



Official F1 Esports Series

ONLINE RULEBOOK v1.1

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1. Prologue

Professional Formula 1® esports motor racing has arrived. Put your driving skills to the test and you could earn your place in a Pro F1 Esports Team and make history as the winner of the F1™ Esports Pro Series in its inaugural year, 2018.

This competition is open to anyone who is eligible to take part in accordance with this online rulebook (“**Online Rulebook**”) (in particular you will need a copy of the official F1™ 2017 game with either Xbox Live, PlayStation Network or Steam and have gone through the online registration process). You are not eligible to participate if you are under 16 years of age at the point of registration.

The structure of the competition (in its entirety known as “**F1 Esports Series**”) is set out at Section 8 of this Online Rulebook. The first round of the competition is the “Online Qualification” comprising the “General Online Qualification” (open invite subject to the terms of Online Rulebook) and the “Online Qualification Wildcard” (invite only).

The Online Qualification shall determine qualifying participants to progress to the second round of the competition being the “**Pro Draft**”. The Pro Draft shall provide the qualifying participants from the Online Qualification the chance to impress the Teams in the hope that they will be offered a driver contract and chance to be selected to race in the final stage of competition being the “**Pro Series**”. The terms used in this paragraph are more particularly defined in Section 2.

Please find below key information relating to the Online Qualification (note this is not designed to replace any requirement for you to read and agree to the terms of this Online Rulebook (nor any document referred to) in its entirety):

- 1.1. General Online Qualification starts on 13 April 2018.
- 1.2. You must have an account at <https://f1esports.com> in order to take part.
- 1.3. You must be aged 16 years or over to participate (at the time you create your account).
- 1.4. The Online Qualification shall be available to play within the official F1™ 2017 game. Participants can play on PC, PS4 and/or Xbox One.
- 1.5. The General Online Qualification shall comprise four “Online Qualification Events” and four “Online Qualification Races” (in each case as referred to in Section 8).
- 1.6. 40 participants (in total) shall be invited to take part in the Pro Draft as follows (as further set out in this Online Rulebook):
 - a) 36 participants from the General Online Qualification who achieve a top 10 finish in one of the four Online Qualification Events and then achieve a top 3 finish in the subsequent Online Qualification Race shall qualify for the Pro Draft.
 - b) The Online Qualification Wildcard shall take place in June 2018. Formula 1 will invite certain participants to compete (some that narrowly missed out from the General Online Qualification) from which participant(s) shall qualify to proceed to the Pro Draft.
 - c) Brendon Leigh (1st), Fabrizio Donoso Delgado (2nd) & Sven Zürner (3rd) (being the top three placed participants in the F1 Esports Series 2017) shall be invited to participate in the Pro Draft.
- 1.7. Participants are permitted to use in-game assist modifiers, such as traction control and stability assist, during Online Qualification Events only. Assist modifiers shall be restricted during Online Qualification Races (in accordance with Schedule 2), as well as in the Pro Draft and the Pro Series.
- 1.8. Drivers are permitted to use a controller, racing wheel and/or pedals during Online Qualification. Drivers must use a racing wheel and pedals during the remainder of the F1 Esports Series (including the Pro Draft and Pro Series).

- a) Please see below a diagram setting out the basic structure of the F1 Esports Series in its inaugural year, 2018: providing the qualifying drivers from the Online Qualification the chance to impress the Teams in the hope that they will be offered a driver contract (“**Pro Draft**” or “**Draft**”). The Pro Draft **may involve little actual in-Game play and rather involve mock interviews, personality tests and fitness challenges. Note in participating in the Pro Draft, there is no guarantee of securing a driver contract with a Team but you will have the opportunity to showcase yourself to the Teams;** and
- b) twelve rounds of racing that shall be held across three live events in 2018 (“**Pro Series**”) (dates and venues to be confirmed). **Note in participating in the F1 Esports Series, even if a driver contract with a Team is secured following the Pro Draft, there is no guarantee of racing in the Pro Series but you shall be available for selection by the Team,**

(all together, the “**F1 Esports Series**”).

- 1.9. The ultimate winner (and runners up) shall not be determined until the outcome of the Pro Series is known. The ultimate winning Driver shall be awarded the F1 Esports Series Pro Driver Title and the ultimate winning Team shall be awarded the F1 Esports Series Team Title. Prizes shall be determined in accordance with the Competition and Prize Rules.
- 1.10. Advancing to the Pro Draft will depend on qualifying or being invited to proceed in the F1 Esports Series (as detailed in Section 13 of this Online Rulebook). Participants should be aware (if they qualify) that they must be available and able to physically attend the Pro Draft (and allow sufficient time for travel to such events). Please be aware that participants cannot advance to the Pro Draft if pre-existing arrangements prevent them from doing so (for example, participation in the F1 Esports Series is prohibited under a contract a participant has with a professional e-sports team).
- 1.11. Regardless of the platform used by any participant in the Online Qualification, all qualifying participants that compete in the Pro Draft and/or Pro Series shall be required to compete on a PC using a simulator wheel and pedals.
- 1.12. This Online Rulebook governs participation in the entire F1 Esports Series but specifically covers the format and rules relating to the Online Qualification. Additional rules relating to the Pro Draft (“**Pro Draft Rulebook**”) and the Pro Series (“**Pro Series Rulebook**”) (covering matters including but not limited to format, rules, scoring, requirements, attendance and conduct at such events) shall be made available on the Website. Given their significance, they will also be provided to participants who qualify for such stages (and, where relevant, their parents/guardians) in hard copy, by way of supplementing this Online Rulebook.
- 1.13. All participants qualifying or being invited to proceed in the F1 Esports Series from the Online Qualification or in accordance with Section 13.3 must sign up to all relevant (including additional) terms and conditions relating to the F1 Esports Series, if they wish to participate in the Pro Draft and (if relevant) the Pro Series. There is however, no obligation on any participant to do so – participants can decide to withdraw from the F1 Esports Series at any stage if they are not prepared to agree to such terms.
- 1.14. Formula One Digital Media Limited (“**Formula 1**” or “**F1**”) reserves its rights to alter, amend or supplement this Online Rulebook, the Pro Draft Rulebook and the Pro Series Rulebook from time to time as it considers desirable to do so.

