



# Prospects eRacing League Driver Handbook

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## Code of Conduct

### Purpose

Ensure a safe and upbeat environment by making Individuals aware that there is an expectation of appropriate conduct consistent with this Code. The League supports equal opportunity, prohibits discriminatory practices, and is committed to providing an environment in which all individuals are treated fairly and with respect.

### Definitions

1. The following terms have these meanings in this Code:
  - a) “League” – Prospects eRacing League, PSI, PRL
  - b) “Individuals” – Players, Stewards, League Officials (Director(s), Tier Admin(s)) etc. as well as all individuals engaged in activities with the League including, but not limited to, volunteers, managers, administrators, committee members, and directors and officers of the League
  - c) “Harassment” – Conduct that establishes harassment is defined below.

### Application of this Code

2. This Code applies to Individuals’ behaviours and actions during the League’s business, activities, and events including, but not limited to, Discord interactions, platform party chats/messages, competitions, practices, try-outs, training camps, travel associated with the League’s activities, the League’s office environment, and any meetings.
3. This Code applies in the like manner, to Individuals’ behaviours and actions outside of the League’s activities, events, business, and when such conduct adversely affects relationships within the League and/or its Members (and its work and e-sport league environment) and is detrimental to the image and reputation of the League. Such jurisdiction will be determined by the League, at the discretion of the League Mods.
4. An Individual who violates this Code may be subject to sanctions pursuant to the League’s Complaints & Discipline Policy.

### Responsibilities

5. All individuals have a responsibility to:
  - a) Maintain the dignity and self-esteem of the League members and other individuals by:
    - i. Demonstrating respect to individuals regardless of body type, physical characteristics, e-sport skill level, age, ancestry, colour, race, citizenship, ethnic origin, place of origin, creed, disability, family status, marital status, gender identity, gender expression, sex, and sexual orientation

- ii. Framing comments or criticism appropriately and avoiding public criticism of Individual or the League (report issues to team Captain or League officials, not publicly)
  - iii. Acting, when appropriate, to correct or prevent practices that are unjustly discriminatory
  - iv. Consistently treating individuals fairly and reasonably
  - v. Ensuring adherence to the rules of the eSport game and the league rules/policies that govern sanctioned competitions and the spirit of those rules/policies
- b) Refrain from any behaviour that constitutes **harassment**. Types of behaviour that constitute harassment include, but are not limited to:
- i. Written or verbal abuse, threats, or outbursts
  - ii. The display of visual material which is offensive or which one ought to know is offensive
  - iii. Unwelcome remarks, jokes, comments, innuendo, or taunts
  - iv. Condescending or patronizing behaviour which is intended to undermine self-esteem, diminish performance or adversely affect working conditions
  - v. Practical jokes which cause awkwardness or embarrassment, endanger a person's safety, or negatively affect performance
  - vi. Any form of hazing
  - vii. Unwelcome sexual flirtations, advances, requests, or invitations
  - viii. Retaliation or threats of retaliation against an individual who reports harassment
  - ix. Bullying/cyberbullying
  - x. Repeated offensive or intimidating messages, phone calls or emails
  - xi. Inappropriate touching, advances, suggestions or requests
  - xii. Displaying or circulating offensive pictures, photographs or materials
  - xiii. Psychological abuse
  - xiv. Discrimination
  - xv. Intimidating words or conduct (offensive jokes or innuendos)
  - xvi. Words or actions which are known or should reasonably be known to be offensive, embarrassing, humiliating, or demeaning
- c) Refrain from any behaviour that constitutes **Sexual Harassment**, where sexual harassment is defined as unwelcome sexual comments and sexual advances, requests for sexual favours, or conduct of a sexual nature. Types of behaviour that constitute sexual harassment include, but are not limited to:
- i. Sexist jokes
  - ii. Display of sexually offensive material
  - iii. Sexually degrading words used to describe a person
  - iv. Inquiries or comments about a person's sex life



- v. Unwelcome sexual flirtations, advances, or propositions
- vi. Persistent unwanted contact
  
- d) Refrain from the use of power or authority in an attempt to coerce another person to engage in inappropriate activities
  
