



## **Esports Series**

# **Competition Rulebook**

Version 1.1

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## 1 Racing Unleashed's Vision

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

**Promote Sim Racing as a Competitive Mass Sport:**

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

**Bridge the Gap Between Virtual and Real Motorsports:**

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

**Global Accessibility:**

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

**Foster Talent Development:**

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

**Provide a Spectacle for Fans:**

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

**Innovate Through Technology:**

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

**Encourage Sustainability in Motorsports:**

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

## 2 Introduction

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This is the 2024/25 edition of the official rulebook (“**Competition Rulebook**” or “**Rulebook**”) for the “RU Esports Series” (also referred to as the “**Competition**”). The Competition comprises LAN-based events in which drivers (“**Drivers**” and each a “**Driver**”) compete in-person in a RU Racing Lounge (“**Lounge**”) by playing the Assetto Corsa Pro simulation (“**Game**”) in a multi-round league championship scheduled as follows:

Date	Round	Format
26.10.2024	Race 1	1
23.11.2024	Race 2	2
14.12.2024	Race 3	1
18.01.2025	Race 4	2
15.02.2025	Race 5	1
15.03.2025	Race 6	2
12.04.2025	Race 7	1
10.05.2025	Race 8	2

The Competition shall determine the ultimate winners (and runners up) of the RU Esports Series. The ultimate winning Driver shall be awarded the RU Esports Series Driver Title for 2024/25.

This Competition Rulebook governs the operation of the RU Esports Series for the 2024/25 season. The RU Esports Series consists of all activities (whether online or offline) that are outlined in this Rulebook. This Rulebook applies to the Drivers participating in the Competition (“**Participants**” and each a “**Participant**”). By taking part in the Competition, all Participants agree that it is governed by, and that they will abide by, the Terms and Conditions (as defined in Section 3.2). Racing Unleashed AG (“**Racing Unleashed**” or “**RU**”) reserves its rights to alter, amend or supplement this Competition Rulebook from time to time as it considers desirable to do so.

### 3 Promoter and Terms of Entry

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- 3.1. The promoter and operator of the RU Esports Series is Racing Unleashed.
- 3.2. By entering the RU Esports Series in whatever manner and at whatever stage each Driver accepts the following terms and conditions (to the extent that they apply to a particular Participant) (together the “**Terms and Conditions**”):
  - (a) this Competition Rulebook and the Participation’s Handbook for Drivers and other participants who take part in the RU Esports Series (together the “**Sporting Rules**”), which shall be made available at [Racing Unleashed | The Racing Unleashed Leagues](#); and
  - (b) the terms of use and the privacy policy of the official Racing Unleashed website at [AGB V2 24.1.2020 EN / Privacy-Policy V3 08.09.2023 ENGL.pdf](#) (the “**Website**”) as updated from time to time.
- 3.3. By participating and/or attending the RU Esports Series, Participants:
  - (a) agree to the Terms and Conditions (to the extent they apply to a particular Participant);
  - (b) acknowledge that the Sporting Rules shall be applied by the Officials (as defined in Section 8 together with Racing Unleashed and their appointed agencies (together the “**Administration**”) at their sole discretion;
  - (c) acknowledge that the Competition will be filmed and that Racing Unleashed, its group companies and their licensees will be entitled to use and exploit footage relating to the RU Esports Series in its discretion;
  - (d) agree to participate in publicity and media activities relating to the RU Esports Series; and
  - (e) consent to Racing Unleashed, its group companies and their licensees using the Participant’s name, voice, image, slogan, likeness, photographs, images (still and moving), brand, biography, statistics and performance in the RU Esports Series and assigning any intellectual property created during the RU Esports Series (as the case may be).
- 3.4. In respect of the Competition, if there is any conflict between the Participation’s Handbook and this Competition Rulebook, this Rulebook shall prevail.