2. Promoter and Terms of Entry

- 2.1. The promoter and operator of the F1 Esports Series (including the Online Qualification) is Formula 1.

- 2.2. By entering the F1 Esports Series in whatever manner (i.e. through General Online Qualification, the Online Qualification Wildcard, or by invitation from Formula 1) each participant (“**Drivers**” and each a “**Driver**”) accepts the following terms and conditions (together the “**Terms and Conditions**”):
- a) this Online Rulebook, the Pro Draft Rulebook and the Pro Series Rulebook (together the “**Sporting Rules**”);
 - b) the Competition and Prize Rules;
 - c) the handbook for Drivers, Teams and other participants which can be found at <https://f1esports.com/rules> (“**Handbook**”); and
 - d) the terms of use and the privacy policy of the official Formula 1 at <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 will also have terms of use, which will apply to a Driver’s use of such site and Formula 1 is able to take no responsibility for such site(s), their terms or use or any related liability.
- 2.3. All Drivers (and, additionally, in the case of any Driver under the Eligible Age (as defined at Section 3.8 below and as set out in Section 7), his/her parent or guardian) who participate and/or attend the Pro Draft will be required to enter in to a written contract as a pre-condition to participating in the Pro Draft, and such contract will include:
- a) the Terms and Conditions (to the extent they apply to a particular Driver/Team);
 - b) an acknowledgement that the Pro Draft will be filmed and that Formula 1, its group companies and their licensees will be entitled to use and exploit footage of the F1 Esports Series in its discretion;
 - c) agreeing to participate in publicity and media activities relating to the F1 Esports Series; and
 - d) consenting to Formula 1, its group companies and their licensees using the qualifying Team/Driver’s name, voice, image, slogan, likeness, photographs, images (still and moving), biography, statistics and performance in the F1 Esports Series and assigning any intellectual property created during the F1 Esports Series (as the case may be).
- 2.4. In respect of the Online Qualification, if there is any conflict between the Pro Draft Rulebook, the Pro Series Rulebook, the Handbook and this Online Rulebook, this Online Rulebook shall prevail.

3. Player Eligibility

- 3.1. All Drivers must meet all requirements in this Section in their entirety to be eligible to participate in the F1 Esports Series.
- 3.2. Any Driver who does not meet such requirements shall be deemed ineligible and will be removed from the F1 Esports Series unless and until such time as Formula 1 is satisfied that all eligibility criteria has been met. Drivers agree that Formula 1 can investigate and take such other action as it may reasonably require in determining eligibility.
- 3.3. The F1 Esports Series is open to residents of all countries where the Game and/or the F1 Esports Series is not prohibited or unlawful (each Driver to satisfy themselves as to whether this condition is met) except:
- a) persons who are under the age of sixteen (16) years as at the day they register to participate in the F1 Esports Series in accordance with Section 3;
 - b) employees and agents of Formula 1 and/or their respective parent, subsidiary and affiliated companies, and each of their respective advertising/promotion agencies;
 - c) anyone involved in and/or connected to the organisation and running of the F1 Esports Series and/or the Game in any way; and

- d) the immediate family members of any of the persons set forth in (b) or (c) above (and for these purposes 'immediate family members' shall mean parents, step-parents, children, step-children, siblings or spouses).
- 3.4. A Driver is only eligible to participate in the Online Qualification if they have:
- a) an PS4, PS4 Pro, Xbox One, Xbox One S, Xbox One X, or suitable Windows PC;
 - b) PSN Membership, Steam Account or Xbox Live Gold Membership (or such other online membership relevant to their platform and which is required for them to play online);
 - c) a copy of the Game (updated to the latest version of the Game publicly available on the relevant platform at the time they participate in the Online Qualification); and
 - d) an Internet connection.
- 3.5. Drivers are responsible for their own hardware and internet connection (which is recommended to be a minimum of 3 MB/s download, a ping of at least 150 (to the "Bradford" server, as defined in Section 10) and 0.5MB/s upload). Any event held in the F1 Esports Series will not be rescheduled due to technical issues.
- 3.6. A Driver is not eligible to qualify and/or enter into the Pro Draft if they are bound to any contract or agreement which prevents them honouring a contract, full-time or otherwise, with a Pro F1 Esports Team for the entire F1 Esports Pro Series 2018 season (and beyond if requested by such Team), including all activity such Team may reasonably demand regarding the F1 Esports Series or otherwise.
- 3.7. In registering to participate in the F1 Esports Series each Driver confirms that he/she:
- a) is eligible to do so and eligible to claim any prize that he/she may win;
 - b) fully and unconditionally agrees to and undertakes to comply with this Online Rulebook (and all other agreements, rules and policies referred to in this Online Rulebook) and any instruction of Formula 1 (and/or its nominee) in relation to the Game and/or F1 Esports Series; and
 - c) accept that decisions of Formula 1 regarding all matters relating to the F1 Esports Series and/or Game are final and binding.
- 3.8. 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 that Section 7 applies and has been complied with.

