



Esports Series

Participation Handbook

Version 1.1

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1 Racing Unleashed's Vision

Racing Unleashed's Esport Series has several key goals that reflect both our vision for virtual racing and the broader trends in motorsports and esports. These goals include:

Promote Sim Racing as a Competitive Mass Sport:

Racing Unleashed aims to elevate sim racing to a professional level, making it a recognized and respected form of competitive motorsport. By hosting high-level competitions, we showcase the skill and precision required for sim racing.

Bridge the Gap Between Virtual and Real Motorsports:

A major goal is to create a pathway for sim racers to potentially transition into real-world racing. Racing Unleashed allows talented sim racers to prove their abilities in a simulated environment, which could lead to real-world opportunities in motorsports.

Global Accessibility:

Racing Unleashed aims to make motorsports more accessible to a wider audience. Real-world racing can be expensive and logistically difficult to pursue, but sim racing removes many of those barriers, allowing more people from around the world to compete and experience the thrill of motorsport.

Foster Talent Development:

By creating structured leagues and championships, Racing Unleashed nurtures emerging talent. They provide a competitive environment for drivers to hone their skills, learn racecraft, and potentially progress in their racing careers.

Provide a Spectacle for Fans:

Esports has a strong entertainment component, and Racing Unleashed focuses on delivering engaging content for viewers. The competition is designed to offer excitement, drama, and high-quality virtual racing that captivates fans, both online and in physical locations such as our Racing Lounges.

Innovate Through Technology:

Racing Unleashed leverages cutting-edge sim racing technology to create realistic, immersive experiences. We aim to push the boundaries of what's possible in virtual racing, enhancing realism and making sim racing as close to the real thing as possible.

Encourage Sustainability in Motorsports:

Virtual racing aligns with the goal of promoting environmentally sustainable motorsport. By simulating racing experiences without the environmental impact of real-world events, Racing Unleashed is part of a broader movement toward reducing carbon footprints in sports.

2 Introduction

The RU Esports Series is an annual, multi-round competition providing sim racers with the chance to become a professional esports driver. The structure and eligibility criteria for the current season of the RU Esports Series (“**Competition**”) is set out in the respective rulebook(s), available at [Racing Unleashed | The Racing Unleashed Leagues](#).

This is the official handbook (“**Handbook**”) of the RU Esports Series and applies to all drivers who are participating in any event related to the RU Esports Series (“**Drivers**”) This Handbook also applies more generally to Participants’ conduct outside of the RU Esports Series as representatives of the Competition and RU motorsport more generally and to the extent such behaviour may impact upon the RU Esports Series or Administration (as defined below).

This edition of the Handbook contains guidelines governing the RU Esports Series and is supported by additional rulebooks which govern specific stages of the RU Esports Series (together the “Sporting Rules”, all of which shall be made available on the website). Drivers may be required to enter into a participation agreement with Racing Unleashed before participating in and/or attending specific stages of the Competition.

The promoter and operator of the RU Esports Series is Racing Unleashed AG (“**Racing Unleashed**” or “**RU**”). The RU Esports Series Administration (being Racing Unleashed and their duly appointed officials (“**Officials**”)) (together the “**Administration**”) reserves the right to exercise necessary authority, without limitation, to protect the interests of:

- a) any person or entity authorised to create and/or publish media for any reason at any time during the Competition (“**Press**”);
- b) Participants;
- c) the Administration;
- d) Racing Unleashed in general; and
- e) any person who is present at an event (either physically or virtually) related to the Competition (“**Attendee**”).

By taking part in any stage of the RU Esports Series, all Participants agree that it is governed by, and also that they will abide by, this Handbook (in addition to any rulebook governing a specific stage of the RU Esports Series). All decisions made by the Administration are entirely at their own discretion and 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 RU is strictly prohibited and may result in a penalty.

Racing Unleashed reserves the right to amend any rule in this Handbook at any time and without notice but shall publish any updates as soon as reasonably practicable.

