

RU1 RU2

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RU ESPORTS SERIES
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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 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.

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

3. EVENT REGISTRATION

3.1. Championship entry

- RU1 Drivers are invited to participate based on legacy season performance and/or other selection criteria determined by Racing Unleashed.
- If the RU1 grid does not meet the minimum grid size, a wildcard system will be used to invite drivers who have not previously competed in the RU Esports Series.
- RU2 Drivers are promoted from the previous RU3 season, in accordance with the Championship's promotion system.

3.2. Event Registration

- Drivers who have signed the Participation Agreement have officially registered for all eight 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

- Failure to attend a scheduled event without prior notice may result in suspension or removal from the Championship.
- Participants must inform Racing Unleashed no later than 48 hours before the scheduled event start time via email if they are unable to attend.

  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 RU1 or RU2 championships.
- All RU1 and RU2 Participants are eligible for the Racing Unleashed Driver Pass. The Driver Pass is a premium membership available to Participants with numerous benefits. Information about the Driver Pass is available upon request or via the official Racing Unleashed Discord server.

3.8. Racing Unleashed Staff Eligibility

- Employees and other staff engaged by Racing Unleashed are not eligible to enter the RU Esports Series as Drivers.
- Freelance personnel may remain eligible to compete in the RU Esports Series, subject to the nature of their role with Racing Unleashed and approval by RUCS. This includes Drivers engaged to perform event-related duties, provided they do not receive employee-only simulator-session benefits or hold a role that could create a conflict with their participation.
- As a transitional exception, any Racing Unleashed employee or staff member already participating in the 2026 RU1 or RU2 Championships as of 1 October 2026 may continue competing in subsequent seasons, provided they remain continuously eligible for either RU1 or RU2 through the Championship's Driver Ranking. This exception remains valid if the Driver is promoted to RU1, retained in RU2, or demoted from RU1 to RU2.
- If the Driver is demoted from RU2, or otherwise loses their place in the Championship, the exception will permanently end. The Driver will not be eligible to enter RU3, participate in Qualifiers, or re-enter the RU Esports Series ecosystem while employed or engaged by Racing Unleashed.

4. FORMAT

4.1. Overview

- The 2026 RU Esports Series Championships (RU1 and RU2) consist of eight events throughout the year.
- Each event contributes to the overall Championship standings and Driver Ranking (Chapter 6), 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. Calendar

- The RU1 and RU2 Championships will follow this calendar:

Round	Date	Circuit
1	February 22	Spielberg Circuit (Austria)
2	March 22	Circuit de Barcelona (Spain)
3	April 26	Spa-Francorchamps (Belgium)
4	May 24	Imola (Italy)
SUMMER BREAK		
5	October 18	Nurburgring GP (Germany)
6	November 1	Suzuka (Japan)
7	November 22	Interlagos (Brazil)
8	December 13	Silverstone (UK)

4.3. Event structure

- Each Championship event will typically consist of the following on the same day:
    - **Driver Briefing**
    - **Practice**
    - **Warm-up**
    - **Qualifying**
    - **Race**
- A comprehensive schedule will be published on the official Racing Unleashed Discord.

4.3.1. 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
09:40	09:50	10 mins	RU2 Driver Briefing
10:25	10:45	20 mins	RU2 Practice Session
09:50	10:00	10 mins	RU1 Driver Briefing
10:00	10:20	20 mins	RU1 Practice Session
RU2 RACE SESSIONS			
12:55	13:00	5 mins	RU2 Warm-up
13:00	13:10	10 mins	RU2 Qualifying
13:15	13:55	40 mins	RU2 Race
RU1 RACE SESSIONS			
14:05	14:10	5 mins	RU1 Warm-up
14:10	14:20	10 mins	RU1 Qualifying
14:25	15:05	40 mins	RU1 Race

4.3.2. **Practice**

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

4.3.3. **Warm-up**

A warm-up session will be held on the respective track immediately prior to qualifying. This session will last five minutes and allows Drivers to acclimatise to the track, confirm simulator functionality and prepare for Qualifying.

4.3.4. **Qualifying**

The Qualifying Session will be held on the respective track. This session will last six minutes. However, 10 minutes has been allocated to the schedule to factor in potential delays or issues. 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.

4.3.4.1. 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.

4.3.4.2. 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.