4. How to Enter

- 4.1. No purchase of any item or service is necessary in order to enter the F1 Esports Series and no payment is required from Drivers to enter. Only entries received in accordance with the Terms and Conditions will be accepted.
- 4.2. To enter the General Online Qualification, each Driver must create an online account and submit the online entry form provided on the Website. There is no charge to register for use of the Website.
- 4.3. 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, and input their respective Xbox Live, PSN or Steam gamertag(s). Any personal information which the Drivers submit will be controlled and used in accordance with Section 6 below.
- 4.4. Formula 1 reserves the right to refuse a "driver name" that Formula 1 in its sole opinion determines is inappropriate, offensive or does not otherwise comply with the Handbook. Notwithstanding the foregoing, Formula 1 reserves the right to delete the account of a Driver who breaches this requirement without notice. Any such decision to do so by Formula 1 is final.
- 4.5. 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 the email address, password and driver name in association with their entry) and these details will be confirmed to each Driver by email.

- 4.6. Following successful registration (taking into consideration this Online Rulebook, in particular eligibility at Section 3 and time period for participation at Section 5), each Driver must sign in to the Website and register their relevant device/console (that complies with Section 3.4 above) so that they are ready to participate when the General Online Qualification Period (as defined below) opens. Drivers shall then be able to participate in General Online Qualification.
- 4.7. Formula 1 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.
- 4.8. Once submitted, entries become the sole property of Formula 1 and will not be acknowledged or returned. Formula 1'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 (and this will be used to match the registration of the device/console on the Website).

5. Time Period for General Online Qualification

- 5.1. General Online Qualification begins on 13 April 2018 at 00:01 and ends on 6 June 2018 at 23:59 ("**General Online Qualification Period**"). Within the General Online Qualification Period, Drivers shall have the opportunity to participate in accordance with this Online Rulebook.
- 5.2. Drivers are able to register (in accordance with Section 4) anytime up to and including 23:59 on 6 June 2018, however all attempts at qualification for the purposes of General Online Qualification must be completed by the expiry of the General Online Qualification Period, all attempts completed after the expiration of the General Online Qualification Period shall be invalid and no score shall be registered in respect of that attempt. Driver shall only be eligible to race in the General Online Qualification from the point he or she completes the registration process as detailed in Section 4.
- 5.3. If a Driver registers after the expiry of the General Online Qualification Period such registration shall automatically be disqualified and therefore disregarded for the purposes of the F1 Esports Series.
- 5.4. Formula 1 may, at its sole discretion extend, shorten or otherwise amend the General Online Qualification Period.

6. Personal Information

- 6.1. By entering the F1 Esports Series in whatever manner (i.e. through General Online Qualification, Online Qualification Wildcard or by invitation from Formula 1), each Driver agrees that any personal information provided by a Driver shall be:
- a) controlled and processed in accordance with Formula 1's current F1 Esports Series published Privacy Policy (found at <https://f1esports.com/legal-notice>);
 - b) used by Formula 1 and their respective agents and suppliers to administer the F1 Esports Series, send out prizes and to enable Formula 1 to promote the F1 Esports Series in any media (including, without limitation, television and online broadcast, publishing channels and on Formula 1's and its partners' social media pages) and in any other manner to which a Driver has expressly consented to;

- c) passed on to any Formula 1 partner in a manner to which a Driver has consented to and used for any additional activities that you have consented to, for example, if a Driver has agreed that Formula 1's partners can contact them, then their data will also be used in accordance with such consents; and
- d) shared with Teams and organisations involved in any F1 Esports Series (including the F1 Esports Series 2018) but only in the manner a Driver has consented to.

7. Minors

- 7.1. 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 and claim any prize. F1 may ask any Driver to provide proof of age at and/or any relevant consent any time.
- 7.2. A Driver is not eligible to enter the F1 Esports Series if they are under sixteen (16) years of age at the point of register for an account on the Website.
- 7.3. In providing parental or guardian consent in accordance with Section 7.1, such parent or guardian acknowledges he or she has read and agrees to the Terms and Conditions.
- 7.4. If a Driver is under the Eligible Age at the time of the Pro Draft and/or Pro Series (as the case may be) and such Driver qualifies to participate in the Pro Draft and/or Pro Series, their parent/guardian must travel with the Driver and physically accompany them to, and at, the relevant event(s).

8. General Structure for 2018

- 8.1. The F1 Esports Series 2018 shall comprise three stages as follows:
 - a) The Online Qualification comprising (i) the General Online Qualification which shall determine 36 qualifying Drivers to qualify for the Pro Draft and (ii) an Online Qualification Wildcard which shall determine additional Driver(s) to be invited to the Pro Draft;
 - b) The Pro Draft which shall determine which qualifying Drivers shall be contracted to the Teams (please see the Pro Draft Rulebook for further details); and
 - c) The Pro Series which shall determine the ultimate winner (and runners up) who shall receive the prizes as determined in accordance with the Competition and Prize Rules (please see the Pro Series Rulebook for further details).
- 8.2. Subject to the terms of this Online Rulebook (including Section 3 and Section 7), only Drivers that have qualified from Online Qualification or invited by Formula 1 in accordance with this Online Rulebook shall be eligible to take part in the Pro Draft. Only Drivers that manage to secure a driver contract with a Team at the Pro Draft and are subsequently selected by their respective Team to participate in the Pro Series in accordance with the Pro Draft Rulebook and the Pro Series Rulebook shall be eligible to take part in the Pro Series.
- 8.3. Where a qualifying Driver is unable to attend the next stage of the F1 Esports Series, or unable to demonstrate to F1's satisfaction that they are willing and able to attend the Pro Draft or Pro Series as

applicable, or where reasonably necessary for disciplinary, operational or similar reasons, F1 reserves the right to replace qualifying Drivers with alternative Drivers based on skill and performance.

9. General Online Qualification - Events

- 9.1. The proposed schedule of the General Online Qualification (both Online Qualification Events as referred to in this Section 9 and the corresponding Online Qualification Races as referred to in Section 11) is set out in Schedule 3.
- 9.2. The first stage of the General Online Qualification is participation in one or more of four online qualification events as follows:

Qualification Event	Date	Car	Track
1	13 th April 2018 - 17 th April 2018	Mercedes-AMG Petronas	Shanghai International Circuit
2	27 th April 2018 - 1 st May 2018	Williams Racing	Baku City Circuit
3	11 th May 2018 - 15 th May 2018	Sahara Force India	Circuit de Barcelona- Catalunya
4	25 th May 2018 - 29 th May 2018	Red Bull Racing	Circuit de Monaco

(each an “Online Qualification Event” and together the “Online Qualification Events”).