3 Code of Conduct

Racing Unleashed considers sporting values including fair play, respect, equality and spirit of competition to be integral to the RU Esports Series and participants are under obligation to honour, adhere to and promote these values at all times.

Participants are expected to conduct themselves in a manner that reflects positively on the Competition, Administration (and any of its affiliates), appointed members of the press, Attendees, and other Participants, and comply with all applicable laws and regulations at all times.

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

3.1 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 to function in a way the manufacturer did not intend. This includes, but is not limited to, adding to or removing anything from hardware as supplied by the manufacturer (or provided directly by the Administration) for the purposes of participating in the Competition which has not been approved by the Administration.
- ii) **Exploiting game glitches;**
Intentionally using any in-game bug to seek an advantage. A bug is defined as any Game function or behaviour that, in the sole determination of the Administration, is not intentional or functioning as the developer intended.
- iii) **Collusion;**
Any agreement among two (2) or more Participants and/or other persons to affect the Competition or race and/or any opposing Driver(s).

3.2 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 in any round, aspect of, or event related to (including any exhibition event), the Competition, may be removed and may be disqualified from taking part in future RU Esports Series events. 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 any event of, or related to, the RU Esports Series.

3.3 Unsportsmanlike Behaviour

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

3.4 Competitive Integrity

The Drivers will compete (as applicable) to the best of their ability at all times whilst participating in any event related to the Competition.

3.5 Betting and Gambling

No betting or gambling by any Participant or anyone connected to any Participant, relating to or in connection with the RU Esports Series or any event related to the Competition (including spot-fixing), is allowed under any circumstances and no Participant or related person may benefit directly or indirectly from any spot-fixing, betting or gambling in connection with the RU Esports Series or any event related to the Competition.

3.6 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 RU Esports Series or any event related to the Competition, 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 RU Esports Series or any event related to the Competition.

3.7 General Conduct

Participants must be respectful of the Administration and any other staff involved in the RU Esports Series or any event related to the Competition, tournament organisers, sponsors, partners, Drivers, Attendees and other Participants at all times. Participants must not use obscene gestures, language, or offensive comments, including but not limited to:

- i. **Hate speech or inappropriate behaviour;**
Language that is deemed by the Officials to be obscene, foul, vulgar, insulting, threatening, abusive, libellous, slanderous, defamatory or otherwise offensive or inappropriate; or promote or incite hatred or discriminatory conduct, either remotely or in or near any facility provided or made available by Administration, at any time, off or on broadcast, whether through gesture, body language, direct communication, electronic communication, social media or any other form of communication or transmission.
- ii. **Violent or physical aggression or behaviour;**
Any action which is deemed by the Officials to be abusive, aggressive, violent or physically hostile.
- iii. **Harassment of any kind;**
Systematic, hostile and/or repeated acts taking place over a period of time which have the effect of isolating or ostracizing a person and/or affecting 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, ethnicity, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, sexual orientation, birth or any other status.
- v. **Trolling;**
Posting inflammatory, extraneous, or off-topic messages in an online community, such as a forum, chat room, blog or social media post, 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**
- vii. **Any other type of conduct deemed inappropriate at the discretion of the Administration.**

Drivers are reminded that they represent the RU Esports Series and RU more generally and that their conduct should, at all times, meet the expectations of Administration, both during and outside of official RU Esports Series events and if standards fall short of such expectations, the Officials 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 RU Esports Series terms and conditions, is punishable and may result in disqualification from the RU Esports Series.

3.8 Communication

All attempts to contact an Official must be done through the RU Esports Series channels (as communicated to all Participants), unless required for a particular event and therefore clearly stated by Officials either verbally, in the relevant event’s rulebook or in any supporting documentation. Administration does not accept responsibility if an attempt to communicate is made through unofficial channels.

