Ferrari Esports Series 2023

Rulebook

Version 1.0.6   **Changelog**   April 6th, 2023 – October 12th, 2023

Useful Links and Communication Channels

Tournament Website

https://ferrari-dev.epiclan.net/

Ferrari Esports Series Discord

https://discord.gg/RZ7PnDCD

Assetto Corsa

https://store.steampowered.com/app/244210/Assetto_Corsa/

Assetto Corsa Competizione

https://store.steampowered.com/app/805550/Assetto_Corsa_Competizione/

PTracker

PTracker Guide

How To Register

Participants can register for the Ferrari Esports Series by visiting the Tournament Website link above and signing up for an account. Entry is free and access to any Hot-Lap game servers is automatic upon registration.

Registration opens April 6th, 2023, and closes just prior to the final Hot-Lap session on August 13th, 2023. After which registration will be closed.

If you have any questions regarding registration, the sign-up process, or the Ferrari Esports Series, please join the Ferrari Esports Series Discord server at the link above and open a support ticket.

Ferrari Esports Series

1.0 Introduction

1.1 The Event

The Ferrari Esports Series 2023 competition is organised by Ferrari to select new talents in sim racing for the Scuderia Ferrari Esports Team, acknowledging their personal merits and skills, and as potential participants in the industrial project developed by Ferrari for the esports world.

The series utilises both Assetto Corsa and Assetto Corsa Competizione racing simulators developed by Kunos Simulazioni, exclusive on the PC (Steam) platform.

1.2 Organiser

The Ferrari Esports Series is organized by Ferrari S.p.A and uses the EPIC.LAN tournament platform for server hosting, player data management and format scheduling.

1.3 Format Overview

1.3.1 Hot-Lap Qualifying
Drivers participate in Hot-Lap qualification, each track session is a one-week period where drivers can join a server and set a Hot-Lap. The top 24 fastest laps for each track then qualify for the initial races. Drivers can join and leave the server at any time during scheduled one-week sessions to attempt Hot-Laps.

1.3.2 Qualification Races
The top 24 drivers from their respective region from the Hot-Lap stage compete in races against each other. Drivers remain on the same circuit and region as their Hot-Lap, and their Hot-Lap determines their starting position for the race.

1.3.3 Regional Finals
The top 3 from the Qualification Races stage from each of the 8 races, then compete in regional finals. There is one race per region, this result then determined the finalists.

1.3.4 Grand Finals
The top 3 from the Regional Finals stage then compete in the Grand Final with the addition of a wildcard participant.

1.4 2023 Schedule

The Qualification stages consists of two splits. The competition launches on April 6th^{t}, 2023, with official Hot-Lap sessions opening on May 1st, 2023. The conclusion and Grand Final are scheduled for the October 12th, 2023.

<u>1.4.1</u> First four Hot-Lap stages: May 1st, 2023 – June 4th, 2023
<u>1.4.2</u> First four Qualification Races: June 11th, 2023 – July 20th, 2023

<u>1.4.3</u> Second four Hot-Lap stages: July 17th – August 13th

<u>1.4.4</u> Second four Qualification Races: August 24th – September 12th

<u>1.4.5</u> Regional Finals: September 24th, 2023 – September 30th, 2023

<u>1.4.6</u> Grand Finals: October 14th, 2023

Registration for the competition must be completed prior to August 6th 23:00 2023, just before the final Hot-Lap session. After this deadline, registrations will be closed.

1.5 Reading and understanding the regulations

Every participant in the Ferrari Esports Series 2023 agrees to have understood the rules and agrees to adhere to any regulation or agreed to documentation laid out for the Ferrari Esports Series 2023. The participant is bound to the Rulebook provided by the organiser. Failure to understand the rules is not an excuse. If you have any questions regarding these rules, please contact EPIC.LAN immediately through your EPIC.LAN account, tournament ticket system, or Ferrari Esports Series 2023 Discord server, by opening a support ticket.

1.6 Rulebook corrections

This Rulebook is subject to changes at any time. The event organizer will endeavour to notify participants of any changes 7 days prior to upcoming events.

2.0 Participant Communication

2.1 Discord

Discord is the primary communication platform for the Ferrari Esports Series 2023 for all participants. The Discord server invite will be available during the sign-up process and to all registered users via the tournament platform.

Participants are encouraged join this server immediately for any important announcements or information, and to communicate with event staff when required.

2.2 Tournament Platform

Relevant tournament information will be made available via the tournament platform website. This may include vital changes in relation to active events.

2.3 Email

Further information may be made available via email. Email addresses used during the registration process will be used to communicate.

3.0 Participant Consent

3.1   Participant personal data

By registering to the Ferrari Esports Series 2023 and agreeing to the series Rulebook, and Privacy Agreement, participants agree that their names will appear in official media, livestreams, and social content handled by Ferrari S.p.A.

Participants agree that event organisers can create broadcast photographs and recordings in which the participants are identifiable. As well as interviews, personal statements and similar captured on audio or video including any in-game communication during events.

Ferrari and EPIC.LAN are entitled to use these recordings. All commercial rights relating to the Ferrari Esports Series belong to Ferrari S.p.A

3.2   Data Privacy

Participant data is collected and processed in accordance with local GDPR regulations. Only data pertaining to tournament operation and prize distribution is collected and forwarded to partners of Ferrari or EPIC.LAN. All staff and partners of Ferrari and EPIC.LAN are obliged to maintain data secrecy.

We encourage all participants to read and understand EPIC.LAN's privacy policy, and Ferrari's privacy policy before providing any personal data that may be integral to participation.

https://www.epiclan.co.uk/privacy

https://www.ferrari.com/en-EN/privacy-policy

Participants are also encouraged to read Discord's privacy policy. Participants must also separately read and agree to Discord's Terms and Conditions prior to using the application. Any personal data processed on the Discord platform is carried out by Discord and governed by said policy. Ferrari and EPIC.LAN are not responsible for the processing of personal data carried out by Discord.

https://discord.com/privacy

Participants are required to own a personal Steam account with relevant genuine game copies as outlined in 7.1 Software Requirements. Participants are encouraged to read Steam's privacy policy, any personal data processed on Steam's platform is carried out by Steam or Valve and governed by said policy. Ferrari and EPIC.LAN are not responsible for the processing of personal data carried out by Steam. EPIC.LAN may utilise Steam ID information, identifiable to a participants personal account, for use on the tournament platform or when interacting with the organisers game servers.

https://store.steampowered.com/privacy_agreement

4.0 Tournament Alteration

4.1   Date and event changes
The event organisers reserve the right to terminate, cancel, re-schedule, suspend or modify all or part of the Ferrari Esports Series 2023 at their discretion at any time. Including but not limited to specific event locations. The event organisers reserve the right to exclude one or more participants from the tournament at their discretion.

