

# LE MANS ESPORTS SERIES MASTER RULEBOOK

Version 1.2



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## **1. INTRODUCTION - LE MANS ESPORTS SERIES OVERVIEW**

The Le Mans Esports Series championship is composed of 6 events (“Qualifiers”) and a Super Final with teams that will take place at the 24 Hours of Le Mans 2019.

### **Organization of the championship in 3 major regions:**

The championship is divided into 3 major regions:

- Europe, Middle-East and Africa (EMEA)
- Americas (North America and South America)
- Asia et Oceania

When signing in the competition Qualifiers, you will be invited to choose the region you are living in (note that you can only compete for a single region).

### **Organization of the Qualifiers**

Each Qualifier is divided into two stages :

- Open hotlap qualifications, in conditions (track, cars, settings, etc.) specific to each race.
- Races, supervised by the expert marshals of Glory4Gamers. This is where you have to show your true driving skills and your ability to last the distance.
  - Ranked races, based on previous hotlap qualifications.
  - in conditions (track, cars, settings, etc.) specific to each race once again.
  - Reflecting the spirit of endurance and of the FIA World Endurance Championship (FIA WEC) events.

### **Championship points**

Drivers can qualify in two ways for the Super Final at Le Mans :

- Directly by winning one of the six stages / races of their regions
  - For each of the 6 Qualifiers, each regional champion directly qualifies for the Super Final
  - The three winners of a Qualifier are gathered in a team (which could be supported by Le Mans Esports Series potential sponsors, especially during the Super Final)
  - 6 teams with three pilots are thus created
- Or at the end of the six stages of the championship according to the team points ranking.

- As in the 24 Hours of Le Mans, every player can join or create a team
- Team points are the sum of each of its pilots points: pay much attention when choosing your teammates!
- 4 esports teams will qualify thanks to championship points
- Finally, two teams will be directly invited by the LMES Organization (with “Wild Cards”).

At the end of each Qualifier, points are awarded to participants based on their results AND the number of participants.

- The more you will be to participate in a Qualifier, the more points will be awarded : whatever your level is, you will have an interest to invite a maximum of your contacts to join the Qualifiers of the Le Mans Esports Series to see some sudden changes in the general ranking.

### **Organization of the Super Final at the 24H of Le Mans 2019**

The Super Final, which will take place at the 24 Hours of Le Mans 2019, will bring together 36 drivers grouped into 12 teams in a race that matches the myth of the 24 Hours of Le Mans.

## 2. PROLOGUE

This competition is open to anyone who is eligible to take part in accordance with this “Master Rulebook” (in particular you will need a copy of the Forza Motorsport 7 game with Xbox Live, and have gone through the online registration process).

You are not eligible to participate if you are under 16 years of age at the point of registration.

Every participation is subject to the terms of the Master Rulebook and is required to read and agree to the terms of this Master Rulebook in its entirety.

Please find below key information about the 2018-2019 Le Mans Esports Series (not designed to replace any requirement for you to read and agree to the terms of this Master Rulebook in its entirety):

1. The first Qualifier (Silverstone) starts on 18 August 2018
2. You must have an account at <https://www.LeMansEsports.com> in order to take part.
3. You must be aged 16 years or over to participate (at the time you create your account).
4. The competition is open to any player with a copy of Forza Motorsport 7 and a Xbox Live Gold valid subscription. Participants can play on PC and/or Xbox One.
5. The global competition is divided into 3 Regions: (i) Americas, (ii) Europe and Middle-East, and (iii) Asia.
6. The Season shall comprise
  - six Qualifiers, each made of (i) open hotlap qualifications and (ii) a large number of ranked races,
  - and a Super Final at Le Mans in June 2019.
7. The Qualifiers are linked the the real official FIA WEC program, and an external event (see detailed program for more information):
  - Silverstone
  - Fuji
  - Shangaï
  - Autosport International Show
  - Sebring
  - Spa-Francorchamps
8. Some of these Qualifiers may comprise onsite races with the best drivers from the local Region.
9. The Le Mans 2019 Super Final will be a team event and will last 24 Hours (more details soon)
10. 36 participants (in total, grouped in 12 teams) shall be invited to take part in the Super Final at the 24 Hours of Le Mans 2019 as follows (as further set out in this Master Rulebook):
  - 18 participants will be individually directly qualified from the 6 Qualifiers (each Region champion).

- The three Regional champions of each Qualifier will be gathered as a team for the Super Final (6 teams, one from each Qualifier). The sooner you qualify, the more time you have to get to know your teammates.
    - Please take into consideration that these 6 teams could be supported by LMES potential sponsors, especially during the Super Final, and give you and your team the opportunity to be highlighted by an international brand. Make sure not to miss this unique opportunity for your simracing career if this becomes real.
    - If you qualify directly by winning a regional qualifier, you won't be allowed to quit the newly-formed team to join a team hereafter described.
  - 4 esports teams will be qualified from the championship made of the six Qualifiers, thanks to the points acquired by each player of the team individually (team points are the sum of its pilots points).
    - Pre-existing esports teams thus have a fantastic opportunity to shine in the Le Mans Esports Series.
    - Drivers from these teams do not have to be from each of the three Regions (they can, for example, all come from Americas).
  - 2 teams will receive a wildcard to participate to the Super Final.
11. For each event, participants will be given a list of authorized cars, and detailed settings (see each specific rule for more details)
  12. Drivers are permitted to use a controller, racing wheel and/or pedals during Online Qualifiers. Drivers must use a racing wheel and pedals during onsite races (provided by the official Le Mans Esports Series partner).
  13. Each participant will be awarded with points after each Qualifier, meaning that the more participants there will be, the more points the best drivers will be awarded: invite all your friends if you want to benefit from major turnarounds during the championship!
  14. Advancing to the "Onsite Events" will depend on qualifying or being invited with a wildcard (Asian onsite #1 race at Fuji ; European onsite #1 race Autosport International Show, and Le Mans onsite Super Final all regions). Please be aware that participants cannot pretend to anything if pre-existing arrangements prevent them from doing so.
    - Participants should be aware (if they qualify) that they must be available and able to physically attend the events (and allow sufficient time for travel to such events).
    - Regardless of the platform used by any participant before the "Onsite Events", all qualified participants that compete in the Le Mans Esports Series shall be required to compete on an XBOX ONE using a simulator wheel and pedals (provided by Le Mans Esports Series Partners).
  15. This Master Rulebook governs participation in the entire Le Mans Esports Series but specifically covers the format and rules relating to the championship and its Qualifiers.. Additional rules relating to the Super Final and other "Onsite Events" (covering matters including but not limited to format, rules, scoring, requirements, attendance and conduct at such events) shall be made available on the Website. Given their significance, they will also be provided to participants who qualify for such

stages (and, where relevant, their parents/guardians) in hard copy, by way of supplementing this Master Rulebook.