3.9 Social Media

Participants are forbidden from posting negative, disruptive and/or brand damaging content on social media about the RU Esports Series, the Administration, the Game, Drivers, RU in general and/or any other Participant, including but not limited to images or videos of Game faults. Positive and engaging content is encouraged, providing the content is not in violation of the Sporting Rules, the wider RU Esports Series terms and conditions or any Copyright or other law. All public facing content (e.g. social media posts), made before or after the commencement of the RU Esports Series may be considered and reviewed by the Administration when determining the eligibility of a Participants when selecting Drivers to progress in the Competition.

3.10 Collaboration and Rallying others

Any Participant found to have been instigating forfeits from other Participants, or collaborating to disrupt or otherwise obstruct the Competition, may be removed. This includes group conversations asking other Participants to delay/retire from/forfeit any part of an event.

4 On-Track Rules

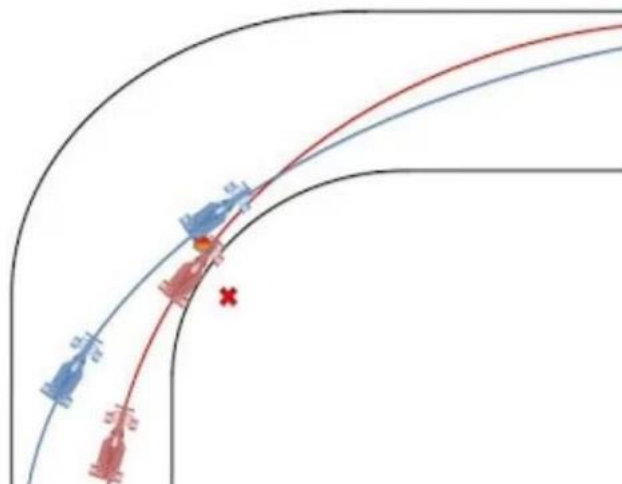
The RU Esports Series is a serious racing championship and on-track rules must be adhered to at all times. Failure to adhere to any of the points in this Section 4 may result in the offending Driver being penalised in accordance with Section 5.

4.1 Driving

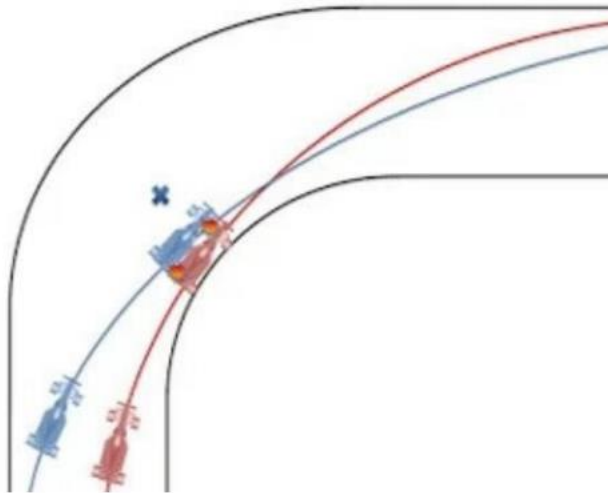
- i. The Driver must drive the car alone and without any aids, RL Mode for pro league (other than those permitted by the Sporting Rules, e.g. Challenger League in CL Mode).
- ii. Drivers must make every reasonable effort to use the track at all times and may not deliberately leave the track without a justifiable reason.
- iii. A Driver who leaves the track should re-join at the earliest opportunity providing they do not perform a Dangerous Re-entry (as defined below) or gain any lasting advantage.