- 9.3. To participate in an Online Qualification Event, each Driver must start the Game (on their chosen playing method). Once the Game has loaded into the main menu, the Driver must navigate to the ‘F1 Esports Series Qualifier’ which can be found in the event section. Drivers must enter the event on the Game to participate in the relevant Online Qualification Event.
- 9.4. Whilst participating in an Online Qualification Event settings including car, circuit and track conditions shall be pre-determined. Each Driver shall be competing under the same track conditions against themselves with the objective to record the best overall score. Drivers are permitted to use assist modifiers during online qualifier events, however the use of assists will affect the drivers overall score (as detailed in Section 19).
- 9.5. A Driver’s score will be determined automatically (based on the criteria set out at Section 19 (Schedule 1) to this Online Rulebook) and the Driver shall be notified of his/her score when they finish each Online Qualification Event on their playing screen.
- 9.6. Drivers shall be able to participate during the General Online Qualification Period in the relevant Online Qualification Event but only between the respective dates for that Online Qualification Event shown in column 2 of the table at Section 9.2 above.
- 9.7. Each Online Qualification Event will be a different racing challenge and points will be awarded based upon performance. Each Online Qualification Event shall be a separate route to a separate Online Qualification Race and, subject to section 9.6, Drivers can progress from any Online Qualification Event.
- 9.8. Each Driver shall be able (but is under no obligation) to participate in one or more Online Qualification Event(s) 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 for each Online Qualification Event,

General Online Qualification in relation to that particular Online Qualification Event shall no longer be available for Drivers to participate.

- 9.9. A Driver is not required to participate in all four Online Qualification Events, however is free to do so in order to maximise his or her chances of progressing. That said, excessive use is not encouraged and Drivers should consider health implications accordingly. If a Driver secures a Pro Draft invitation from an Online Qualification Race, participation in further Online Qualification Events is permitted but their scores will be discounted and they will not be invited to additional Online Qualification Races.
- 9.10. In the event that a Driver ties on points with another Driver, the Driver who posted the score first will be considered higher-placed.
- 9.11. Any point allocations that appear to result from a glitch or exploit will be declared void by Formula 1. It is strongly recommended that Drivers retain a video of their qualifying Online Qualification Event in case the validity of their entry is challenged, however Formula 1's decision shall be final.
- 9.12. A Driver's best score (together with all other participating Drivers' scores) will be viewable through the Website. 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 Formula 1 (by emailing support@f1esports.com) who shall investigate (providing they consider such query to be credible) to determine whether or not a mistake has been made.
- 9.13. In Formula 1's sole determination and subject at all times to this Online Rulebook (including Section 3 and Section 10), the following Drivers at the end of each Online Qualification Event shall progress to the relevant Online Qualification Race:
- a) the top 10 highest scoring Drivers using a PC;
 - b) the top 10 highest scoring Drivers using a PlayStation 4; and
 - c) the top 10 highest scoring Drivers using an Xbox One,

this will result in 30 Drivers from each of the four Online Qualification Events progressing to each of the four Online Qualification Races. Drivers who have qualified for an Online Qualification Race shall be notified via email within 5 days of the Online Qualification Event ending date.

10. Internet Speed Test

- 10.1. Drivers who have qualified from an Online Qualification Event (in accordance with Section 9) must pass an internet speed test ("**Internet Speed Test**") before participating in any Online Qualification Race. To ensure parity across speed tests, all participants must use the same SpeedTest UK server – named 'Bradford' (found at <http://www.speedtest.net>) - to obtain their internet speed ("**Internet Speed Test Results**"). The Internet Speed Test must be run on the same computer used by the Driver to qualify (be it a PC, PlayStation 4 or Xbox One) and using the same internet connection as the Driver shall use during the entirety of the Online Qualification.
- 10.2. Internet Speed Test results must be emailed to support@f1esports.com and include a screenshot taken of the Driver's Internet Speed Test Results. The deadline for submission is 6 hours before the respective Online Qualification Race start time.
- 10.3. Should a Driver change computer, internet connection, router, ISP or any other part of their setup during the course of the Online Qualification and having submitted Internet Speed Test Results then that Driver must re-submit new Internet Speed Test Results with their new setup before participating further in Online Qualification.

- 10.4. Drivers with internet connections deemed insufficient for the purpose of the Online Qualification shall be refused participation in Online Qualification Races and shall instead be permitted entry to the Online Qualification Wildcard (as described in Section 12).
- 10.5. In the event that a Driver fails to pass an Internet Speed Test and/or declines or fails to take part in an Online Qualification Race then that Driver's position in the respective Online Qualification Race shall be given to the next highest scoring Driver in the respective Online Qualification Event on the same respective platform (i.e. PC, PlayStation 4 or Xbox One).
- 10.6. Drivers who have qualified from an Online Qualification Event (in accordance with Section 9) and who have passed the Internet Speed Test in accordance with this Section 10 shall be notified via email (using the email address provided during registration or as otherwise communicate to Formula 1) sent within 72 hours following receipt of the Internet Speed Test Results. It is the sole responsibility of the Driver to notify Formula 1 during the F1 Esports Series if his or her e-mail address has changed. To do so, click on the 'Support' link on the Website, then follow the instructions.
- 10.7. If no response is received after Formula 1 has made reasonable efforts to make contact with the Driver within a reasonable period of time, or a Driver declines or fails to attend the Online Qualification Race or proceed in the F1 Esports Series, Formula 1 reserves the right to award the Driver with the next highest finishing position and who passes the Internet Speed Test to proceed to the Online Qualification Race and so on, respectively until the requisite number of participants has been achieved.

