

# STANDARD REGULATIONS

## VERSION 2.0



### Introduction

Racing Unleashed AG uses digital means to organise competitions and events in the field of sim racing. For this it uses high-quality motor racing simulators. Racing Unleashed AG offers drivers an opportunity to gain experience in sim racing and present their skills to the public. As such, it also serves as a stepping stone to a professional career in sim racing or motor racing proper. The venues are generally Racing Unleashed racing lounges that enable spectators to follow the competitions live.

### 1. General provisions

- 1.1. **Task**  
Racing Unleashed has issued the following standard regulations, which are binding for the organisation and running of all Racing Unleashed AG competitions and public events as well as for all participants. Its officials are responsible for the implementation of the standard regulations. These officials are the race management, the race commission and other functionaries appointed by Racing Unleashed AG at its own discretion.
- 1.2. **Race management**  
The race management is responsible for organising the aforementioned competitions and public events and conducting them subject to the provisions of section 1.3. This includes in particular determining the racing cars to be driven, the race calendar, the times for qualification and races and other activities associated with organising races. The race management is also responsible for logging and analysing races as well as for the communication associated with organising the race, such as the publication of race results.
- 1.3. **Race commission**  
The race commission consists of three officials and is entitled to issue its own regulations for internal procedural matters, provided that these are subordinated to the present standard regulations and do not contradict them.  
The race commission monitors compliance with the standard regulations and any other rules and/or instructions issued by Racing Unleashed. It decides on infringements of the standard regulations, the aforementioned rules or instructions, as well as protests, and imposes penalties where necessary. Decisions of the race commission are final and cannot be appealed. The race commission takes action in response to reports from the race management as per section 3.8 or protests issued in line with sections 3.10 and 3.11.
- 1.4. **Racing Unleashed competitions and public events**  
Racing Unleashed AG determines the format of its competitions and public events at its own discretion and is entitled to change it at any time. By registering to take part in competitions or public events, participants acknowledge the provisions contained in these standard regulations as well as any other rules and/or instructions issued by Racing Unleashed AG.
- 1.5. **Communication**  
Communication between drivers, officials and other involved parties must be respectful and professional.
- 1.6. **Language**  
The official language of Racing Unleashed AG is German. Nevertheless, these regulations may also be translated into other languages. In the event of discrepancies or a lack of clarity, the German version shall take priority. Wherever the masculine form is used, this will also apply to women.
- 1.7. **Code of conduct**  
All participants must behave professionally and be sportsmanlike and fair. Reckless or dangerous driving and as well as non-compliance with instructions in line with section 2.3 will be punished immediately by the officials. Furthermore, participants are obliged to act professionally and positively towards the media. In particular, they must refrain from making any statements about the competition, public event and/or Racing Unleashed AG and its employees which could damage the business operations of Racing Unleashed AG, its reputation or image or that of its employees. Inappropriate behaviour as well as provocative or otherwise offensive statements and comments may be punished by the officials. This includes, amongst other things, hate speech, insults, threats, slander, obscenities, discriminatory, racist or otherwise conspicuous behaviour.

### 2. Competitions / public events

- 2.1. **Participation**  
The competitions and public events are open to male and female drivers of all nations on condition that the regulatory requirements are met. All dates and deadlines set by Racing Unleashed AG are binding. Late registration, non-appearance or late appearance for an event will result in disqualification or loss of the right to participate in the respective competition or public event. Claims against Racing Unleashed AG due to disqualification are not permitted. Racing Unleashed AG reserves the right to exclude participants from a competition or event at any time due to violations of these standard regulations and/or other rules or instructions issued by Racing Unleashed AG and/or the code of conduct as well as for other disciplinary reasons. Such decisions shall be made by the race commission and cannot be appealed. Claims against Racing Unleashed AG are not permitted. Racing Unleashed AG reserves the right to claim compensation where necessary. By registering, participants confirm that they will enter the lounges of Racing Unleashed AG at their own risk. Participants are also personally liable for any damage caused in a lounge by minors who enter the premises in the participant's company.