4.2   Changes and amendments
The event organisers reserve the right to amend, modify, remove, or add conditions and regulations to either this Rulebook, the tournament format, dates, times and all other schedules within the Ferrari Esports Series 2023 calendar at any time, with effect for the future. Participants and media will be notified of any material changes at a suitable point in time.

Sporting Regulations

5.0 Registration

5.1   Registration requirements
Participants must sign-up and register to the Ferrari Esports Series 2023 tournament platform either prior to their preferred Hot-Lap Qualification event, or by TBD 00:00 2023 at the latest, just prior to the final Hot-Lap Qualification event. Participants must also link their primary Steam ID and join the Ferrari Esports Series 2023 Discord server during the sign-up process.

6.0 Eligibility

6.1   Region eligibility
The Ferrari Esports Series 2023 will be held in 3 regions outlined below.

- Europe
- North America
- APAC

Participants are expected to compete within the region they currently reside, players must be in line with the maximum ping threshold of 150ms when competing on a Ferrari Esports Series server. There are currently no country specific restrictions.

6.2   Driver eligibility
A Driver, or Participant must be an individual who resides in a country outlined in 6.1 Region Eligibility, and not be associated, contracted, or otherwise involved with another Team,

Organisation, Series, or independent entity on any basis that may conflict with the Ferrari Esports Series, Ferrari Driver Academy, or any other Ferrari entity.

Drivers that have ongoing contractual obligations that conflict with the Ferrari Esports Series, Ferrari Driver Academy, or any other Ferrari entity for any time during the Ferrari Esports Series 2023 may be subject to premature termination. This includes but is not limited to, other race teams or divisions, esports organisations, and race series or competitions hosted independently of the Ferrari Esports Series 2023.

Drivers must meet the following requirements in their entirety to be eligible to compete in the Ferrari Esports Series.

6.2.1 Residency
Be a permanent resident in any of the territories listed in 6.1 Region Eligibility.

6.2.2 Age
Must be 18 years of age or older as of April 6th, 2023.

6.2.3 Record
Not have any active suspensions or bans in any esports competition managed by the organisers or partners, or suspensions and bans recognised by the organisers and partners by third parties.

6.2.4 Agreements
Agree with and understand the tournaments Terms and Conditions, this Rulebook, and the organisers Privacy Policies during the registration process.

6.2.5 Register
Register for the tournament on the Ferrari Esports Series 2023 tournament website.

6.2.6 Software and hardware
Meet all the software and hardware requirements in 7.0 Requirements.

The tournament organisers reserve the right to investigate Participant information when eligibility is in question in compliance with local data privacy laws. This includes proving residency, nationality, age, and names.

6.3   Travel

In a situation where the event organisers require participants to travel outside of their country of residence or region, Participants must have valid travel documentation, such as a passport, that complies with the destination countries travel laws, and if required, a relevant travel visa for the destination country. Any future travel requirements will be made clear directly to participants should they arise during the Ferrari Esports Series 2023.

6.4   Replacements

Participants are not eligible for selecting replacements during any stage of the Ferrari Esports Series. Should a participant need to step away from the tournament at any point, the decision on when or if a qualified position is filled is solely with the tournament operator. Account registrations cannot be transferred.

7.0 Requirements

7.1   Software requirements

Drivers must meet the following software requirements to participate in any stage of the tournament.

7.1.1 Steam account

Own a personal Steam account with that is free from Game or VAC bans within the tournaments associated titles.

7.1.2 Assetto Corsa ownership

Own a genuine copy of Assetto Corsa by Kunos Simulazioni through your Steam account.

7.1.3 Assetto Corsa downloadable content (DLC)

Own the Dream Pack 1, 2, 3 DLC and Tripl3 pack DLC or the Ultimate edition of Assetto Corsa through your Steam account.

7.1.4 Assetto Corsa Competizione ownership

Own a genuine copy of Assetto Corsa Competizione by Kunos Simulazioni through your Steam account.

7.1.5 Assetto Corsa Competizione downloadable content (DLC)

Own the Intercontinental GT Pack, British GT Pack, 2020 GT World Challenge Pack, and American Track Pack for Assetto Corsa Competizione through your Steam account.

7.1.6 Ready to play

Have the game(s) and downloadable content for the respective Hot-Lap Qualification event you are participating in.

7.1.7 Discord account

Own a personal Discord account with real Forename and Surname, matching your in-game name set on your Ferrari Esports Series 2023 server profile.

7.1.8 Discord Server

Join the Ferrari Esports Series 2023 Discord server https://discord.gg/RZ7PnDCD.

7.1.9 Specified vehicle model and livery

Ensure the specified vehicle model is selected when joining your respective event and any event specific liveries are downloaded and installed when provided via the Discord server or tournament platform.

7.2 Hardware requirements

Drivers must meet the following hardware requirements to participate in any stage of the tournament.

7.2.1 Device

Own a suitable PC or a Steam Deck that meets the minimum recommended system requirements for Assetto Corsa and Assetto Corsa Competizione outlined on the Steam product page for each game.

7.2.2 Connection

Have a stable and consistent internet connection with a maximum average ping of 150ms from the organisers Hot-Lap, Qualification Race, and Regional Final servers.

7.2.3 Peripherals

Own suitable peripherals for race simulation use, including but not limited to, a wheel and pedals, or a game pad.

7.2.4 Camera

A webcam or smartphone connected to the internet dedicated to a video connection for any required interview or media appearances by the organisers. This device will need to be accessible during live events.

7.3 Driver identity

In-game driver profiles must display participants full real Forename and Surname and may not contain the following.

- Nicknames.
- Acronyms.
- Gestures or language that goes against our Terms and Conditions and Regulations.
- Company names, sponsors, or products.
- Symbols, emojis, or icons, including special characters.
- Any abbreviation, or shorthand of the Ferrari Esports Series and derivatives that may cause confusion during racing and broadcast.

Participant information needs to be accurate, up to date, and in accordance with all regulations pertaining to 6.1 Region eligibility, and 6.2 Driver eligibility. If a participant needs to make an alteration due to circumstance, event staff must be notified either through the tournament platform ticket system, or the Ferrari Esports Series Discord server. This information includes but is not limited to.

- Forename.
- Surname.
- Contact details.
- Nationality.
- Date of Birth.
- Photo/headshot.
- Email.
- Steam ID.
- Discord ID.
- Residency.

7.4   Clause on eligibility

Ferrari or EPIC.LAN reserve the right to deny any event entries if these requirements are not met, or if behaviour is not in line with the Ferrari Esports Series Sporting Regulation and Conduct. Furthermore, Ferrari or EPIC.LAN may review a participants entry based on history in other esports events, competitions or racing series.

8.0 Series Details

8.1   Series Splits

The Ferrari Esports Series 2023 begins with 2 stages of qualification. 8 Hot-Lap Qualifications per region, followed by 8 Qualification Races per region. These sessions are split to cover a longer date range into 2 sets of 4.