- e) Respect the property of others and not wilfully cause damage
  
- f) Adhere to all federal, state/provincial, municipal and host country laws
  
- g) Comply, at all times, with the League's policies, procedures, and rules and regulations, as adopted and amended from time to time
  
- h) Refrain from engaging in deliberate cheating which is intended to manipulate the outcome of a competition and/or not offer or receive any bribe which is intended to manipulate the outcome of a competition

### **League Staff**

6. In addition to section 5 (above); League Directors/Administrators and/or Staff, will have additional responsibilities to:

- a) Function primarily as a member of the board and/or committee(s) of League; not as a member of any other particular member or constituency
- b) Act with honesty and integrity and conduct themselves in a manner consistent with the nature and responsibilities of the League's business and the maintenance of Individuals' confidence
- c) Conduct themselves openly, professionally, lawfully and in good faith in the best interests of League
- d) Be independent and impartial and not be influenced by self-interest, outside pressure, expectation of reward, or fear of criticism
- e) Behave with decorum appropriate to both circumstance and position
- f) Keep informed about the League's activities, the eSport community and general trends in the sectors in which they operate
- g) Exercise the degree of care, diligence, and skill required in the performance of their duties
- h) Respect the confidentiality appropriate to issues of a sensitive nature
- i) Respect the decisions of the majority and resign if unable to do so
- j) Commit the time to attend meetings and be diligent in preparation for, and participation in, discussions at such meetings
- k) Have a thorough knowledge and understanding of all League governance documents
- l) Conform to the policies approved by the League



***All Management positions (League Admin/Staff) are assigned by the League and are subject to review or suspension if the applicable responsibilities by position are not adhered to.***

### **Publicity**

1. Formula 1(™) reserves the right to broadcast any qualifying session or race of PSI F1 Esports Series including online and offline play. Drivers cannot object to broadcasts authorised by F1. Each Participant acknowledges that F1 shall be entitled to use any such footage in its discretion.
2. The Officials reserve the right to reschedule any Session of the PSI F1 Esports Series to accommodate a specific broadcast time. Drivers cannot object to this rescheduling. Refusing to allow Officials to reschedule any qualifying session or race may result in a penalty.
3. The Officials reserve the right to publish any information regarding Penalties for any reason and at any time.
4. Participants may be required to participate in publicity and media activity related to the PSI F1 Esports Series and by taking part agree to do so as requested by Formula 1.
5. Each Participant consents to the use by Formula 1 and related companies, and their licensees for an unlimited time, of the relevant Participant's name, voice, image, slogan, likeness, biography, statistics and performance in the PSI F1 Esports Series and still and moving images of the Participant without additional compensation or prior notice.



## PRL Structure

### Prospects eRacing League Roles

1. **F1 e-Sports Directors**
  - a) F1 Directors are responsible for overseeing the full running of the league. They will communicate with the tier admins and members on important matters. They are a point of contact for any serious incidents and/or incidents that are pertinent to the day to day running of the league. They may also fulfill any of the roles laid out below.
2. **Tier administrator**
  - a) Tier admin roles are responsible for the organisation of their tier. They need to communicate with their administrators ensuring they have all they need to carry out their tasks. They are the first point of contact for any issues from their lead stewards. They can assist their tier stewards in the duties mentioned previously in the stewarding roles.
3. **Tier steward**
  - a) There are three tier stewards for each tier who help the Tier administrator in all activities within their tier. This includes but not restricted to, driver reports, hosting lobbies, organising, and ensuring the lobby is running on time and that drivers are ready to race on time.

## Lobby Settings

- **Parc Ferme: ON**
- **Collisions: ON**
- **Damage: STANDARD/STANDARD**
- **Car Setup: FULL**
- **Safety Car: ON (STANDARD)**
- **Rules and Flags: ON**
- **Corner Cutting: STRICT**
- **Formation Lap: ON**
- **AI Level:**
  - PS Tier 1/2: 85
  - PS Tier 3/4, PC All Tiers, Xbx All Tiers: 75
  -
- **Car Performance: EQUAL**
- **Qualifying: SHORT**
- **Race: 50%**
- **Weather: DYNAMIC**

