



2024 FMSCI General Prescriptions applicable to all ESPORTS events including: Closed, Closed invitation, Open, National Championships, Challenges, Cups, Trophies and Series

A-25, Krishna Towers, New No.50, Sardar Patel
Road, Chennai 600113

Email: admin@fmsci.in website: www.fmsci.co.in



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1. Useful Links and Communication Channels

Event Website: TBA

Communications portal/ Discord: TBA

Platform/Game: TBA

ESPORTS Licence Link: To be released soon!

1.1 Reading and understanding the regulations

Every participant in FMSCI Esports events agrees to have understood the rules and agrees to adhere to any regulation or agreed to documentation laid out for the event. The participant is bound to the Rulebook provided by the organiser. Failure to understand the rules is not an excuse. If you have any questions regarding these rules, please contact the Organising team.

1.2 Rulebook corrections

This Rulebook is subject to changes at any time. The event organizer will endeavour to notify participants of any changes 7 days prior to upcoming events, including without limitation, to add clarifications, correct errors, comply with changes in applicable law, or address matters that arise after their publication.

1.3 Communication Platform

The organiser can choose the official platform for communication, whether it is their own website, WhatsApp, Email, Discord or any other free platform.

2. Event Alteration

2.1 Date and event changes

The event organisers reserve the right to terminate, cancel, re-schedule, suspend or modify all or part of the event at their discretion at any time. Including but not limited to specific event locations.

The FMSCI reserves the right to cancel or re-schedule events and to modify the competition structure if, in its discretion, such changes are necessary for reasons including but not limited to health and safety, competitive integrity and to maintain a fair and respectful environment for all Drivers.



2.2 Drivers

Tampering with the operation of the competition or acting in violation of this Rulebook may result in disqualification and further action if required. Any attempt by any person to deliberately undermine the legitimate operation of the competition may be a violation of criminal and civil law.

2.3 Driver eligibility

A Driver, or Participant must be an **Indian Citizen** holding a valid government recognised Id, such as a Passport, Pan, Aadhar, Voter Id or Driving License. Minimum age must be 14 at the start date of the event.

All Competitors must have an FMSCI Esports license.

2.4 Software and hardware

It is the responsibility of the participant to ensure they have the required software/ hardware to compete in the event.

2.4.1 Connectivity:

It is the participants responsibility to ensure they have a stable and consistent internet connection.

2.4.2 Peripherals

Own suitable peripherals for race simulation use, including but not limited to, a wheel and pedals, or a game pad.

2.4.3 Camera

A webcam or smartphone connected to the internet dedicated to a video connection for any required interview or media appearances by the organisers. This device will need to be accessible during live events.

2.4.4 Driver identity

In-game driver profiles ideally should display participants full real Forename and Surname but in the case their Profile name is different it must be mentioned at the time of registration and all competitors will have to validate their Profile with the Organiser/ASN.

2.4.5 Format

- Qualifying – To be decided by the organiser
- Finals – To be decided by the organiser
- Games & Platform – To be decided by the organiser
- Cars – To be decided by the organiser



2.4.6 Series broadcasting

2.4.6.1 The Event media and broadcasting will be managed by the event organisers or the FMSCI. Individuals, participants or other third parties require explicit permission to stream, broadcast, record, or produce other forms of media of the event

2.4.6.2 If explicit permission is given, the event organisers may have broadcast requirements including but not limited sponsor logos, brand packages, broadcast data sharing agreements, and quality restrictions.

2.4.6.3 Driver's accounts, the leaderboard, and match data may be audited, including for malicious behaviour and cheating. Any Driver may be disqualified immediately from the competition and related competitions, at the discretion of the organisers, including for any failure to comply with this Rulebook, which may include but is not limited to: using any cheats, hacks or other third-party "helper" applications in race events; taking advantage of known exploits in the game (it is the responsibility of players to understand and avoid all current illegal exploits); or abusive or disorderly behaviour, including any use of harassing, negative, or profane language online/livery.

3. Event Configuration

3.1 Driver assists

To be decided by the organiser

3.2 Driver Standings/Point system

To be decided by the organiser but recommended to have the same system corresponding to the real-world event.

3.3 Race restarts

3.3.1 Races will not be restarted for individual issues with participants, their simulators or hardware, driver ping, and for on-track racing incidents.

3.3.2 Races will only be restarted if a major issue endangers Event proceedings, this may be caused by but is not limited to game wide issues, technical difficulties with game servers or Event wide hardware.

3.3.3 If a race restart occurs, participants and any other invested party will be made aware of necessary schedule changes. The Event organisers will communicate any extended delays or event cancellations.