16. All participants qualifying or being invited to proceed in the Le Mans Esports Series must sign up to all relevant (including additional) terms and conditions relating to the Le Mans Esports Series. There is however, no obligation on any participant to do so – participants can decide to withdraw from the Le Mans Esports Series at any stage if they are not prepared to agree to such terms.
17. The Le Mans Esports Series Organization (“LMES Organization”) reserves its rights to alter, amend or supplement this Master Rulebook, and any other additional Master Rulebook from time to time as it considers desirable to do so.

### **3. PROMOTERS AND TERMS OF ENTRY**

1. The promoters of the Le Mans Esports Series (including all online events) are Automobile club de l'Ouest (ACO), FIA World Endurance Championship (FIA WEC) and Motorsport Network.
2. By entering the Le Mans Esports Series in whatever manner, each participant (drivers and esports teams) accept the following terms and conditions (together the “Terms of Use”), this Master Rulebook, and any additional Master Rulebook, and the privacy policy of the Le Mans Esports Series as updated from time to time.
3. All drivers (and, additionally, in the case of any driver under the Eligible Age, his/her parent or guardian) who participate and/or attend an “Onsite Event” will be required to accept:
  - a. the Terms and Conditions (to the extent they apply to a particular driver/Team);
  - b. an acknowledgement that Onsite Events will be filmed and that the Organization and its partners will be entitled to use and exploit footage of the Le Mans Esports Series in its discretion;
  - c. agreeing to participate in publicity and media activities relating to the Le Mans Esports Series; and
  - d. consenting to Le Mans Esports Series and its partners using the qualifying Team/driver’s name, voice, image, slogan, likeness, photographs, images (still and moving), biography, statistics and performance in the Le Mans Esports Series and assigning any intellectual property created during the Le Mans Esports Series (as the case may be).

#### 4. PLAYER ELIGIBILITY

1. All drivers must meet all requirements in this Section in their entirety to be eligible to participate in the Le Mans Esports Series.
2. Any driver who does not meet such requirements shall be deemed ineligible and will be removed from the Le Mans Esports Series unless and until such time as Le Mans Esports Series is satisfied that all eligibility criteria has been met. drivers agree that LMES Organization can investigate and take such other action as it may reasonably require in determining eligibility.
3. The Le Mans Esports Series is open to residents of all countries where the Game and/or the Le Mans Esports Series is not prohibited or unlawful (each driver to satisfy themselves as to whether this condition is met) except:
  - a. persons who are under the age of sixteen (16) years as at the day they register to participate in the Le Mans Esports Series
  - b. employees and agents of Le Mans Esports Series and/or their respective parent, subsidiary and affiliated companies, and each of their respective advertising/promotion agencies
  - c. anyone involved in and/or connected to the organisation and running of the Le Mans Esports Series and/or the Game in any way; and
  - d. the immediate family members of any of the persons set forth in (b) or (c) above (and for these purposes 'immediate family members' shall mean parents, step-parents, children, step-children, siblings or spouses).
4. A driver is only eligible to participate in the Qualifiers if they have:
  - a. an Xbox One, Xbox One S, Xbox One X, or suitable Windows PC
  - b. Xbox Live Gold Membership
  - c. a copy of the Game (updated to the latest version of the Game publicly available on the relevant platform at the time they participate in the Online Qualification); and
  - d. an Internet connection.
5. Drivers are responsible for their own hardware and internet connection (which is recommended to be a minimum of 3 MB/s download, a ping of at least 150 to the local server. Any event held in the Le Mans Esports Series will not be rescheduled due to technical issues other than the game itself, its servers, or the Le Mans Esports Series platform.
6. In registering to participate in the Le Mans Esports Series, each driver confirms that he/she:
  - a. is eligible to do so and eligible to claim any prize that he/she may win
  - b. fully and unconditionally agrees to and undertakes to comply with this Master Rulebook (and all other agreements, rules and policies referred to in this Master Rulebook) and any instruction of Le Mans Esports Series (and/or its nominee) in relation to the Competition and/or Le Mans Esports Series; and
  - c. accepts that decisions of LMES Organization regarding all matters relating to the Le Mans Esports Series and/or Competition are final and binding.
7. If a driver is aged under eighteen (18) years of age or such higher majority in any relevant jurisdiction in respect of any applicable law or regulation (the 'Eligible Age')



at the time of registration, he/she agrees that this document applies and has been complied with.

## **5. MINORS**

1. A driver is not eligible to enter the Le Mans Esports Series if they are under sixteen (16) years of age at the point of register for an account on the Website.
2. If a driver is minor at the time of his/her registration, he or she must obtain written parental or guardian consent to enter the Le Mans Esports Series and claim any prize. LMES Organization may ask any driver to provide proof of age at and/or any relevant consent any time.
3. In providing parental or guardian consent in accordance with this document, such parent or guardian acknowledges that he or she has read and agreed to the Terms and Conditions.
4. If a driver is under the Eligible Age at the time of the Pro Draft and/or Pro Series (as the case may be) and such driver qualifies to participate in the Pro Draft and/or Pro Series, their parent/guardian must travel with the driver and physically accompany them to, and at, the relevant event(s).

## **6. PERSONAL INFORMATION**

By entering the Le Mans Esports Series in whatever manner, each driver agrees that any personal information provided by a driver shall be:

1. controlled and processed in accordance with Le Mans Esports Series published Privacy Policy
2. used by LMES Organization and their respective agents and suppliers to administer the Le Mans Esports Series, send out prizes and to enable LMES Organization to promote the Le Mans Esports Series in any media (including, without limitation, television and online broadcast, publishing channels and on Le Mans Esports Series's and its partners' social media pages) and in any other manner to which a driver has expressly consented to;
3. passed on to any Le Mans Esports Series Partner in a manner to which a driver has consented to and used for any additional activities that you have consented to, for example, if a driver has agreed that Le Mans Esports Series Partners can contact them, then their data will also be used in accordance with such consents; and
4. shared with Teams and organisations involved in Le Mans Esports Series, of course only in the manner a driver has consented to.