8.2   Games

The Ferrari Esports Series will be played on 2 different games. Assetto Corsa and Assetto Corsa Competizione by Kunos Simulazioni. Both titles will be used for the Hot-Lap Qualification and Qualification Races stages. It is the driver's choice on what game to use during Qualification. Once a driver complete Hot-Lap Qualification, they must remain on their chosen game for Qualification Races.

The series groups all players onto Assetto Corsa Competizione from the Regional Finals and the Grand Finals.

8.3   Cars

The series will use 3 distinct Ferrari cars as listed below. Cars used in each stage of the series will be clearly defined in the series calendars and enforced by the tournament game servers.

- Ferrari 488 GT3
- Ferrari 488 Challenge Evo
- Ferrari 296 GT3

8.4   Liveries

Vehicle liveries will be custom and specific to the Ferrari Esports Series 2023, created by the tournament organisers. Drivers will be provided with custom liveries to use whilst participating in the tournament. Where possible, custom liveries will be enforced by the tournament game server.

If at any point during the tournament a driver is broadcasting, in any capacity, their experience or point of view in game, the provided custom livery must be correctly installed and used.

Drivers are not allowed to create and showcase their own liveries for the Ferrari Esports Series. The tournament organisers do not assume any responsibility for personal sponsor arrangements and the provided liveries cannot be modified in any way.

8.5   Format overview

1.3.1 Hot-Lap Qualifying

Drivers participate in Hot-Lap qualification, each track session is a one-week period where drivers can join a server and set a Hot-Lap. The top 24 fastest laps for each track then qualify for the initial races. Drivers can join and leave the server at any time during scheduled one-week sessions to attempt Hot-Laps.

1.3.2 Qualification Races

The top 24 drivers from their respective region from the Hot-Lap stage compete in races against each other. Drivers remain on the same circuit and region as their Hot-Lap, and their Hot-Lap determines their starting position for the race.

1.3.3 Regional Finals

The top 3 from the Qualification Races stage from each of the 8 races, then compete in regional finals. There is one race per region, this result then determined the finalists.

1.3.4 Grand Finals

The top 3 from the Regional Finals stage then compete in the Grand Final with the addition of a wildcard participant.

8.6   Dates and times

Tournament stage calendars can be found below. Hot-Lap Qualification stages will be exactly 1 week in length and allow for drivers to set laps at any time during this period. Registered drivers do not need to schedule a time within the specified date range for Hot-Lap Qualification. If a driver sets registered, sets a valid Hot-Lap in the correct regional server, it will register on the event scoreboard.

Qualification Races, Regional Finals and Grand Finals will all be scheduled to specific times on dates defined in 8.8 Series calendar. Drivers must follow the outlines schedule for these stages and any check-in regulations outlined in this rulebook.

Exact stage timing will be made available to registered drivers on the tournament platform and the Ferrari Esports Series Discord server. Events dates are subject to change as specified under 4.1 Date and event changes.

8.7   Series qualification format

Each Hot-Lap Qualification runs independently in each of the 3 regions. Europe (🔵), North America (🟢), and APAC (🟡). The top 24 drivers from each of the 24 sessions (8x3) will progress into the Qualification Races on the same track they set their Hot-Lap on. The starting grid will be in order of the Hot-Lap times.

Example: Driver A sets a Hot-Lap in Europe at Silverstone, which puts them 3rd on the leaderboard. Driver A has qualified for the European Qualification Race at Silverstone and will start the race from 3rd.

8.7.1 Multiple entries

Drivers are permitted to attempt Hot-Lap Qualification in all their 8 regional sessions. A driver is capped to 2 Qualification Races. Should a driver successfully qualify for more than 2 Qualification Races, the driver must pick their 2 most preferred races. This is to maintain tournament diversity throughout the stages.

If a driver finishes in the top 3 drivers during the Qualification Race, they enter the Regional Finals, where they will race against the other drivers across all stages within their region (24). Finishing in the top 3 of the Regional Finals qualifies a driver for the Grand Final.

Top 24 from each Hot-Lap session qualifiers for their corresponding race against the drivers they've directly qualified against.

Hot-Lap 1 Spa Francorchamps	→	Race 1 Spa Francorchamps
Hot-Lap 2 Laguna Seca	→	Race 2 Laguna Seca
Hot-Lap 3 Suzuka	→	Race 3 Suzuka
Hot-Lap 4 COTA	→	Race 4 COTA
Hot-Lap 5 Monza	→	Race 5 Monza
Hot-Lap 6 Nurbürgring	→	Race 6 Nurbürgring
Hot-Lap 7 Silverstone	→	Race 7 Silverstone
Hot-Lap 8 Imola	→	Race 8 Imola
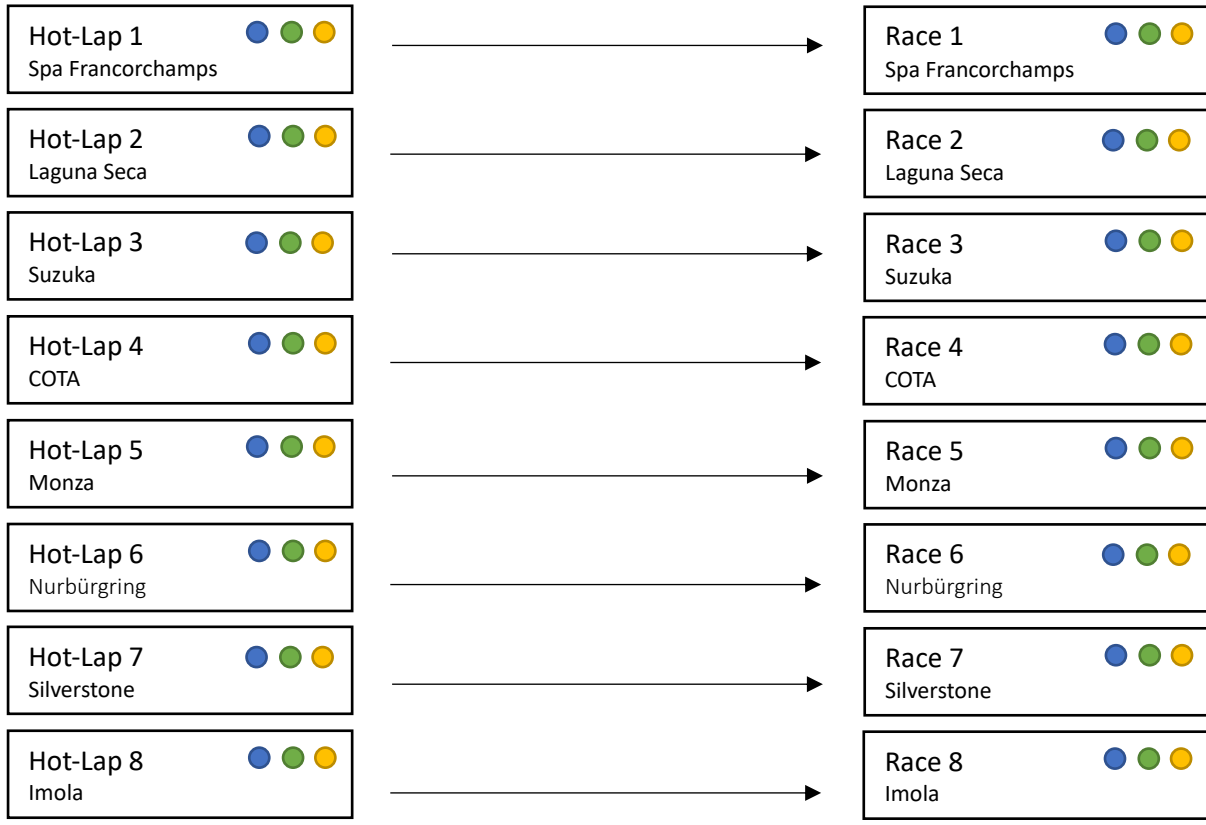
Top 3 from each Qualification Race compete in the Regional Finals against other drivers from each Race.