- Ghosting: ON

Prospects Season 7 Assist Restrictions	Playstation Tier 1	Playstation Tier 2	Playstation Tier 3	Playstation Tier 4 + Academy	PC Tier 1	PC Tier 2	Xbox Tier 1
	Steering Assist	OFF	OFF	OFF	OFF	OFF	OFF
Braking Assist	OFF	OFF	OFF	MED	OFF	OFF	OFF
Anti-Lock Brakes	ON	ON	ON	ON	ON	ON	ON
Traction Control	MED	MED	FULL	FULL	FULL	FULL	FULL
Racing Line	CORNER	CORNER	FULL	FULL	FULL	FULL	FULL
Gearbox	AUTO	AUTO	AUTO	AUTO	AUTO	AUTO	AUTO
Pit Assist	OFF	OFF	OFF	OFF	OFF	OFF	OFF
Pit Release Assist	OFF	OFF	OFF	OFF	OFF	OFF	OFF

## Session Format

### Qualifying

Drivers will be informed about any relevant information before the session during the race brief, **THIS IS MANDATORY TO ATTEND**. Qualifying will begin on time so drivers need to be in the lobby and ready to go 5 minutes before. No driver shall ready up before the host. Drivers will not be able to set a lap time if they join a qualifying session late.

In addition, a driver will not regularly join a session late except for extenuating circumstances (these must be communicated to the tier admin prior to the session starting).

### Race

50% race with details found in section above. The race will be streamed on the league Twitch Account.

### Race Schedule

- **PS**
  - Tier 1: Monday 10pm UTC/5pm EST
  - Tier 2: Tuesday 10pm UTC/5pm EST
  - Tier 3: Wednesday 10pm UTC/5pm EST
  - Tier 4: Thursday 10pm UTC/5pm EST
  - Academy: Friday 10pm UTC/5pm EST
- **PC**
  - Tier 1: Monday 8pm UTC/3pm EST
  - Tier 2: Tuesday 8pm UTC/3 EST
- **Xbox**
  - Tier 1: Saturday 6pm UTC/1pm EST



## Points System

### Points System

1st:	25
2nd:	18
3rd:	15
4th:	12
5th:	10
6th:	8
7th:	6
8th:	4
9th:	2
10th:	1
11th-20th:	0
DNF	0

Fastest Lap: 1 Point

Pole position: 1 Point

## Race Rules

### Invitations made outside of the league

Anyone who invites a driver to a lobby when they are not a member of the league without permission from an admin will face possible removal of their seat. We are always open to new drivers joining and they have that ability however, we need them to sign-up through the EventConnect and Discord before we get them racing.

### Driver no-shows

1st Reprimand

2nd Race Ban

3rd Loss of Seat

To clarify, a no-show is one of the following:

1. Not responding to attendance post and not showing up
2. Responding to check in that you are racing and not showing up.

If something comes up, change your selection to declined or contact any of the tier admins and let them know. If you can't make it and let them know before the race lobby is made, no penalty will be issued.





If a driver has not checked in 3 hours before the start of qualifying, a reserve driver will take their place. A full time driver will not be reinstated to their seat for that race if a reserve has been given one post the check in deadline.

### **Penalty points**

7 points over a 12-race season will result in a race ban. A driver can receive 1, 2 or 3 points for an incident depending on the severity of the incident.

Penalty points will be awarded for the following things, this is not a definitive list and is subject to change if the stewards feel it is necessary. All PP are awarded at the stewards discretion.

#### **1PP Offences:**

- Failure to complete race check-in, or no showing to a race (as defined above)
- Causing a minor collision under SC
- Causing a minor collision
- General driver misconduct
- Retiring on track during qualifying
- Resetting to track (No Incident)
- Blocking or impeding a drivers qualifying lap (Minor Blocking)

#### **2PP Offences:**

- Causing a collision (Moderate)
- General driver misconduct (Moderate)
- Retiring on track during race or quitting game without retiring in pits
- Failing to obey blue flags
- Blocking or impeding a drivers qualifying lap
- Resetting to track (Minor Incident)

#### **3PP Offences:**

- Causing a collision (Severe)
- General driver misconduct (Severe)
- Failure to adhere to an imposed penalty
- Resetting to track (Major Incident)



## Driver Restrictions

By participating in any event of the PSI F1 Esports Series or any event connected with the Competition, all Participants agree to abide by the following PSI F1 Esports Series Driver Restrictions set out in this section. Failure to abide by any of these restrictions may result in a participant being penalised.