## 4 General Structure

- 4.1. The Competition is a multiple-round championship involving Drivers using a version of the Assetto Corsa Pro Game to earn championship points.
- 4.2. The Competition has been structured as an eight-race championship (each a “Race”) over the course of 8 months, as follows:

DATE	ROUND	START PRE-Q-PHASE	END PRE-Q-PHASE	PUBLICATION
26.10.2024	Race 1	16.10.2024	25.10.2024	25.10.2024
23.11.2024	Race 2	13.11.2024	22.11.2024	22.11.2024
14.12.2024	Race 3	04.12.2024	13.12.2024	13.12.2024
18.01.2025	Race 4	08.01.2025	17.01.2025	17.01.2025
15.02.2025	Race 5	05.02.2025	14.02.2025	14.02.2025
15.03.2025	Race 6	05.03.2025	14.03.2025	14.03.2025
12.04.2025	Race 7	02.04.2025	11.04.2025	11.04.2025
10.05.2025	Race 8	30.04.2025	09.05.2025	09.05.2025

- 4.3. Any changes to the above schedule shall be communicated to Drivers as soon as reasonably practicable.
- 4.4. An event schedule, detailing the times of sessions and when Drivers are required, shall be issued to Drivers ahead of each Race Event.
- 4.5. In addition to the competition racing, Drivers may be invited to participate in experiential activities and asked to attend media related activities.
- 4.6. Drivers must be available to physically attend LAN event venue(s) plus any other obligations regarding the RU Esports Series for the entirety of the relevant Race Event.
- 4.7. The RU Esports Series consists of two Leagues;
  - (a) Racer League (“**PRO**” or “**RL**”)
 

The Racer League is the Pro-Level series of Racing Unleashed. Participating drivers have earned their place through constant performances in the Challenger League or been given a spot due to their high skill set.
  - (b) Challenger League (“**AM**” or “**CL**”)
 

The Challenger League serves as the amateur-level series of Racing Unleashed. Any driver wishing to participate can register on the website and complete the pre-qualification process. Drivers who qualify within the top 20 are eligible to compete in the main event.
- 4.8. A event venue is equipped with RU simulators and has a maximum number of seats available as follows:

COUNTRY	RACING LOUNGE	MAX ENTRY SLOTS
Switzerland	Zurich	9
Switzerland	Zurich-Kemptthal	7
Germany	Munich	9
Spain	Madrid	6

## 5 Event Registration

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- 5.1. Participants wishing to compete in the RU Esports Series must individually register for each event using the following [Link](#).
- 5.2. The participation in the RU Esports Series is free.

## 6 Competition Points

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- 6.1. Following the conclusion of each Race, Drivers shall be awarded points depending upon their finishing positions in the respective Race, as follows:

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

- 6.2. Full points will be awarded if drivers have completed at least 50% of the race distance.
- 6.3. Half points will be awarded if drivers have completed between 25% and 50% of the race distance.
- 6.4. No points will be awarded if less than 25% of the race distance has been completed.
- 6.5. Following the completion of all Races in the Competition, the RU Esports Series Driver winner (and runners-up) shall be the Drivers with the most Driver Championship Points.
- 6.6. In the event that a Driver ties on points with another Driver following the determination of the Driver Championship Points, the Driver whose aggregate number of Race wins (i.e. the number of Race wins from all completed Races combined) is greater will be considered higher-placed (1st being higher than 2nd). If such aggregate number of Race wins is the same then the Driver whose aggregate number of 2nd place finishes (i.e. the number of times the respective Driver finished in 2nd place in all completed Rounds combined) is greater will be considered higher-placed. If such aggregate number of 2nd place finishes is the same then the aggregate number of 3rd place finishes will be considered, and so on. In cases where two or more Drivers finish with the same aggregate placing after all finishing positions have been considered then the Driver who first achieved the highest race finish shall be considered higher placed. In cases where two or more Drivers do not participate in any Round then they shall be considered tied in last place.

## 7 Prize Money

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- 7.1. A total prize fund of CHF 135,000 shall be distributed to Drivers of the two Leagues by Racing Unleashed based on performance related criteria (as determined by Racing Unleashed in its sole discretion). The prize fund per race shall be awarded directly to the Drivers after each Race of the Competition no later than 45 days, as follows:

Position	Prize Money CL (in CHF)	Prize Money RL (in CHF)
1st	750	3,000
2nd	500	2,000
3rd	300	1,200
4th	250	800
5th	225	600
6th	200	500
7th	175	350
8th	150	300
9th	125	200
10th	100	150

- 7.2. The season end prize fund shall be awarded directly to the Drivers after the conclusion of the last Race of the Competition no later than 45 days, as follows:

Position	Prize Money CL (in CHF)	Prize Money RL (in CHF)
1st	3,000	10,000
2nd	2,500	7,500
3rd	1,500	5,000
4th	1,000	3,000
5th	800	2,500
6th	750	1,500
7th	600	1,200
8th	450	1,000
9th	350	800
10th	300	600

- 7.3. 100% of the prize money specified in Section 7.1 will be awarded if more than 50% of the race distance has been completed.
- 7.4. 50% of the prize money specified in Section 7.1 will be awarded if the race distance completed is between 25% and 50%.
- 7.5. 0% of the prize money specified in Section 7.1 will be awarded if less than 25% of the race distance has been completed.