4.3.4.3. 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.

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

4.3.5. **Race**

After Qualifying and allocation of the starting grid positions, the Drivers will complete a Race on the respective track. The Race shall be run over a pre-determined number of laps, which will be defined by Racing Unleashed prior to the Event. The number of laps will be determined using event data to ensure an appropriate race duration (approximately 40 minutes). The objective of the Race is for Drivers to finish as high as possible in the final classification. Only Drivers who participated in Qualifying are permitted to start the Race, unless Racing Unleashed determines otherwise due to exceptional circumstances. Pit stops are not permitted and are not mandatory during the Race.

4.4. 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 awarded a five-place grid penalty. Drivers must inform RUCS prior to the briefing if they are going to be late/absent. Failure to do so could result in a more severe penalty

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

4.6. 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.

4.7. 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.

RU1 lounge grids may operate at full simulator capacity. Where a lounge is operating at full capacity and a simulator failure occurs with no spare unit available the affected Drivers (the Driver allocated to the simulator prior to the event) will be required to withdraw from the event. In such cases, the withdrawal is a direct consequence of the random simulator allocation process.

In RU1, when one or more lounges operate at full simulator capacity, spare simulators will not be used in the event of a failure or hardware issue. This ensures that no lounge benefits from a larger simulator allocation that is not equally available across the Championship.

In RU2, 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.

4.8. In-game assists shall be restricted during all Sessions (Chapter 8), except RU2 Drivers, who compete in CH Mode. Penalties will be awarded if Drivers compete in the wrong mode.

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	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

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 RU1 or RU2 Championship.

5.6. In the event of a tie in Drivers' 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 fail to participate in at least six rounds of the Championship will not be classified in the overall final standings. This does not apply to Drivers promoted to RU2 at the Mid-Championship Driver Ranking Adjustment.

6. DRIVER RANKING

6.1. 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.

6.2. 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.

6.2.1. **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.

6.2.2. **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 - 2026 CHAMPIONSHIP	MAD		1	1	1	1				1	1	1	1	
			2	2	2	2				2	2	2	2	Remain in RU1
			3	3	3	3				3	3	3	3	
			4	4	4	4				4	4	4	4	Demoted to RU2
			5	5	5	5				5	5	5	5	
			6	6	6	6				6	6	6	6	Released
			7	7	7	7				7	7	7	7	
	MUN		1	1	1	1				1	1	1	1	
			2	2	2	2				2	2	2	2	Remain in RU1
			3	3	3	3				3	3	3	3	
			4	4	4	4				4	4	4	4	Demoted to RU2
			5	5	5	5				5	5	5	5	
	Z AIR		1	1	1	1				1	1	1	1	
			2	2	2	2				2	2	2	2	Remain in RU1
			3	3	3	3				3	3	3	3	
			4	4	4	4				4	4	4	4	Demoted to RU2
			5	5	5	5				5	5	5	5	

6.3. 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.

6.3.1. 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.

6.3.2. **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.

6.3.3. **RU2 – Zurich City exception**

For the 2026 RU Esports Series, Zurich City operates as a newly established Racing Unleashed lounge within the Championship structure. Unlike Madrid, Munich and Zurich Airport, Zurich City does not have an existing RU1 Driver group from which places can be retained for the 2027 Championship.

The intended 2027 structure provides each Racing Unleashed lounge with five RU1 places. At the established lounges, these places are populated through a combination of Drivers retained in RU1 and Drivers promoted from RU2. As Zurich City has no existing RU1 Drivers, applying the standard promotion rules would leave the lounge unable to fill its initial five-place RU1 allocation.

- 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, provided they remain eligible to participate
- Drivers demoted from RU2 following the Mid-Championship Driver Ranking Adjustment will be removed from the RU2 Driver Ranking and will not be eligible for promotion to RU1 at the conclusion of that Championship.

- Any Championship points earned before demotion will remain valid for the purposes of the Drivers' Championship but will not be considered when determining promotion, retention or demotion through the Driver Ranking.
- A Driver promoted from RU3 to RU2 at the Mid-Championship Driver Ranking Adjustment will become eligible for the RU2 Driver Ranking. For promotion purposes, an eligible Driver who remains in RU2 will be ranked ahead of any Driver who has been demoted from RU2, irrespective of their respective Drivers' Championship points totals.

