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RU ESPORT SERIES

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CHAMPIONSHIP RULEBOOK

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1. INTRODUCTION

This document serves as the official rulebook (referred to as the "**Rulebook**" or "**Championship Rulebook**") for the RU Esports Series (also referred to as the "**Championship**"). This is a multi-round league championship structured as an in-person, LAN-based competition.

The Championship takes place exclusively at official Racing Unleashed Lounges ("**Lounge**"), where all participating drivers ("**Drivers**") will compete on the Assetto Corsa Pro simulation ("**Game**"). This rulebook outlines the regulations, structure, and guidelines that all Drivers must adhere to throughout the series.

This rulebook governs the operation of the RU3 Championship, including all online and offline activities. By participating in the Championship, all Drivers agree to abide by these rules.

Racing Unleashed reserve the right to modify this Rulebook at any time if deemed necessary.

2. PROMOTER & TERMS OF ENTRY

- 2.1. The promoter and operator of the RU Esports Series is Racing Unleashed.
- 2.2. 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 Driver) (together the “Terms and Conditions”):
 - 2.2.1. this Championship Rulebook for Drivers who take part in the RU Esports Series which shall be made available on our website and Discord: [Esports](#)
 - 2.2.2. the terms of use and the [Privacy Policy](#) of the official Racing Unleashed website as updated from time to time.
- 2.3. By participating and/or attending the RU Esports Series, Drivers:
 - 2.3.1. agree to the Terms and Conditions (to the extent they apply to a particular Driver);
 - 2.3.2. acknowledge that the Rulebook shall be applied by the RU Championship Staff (as defined in Section 16) together with Racing Unleashed at their sole discretion;
 - 2.3.3. acknowledge that the Championship 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;
 - 2.3.4. agree to participate in publicity and media activities relating to the RU Esports Series; and
 - 2.3.5. participating in the RU Esports Series, Drivers grant their consent for Racing Unleashed, its group companies, and their licensees to use their name, voice, image, likeness, photographs, and performance statistics from the Championship. This includes assigning any intellectual property created during the series.
 - 2.3.6. agree to join our [Discord](#) servers. Most of our updates, coordination, and discussions will take place there.

3. GENERAL STRUCTURE

- 3.1. The RU3 Championship is a multiple-round championship involving Drivers using a version of the Assetto Corsa Pro Game to earn championship points.
- 3.2. The Championship is a three-round championship that takes place over three months. Each round is comprised of two heats:

Round	Race Date	Start Pre-Q-Phase	End Pre-Q-Phase	Heats
1	26.10.2025	15.10.2025 / 16:00 CET	24.10.2025 / 18:00 CET	2
2	23.11.2025	12.11.2025 / 16:00 CET	21.11.2025 / 18:00 CET	2
3	14.12.2025	03.12.2025 / 16:00 CET	12.12.2025 / 18:00 CET	2

- 3.3. Any changes to the above schedule shall be communicated to Drivers as soon as reasonably practicable.
- 3.4. An event schedule, detailing the times of sessions and when Drivers are required, shall be issued to Drivers ahead of each Race Event.
- 3.5. In addition to the Championship racing, Drivers may be invited to participate in experiential activities and asked to attend media related activities.
- 3.6. 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.
- 3.7. The RU Esports Series consists of two core leagues and an open qualification series. RU1 and RU2 run concurrently on shared event dates, with RU3 serving as the qualification pathway.

3.7.1. **RU1**

RU1 is the renamed Racer League Championship and forms the top tier of Racing Unleashed competition. The inaugural grid will feature returning Racers League drivers, with remaining places filled by selected entrants from other professional championships or teams. From 2027 onwards, RU1 will be populated through promotions from RU2. The series includes prize money and uses a top-level formula-style category car mod, currently the RSS 1. Promotion and relegation take place annually.

3.7.2. **RU2**

RU2 launches in 2026 as a new development championship. It runs alongside RU1 with two half-year seasons (Spring and Fall), each with open qualifiers. The grid consists of the top 20 drivers promoted from RU3. Mid-season, promotion, and relegation occur between RU2 and RU3, while RU1 movement happens at the end of the year. RU2 features prize money and uses the RSS 2 formula-style category car mod.

3.7.3. **RU3**

RU3 is the renamed Challenger League Series and acts as the open entry point into the RU Esports system. Any eligible driver can register through the Racing Unleashed website. The top 20 from the inaugural RU3 Championship advance to RU2, reducing to 10 in future seasons. RU3 uses the RSS 3 formula-style category car mod.

- 3.8. An event venue is equipped with RU simulators and has a maximum number of seats available as follows:

Country	Racing Lounge	Max Entry Slots
Germany	Munich	5
Spain	Madrid	5
Switzerland	Zurich Airport	5
Switzerland	Zurich-City	5

- 3.9. All Drivers who successfully qualify at the Zurich Airport Lounge shall receive an automatic invitation to compete in the Zurich City Lounge for tournament day.