## 7. HOW TO PARTICIPATE

1. No purchase of any item or service is necessary in order to enter the Le Mans Esports Series and no payment is required from drivers to enter. Only entries received in accordance with the Terms and Conditions will be accepted.
2. To enter the Qualifiers, each driver must create an online account on the Le Mans Esports Series platform. There is no charge to register for use of the Website.
3. During the registration process, each driver will be asked to select a username and password and to provide his/her name, email address, nationality and date of birth and, and input their respective Xbox Live gamertag. Any personal information which the drivers submit will be controlled and used in accordance with this document.
4. LMES Organization reserves the right to refuse a “driver name” that LMES Organization in its sole opinion determines is inappropriate, offensive or does not otherwise comply with the Handbook. Notwithstanding the foregoing, LMES Organization reserves the right to delete the account of a driver who breaches this requirement without notice. Any such decision to do so by LMES Organization is final.
5. Entries correctly submitted via the Website will result in an acceptance message on the Website confirming their entry.
6. Following successful registration (taking into consideration this Master Rulebook, in particular eligibility and time period for participation), each driver must sign in to the Website and register their relevant device/console (that complies with Section 3.4 above) so that they are ready to participate when the General Online Qualification Period (as defined below) opens. drivers shall then be able to participate in General Online Qualification.
7. LMES Organization, nor any of their employees, agents or representatives shall be responsible for:
  - a. any actions taken using a driver’s password (and the driver is responsible for the safety and security of his/her password);
  - b. any entries which are delayed in transit, regardless of cause, including, for example, as a result of any equipment failure, technical malfunction, systems, satellite, network, server, computer hardware or software failure of any kind; or
  - c. lost, late, incomplete, damaged, stolen, invalid, unintelligible or misdirected entries, which will be disqualified.
8. Once submitted, entries become the sole property of Le Mans Esports Series and will not be acknowledged or returned. Le Mans Esports Series database record of the entry will be considered to be the official entry. In the event of a dispute as to any entry, the authorised account holder of the email address used to register will be deemed to be the entrant to the Le Mans Esports Series (and this will be used to match the registration of the device/console on the Website).

## 8. TEAMS IN THE LE MANS ESPORTS SERIES

Teams have a special place in the myth of the 24 Hours of Le Mans. They are one of the keys to the automotive endurance.

For this reason, LMES Organization wished gladly to give a place to esports teams who help make the simracing alive and well, but also to the groups of friends who will have the desire to try the adventure of Le Mans Esports Series together, why not until the end.

In addition to the direct individual qualifications during the six qualifying events (as a reminder, 6 temporary teams will be formed directly at the end of these events and will be qualified for the Super Final at the 24 Hours of Le Mans 2019), 4 existing esports teams will be qualified for the Super Final due to the points won on the entire championship throughout the year, and 2 esports teams will receive an invitation in the form of Wild Card.

This is a golden opportunity to showcase your team, the regularity and work of your group, and perhaps to your (future) sponsors.

### How are the points of a team calculated?

The total points of a team is equal to the sum of the points of the drivers of the team (with a maximum of three drivers per team).

It is important that the teams have the time to be formed and to evolve, especially for this first season of the Le Mans Esports Series (LMES) which got off to a flying start.

- The teams will be able to recruit and to change and evolve their composition until the 31<sup>st</sup> of December 2018.
- Afterwards, the teams will be frozen and can not change or recruit anymore. Be sure to make good recruitments and transfers!
- A player who leaves a team leaves it with his points, the team to whom he belonged then will only have the points of his other drivers
- If he joins a new team, the new team wins the points accumulated by the driver since the beginning of the season.
- Insofar as the qualifying events remain individual, the players who belong to a team will obviously keep their points in the individual ranking.

### How to create a team on [www.LeMansEsportsSeries.com](http://www.LeMansEsportsSeries.com)

All players registered on the platform can create a team, whether they are professional or amateur drivers.

In all cases, you will have the opportunity to defend your colors and to progress throughout the year, to perhaps win one of the very coveted spots for the Super Final at Le Mans.

To create a team, simply go to the related section in your account and complete the team creation form.

When you create a team, you can stay alone, but the interest is quite limited! It is therefore in your interest to invite experienced drivers to join your team.

Big and major teams may also want to register two crews or more, which is quite possible thanks to the concept of rosters. You can, if you wish, create several rosters within the same team and make compete several subgroups of players, knowing that each subgroup is limited to 3 drivers maximum.

However, each player can only belong to one team at a time. If you want to join a new team, at first, you will have to leave your first team.

It is also possible to join a team but without having the role of a driver. This feature allows to give to mechanics, photographers, designers and to all the shadow roles within a team their place.

Le Mans Esports Series really want to highlight all the fans who make the simracing and who are passionate for years for the oldest among them!

# Le Mans Esports Series COMPETITION RULES

## 9. INTRODUCTION TO COMPETITION SPECIFIC RULES

All decisions made by the LMES Organization are final unless the option to appeal is clearly stated.

All communication with the LMES Organization shall be conducted in accordance with the Master Rulebook and is strictly confidential. The publication of such material without the prior written consent of LMES Organization is strictly prohibited and will result in a penalty.

The LMES Organization and Partners reserves the right to exercise necessary authority, without limitation, to protect their interests.

## 10. CODE OF CONDUCT

All Participants are expected to conduct themselves in a manner that reflects positively on the LMES Organization (and any of its affiliates), Press, Attendees, and other Participants and comply with all applicable law and regulation at all times.

Participants shall not engage in conduct which LMES Organization deems to be harmful to the business, reputation or relationships of the Le Mans Esports Series, Teams, the Game, 24H of Le Mans (ACO), FIA WEC, Motorsport Network, FIA and Glory4Gamers and/or the LMES Organization.

By participating in any event of the Le Mans Esports Series, all Participants agree to abide by the following Le Mans Esports Series Code of Conduct set out in this chapter.