This arrangement allows Zurich City to enter the 2027 Championship with the same RU1 allocation as every other lounge. It also ensures that the places are awarded to Drivers who have already competed within the Racing Unleashed ecosystem, rather than being filled through external selection or wildcard invitations.

Once the initial Zurich City RU1 allocation has been established, its Drivers will become subject to the standard Driver Ranking, retention and demotion rules. Their continued participation in RU1 beyond 2027 is therefore not guaranteed and will depend on their performance in accordance with these Regulations.

This is a transitional exception applying only to the conclusion of the 2026 Championship. It reflects the introduction of Zurich City as a new standalone lounge.

6.3.4. RU2 – Driver Ranking

The table below illustrates the application of the RU2 Driver Ranking system.

RU2 - 2026 CHAMPIONSHIP												
	MAD		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	Continue in RU2
			4	4	4	4	Demoted	4	4	4	4	Demoted
			5	5	5	5		5	5	5	5	
	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	Continue in RU2
			4	4	4	4	Demoted	4	4	4	4	Demoted
			5	5	5	5		5	5	5	5	
	Z AIR		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	Continue in RU2
			4	4	4	4	Demoted	4	4	4	4	Demoted
			5	5	5	5		5	5	5	5	
	Z CITY		1	1	1	1	Remain in RU2	1	1	1	1	
			2	2	2	2		2	2	2	2	
			3	3	3	3		3	3	3	3	Promoted to RU1
			4	4	4	4	Demoted	4	4	4	4	
			5	5	5	5		5	5	5	5	

6.4. 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 Qualifiers in 2026:

- RU3 Spring Championship.
- RU3 Fall Championship.

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

6.4.1. **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 Qualifiers (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.

6.4.2. **RU3 – Continuation and Re-Entry**

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

These drivers must re-enter for RU3 through the Open Qualifiers, which is defined separately in the RU3 Championship Regulations.

6.4.3. **Scope of RU3 Regulations**

The detailed sporting, qualification, and operational rules governing RU3 are outlined in the RU3 Championship Regulations. This section exists solely to define how RU3 interfaces with the RU1 and RU2 Championships within the Driver Ranking system.

6.4.4. **Declined Promotion or Demotion and Vacant Positions**

Driver promoted or demoted to another Championship must confirm their intention to participate by the deadline communicated by Racing Unleashed. Where a Driver declines their allocated position, fails to confirm their participation by the applicable deadline, or otherwise elects to leave the RU

Esports Series, that position will remain vacant. It will not be offered to another Driver from RU1, RU2 or RU3, and no additional promotion, retention or demotion outcome will be created as a result.

Leaving the position vacant protects the published promotion and demotion structure by ensuring that another Driver's outcome is not retrospectively changed because a Driver chooses not to continue.

A Driver who declines their allocated position will be considered to have left the competitive ecosystem and will have no automatic right to reclaim that position. Any future return must take place through the applicable RU3 entry and qualification process.

7. PRIZE POOL

7.1. Prize Pool Overview

- The RU Esports Series features a guaranteed prize pool for the RU1 and RU2 Championships.
- Prize money is awarded on both, a per-event basis and for the overall Championship standings, as outlined below.
- All prize allocations are subject to compliance with these Regulations.
- Prize money displayed in Swiss Francs (CHF).

7.2. Prize Distribution and Currency

- All prize money is paid by Racing Unleashed in the Participant's native currency, irrespective of exchange rate fluctuations.
- Currency conversion shall be calculated using the exchange rate applicable on the first working day following the relevant race, typically the Monday. The exchange rate used for conversion is final and not subject to review or dispute.
- Racing Unleashed shall not be responsible for any loss in value resulting from currency conversion, bank fees or international transaction charges.
- No cash payments will be made under any circumstances.

7.3. Taxation

- Participants are solely responsible for any taxes, duties or declarations arising from the prize money in their country of residence.
- Racing Unleashed accepts no responsibility for tax liabilities, reporting obligations, or penalties imposed by tax authorities.
- Where a Participant is under the age of 18, prize money will be paid to the parent or legal guardian, who assumes full responsibility for all related tax obligations.
- Where required by applicable law, Racing Unleashed may withhold taxes at source or apply additional reporting or payment obligations in the jurisdiction where the event takes place. Any such withholding shall be deemed final from Racing Unleashed's perspective, and Participants remain responsible for any further tax obligations in their country of residence.