| Race 1 Spa Francorchamps |
| Race 2 Laguna Seca |
| Race 3 Suzuka |
| Race 4 COTA |
| Race 5 Monza |
| Race 6 Nurbürgring |
| Race 7 Silverstone |
| Race 8 Imola |

Regional Finals Europe
Track TBD
24 drivers – Game ACC

Regional Finals NA
Track TBD
24 drivers – Game ACC

Regional Finals APAC
Track TBD
24 drivers – Game ACC
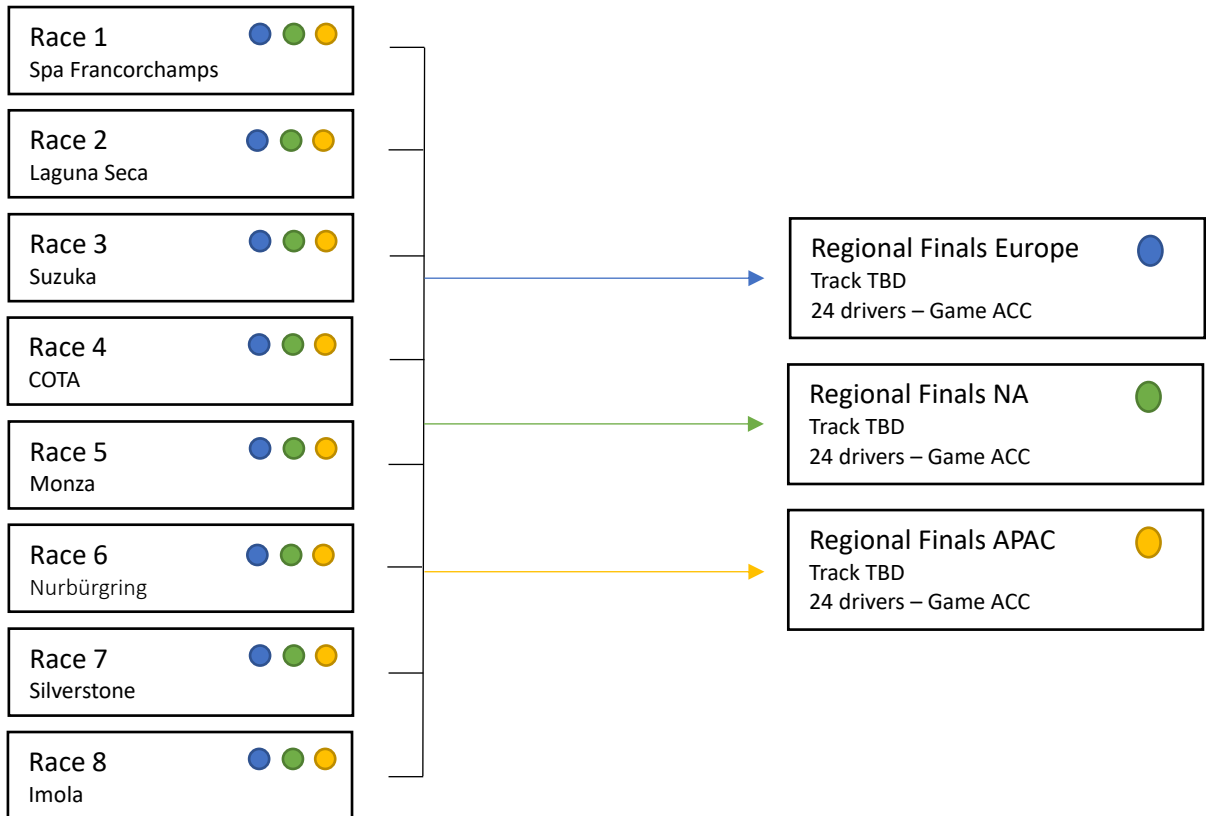
8.8 Series calendar

Session	Regions	Game	Track	Car	Date
Hot-Laps 1	All	ACC	Spa Francorchamps	Ferrari 488 Challenge Evo	May 1st – May 7th
Hot-Laps 2	All	AC	Laguna Seca	Ferrari 488 GT3	May 8th – May 14th
Hot-Laps 3	All	ACC	Suzuka	Ferrari 488 Challenge Evo	May 22nd – May 28th
Hot-Laps 4	All	AC	COTA	Ferrari 488 GT3	May 29th – June 4th
Race 1	All	ACC	Spa Francorchamps	Ferrari 488 Challenge Evo	June 11th – July 20th
Race 2	All	AC	Laguna Seca	Ferrari 488 GT3	June 11th – July 20th
Race 3	All	ACC	Suzuka	Ferrari 488 Challenge Evo	June 11th – July 20th
Race 4	All	AC	COTA	Ferrari 488 GT3	June 11th – July 20th
Hot-Laps 5	All	ACC	Monza	Ferrari 488 Challenge Evo	July 17th – July 23rd
Hot-Laps 6	All	AC	Nurbürgring	Ferrari 488 GT3	July 24th – July 30th
Hot-Laps 7	All	ACC	Silverstone	Ferrari 488 Challenge Evo	July 31st – August 6th
Hot-Laps 8	All	AC	Imola	Ferrari 488 GT3	August 7th – August 13th
Race 5	All	ACC	Monza	Ferrari 488 Challenge Evo	August 24th – September 12th
Race 6	All	AC	Nurbürgring	Ferrari 488 GT3	August 24th – September 12th
Race 7	All	ACC	Silverstone	Ferrari 488 Challenge Evo	August 24th – September 12th
Race 8	All	AC	Imola	Ferrari 488 GT3	August 24th – September 12th
Regional Final	APAC	ACC	TBD	Ferrari 296 GT3	September 23rd
Regional Final	NA	ACC	TBD	Ferrari 296 GT3	September 24th
Regional Final	Europe	ACC	TBD	Ferrari 296 GT3	September 30th
Grand Final	All	ACC	TBD	Ferrari 296 GT3	October 12th

8.9   **Series broadcasting**

The Ferrari Esports Series media and broadcasting will be managed by the event organisers. Individuals, participants or other third parties require explicit permission to stream, broadcast, record, or produce other forms of media of the Ferrari Esports Series.