4. EVENT REGISTRATION

- 4.1. Participants wishing to compete in the RU Esports Series must individually register for each event using the following [Link](#).
- 4.2. The participation in the RU Esports Series is free.
- 4.3. Prior to participation in the Championship, all Drivers (or their legal guardians, where applicable) must sign a separate Release Form. This execution is a mandatory prerequisite and serves as official consent for participation.
- 4.4. Participation in the RU1 Championship and the RU2 Championship is strictly restricted to those Drivers who possess a valid and official RU Esports Membership. Possession of this membership is a mandatory prerequisite for entry into the Championships.

5. CHAMPIONSHIP POINTS

- 5.1. 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

- 5.2. Full points will be awarded if Drivers have completed at least 50% of the race distance.
- 5.3. Half points will be awarded if Drivers have completed between 25% and 50% of the race distance.
- 5.4. No points will be awarded if less than 25% of the race distance has been completed.
- 5.5. Upon the conclusion of all Races in the Championship, the Driver with the highest total of Driver Championship Points will be declared the winner of the RU3 Series.
- 5.6. In the event of a tie in Driver Championship Points, the following rules will determine the higher-placed Driver:
- 5.6.1. **Race Wins**
The Driver with the most Race wins will be ranked higher.
- 5.6.2. **2nd Place Finishes**
If there is still a tie, the Driver with the most 2nd place finishes will be ranked higher.
- 5.6.3. **Subsequent Finishes**
This process continues, with 3rd, 4th, and all subsequent positions considered until the tie is broken.
- 5.6.4. **First Highest Finish**
If Drivers are still tied after all finishing positions are considered, the Driver who achieved their highest race finish first will be ranked higher.
- 5.6.5. Drivers who do not participate in any rounds will be considered tied for last place.

6. PRIZE MONEY

- 6.1. The RU3 Series is designated as a qualification series. As such, there is no prize money awarded to Drivers. The primary purpose of this series is to provide a competitive platform for Drivers to qualify for the RU2 Series.

7. PRE-QUALIFICATION

- 7.1. In RU3, a Pre-Qualification phase is required to determine the official Driver roster for each Round. Each Driver must complete this Pre-Qualification during a designated period ("Pre-Q" or "Pre-Qualification"), as outlined below. Only those who successfully qualify within the defined criteria will be eligible to compete in the main event:

7.1.1. **RU3**

For each Racing Lounge, the five fastest drivers, based on their best recorded lap times during the official qualification period, will qualify for the specific round. Drivers may attempt to qualify as many times as they wish. Upon arrival at a Racing Lounge, it is essential that each driver informs the Lounge Attendee of their intention to participate in the qualification, so the correct settings can be applied.

7.1.2. **Qualification Period**

The Pre-Qualification phase for each round will begin on a Wednesday (16:00 CET) and conclude 10 days later, on the Friday (18:00 CET) before the Championship.

7.1.3. **Track**

The two tracks for each round will be announced on the day the Pre-Qualification period begins. The track for Heat 1 will be the official qualifying track that Drivers must compete on to secure one of the 20 grid spots.