7.4. Payment Details and Liability

- Participants, or their legal guardians where applicable, must provide accurate and complete bank and payment details upon request.
- Racing Unleashed will issue the relevant payment documentation (credit note) for prize money payments.

- Racing Unleashed accepts no liability for delayed, misdirected, or lost payments resulting from:
    - Incorrect or incomplete bank details provided by the Participant.
    - Failure to respond to payment requests within a reasonable time frame.
    - All funds lost due to incorrect information supplied by the Participants will not be reissued.

7.5. Payment Timing

- Racing Unleashed will endeavour to distribute prize money within three months following the conclusion of the Championship, subject to verification of results, eligibility, and receipt of correct payment details.
- Racing Unleashed will generate the required credit note internally and process payment in accordance with the above timeframe.
- Drivers must not contact the Racing Unleashed finance or accounting teams directly unless the stated payment timeframe has elapsed. All payment-related queries must be directed to the Chief of Sport.

7.6. RU1 Championship – Prize Money

Position	Race Prize (CHF)	Position	Championship Prize (CHF)
1st	3,000	1st	20,000
2nd	2,000	2nd	13,000
3rd	1,200	3rd	9,000
4th	800	4th	2,500
5th	600	5th	1,500
6th	500	6th	900
7th	350	7th	700
8th	300	8th	600
9th	200	9th	550
10th	150	10th	250

7.7. RU2 Championship – Prize Money

Position	Race Prize (CHF)	Position	Championship Prize (CHF)
1st	900	1st	9,000
2nd	500	2nd	2,500
3rd	350	3rd	1,600
4th	250	4th	850
5th	200	5th	650
6th	175	6th	450
7th	150	7th	350
8th	125	8th	250
9th	75	9th	200
10th	50	10th	150

8. DRIVING SETTINGS

8.1. Driving Aids and Assistance

8.1.1. Drivers must compete without driving aids except where explicitly permitted by the Regulations. The required driving mode depends on the Championship tier.

8.1.1.1. R Mode (RU1)

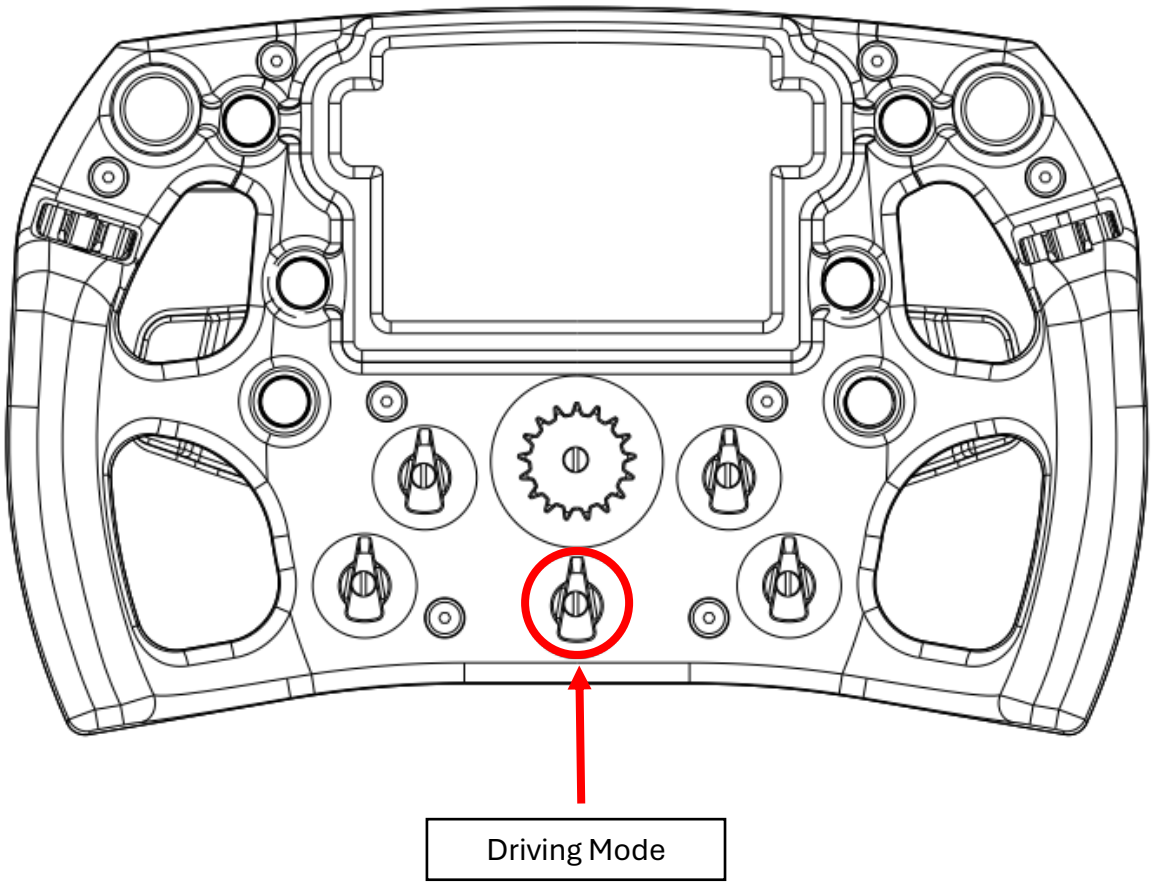
Drivers competing in RU1 must use **R Mode** with all driving aids disabled:

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

8.1.1.2. CH Mode (RU2)

Drivers competing in RU2 must use **CH Mode**, with the driving aids set as:

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



8.2. 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.

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

8.3. Assetto Corsa Server Management

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

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

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

8.4. Simulation Settings

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

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

8.4.2.1. Time of day: 15:00

8.4.2.2. Time of Day multiplier: 1

8.4.2.3. Base temperature ambient: 18

8.4.2.4. Base temperature road: 7

8.4.2.5. Fuel rate: 0

8.4.2.6. Damage multiplier: 0

8.4.2.7. Tyre wear rate: 0

8.5. Overtaking Assist

8.5.1. Push-to-Pass (P2P) is enabled for the RU1 and RU2 Championships as the primary overtaking assist.

8.5.2. Each Driver may activate Push-to-Pass a maximum of eight times during each Race.

8.5.3. Push-to-Pass usage is limited to the allocated number of activations and cannot be replenished during a Race.

8.5.4. Push-to-Pass is not available in Practice, Warm-up or Qualifying. The Energy Recovery System (ERS) remains active during these sessions and is managed automatically by the simulator using a fixed preset.

8.5.5. The Drag Reduction System (DRS) is not enabled for the 2026 RU Esports Series due to technical limitations that prevent one-second detection zones for DRS to be used in line with the intended spirit of overtaking.

8.5.6. DRS boards are still likely to be present on track but should be ignored by Drivers.

9. RACING RULES

9.1. 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.

9.2. 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.

9.3. 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.

9.4. 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.

9.5. 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.

9.6. 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.

9.7. 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.

9.8. 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.

9.9. 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.

9.10. 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.

9.11. 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.

10. ON-TRACK CONDUCT

10.1. 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.

10.2. **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.

10.2.1. **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.

10.2.2. **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.

10.2.3. **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.

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

10.2.5. **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.

10.2.6. **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.

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

10.2.8. **Impeding a lapping vehicle**
Unreasonably obstructing or delaying a faster Driver that is attempting to lap.

10.2.9. **Jump Start**
Moving from a grid position before the official start of the race is given.

10.2.10. **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.

10.2.11. **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.

10.2.12. **Rough Driving**
Overly aggressive driving that results in contact or unfairly impedes one or more competitors.

10.2.13. **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.

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

10.2.15. **Moving under Braking**
Changing direction while braking in a manner that compromises another Driver's line or safety.

10.3. 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.

10.4. 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.

10.4.1. **Green**

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

10.4.2. **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.

10.4.3. **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.

10.4.4. **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.

10.4.5. **Red Flag**

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

10.4.6. **Chequered**
Indicates the end of the Session. Behaviour after the flag is monitored.

10.5. 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.

10.5.1. **Drive-through Penalty**

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

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

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

10.5.1.4. 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.

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

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

10.5.3. **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.

10.6. 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.

10.7. 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.

10.8. 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.

10.8.1. **Red Flag Procedure**

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

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

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

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

10.8.2. **Assessment of the Incident**

10.8.2.1. 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

10.8.3. **Early race Red Flag**

10.8.3.1. 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.