If explicit permission is given, the event organisers may have broadcast requirements including but not limited sponsor logos, brand packages, broadcast data sharing agreements, and quality restrictions.

9.0 Tournament Configuration

9.1   **Driver assists**

The following driver assists for both games will be enforced. Where possible, the tournament server will enforce these settings automatically. Drivers are required to comply with these assist settings regardless of server configuration.

- Traction Control (TC) – Allowed.
- Anti-Lock Braking System (ABS) – Allowed.
- Stability Control – Not Allowed.
- Auto Clutch – Allowed.
- Custom Car Setup – No Restrictions.

Driver assists will be monitored using client and server-side plugin data. Any lap set that is not compliant with the assists will be invalided and not display on the tournament leaderboard.

9.2   **Driver standings**

The Ferrari Esports Series is an elimination style format with no consecutive races in the same stage, therefor, does not use a points system. Driver standings during the Hot-Lap Qualification stage will be in order of fastest valid lap time (0:00.000). Driver standings during the Qualification Races, Regional Finals and Grand Finals will be in order of driver finishing position (final classification).

9.3   **Session server configuration**

Tournament servers will have pre-defined profiles for each session type. Hot-Lap Qualification will be run on the "Qualifying" session type for Assetto Corsa and Assetto Corsa Competizione. Qualification Races, Regional Finals and Grand Final races will be run on the "Race" session type. All sessions will have preset weather and track conditions to prevent randomised scenarios and setup consistency.

9.3.1 Hot-Lap Qualification Profile

- Session length: 20 minutes (repeated).
- Day: Sunday.
- Time of day: 12:00 midday.
- Ambient Temperature: 22.0C.
- Cloud Level: 0.1.
- Rain: 0.0.
- Weather Randomness: 0.

9.3.2 Race Profile

- Race length: 50%.
- Day: Sunday.
- Time of day: 12:00 midday.
- Ambient Temperature: 22.0C.
- Cloud Level: 0.1.
- Rain: 0.0.
- **Weather Randomness: 0.**

Race length may be displayed in the form of time or a percentage but will have a lap count conversion specific to each track.

9.4   Assetto Corsa driver configuration

Drivers participating on Assetto Corsa are required to install the PTracker plugin. A download link and guide on correctly configuring the PTracker plugin can be found here.

9.5   Hot-Lap server restarts

If a Hot-Lap server needs to be restarted due to server maintenance by tournament organisers, competitors will be notified in Discord 5 minutes prior to the restart so any ongoing Hot-Laps can be completed. If a server is empty, no notification will be sent.

If a Hot-Lap server is restarted due to technical issues, glitches, loss of network or otherwise, a warning or notification may not be given. Drivers on any valid Hot-Lap during such incident will not have their time saved. Hot-Laps set in a server session (20-minute intervals) during a server restart for technical issues may not have their lap time saved and will need to set a new or better lap time.

9.6   Hot-Lap validation

A Hot-Lap will only be eligible for display on the tournament leaderboard if a data recording from the tournament server is present and marked as valid. Demo recordings for laps may be required but is not stage 1 proof of lap validation and cannot be used to reinstate a deleted

lap time due to server restarts. Data validation checks for configuration compliance and track limit violations.

9.7   Race restarts

Races will not be restarted for individual issues with participants, their simulators or hardware, driver ping, and for on-track racing incidents.

Races will only be restarted if a major issue endangers tournament proceedings, this may be caused by but is not limited to game wide issues, technical difficulties with game servers or tournament wide hardware.

If a race restart occurs, participants and any other invested party will be made aware of necessary schedule changes. The tournament organisers will communicate any extended delays or event cancellations.

10. Driver Regulations

10.1   Attendance

Drivers must be prepared to attend schedules event sessions. If a driver cannot attend any stage of the series, they must inform the tournament organisers via the tournament ticket system or the Ferrari Esports Series Discord server.

Drivers who fail to attend or leave and attempt to re-join an active event session will not be permitted to re-join any part of the event, including ongoing races.

10.2   Check-In

Drivers must check-in for their schedules event sessions no less than 15 minutes before the schedules start time via the dedicated channel in the Discord server. Failure to do so may result in removal from the tournament.

10.3   Drivers briefing

All drivers must be connected to the drivers briefing voice channel in the Discord server 15 minutes prior to the event start for an event briefing by the tournament organisers unless otherwise specified prior to the event.

10.4   Session verification

Drivers are required to save all demo recordings of their Hot-Laps and Races throughout the entirety of the series. This is done by using the in game demo system for both Assetto Corsa and Assetto Corsa Competizione. Tournament organisers may ask for your recordings to verify lap time data or to investigate a racing incident.

Failure to provide a Hot-Lap or Race demo when requested may result in penalties or removal from the tournament. Drivers are encouraged to record other evidence of any session time such as screen recordings, player cameras including footage of input devices, but this data is not explicitly required.

If session data cannot be verified due to lack of demo recordings. The tournament organisers reserve the right to remove any stage 1 validated data from the participant which may result in removal from the tournament. Tournament organisers will request the next best lap-time demo recording in case of data removal for Hot-Lap qualification.

10.5   Track etiquette

The driver is expected to maintain control of their vehicle and drive in a safe manner without being a danger to others on track, this includes intentional contact, revenge tactics, and brake checking. Tournament organisers acting as race control reserve the right to penalise or disqualify a driver from a race at any time if they cannot do so.

Race control decisions of this manner cannot be appealed.

10.6   ESC or pause

Drivers may use the pause menu or ESC button to return to pits if damage to their car causes it to be undrivable. Drivers cannot intentionally crash out of a race or retire on track. This may lead to an unfair advantage for other participants or cause a distraction.

10.7   Race start

Unless otherwise specified, races will begin with a standing start.

Drivers who jump start races will be automatically penalised, any automatic penalties are upheld. Drivers are responsible for slotting themselves in the correct grid position if necessary. Any driver that fails to comply with on screen prompts or race instruction at the start may end up at the end of the pit-lane for the race start, if this happens, drivers must wait for all racers to pass the end of the pitlane before leaving the pitlane.

Drivers must be aware of different acceleration speeds, traction, or other factors between racers during a race start and react accordingly.

10.8   Race finish

When a race is finished, drivers are expected to continue back to the pit entry manually at a minimum of 50% pace as not to impede any driver still racing on track. Drivers are not allowed to stop on track or pause until they are back to the pits safely once they've crossed the finish line.