8. RACE FORMAT

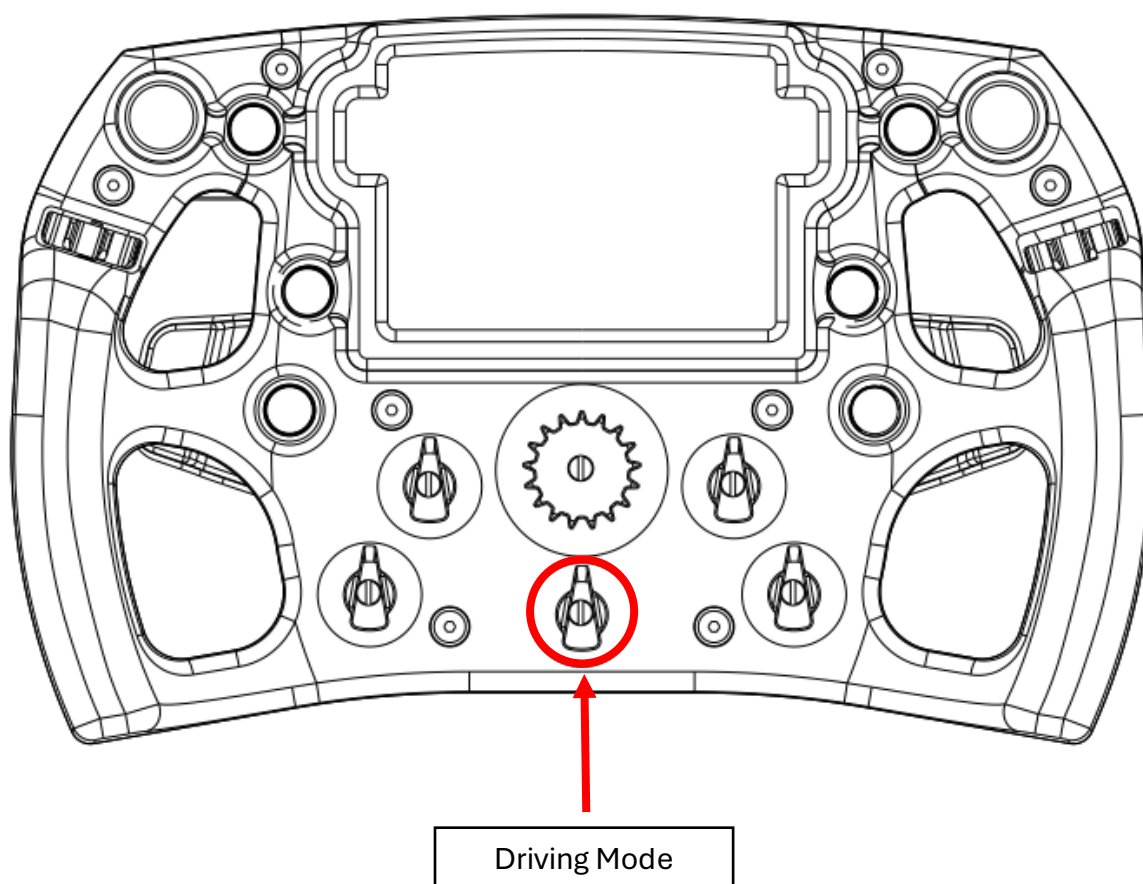
- 8.1. Each Race Event in the Championship shall involve several Sessions (each a **“Session”**) which are all performed on the same day, as follows:
 - 8.1.1. **Warm-Up Session**
Drivers may participate in an individual 20-minute Warm-Up session (**“Warm-Up”**). The specific time for each Driver's Session will be communicated by the Esports Operations Lead in the event schedule. These Sessions will be started by the Lounges.
 - 8.1.2. **Qualifying Session**
The Qualifying Session will be held on the respective track (**“Qualifying”**). During this session, Drivers are required to complete one flying lap with the objective of setting the fastest valid single lap time within the specified time limit (**“Qualifying Time”**).
 - 8.1.2.1. Starting positions on the grid for the Race of that 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.
 - 8.1.2.2. 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.
 - 8.1.2.3. In the result of a tie on the timings, the driver who set the lap time first will be placed ahead of the other driver.
 - 8.1.3. **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.
- 8.2. All drivers are required to be seated in their assigned simulator and connected online for the mandatory driver briefing conducted by the Chief of Sport immediately prior to the start of Qualifying. Failure to attend will result in the driver being deemed ineligible to participate in the event.
- 8.3. Following Qualifying, drivers must remain seated in their assigned simulator until the conclusion of the Race.

- 8.4. 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.
- 8.5. All cars shall be set to equal performance within the Game for the purpose of all Sessions in the Championship.
- 8.6. In-game assists shall be restricted during all Sessions, except RU2/RU3 who drive in Mode CH. Penalties may be awarded if Drivers compete in the wrong Mode.

9. ON TRACK RULES

9.1. Driving

- 9.1.1. The Driver must drive the car alone and without any aids, R Mode for RU1 (other than those permitted by the Sporting Rules, e.g. RU2/RU3 race in CH Mode).
- 9.1.1.1. R Mode
- RU1
(no driving aids -> 0% Traction Control (TC), 0% Anti-Lock Braking System (ABS))
- 9.1.1.2. CH Mode
- RU2 & RU3
(50% TC, 50% ABS)
- 9.1.2. Drivers must make every reasonable effort to always use the track and may not deliberately leave the track without a justifiable reason.
- 9.1.3. A Driver who leaves the track should re-join at the earliest opportunity providing they do not perform a Dangerous Re-entry (as defined below) or gain any lasting advantage.