22. **Age and size**  
The minimum age for participation in Racing Unleashed AG competitions and public events is 13. Drivers must be at least 155cm tall. Racing Unleashed AG reserves the right to deny participants access to the simulators if the relevant participant is restricted or prevented from operating the simulator on health grounds.
  23. **Instructions**  
Instructions issued by Racing Unleashed AG officials must always be followed.
  24. **Behaviour on the simulators**  
Participants are instructed on the use of the simulators by Racing Unleashed AG employees. Participants must ensure that all their pockets (trouser, shirt, etc.) have been emptied and watches have been removed from their wrists before they start driving. Valuables can be deposited next to the simulators. Racing Unleashed AG declines any liability for valuables. After using the simulators, participants must ensure that all personal belongings are removed. Participants pledge to handle the simulators and associated technical equipment properly and carefully.
  25. **Food and drink**  
Food and drink are not allowed in simulators whilst driving.
  26. **Photographs and video recordings**  
By registering for the competitions and/or public events of Racing Unleashed AG, participants accept that photographs and/or video recordings may be made of participants and accompanying persons in connection with the respective event and that these images may be exploited.
  27. **Commercial use**  
Participants and accompanying persons accept that, in its role as the organiser of its competitions and public events, Racing Unleashed AG holds the exclusive right to exploit all photographs and audiovisual recordings of participants, spectators and accompanying persons in any form whatsoever for commercial purposes. In particular, Racing Unleashed AG shall be entitled to use all audio, image and film material for marketing activities, promotions and advertising in any medium and any form.
  28. **Interviews**  
All participants undertake to be available for interviews at the request of the organiser or Racing Unleashed AG.
  29. **Betting and gambling**  
Participants in the competitions and public events of Racing Unleashed AG as well as persons close to these participants are prohibited from taking part in gambling or betting in connection with Racing Unleashed AG and its events.
  210. **Liability**  
Racing Unleashed AG accepts no liability whatsoever for damage of any kind that may occur to participants or spectators during its competitions and public events, and especially for the loss or theft of or damage to clothing or any objects brought to such events.
3. **Race organisation**
    - 3.1. **The timetable of the race day / public event**  
The exact timetable of the race day or public event will be communicated in the race announcement or in a separate message after registration.
    - 3.2. **Configuration**  
All Racing Unleashed AG simulators have the same basic configuration for individual competitions and other events and an identical "fixed setup". The settings on the steering wheel and setups on the vehicle may not be changed. Every driver is individually responsible for the correct settings on the steering wheel. Those are as followed:  
Challenger League: Mode 2, ABS 0, TCS 0, BIAS 5  
Racer League: Mode 4, ABS 0, TCS 0, BIAS 5
    - 3.3. **Racing conditions**  
The racing conditions will be determined within the context of the respective announcement and may therefore vary.
    - 3.4. **Points system**  
Points will be awarded to the first ten (10) drivers of each race, according to the table below:

Position	Points
1 <sup>st</sup>	25
2 <sup>nd</sup>	18
3 <sup>rd</sup>	15
4 <sup>th</sup>	12
5 <sup>th</sup>	10
6 <sup>th</sup>	8
7 <sup>th</sup>	6
8 <sup>th</sup>	4
9 <sup>th</sup>	2
10 <sup>th</sup>	1

35. **Timekeeping**

Only the lap times recorded as valid by the electronic BiData software system and entered in the ranking by a member of the race management shall be taken into consideration. Lap times displayed on screens will not automatically count as valid times.

36. Tracks

Participants must ensure that they remain on the marked racetrack. Should a participant drive outside the track markings, the system will detect this, and the relevant lap time will be declared invalid.