11. General Online Qualification - Races

- 11.1. The second stage of the General Online Qualification is one of four online qualification races per platform, as follows:

Qualification Race No.	Qualification Event No.	Platform	Date	Track	Length
1	1	Xbox One	23 rd April 2018	Shanghai International Circuit	25% race distance
1	1	PC	24 th April 2018	Shanghai International Circuit	25% race distance
1	1	PS4	25 th April 2018	Shanghai International Circuit	25% race distance
2	2	Xbox One	7 th May 2018	Baku City Circuit	25% race distance
2	2	PC	8 th May 2018	Baku City Circuit	25% race distance
2	2	PS4	9 th May 2018	Baku City Circuit	25% race distance
3	3	Xbox One	21 st May 2018	Circuit de Barcelona-Catalunya	25% race distance
3	3	PC	22 nd May 2018	Circuit de Barcelona-Catalunya	25% race distance
3	3	PS4	23 rd May 2018	Circuit de Barcelona-Catalunya	25% race distance

4	4	Xbox One	4 th June 2018	Circuit de Monaco	25% race distance
4	4	PC	5 th June 2018	Circuit de Monaco	25% race distance
4	4	PS4	6 th June 2018	Circuit de Monaco	25% race distance

(each an **“Online Qualification Race”** and together the **“Online Qualification Races”**).

- 11.2. Each Online Qualification Race is preceded by a relevant Online Qualification Event (as set out in column 2 of the table at Section 11.1) and only Drivers who have qualified from the relevant preceding Online Qualification Event and passed the Internet Speed Test in accordance with Section 10 may participate in the respective Online Qualification Race, unless otherwise specified by Formula 1.
- 11.3. Each Online Qualification Race shall be a separate route to the Pro Draft and, subject to the terms of this Online Rulebook, Drivers can progress from any Online Qualification Race.
- 11.4. Online Qualification Races are private online races open only to Drivers who have qualified through an Online Qualification Event in accordance with Section 9 and passed the Internet Speed Test in accordance with Section 10.
- 11.5. Although car performance will be set to equal for Online Qualification Races, Drivers will be expected to choose a car to race in-game. The order of car selection will be determined by the Driver’s qualifying position in the relevant Online Qualification Event, where the Driver with the highest qualifying score in that Online Qualification Event gets 1st pick, the Driver with the second highest qualifying score in that Online Qualification Event gets 2nd pick and so on, until all Drivers have different cars. Car selection shall be made by emailing support@f1esports.com, where each Driver must submit their car choice by the deadline communicated to them by Formula 1. If no selection is made by the Driver in the allotted time, they will forfeit their selection and be assigned a car at Formula 1’s (or its nominee’s) discretion.
- 11.6. It is strongly recommended a Driver restarts their Game before joining an Online Qualification Race.
- 11.7. Each Driver will be sent an in-game invitation for their Online Qualification Race by an F1 Esports Official via PC (Steam), PlayStation (PSN) or Xbox One (XBX Live), depending on which platform they qualified from. Invitations shall be sent approximately 15 minutes before the start of the Online Qualification Race and Drivers must accept their invitation in order to participate in the Online Qualification Race. Once in the lobby, the Driver must select the car that was assigned to them in accordance with Section 11.5.
- 11.8. Drivers must not ready up until asked to do so by an F1Esports Official. Drivers must not send anyone else an invite to the lobby – anyone caught doing so could be removed and disqualified from the F1 Esports Series. Drivers who ready up without instruction from an F1 Esports Official, or fail to ready up within a reasonable amount of time when instructed to do so, risk disqualification from the F1 Esports Series.
- 11.9. Whilst participating in Online Qualification Races, grid starting position will be determined by the Driver’s qualifying position in the relevant Online Qualification Event, where the Driver with the highest qualifying score in the Online Qualification Event starts in 1st position, the Driver with the second highest qualifying score in the Online Qualification Event starts in 2nd place and so on. Each Driver shall be competing against 9 other online Drivers with the objective to record the best finishing position.
- 11.10. Each Driver shall be able (but is under no obligation) to participate in one or more Online Qualification Race and on one or more platforms, providing the driver has not already qualified for the Pro Draft. Where a Driver has already qualified for the Pro Draft, Formula 1 may replace such Driver for any subsequent Online Qualification Race for which they have qualified, with the next highest finisher from the relevant Online Qualification Event.
- 11.11. If a Driver secures a qualifying position (in accordance with Section 13) from an Online Qualification Race, participation in further Online Qualification Races is no longer permitted.

- 11.12. Unless wet or intermediate tyres are used during the Online Qualification Race, all drivers must use at least two different specifications of dry-weather tyres in the Online Qualification Race.
- 11.13. Re-joining an Online Qualification Race after a disconnection / game crash is absolutely forbidden. Drivers found re-joining an Online Qualification Race will be removed instantly from the F1 Esports Series.
- 11.14. Any advantage gained that appears to result from a glitch or exploit may result in the relevant Driver being given a penalty and/or disqualification from the respective Online Qualification Race. It is strongly recommended that Drivers retain a video of their qualifying Online Qualification Race in case the validity of their entry is challenged, however Formula 1's decision shall be final.
- 11.15. A Driver's finishing position (together with all other participating Drivers' finishing positions) will be viewable through the Website. If the Driver (acting reasonably) believes there is a genuine mistake in the finishing positions recorded on the Website they may submit a query (together with supporting evidence) to Formula 1 (by emailing support@f1esports.com) who shall investigate (providing they consider such query to be credible) to determine whether or not a mistake has been made.
- 11.16. Each Drivers Game settings in all Online Qualification Races should be set on the criteria set out at Section 20 (Schedule 2) to this Online Rulebook.