- A. **Cheating and Gameplay** - No forms of cheating, gameplay, gamesmanship or gaining an unfair advantage in any way will be tolerated. This includes, but is not limited to:
  - a. **Hardware modification** - Any modification made to a piece of hardware allowing it function in a way the manufacturer did not intend. This includes adding or inserting anything not originally on the hardware configured by the Marshals.
  - b. **Hacking** - Any modification made to the Game or other software by any person other than by way of standard software patches or updates as may be issued from time to time.

- c. **Exploiting game glitches** - Intentionally using any in-game bug to seek an advantage. Exploiting is defined as utilising any game function that, in the sole determination of LMES Organization, is not functioning as intended.
- d. **Impersonation (including playing under another driver's account)** - to be understood as playing under another Driver's account or soliciting, inducing, encouraging or directing someone else to play under another Driver's account.
- e. **Collusion** - Any agreement among two (2) or more Participants and/or other persons to affect any competition or race and/or opposing drivers.

And any other behaviour as determined to be cheating, gameplay, gamesmanship or gaining an unfair advantage in any way by LMES ORganization.

Additionally, Participants may not intentionally delay or slow gameplay, including but not limited to stalling, disconnecting network cables, interruption of network connectivity, or any other known or unknown manner of tampering with gameplay (marshalls will pay much attention to undesired team collusions during all races).

Participants are responsible to notify the LMES Organization at the earliest opportunity of any form of cheating, gameplay, gamesmanship or gaining an unfair advantage by any other Participant that they know of.

Additionally, Participants must notify the LMES Organization of any unfair Game exploits that they become aware of.

Any Participant who is deemed, in the sole determination of the LMES Organization, to have cheated or behaved in any way as described above may be penalised and/or disqualified from the Le Mans Esports Series.

- B. **Drugs and Alcohol** - The use of drugs or alcohol may lead to disruptive behaviour. Participants believed to be under the influence of drugs and/or alcohol at any given time during an event of the Le Mans Esports Series may be removed from the event and may be disqualified from taking part in any future Le Mans Esports Series events.
  - For this purpose, "any given time during the event" covers 24 hours prior to a Participant arriving at the event, to 24 hours after the conclusion of such event.
  - No Participant should be under the influence of alcohol or drugs during an event, whether it be online or onsite.
  - The excessive drinking of alcohol and taking of any illegal or performance enhancing drugs is strictly forbidden at any time during an event of the Le mans Esports Series.

- C. **Unsportsmanlike Behaviour** - Any offensive, disrespectful or unsportsmanlike behaviour (including but not limited to insults and physical violence and including any behaviour which in LMES Organization's opinion may bring it (or any of its group Companies), any of its affiliates, any Attendee, any other Participant, the Le Mans Esports Series or its stakeholders in general into disrepute) connected to the Le Mans Esports Series may be punished and may lead to disqualification.
- D. **Competitive Integrity** - The drivers will compete (as applicable) to the best of their ability at all times during the Le Mans Esports Series. No calculation shall appear during the competition, even from drivers from a similar team. Marshalls will pay higher attention to behaviours that would affect the competition.
- E. **Betting and Gambling** - No betting or gambling by any Participant or anyone connected to any Participant, relating to or in connection with the Le Mans Esports Series is allowed under any circumstances. Moreover, no Participant or related person may benefit directly or indirectly from any betting or gambling in connection with the Le Mans Esports Series. The LMES Organization shall investigate at any time, a non helpful behaviour could be seen as a hiding position.
- F. **Bribery and Gifts** - Participants shall not offer or accept any gift or reward to or from anyone for services promised, rendered, or to be rendered in connection with the Le Mans Esports Series, including services related to defeating or attempting to defeat a competing Participant (as the case may be) or services designed to throw, fix or unduly influence any event (or part of an event) of the Le Mans Esports Series.
- G. **General Conduct** - Participants must be respectful of the staff involved in the Le Mans Esports Series, tournament organisers, sponsors, and/or partners at all times. Participants must not use obscene gestures, language, or offensive comments, including:
- a. **Hate speech or discriminatory behaviour** - Participants may not use language that is deemed by LMES Organization to be obscene, foul, vulgar, insulting, threatening, abusive, libellous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near any racing area, at any time, off or on broadcast. Participants may not use any facilities, services or equipment provided or made available by LMES Organization or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. Participants may not use this type of language on social media or during any public facing events such as streaming.
  - b. **Violent or physical aggression or behaviour** - Abuse of LMES Organization, its affiliates, Press, Attendees, or other Participants will not be

tolerated. Participants must treat all individuals attending an event of the Le Mans Esports Series with respect

- c. **Harassment of any kind** - Harassment of any kind is strictly prohibited. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, which are intended to isolate or ostracize a person and/or affect the dignity of the person
- d. **Discriminatory words, phrases, or gestures** - Offending the dignity or integrity of a private person, or group of people, a team, a brand, a sponsor, a country, through contemptuous or discriminatory words or actions on account of race, skin colour, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason will not be tolerated.
- e. **Trolling** - Any participant who posts inflammatory, extraneous, or off-topic messages in an online community, such as a forum, chat room, or blog, with the primary intent of provoking readers into an emotional response or of otherwise disrupting normal on-topic discussion.

Any conduct that is deemed to be in violation of this Code of Conduct is punishable at the sole discretion of LMES Organization and may result in disqualification from the Le Mans Esports Series.

- H. **Communication** - All attempts to contact an Official must be done through the Le Mans Esports Series official website (dedicated chat or direct e-mail), its Twitter account or through the dedicated Discord Server, unless required for a particular event and therefore clearly stated in the Master Rulebook. LMES Organization does not take responsibility if an attempt to communicate is made through unofficial channels.
- I. **Social Media** - Drivers posting negative, disruptive and brand damaging content on social media about the Le Mans Esports Series, the LMES Organization, the Game, ACO, FIA WEC, Motorsport Network, Glory4Gamers and their partners in general and/or any other Participant, including but not limited to images and videos of Game faults, may result in the Participant (accordingly) being withdrawn from the Competition. Positive and engaging content is highly encouraged, as long as the content is from areas permitted by LMES Organization. All public facing content (e.g. social media posts), made before or after the beginning of the Le Mans Esports Series, may be considered by Teams and sponsors, remember to pay higher attention to this particular point.
- J. **Phones during races/events** - Phones are not permitted to be on the Le Mans Esports set during events. Participants found to be capturing imagery or footage may be removed from the Competition.