37. Conduct on the track

Drivers are always expected to behave professionally and fairly. The races are supervised by the race management, which reports violations of the rules to the race commission. In the event of infractions, the latter will be authorised to take any measures it deems necessary against the relevant participant or team. The following list of incidents, driving manoeuvres and actions in particular will be considered infractions if undertaken on the racetrack. The race management will furthermore be entitled to report to the race committee any driving manoeuvres, behaviour or incidents it deems to constitute a violation of the standard regulations, other regulations or instructions issued by Racing Unleashed AG or which are generally considered dangerous or unsportsmanlike. The following incidents, driving manoeuvres and behaviour will be penalised:

Unsportsmanlike driving during qualifying or in hot-lap mode: During qualifying and in hot-lap mode, all drivers are obliged to let vehicles on a faster lap overtake them. Any blocking or obstruction will be considered an infraction.

False starts: If a vehicle begins moving before the start signal is given, this will be considered a false start and a penalty will be imposed.

Dangerous overtaking: Drivers are obliged to initiate their overtaking manoeuvres safely and in a way that does not endanger the vehicle being overtaken. Drivers who do not look in their rearview mirror and/or block overtaking vehicles – especially by not giving them enough space or forcing them off the track – will be penalised. Enough space is given, when there is at least one car width of space between the track limit and the edge of the car. An overtaking manoeuvre is considered to begin when the front wing of the overtaking vehicle reaches the rear wing of the vehicle being overtaken. The manoeuvre will be considered to be finished the moment the rear wing of the overtaking vehicle has passed the front wing of the vehicle it has overtaken.

Vehicle contact: Drivers who make contact with other vehicles due to carelessness may be penalised. This applies to all forms of ramming (from the rear as well as from the side) that noticeably pushes the front vehicle out of its line. If sufficient space is provided by the vehicle in front and unintentional contact occurs nonetheless, this will be tolerated on condition that no other infractions have occurred.

Aggressive driving: Aggressive driving that leads to contact between vehicles or unfairly blocks one or more vehicles may be penalised. Drivers are allowed to defend their racing line as long as their behaviour is not deemed to be "blocking". Blocking is considered to occur when the ideal line is defended twice in succession by changing lanes, thus preventing the overtaking vehicle from overtaking in both movements.

Blocking a faster vehicle: The leading driver has the right to drive any line he/she deems appropriate, as long as this cannot be considered "blocking".

Slowing down the race: Drivers are not permitted to stop on or off the track during the race, except with the intention of leaving the race. They are also not permitted to intentionally slow down.

Misconduct whilst being lapped: Whilst being lapped, drivers must maintain their racing speed to the same extent as during a normal overtaking manoeuvre. Drivers are not permitted to take special measures when being overtaken, in particular through suddenly decelerating outside the regular braking zones or failing to accelerate out of corners, because such behaviour is difficult for the driver behind to anticipate. Leaving the ideal line is permitted, provided this is done early and in a manner clearly recognisable for following drivers. The general principle for all participants is that each driver's own behaviour when being lapped should be as predictable as possible for all others. If a driver is shown a blue flag, he must permit other drivers to lap him within one lap. If vehicles are less than four car lengths apart, the driver of the slower vehicle must permit himself to be lapped within three turns.

Leaving the racetrack: Drivers who leave the track may only re-enter the track in a way that does not endanger or hinder other vehicles. This must be done at the most acute angle possible to the track and – where possible – off the ideal line. Vehicles on the track have right of way. If leaving the track results in gaining position, the driver of the returning vehicle must permit himself to be overtaken within three turns to re-establish the previous order.

Dangerous/unsportsmanlike driving: Any driving behaviour that patently obstructs other vehicles in an unsportsmanlike manner will be penalised.

Dangerous reordering after a pit stop: In the pit lane, flowing traffic has right of way over vehicles in the pits or the garage. Vehicles exiting the pits may only use the full width of the track beyond the end of the continuous pit lane exit line.

Team orders: Team orders are tactical arrangements made in favour of or at the expense of a member of the same racing team. Team orders are not permitted.

38. Penalties

In the event of violations of these standard regulations, other regulations and/or the instructions of Racing Unleashed AG or if the behaviour of a participant is generally considered dangerous or unsportsmanlike, the race commission will impose penalties at its own discretion. In the case of driving manoeuvres in particular, the principle applies that the blame for infractions lies wholly or mainly with the accused driver.

In case of repeat or extreme cases the Race Commission also reserves the right to impose penalties at its discretion.

