stream chats and other public places.

## **Cheating, Gameplay and gaining an unfair advantage**

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

### **Hardware modification**

*Any modification made to a piece of hardware allowing it function in a way the manufacturer did not intend.*

### **Hacking**

*Hacking is defined as any modification made to the Game by any person other than the modifications specifically and deliberately provided for in the Online Qualifier Version or such other relevant version as is used in the F1 Esports Series.*

### **Exploiting game glitches**

*Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting is defined as any game function that, in the sole determination of F1, is not functioning as intended.*

### **Impersonation (including playing under another Driver's account)**

*Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.*

### **Collusion**

*Collusion is defined as any agreement among two (2) or more players and/or other persons to affect any competition or race and/or opposing players*

or any other behaviour as determined to be cheating, gameplay, gamesmanship or gaining an unfair advantage in any way by F1. Additionally, Drivers 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

### **Betting**

- 12.12 No betting or gambling by any Driver or anyone connected to any Driver, relating to or in connection with the F1 Esports Series 2017 is allowed under any circumstances and no Driver or related person may benefit directly or indirectly from any betting or gambling in connection with the F1 Esports Series 2017.

#### **Bribery and Gifts**

- 12.13 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 2017, including services related to defeating or attempting to defeat a competing Driver or services designed to throw or fix a any event (or part of an event) of the F1 Esports Series 2017.

#### **Drugs and Alcohol**

- 12.14 The use of drugs or alcohol may lead to disruptive behaviour. Drivers believed to be under the influence of drugs at any given time during an event of the F1 Esports Series 2017 will be removed from the event and disqualified from taking part in any F1 Esports Series. For this purpose, "any given time during the event" covers 24 hours prior to a Driver arriving at the Semi-Final or Final, to 24 hours after the conclusion of such event. No Driver 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.

#### **Competitive Integrity**

- 12.15 Drivers will compete at the best of their ability at all times during the F1 Esports Series 2017.

#### **Unsportsmanlike Behaviour**

- 12.16 Any offensive, disrespectful or unsportsmanlike behaviour (including but not limited to insults and physical violence and including any behaviour which in F1's opinion may bring it, any of its affiliates, the F1 Esports Series 2017 or the F1 sport in general into disrepute) connected to the F1 Esports Series 2017 will be punished and may lead to disqualification.

#### **Conduct**

- 12.17 Drivers must be respectful of the staff involved in the F1 Esports Series 2017, tournament organisers, sponsors, and/or partners. Drivers and their parents and guardians must not use obscene gestures, language, or offensive comments during tournament activity, including:

- **Hate speech or discriminatory behaviour;**  
*Drivers may not use language that is deemed by F1 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 the Match area, at any time, off or on broadcast. Participants may not use any facilities, services or equipment provided or made available by F1 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. Language that is deemed to be in violation of the Terms and Conditions is punishable at the sole discretion of F1.*
- **Violent or physical aggression or behaviour;**

*Abuse of F1, its affiliates, press, attendees, or other Drivers will not be tolerated. Drivers and their guests (if any) must treat all individuals attending an event with respect.*

- **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.*
- **Discriminatory words, phrases, or gestures;**  
*Participants may not offend 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.*
- **Any “sound-alike” or “look-alike” words or phrases that reference these topics;**
- **Any other type of conduct deemed inappropriate at the discretion of the Administration or tournament organizer; and/or**
- **Harassment/Trolling**

### **13. ON TRACK RULES**

#### **Driver drops**

- 13.1 If a Driver does not complete a race for whatever reason (for example, without any limitation, power outage), there will be no type of re-start of the session or race and such attempt shall be disregarded for the purposes of the F1 Esports Series 2017.

#### **Observers**

- 13.2 Observers (for example spotters) are not allowed within the Game.

#### **Track behaviour**

- 13.3 As the F1 Esports Series 2017 is a serious racing championship, on track behaviour has to be in line with sportsman-like behaviour and appropriate clean racing. Therefore, F1 will punish behaviour in contravention of this including but not limited to:

- purposely crashing
- corner-cutting;
- vulgarity in game chat;
- attempting to cause disruption in online competition lobbies; and/or
- attempting to disrupt the F1 Esports Series 2017.

For the avoidance of doubt, purposely crashing can be caused by a Driver’s loss of control of their vehicle, for example this can include but is not limited to:

- crashing into a wall; and/or
- over or understeer.

#### **Inviting Additional Drivers**

13.4 Inviting additional Drivers to the F1 Esports Series 2017 lobby is strictly prohibited.

## **14. DISCIPLINARY PROCEDURE**

### **Consequences**

14.1 If any article in these Sporting and Qualifying Rules is broken a standard formal procedure will take place as punishment. The procedure is as follows:

- Warning 1 (Verbal Warning)
- Warning 2 (Written Warning)
- STRIKE (Disqualification)

For example, warnings shall be issued for (for example) cutting corners and crashing into an opponent. Strikes can be handed out without warning for (for example) purposely crashing into an opponent or purposely breaking race etiquette, but F1 reserves the right to issue a strike in any circumstance it deems appropriate.

## **15. GENERAL CONDITIONS**

### **Limitation on liability**

15.1 F1 accepts no responsibility for any damage, loss, liabilities, injury or disappointment incurred or suffered by you as a result of participating in the F1 Esports Series 2017 or accepting any prize. F1 further disclaims any liability for any injury or damage to your or any other person's computer relating to or resulting from participation in or downloading any materials in connection with the F1 Esports Series 2017 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.

### **Cancellation**

15.2 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 2017, F1 reserve the right to cancel, change or suspend the F1 Esports Series 2017. This right is reserved whether the event is due to human or technical error.

15.3 F1 reserves the right at any time and from time to time to modify or discontinue, temporarily or permanently, the F1 Esports Series 2017 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 F1 permanently discontinues the F1 Esports Series 2017 pursuant to this paragraph, Drivers shall be released from their obligations to F1 under these Sporting and Qualifying Rules.

15.4 F1 shall not be liable for any failure to comply with its obligations relating to the F1 Esports Series 2017 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.

### **Publicity**



- 15.5 Drivers competing in the Semi-Final and Finals will be required to participate in publicity and media activity related to the F1 Esports Series 2017 and agree to do so.
- 15.6 The Semi-Final and the Final will be filmed and broadcast and each Driver competing in the Semi-Final/Final acknowledges that F1 shall be entitled to use any such footage in its discretion.
- 15.7 Each Driver competing in the Semi-Final and Final consents to the use by F1 and its related F1 group companies, and their licensees for an unlimited time, of the relevant Driver's name, voice, image, slogan, likeness, biography, statistics and performance in the F1 Esports Series 2017 and still and moving images of the Driver without additional compensation or prior notice and, in entering the F1 Esports Series 2017.

## **16. MISCELLANEOUS**

All decisions by F1 in respect of these Sporting and Qualifying Rules shall be final. F1 reserves the right to modify the rules at any time. This includes changes due to software updates or releases, and any other change deemed necessary by F1. These Sporting and Qualifying Rules will be applied by F1 in such a manner to ensure the spirit of the F1 Esports Series 2017 is upheld. Drivers 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.