- K. **Rallying other Drivers or forfeit the Competition** - Any drivers found to be instigating forfeits from other drivers will be removed. This includes creating group conversations asking other drivers to retire/forfeit.
  
- L. **Team Management and Personnel** - Nobody associated with a driver (for example, driver managers or agents), other than such persons permitted by LMES Organization, will be allowed on site during an event or to associate, engage or otherwise interfere with the Le Mans Esports Series, Teams or Participants in any way.

## 11. GAMING RULES

- A. **On-track Behaviour** - The Le Mans Esports Series is a very ambitious and serious competition, on track behaviour has to be in line with sportsman-like behaviour and appropriate clean racing as set out below:
  - a. **Passing** - The responsibility for the decision to pass another car, and to do it safely, rests with the overtaking Driver. The overtaken Driver should be aware that he/she is being passed and must not impede the pass by "Blocking" (as defined below). A Driver who does not watch his/her mirrors or who appears to be blocking another car seeking a pass may be penalised. The act of passing is initiated when the trailing car's front wing overlaps with the lead car's rear wing. The act of passing is complete when the trailing car's rear wing is ahead of the lead car's front wing.
  - b. **Avoidable Contact** - Drivers who cause contact which could be avoided by taking due care and attention during a race may be penalised.
  - c. **Ramming/Punting** - Nose to tail (or side-of-the-nose to side-of-the-tail) contact, where the leading car is significantly knocked off of the racing line may be penalised. Once the trailing car has its front wheel next to the Driver of the other vehicle, it is considered that the trailing car has a right to be there, and that the leading Driver must leave the trailing Driver enough "racing room." In most cases, "racing room" is defined as "at least one car's width". If adequate racing room is left for the trailing car, and there is incidental contact made between the cars, the contact will be considered "side-to-side" and shall be deemed acceptable providing no other rule has been broken.
  - d. **Rough Driving** - Any overly aggressive or forceful driving resulting in contact between vehicles or one or more vehicle being unfairly obstructed may be penalised.
  - e. **Blocking** - A Driver may choose to defend his/her racing line so long as it is not considered "Blocking". "Blocking" is defined as two consecutive line changes to "defend his/her line," and in doing so, impedes the vehicle that is

trying to pass with each of the two consecutive movements, such behaviour may be penalised. If, in the case of side-to-side contact, one of the two cars leave the racing surface (involuntarily) then it may be considered “a racing incident.”

- f. **Right to the Line** - The Driver in front has the right to choose any line, so long as not to be considered Blocking. The Driver attempting to make a pass shall have the right to the line when their front wheel is next to the Driver of the other vehicle.
- g. **Race Pace** - It is prohibited for any Driver to come to a complete stop on or beside the circuit without good reason or the intention of retiring and leaving the race. It is prohibited for any Driver to wilfully drive their car at a pace which LMES Organization in its sole discretion considers to be 50% or less of their usual race pace, either on or off the track during racing conditions. Such behaviour may be penalised.
- h. **Driving the Wrong Way** - Driving the wrong way during any race may result in disqualification from the relevant event or such other penalty as LMES Organization may decide. In extreme circumstances, permission to drive in the wrong direction can be accepted by LMES Organization but must be undertaken in a safe and controlled manner.
- i. **Excessive weaving** - Excessive weaving to break slipstreams or cause the car behind to take avoiding action may be penalised.
- j. **Forcing others off the track** - Drivers found to be forcing other cars off the track will be reviewed by the adjudicators and may be penalised.
- k. **Leaving ghosted cars on track** - Leaving a car stationary on the track is forbidden and may be penalised. This includes qualifying sessions where the ghosted car may act as a distraction to approaching cars. If Drivers have finished their session, they should retire or go back to the pit box.
- l. **Obstructing the pit lane** - Drivers are prohibited from obstructing the pit lane and such behaviour will be reviewed by the adjudicators and may be penalised.
- m. **Wall-riding** - Intentionally hitting the wall in order change the cars direction and alleviating the cars need to brake for a corner may be penalised.
- n. **Brake checking** - Also known as a brake test, occurs when a Driver unexpectedly and deliberately brakes very hard in front of another Driver who is very closely behind, causing the second Driver to swerve or otherwise react quickly to avoid an accident. Such behaviour may of course be penalised.

Violations will be at the sole determination of LMES Organization. Drivers deemed to have violated race Code of Conduct may be penalised and risk expulsion from an event and/or the entire Le Mans Esports Series. All participants in the Le Mans Esports Series are not allowed to discuss decisions made in the Competition in any stream chats and other public places in any way considered depreciating or critical of the Le Mans Esports Series.

- B. **In-game Penalties** - Ranking penalties will be applied to drivers who break certain On-track rules by the Marshals. Any penalty applied by the Marshalls is final and cannot be discussed.
- C. **Disciplinary Procedure** - If any section of the Master Rulebook is breached by a Participant, a standard formal procedure will take place as punishment. The procedure is as follows (these penalties may be applied by Marshals in addition to any automatic penalty awarded to the Drivers by the Game).
- a. **Warnings** - No penalty applied but discrepancy noted. If a Driver breaks a rule referenced previously and no advantage is gained then a warning may be applied. Warnings may also be applied if a Driver is deemed to have broken any rule referenced in the Master Rulebook but these rule breaks were not deemed to have been intentional and/or no advantage was gained or disadvantage was caused to other Drivers.
  - b. **Light penalties** - Drivers who break any rules referenced in the Master Rulebook and gain a minor advantage or cause a minor disadvantage to another driver may be given a penalty per incident. For example, excessive blocking.
  - c. **Medium penalties** - Drivers who break any rules referenced in the Master Rulebook and gain a major advantage or cause a major disadvantage to another Driver may be given a bigger penalty per incident. For example, intentionally ramming another Driver.
  - d. **Major penalties (Disqualification)** - Drivers who intentionally break any rules referenced in the Master Rulebook and purposely cause themselves or any other Driver a disadvantage may be disqualified from the race and/or future races in the Le Mans Esports Series.