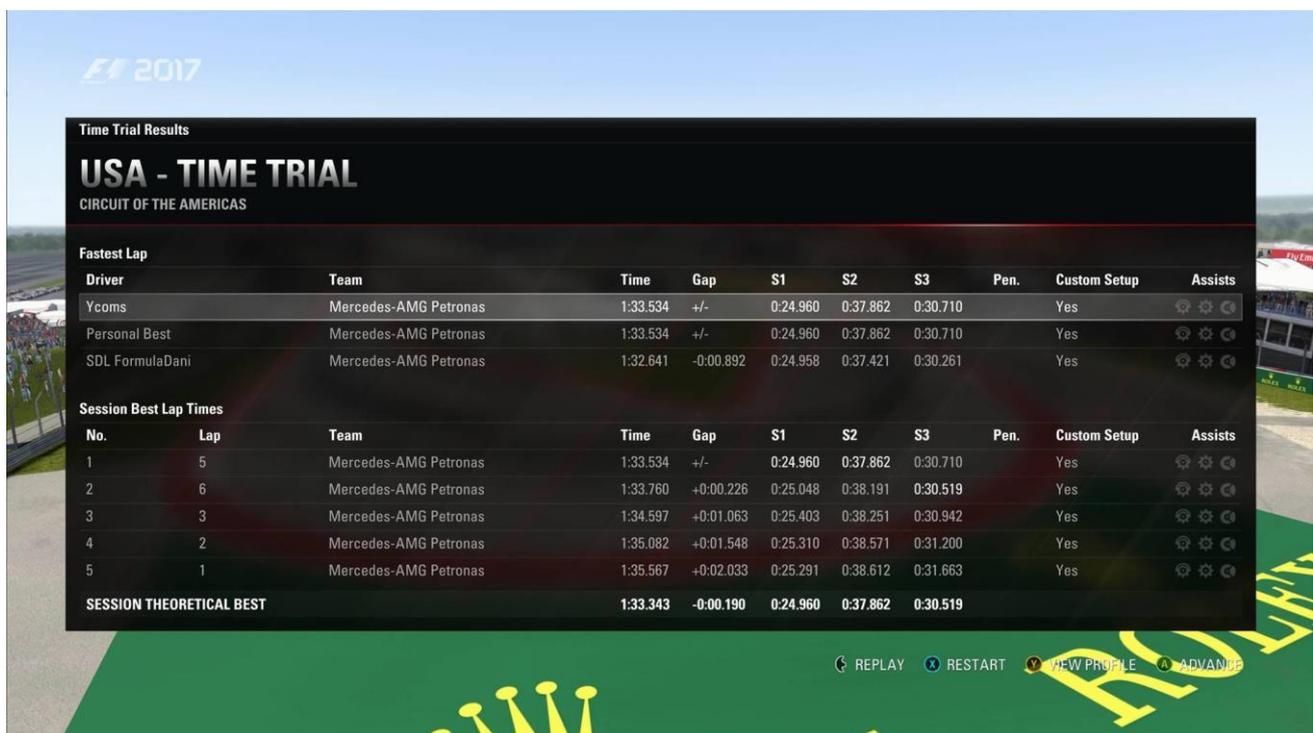
12. Online Qualification Wildcard

- 12.1. In Formula 1's sole determination, the Online Qualification Wildcard is open to the following:
 - a) Drivers who progressed through an Online Qualification Event (i.e. by achieving a top 10 score in an Online Qualification Event) but who failed the Internet Speed Test in accordance with Section 10; and
 - b) any Driver invited to participate by Formula 1 whether as a result of activations and/or activities operated by Formula 1 (or its partners) or otherwise (but who has demonstrated sufficient skill and proficiency to Formula 1 in its sole discretion),
(each a **"Wildcard Participant"**).
- 12.2. Drivers who have already qualified for the Pro Draft via Online Qualification Races shall not be permitted to participate in Online Wildcard Qualification.
- 12.3. Formula 1 shall contact each Wildcard Participant in advance of the Online Qualification Wildcard. To participate in the Online Qualification Wildcard, each Wildcard Participant must start the Game (on their chosen platform). Once the Game has loaded onto the main menu, the Wildcard Participant must navigate to 'Time Trial' which can be found on the main menu. In the sub menu, each Wildcard Participant must select "Modern F1 Cars", then use the "Mercedes-AMG Petronas Motorsport" car. Once the car is selected, a Wildcard Participant must navigate to the required tracks and then Select "Dry". Wildcard Participants must start the "Time Trial" mode to participate in Online Qualification Wildcard.
- 12.4. Whilst participating in the Online Qualification Wildcard, settings including circuit and conditions need to be set at the settings defined in Section 12.5 and video evidence obtained ensuring the items mentioned in Section 12.8 are visible throughout. This will ensure each Wildcard Participant shall be competing under exactly the same track conditions and car settings, with the objective to record the best combined time across the two tracks.
- 12.5. Settings must be as follows:
 - Era = Modern F1 Cars
 - Car = Mercedes-AMG Petronas
 - Assists = None
 - Weather = Clear / Dry
 - Time of Day = Official
- 12.6. The Online Qualification Wildcard shall comprise of two events as follows:

No.	From	To	Car	Track
1	11 June 2018	17 June 2018	Mercedes-AMG Petronas	<i>To be confirmed</i>
2	11 June 2018	17 June 2018	Mercedes-AMG Petronas	<i>To be confirmed</i>

(each an “Online Wildcard Race” and together the “Online Wildcard Races”).

