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RU ESPORTS SERIES

Sebastian Hawkins *Chief of Sport*

Connor McDonagh *Esports Operations Lead*

CHAMPIONSHIP REGULATIONS

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1. INTRODUCTION

This document sets out the official sporting and operational regulations (the “Rules” or “Regulations”) for the 2026 Racing Unleashed Esports Series (“Championship”).

The RU Esports Series is a multi-round championship contested exclusively as an in-person, LAN-based competition at official Racing Unleashed Lounges on Assetto Corsa. All participants (“Drivers”) compete using designated simulators and equipment provided by Racing Unleashed.

These Regulations define the structure of the RU Esports Series, the standards of conduct expected from Drivers, and the procedures that govern competition both on and off track.

All Drivers are expected to read, understand, and agree to these Regulations.

Racing Unleashed is the promoter and final authority of the Championship and reserves the right to amend these Regulations at any time where necessary for sporting, operational, or safety reasons.

2. RU ESPORTS SERIES STRUCTURE

- 2.1.** The Racing Unleashed Esports Series is structured as a tiered competition ecosystem, designed to provide a clear progression pathway for Drivers.

The 2026 RU Esports Series ecosystem consists of three competitive tiers:

- RU1 – Flagship championship and pinnacle of the RU Esports Series ecosystem.
- RU2 – Development tier with championship splits & promotion/relegation.
- RU3 – Global open qualifiers, accessible entry point for all Drivers.

Each level is governed by Racing Unleashed and operates under shared regulations and event standards.

2.1.1. **RU1 Championship**

The RU1 Championship represents the highest level of competition within the Racing Unleashed Esports Series and is intended for Drivers competing at the elite level of the ecosystem. For the 2026 season, the RU1 grid will be composed of Drivers selected from previous Racing Unleashed Esports championships and other approved criteria. From 2027, RU1 will be populated through promotion from RU2 in accordance with the Championship's Driver Ranking.

- 2.1.1.1. The RU1 Championship is competed using Assetto Corsa with the Race Sim Studio (RSS) Formula Hybrid Alpine 2025. This car has been specifically modded for Racing Unleashed Championships, including the implementation of Push-to-Pass (P2P).

2.1.2. **RU2 Championship**

The RU2 Championship functions as the intermediary level within the RU Esports Series ecosystem, bridging the gap between RU3 and RU1. For the 2026 season, RU2 will primarily feature Drivers progressing from the previous RU3 championship, providing a pathway towards RU1 through competitive performance.

- 2.1.2.1. The RU2 Championship is competed using Assetto Corsa with the Formula RSS 2 2024 V6 car. As with RU1, the car has been modified for Racing Unleashed Championships to include the implementation of P2P.

2.1.3. **RU3 Championship**

The RU3 Championship serves as the entry point into the Racing Unleashed

Esports Series ecosystem. RU3 is open to Drivers who register via the official Racing Unleashed website and provides the primary competitive pathway into the higher tiers of the RU Esports Series. Drivers will be required to take part in qualifiers before securing their spot on the RU3 grid. Performance in the RU3 Championship determines eligibility for progression into RU2 in accordance with the Championship's Driver Ranking.

2.1.3.1. The RU3 Championship, including Qualifiers, is competed using Assetto Corsa with the Formula RSS 3 2026 V6.

2.2. General Schedule

- The RU Esports Series typically takes place on Sundays across the three Racing Unleashed lounges: Madrid, Munich and Zurich City.
- Championship event days run between 09:00 CET and 15:30 CET.
- A standard RU Esports Series event day consists of the following sessions:
 - **Driver's Briefing**
 - **Practice**
 - **Warm-up**
 - **Qualifying**
 - **Race**

2.3. The RU Esports Series operates two separate but connected systems: the Drivers' Championship and Driver Ranking. The Drivers' Championship is the primary competition and determines the official overall Championship winner based on race results and points.

The Driver Ranking is a separate, lounge-based system used to manage progression within the RU Esports Series ecosystem, taking into account the fixed simulator capacity at each Racing Unleashed lounge. Driver Rankings are calculated independently for each lounge. Drivers are ranked only against other Drivers competing from the same lounge.

The Driver Ranking is used to determine promotion, retention and demotion between RU Championships. It does not affect race results, Championship points, finishing positions within any Championship event or prize pool allocation. As a result, a Driver's Championship result and Driver Ranking may differ.

For Drivers in RU1, your Driver Ranking is connected to the lounge you last competed in, historically known 'Racers' and 'Challengers'.

For drivers in RU2, the associated lounge for Driver Ranking is determined by the venue where they qualified through RU3.

For Drivers in RU3, the associated lounge for Driver Ranking is where they complete their RU3 Qualifiers.

- 2.4.** While the RU Esports Series operates as a unified competition ecosystem, individual championships may be governed by separate sporting regulations. For 2026, RU3 operates under this rulebook, while RU1 and RU2 have their own dedicated rulebook.

3. EVENT REGISTRATION

3.1. Championship entry

- All Drivers wishing to compete in RU3 Open Qualifiers must first complete the official RU Esports Series registration form, available on the official Discord Server and website.
- Following registration, Drivers must attend a Racing Unleashed lounge to participate in RU3 Open Qualifiers on the announced circuit.
- Drivers must then set their fastest lap time possible within the designated open qualifying period.
- The five fastest Drivers from each Racing Unleashed lounge (Madrid, Munich, Zurich City and Zurich Airport) will be invited to participate in the first round of the RU3 Championship (Spring or Fall).

3.2. Event Registration

- Drivers who have signed the Participation Agreement have officially registered for all rounds of the Championship.

3.3. Championship attendance

- Drivers must be available to physically attend LAN event venue(s) plus any obligations regarding the RU Esports Series for the entirety of the Championship.
- Drivers must remain available during the duration of the event day, including delays, restarts, or post-session procedures.

3.4. Failing to register or attend

- Drivers who qualify for an RU3 Championship round through Qualifiers are required to attend the corresponding event.
- If a driver is unable to attend, they must inform Racing Unleashed as soon as reasonably possible, and no later than 24 hours before the scheduled event start time.
- Where no notice is provided within the required timeframe, the Driver's place in the Championship will be forfeited and offered to the next eligible driver from Qualifiers.

All absences must be reported to the designated email address:

competition@racing-unleashed.com

Subject formatting should strictly match: ABSENCE_DRIVERNAME

3.5. Participation Cost

- Participation in the 2026 Racing Unleashed Esports Series is free of charge.

3.6. Consent & Agreement

- Prior to participation, all Drivers (and their legal guardians where applicable) must sign the official Racing Unleashed Esports Participation Agreement.
- Signing this agreement is mandatory and serves as formal consent to compete in the Championship.

3.7. Membership

- A valid RU Esports Series membership is not required to compete in RU Esports Series.
- All RU3 Drivers who participate in a round of the Championship through Qualifiers are eligible for the Driver Pass. The Driver Pass is a membership available to Drivers with numerous benefits. Information about the Driver Pass is available upon request or via the official Racing Unleashed Discord server.