4.2 Passing and Defending

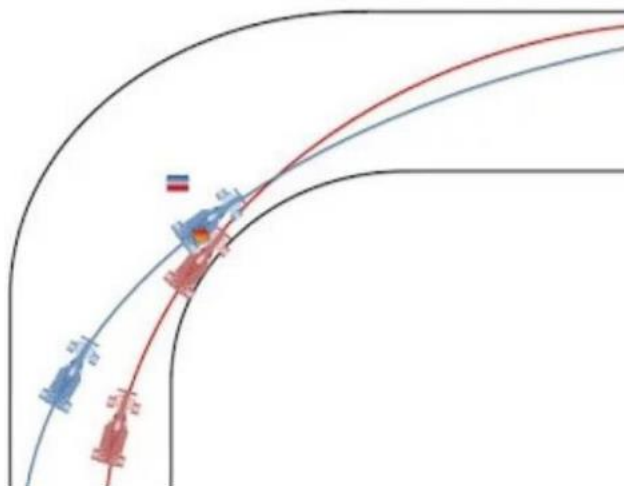
- i. The act of passing is initiated when the trailing car's front wing overlaps with the lead car's rear wing. The act of passing is complete when the trailing car's rear wing is ahead of the lead car's front wing.
- ii. The responsibility for the decision to pass another car, and to do it safely, rests with the overtaking Driver, although the leading Driver should be aware that they are being passed and must also observe the rules when defending. In all cases, Drivers involved in passing and defending must adhere to the rules as set out in this Section 4.
- iii. Generally speaking, the leading Driver has the right to choose any line so long as not to be considered denying another vehicle adequate Racing Room (as defined below and in accordance with Section 4.2(v), Section 4.2(vi) and Section 4.2(vii)) or in violation of any other rule set out in this Section 4
- iv. Racing Room is considered roughly three quarters of a car's width measured from outside of the white line defining the track edge.
- v. If a trailing car has only its front wheel (or less) alongside the leading vehicle (and when navigating a corner, at no point later than the corner's turn in point), it is generally considered that the leading vehicle has a right to choose any line and it is the responsibility of the trailing car to avoid contact between the two vehicles. The diagram below illustrates a collision where the trailing Driver may be considered at fault.



- vi. Once a trailing car has its front wheel alongside (or beyond) the Driver’s position in the leading vehicle (and when navigating a corner, at no point later than the corner’s turn in point), it is generally considered that the trailing car has a right to be there, and that the leading Driver must leave the trailing Driver sufficient Racing Room. The diagram below illustrates a collision where the leading Driver is considered at fault.



- vii. If a trailing car has its front wheel ahead of the leading car’s rear wheel but behind the Driver’s position in the leading vehicle (and when navigating a corner, at no point later than the corner’s turn in point), it is generally considered that both Drivers shall have reasonable claim to the line and it may be determined that no single driver is at fault in the event of a collision providing no other rule has been broken. The diagram below illustrates a collision which may be considered a “racing incident”.



- viii. 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.
- ix. If, in the case of side-to-side contact, one or more of the cars leave the racing surface (involuntarily) then it may be considered “a racing incident”.

4.3 Prohibited Behaviour

The behaviour of Drivers within the Game should meet the expectations of Officials regarding sportsman-like behaviour and clean racing at all times. The following terms define on-track events which drivers must make all reasonable efforts to avoid without valid justification and/or without gaining a lasting advantage.

- i. Avoidable Contact**
Contact between vehicles where there is no real need for that occasion of contact. Often, but not exclusively, involving driving without due care and attention or knowingly allowing contact to occur
- ii. Blocking**
Two consecutive line changes to defend a position which impedes a vehicle that is trying to pass with each of the consecutive movements.
- iii. Brake Check (or Brake Test)**
Unexpectedly and deliberately braking very hard in front of another Driver who is close behind outside of a normal braking zone, causing a collision or forcing the second Driver to swerve or otherwise react quickly to avoid an accident.
- iv. Dangerous Re-entry**
Re-joining the track in a way which causes a collision or forces another Driver to swerve or otherwise react quickly to avoid an accident.
- v. Dive Bomb**
An overly optimistic pass attempt which may lead to contact with another vehicle, usually in the braking phase of a corner, where the trailing car brakes later or with less force than the leading car(s) and/or excessively uses the leading car to slow down (“leaning”).
- vi. Driving the Wrong Way**
Travelling in the opposite direction than intended by the track design (in the case of an accident or spin, more than is absolutely necessary to re-join the track safely), often, but not exclusively, against the flow of traffic
- vii. Excessive Weaving**
Excessive line changes to break a slipstream or force another vehicle to take avoiding action.
- viii. Impeding a lapping vehicle**
Obstructing or blocking without valid reason a trailing vehicle who is attempting to lap the leading vehicle.
- ix. Jump Start**
Moving from a grid slot before the start of the race is signalled.
- x. Leaving the track without reason**
Where no part of a car remains in contact with the track, as demarcated by the white lines defining the track edges, without justifiable reason. Note that kerbs are not considered a part of the track but the white lines are.
- xi. Ramming/Punting**
Contact between vehicles where the leading car is significantly knocked from the racing line and/or track, and/or is damaged as a result.
- xii. Rough Driving**
Overly aggressive or forceful driving resulting in contact between vehicles and/or one or more vehicles being unfairly impeded.