### Driver Names

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

### Driver Nationalities

Drivers must declare the nationality from which they hold a valid passport. In cases where Drivers hold dual nationality (as determined by holding more than one valid passport), Drivers should declare the nationality of their choosing from the respective nationalities.

### Sponsorship/Branding

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

### Attire

Participants must wear appropriate attire at all times. The Officials reserves the right to prohibit the use of attire that is deemed inappropriate. In cases where attire is provided by Formula 1, Participants are expected to wear such attire at all times during the PSI F1 Esports Series (i.e. where a Participant attends an event in person) and when fulfilling any commercial obligation unless informed otherwise.

## Qualifying

Drivers are responsible for their car when on track. It is your job to know what is going on around you. If you are on an in or out lap, you must give way to a car on their flying laps. If you are on a flying lap, you do not need to concede track position. Drivers that are not on push laps need to move off the racing line or move onto run off areas, so they are not impeding a car on their flying laps.

In qualifying, a driver that has compromised another during their hot lap can be given the following penalties (to be reviewed on a case-by-case basis):

- No further action - Reprimand, no further action
- 3 second penalty
- 5 second penalty
- 10 second penalty
- WDC Point Deduction
- Quali Ban
- Race Ban
- Removal of Seat

Any driver found to have cut a significant portion of the track on an in/out lap can be reported and face the same penalties listed above.

If a driver is found to have set a qualifying lap time on wet or intermediate tyres in dry conditions, stewards will automatically apply 3 penalty points and a race ban to said driver.

## Formation Lap

All drivers are required to complete the formation lap in a safe and orderly manner that doesn't affect any of the other drivers' laps. This could be by unnecessarily 'tailgating' the driver in front, brake checking the car in behind, not keeping a 10 car length distance to the car in front, weaving unnecessarily aggressively or intentionally taking someone out. The leader sets the pace and should be always driving at least at a 50% pace.

You are not permitted to overtake while on the formation lap. Do not pull away from your grid spot until the driver in front of you has done so. If a driver clearly has an issue while on the formation lap and they are falling at least 20 car lengths behind the car in front of them, you are permitted to overtake the car. If you spin out/have a technical issue while on the formation lap, fall to the back of the grid and stay there. Do not overtake the field to return to your original position.

## Incident Review

All racing incidents can be reviewed once footage can be provided. No footage, no review. To open a review, you must open a ticket within 3 hours of the end of the race. Once a ticket has been opened, the stewards will come to a decision within 24 hours of that ticket opening. In that time, footage needs to be uploaded, timestamped if it's a stream, and an explanation of what happened provided (with enough time for stewards to deliberate and obtain a response from the accused driver). All drivers involved in an incident review must provide footage and will face a mandatory 5 WDC Point Deduction if no footage is provided (in the first instance), Race ban in the second instance, and a seat review on a third instance.

*Technical issues will be discussed and reviewed on a case by case basis*

### **Results of review can lead to any of the following penalties:**

- Racing incident, no further action
- Reprimand, with no further action (Three reprimands in one season is a Q ban)
- driver at fault, 3 second penalty
- driver at fault, 5 second penalty
- driver at fault, 10 second penalty
- WDC Points Deduction
- Full qualifying ban
- Disqualification
- race ban
- league ban

Reviews are conducted by a minimum of 3 race stewards.

Driving as AI is not permitted during green flag laps. You can go AI under SC once you are in the queue.

Resetting is not permitted at any time during any session, except in cases of potential beaching of the car. This would have to be shown by the "Stopped on track" notification being shown prior to the reset.

If a move is completed off track, the position will need to be given back to the driver at the next available opportunity but must be completed within 1 lap. If an SC or VSC is called before you give the position back, you must give the position back when we return to racing. Doing so under SC can lead to penalties for drivers.

If a driver is defending their position, they can make one defensive move but must leave a car's width for the other driver. If the proximity arrows are red before the braking zone, the driver is entitled to a car's width of space into the corner.