4. CHAMPIONSHIP FORMAT

4.1. Overview

- The 2026 RU Esports Series (RU3) will operate two Championships: A Spring Championship and a Fall Championship, each consisting of three rounds.
- Each event contributes to the overall Championship standings and Driver Ranking (Chapter 7), with points awarded based on top 20 finishing positions, pole position and fastest lap.
- All cars shall be set to equal performance within the Game for the purpose of all sessions in the Championship.

4.2. Qualifiers

- Previously known as Pre-Qualifying, Qualifiers takes place before every RU3 Championship round.
- Drivers must compete in Qualifiers before each Championship event to secure their place on the grid.

4.3. Championship Phase

The 2026 RU Esports Series (RU3) will operate two Championships: A Spring Championship and Fall Championship

4.4. Calendar

- The RU3 Championship will follow this calendar:

Round	Qualifiers Start	Qualifiers End	Race Date
1	March 11 at 1500 CET	March 20 at 1800 CET	March 22
2	April 15 at 1500 CET	April 24 at 1800 CET	April 26
3	May 13 at 1500 CET	May 22 at 1800 CET	May 24
<i>END OF SPRING CHAMPIONSHIP / START OF FALL CHAMPIONSHIP</i>			
1	October 7 at 1500 CET	October 16 at 1800 CET	October 18
2	November 4 at 1500 CET	November 13 at 1800 CET	November 15
3	December 2 at 1500 CET	December 11 at 1800 CET	December 13

4.5. Event structure

- Each Championship event will typically consist of the following on the same day:
 - **Driver Briefing**
 - **Practice**
 - **Qualifying 1**
 - **Race 1**
 - **Qualifying 2**

▪ **Race 2**

- A comprehensive schedule will be published on the official Racing Unleashed Discord.

4.5.1. Event timings

The following table outlines the standard indicative event-day schedule for the RU Esports Series, where RU1, RU2 and RU3 sessions are conducted on the same day.

These times are provided for guidance only and may be adjusted by RUCS due to operational, technical, or sporting requirements.

Start Time (CET)	End Time (CET)	Duration	Session
09:30	09:40	10 mins	RU3 Driver Briefing
10:55	11:15	20 mins	RU3 Practice Session
<i>RU3 RACE SESSIONS (1)</i>			
11:20	11:30	10 mins	RU3 Qualifying (1)
11:35	11:55	20 mins	RU3 Race (1)
<i>RU3 RACE SESSIONS (2)</i>			
12:05	12:10	5 mins	RU3 Warm-up (2)
12:10	12:20	10 mins	RU3 Qualifying (2)
12:25	12:45	20 mins	RU3 Race (2)

4.5.2. Practice

Drivers may participate in an individual 20-minute Practice session. The specific time for each Championship’s session will be communicated by the Esports Operations Lead in the event schedule. These sessions will be started by the Lounge Staff. All practice sessions are optional and at the Driver’s discretion.

4.5.3. Qualifying

The Qualifying Session will be held on the respective track. The session time will be six minutes. 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.

4.5.3.1. 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.

4.5.3.2. 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 ahead of those ranked lower. In the first race,

should any laps be invalid, starting positions will be randomly assigned using a designated tool.

4.5.3.3. In the event of a tie on the timings, the driver who set the lap time first will be placed ahead of the other driver.

4.5.3.4. After completing their first flying lap in qualifying, Drivers must stop before crossing the Sector 1 timing beam.

4.5.4. **Race**

After Qualifying and allocation of the starting grid positions, the Drivers will complete a race on the respective track. The Race shall consist of the Drivers racing on the respective track for a race duration of 20 minutes. 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.

4.6. 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 at the start of the event. Failure to attend will result in the Driver being disqualified from the event.

4.7. Following Qualifying, Drivers must remain seated in their assigned simulator until the conclusion of the Race.

4.8. 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.

4.9. If a Racing Unleashed lounge is unable to provide sufficient operational simulators to accommodate all registered Drivers due to a technical failure, hardware malfunction, or operational limitation, Racing Unleashed reserves the right to withdraw one or more drivers from the affected session or event.

In rare scenarios where simulator availability is limited and a spare simulator is not available, that driver will be forced to withdraw from the event. Racing Unleashed will endeavour to ensure that all simulators work to a high standard and perform at the level they need to for the Championship.

In the event of a technical failure, hardware malfunction, or operational limitation, Racing Unleashed will do its best to ensure a Driver's simulator is operationally

working again.

To ensure fairness in the Championship, Simulators are assigned randomly to Drivers prior to the Event.

In RU3 all lounges are expected to have spare operational capacity. Where a spare simulator exists within the same lounge, Racing Unleashed may re-assign a Driver to an alternative unit to allow participation in the event, provided this can be achieved without delaying the event schedule or compromising sporting integrity.

4.10. All drivers in RU3 will compete in CH mode (outlined in Chapter 9).

5. QUALIFIERS

5.1. Overview

- Previously known as Pre-Qualifying, Qualifiers is a mandatory step for all Drivers wishing to compete in the 2026 RU3 Championship.
- All Drivers must register via the official RU Esports Series registration link before taking part in Qualifiers.
- Qualifiers take place in-person at official Racing Unleashed lounges and are used to determine entry into each round for the RU3 Championship.
- Each Qualifier round will run within a designated time window, communicated by Racing Unleashed.

5.2. Qualifier Format

- Following registration, Drivers must attend a Racing Unleashed lounge to compete in Qualifiers on the announced circuit.
- Drivers must set the fastest valid lap time possible within the Qualifier period (Outlined in Chapter 4.4).
- Drivers may attempt Qualifiers multiple times within the designated period to improve their lap time.
- Drivers must inform lounge staff of their intention to participate in Qualifiers upon arrival so the correct competition settings can be applied.
- Times are ranked separately for each lounge.
- Drivers may set Qualifier times at multiple Racing Unleashed lounges; however, only their fastest valid lap time will be counted, and the Driver will be classified under the lounge where that time was recorded.
- The top five fastest Drivers from each lounge will secure a place for the forthcoming RU3 Championship round.

5.3. Championship Qualification

- Qualifiers apply to each RU3 Championship round individually.
- Drivers who qualify for one round must still re-enter Qualifiers to compete in the subsequent rounds in the RU3 Championship.
- Qualification for a previous round does not guarantee entry into future rounds.

6. CHAMPIONSHIP POINTS

- 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	35
2nd	28
3rd	25
4th	22
5th	20
6th	18
7th	16
8th	14
9th	12
10th	11
11th	10
12th	9
13th	8
14th	7
15th	6
16th	5
17th	4
18th	3
19th	1
20th	0
Other	
Pole Position	1
Fastest Lap	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.** 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 Championship.