- xiii. Stopping on-track**
Bringing a vehicle to a complete or almost complete stop or leaving a car stationary on the track. This includes, but is not limited to, performing practice starts.
- xiv. Wall Riding**
Intentional contact with any fixed part(s) of a track which changes the car's direction and/or provides an advantage.
- xv. Moving under Braking**
Changing direction while braking to defend a position is not allowed under motorsport regulations. Any movement under braking that compromises another driver's line or safety will be penalised.

Note that this list of terms and the accompanying definitions is not exhaustive and the Officials reserve the right to penalise Drivers for any on-track behaviour which is deemed to be bad sportsmanship, unfair and/or against the spirit of the rules and/or fair play.

4.4 Giving a Position Back

Drivers who gain a position as a result of prohibited on-track behaviour, e.g. by leaving the circuit or causing avoidable contact, shall be expected to give back the position gained within a reasonable timeframe and where possible (in both cases as deemed by the Officials). Any Driver deemed by the Officials to have unfairly gained a lasting position may be penalised in accordance with Section 5.

4.5 In-game Penalties

Penalties and other instruction may be automatically issued by the Game to Drivers who break certain on-track rules (including, but not limited to, those set out in this Section 4). Drivers are expected to follow any such instructions as directed by the Game. Penalties applied by the Game shall stand and are not open to review or appeal.

- i. Drive-through Penalty**
Jumping the start will result in an automatic drive-through penalty. The Participants have a maximum of 3 laps to serve the penalty.
- ii. Restrictor**
Off-track excursions where the Participant does not gain time will not result in a warning or penalty. However, if a driver gains time by track extending or corner-cutting, a warning will be issued. In the Challenger League, 5 warnings are allowed, while in the Racer League, 3 warnings are allowed before the Participant's power is reduced by 60% for one full lap.
- iii. Disqualification**
Failure to serve the drive-through penalty will result in automatic disqualification by the game.

The Officials reserve the right to apply penalties to Drivers in addition to any applied by the Game.

4.6 Game Limitations , Bugs and Glitches

Should a Driver be affected by any issue which is attributed to a bug, glitch or limitation of the Game then no form of restart, delay, review, appeal or other remedy shall be considered beyond those set out in Section 4.5 or unless deemed appropriate by the Officials, and the Officials shall be expected to take no further action beyond reporting the issue to the developers of the Game.

4.7 Drop-outs and Connection Issues

Should Drivers fail to successfully join when an in-game session launches then a session restart may be considered by the Officials.

If a Driver drops out of the Game after a session has started (due to connection issues or otherwise), there will be no type of restart of the session unless deemed appropriate by the Officials in accordance with the rulebook for the respective round of the Competition.

4.8 Restarts

If a significant number of Drivers, at the sole determination of the Officials, do not complete a session for any reason, then that session may be restarted. Sessions may be restarted if a large number of simulators have not connected with the server. The Officials reserve the right to restart, cancel, end or otherwise amend a session at any point and without notice.

In the event of a server crash or internet connection loss during a race, the following steps are taken to ensure a fair and organised resumption:

- i. Incident Confirmation**
Verify the server crash and communicate the issue to all participants.
- ii. Establish Race Order**
Determine the race order based on the last lap completed by all participants before the crash, using logs or telemetry for accuracy.
- iii. Reset P2P to 8**
All overtaking features will be restored to their pre-race configuration.
- iv. Standing Restart**
Resume the race with a standing restart. The race continues with the remaining laps.