9.2. Passing and Defending

- 9.2.1. Overtaking is a shared responsibility between the overtaking driver and the driver being overtaken. Both must ensure that any overtaking manoeuvre can be completed safely and under full control.
- 9.2.2. When two cars are reasonably alongside each other, each driver must permit the other sufficient racing room to remain within track limits without contact.
- 9.2.3. A car travelling alone may use the full width of the racetrack. When another car is alongside or attempting to overtake, the driver must adjust their line to allow space and avoid avoidable contact.
- 9.2.4. Overtaking may occur on either side of the racetrack, depending on the circumstances. It is the responsibility of the overtaking driver to ensure that the manoeuvre does not result in contact or force another car off the track.
- 9.2.5. Defensive driving is permitted if it does not involve reactionary or excessive blocking. A driver is entitled to make one move to defend a position but must leave sufficient space if the following car has established overlap.
- 9.2.6. Each racetrack presents unique characteristics. Drivers must respect all track limits and adhere to instructions or clarifications issued in the Race Director's briefing for that circuit.
- 9.2.7. Track limits are defined by the game, exploiting track limits will result in penalties.
- 9.2.8. In sim racing, there is no physical injury risk, but drivers must avoid creating unjustifiable risk. Actions that cause another competitor to spin, leave the track, or lose position unfairly will be penalised.
- 9.2.9. Any incident involving contact, off-track excursions, or potential advantage gained will be reviewed on a case-by-case basis by the Race Director and Stewards using available data and replay footage.
- 9.2.10. Racing room is defined as the minimum space required for a car to remain within track limits and under control without contact with another competitor. Drivers failing to provide or respect racing room may be found at fault.

9.3. Prohibited Behaviour

The behaviour of Drivers within the Game should always meet the expectations of the RUCS (Racing Unleashed Championship Staff) regarding sportsman-like behaviour and clean Racing. The following terms define on-track events which drivers must make all reasonable efforts to avoid without valid justification and/or without gaining a lasting advantage.

9.3.1. 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.

9.3.2. **Blocking**

Two consecutive line changes to defend a position which impedes a vehicle that is trying to pass with each of the consecutive movements OR a move made in reaction to a driver's attacking move.

9.3.3. **Brake Check (or Brake Test)**

Unexpectedly and deliberately braking hard in front of another Driver who is close behind outside of a normal braking zone, causing a collision or forcing the second Driver to swerve or otherwise react quickly to avoid an accident.

9.3.4. **Dangerous Re-entry**

Re-joining the track in a way which causes a collision or forces another Driver to swerve or otherwise react quickly to avoid an accident.

9.3.5. **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) and/or excessively uses the leading car to slow down ("leaning").

9.3.6. **Driving the Wrong Way**

Travelling in the opposite direction than intended by the track design (in the case of an accident or spin, more than is necessary to re-join the track safely), often, but not exclusively, against the flow of traffic

9.3.7. **Excessive Weaving**

Excessive line changes to break a slipstream or force another vehicle to take avoiding action.

9.3.8. **Impeding a lapping vehicle**

Obstructing or blocking without valid reason a trailing vehicle who is attempting to lap the leading vehicle.

9.3.9. **Jump Start**

Moving from a grid slot before the start of the race is signalled.

9.3.10. **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.

9.3.11. **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.

9.3.12. **Rough Driving**

Overly aggressive or forceful driving resulting in contact between vehicles and/or one or more vehicles being unfairly impeded.

9.3.13. **Stopping on-Track**

Bringing a vehicle to a complete or almost complete stop or leaving a car stationary on the track. This includes, but is not limited to, performing practice starts.

9.3.14. **Wall Riding**

Intentional contact with any fixed part(s) of a track which changes the car's direction and/or provides an advantage.

9.3.15. **Moving under Braking**

Changing direction while braking to defend a position is not allowed under motorsport regulations. Any movement under braking that compromises another driver's line or safety will be penalised.

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

9.4. **Giving a Position Back**

Drivers who gain a position because 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 3 corners and where possible. Any Driver deemed by the RUCS to have unfairly gained a lasting position may be penalised in accordance with Section 11.

9.5. **In-Game Penalties**

Penalties and other instruction may be automatically issued by the Game to Drivers who break certain on-track rules (including, but not limited to, those set out in this Section 9. Drivers are expected to follow any such instructions as directed by the Game. Penalties applied by the Game shall stand and are not open to review or appeal.

9.5.1. **Drive-through Penalty**

9.5.1.1. Jumping the start will result in an automatic drive-through penalty. The Drivers have a maximum of 3 laps to serve the penalty.

9.5.1.2. If a Driver gains time by track extending or corner-cutting, a warning will be issued.

9.5.1.3. A total of 5 warnings is allowed before the Driver receives a drive-through penalty.

9.5.1.4. The Drivers have a maximum of 3 laps to serve the automatically added penalty, failure to serve this in 3 laps will result in an instant DQ from the race.

9.5.1.5. Drivers extending track limits on the final lap will not be penalized by the game but are subject to protests from other drivers and RUCS.

9.5.2. **Disqualification**

Failure to serve the drive-through penalty will result in automatic disqualification during the race.

9.5.3. **Time Penalties**

Drivers are subject to automatic time penalties in game for failing to serve drive-through penalties before the end of the race.

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

9.6. **Game Limitations, Bugs and Glitches**

Should a Driver be affected by any issue which is attributed to a bug, glitch or limitation of the Game then no form of restart, delay, review, appeal or other remedy shall be considered unless deemed appropriate by the RUCS, and the RUCS shall be expected to take no further action beyond reporting the issue to the developers of the Game or the RU technical team.