## Appeals

### Rules for appeal

1. Appeals must be lodged within twelve (12) hours of the original findings post
2. If appeal is granted, it will go to the a new set of stewards, not involved in the original decision making
3. To open an appeal, open a new ticket stating your intent to appeal and your reason for it.
4. Appeal decision is **final**
5. Any inappropriate behaviour will mean appeal will be thrown out (including but not limited to; insulting language towards other drivers or league staff and/or argumentative behaviours)

### Appeal Challenges

- Each driver will start the season with three (3) challenges.
- If an appeal is lodged and the outcome of the original verdict is overruled in your favour you will retain the challenge.
- However, if you lodge an appeal and the original verdict is upheld you will lose 1 of your challenges

*Once a driver has used all their remaining challenges they will no longer be able to lodge an appeal for the remainder of that season*

## Yellow Flag and Safety Car Procedures

Drivers must respect yellow flags when on track and must slow sufficiently in order to avoid a potential incident and prepare to stop if necessary. Drivers can face a penalty if found to have not respected yellow flags on track.

If a driver causes, or tries to cause, an intentional VSC or SC, the driver will face a race ban for their first instance, followed by league ban for a repeat offence. Footage of an incident is needed for review. We may ask other drivers to provide footage and can use race stream if caught during commentary

No overtaking is allowed under SC conditions under any circumstances, a penalty will be issued if a driver is found guilty of committing this offence.

During a SC, give space to the car in front. They may need to warm their tyres and brakes by braking heavily. Penalties are not removable under SC for contact so drivers need to be extra vigilant however, if a driver makes contact with another driver under SC, they can be reported, and an additional penalty can be added to their race time or qualifying penalties for their next race.

*Penalties received under SC for contact with another driver that you did not initiate can be reviewed for removal*



Remember that when SC is ending, the lead car controls the pace and will need to back off to allow the SC to enter the pits. They decide when to return to racing speed before the start/finish line. If a driver leading the field after a SC, makes a clear and obvious attempt to return to racing speed and backs off again, this is in breach of SC restart procedures and a penalty may be issued if found in breach of this rule. No overtaking is allowed until crossing the start/finish line.

Under VSC, make sure you are keeping an eye on your delta, when it is time to return to racing speed make sure that you have enough of a delta that you do not need to slam on your brakes. If you slam on the brakes when we are returning to racing speed, you will be deemed at fault if you are doing it in an acceleration zone or on the racing line.

When driving under Safety Car conditions, any driver that moves alongside another car (front wheel alongside rear wheel) and remains there will face a minimum penalty of 5 seconds and 2pp if reported to the stewards. If the car in front brakes heavily and you have no choice but to move alongside(not completed an overtake) to avoid contact, this will not be penalised once you move back to your normal SC position( behind the car in front) as safely and quickly as possible.



## Driving Standards

### General

The driver must drive the car alone and without any aids (other than those permitted by these Terms and Conditions). Drivers must make every reasonable effort to use the track at all times and may not deliberately leave the track without a justifiable reason.

A driver who leaves the track should rejoin providing they do not perform a dangerous reentry or gain any lasting advantage, at the sole determination of the officials. At the absolute discretion of officials, a driver may be given the opportunity to give back the whole of any advantage gained from leaving the track. Failure to adhere by any of these points may result in the offending driver being penalised.

### Passing and Defending

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. The responsibility for the decision to pass another car rests with the overtaking Driver, although the leading driver should be aware that he/she is being passed and must also observe the rules when defending.

The leading Driver has the right to choose any line so long as not to be considered denying another vehicle adequate racing room or in violation of any other rule set out henceforth. Once a trailing car has its front wheel next to the Driver of the leading vehicle, it is considered that the trailing car has a right to be there, and that the leading Driver must leave the trailing Driver sufficient Racing Room.

### Returning a Position

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 1 racing lap and where possible (in both cases as deemed by the officials), whether instructed to by the game or not. Any driver deemed by the officials to have unfairly gained a lasting position shall be penalised, unless that driver has already been penalised by the game for unfairly gaining the position(s) in question.