- 6.6.** In the event of a tie in Drivers' Championship Points, the following rules will determine the higher-placed Driver:
- 6.6.1. **Race Wins**
The Driver with the most Race wins will be ranked higher.
 - 6.6.2. **2nd Place Finishes**
If there is still a tie, the Driver with the most 2nd place finishes will be ranked higher.
 - 6.6.3. **Subsequent Finishes**
This process continues, with 3rd, 4th, and all subsequent positions considered until the tie is broken.
 - 6.6.4. **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.

7. DRIVER RANKING

7.1. Overview

The Driver Ranking system exists to manage fair competition, progression, and grid capacity across the RU Esports Series, where simulator availability at each Racing Unleashed lounge is fixed.

It is designed to allow emerging talent to progress through the RU Esports Series ecosystem and challenge those Drivers already competing at the highest level, while ensuring that Drivers continue to perform to the required competitive standard to maintain their place in the respective Championship.

Driver Ranking is a lounge-based classification system. Drivers are ranked only against other Drivers qualified and competing from the same Racing Unleashed lounge.

Every Driver participating in the RU Esports Series holds a Driver Ranking at all times.

The Driver Ranking determines:

- Promotion
- Retention
- Demotion between Championships

Driver Ranking operates independently from the Drivers' Championship. It does not affect race results, Championship points, finishing positions, or prize allocations.

7.2. RU1 Championship

For the 2026 RU Esports Series, the RU1 Championship operates with an uneven distribution of Drivers across Racing Unleashed lounges. This imbalance is primarily the result of varying numbers of returning Drivers at each venue and the Zurich City lounge opening, which didn't exist during 'Racers' and 'Challengers' previously.

To ensure long-term consistency, competitive fairness, and a sustainable Championship structure, the Driver Ranking system has been implemented.

The purpose of this system is to transition the RU1 Championship towards a standardised grid structure. From the 2027 Championship onwards, each Racing

Unleashed lounge – Madrid, Munich, Zurich City and Zurich Airport – will operate with five RU1 drivers per venue.

This standardisation across the lounges ensures:

- Equal competitive representation across all lounges.
- Predictable grid capacity and scheduling.
- Stable Championship management across the season.

Due to this transitional phase, demotion and release thresholds during the 2026 season vary by venue, depending on the number of Drivers currently allocated to each lounge.

These venue-specific thresholds are applied solely through the Driver Ranking system and are detailed in the official RU Esports Series Driver Ranking table.

7.2.1. **RU1 – Venue-Specific Rules**

At the conclusion of the 2026 RU Esports Series, Driver Rankings within each lounge determine eligibility for the 2027 RU1 Championship.

For each Racing Unleashed lounge (Madrid, Munich and Zurich) in RU1:

- **Driver Rankings 1-3**
Drivers ranked first, second, and third retain their place in the RU1 Championship for 2027.
- **Driver Rankings 4-5**
Drivers ranked fourth and fifth will be demoted to the RU2 Championship for 2027.
- **Driver Rankings below 5**
In any lounge that begins the Championship with more than five RU1 drivers, all Drivers ranked sixth or lower will be required to do RU3 Open Qualifiers.

7.2.2. **RU1 – Driver Ranking**

The table below illustrates the application of the RU1 Driver Ranking system. This example is intended to demonstrate the operational framework and does not represent the exact number of Drivers signed up to the RU1 Championship at this time.

RU Esports Series - 2026															
		JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC		
RU1 - Full Championship	MAD		1	1	1	1				1	1	1	1	Remain in RU1	
		2	2	2	2	2			2	2	2	2			
		3	3	3	3	3			3	3	3	3			
		4	4	4	4	4			4	4	4	4	4	Demoted	
		5	5	5	5	5			5	5	5	5	5	Released	
		6	6	6	6	6			6	6	6	6	6		
	MUN	1	1	1	1	1				1	1	1	1	1	Remain in RU1
		2	2	2	2	2			2	2	2	2	2		
		3	3	3	3	3			3	3	3	3	3		
		4	4	4	4	4			4	4	4	4	4	4	Demoted
		5	5	5	5	5			5	5	5	5	5	5	Released
		6	6	6	6	6			6	6	6	6	6		
		7	7	7	7	7			7	7	7	7	7		
		8	8	8	8	8			8	8	8	8	8	8	
		9	9	9	9	9			9	9	9	9	9	9	
	ZAIR	1	1	1	1	1				1	1	1	1	1	Remain in RU1
		2	2	2	2	2			2	2	2	2	2		
		3	3	3	3	3			3	3	3	3	3	3	
4		4	4	4	4			4	4	4	4	4	4	Demoted	
5		5	5	5	5			5	5	5	5	5			

7.3. RU2 Championship

For the 2026 RU2 Championship, it operates across four Racing Unleashed lounges (Madrid, Munich, Zurich Airport and Zurich City).

For RU1 grid allocation, the Zurich lounges are treated collectively, reflecting historical Championship structures.

For RU2, Zurich City and Zurich Airport operate as fully independent lounges. The structure is consistent with the RU3 Open Qualifiers format used in 2025. For the 2026 RU Esports Series, Zurich City will be the host lounge for both Zurich City and Zurich Airport competitors. This is subject to change later in the season.

Drivers continue to represent the lounge used when qualifying for RU2 from RU3 Open Qualifiers.

Within RU2, the Driver Ranking system is used to:

- Determine promotion to RU1 for the 2027 Championship.
- Allow progression opportunities from RU3 during the Championship.
- Determine demotion from RU2 mid-Championship to RU3.
- Maintain stable grid management throughout the Championship.

7.3.1. RU2 - Mid-Championship Driver Ranking Adjustment

To maintain competitive balance and provide progression opportunities across the RU Esports Series, a mid-Championship Driver Ranking evaluation is conducted in the RU2 championship.

At the mid-season evaluation point (after Round 4), the two lowest ranked

Drivers in each RU2 lounge (Madrid, Munich, Zurich Airport and Zurich City) will be demoted to RU3 Open Qualifiers.

This adjustment:

- Applies equally to all lounges.
- Is based solely on the Driver Ranking within each lounge.
- Creates available positions in RU2 for eligible RU3 Drivers during the second half of the Championship.

7.3.2. **RU2 - End-of-Championship Driver Ranking adjustment**

At the conclusion of the 2026 RU Esports Series, Driver Rankings within each RU2 lounge determine eligibility for the 2027 Championship.

Unless specified otherwise, the standard RU2 outcomes per lounge are:

- **Driver Rankings 1-2**
Drivers ranked first and second are promoted to the RU1 Championship in 2027.
- **Driver Rankings 3**
Drivers ranked third stay in the RU2 Championship in 2027.
- **Driver Rankings 4-5**
Drivers ranked fourth and fifth are demoted to RU3 Open Qualifiers for 2027.

7.3.3. **RU2 – Zurich City exception**

For the 2026 RU Esports Series, the Zurich City Racing Unleashed lounge operates as a newly established venue within the Championship structure

As a result, at the conclusion of the 2026 Championship:

- All five drivers competing in RU2 at Zurich City will be promoted to the RU1 Championship for 2027.