9.7. **Drop-outs and Connection Issues**

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

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

9.8. **Restarts**

The RUCS reserves the absolute right to restart, cancel, end, or otherwise amend a Session at any point and without notice. Sessions may be restarted if a considerable number of Drivers do not complete the Session (at the sole determination of the RUCS) or if many simulators have not connected with the server. If a Session is cancelled by the RUCS prior to its official start due to an inability to proceed, points will be awarded in accordance with clauses 5.2 and 5.3.

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

9.8.1. **Incident Confirmation**

Verify the server crash and communicate the issue to all Drivers.

9.8.2. **Establish Race Order**

Determine the Race order based on the last lap completed by all Drivers before the crash, using logs or telemetry for accuracy.

9.8.3. **Standing Restart**

Resume the Race with a standing restart. The Race continues with the remaining laps.

9.9. Forfeit

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

10. RACING UNLEASHED CHAMPIONSHIP STAFF

- 10.1. The Championship is overseen by the RU Championship Staff (“RUCS”), who hold full authority over the organisation and sporting integrity of all Racing Unleashed competitions. Their role includes, but is not limited to, general oversight, operational control, and enforcement of the sporting regulations.

The RUCS are comprised of:

10.1.1. **Chief of Sport (COS)**

Responsible for the overall sporting governance, structure, and integrity of the Championship. The Chief of Sport holds final authority in all sporting and operational decisions and oversees the Race Director, Stewards, ACSM Operator, and Lounge Staff.

10.1.2. **Race Director**

Reports directly to the Chief of Sport. The Race Director is responsible for managing all on-track sessions, issuing live race control instructions, applying the regulations, and maintaining fair and safe competition throughout each event.

10.1.3. **Stewards**

Report to the Chief of Sport and work in coordination with the Race Director. The Stewards are responsible for reviewing on-track incidents, assessing penalties, and ensuring all competitors adhere to the regulations. One Steward may be appointed as the Head Steward for each event.

10.1.4. **ACSM Operator**

Reports to the Chief of Sport. Responsible for the technical setup, hosting, and maintenance of the multiplayer servers for all Championship sessions. The ACSM Operator ensures stable operation of the simulation environment and supports stewarding reviews with verified data logs.

10.1.5. **Lounge Staff**

Report to the Chief of Sport. Lounge Staff operate the simulators and support systems during live sessions to ensure each unit is fully functional. While they hold no competition authority, their duties are essential to the smooth running of each event. Drivers must follow all operational instructions provided by Lounge Staff.

10.2. **Respect for Championship Staff**

All drivers and team members are required to show full respect to every member of the Racing Unleashed Championship Staff. Any form of disrespect, verbal abuse, or failure to

follow reasonable instructions given by RU personnel may result in disciplinary action, including penalties or removal from the event.

10.3. Instructions and Communication

The RUCS may give instructions to Drivers by means of special circulars. Classifications and results of Sessions will be published via means documented in the rulebook for the respective stage of Championship.

10.4. Schedule Changes

RUCS may re-order the race schedule on any given day or change the date of an event, including the qualification period, without prior notice.

If the schedule is modified, RUCS will notify all affected Drivers as soon as possible. Updated schedules will be distributed to Drivers at the earliest convenient date.

10.5. Final Say

In any dispute between Drivers regarding the outcome of a session, a specific decision, or the interpretation of a rule, the RUCS's decision is final and binding.

11. PENALTY SYSTEM

- 11.1. If a Driver is found by the RUCS to have breached any provision of this rulebook (an “Incident”), a standard disciplinary procedure will be initiated. The RUCS may impose one or more of the following penalties (each referred to as a “Penalty”) on any Driver involved in the Incident:

11.1.1. **Warning**

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

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

11.1.2. **Time Penalty**

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

11.1.3. **Grid Penalty**

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

11.1.4. **Disqualification**

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

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

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

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

12. INCIDENT REPORTING

12.1. Communication Protocol

The dedicated "Radio" button to communicate with Race Control is hereby disabled and removed from use for the entirety of the current Championship season.

12.2. Incident Documentation and Summary

Race Control shall monitor and record all observed on-track incidents during a session. Immediately upon the conclusion of each race, Race Control shall publish a comprehensive Race Incident Summary.

12.3. Driver Reporting Window

Upon publication of the Race Incident Summary, Drivers shall be granted a strict ten (10) minute period to submit an Incident Report Form if they assert that an incident has been missed or incorrectly addressed. Any such report must explicitly detail the nature of the incident, the cars involved, the relevant lap number, and the specific corner location. Reports should only be relevant to incidents relevant to the driver.

12.4. Official Results Declaration

The results immediately following a session are designated as Unofficial. Upon the mandatory closure of the ten-minute reporting window, Race Control shall issue the Official Results, which shall incorporate the findings of the Race Incident Summary and any valid Incident Report Forms received.