Driver whose conduct is considered unacceptable may be disqualified from the race and/or future races in the Le Mans Esports Series.

These penalties can be given at any moment during the Le Mans Esports Series. The Administration may follow such other procedure or apply such other penalties as it may consider suitable in the circumstances where this Master Rulebook is not respected.

4. **Disciplinary Procedure** - If a Driver drops out of the Game during a race or qualifying session (due to connection issues or otherwise), there will be no type of re-start of the session unless deemed appropriate by an Official. If a driver suffers connection issues due to low bandwidth, resulting in unusual car behaviour within the game, then that driver may be disqualified from the session where they will forfeit any points or lap time associated with that race or qualifying session. At no point will Drivers be allowed to re-join a session unless an Official expressly approves otherwise. For more details, please refer to your tournament specific rules.

- a. **Forfeit** - If a driver chooses to forfeit a race or qualifying session or otherwise fails to complete a race or qualifying session for any reason, they will forfeit that race or qualifying session (as applicable). However, during Hotlap qualification stages, they will still keep their previous qualifying sessions times and of course still have the opportunity to try again if hotlap qualifications are still open and during Ranked Races stages, they will be considered the last driver of the Race, and will thus still get points as they previously qualified. Drivers may not end a race or otherwise quit out of the session under any circumstances without prior approval from LMES Organization. Failure to abide by this rule may result in a penalty.
- b. **Restarts** - If four or more Drivers do not complete a Ranked Race for whatever reason, the session may be restarted at LMES Organization's sole discretion. LMES Organization reserves the right to restart, cancel, end or otherwise amend a race or session at any point and without prior notice, at its sole discretion.
- c. **Leaving a Race** - Drivers may not end a race under any circumstances without prior approval from Administration. Failure to abide by this rule may result in a penalty.
- d. **Observers** - In-game observers within the Forza 7 game (other than an Marshal or a person engaged by LMES Organization or a party on its behalf in the hosting, management, production, recording and/or broadcasting of the Le Mans Esports Series) are strictly prohibited. Please, ask your Marshal if the observer is genuine if you have any doubt.

## 12. MARSHALS

The LMES Marshals will have general oversight and control of the LE MANS ESPORTS SERIES, including the final authority for the outcome of each qualifying session and each Ranked Race. If there is a disagreement between drivers and/or teams regarding the outcome of a qualifying session and/or ranked races, any decision, or the application, enforcement, or interpretation of a rule, the Marshals' decision will be final.

**Role and responsibilities** - The role of the Marshals includes, but is not limited to:

- e. checking and validating hotlap qualifications times as reported on [www.lemansesports.com](http://www.lemansesports.com)
- f. Distributing drivers into ranked races
- g. Managing top online races
- h. Helping drivers manage their races creations: please always use your race chat on your [www.lemansesports.com](http://www.lemansesports.com) interface to talk with other drivers (always) and your Marshals (when needed).

- i. Refereeing all ranked races when drivers ask for any kind of refereeing (please, be as precise and documented (text explanations, videos, etc.) as possible when asking for a refereeing, especially for online races)
- j. Checking and monitoring driver peripherals and racing areas at the live events;
- k. Managing live events races
- l. Issuing penalties in response to rule violations during each ranked race
- m. Determining and confirming of all results
- n. Final say - At all times, the Marshals shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner.

### **13. DETAILED PROGRAM OF THE 6 QUALIFIERS**

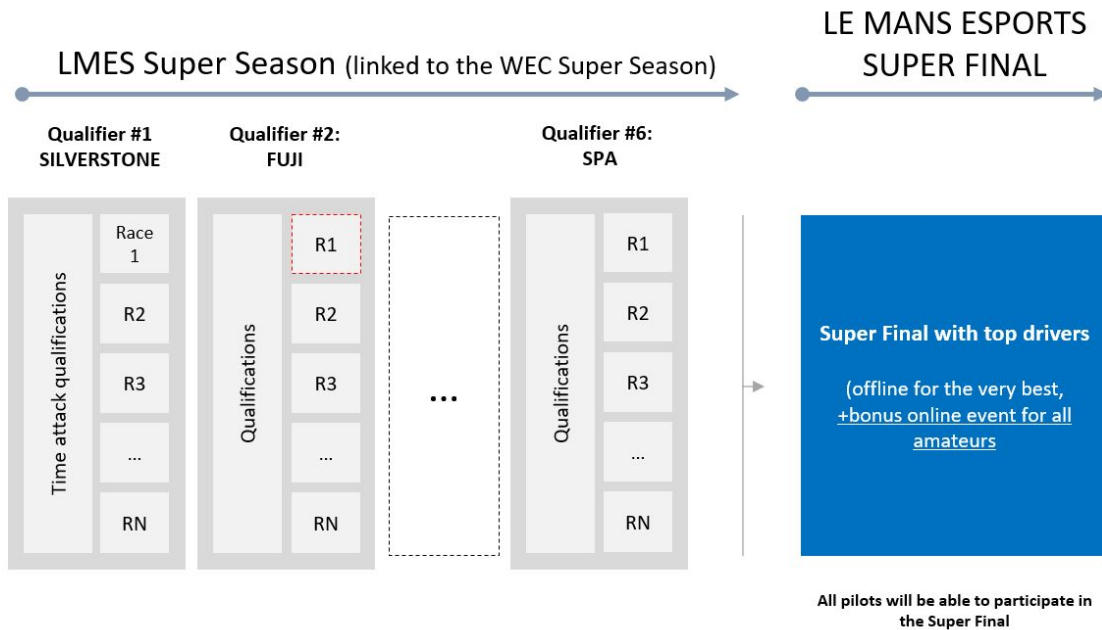
The first season of LE MANS ESPORTS SERIES is made of 6 qualifiers and a Super Final at the 24 Hours of Le Mans in June 2019.

The championship starts during the 6 Hours of Silverstone in August 2018, a race of the FIA WEC, the FIA World Endurance Championship.