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

10.8.4. **Mid-race Red Flag**

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

10.8.4.2. 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.

10.8.4.3. 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.

10.8.4.4. Where the Race ends prematurely, Points will still be awarded in accordance with Chapter 5 (Championship points).

10.9. 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.

11. RACING UNLEASHED CHAMPIONSHIP STAFF

11.1. 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:

11.1.1. **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.

11.1.2. **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.

11.1.3. **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.

11.1.4. **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 Game environment and supports stewarding reviews with verified data logs. This role is carried out by a member of the Racing Unleashed IT department.

11.1.5. **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.

11.2. 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.

11.3. 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.

11.4. Instructions and Communication

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

11.5. 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.

11.6. 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.

12. PENALTY SYSTEM

12.1. 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:

12.1.1. **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.

12.1.2. **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.

12.1.2.1. **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

12.1.3. **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.

12.1.4. **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.

12.2. 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.

12.3. 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.

12.4. Penalty Points
For the 2026 RU Esports Series, a Penalty Points system has been introduced to monitor repeated rule infringements and discourage persistent unsporting behaviour.

Penalty Points may be applied in addition to standard sporting penalties where a Driver is found to have committed an offence. Warnings do not carry Penalty Points.

The Penalty Points system exists to ensure fair driving standards across the Championship and to provide a clear framework for addressing repeated infringements over time.

12.5. Penalty Points Window
Penalty Points are applied to a Driver's Licence and remain valid for a period of 12 months from the date of issue, unless removed earlier under 12.5.3.

Each Penalty Point expires individually 12 months after it has been applied.

Penalty Points do not collectively reset at the end of a Championship.

Penalty Points stay on the Driver's Licence if the Driver moves between Championships, including demotion to RU3 and promotion back to RU2. No Penalty Points are issued in RU3, but any Penalty Points that have not yet expired still apply when the Driver returns to RU1 or RU2.

Racing Unleashed will maintain an official record of all Penalty Points and their expiry date.

12.5.1. **Penalty Points Allocation**

Penalty Points will be issued alongside standard sporting penalties depending on the severity of the offence committed.

Penalty Points are applied for each penalty issued. Where a Driver receives more than one penalty at the same event, each penalty carries its own Penalty Points.

As a general guideline, the following framework will be applied:

Penalty Points	Time Penalty
5	10-second time penalty
3	5-second time penalty
2	3-second time penalty
1	1-second time penalty
0	Warnings
1	In-game penalties

12.5.1.1. **In-game penalties**

Penalties automatically issued by the server system will also result in the application of Penalty Points. Racing Unleashed reserves the right to review repeated track limits infringements or other automated penalties and apply additional Penalty Points where necessary.

12.5.2. **Penalty Points Consequences**

The accumulation of Penalty Points on a Driver's Licence will result in automatic sporting consequences to address repeated offences and protect the integrity of the Championship. These consequences apply regardless of the Driver's Championship position, or method of entry into the Championship, including wildcard entries. Penalty Points consequences are applied based on the total number of active

Penalty Points held by the Driver at the time of the offence.

Total Penalty Points	Offence
10	5-place grid penalty
15	10-place grid penalty
20	Qualifying ban
25	Race ban (1 event only)

A consequence is triggered when a Driver's total reaches or passes a threshold, and is served at the Driver's next RU1 or RU2 event, including in the following Championship. If the Driver is demoted to RU3 before serving it, the consequence is served at their first RU1 or RU2 event after returning, unless the Penalty Points that triggered it have expired.

Where more than one threshold is reached at the same event, only the highest consequence applies.

A qualifying ban means the Driver does not take part in Qualifying and starts the Race from the back of the grid.

12.5.3. **Removal of Penalty Points**

Once a Driver has served a Penalty Points consequence, the number of Penalty Points equal to that threshold is removed from the Driver's Licence, starting with the oldest. Any remaining Penalty Points stay on the Driver's Licence and expire as normal. The Penalty Points are removed at the start of the event at which the consequence is served. Any Penalty Points received at that event are then added to the remaining total.

For example, a Driver who receives 13 Penalty Points at one event serves a 5-place grid penalty at the next event. 10 Penalty Points are then removed, and the remaining 3 Penalty Points expire 12 months after they were issued.