4. Registration

The organiser needs to make public the registration form, fee, platform/game and timeline for the event. Further the organiser will need to clarify whether the competition is Online only, LAN based or Hybrid.

5. Driver Regulations

5.1 Attendance

5.1.1 Drivers must be prepared to attend scheduled event sessions. If a driver cannot attend any stage of the series, they must inform the Event organiser.

5.1.2 Drivers who fail to attend or leave and attempt to re-join an active event session will not be permitted to re-join any part of the event, including ongoing races.

5.2 Check-In

Drivers must check-in for their scheduled event sessions no less than 15 minutes before the scheduled start time via the dedicated channel. Failure to do so may result in removal from the Event.

5.3 Drivers briefing

All drivers must be connected to the drivers briefing via dedicated channel 15 minutes prior to the event start for an event briefing by the Event organisers unless otherwise

5.4 Track etiquette

5.4.1 The driver is expected to maintain control of their vehicle and drive in a safe manner without being a danger to others on track, this includes intentional contact, revenge tactics, and brake checking. Event organisers acting as race control reserve the right to penalise or disqualify a driver from a race at any time if they cannot do so.

5.4.2 The leading driver loses this right when the driver behind establishes any form of overlap between the two cars, Usually front bumper to rear bumper Drivers are only allowed to make one change of direction to defend a position. Weaving is considered as blocking and is prohibited

5.4.3 Drivers are allowed to return towards the racing line, but must leave at least one car's width, even if the car behind is not occupying that space Changing direction in the braking zone is strictly prohibited

5.4.4 Drivers are entitled to drive whatever line they wish. However.

5.4.1 An attacking car is entitled to space on the entry, apex, or exit of a corner when their front axle is in-line with or ahead of the defending car's rear axle (axle-to-axle).



5.4.2 If this has not been established, the attacking car is not entitled to space and may receive a penalty for any contact that occurs

- 5.4.2.1 Drivers are expected to leave at least 1 car's width between themselves and the white line. Failure to do such may result in a penalty.
- 5.4.2.2 A driver waives their right to a car's width of space if they drive themselves into a gap that is less than their car's width before entering.
- 5.4.2.3 A driver is deemed to have dive-bombed if they are not able to keep their car within track limits and/or unable to turn their car towards the apex of the corner.
- 5.4.2.4 If a driver loses control of their car, they must do everything in their power to regain control and not cause further accidents, such as holding their brakes.
- 5.4.2.5 Causing further accidents due to an inappropriate response (such as applying throttle) may result in a further penalty.

5.4.5 If all 4 wheels are outside track limits, it is their responsibility to rejoin the track in a safe manner.

5.5 ESC or pause

Drivers may use the pause menu or ESC button to return to pits if damage to their car causes it to be undrivable. Drivers cannot intentionally crash out of a race or retire on track. This may lead to an unfair advantage for other participants or cause a distraction.

5.6 Race start

Drivers who jump start races may be automatically penalised, any automatic penalties may be reviewed by Race Control during or post-race to ensure they have been applied fairly. Drivers are responsible for slotting themselves in the correct grid position if necessary. Any driver that fails to comply with on screen prompts or race instruction at the start may end up at the end of the pit-lane for the race start, if this happens, drivers must wait for all racers to pass the end of the pitlane before leaving the pitlane. Drivers must be aware of different acceleration speeds, traction, or other factors between racers during a race start and react accordingly.

5.7 Race finish

When a race is finished, drivers are expected to continue back to the pit entry manually at a minimum of 50% pace as not to impede any driver still racing on track. Drivers are not allowed to stop on track or pause until they are back to the pits safely once they've crossed the finish line.

5.8 On track battles

5.8.1 There is an expectation of driver's behaviour when involved in on track battles. On track battles can be close but drivers are still expected to drive with respect and due care. Drivers must leave a cars width of room if there is overlap during on track battles.

5.8.2 Overlap is when an approaching vehicle is alongside another vehicle. An approaching vehicle must be at least in line with the other vehicles rear wheels to be considered overlapped/alongside the other racer.



5.8.3 Drivers must not intentionally force another driver off the track or ignore a vehicle that is overlapped during an on-track battle at any point, including with entry and exit to a corner. If a driver is ahead on the racing line but has an overlapped car on the inside, they must leave enough room for the overlapped car to make the corner. If a driver is exiting a corner but has an overlapped car on the outside of them, they must leave enough room for the overlapped car to also exit safely on the outside.

5.8.4 Contact with other cars to gain an advantage such as slowing yourself down, pushing a car deeper past a braking zone, tapping/nudging or swiping is strictly forbidden. Racing is a non-contact sport. Drivers must not weave intentionally during full race pace or a green flag scenario.