#### **Detailed explanation of every Qualifier**

Each of the six Qualifiers of the Le Mans Esports Series is divided into 2 stages :

- 1. Hotlap qualifications of participants on : [www.LeMansEsports.com](http://www.LeMansEsports.com)
- 2. Ranked races with 10 pilots (the higher the level of your race, the more points you will score in the general ranking)
  - All the qualified drivers for the races stage will be notified on the website's interface, please make sure to visit the website regularly.
  - The races start on a specified date and at a time specified in the invitation you receive on the website, be sure to be very punctual, otherwise the other drivers will have to start the race without you (you have 10 minutes after the official time of the start of your race to validate your presence and join the other drivers of the race)
  - At the end of your race, you are invited to inform the results and to request an arbitration if you consider it is necessary.



### Special case of the “Onsite” events

In all cases, hotlap qualifying rounds are played online.

Meanwhile, among the 6 Qualifiers, two will see their #1 Races played onsite in public, with the best pilots of the regions :

- **Fuji**, in Japan, with the best 10 pilots of the Asia region at the end of qualifiers.
- **Autosport International** at Birmingham in England, with the best 10 drivers of the Europe, Middle-East & Africa region.

The other races (Race #2 and what follows) will be played online, as with the other Qualifiers.

In addition, for these three onsite events, 2 places will be reserved for the drivers present on site who will be able to try to qualify onsite just before the final race (a race on simulators with steering wheels, and on three laps only).

These last chance places are in low numbers and the access to simulators is not guaranteed, we recommend you do everything possible to qualify earlier online.

Surpass yourself like never before in order to qualify for these three exceptional events ahead of the Super Final which will take place in parallel to the 24 Hours of Le Mans 2019!

## 14. TIME PERIOD FOR EACH QUALIFIER

Each of the 6 Qualifiers is made of (i) Hotlap qualifications and (ii) ranked races.



### Hotlap qualifications:

1. The detailed dates are listed in the Super Season program page on the Website, and are subject to changes.
2. All Hotlap qualification periods last 13 days.
3. Within each hotlap qualification period, drivers have the opportunity to participate as many time as they want, in accordance with the Master Rulebook
4. Each "match" lasts 3 laps
5. Drivers can sign in hotlap qualifications even when they are started.
6. Once the 3 laps finished, results are analyzed by our system and checked by our referees
7. drivers can try as many times as they want to make the best hotlap as possible.
8. In the end, only each driver's best time is taken into account.

### Ranked races:

1. Drivers are then ranked
2. Once ranked, drivers are allocated to races with specific settings, dates and time that can be checked on the website.

3. Regarding settings, top races will be played in real condition settings, whereas lower races will use the phantom mode in order to provide players with the best possible experience
4. The number of races will vary in time, please refer to the Qualifiers program (“Competition”) for further details.
5. Please, be aware that if you do not manage to click the “ready” button during the 10-minute check-in, you will be automatically disqualified from your race and considered as the last player regarding allocated points.

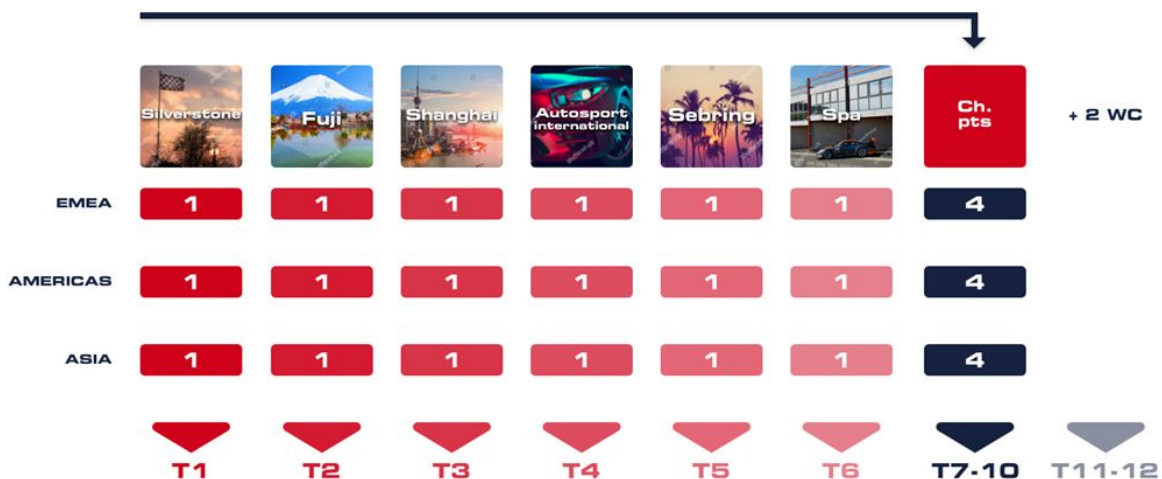
LMES Organization may, at its sole discretion extend, shorten or otherwise amend the hotlap qualification period and races dates.



## 15. HOW TO QUALIFY FOR THE SUPER FINAL AT THE 24H OF LE MANS 2019

Whether you're a professional or an amateur driver, you can qualify in many ways for the Super Final of the first season of the Le Mans Esports Series that will take place during the 24H of Le Mans 2019.

- Either directly through every Qualifier (a total of 18 pilots, the winners of each regional Qualifier, gathered in 6 teams)
- Or via the championship according to the points obtained by your team throughout the season (a total of 4 esports teams)
- In addition, 2 teams will be directly invited (2 wild cards) by the LMES Organization.



### Direct qualifications for the Super Final:

The three winners of Silverstone will compose the first team ("T1" on the diagram), the three winners of Fuji, will compose the second and so on until Spa-Francorchamps, for a total of 6 teams.

If you intend to qualify directly for the Super Final of the Le Mans Esports Series, you should do it as soon as possible to have the maximum time to get to know your two teammates. That's the spirit of automotive endurance as well!

The drivers who qualify directly throughout the 6 Qualifiers could be sponsored by some big names or brands. A not to be missed opportunity.

Please note that if you qualify individually directly through Qualifiers, you won't have the possibility to leave the newly-created team for an esports team that would qualify thanks to points. Be strategic, choose your path to the super Final!

### **Team points qualifications for the Super Final at the end of the championship:**

In addition to the six teams created directly at the end of the six Qualifiers, six esports teams will be qualified for the Super Final at Le Mans 2019.