## 8 Pre-Qualification

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- 8.1. Each Participant must qualify for the Race Event during a designated Pre-Qualification Period ("**Pre-Q**" or "**Pre-Qualification**"), as outlined below:

**(a) Racer League**

Participants are selected based on the fastest 10 lap times recorded during the designated qualification period within each respective Racing Lounge, except the top 10 drivers from the 2023 standings, who are automatically qualified for each event. There is no limit on the number of attempts allowed. Upon arrival at a Racing Lounge, each driver must register to enable the Attendee to configure the necessary settings. Based on the availability of local slots, the highest-ranked drivers will be chosen.

If need be the Sporting Director could allow Guest drivers to selected races if the number of participants falls below 18.

**(b) Challenger League**

Participants are selected based on the fastest 20 lap times recorded during the designated qualification period within each respective Racing Lounge. There is no limit on the number of attempts allowed. Upon arrival at a Racing Lounge, each driver must register to enable the Attendee to configure the necessary settings. Based on the availability of local slots, the highest-ranked drivers will be chosen.

## 9 Race Format

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- 9.1. Each Race Event in the Competition shall involve a number of sessions (each a "**Session**") which are all performed on the same, as follows:

**(a) Warm-Up Session**

Drivers are free to take part in a warm-up session at the respective time and for the respective duration, 15min per Driver and League, (in both cases as communicated to Drivers by Officials in the respective event schedule) (the "**Warm-Up Session**"). Note that Warm-Up Sessions shall be run individually and started by the Lounges.

**(b) Qualifying Session (Format 1)**

A qualifying session for the Race shall take place on the respective track ("**Qualifying**"). Qualifying shall involve Drivers completing one flying lap. The objective of Qualifying is for the Drivers to set the fastest valid single lap time round the track ("**Qualifying Time**") within the allotted time.

Starting positions on the grid for the Race of that particular Round shall be decided by Qualifying. the Driver with the fastest Qualifying Time shall be given grid position 1, the Driver with the second fastest Qualifying Time shall be given grid position 2, and so on.

If a lap is deemed invalid, the Driver will be placed at the back of the grid, with drivers higher in the Drivers Championship standings starting behind those ranked lower. In the first race, should any laps be invalid, starting positions will be randomly assigned using a designated tool.

**(c) Reverse Grid Top 10 (Format 2)**

In Format 2, drivers will not complete flying laps. Starting positions will instead be determined based on the Drivers Championship standings, with the Top 10 positions reversed.

**(d) Race**

After Qualifying and subsequent allocation of the Driver starting grid positions, the Drivers shall complete a race on the respective track ("**Race**"). The Race shall consist of the Drivers racing on the respective track for a race duration of approximately 30min. The objective of the race is for Drivers to finish as high up the final driver standings as possible. Only Drivers who took part in Qualifying are permitted to enter the respective Race unless Racing Unleashed deem it otherwise appropriate based on mitigating circumstances.

- 9.2. It is each Driver's responsibility to be ready to compete in all Sessions. Any delay caused by a Driver who is not ready to compete at the scheduled time may result in the Session commencing without the Driver and/or a penalty being awarded to the Driver.
- 9.3. All cars shall be set to equal performance within the Game for the purpose of all Sessions in the Competition.
- 9.4. In-game assists shall be restricted during all Sessions, except Challenger League who drive in Mode CL. Penalties may be awarded if Drivers compete in the wrong Mode.