12.5. Scope of Applicability

These procedures shall apply uniformly to all Championship sessions, including, but not limited to, Open Qualifying, Heat 1, and Heat 2.

13. RIGHT FOR REVIEW PROCESS

13.1. Escalation Protocol

Drivers are expressly prohibited from submitting a "protest" against a decision rendered by Race Control or the Stewards. The sole mechanism for escalating a prior decision or incident is the formal submission of a Right for Review Form (herein, "Right for Review").

13.2. Evidence Availability

Official race replays shall be uploaded to a designated Google Drive folder following the conclusion of each race, with confirmation provided via the official Discord channel.

13.3. Submission Window

A driver wishing to exercise the Right of Review must submit the official form within twenty-four (24) hours of the race replay being uploaded and shared in the official Discord channel.

All submissions must be sent to the designated email address:
competition@racing-unleashed.com.

Any communication sent to alternative addresses will not be recognised as an official or valid submission.

13.4. Required Evidence and Dismissal

A submission for a Right for Review must include new, significant, and relevant evidence that was not initially available to Race Control or the Stewards at the time, of the original decision or ruling. Valid evidence includes, but is not limited to, telemetry files, personal in-car race replays, or other supporting data that is not present in the official race replay. Submissions lacking this mandatory new evidence shall be summarily dismissed.

13.5. Response Timeline

Race Control shall issue a final response to a valid Right for Review submission within seven (7) calendar days of its receipt.

13.6. Championship Entitlement

For the RU3 Championship, each qualified Driver is entitled to one (1) Right for Review per Championship round. The entitlement and procedure for the RU1 and RU2 Championships shall be defined under a separate regulation.

14. LIVERY

- 14.1. Drivers are welcome to use their own custom-designed liveries in the Championship. All submitted liveries must comply with the rules and regulations set by Racing Unleashed for broadcast purposes. To maintain a professional brand identity and ensure the integrity of the series, the official Racing Unleashed logo must be prominently and clearly always displayed on the car. The designated location for this logo will be communicated to all drivers before the start of the Championship.

14.1.1. **Prohibited Content & Commercial Logos**

To protect the series and its partners, all liveries must be free of the following content:

Political, sexist, racist, or any other content deemed unsuitable for broadcast on platforms like YouTube and Twitch. This includes, but is not limited to, hate speech, discriminatory symbols, and sexually explicit imagery.

Commercial logos unless you have been granted written permission from the company in question. This rule is in place to prevent conflicts of interest and maintain a clear brand hierarchy within the series.

14.1.2. **Livery Submission and Enforcement**

All final liveries and written permissions by commercial rights holders must be submitted for official review and approval before the Championship begins. Any livery that does not comply with the rules outlined in this section will be removed. The Driver will be notified and required to submit a revised livery by a specified deadline.

Failure to submit an eligible livery by the deadline will result in the affected car automatically displaying a RU default paint scheme for all races and broadcast Sessions.

15. SPIRIT OF THE RULES

15.1. Disputes

If a Driver has a dispute, they must contact an Official to report it as soon as possible. Failing to do so, or using unapproved methods of communication, may result in the dispute being rejected.

15.2. Decisions

RUCS will apply this Rulebook in a manner that upholds the spirit and integrity of the RU Esports Series. Given the dynamic nature of sim racing, it is impossible to account for every potential incident or circumstance. Therefore, the RUCS are granted full discretion to ensure fair play is maintained at all times.

The RUCS' authority extends to all decisions made within the series. In exceptional cases, to guarantee fair play and protect the competitive spirit of the series, the RUCS have the right to make decisions that may be:

- 15.2.1. In accordance with this Rulebook.
- 15.2.2. Outside of this Rulebook, for situations not explicitly covered.
- 15.2.3. Even against this Rulebook, if deemed necessary to correct an unfair outcome or prevent malicious conduct.

All decisions made by the RUCS are final and binding. By participating in the series, all Drivers and anyone acting on their behalf agree to be bound by the RUCS' ultimate judgment, without recourse.

15.3. Finality of Decisions

All decisions regarding the interpretation of these rules, as well as matters of eligibility, scheduling, and the staging of the RU Esports Series, are at the sole discretion of the RUCS.

The RUCS' decisions are final and cannot be appealed unless explicitly stated. These decisions will not give rise to any claims for monetary damages or any other legal or equitable remedy.

15.4. Rule Changes

Racing Unleashed reserve, the right to modify the rules of the RU Esports Series, including this Rulebook, at any time if circumstances are deemed necessary.

No changes to the rules will be made within 24 hours of an event.

15.5. Limitation on Liability

Racing Unleashed accepts no responsibility for any damage, loss, injury, or disappointment that a Driver may experience because of taking part in the RU Esports Series or any related event.