10.9   On track battles

There is an expectation of driver's behaviour when involved in on track battles. On track battles can be close but drivers are still expected to drive with respect and due care. Drivers must leave a cars width of room if there is overlap during on track battles.

Overlap is when an approaching vehicle is alongside another vehicle. An approaching vehicle must be at least in line with the other vehicles rear wheels to be considered overlapped/alongside the other racer.

Drivers must not intentionally force another driver off the track or ignore a vehicle that is overlapped during an on-track battle at any point, including with entry and exit to a corner. If a driver is ahead on the racing line but has an overlapped car on the inside, they must leave enough room for the overlapped car to make the corner. If a driver is exiting a corner but has an overlapped car on the outside of them, they must leave enough room for the overlapped car to also exit safely on the outside.

Contact with other cars to gain an advantage such as slowing yourself down, pushing a car deeper past a braking zone, tapping/nudging or swiping is strictly forbidden. Racing is a non-contact sport. Drivers must not weave intentionally during full race pace or a green flag scenario.

10.9.1 Overtaking

It is the approaching cars responsibility to assess if an overtake is safe. Diving into the apex of a corner to force a fellow racer to avoid contact is considered dangerous and will be assessed by race control on a case-by-case basis.

Overtaking is started by the approaching car being at least alongside the car in front up to its rear tires. If an overtake is initiated, both drivers must leave enough space for both racers to remain on track safely. Vehicle speed is a consideration during these scenarios, specifically whilst cornering.

It is always a driver's responsibility to be race aware and know they are about to or being overtaken.

10.9.2 Defending

A defending driver must not force an overtaking driver off the track. Defending drivers cannot change direction more than once during an overtake or to defend a position from an approaching vehicle. Drivers must not change direction unexpectedly in the braking zone and must be prepared to maintain position or leave enough space on corner exit for an approaching driver. Drivers found at fault for forcing others off track during defending may be penalised.

Drivers must not brake test approaching drivers. Brake testing is braking unexpectedly with a driver close behind outside of expected braking zones, such as on a long straight.

10.10   Track limits

Drivers must remain within the track limits during any Hot-Laps or Races. The track limits are defined by the white lines on the edge of the track. Kerbs are included in the track limits. The games may handle track limit penalties. In a situation where track limit penalties are not handled by the game, race control will review track limit violations and may penalise drivers.

Race control may review demo recordings to check for track limit violations and retroactively apply time penalties to drivers breaching track limit rules.

10.11   Track re-entry

It is a driver's responsibility to re-enter the track safely and not to impede or distract other drivers if they have been spun or found themselves in a situation where they are off track or facing the wrong direction.

A driver must assess their situation and that of others around them before taking action to adjust direction or re-enter the track. Failure to do so may result in penalties.

Drivers exiting the pitlane must remain on their side of the pit-lane exit line before re-joining other drivers actively racing. Drivers racing within the pitlane is allowed, however must not impede drivers on track when re-joining if this is the case.

10.12   Racing line and weaving

Drivers on the inside of an overlap situation or overtake has priority of the racing line but cannot out-brake themselves to force inside control, otherwise known as diving or "dive bombing". Drivers defending the racing line can only changing direction once and must not excessively weave to defend the racing line.

10.14   Driving the wrong direction

It is forbidden to drive the wrong direction around the track except for moving a vehicle from a dangerous position, such as a vehicle spun into the wrong direction. Driving the opposite direction from a dangerous position that causes a more dangerous position is not allowed.

10.15   Pitlane etiquette

Drivers must adhere to in-game rules for the pitlane. You may be penalised for exceeding the pitlane speed limit or by going over the pitlane exit line when re-entering the track. Drivers are expected to leave necessary space when re-joining the pitlane from their pit box. An unsafe release is when a driver is forced to brake or take avoiding action due to a vehicle leaving its pit box. Causing an unsafe release may result in penalties.

10.16   Ghost incidents

Ghost incidents are described as contact between 2 cars without visual contact being made. In case of ghost incidents, Race Stewards will form a decision on if the contact could have been avoided or was causes by specific driver action.

In a Ghost incident scenario, if a driver is over the maximum ping threshold at the time, the incident will be ruled against them.

11.0 Flags

11.1   Green flag

No incident or incident clear. Continue racing at full pace. Race start.

11.2   Yellow flag

Incident on track, drive carefully and be prepared to reduce speed if necessary. Drivers are not prohibited from overtaking under a yellow flag. Drivers who do overtake under a yellow flag condition and cause an incident due to heightened risk, may receive a stricter penalty.

11.3   Blue flag

A driver is lapping you and is fast approaching from behind. Do not impede their racing and let them pass in a safe manner. It is important to driver in a predictable manner in this scenario. If a driver is found to have impeded the lappers race, they may be penalised.

11.4   White flag

Slow car moving on track, drive with care and heightened awareness and be prepared to take avoiding action is necessary.

11.5   Black and white diagonal flag

A black and white diagonal flag may be shown to the driver by the game for not respecting track limits or driving with unsportsmanlike behaviour. This is a warning flag to the driver to respect the race rules.

11.6   Black flag orange circle

Technical fault with driver's vehicle, driver must return to the pits manually to fix an issue on the vehicle, unless the car is undrivable, drivers must not use the "Return to Pits" option. If you are in a wet weather race, you may need to turn on rain lights to prevent this flag from appearing.

11.7   Black flag

Driver disqualified for unsportsmanlike conduct.

11.8   Chequered flag

Race is finished, manually drive back to the pits to complete the cool down lap. Do not stop on track or impede those still racing**.**

12.0 Incidents and Penalties

12.1   Incidents

Incidents involving 1 or more drivers can involve but is not limited to the following.

- Dangerous driving.
- Causing a racing incident or collision on purpose.
- Causing a disadvantage to another driver.
- Forcing another driver off the track.
- Forcing another driver to take avoiding action.
- Illegally preventing an overtake.
- Impeding another driver during an on-track battle.
- Tapping or boosting.
- Brake checking another driver.
- Being disrespectful, using bad language or having a poor attitude to other drivers or tournament organisers and spectators.
- Violating track limits.
- Joining the track unsafely or without care.

12.2   Game specific incidents

The games may hand out automatic penalties for contact or violating track limit rules these penalties will be upheld. Race Stewards and Race Control will actively review automatically applied penalties to ensure they are accurate in nature and take necessary action if they deem a game penalty to have been applied in error.

12.3   Penalties

The tournament organisers reserve the right to manually apply penalties to participants as they deem necessary throughout the Ferrari Esports Series. These penalties may vary in judgement and are reviewed on a case-by-case basis. Some of the penalties may include but not be limited to the following.

- Additional time applied to race classification.
- Starting from the back of the grid.
- Drive through penalty.
- Stop and go penalty.
- Warning.
- Disqualification from session or event.
- Disqualification from Ferrari Esports Series.