- 12.7. Each Wildcard Participant can race Online Wildcard Race as many times as they like on the respective day in June 2018. However, each Wildcard Participant shall be required to participate in both Online Wildcard Races.
- 12.8. Wildcard Participants must submit recorded footage of both of their fastest laps (one from each track) for each Online Wildcard Race in order to be considered for the Online Qualification Wildcard. Wildcard Participants shall follow these requirements when recording footage of their respective laps:
- Gamertag and live timing need to be viewable during the entirety of the lap.
 - Gamertag must be the same gamertag that may race in the F1 Esports Series.
 - Lap time must be viewable at the end of the lap.
 - It is not permitted to record the in-game replay of the lap.
- 12.9. Each Wildcard Participant must also submit a screenshot of both lap times, taken from the end-of-session screen (i.e. when they are notified of their lap time on the playing screen when they finish the event - not the leaderboard screen), like in the example image below. Wildcard Participants must ensure to include the full screen in the image, and that the username, session best lap time, and the icons for assists used, are clearly visible.



Example of screenshot taken from the end-of-session screen in the Game.

- 12.10. Lap footage and screenshots should be submitted together to support@f1esports.com by 24 June 2018, being one week from the end of the Online Qualification Wildcard Races.
- 12.11. Times set outside once the relevant event window has closed (i.e. on 17 June 2018), will not be accepted.

- 12.12. Any lap time set that appears to benefit from a glitch or exploit will be declared void by Formula 1. It is strongly recommended that Wildcard Participants retain the video of their qualifying events in case the validity of their entry is challenged, however Formula 1's decision shall be final.
- 12.13. A Wildcard Participant's best lap times (together with all other participating Wildcard Participants' scores) will be viewable through the Website. If the Wildcard Participant (acting reasonably) believes there is a genuine mistake in the race time recorded on the Website they may submit a query (together with supporting evidence) to Formula 1 (by emailing support@f1esports.com) who shall investigate (providing they consider such query to be credible) to determine whether or not a mistake has been made.
- 12.14. In Formula 1's sole determination, the Wildcard Participant with the lowest total time when combining their fastest lap times from both of the Online Wildcard Races ("**Combined Lap Time**") on 17 June 2018 shall be invited to the Pro Draft ("**Wildcard Driver**").
- 12.15. In the event that a Wildcard Participant ties on Combined Lap Time with another Wildcard Participant, the Wildcard Participant who first posted their fastest lap time in Online Wildcard Race event number 1 will be considered higher-placed.

13. Qualification

- 13.1. In Formula 1's sole determination, 36 Drivers from the four Online Qualification Races at the end of the Online Qualification Period shall be invited to the Pro Draft as follows (together, "**Online Qualifying Drivers**"):
- a) the 1st, 2nd & 3rd placed Drivers from Online Qualification Race 1 (PC);
 - b) the 1st, 2nd & 3rd placed Drivers from Online Qualification Race 1 (PS4);
 - c) the 1st, 2nd & 3rd placed Drivers from Online Qualification Race 1 (Xbox One);
 - d) the 1st, 2nd & 3rd placed Drivers from Online Qualification Race 2 (PC);
 - e) the 1st, 2nd & 3rd placed Drivers from Online Qualification Race 2 (PS4);
 - f) the 1st, 2nd & 3rd placed Drivers from Online Qualification Race 2 (Xbox One);
 - g) the 1st, 2nd & 3rd placed Drivers from Online Qualification Race 3 (PC);
 - h) the 1st, 2nd & 3rd placed Drivers from Online Qualification Race 3 (PS4);
 - i) the 1st, 2nd & 3rd placed Drivers from Online Qualification Race 3 (Xbox One);
 - j) the 1st, 2nd & 3rd placed Drivers from Online Qualification Race 4 (PC);
 - k) the 1st, 2nd & 3rd placed Drivers from Online Qualification Race 4 (PS4);
 - l) the 1st, 2nd & 3rd placed Drivers from Online Qualification Race 4 (Xbox One);
- 13.2. The Wildcard Driver from the Online Qualification Wildcard shall be invited to the Pro Draft.
- 13.3. F1 Esports Series 2017 winners Brendon Leigh (1st), Fabrizio Donoso Delgado (2nd) & Sven Zürner (3rd) shall be invited to the Pro Draft regardless as to whether they participated in Online Qualification or not. In cases where any F1 Esports Series 2017 winner:
- does not meet the eligibility criteria set out in Section 3 of this Online Rulebook to enable him to participate in the Pro Draft; or
 - confirms that he does not wish to take part in the Pro Draft; or
 - does not respond to Formula 1's invitation to participate in the Pro Draft within such relevant timescales as communicated to him by Formula 1, then the relevant space(s) will be filled by a Wildcard Participant (selected by Formula 1 in its sole discretion).

14. Proceeding to the Pro Draft

- 14.1. Online Qualifying Drivers and the Wildcard Driver shall be notified via email (using the email address provided during registration or as otherwise communicate to Formula 1) sent within 72 hours following the end of the Online Qualification Period or the Wildcard Online Period (as the case may be). It is the sole responsibility of the Online Qualifying Driver and the Wildcard Driver to notify Formula 1 during the F1 Esports Series if his or her e-mail address has changed. To do so, click on the 'Support' link on the Website, then follow the instructions (for Drivers that participated in the General Online Qualification) or by emailing support@f1esports.com for all other Drivers.
- 14.2. If no response is received after Formula 1 has made reasonable efforts to make contact with the Online Qualifying Driver and/or Wildcard Driver and within a reasonable period of time, or an Online Qualifying Driver and/or Wildcard Driver declines or fails to attend the Pro Draft or proceed in the F1 Esports Series, Formula 1 reserves the right to award the Driver (in respect of the General Online Qualification) and Wildcard Participant (in respect of the Online Qualification Wildcard) with the next highest finishing position to proceed to the Pro Draft and so on, respectively until the requisite number of participants for the Pro Draft has been achieved ("**Pro Draft Drivers**").