## 10 Officials

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- 10.1. The Competition shall be overseen by the RU Esports Series Officials (“**Officials**”) who shall be responsible for on the day adjudication (including administrating any penalty or other warning, in accordance with the Terms and Conditions) including:
  - (a) A number of stewards (“**Race Stewards**”, “**Race Control**” or “**Stewards**”), one of whom shall be appointed “**Head Steward**”;
  - (b) a “**Race Director**”
  - (c) and a “**Sporting Director**”.
- 10.2. The Race Director shall have overriding authority in:
  - (a) the control of all Sessions, adherence to the timetable and, if deemed necessary, the modification of the timetable in accordance with the Terms and Conditions;
  - (b) the stopping of any car in accordance with the Terms and Conditions;
  - (c) the delaying, stopping or suspension of any Session in accordance with the Terms and Conditions;
  - (d) the starting procedure;
- 10.3. The Head Steward shall have overriding authority in administering any penalty or other warning in relation to track related offences and in accordance with the Participant’s Handbook or the wider Terms and Conditions.
- 10.4. The Race Control shall be administering any penalty or other warning in relation to non-track related offenses and in accordance with the Participant’s Handbook or the wider Terms and Conditions.
- 10.5. The Sporting Director may assist the Stewards in their duties.

## 11 Meetings

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- 11.1. At the start of each Race Event, the Stewards shall chair a meeting involving Drivers to discuss processes and regulations related to the respective Race Event (“Driver Briefing”). The Stewards will be available in the Discord Voice Channel at 18:00 to answer any questions.

## 12 Instructions to Competitors

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- 12.1. Officials may give instructions or issue communications to Drivers by means of special circulars which shall form part of the Terms & Conditions. These circulars shall be made available to Drivers either physically, digitally or via email, as deemed appropriate by Officials.
- 12.2. All classifications and results of Qualifying and Races, as well as details of any Penalties issued and/or revoked by the Officials, shall be made available to Drivers either physically, digitally or via email, as deemed appropriate by Officials.
- 12.3. The sharing of any official documentation, including (but not limited to) circulars, instructions, communications, classifications, penalties, results and standings, is strictly forbidden unless approved by an Official.

## 13 Incident Reporting

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- 13.1. After each Race Session, during the Incident Reporting Window (up to 20 minutes post-race), drivers may report incidents that were not previously submitted to Race Control during the session through the reporting form provided by the Sporting Director on Discord or the Lounges.

## 14 Penalty Appeal

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- 14.1. Following each Race Session, and during a Penalty Appeal Request Window (until Sunday 10:00 the day after), Drivers may lodge an appeal against a penalty applied to that Driver by the Stewards in the Provisional Results (“**Penalty Appeal Request**” or “**Appeal Request**”).
- 14.2. To file an appeal, drivers must email Race Control ([racecontrol@racing-unleashed.com](mailto:racecontrol@racing-unleashed.com)) and reference the specific incident number.
- 14.3. Officials shall notify the respective Drivers of the final outcome(s) of a Penalty Appeal, whereby the original penalty shall be upheld, overturned or modified.
- 14.4. Following the closing of the Penalty Appeal Window and after all Appeals have been considered, the Stewards shall issue results to the Drivers which shall include the outcome(s) of any Penalty Appeals (“**Final Results**”). Penalty Appeal outcomes and Final Results are final and cannot be appealed further.
- 14.5. Racing Unleashed reserves the right to adjust Final Results after they have been issued where an administrative error is considered to have occurred.

## 15 Driver Eligibility

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- 15.1. All Drivers must meet all requirements in this Section 13 in their entirety to be eligible to participate in the Competition. Any Driver who does not meet all requirements shall be deemed ineligible and may be removed from the RU Esports Series unless and until such time as Racing Unleashed is satisfied that all eligibility criteria has been met. Drivers agree that Racing Unleashed can investigate and take such other action as it may reasonably require in determining eligibility.
- 15.2. A Driver must be approved by Racing Unleashed to be competing in the Racer League or Challenger League.
- 15.3. Drivers represent their own skills and abilities over the course of the Championship and shall compete to the best of their ability at all times.
- 15.4. The Competition is open to Drivers of all countries where the Game and/or the RU Esports Series is not prohibited or unlawful (each Driver to satisfy themselves as to whether this condition is met) except:
  - (a) persons who are under the age of thirteen (13) or smaller than 155cm;
  - (b) anyone explicitly disallowed by Racing Unleashed.
- 13.5. In participating in the Competition, each Driver confirms that he/she:
  - (a) is eligible to do so and eligible to claim any prize that he/she may win;
  - (b) fully and unconditionally agrees to and undertakes to comply with this Competition Rulebook (and all other agreements, rules and policies referred to in this Rulebook) and any instruction of Racing Unleashed (and/or its nominee) in relation to the Game and/or the RU Esports Series; and
  - (c) accepts that decisions of Racing Unleashed, the Stewards and the wider Administration regarding all matters relating to the RU Esports Series and/or Game are final and binding.