### Retiring

If a driver wants to retire from a session, please do so in the pitlane as your car will remain on track as an ai. This is for all sessions in qualifying and the race.

## Lapped Cars

### 1. Being lapped when being shown the blue flags during a race

This means that you are about to be lapped by a faster car on the lead lap. When shown this flag, you must pull move off the racing line in a safe place and let the drivers on the lead lap through safely without hindering them. Failing to yield to drivers on the lead lap will result in DSQ by the in-game penalty system. With ghosting off, this is extremely important and will be penalised if a driver on the lead lap is help up excessively.

### 2. Lapping another driver

Please leave a respectable amount of room between yourself and their car. They should be well off the racing line, but if a lapped car fails to yield to drivers on the lead lap, they will be DSQ'd by the in-game penalty system and can be reported if they have excessively ignored blue flags.

### 3. Un-lapping yourself

If you are a lap down and faster than a car on the lead lap, you are permitted to overtake them in a safe manner that does not hinder the car(s) on the lead lap. If you are shown the blue flags again, you must yield to the leading cars. Some common sense is required in this situation. If you are lapping faster than the leaders and there is a battle for the lead, it would be recommended to not pursue un-lapping yourself compared to a situation where drivers have some clear air, they should not have an issue with a driver un-lapping themselves. A driver that causes an incident when un-lapping themselves will face a stricter penalty than normal if found at fault.

## Bugs, Glitches, and Connectivity Issues

### Bugs and Glitches

Should a driver be affected by any issue which is attributed, at the sole determination of the Officials, 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 previously or unless deemed appropriate by the officials at their sole discretion. The officials shall be expected to take no further action beyond reporting the issue to the developers of the Game.

### Connection

Should all drivers fail to successfully join when an in-game session launches then a session restart shall be considered at the sole determination of 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 re-start of the session unless deemed appropriate by the officials. If a driver suffers connection issues due to low bandwidth, resulting in unusual (“laggy”) car behaviour within the game, then that driver may be disqualified from the session where they will forfeit any points or lap time associated with that session.

If a driver starts the race and gets disconnected from the lobby, the driver must complete at least 50% of the race laps to be classified (15 laps out of 30 lap race) the driver is allocated full points if they finish within the points.

If a driver doesn't start the race and AI car is racing in place, the driver must take control of their car within 25% of the race distance (by the end of lap 5 of a 20-lap race) the driver is allocated full points if they finish within the points.

If your lights go out earlier than everyone and you drive off and start as normal you must either return safely to your starting grid position within 3 laps or pit within 3 laps. If this happens to the pole sitter all they need to do is reduce the gap to within 1 second to p2 and we can continue racing. If you are disconnected and your car goes early you can return to your position when you re-join.

If a driver has significant connection issues in consecutive rounds or 3 rounds over a 12 race season, they will forfeit their race seat and will not be allowed to race until their connection issues are resolved. Significant connection issues are defined as; At least 2 (two) reports against a driver's connection issues in any given race day (including both race and qualifying), multiple disconnections from the lobby and/or being asked to leave the lobby by a member of staff for a connection issue; drivers may be asked to leave the lobby if any league admin and/or director deems their connection too bad to provide a fair race for other competitors.

*Prior to racing, and during sign up for the league you will be asked to provide an internet speed test. By signing up, and henceforth continuing to race you confirm a maximum ping result of 150ms*

### **Race Restarts**

A race will be restarted if a driver is starting in the wrong position or if there are connection issues deemed serious enough by the most senior admin in attendance. The first restart will be a 50% race with a custom grid set up by admin/spectator to the drivers qualifying positions. If the race needs to be restarted again it will be a 25% race as we don't want the session to run past midnight BST. A race can only be restarted if the race has not passed 25% of the total race distance.

With a custom lobby, the admin can't start it until everyone is in the lobby and **selects** their car. It is vital that everyone joins the session as quickly as possible and selects their car. We



will wait a few minutes for a driver to select their car. If they don't, they will be removed from the lobby. Also, drivers will need to select their set up again. Drivers must wait **20 seconds** from the time they are in the cockpit before readying up to allow everyone to sort their strategy and select their setup. We can see who readied up first so penalties will be issued if this rule is broken.