This exception only applies to the 2026 Championship and reflects the introduction of Zurich City as a new standalone lounge within the ecosystem.

7.3.4. **RU2 – Driver Ranking**

The table below (Page 19) illustrates the application of the RU2 Driver Ranking system.

RU2 - Spring/Fall Championship	MAD	1	1	1	1	Remain in RU2	1	1	1	1	Promoted to RU1								
					2					2		2	2	2	2	2	2	2	
					3					3		3	3	3	3	3	3	3	Continue in RU2
					4					4		4	4	4	4	4	4	4	Demoted
					5					5		5	5	5	5	5	5	5	Demoted
	MUN	1	1	1	1	Remain in RU2	1	1	1	1	Promoted to RU1								
					2					2		2	2	2	2	2	2		
					3					3		3	3	3	3	3	3	3	Continue in RU2
					4					4		4	4	4	4	4	4	4	Demoted
					5					5		5	5	5	5	5	5	5	Demoted
	ZAIR	1	1	1	1	Remain in RU2	1	1	1	1	Promoted to RU1								
					2					2		2	2	2	2	2	2		
					3					3		3	3	3	3	3	3	3	Continue in RU2
					4					4		4	4	4	4	4	4	4	Demoted
					5					5		5	5	5	5	5	5	5	Demoted
	ZCITY	1	1	1	1	Remain in RU2	1	1	1	1	Promoted to RU1								
					2					2		2	2	2	2	2	2		
					3					3		3	3	3	3	3	3	3	
					4					4		4	4	4	4	4	4	4	
					5					5		5	5	5	5	5	5	5	

7.4. RU3 Championship

The RU3 Championship represents the entry and re-entry level of the RU Esports Series and operates as the primary progression pathway into RU2.

RU3 is divided into two independent Championships in 2026:

- RU3 Spring Championship.
- RU3 Fall Championship.

Each RU3 Championship operates across the four Racing Unleashed lounges (Madrid, Munich, Zurich Airport and Zurich City).

7.4.1. RU3 – Promotion to RU2

In alignment with the RU2 mid-Championship Driver Ranking adjustment, a promotion opportunity from RU3 is provided during the Championship.

After completing the three rounds of the RU3 Spring Championship (after Round 4 in RU2):

- The top two ranked Drivers from each Racing Unleashed lounge in RU3 will be promoted to RU2 for the remainder of the Championship.
- A Driver’s continued eligibility to remain in RU2 is determined by their Driver Ranking performance over the remainder of the Championship. Retention in RU2 is not guaranteed despite mid-Championship promotion.

7.4.2. RU3 – Continuation and Re-Entry

Drivers ranked third or lower in the RU3 Spring Championship are not automatically retained for the RU3 Fall Championship.

These drivers must re-enter for RU3 through the Qualifiers, which is defined separately in this document.

7.5. RU3 – Driver Ranking

The table below illustrates the application of the RU3 Driver Ranking system.

RU3 - Spring/Fall Championship	MAD		1	1	1	Promoted to RU2		1	1	1	Promoted to RU2
			2	2	2			2	2	2	
			3	3	3			3	3	3	
			4	4	4	Demoted		4	4	4	Demoted
			5	5	5			5	5	5	
	MUN		1	1	1	Promoted to RU2		1	1	1	Promoted to RU2
			2	2	2			2	2	2	
			3	3	3			3	3	3	
			4	4	4	Demoted		4	4	4	Demoted
			5	5	5			5	5	5	
	ZAIR		1	1	1	Promoted to RU2		1	1	1	Promoted to RU2
			2	2	2			2	2	2	
			3	3	3			3	3	3	
			4	4	4	Demoted		4	4	4	Demoted
			5	5	5			5	5	5	
	ZCITY		1	1	1	Promoted to RU2		1	1	1	Promoted to RU1
			2	2	2			2	2	2	
			3	3	3			3	3	3	
			4	4	4	Demoted		4	4	4	
			5	5	5			5	5	5	

8. PRIZE POOL

- 8.1.** There is no prize pool for the 2026 RU3 Championship.

9. DRIVING SETTINGS

9.1. Driving Aids and Assistance

9.1.1. Drivers must compete using the driving mode assigned to their Championship. Driving aids may only be used where outlined by these Regulations.

9.1.1.1. R Mode (RU1)

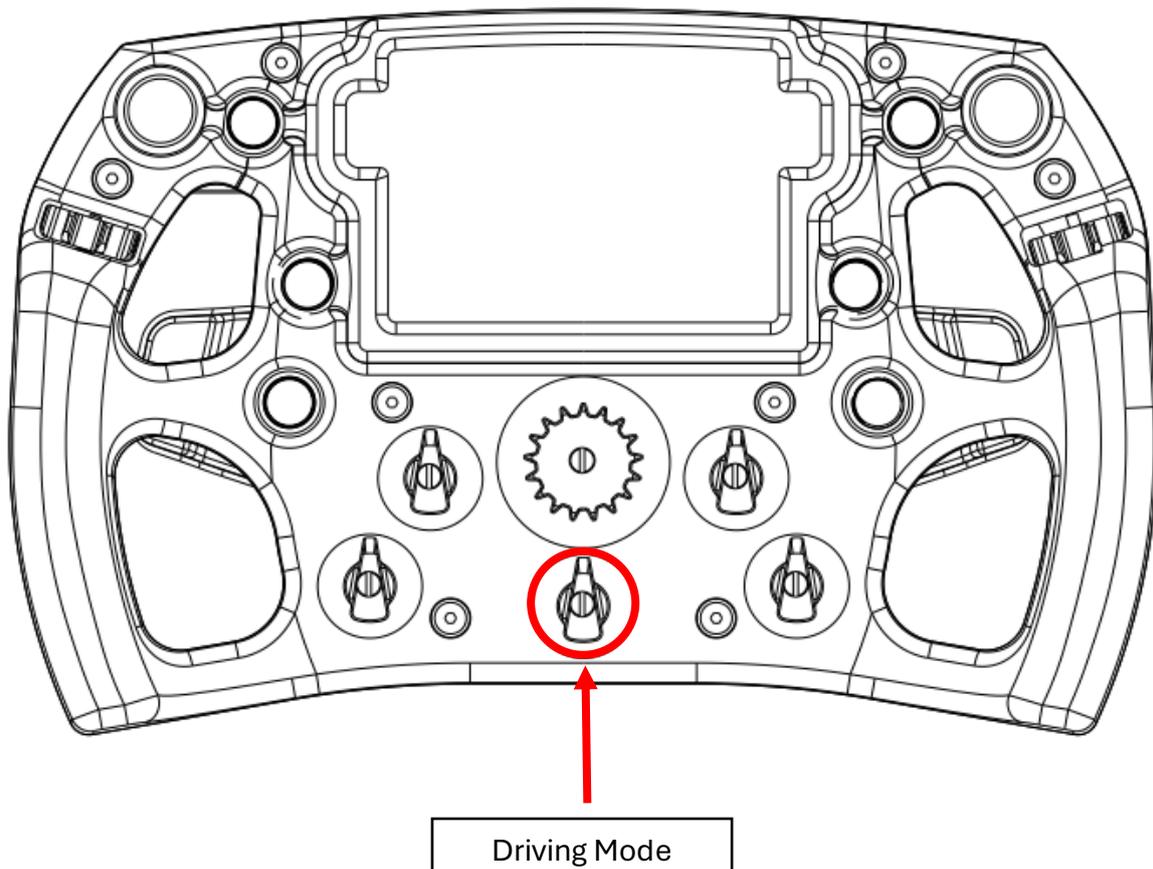
Drivers competing in RU1 must use R Mode with all driving aids disabled:

- Traction Control (TC): 0%
- Anti-Lock Braking System (ABS): 0%

9.1.1.2. CH Mode (RU2 and RU3)

Drivers competing in RU3 must use CH Mode, with the driving aids set as:

- Traction Control (TC): 50%
- Anti-Lock Braking System (ABS): 50%



9.2. Fixed Setups

All Championship sessions shall be run using fixed car setups as provided by Racing Unleashed. No setup changes are permitted by Drivers during any session.

9.2.1. Drivers are permitted to change the brake bias on their car during Championship sessions.

9.3. Assetto Corsa Server Management

9.3.1. All Championship sessions, excluding Practice, will be run on a dedicated server through Assetto Corsa Server Management (ACSM), operated exclusively by Racing Unleashed.

9.3.2. All server settings, included but not limited to assists, are centrally configured and enforced through ACSM to ensure equal conditions for all Drivers.

9.3.3. Racing Unleashed reserves the right to adjust server settings at any time during the Championship for sporting fairness, operational integrity, or any other reason.

9.4. Simulation Settings

9.4.1. All Championship sessions are conducted using fixed simulation settings defined and enforced by Racing Unleashed.

9.4.2. The following simulation settings apply to all Championship sessions unless otherwise specified:

- Time of day: 15:00
- Time of Day multiplier: 1
- Base temperature ambient: 18
- Base temperature road: 7
- Fuel rate: 0
- Damage multiplier: 0
- Tyre wear rate: 0

9.5. Overtaking Assist

9.5.1. There is no additional overtaking assist such as Push-to-Pass for the RU3 Championship.

10. RACING RULES

- 10.1.** This section defines the standards of driving behaviour expected of all Drivers during on-track competition in the RU Esports Series. Drivers are required to race fairly, responsibly, and with respect for other competitors at all times.

While close racing and robust competition are encouraged, Drivers must ensure that their actions do not create avoidable contact, unjustifiable risk, or unfair sporting advantage.

The following provisions set out the principles used by the Race Director and Stewards when assessing on-track incidents and determining responsibility.

10.2. Shared responsibility

Overtaking is a shared responsibility between the overtaking Driver and the Driver being overtaken. Both Drivers must act reasonably and ensure that any manoeuvre can be completed safely and under control.

10.3. Racing Room

When two cars are reasonably alongside each other, each Driver must leave sufficient racing room to allow the other to remain within track limits and maintain control without contact.

10.4. Use of track width

A Driver alone on track may use the full width of the race track. When another car is alongside or attempting an overtake, the Driver must adjust their line to provide racing room and avoidable contact.

10.5. Responsibility of overtaking Driver

The overtaking Driver is primarily responsible for ensuring that the manoeuvre does not result in contact or force another car off the track.

10.6. Defensive driving

Defensive driving is permitted provided it is not reactionary or excessive. A Driver may make one defensive move to protect the position but must leave sufficient space if the following car has established overlap.

10.7. Track limits

Track limits are defined by the Game. Drivers must respect these limits at all times. Deliberate or repeated exploitation of track limits may result in penalties.

10.8. Circuit-specific guidance

Every circuit on the RU Esports Series calendar presents unique characteristics. Drivers must comply with any circuit-specific instructions or clarifications issued during the Chief of Sport's pre-race briefing.

10.9. Avoidable risk

Although sim racing carries no physical injury risk, Drivers must avoid creating unjustifiable risk. Any action that causes another Driver to spin, leave the track, or lose position unfairly may be penalised.

10.10. Incident review

All incidents involving contact, off-track excursions, or a potential sporting advantage will be reviewed by Race Control and Stewards using available telemetry, data, and replay footage.

10.11. Loss of control and rejoining the track

A Driver who runs deep into a corner or loses control must reassess the situation before returning to the racing line. If another car is in proximity, the Driver who made the error is primarily responsible for rejoining the track safely and avoiding contact.

11. ON-TRACK CONDUCT

11.1. The behaviour of Drivers within the Game should always meet the expectations of the Racing Unleashed Championship Staff (RUCS) regarding sportsmanlike conduct and clean racing. Drivers are expected to make reasonable efforts to avoid prohibited on-track behaviour, particularly where such is unsafe, unjustified, or results in a lasting advantage.

11.2. Prohibited on-track behaviour

The following is considered prohibited on-track conduct. The list is not exhaustive, and the Stewards reserve the right to penalise any action deemed unsafe, unsporting, or contrary to the spirit of fair competition.

11.2.1. Avoidable Contact

Contact between vehicles where there is no reasonable need for the contact to occur, typically involving a lack of due care or allowing contact to occur unnecessarily.

11.2.2. Blocking

Two or more line changes made to defend a position which impede a following vehicle, or any defensive move made in reaction to an attacking move.

11.2.3. Brake Check (or Brake Test)

Deliberately braking unexpectedly and excessively in front of a following Driver outside of a normal braking zone, causing a collision or forcing the following Driver to take avoiding action.

11.2.4. Dangerous Re-entry

Re-joining the track in a manner that causes contact or forces another Driver to take avoiding action.

11.2.5. Dive Bombing

An overly optimistic overtaking attempt, typically under braking, where the attacking Driver brakes significantly later than the leading car and causes contact or relies on the leading car to slow their vehicle.

11.2.6. Driving the Wrong Way

Driving in the direction contrary to the intended direction of the circuit, except where strictly necessary to safely rejoin the track following an

incident.

11.2.7. Excessive Weaving

Repeated or excessive changes of direction intended to break a slipstream or force another Driver to take avoiding action.

11.2.8. Impeding a lapping vehicle

Unreasonably obstructing or delaying a faster Driver that is attempting to lap.

11.2.9. Jump Start

Moving from a grid position before the official start of the race is given.

11.2.10. Leaving the track without reason

Leaving the track such that no part of the car remains within the track limits, without a justifiable reason. Kerbs are not considered part of the track.

11.2.11. Ramming/Punting

Contact when a trailing car makes forceful contact with a leading car, resulting in the leading car being displaced from the racing line, leaving track, or sustaining damage.

11.2.12. Rough Driving

Overly aggressive driving that results in contact or unfairly impedes one or more competitors.

11.2.13. Stopping on-Track

Bringing a vehicle to a stop, or near stop, on track, without a valid safety or operational reason, including but not limited to practice starts.