The Le Mans Esports Series want to highlight the values of endurance and especially the importance of the teams, which is why it was decided, by listening to the passionate and the long-time dedicated players, to keep six places (on a total of 12) for the Super Final for existing esports teams who will compete during the whole championship.

Four of these teams will be qualified through points, and the other two teams will be invited via the Wild Cards.

Before the Super Final, drivers compete individually and bring their points to their teams.

The points attributed at the end of each Qualifier are not constant. They depend on the total number of participants : the more you will be, the more the number of total points awarded will be important.

This mechanism presents many advantages :

- All participants are rewarded, no matter what their level is.
- The drivers can take part to the championship at anytime during the first season, without having any chance to qualify
- Some sudden changes can take place until the very end of the championship (think about sharing it with your friends, by participating, they may help you win some valuable places in the general ranking)

Note that teams qualified thanks to points do not have to be composed of one driver from each region (the three drivers can come from Americas for example).

Be strategic, there are only 4 slots for team qualifications through championship points.

### **Wild cards**

Wild Cards for the Super Final will be granted by the organizer of the competition to two teams.

More details in the News section of [www.LeMansEsports.com](http://www.LeMansEsports.com).

## **16. CONDITIONS OF PARTICIPATION**

By registering (if applicable) and participating in the Le Mans Esports Series, drivers and teams agree and consent to the use and reproduction by or on behalf of LMES Organization of their name, voice, still and moving (including photographic) images and/or comments relating to the Le Mans Esports Series without limitation for such promotional, merchandising, marketing and publicity purposes of Le Mans Esports Series in any and all media worldwide without notice to them and without any fee being paid to them and further agree to take part in such media, marketing and publicity requirements of LMES Organization relating to the Le Mans Esports Series (acting reasonably).

Drivers and teams shall not do or permit anything to be done which might adversely affect any of Le Mans Esports Series commercial rights or the value of the commercial rights and shall not be entitled to exploit any commercial or other agreement (including the endorsement and/or promotion of a competitor's products or services) other than as agreed with LMES Organization.

Stages of the Le Mans Esports Series will be filmed and broadcast and each driver acknowledges and agrees that LMES Organization shall be entitled to use any such footage in its discretion.

Drivers and teams agree to conduct themselves in a manner that reflects positively on the Le Mans Esports Series in all respects.

## **17. DRIVER RESTRICTIONS**

### **o. Driver Names**

Driver Names and/or gamertags may not contain: obscene or suggestive language, corporation, company, sponsor, product, or services names, any material which infringes a third party's rights, or which Administration feels may cause confusion during gameplay.

LMES Organization reserves the right to restrict or change driver names and gamertags for any reason. A driver's name is not permitted to change throughout the Competition unless explicitly approved by LMES Organization. LMES Organization could refer to drivers with their full names.

### **b. Sponsorship/branding**

Online, all players can configure their account and promote their individual and team sponsors.

Le Mans Esports Series acknowledges that esports is made by passionate players that sometimes have a long history in simracing and who need sponsors to be able to deploy that much energy and passion.

Regarding onsite events, the situation will be later precised.

## **18. PUBLICITY**

LMES Organization reserves the right to broadcast any qualifying session or race of Le Mans Esports Series including online and offline play. Drivers cannot refuse broadcasts authorised by LMES Organization. Each Participant acknowledges that LMES Organization shall be entitled to use any such footage in its discretion.

LMES Organization reserves the right to reschedule any qualifying session or race of the Le Mans Esports Series to accommodate a specific broadcast time. Drivers cannot refuse to this reschedule. Refusing to allow LMES Organization to broadcast or reschedule any qualifying session or race may result in a penalty.

Participants may be required to participate in publicity and media activity related to the Le Mans Esports Series and by taking part agree to do so as requested by LMES Organization.

Each Participant consents to the use by LMES Organization and related companies, and their licensees for an unlimited time, of the relevant Participant's name, voice, image, slogan, likeness, biography, statistics and performance in the Le Mans Esports Series and still and moving images of the Participant without additional compensation or prior notice.

## **19. LIMITATION ON LIABILITY**

LMES Organization accepts no responsibility for any costs associated with any prizes or a driver's or a team's participation in the Le Mans Esports Series that are not expressly stated to be its responsibility.

Additionally, each prize winner is solely responsible for all applicable federal, state and local taxes, including taxes imposed on their income.

LMES Organization accepts no responsibility for any damage, loss, liabilities, injury or disappointment incurred or suffered by a driver as a result of participating in the Le Mans

Esports Series or accepting any prize. LMES Organization further disclaims any liability for any injury or damage to your or any other person's devices relating to or resulting from participation in or downloading any materials in connection with the Le Mans Esports Series save to the extent that (1) death or personal injury is caused by LMES Organization's negligence; (2) such liability arises from fraud or fraudulent misrepresentation; or (3) for any other reason or by any cause which cannot be excluded by law.

LMES Organization shall not be liable for any failure to comply with its obligations relating to the Le Mans Esports Series where the failure is caused by something outside its reasonable control. Such circumstances shall include, but not be limited to, weather conditions, fire, flood, hurricane, strike, industrial dispute, war, hostilities, political unrest, riots, civil commotion, inevitable accidents, supervening legislation or any other circumstances amounting to force majeure.

## **20. CANCELLATION**

If cheating, virus, bug, catastrophic event, or any other unforeseen or unexpected event that cannot be reasonably anticipated or controlled affects the fairness and / or integrity of the Le Mans Esports Series, LMES Organization reserve the right to cancel, change or suspend the Le Mans Esports Series. This right is reserved whether the event is due to human or technical error.

LMES Organization reserves the right at any time and from time to time to modify or discontinue (temporarily or permanently) the Le Mans Esports Series with or without prior notice for reasons outside its reasonable control (including, without limitation, in the case of anticipated, suspected or actual fraud, cheating, any computer virus, bug, or any catastrophic event).

## **21. MISCELLANEOUS**

All decisions by LMES Organization in respect of the Rules shall be final.

LMES Organization reserves the right to modify the Rules at any time. This includes changes due to software updates or releases, and any other change deemed necessary by LMES Organization .

This Master Rulebook will be applied by LMES Organization in such a manner to ensure the spirit of the Le Mans Esports Series is upheld. drivers should check all applicable rules and the Website prior to any event to ensure they are in compliance with any and all rules at all times.