The following penalties may be imposed during qualifying:

Fastest lap cancellation: The fastest qualifying lap of a driver can be deleted.

Disqualification: The driver will be excluded from the qualifying session. All valid lap times of the driver until then will be deleted. The decision whether the driver is nevertheless eligible for the race is up to the race control.

The following penalties may be imposed during the race:

Five-second penalty: This is added to the arrival time after the race.

Ten-second penalty: This is added to the arrival time after the race.

Drive-through penalty: The driver is obliged to drive through the pit lane once (1) within three (3) laps.

Stop-and-go penalty: The driver is obliged to enter the pits within three (3) laps and stop by his pit crew for 10 seconds.

Disqualification: The driver is excluded from the race with immediate effect.

Drive-through and stop-and-go penalties may not be taken in conjunction with a pit stop. Should this happen, the driver will be obliged to repeat events.

In general, it is at the discretion of the race direction to decide on the extent of the penalty. For the points mentioned in section 3.7, a penalty catalog has therefore been created to give an indication of how high the penalties can be.

False start:

10 second time penalty

Dangerous overtaking:

5 or 10 second time penalty

Vehicle contact:

5 second time penalty up to stop and go penalty

Aggressive driving:

10 second time penalty up to disqualification

Blocking a faster vehicle:

5 or 10 second time penalty

Slowing down the race:

5 or 10 second time penalty

Misconduct whilst being lapped:

5 or 10 second time penalty

Leaving the racetrack:

5 or 10 second time penalty

Dangerous/unsportsmanlike driving:

10 second time penalty up to disqualification

Dangerous reordering after a pit stop:

10 second time penalty up to disqualification

Unsportsmanlike driving during qualifying or in hot-lap mode:

10 second time penalty up to disqualification

39. Flags

Blue flag: Allow the vehicle behind you to overtake you because it is one lap ahead.

Yellow flag: Danger: accident! Absolute no overtaking! The speed must be adapted to the conditions.

Green flag: End of the danger zone. Drivers may proceed as normal, overtaking is permitted again.

Red flag: The race has been aborted or interrupted.

Black flag: The driver has been disqualified from the race and must immediately drive into the pits or park his vehicle safely.

White flag: Indicates the start of the last lap of the race.

Black-and-white chequered flag: Training, qualification or the race has finished.

310. Protests

Protests must be lodged verbally to the race management immediately after the race/drive. Protests by uninvolved parties will not be accepted. Accepted protests are checked and addressed by the race committee. In the event of a protest about or notification of an infraction as per section 3.8, all involved parties must be heard.

311. Race protocol

Depending on the race series or the type of public event, the race management may decide at its own discretion to keep race logs. The race director must announce this decision before the start of the relevant competition or event. Race logs are kept per race/drive. Should a participant disagree with statements made about him, he will have the right to submit a protest to the race management within 15 minutes of the disclosure of the race log. The race management will then forward it to the race commission. Protests can no longer be submitted after this deadline has expired.

4. Miscellaneous

Liability/ insurance

Participation in the competitions and public events of Racing Unleashed AG and the associated use of the simulators is at the participant's own risk. Racing Unleashed AG accepts no liability whatsoever. Racing Unleashed AG accepts no liability for valuables deposited in the lounge or the entrance area before, during or after a competition or public event. Participants are liable for damage to the simulator and the associated technical equipment if the damage was caused by improper handling.

4.1. Rule changes

Racing Unleashed AG has the right to change these standard regulations at any time and to issue further regulations or instructions. Each change or new regulation will come into force the moment it is published on the Racing Unleashed AG website. Instructions come into force immediately after notification of the addressee and must then be documented in writing without delay.

4.2. GTC

In addition to these standard regulations, use will be subject to the relevant latest version of the General Terms & Conditions (GTC) and the data protection regulations of Racing Unleashed AG, which are published on the homepage. In the event of contradictions, the standard regulations or the decisions of the race committee will have precedence.

6330 Cham, Switzerland, dated 24 January 2020

Racing Unleashed AG