12.4   Severe violations

Some violations are extreme enough to warrant penalties that may extend beyond the Ferrari Esports Series 2023 season. Penalties will be applied given the severity of each case, but some violations considered to be severe include the following.

- Cheating/Hacking or any form of game file manipulation
- Assault against other participants, tournament organisers or spectators
- Targeted hate attacks, racism, and discrimination
- Colluding or intentional on track sabotage to gain a significant advantage.
- Doping
- Fraud

Should a participant be found to violate any of the above points, the tournament organisers may consult with Ferrari, or external committees to report participant actions for further sanction. These violations may include disqualification from the 2023 and more/future seasons, and other tournaments both in and outside of racing within esports.

12.5   Cheating/hacking and exploiting definitions

Cheating, hacking, and exploiting is defined strictly forbidden. This includes use of software or hardware that changes the game, it's files, the tournament system, plugins, monitoring software, equipment throttle/brake/clutch/steering input to gain an advantage.

Any participant suspected of using these methods to circumvent the regulations will be investigated. If there is evidence of use of any third-party software or methods listed, a participant is subject to disqualification from the Ferrari Esports Series.

If a driver is unsure if a piece of software may be against the rules, they are encouraged to contact the tournament organisers to get an answer.

Exploitation of the game or any errors within it, including bugs, is prohibited. If a driver is unsure if a game bug or anomaly is against the rules, they are encouraged to contact the tournament organisers.

Tournament organisers reserve the right to withhold any prizes, including prize money, if they suspect a participant is cheating.

12.6   Race Stewarding

The tournament organisers will have admins acting as live race stewards and race control for tournament races to ensure racing integrity is maintained. Race stewards may apply penalties during the race or retroactively apply penalties after demo review. The severity of penalties will depend on the violation.

12.7   Protests

Drivers have the right to raise concern or protest a stewarding decision. Participants must raise these concerns immediately after a race or session, within 15 minutes of the race ending, within the Ferrari Esports Series Discord server using the designated ticket system.

Drivers must be prepared to provide the following information to protest a stewarding decision or a racing incident.

- Race the incident occurred.
- Region.
- All names of drivers involved in the incident.
- Detailed description of incident from protester perspective.
- Demo recording that includes the incident and timestamp of when the incident occurred.

If the decision being protested has already been reviewed or has occurred after the race has ended, the decision cannot be protested. Tournament organisers will contact all necessary parties during a protest to collect information if required to form a decision.

If a driver is protesting, they may only protest once incident at a time. Driver protests or reports that are false, include misleading information, are rude or abusive towards other drivers or tournament organisers, will not be considered and action against the driver may be taken.

Is it a driver's responsibility to save and provide and telemetry or replies requested.

Race steward decisions are final and must be respected.

12.8   Penalty notification
All penalties will be posted in the Ferrari Esports Series Discord server under a penalties channel for transparency. These will be divided between race and post-race.

13.0 Technical Issues

13.1   Game bugs and crashes
If an event is experiencing game bugs or crashes for an individual participant, they are encouraged to report these issues immediately to the tournament organisers. A race will not be restarted for an individual participant.

If drivers are experience game crashing at any stage throughout the series, please report it the tournament organisers immediately so steps can be taken to rectify or alleviate any problems.

It is recommended that drivers report game bugs they encounter so the tournament organiser can advise or feedback any data to the relevant parties.

13.2   Server crashes
In the event of a server crash during a race, there are a few different outcomes depending on the race distance completed.

Tournament organisers will provide updates where necessary during these technical issues whilst they work on resolving any potential issues and mitigating them from happening in the future.

The outcomes of a server crash are as follows.

- Race under 25% complete: Race is restarted with original grid positions.
- Race is over 25% complete but under 85% complete: Race is restarted with current grid positions minus 1 lap.
- Race is over 85% complete: Race likely to be classified as complete and final classification will be current positions minus 1 lap.

Above 25% race distance, a crash or stoppage is treated like a red flag race suspension, any restarts above 25% race distance will be restarted minus their already fully completed laps.

Some of these scenarios may require server configuration to be manually changed during an event. If this is the case, tournament organisers will communicate any event schedule changes through provided channels when available.

13.3 Network issues

If technical issues involving the game network or server hosting platform, delays may be too long to delay an event. If this occurs, tournament organisers will communicate when the event is being re-scheduled.

13.4 Hardware issues

If an individual is experiencing issues with personal hardware, the event will not be delayed, suspended or cancelled. If a driver is experiencing issues with hardware provided to them by the tournament organiser, please inform us immediately so we can provide technical assistance.

Driver Agreement

14.0 Code of Conduct

14.1 Participant conduct

Participants are expected to respect the code of conduct and act in a reasonable, respectful manner always whilst competing in the Ferrari Esports Series 2023 to all other competitors, tournament and production staff, and spectators. Participants that are not able to abide by the regulations laid out in this rulebook and the code of conduct will be considered ineligible for the Ferrari Esports Series and may be removed from the tournament as a result.

For all activities involving the Ferrari Esports Series, participants are expected to conduct themselves in a manner that reflects positively on the organisers and shall not engage in activities harmful to their business, reputation or any relationships with individuals or partners.

For events that occur both online and offline, on the tournament platform, Ferrari website, Discord server, messengers or social media, drivers are expected to adhere to the standards of good sportsmanship at all times. Participants are prohibited from acting in the following manner.

- Use of hate speech. Participants must not use any language or gestures that are deemed obscene, vulgar, offensive, insulting, libellous, defamatory, abusing or threatening by the organisers.
- Harassing, bullying, and any type of threat is strictly prohibited.
- Lack of compassion, treat others as you would like to be treated.
- Participants must be honest, committed to integrity and fair play.
- Violating any law, rule, or regulation.
- Trolling, targeting, or posting inflammatory, extraneous messages to individuals or organisations anywhere online, including but not limited to forums, chat rooms, social media feeds, and videos.
- Racist or discriminatory behaviour, phrases or gestures that are deemed offensive to the dignity or integrity of an individual, group of people, or organisation, that target race, social origin, gender, language, religion political or personal opinions, financial status, birth or any other status, sexual orientation, or any other reason.
- Participants will not accept any gift or bribe from anyone for services promised in connection or relation to the event.
- Participants or those connected to participants will not be involved in betting of gambling, race/match fixing that may benefit both directly and indirectly from betting or gambling.
- Participants must not post negative, disruptive or brand damaging content on any forms of social media about the organisers, individuals, groups of people, brands, and partners of the game, Ferrari, Kunos Simulazioni, and EPIC.LAN. Including but not limited to images and videos of game bugs.
- Participants must be respectful to all individuals and organisers always involved with the event.
- Wearing articles of clothing that violate any of the above points, or physically displaying items in view of broadcasted camera feeds that violate the above.

14.2   Fraudulent activity

The event organiser reserved the right to disqualify and remove any participant from the competition if they are found to be involved in fraudulent activity, including but not limited to.