By participating, you agree that Racing Unleashed is not liable for any personal injury or damage to your possessions that may arise from your involvement. This limitation of liability does not apply in specific cases where the law prohibits it, including:

- 15.5.1. Death or personal injury caused by our direct negligence.
- 15.5.2. Liability resulting from our fraud or fraudulent misrepresentation.
- 15.5.3. Any other cause that cannot be excluded by law.

16. CODE OF CONDUCT

Fair play, respect, equality, and sportsmanship are core values of the RU Esports Series. All drivers are required to always uphold and promote these values.

Drivers are expected to conduct themselves professionally and in a way that reflects positively on the Championship, its administration, members of the press, and other drivers. You must also comply with all applicable laws and regulations.

Any conduct that RUCS deem harmful to the reputation of the RU Esports Series or its partners is prohibited.

16.1. Cheating and Gameplay

Any form of cheating, malicious gameplay, gamesmanship, or attempting to gain an unfair advantage is prohibited and will not be tolerated. This includes, but is not limited to:

16.1.1. Hardware modification;

Modifying any piece of hardware is forbidden. This includes any alteration that allows the equipment to function outside of the manufacturer's intended design. Specifically, adding to or removing any components from the hardware supplied by the manufacturer (or provided by Racing Unleashed) for the purpose of participating in the Championship is prohibited, unless explicitly approved by RU.

16.1.2. Hacking;

Any unauthorized modification to the Game or other software is prohibited. This includes all changes outside of standard software patches or official updates. Additionally, any unauthorized activities intended to compromise the hardware or software used by a Driver in the Championship are forbidden.

16.1.3. Exploiting game glitches;

Intentionally using any in-game bug to gain an advantage is prohibited. A bug is defined by the RUCS as any Game function or behaviour that is not intentional or is not functioning as the developer intended.

16.1.4. Impersonation; and

16.1.5. Collusion;

Any agreement between two (2) or more drivers (or other persons) to negatively affect the Championship, a race, or any opposing Driver is prohibited.

16.2. Drugs and Alcohol

The use of drugs or alcohol that could lead to disruptive behaviour is prohibited. Any Driver believed to be under the influence of drugs or alcohol at any time during or related to the Championship may be immediately removed and disqualified from taking part in future RU Esports Series events. For this rule, the relevant time is 24 hours prior to a participant arriving at an event until 24 hours after that event concludes. The excessive consumption of alcohol and the use of any illegal or performance-enhancing drugs are forbidden at any time during any Championship event.

16.3. Unsportsmanlike Behaviour

Any behaviour deemed offensive, disrespectful, or unsportsmanlike is prohibited and may result in penalties, including disqualification. This includes, but is not limited to, insults, physical violence, or any action that, in the opinion of the RUCS, may bring the RU Esports Series, its administration, any Driver, or the sport of racing into disrepute.

16.4. Competitive Integrity

All Drivers must always compete to the best of their ability while participating in any event related to the Championship.

16.5. Betting and Gambling

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

16.6. Bribery and Gifts

Drivers must not offer or accept any gift, payment, or reward from anyone in exchange for services promised or rendered in connection with the Championship. This explicitly prohibits any arrangement intended to:

16.6.1. Defeat or attempt to defeat an opposing Driver.

16.6.2. Throw, fix, or unduly influence the outcome of any event or any part of an event.

16.7. General Conduct

Drivers must be respectful of the RU organisation, staff, tournament organizers, sponsors, partners, other Drivers, and attendees always. The use of obscene gestures, offensive language, or derogatory comments is prohibited. This includes, but is not limited to:

16.7.1. Hate speech or inappropriate behaviour

Any language or communication deemed by the RUCS to be obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory, or otherwise offensive or inappropriate is prohibited. This rule applies to any act that promotes or incites hatred or discriminatory conduct. The rule is always enforced, both during and outside of official events, and applies to all forms of communication or transmission. This includes, but is not limited to, gestures, body language, direct communication, electronic communication, and social media, whether made remotely, near a facility provided by Racing Unleashed, or during a broadcast.

16.7.2. Violent or physical aggression or behaviour

Any action deemed by the RUCS to be abusive, aggressive, violent, or physically hostile is prohibited.

16.7.3. Harassment of any kind;

Harassment is defined as systematic, hostile, and/or repeated acts taking place over a period that have the effect of isolating or ostracizing a person or otherwise affecting their dignity.

16.7.4. Discriminatory words, phrases, or gestures;

Discriminatory conduct is prohibited. This is defined as any contemptuous or discriminatory words or actions that offend the dignity or integrity of an individual or group based on race, skin colour, ethnicity, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, sexual orientation, birth, or any other status.

16.7.5. Trolling;

Trolling is prohibited. Trolling is defined as posting inflammatory, extraneous, or off-topic messages in any online community (such as a forum, chat room, blog, or social media post) with the primary intent of provoking an emotional response or disrupting normal, on-topic discussion.