15. Conditions of Participation

- 15.1. By registering (if applicable) and participating in the F1 Esports Series, Drivers agree and consent to the use and reproduction by or on behalf of Formula 1 of their name, voice, still and moving (including photographic) images and/or comments relating to the F1 Esports Series without limitation for such promotional, merchandising, marketing and publicity purposes of Formula 1 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 Formula 1 relating to the F1 Esports Series (acting reasonably).
- 15.2. Drivers shall not do or permit anything to be done which might adversely affect any of Formula 1'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 Formula 1.
- 15.3. Stages of the F1 Esports Series will be filmed and broadcast and each Driver acknowledges and agrees that Formula 1 shall be entitled to use any such footage in its discretion.
- 15.4. Drivers agree to conduct themselves in a manner that reflects positively on the F1 Esports Series and Formula 1 in all respects.

16. Limitation on liability

- 16.1. Formula 1 accepts no responsibility for any costs associated with any prizes or a Driver's participation in the F1 Esports Series that are not expressly stated to be its responsibility in the Sporting Rules or the Competition and Prize Rules. Additionally, each prize winner is solely responsible for all applicable federal, state and local taxes, including taxes imposed on their income.
- 16.2. Formula 1 accepts no responsibility for any damage, loss, liabilities, injury or disappointment incurred or suffered by a Driver as a result of participating in the F1 Esports Series 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 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.

- 16.3. Formula 1 shall not be liable for any failure to comply with its obligations relating to the F1 Esports Series where the failure is caused by something outside its reasonable control. Such circumstances shall include, but not be limited to, weather conditions, fire, flood, hurricane, strike, industrial dispute, war, hostilities, political unrest, riots, civil commotion, inevitable accidents, supervening legislation or any other circumstances amounting to force majeure.

17. Cancellation

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

18. Miscellaneous

- 18.1. All decisions by F1 in respect of the Sporting Rules (including this Online Rulebook) shall be final. F1 reserves the right to modify the Sporting Rules at any time. This includes changes due to software updates or releases, and any other change deemed necessary by F1. This Online Rulebook will be applied by F1 in such a manner to ensure the spirit of the F1 Esports Series 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.

19. Schedule 1 – Event Scoring

- 19.1. Total time score = (Target Race Time – Player Time) x 1000
- 19.2. **Best Lap Score** = (Target Lap Time – Player Time) x 1000
- 19.3. **Clean Lap Bonus** = Number of Clean Laps x 3250
- 19.4. **Clean Race Bonus*** = Clean Laps Bonus x 0.5
** Clean Race Bonus is only awarded if all laps are clean*
- 19.5. **No Flashback Bonus** = Laps without Flashback x 1000
- 19.6. **Difficulty & Assist Modifiers** = Score x (difficulty% +assist %) = **Total Score**
- 19.7. Total Time Score
- | | |
|----------------------------|-----------|
| Shanghai Target Race Time | = 1:55:41 |
| Baku Target Race Time | = 1:56:12 |
| Catalunya Target Race Time | = 1:32:09 |
| Monaco Target Race Time | = 1:48:25 |

These targets are extrapolated times for each scenario with the expectation that all players will beat

them and score points, if these times are not beaten their score in this category will be 0.

19.8. Best Lap Score

Shanghai Target Lap Time	= 2:27
Baku Target Lap Time	= 2:23
Catalunya Target Lap Time	= 1:51
Monaco Target Lap Time	= 1:42

19.9. Difficulty Modifier

This is scaled linearly from 0% to 11% where 0 difficulty gives 0% and 110 difficulty gives 11%.

19.10. Assist Modifiers

Anti-Lock Brakes Off	= 4%
Traction Control Off	= 4%
Traction Control Medium	= 2%
Gearbox Manual	= 4%
Gearbox Manual & Suggested	= 2%

20. Schedule 2 – Race Options

20.1. Session Options

- a) Era = Modern F1 Cars
- b) Maximum Participants = 10
- c) Practice Length = None
- d) Qualifying = Short Qualifying (Not Before Race)
- e) Race Distance = 25%
- f) Starting Grid = Manual (Set based on Qualifying)
- g) Quick Weather = Dynamic
- h) Session Start Time = Official
- i) Session Privacy = Invite Only

20.2. Race Settings

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

20.3. Assist Restrictions

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

20.4. On Track Settings

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

20.5. Pit Stops

- a) During each individual race, unless wet or intermediate tyres are used, all drivers must pit for new tyres at least once.

21. Schedule 3 – General Online Qualification

21.1. This schedule is subject to change.

21.2. General Online Qualification 1

Date	Session	Platform	Track
13 th April 2018 to 17 th April 2018	Event 1	All platforms	Shanghai International
23 rd April 2018	Race 1	Xbox One	Shanghai International
24 th April 2018	Race 1	PC	Shanghai International
25 th April 2018	Race 1	PlayStation 4	Shanghai International

21.3. General Online Qualification 2

Date	Session	Platform	Track
27 th April 2018 to 1 st May 2018	Event 2	All platforms	Baku City Circuit
7 th May 2018	Race 2	Xbox One	Baku City Circuit
8 th May 2018	Race 2	PC	Baku City Circuit
9 th May 2018	Race 2	PlayStation 4	Baku City Circuit

21.4. General Online Qualification 3

Date	Session	Platform	Track
11 th May 2018 to 15 th May 2018	Event 3	All platforms	Circuit de Barcelona-Catalunya
21 st May 2018	Race 3	Xbox One	Circuit de Barcelona-Catalunya
22 nd May 2018	Race 3	PC	Circuit de Barcelona-Catalunya
23 rd May 2018	Race 3	PlayStation 4	Circuit de Barcelona-Catalunya

21.5. General Online Qualification 4

Date	Session	Platform	Track
25 th May 2018 to 29 th May 2018	Event 4	All platforms	Circuit de Monaco
4 th June 2018	Race 4	Xbox One	Circuit de Monaco
5 th June 2018	Race 4	PC	Circuit de Monaco

6th June 2018

Race 4

PlayStation 4

Circuit de Monaco