11.2.14. Wall Riding

Intentional contact with fixed track elements (walls/barriers etc.) that alters the car's direction or provides a competitive advantage.

11.2.15. Moving under Braking

Changing direction while braking in a manner that compromises another Driver's line or safety.

11.3. 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, are expected to give back the position gained as soon as safely possible, and normally within three corners, where possible. Where it is not practical to return the position within three corners, the Drivers must do so at the earliest reasonable opportunity. If the incident occurs at the final corner during the end of the race, the position must be returned before the start-finish line where reasonably possible. Failure to return the position will result in a time penalty.

11.4. Flag expectations

Flags are mandatory signalling devices and may be displayed in-game, on driver dashboard, or via system alerts. All flag signals must be respected immediately.

11.4.1. Green

Indicates that the track is clear and full racing conditions apply.

11.4.2. Yellow

Indicates a hazard ahead. As Assetto Corsa doesn't permit replay-based verification of yellow flag infringements, overtaking is not formally prohibited. However, Drivers must clearly reduce speed and proceed with caution. Any Driver who fails to demonstrate caution, attempts to gain an advantage, or causes further incidents under yellow flag conditions may be penalised with increased severity.

11.4.3. Blue

Indicates that a faster car is approaching to lap the Driver. The Driver shown the blue flag must allow the faster car to pass at the earliest safe opportunity without impeding its progress. Failure to adhere to blue flags will result in penalties.

11.4.4. Black

Indicates that the Driver must return to the pit lane immediately to serve an in-game penalty. The driver is disqualified from the session for failing to serve black flags, so must comply with the in-game penalty system.

11.4.5. Red Flag

Indicates the session has been stopped. This will not be shown visually but called via audio channels by the Chief of Sport.

11.4.6. **Chequered**

Indicates the end of the Session. Behaviour after the flag is monitored.

11.5. **In-game penalties**

The Game may automatically issue penalties or instructions for certain rule infringements. Drivers must comply with all in-game penalties as directed. Automatic in-game penalties are not subject to appeal unless otherwise stated.

11.5.1. **Drive-through Penalty**

11.5.1.1. Jumping the start will result in an automatic drive-through penalty. The Driver has a maximum of three laps to serve the penalty.

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

11.5.1.3. A total of five warnings may be issued before the Driver receives a drive-through penalty.

11.5.1.4. The Driver has a maximum of three laps to serve the drive-through penalty. Failure to serve this within three laps will result in an instant disqualification from the race.

11.5.1.5. Track limit infringements on the final lap may not trigger automatic penalties but remain subject to review and penalties by RUCS.

11.5.2. **Disqualification**

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

11.5.3. **Time Penalties**

Drivers who fail to serve a drive-through penalty before the end of the race due to insufficient remaining laps will receive an automatic time penalty.

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

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

If a Driver is affected by an issue attributable to a bug, glitch, or limitation of the Game, no restart, delay, review or appeal shall be granted unless deemed appropriate at the discretion of the RUCS. In such cases, the RUCS may take no further action beyond reporting the issue to the Game developer and/or Racing

Unleashed IT team.

11.7. Drop-outs and Connection Issues

If one or more Drivers are unable to successfully join an in-game session at launch, a restart may be considered at the discretion of the RUCS. If a Driver disconnects from the Game after the session has started, whether due to connection issues or any other reason, no restart will be granted unless deemed appropriate by the RUCS.

11.8. Restarts

RUCS reserve the right to restart, suspend, prematurely end, cancel, or amend any session at any time and without prior notice, where required for sporting fairness, safety, or operational reasons.

Session interruptions may occur due to server instability, lounge disconnections, internet failure, or other technical issues affecting the integrity of the Championship.

11.8.1. Red Flag Procedure

11.8.1.1. In the event of a significant technical issue, RUCS may declare a Red Flag.

11.8.1.2. The Red Flag will be communicated to all Drivers via official RUCS audio communication.

11.8.1.3. Upon a Red Flag being called, Drivers must remain in their simulators and await further instructions.

11.8.1.4. Failure to follow Red Flag instructions will result in a penalty.

11.8.2. Assessment of the Incident

11.8.2.1. Following a Red Flag, RUCS will assess the following:

- The number of Drivers or lounges affected
- The severity and scope of the issue
- The stage of the race at the time of interruption
- The ability to restore fair and equal competition

11.8.3. Early race Red Flag

11.8.3.1. In the event of a Red Flag within the opening three laps of the race, the session will be restarted once the issue is resolved.

11.8.3.2. The grid order will be determined by the original qualifying results.

11.8.4. Mid-race Red Flag

11.8.4.1. If the race is interrupted beyond the opening four laps, RUCS may decide to end the race prematurely.

11.8.4.2. In such cases, Results will be determined based on the last completed lap recorded for all Drivers prior to interruption, using verified logs and telemetry.

11.8.4.3. In cases where RUCS decide to restart the race, the grid will be determined by the order of the last completed flying lap recorded for all Drivers prior to interruption, using verified logs and telemetry.

11.8.4.4. Where the Race ends prematurely, Points will still be awarded in accordance with Chapter 6 (Championship points).

11.9. Forfeit

If a Driver voluntarily forfeits a session without a valid reason, unless due to a technical issue or medical concern, RUCS reserve the right to penalise a Driver for the subsequent race.

Any Driver getting out of the simulator during a race will be deemed to have forfeited and will not be classified.

12. RACING UNLEASHED CHAMPIONSHIP STAFF

12.1. The Championship is overseen by the RU Championship Staff (“RUCS”), who hold full authority over the organisation, operation 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.

RUCS is comprised of:

12.1.1. **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, Lounge Staff and any other officials appointed for Championship events.

12.1.2. **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. This role is assumed by the Chief of Sport unless specified.

12.1.3. **Esports Operations Lead (EOL)**

Reports to the Chief of Sport. The Esports Operations Lead is responsible for the operational delivery of Championship events and the coordination of Drivers and Lounge staff during live sessions. Duties include ensuring Drivers are present and adhere to the event schedules. Participants are required to follow all reasonable operational instructions issued by the EOL.

12.1.4. **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.

12.1.5. **ACSM Operator**

Reports to the Chief of Sport. Managed by the Esports Operations Lead

and responsible for the technical setup, hosting, and maintenance of the multiplayer servers for all Championship sessions. The ACSM Operator ensures stable operation of the Game environment and supports stewarding reviews with verified data logs. This role is assumed by the EOL.

12.1.6. **Lounge Staff**

Report to the EOL. 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.

12.2. **Sporting Decisions**

All sporting and Championship-related decisions are made exclusively by RUCS. Such decisions are not open to discussion, debate, or dispute with lounge staff, technical staff, or event operations personnel. No communication with lounge staff shall be considered a protest, appeal, or formal review.

12.3. **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.

12.4. **Instructions and Communication**

The RUCS may issue instructions to Drivers by means of official communication, including circulars, or direct announcements via approved Championship channels.

12.5. **Schedule Changes**

RUCS may re-order the race schedule on any given day or amend 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.