## 16 Personal Information

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- 16.1. By entering the RU Esports Series in whatever manner and at whatever stage, each Participant agrees and consents to the use and reproduction by or on behalf of Racing Unleashed of their name, voice, still and moving (including photographic) images, brand, and/or comments relating to the RU Esports Series without limitation for such promotional, merchandising, marketing and publicity purposes of Racing Unleashed in any and all media worldwide without notice to them and without any fee being paid to them and further agree to take part in such media, marketing and publicity requirements of Racing Unleashed relating to the RU Esports Series (acting reasonably).
- 16.2. By entering the RU Esports Series in whatever manner and at whatever stage, each Participant agrees that any personal information provided by a Participant shall be:
  - (a) controlled and processed in accordance with Racing Unleashed's current published Privacy Policy ([Privacy-Policy\\_V3\\_08.09.2023\\_ENGL.pdf](#));
  - (b) used by Racing Unleashed and their respective agents and suppliers to administer the RU Esports Series, send out prizes and to enable Racing Unleashed to promote the RU Esports Series in any media (including, without limitation, television and online broadcast, publishing channels and on Racing Unleashed's and its partners' social media pages) and in any other manner to which a Participant has expressly consented to;

- (c) passed on to any Racing Unleashed partner in a manner to which a Participant has consented to and used for any additional activities that you have consented to, for example, if a Participant has agreed that Racing Unleashed's partners can contact them, then their data will also be used in accordance with such consents; and

## 17 Limitation on Liability

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- 17.1. Racing Unleashed (and anyone acting on its behalf) accepts no responsibility for any costs associated with any prizes, or a Driver's participation in the RU Esports Series, that are not expressly stated to be its responsibility in the Terms and Conditions. Additionally, each prize winner is solely responsible for all applicable federal, state and local taxes, including taxes imposed on their income.
- 17.2. Racing Unleashed (and anyone acting on its behalf) accepts no responsibility for any damage, loss, liabilities, injury or disappointment incurred or suffered by a Participant as a result of participating in the RU Esports Series or accepting any prize. RU further disclaims any liability for any injury or damage to your or any other person's equipment relating to or resulting from participation in or downloading any materials in connection with the RU Esports Series save to the extent that (i) death or personal injury is caused by RU's negligence; (ii) such liability arises from fraud or fraudulent misrepresentation; or (iii) for any other reason or by any cause which cannot be excluded by law.
- 17.3. Racing Unleashed (and anyone acting on its behalf) shall not be liable for any failure to comply with its obligations relating to the RU Esports Series where the failure is caused by something outside its reasonable control. Such circumstances shall include, but not be limited to, weather conditions, fire, flood, hurricane, strike, industrial dispute, war, hostilities, political unrest, riots, civil commotion, viral outbreak, inevitable accidents, supervening legislation or any other circumstances amounting to force majeure.

## 18 Spirit of the Rules

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- 18.1. All decisions regarding the interpretation of these rules, eligibility, scheduling and staging of the RU Esports Series (including the Competition) lie solely with RU (and anyone acting on its behalf).
- 18.2. All decisions by RU (and anyone acting on its behalf) in respect of the Sporting Rules (including this Competition Rulebook) shall be final. Administration's decisions cannot be appealed (unless the option to appeal is clearly stated) and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.
- 18.3. Racing Unleashed has a right to decide decisions in accordance with this Competition Rulebook, outside this Competition Rulebook, or even against this Competition Rulebook in special cases to guarantee fair play and to ensure the spirit of the RU Esports Series is upheld.
- 18.4. Participants agree to be bound by RU's final decisions (and anyone acting on its behalf).
- 18.5. Racing Unleashed reserves the right to modify the Sporting Rules at any time. This includes (but is not limited to) changes due to software updates or releases, and any other change deemed necessary by Racing Unleashed in the best interests of the RU Esports Series.
- 18.6. This Competition Rulebook shall be applied by Administration in such a manner to ensure the spirit of the RU Esports Series is upheld.

## 19 Cancellation

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

Discord invitation link: <https://discord.com/invite/UKn3khYtny>