13. INCIDENT REPORTING

13.1. Communication Protocol

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

13.2. 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 13.3.

13.3. 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.

13.4. 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 14.

13.5. 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.

14. RIGHT FOR REVIEW PROCESS

14.1. 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").

14.2. 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.

14.3. 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

14.4. 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.

14.5. Response Timeline

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

14.6. Championship Entitlement

For the RU1 and RU2 Championships, each Driver is entitled to one Right for Review per Championship round.

15. LIVERY

15.1. 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.

15.2. 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.

15.3. Prohibited Content

15.3.1. Liveries must not contain any restricted or unsuitable content.
15.3.2. Alcohol or spirits brands.
15.3.3. Gambling, betting, casino, or wagering companies.
15.3.4. Tobacco or vaping products.
15.3.5. Adult entertainment, explicit imagery, or sexual content.
15.3.6. Political messaging, governmental symbols, or political campaigns.
15.3.7. Religious symbols, groups, or messaging.
15.3.8. Offensive, discriminatory, hateful, or inflammatory themes.
15.3.9. Any misleading, unauthorised, or unlicensed branding.

15.4. 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.

15.5. 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.

15.6. 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.

15.6.1. Liveries must be submitted by 12:00 CET Monday before race day
15.6.2. Liveries submitted late will not be approved.
15.6.3. Liveries submitted with incorrect documents will not be approved.
15.6.4. Liveries submitted without the correct email subject will not be approved.
15.6.5. 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.

16. SPIRIT OF THE RULES

16.1. 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:

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

16.2. 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.

16.3. 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.

16.4. 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.

17. 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.

17.1. 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:

17.1.1. **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.

17.1.2. **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.

17.1.3. **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.

17.1.4. **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.

17.2. Drugs and Alcohol

17.2.1. Impairment

Drivers Drivers must not compete while under the influence of drugs, alcohol or any other substance that may impair their ability to participate safely or appropriately. Any Driver reasonably believed by RUCS to be under the influence during Championship activities will be immediately removed and disqualified. The consumption of alcohol at a Racing Unleashed venue is permitted only after all competition operations at that venue have concluded and the venue has returned to normal lounge operations. This applies even where a Driver's own competitive activities have already ended. Alcohol consumption remains subject to venue regulations and applicable local laws.

17.2.2. Prohibited Conduct

Drivers must not use, possess, supply, distribute or attempt to supply any illegal drug during a Championship event or other Championship activity. This rule applies regardless of whether the drug affects performance or provides any competitive advantage.

17.2.3. Investigation & Cooperation

Where RUCS has reasonable grounds to suspect a breach of this Rule, it may investigate the matter and require the Driver to provide a reasonable explanation or relevant supporting information. Failure to cooperate with a reasonable investigation, or the provision of false or misleading information, will be treated as a separate breach of these Regulations.

17.3. 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.

17.4. 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.

17.5. 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.

17.6. 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:

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

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

17.7. 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:

17.7.1. **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.

17.7.2. **Violent or physical aggression or behaviour**

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

17.7.3. **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.

17.7.4. **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.

17.7.5. **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.

17.7.6. 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.

17.8. Communication
All attempts to contact any individual other than the Chief of Sport 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.

17.9. 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.

17.10. 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.

17.11. 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.

17.12. 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.

17.13. Clothing and Branding

Drivers must wear neutral, unbranded clothing during all Championship activities.

Drivers who are part of an esports organisation may wear official team apparel, provided it is appropriate for broadcast and does not conflict with Racing Unleashed partners, sponsors, or commercial interests.

Clothing must not contain the following prohibited content:

17.13.1. Any restricted or unsuitable content.
17.13.2. Alcohol or spirits brands.
17.13.3. Gambling, betting, casino, or wagering companies.
17.13.4. Tobacco or vaping products.
17.13.5. Adult entertainment, explicit imagery, or sexual content.
17.13.6. Political messaging, governmental symbols, or political campaigns.
17.13.7. Religious symbols, groups, or messaging.
17.13.8. Offensive, discriminatory, hateful, or inflammatory themes.
17.13.9. Any misleading, unauthorised, or unlicensed branding.

Racing Unleashed reserves the right to request a Driver to change or adjust their

clothing at any time if it is deemed unsuitable for broadcast, commercial, or reputational reasons.