- Software modification to either your operating system, the game client, the tournament system, leaderboards, plugins, or third party software allowing functionality that the developer did not intend, or to gain and unfair advantage.
- Hardware modification including malicious changes to personal or provided systems, racing or simulation equipment, that cause it not to operate as originally intended, or to gain an unfair advantage.
- Alteration of results, times, demos or video files by splicing or other means, to gain a lasting advantage in any stage of the tournament.
- Impersonation of anyone, specifically other participants, including playing on other registered members Steam accounts and racing under a name that is not your own.
- Colluding with other participants or individuals that may affect the outcome of the tournament.
- Participants are required to notify the tournament organisers of exploits or game bugs that aid participants or achieve a lasting advantage within the tournament. Or if a competitor is involved in any of the above articles.

Any conduct that is considered to violate the regulations laid out in this rulebook, the code of conduct and driver agreement is punishable at the sole discretion of the organiser and may result in disqualification from the Ferrari Esports Series.

14.3   Non-disclosure agreement (NDA)

Whilst participating in the Ferrari Esports Series 2023, you may be given early or exclusive access to content by the event organisers, including Ferrari, that is not yet public. To be eligible to receive this content you must agree not to discuss the content you may receive access to publicly or privately.

Breaching this NDA may result in disqualification and a ban on any future Ferrari Esports Series, as well as any future tournaments hosted by EPIC.LAN. Furthermore, you may be fined, or have prizes and prize money deducted by the organiser or Ferrari themselves for a breach of this NDA, the sum of which would be decided upon based on the nature or magnitude of the breach.

14.4   Results embargo

To enhance the quality of the Ferrari Esports Series production value, all session results, unless previously published by the tournament organiser are under a results embargo until lifted by the tournament organiser. Outside of registered event participants, session results must not be shared outside of official channels until permitted. Including finishing positions, pictures, demos, video recordings and private footage.

Breaching this embargo may result in disqualification and a ban on any future Ferrari Esports Series, as well as any future tournaments hosted by EPIC.LAN.

By registering you agree to adhere to the Regulations in this Rulebook, the Code of Conduct, and Driver Agreement.

15.0 Authorisations

15.1   Authorisation for use of images and audio/video recordings

By registering, you authorise the following.

Ferrari S.p.A., a sole shareholder company under the direction and coordination as per art. 2497 of the Italian Civil Code of Ferrari N.V. (the Netherlands), with registered office in via Emilia Est 1163, 41122 Modena, Italy, VAT No. 00159560366 ("Ferrari") to carry out, directly or through people appointed, filming, audio / video recordings and photographs of my person ("Materials") to be published and broadcasted, even in part:

- During Live events broadcast on the Ferrari Esports Series 2023 channel on the Twitch platform.
- On Ferrari S.p.A. websites (e.g., https://www.ferrari.com/).
- On Ferrari S.p.A. social network channels of (e.g., YouTube, Facebook, Twitter, Instagram, TikTok).
- On brochures, leaflets, and other media and/or reproduction tools used, distributed and/or broadcasted on Championship events and/or Ferrari promotional messages.

lending with this Agreement his/her explicit and free consent in accordance with art. 96 of the Italian Law 633/1941; as envisaged by art. 97 l. 633/1941, in any case excluding any use of the portrait that could harm the honour, reputation or decorum of the person portrayed, shot, or recorded.

With this Agreement I grant Ferrari, who accepts, pursuant to art. 10 of the Italian Civil Code, an exclusive license, unlimited and for the whole world, transferable to third parties, for the use of the Materials and includes the rights set forth in articles 12 et seq. of the Italian law n. 633/1941, including for example: right of publication; right of reproduction in any way or form; right of transcription, assembly, adaptation, processing and reduction; right of communication and broadcast (e.g., through computer-readable form, digital channels, etc.), with any technical means, the right to keep copy of the Materials, in digital form and on any technological support currently known or of future invention for the purposes and within the limits defined above, waiving any claim, even of an economic nature, about future uses of the Materials referred above, considering any use of the images completely royalty-free and recognizing that this Agreement is signed freely and voluntarily.

15.2   Authorisation on information about personal data processing

By registering, you authorise the following.

The undersigned, pursuant to art. 13 of EU Reg. 2016/679 (GDPR), you are informed by Ferrari S.p.A., as Data Controller, on the processing of your personal data:

Purpose: to record, transmit, reproduce, and broadcast on its own channels and/or websites, and through its distributors and suppliers, the images and/or videos made on the occasion of the Ferrari Esports Series 2023, including all its stages of development, such as competitions and identification of the winners, as well as, in a second time, to provide information and promote the event.

Legal basis: consent of the data subject (the undersigned). The consent to the provision of data is free and optional. Failure to provide it will result in exclusion from filming or photographs and the impossibility of creating and broadcasting the Materials.

Processing methods: the data will be processed in compliance with the principles of relevance, completeness, and non-excess in relation to the purposes for which they are processed. Personal data are processed in compliance with the principles of lawfulness, correctness, and transparency, using adequate tools for their registration and storage and in any case in such a way as to guarantee their security and protect the confidentiality of the data subject. Specific security measures are observed to prevent data loss, illicit or incorrect use and unauthorized access. The collected Materials will be stored, in electronic form and on technological supports, for the purposes and within the limits defined above. Categories of subjects to whom the data may be communicated: the data subjected to filming, recordings and videos will be published and broadcasted within the limits of this Authorization. Personal data may be communicated to employees, collaborators, and suppliers of Ferrari S.p.A., as well as to any person to whom the current legislation provides must be communicated for the correct fulfilment of the obligations connected with the execution of this Authorization and, in any case, to the extent that this is strictly necessary for the achievement of the aforementioned purposes and in compliance with the RGPD and Legislative Decree 196/2003.

Data retention period: the personal data collected will be kept for the period in which the videos are published and made available on the channels and in the manner referred to in the Authorization. Beyond their publication and broadcast, the data collected may be kept by the Data Controller for the fulfilment of legal or contractual obligations, at the request of the judicial authority and for the defence of the Data Controller's rights for the time allowed by law and within the limits of what is necessary for each purpose.

Rights: the data subject is entitled to the rights referred to in Articles from 15 to 22 RGPD, if they are not in conflict with contractual obligations, also deriving from this Authorization, or with the law concerning the retention of the data (in short: access rights, rectification, opposition, limitation, portability). Data subjects also have the right to lodge a complaint with the Guarantor Authority and to contact the judicial authority for the defence of rights; moreover, the right to object to the processing carried out for marketing purposes is always recognized, without prejudice to the lawfulness of the treatments previously carried out by the Data Controller. To exercise the rights, data subjects can contact the Data Controller with a written request using the contact details indicated above.

By registering you DECLARE that I have read the Information for the processing of personal data and consequently CONSENT for Ferrari S.p.A. to process my personal data for the purposes and in the manner described above.