4.9 Forfeit

If a Driver chooses to forfeit a session without a valid reason unless a technical issue arises or the Driver feels unwell, the Officials reserve the right to penalise the Participant for the following race.

5 Disciplinary Procedure

If any provision in this Handbook, the wider Sporting Rules or other prevailing terms is considered by the Administration to have been breached by a Participant (an “**Incident**”) then a standard disciplinary procedure shall take place. The Administration may impose any one of the penalties (each a “**Penalty**”) below on any Participant involved in an Incident:

i. Warning

If a Participant breaks a rule and no lasting advantage is gained, or disadvantage is suffered by another Participant, then a warning may be applied. For example, causing Avoidable Contact where no position changes or significant damage occurs as a result.

When a warning is issued, no penalty is applied outright but the discrepancy is noted. Warnings may be considered by Officials when determining penalties for subsequent breaches of the Sporting Rules.

ii. Time Penalty

Drivers who break a rule and gain a lasting advantage or cause a lasting disadvantage to another Driver during a race may be given a time penalty for the Incident. The exact time penalty applied to an offending Driver is determined by the Officials, taking into account the nature of the offense, the size of advantage gained and/or disadvantage suffered by others involved and any warnings issued to the Driver for related rule breaches. Time penalties are added to the Driver’s total race time from the respective race.

iii. Grid Penalty

In cases where a Driver has broken a rule, including (but not exclusively) during qualifying sessions, or where a Time Penalty cannot be served due to the race format, then that Driver may be awarded a grid place penalty for the subsequent race.

iv. Disqualification

Participants may be disqualified who intentionally break a rule which Administration deem to be sufficiently serious, purposely cause themselves and/or any other Participant a significant and lasting disadvantage, or are repeatedly in violation of the Sporting Rules. Any Participant whose conduct is deemed unacceptable, either in-game or otherwise, may be disqualified from the session (if applicable) and/or future sessions in the RU Esports Series. This also includes (but is not limited to) having a Participant’s eligibility to participate in, attend, associate with, or engage in, the RU Esports Series revoked for either a specific period, indefinitely or in perpetuity.

It shall be at the discretion of the Officials to decide if any Participant involved in an Incident should be penalised.

When considering Incidents which occur on-track, unless it is clear to the Officials that a Driver was wholly or predominantly to blame then no Penalty will be imposed.

Note that all types of Penalties can be issued without warning and at any point during the Competition by the Officials (including multiple Penalties for any given Incident), either in isolation and/or in addition to any automatic penalties awarded by the Game.

Drivers may appeal an Official’s penalty by emailing racecontrol@racing-unleashed.com before 10:00 on the Sunday following the event. Appeals submitted after 10:00 will not be considered.

6 Penalty Points

When a Penalty is issued by the Officials in accordance with Section 5, the Officials automatically issue a Participant with “Penalty Points”. For example:

Type of Penalty	Penalty Points
Warning	-
Time penalty (5s, 10s, 15s, 20s)	5pts, 10pts, 15pts, 20pts
Grid penalty (5 places, 10 places)	5pts, 10pts

Any rule breaches occurring on the first lap will be treated as severe and will automatically result in a double penalty (e.g. 2x 5s).

For clarity, the nature and extent of the disciplinary action taken by the Officials pursuant to this Section 6, including the number of Penalty Points issued, will be in the sole and absolute discretion of the Administration.

If a Participant accrues **20 Penalty Points** then they shall automatically receive a 10-place grid penalty for the subsequent Race. If a Participant accrues **40 Penalty Points** then they shall automatically receive a 1 race ban for the subsequent Race. Following the serving of such a race ban, the respective 40 Penalty Points shall be removed from the Participant’s record. Participants who do not receive any penalties during a race weekend will have 5 points deducted from their penalty points total. This allows a driver to decrease their penalty points balance. However, the total penalty points cannot be reduced below zero.