12.6. **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.

13. PENALTY SYSTEM

13.1. 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:

13.1.1. **Warning**

If a Driver breaks a rule and no lasting advantage is gained then a warning may be applied. When a warning is issued, no penalty is applied immediately but the incident is noted. Warnings may be considered by RUCS when determining penalties for subsequent breaches of the Regulations.

13.1.2. **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 offence, the extent of any advantage gained and/or disadvantage caused, and any prior Warnings issued to the Driver for related rule breaches. Time penalties are added to the Driver’s total race time from the respective race.

13.1.2.1. **Penalty Severity**

To promote consistency and transparency, RUCS may apply time penalties in accordance with the following severity framework. These penalty ranges are guidelines only and do not limit RUCS’s discretion when determining an appropriate sanction. Time penalties are awarded per incident and can accumulate post-Race.

- One (1) second time penalty
- Three (3) second time penalty
- Five (5) second time penalty
- Ten (10) second time penalty

13.1.3. **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 reasonably applied due to the race format, then that Driver may be awarded a grid

place penalty for the subsequent race.

13.1.4. Disqualification

Drivers may be disqualified if they intentionally breach the rules in a manner deemed sufficiently serious by RUCS, deliberately cause a significant or lasting disadvantage to another Driver, or repeatedly violate the regulations. Any Driver whose conduct is deemed unacceptable, whether in-game or otherwise, may be disqualified from a session and/or future sessions in the RU Esports Series. This may include the suspension of a Driver's eligibility to participate in, attend, or otherwise engage in the RU Esports Series for a fixed period, indefinitely or permanently.

- 13.2.** It shall be at the discretion of 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 RUCS that a Driver was wholly or predominantly to blame then no penalty will be imposed.

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

14. INCIDENT REPORTING

14.1. Communication Protocol

There is no communication with Race Control during races. Drivers can only communicate with Race Control via the Driver Reporting Window.

14.2. Incident Documentation and Summary

Race Control shall monitor and record all on-track incidents observed in each session. Following the conclusion of a race, Race Control shall publish a provisional Race Incident Summary outlining incidents under review via the official Racing Unleashed Discord server. The Race Incident Summary is informational only and does not represent final or confirmed post-race penalties. All incidents will be reviewed by RUCS, and the final decisions will be communicated following this review process.

If a Driver believes an incident has been omitted or requires further consideration, they may submit a report via the official Incident Report form within the timeframe set out in 14.3.

14.3. Driver Reporting Window

Upon publication of the Race Incident Summary, Drivers shall be granted a strict 10-minute reporting window to submit an Incident Report Form that does not appear in the Incident Summary.

All reports must:

- Relate only to incidents directly involving the reporting Driver
- Clearly specify the nature of the incident
- Identify all cars involved
- State the relevant lap number and corner

Drivers will be notified of the opening and closing of the reporting window via the official Racing Unleashed Discord server.

Following the close of the reporting window, RUCS will compile, review, and validate all submitted reports. No additional reports or supplementary information will be accepted once the reporting window has closed.

14.4. Official Results Declaration

All results displayed immediately following the conclusion of any session are provisional.

Upon closure of the 10-minute incident reporting window, Race Control shall commence a full review of all observed incidents and any valid Incident Report Forms submitted within the permitted time frame.

Once all investigations have been completed, Race Control shall publish the official results.

The publication of the official results shall formally conclude the Race Control review process and trigger the Right of Review procedure, in accordance with Chapter 15.

14.5. Scope of Applicability

The incident review, reporting, and results declaration procedures shall apply uniformly to all Championship sessions, including Qualifying and Race, unless stated otherwise.

Drivers will only be able to submit an Incident Report Form for the Race.

15. RIGHT FOR REVIEW PROCESS

15.1. 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").

15.2. 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 Racing Unleashed Discord server.

15.3. Submission Window

A Driver wishing to exercise the Right for Review must submit the official form within 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.

Subject formatting should strictly match: ROR_DRIVERNAME_INCIDENTNUMBER

15.4. Required Evidence and Dismissal

A submission for a Right for Review must include new, significant, and relevant evidence. Valid evidence includes, but is not limited to, telemetry files, personal in-car replays, screenshots, or other supporting data not present in official race replay.

Where limited or no additional evidence is available beyond the official race replay, Drivers are expected to submit a clear, comprehensive, and correctly structured Right for Review, setting out a substantiated and reasoned argument explaining why the original decision should be reconsidered.

Any Right for Review containing direct comments, accusations, or conduct towards RUCS that does not align with the Racing Unleashed Race with Respect guidelines

shall be dismissed without further consideration.

15.5. Response Timeline

Race Control shall issue a final response to a valid Right for Review submission within seven calendar days.

15.6. Championship Entitlement

For the RU3 Championship, each Driver is entitled to one Right for Review per Championship round.

16. LIVERY

16.1. Standard Liveries

RUCS shall assign a random livery from the standard Championship set for each race day, and no modifications by the Driver shall be permitted.

16.2. Custom Liveries

- Drivers may submit their own custom liveries for use in the Championship.
- Custom liveries must be submitted using the official Livery Submission document, which will be available via the official Racing Unleashed Discord server.
- All liveries must be digitally submitted using the designated email address: competition@racing-unleashed.com
- Submissions must use the following email subject format:
LIVERYSUBMISSION_DRIVERNAME_DATE
- If files are too large to be submitted as an email attachment, they must be uploaded via a recognised cloud storage service. The download link must be included in the submission email, and the email must follow the correct subject format. Files must be provided with view-only access and must not be shared or distributed by any other method.
- All liveries must follow the official Racing Unleashed decal pack without alteration and must meet the championship's broadcast, branding, and licensing requirements.
- The RU logo and mandatory decals must appear in the correct positions as defined in the official decal pack.
- The Livery Submission document must be completed in full, including all relevant logos and written company approvals for any external sponsors.
- By submitting a custom livery, the Driver confirms that all information provided is accurate and that the livery complies with the Regulations and the requirements set out in the official Livery Submission document.
- Drivers submitting a livery that is not approved will not be penalised.

16.3. Prohibited Content

- 16.3.1. Liveries must not contain any restricted or unsuitable content.
- 16.3.2. Alcohol or spirits brands.
- 16.3.3. Gambling, betting, casino, or wagering companies.
- 16.3.4. Tobacco or vaping products.
- 16.3.5. Adult entertainment, explicit imagery, or sexual content.
- 16.3.6. Political messaging, governmental symbols, or political campaigns.
- 16.3.7. Religious symbols, groups, or messaging.
- 16.3.8. Offensive, discriminatory, hateful, or inflammatory themes.
- 16.3.9. Any misleading, unauthorised, or unlicensed branding.

16.4. Commercial Logos

Drivers may only include commercial logos if they have written approval from the rights holder. All approved logos must be listed and signed off in the official Logo Approval section of the livery submission form.