16.7.6. Any “sound-alike” or “look-alike” words or phrases that reference these topics; and

16.7.7. Any other type of conduct deemed inappropriate at the discretion of Racing Unleashed

Drivers are reminded that they represent the RU Esports Series and the sport of racing more generally. Their conduct must, always, meet the expectations of Racing Unleashed, both during and outside of official events.

Should a Driver's standards fall short of these expectations, RUCS may take any reasonable action necessary, acting in the spirit of this Rulebook. Any conduct deemed to be in violation of this Rulebook is punishable and may result in disqualification from the RU Esports Series.

16.8. Communication

All attempts to contact any individual other than the Esports Lead or an Official must be made through the designated RU Esports Series League Operations channels, as communicated to drivers. Using unofficial channels is not permitted unless specifically required and clearly communicated by the RUCS either verbally, in the event's rulebook, or in supporting documentation. Racing Unleashed accepts no responsibility if communication is attempted through unofficial channels.

16.9. Social Media

Drivers are forbidden from posting content on social media that is negative, disruptive, and/or damaging to the brand of the RU Esports Series. This includes, but is not limited to, posts about the organisation, the Game, other Drivers, the sport of racing in general, or any images or videos of Game faults. We encourage all Drivers to share positive and engaging content, if it does not violate these Sporting Rules, the wider Terms and Conditions, or any Copyright laws. Please note that all public-facing content (e.g., social media posts) made before or after the start of the Championship may be reviewed by Racing Unleashed when determining a Driver's eligibility or when making any disciplinary decisions.

16.10. Phones during races/events

Drivers found to be in possession of, or capturing imagery or footage of, any protected intellectual property, offensive material, confidential information, or knowledge whether during live events or at any other time may be immediately removed and/or disqualified from the Championship.

16.11. Tools and other equipment

Drivers are forbidden from carrying or using any tools or equipment at RU lounges during events, other than the gear officially provided by Racing Unleashed, and without the express, written consent of an Official.

16.12. Collaboration and Rallying others

Any Driver found to be instigating forfeits from other Drivers, or otherwise collaborating to disrupt or obstruct the Championship, may be removed. This explicitly includes engaging in group conversations or communications that ask other Drivers to delay, retire from, or forfeit any part of an event.

17. FAQ

17.1. How can I participate in the RU Esports Series?

To participate in the Racing Unleashed Esports Series, drivers must:

- Register via the official Racing Unleashed website or through the designated [registration link](#).
- Join the official Racing Unleashed [Discord](#) server, where all communication and updates are provided.
- Meet the eligibility requirements as stated in the Rulebook (including age, height, and other relevant criteria).
- Successfully qualify through the RU3 Championship, with the opportunity to progress into higher tiers (RU2 and RU1) based on performance.

17.2. Is joining the Discord server mandatory?

Yes. The Discord server is the primary platform for communication across all Championships. It is used for:

- Official announcements and updates
- Race schedules and results
- News and community discussions
- Direct communication with administrators and officials

17.3. Can I race remotely or from home?

No. The Racing Unleashed Esports Series is a LAN-based Championship. All competitive sessions take place on-site at official Racing Unleashed Lounges. Drivers are required to attend in person and compete using the proprietary Racing Unleashed simulators to ensure fairness and consistency for all participants.

17.4. What equipment do I need to compete?

All essential equipment is provided by Racing Unleashed at each Lounge. Drivers may bring personal sim racing accessories such as gloves, shoes, or other comfort and performance items if they wish.

17.5. Where can I find the official rules and regulations?

All competitors must comply with the Racing Unleashed Esports Rulebook. The Rulebook is available on the official website and within the designated Discord channels.

17.6. Will the races be streamed or broadcast?

Yes. Most races are broadcast live on Racing Unleashed's official digital channels. Please note that your name, car, and livery may appear on these broadcasts. All liveries and branding must be pre-approved by the Esports Operations team.

17.7. What should I do if I am unable to attend a race?

Drivers must notify the administrators via Discord as early as possible if they are unable to attend a race. Absences may affect a driver's standings and eligibility depending on the Championship format.

17.8. How are points and rankings determined?

Championship points are awarded based on race results in accordance with the scoring system detailed in the official Rulebook.

17.9. Is there a dress code for competitors?

There is no strict dress code. However, drivers are encouraged to wear comfortable clothing suitable for racing. Racing gloves and shoes are recommended, and RU-branded gear may be provided for certain events.

17.10. May I bring guests to the Lounge?

Yes. Guests are welcome, but drivers must inform Lounge staff in advance to confirm space availability.

17.11. Can I use my own livery?

Yes. Personal liveries may be submitted to the Esports Operations Lead once the signed Livery Release Form has been received. Submissions must be made no later than **Tuesday at 12:00 CET** during race week.