Penalty Points will be removed after conclusion of the Competition (full season).

7 Publicity

- a. Racing Unleashed reserve the right to broadcast any session in the RU Esports Series including online and offline play. Participants cannot object to broadcasts authorised by RU. Each Participant acknowledges that RU shall be entitled to use any such footage in its discretion.
- b. The Officials reserve the right to publish any information, including (but not limited to) information regarding Penalties, for any reason and at any time. Participants are strictly forbidden from publishing or sharing any information regarding Penalties beyond acknowledging that a Penalty has been issued and the type and size of the Penalty in question and only to the extent that the Officials have made such Penalty public.
- c. Participants may be required to participate in publicity and media activity related to the RU Esports Series and, by taking part in the Competition, agree to do so as requested by Racing Unleashed
- d. Each Participant consents to the use by Racing Unleashed, related companies and their licensees, for an unlimited time, of the relevant Participant’s name, voice, image, slogan, likeness, biography, statistics, brand and performance in the RU Esports Series, including (but not limited to) still and moving images of the Participant, without additional compensation or prior notice.

8 Officials

The Officials have general oversight and control of F1 Sim Racing, including the final authority over the outcome of each session.

8.1 Role

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

- i. checking and monitoring Driver peripherals and racing equipment at events (both live and remote);
- ii. the control of all sessions, adherence to the timetable and, if deemed necessary by the Officials, the modification of the schedule in accordance with the Sporting Rules;
- iii. the stopping of any car in accordance with the Sporting Rules;
- iv. the delaying, stopping or suspension of any session in accordance with the Sporting Rules;
- v. overseeing disciplinary procedures and issuing penalties in response to rule violations;
- vi. Accepting any appeals (where applicable) and issuing final rulings;
- vii. the starting procedure;
- viii. determining and confirming all results.

8.2 Instructions and Communication

The Officials may give instructions to Participants by means of special circulars. Classifications and results of sessions will be published via means documented in the rulebook for the respective stage of competition.

8.3 Schedule Changes

The Officials may re-order the schedule of racing within any given day and/or change the date of an F1 Sim Racing event (including any qualification period) to a different date or otherwise modify the schedule of racing without advance notice. In the event that Officials modify a racing schedule, the Officials will notify relevant Participants at the earliest convenience. Schedules will be distributed to relevant Participants at the earliest date possible.

8.4 Conduct

At all times, the Officials shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner.

8.5 Final Say

If there is a disagreement between Participants regarding the outcome of a session, any decision, or the application, enforcement, or interpretation of a rule, the Officials' decision shall be final.

9 Spirit of the Rules

9.1 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, or by using means of contact not officially recognised, may result in a dispute being rejected.

9.2 Decisions

This Handbook will be applied by the Officials in such a manner as to ensure the spirit of the RU Esports Series is upheld. Whether or not the Administration deems that any conduct is in violation of this Handbook, along with all decisions made by the Administration, shall be entirely at its own discretion. The Officials have a right to decide decisions in accordance with this Handbook, outside this Handbook, or even against this Handbook in special cases, to guarantee fair play and to ensure the spirit of the RU Esports Series is upheld. Drivers agree to be bound by the Officials' final decisions and anyone acting on their behalf.

9.3 Finality of Decisions

All decisions regarding the interpretation of these rules, eligibility, scheduling and staging of the RU Esports Series, and penalties for misconduct, lie solely with the Officials, whose decisions are final. Decisions by Officials cannot be appealed unless clearly stated and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

9.4 Rule Changes

Racing Unleashed reserves the right to modify the rules governing the RU Esports Series at any time (including this Handbook) if the circumstances dictate and are deemed necessary by Racing Unleashed.

9.5 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 RU Esports Series or any event connected with the Competition or accepting any prize. Administration further disclaims any liability for any injury or damage to a Participant or any other person's possessions relating to or resulting from participation in or downloading any materials in connection with the RU Esports Series other than in relation to (i) death or personal injury is caused by RU'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.