16.5. Submission Requirements

All liveries must be submitted with a fully completed RU Livery Submission Form, three required images (front, left side, right side), all written logo approvals, and the completed decal pack applied correctly and without modification. Liveries must be visually suitable for public competition, as determined by Racing Unleashed.

16.6. Usage and Approval

By submitting the livery, Drivers grant Racing Unleashed full permission to use the approved design across all competition, broadcast, media, social, and promotional output for the duration of the season.

- 16.6.1. Liveries must be submitted by 12:00 CET Monday before race day
- 16.6.2. Liveries submitted late will not be approved.
- 16.6.3. Liveries submitted with incorrect documents will not be approved.
- 16.6.4. Liveries submitted without the correct email subject will not be approved.
- 16.6.5. Drivers are not permitted to use or publicly post the livery until Racing Unleashed has issued written approval.

Racing Unleashed reserves the right to suspend approval of or remove any livery from competition at any time if it is found to breach these Regulations, or present a reputational, commercial, or broadcast risk.

17. SPIRIT OF THE RULES

17.1. Decisions

The RUCS shall apply and interpret these Regulations in a manner that upholds the spirit, integrity, and sporting fairness of the RU Esports Series. Given the dynamic nature of sim racing, it is not possible to account for every potential incident, scenario, or circumstance within these Regulations. The RUCS are granted full discretion to take any action deemed necessary to ensure fair competition is always maintained.

The authority of the RUCS extends to all sporting, operations, and regulatory decisions made within the Championship.

In exceptional cases, the RUCS may make decisions that are:

- 17.1.1. In accordance with this Rulebook.
- 17.1.2. Outside of this Rulebook, for situations not explicitly covered.
- 17.1.3. Even contrary to this Rulebook, where necessary to correct an unfair outcome, prevent exploitation, or address malicious conduct.

17.2. Finality of Decisions

All decisions regarding the interpretation of these Regulations, eligibility, scheduling, event operations and sporting matters are made at the sole discretion of the RUCS.

Unless explicitly stated within these Regulations, decisions of the RUCS may not be protested or appealed.

17.3. Rule Changes

Racing Unleashed reserves the right to modify, amend or clarify the rules of the RU Esports Series, including these Regulations.

All rule changes will be communicated to Drivers via the official Racing Unleashed Discord server. No rule changes will be made within 24 hours of a scheduled Championship event.

17.4. Limitation on Liability

Participation in the RU Esports Series is subject to the terms set out in the Racing Unleashed Esports Series Participation Agreement and the Racing Unleashed General Terms & Conditions.

Drivers acknowledge that participation in the Championship is undertaken at their own risk, subject to the applicable limitations of liability, exclusions, and responsibilities as defined in the Participation Agreement.

18. 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 must conduct themselves in a professional manner that reflects positively on the Championship, Racing Unleashed, its staff, partners and fellow competitors. Drivers are required to comply with all applicable laws, venue policies and Championship regulations.

Any conduct deemed by RUCS to be harmful to the integrity, reputation, or commercial interests of the RU Esports Series or its partners is strictly prohibited.

18.1. Cheating and Gameplay

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

18.1.1. Hardware modification

Any modification of hardware is forbidden. This includes alterations that allow equipment to function outside of the manufacturer's intended design. Adding, removing, or altering components of any hardware supplied by the manufacturer or provided by Racing Unleashed is prohibited unless expressly approved in writing.

18.1.2. Hacking

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

18.1.3. 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.

18.1.4. Collusion

Any agreement, coordination, or understanding between two or more Drivers intended to manipulate results, influence outcomes, disadvantage other competitors, or otherwise undermine the integrity of the Championship is strictly prohibited. The RU Esports Series is an individual Drivers' Championship. Team orders, cooperative driving strategies, or any form of coordinated behaviour between Drivers is not permitted.

18.2. Drugs and Alcohol

Drivers must not compete while under the influence of drugs or alcohol. Any Driver reasonably believed by RUCS to be under the influence at any time during Championship activities will be immediately removed and disqualified.

The consumption of alcohol is permitted at the venues only after the conclusion of on-track activities and remains subject to venue regulations and applicable local laws.

18.3. Unsportsmanlike Behaviour

Any behaviour deemed offensive, disrespectful, or unsportsmanlike is prohibited. This behaviour is outlined in the Race with Respect guidelines, which form part of these Regulations.

18.4. Competitive Integrity

Drivers must compete honestly, independently, and to the best of their ability in all Championship sessions. Any action that intentionally compromises competitive integrity, including deliberate underperformance, result manipulation, or strategic non-competition, is prohibited.

18.5. Betting and Gambling

Drivers, and any persons connected to them, are strictly prohibited from engaging in betting, gambling, wagering, or any form of financial speculation related to the RU Esports Series or any associated event.

Drivers must not benefit directly or indirectly from spot-fixing, betting activity, or the sharing of confidential or non-public information for gambling purposes.

18.6. Bribery and Gifts

Drivers must not offer or accept any gift, payment, benefit or incentive in exchange for services, actions, or outcomes related to the Championship. This includes any arrangement intended to:

18.6.1. Intentionally lose to, assist, or disadvantage another Driver.

18.6.2. Fix, manipulate, or improperly influence the outcome of any session, race, or Championship result.

18.7. General Conduct

Drivers must be respectful of Racing Unleashed, staff, tournament organisers, 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:

18.7.1. 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.

18.7.2. Violent or physical aggression or behaviour

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

18.7.3. 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.

18.7.4. 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.

18.7.5. 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.

18.7.6. 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 the Regulations. Any conduct deemed to be in violation of this Rulebook is punishable and may result in disqualification from the RU Esports Series.

18.8. Communication

All attempts to contact any individual other than the Esports Operations Lead or an Official must be made through the designated RU Esports Series League Operations channels. 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.

Drivers must not directly contact Racing Unleashed employees, venue staff, or officials regarding sporting decisions. Sporting decisions are not discussion points with lounge staff and must not be used as informal protests or appeals.

18.9. Social Media

Drivers must not publish or share any content on social media or other public platforms that is defamatory, abusive, or intentionally harmful to the reputation of Racing Unleashed, its staff, partners, or other Drivers. Any concerns, complaints, or disputes relating to the Championship must be raised directly with Racing Unleashed through the appropriate official channels. Public commentary, escalation, or criticism via social media will not be considered an acceptable substitute for formal Championship processes. All public-facing content published before, during, or after the Championship may be reviewed by RUCS when determining a Driver's eligibility or when making disciplinary decisions.

18.10. Phones during races/events

Drivers must not use mobile phones or recording devices during Championship activity. The capture or distribution of protected intellectual property or unauthorised footage will result in removal from or disqualification.

18.11. Tools and other equipment

Drivers are forbidden from carrying or using any tools or equipment at RU lounges during events, other than the equipment officially provided by Racing Unleashed. Approved racing equipment, including driving gloves and boots, is permitted.

18.12. Coordinated Disruption

Any Driver found to be instigating forfeits from other Drivers, or otherwise collaborating to disrupt or obstruct the Championship, will 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.