## Prohibited Behaviour

The behaviour of drivers within the game should meet the expectations of Officials in regards to 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. Drivers implicated in such events without valid justification (at the determination of the Officials) and/or who gain a lasting advantage, at the sole discretion of the Officials, may be penalised.

### 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:

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

### 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 any future PSI F1 Esports Series events. For this purpose, "any given time" covers 24 hours prior to a Participant arriving at the relevant event, to 24 hours after the conclusion of such event. No Participant should be under the influence of alcohol or drugs during an event. The excessive drinking of alcohol and taking of any illegal or performance enhancing drugs is strictly forbidden at any time during any event of, or related to, the PSI F1 Esports Series.

### **Unsportsmanlike Behaviour**

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

### **Competitive Integrity**

The Drivers will compete (as applicable) to the best of their ability at all times during the PSI F1 Esports Series and any event related to the Competition.

### **Betting and Gambling**

No betting or gambling by any Participant or anyone connected to any Participant, relating to or in connection with the PSI F1 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 PSI F1 Esports Series or any event related to the Competition.

### **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 PSI F1 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 PSI F1 Esports Series or any event related to the Competition.



## Reserves

Reserves will score constructors points for the team that they reserve for but not for themselves until they become a full time driver.

Responding first does not guarantee you a reserve seat for the race. The preference will be given to new drivers that have yet to receive a full-time seat depending on their pace. It gives drivers a chance of participating as a reserve over a permanent driver that could potentially race in both. It will also change week to week to give others a chance. If a driver reserved last week, the chances are a different driver will be given the opportunity the following week.

In regard to reserves that receive a time pen or qualifying pen the rules are as follows; If a reserve receives a pen in a race when they have a permanent seat in a different tier, they will serve that penalty at their next race in their permanent tier. If a reserve driver that does not have a permanent seat receives a pen, they will serve it at their next race, irrespective of the tier.

## Term Definition

1. **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.
2. **Blocking:** Two consecutive line changes to defend a position which impedes a vehicle that is trying to pass with each of the consecutive movements.
3. **Brake Check (or Brake Test):** When a Driver unexpectedly and deliberately brakes very hard in front of another Driver who is close behind, causing a collision or forcing the second Driver to swerve or otherwise react quickly to avoid an accident.
4. **Dangerous Re-entry:** A vehicle re-joining the track which causes a collision or forces another Driver to swerve or otherwise react quickly to avoid an accident.
5. **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).
6. **Driving the Wrong Way:** A vehicle traveling in the opposite direction than intended by the track design, often, but not exclusively, against the flow of traffic.
7. **Excessive Weaving:** Multiple line changes to break a slipstream or force another vehicle to take avoiding action.
8. **Impeding a lapping vehicle:** Obstructing or blocking without valid reason a trailing vehicle who is attempting to lap the leading vehicle.

9. **Jump Start:** When a vehicle moves from its grid slot before the start of the race is signaled.
10. **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.
11. **Pit Lane Speeding:** A vehicle traveling over the pit lane speed limit at any time when within the pit lane (as demarcated on-track).
12. **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.
13. **Rough Driving:** Any overly aggressive or forceful driving resulting in contact between vehicles and/or one or more vehicles being unfairly impeded.
14. **Sandbagging:** A Driver wilfully driving their car at a pace which Officials, in their sole discretion, considers to be 60% or less of their usual race pace, either on or off the track.
15. **Stopping on-track:** Bringing a vehicle to a complete or almost complete stop or leaving a car stationary on the track. This includes performing practice starts and stationary ghost vehicles.
16. **Unsafe Pit Entry:** A driver entering the pits who does not make reasonable effort to stay within the white pit entry lines and/or unfairly obstructs another vehicle.
17. **Unsafe Pit Exit:** A driver who crosses the yellow line at the exit of the pit lane with any part of their vehicle and gains a lasting advantage, obstructs another driver or has the aim of defending a position from another vehicle.
18. **Wall Riding:** Making intentional contact with any fixed part(s) of a track in order to change the car's direction.
19. **Impeding a qualifying lap:** Obstructing or blocking, without valid reason, another vehicle who is on a qualifying run i.e. on a 'hot-lap'.

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