5.8.5 Overtaking

5.8.5.1 It is the approaching cars responsibility to assess if an overtake is safe. Diving into the apex of a corner to force a fellow racer to avoid contact is considered dangerous and will be assessed by race control on a case-by-case basis.

5.8.5.2 Overtaking is started by the approaching car being at least alongside the car in front up to its rear tires. If an overtake is initiated, both drivers must leave enough space for both racers to remain on track safely. Vehicle speed is a consideration during these scenarios, specifically whilst cornering.

5.8.5.3 It is always a driver's responsibility to be race aware and know they are about to or being overtaken.

5.8.6 Defending

5.8.6.1 A defending driver must not force an overtaking driver off the track. Defending drivers cannot change direction more than once during an overtake or to defend a position from an approaching vehicle. Drivers must not change direction unexpectedly in the braking zone and must be prepared to maintain position or leave enough space on corner exit for an approaching driver. Drivers found at fault for forcing others off track during defending may be penalised.

5.8.6.2 Drivers must not brake test approaching drivers. Brake testing is braking unexpectedly with a driver close behind outside of expected braking zones, such as on a long straight.

5.9 Track limits

5.9.1 Drivers must remain within the track limits during any Hot-Laps or Races. The games may handle track limit penalties unless otherwise specified.

5.9.2 Race control may review demo recordings to check for track limit violations and retroactively apply time penalties to drivers breaching track limit rules.

5.10 Track re-entry

5.10.1 It is a driver's responsibility to re-enter the track safely and not to impede or distract other drivers if they have been spun or found themselves in a situation where they are off track or facing the wrong direction.



5.10.2 A driver must assess their situation and that of others around them before taking action to adjust direction or re-enter the track. Failure to do so may result in penalties.

5.10.3 Drivers exiting the pitlane must remain on their side of the pit-lane exit line before re-joining other drivers actively racing. Drivers racing within the pitlane is allowed, however must not impede drivers on track when re-joining if this is the case.

5.11 Racing line and weaving

Drivers on the inside of an overlap situation or overtake has priority of the racing line but cannot out-brake themselves to force inside control, otherwise known as diving or “dive bombing”. Drivers defending the racing line can only changing direction once and must not excessively weave to defend the racing line.

5.12 Driving the wrong direction

It is forbidden to drive the wrong direction around the track except for moving a vehicle from a dangerous position, such as a vehicle spun into the wrong direction. Driving the opposite direction from a dangerous position that causes a more dangerous position is not allowed.

5.13 Pitlane etiquette

Drivers must adhere to in-game rules for the pitlane. You may be penalised for exceeding the pitlane speed limit or by going over the pitlane exit line when re-entering the track. Drivers are expected to leave necessary space when re-joining the pitlane from their pit box. An unsafe release is when a driver is forced to brake or take avoiding action due to a vehicle leaving its pit box. Causing an unsafe release may result in penalties.

5.14 Ghost incidents

5.14.1 Ghost incidents are described as contact between 2 cars without visual contact being made. In case of ghost incidents, Race Stewards will form a decision on if the contact could have been avoided or was caused by specific driver action.

5.14.2 In a Ghost incident scenario, if a driver is over the maximum ping threshold at the time, the incident will be ruled against them.

6. Flags

6.1 Green flag

No incident or incident clear. Continue racing at full pace. Race start.



6.2 Yellow flag

Incident on track, drive carefully and be prepared to reduce speed if necessary. Drivers are not prohibited from overtaking under a yellow flag. Drivers who do overtake under a yellow flag condition and cause an incident due to heightened risk, may receive a stricter penalty.

6.3 Blue flag

A driver is lapping you and is fast approaching from behind. Do not impede their racing and let them pass in a safe manner. It is important to driver in a predictable manner in this scenario. If a driver is found to have impeded the lappers race, they may be penalised. Lapped drivers are allowed to unlap themselves but will be expected to pull away as they may be required to let the faster car through.

6.4 Red flag

Red flags are only used in extreme circumstances where there is significant server instability. Follow instruction in the in-game chat.

6.5 Black and white diagonal flag

A black and white diagonal flag may be shown to the driver by the game for not respecting track limits or driving with unsportsmanlike behaviour. This is a warning flag to the driver to respect the race rules.

6.6. Black flag orange circle

Technical fault with driver's vehicle, driver must return to the pits manually to fix an issue on the vehicle, unless the car is undrivable, drivers must not use the "Return to Pits" option. If you are in a wet weather race, you may need to turn on rain lights to prevent this flag from appearing.

6.7 Black flag

Driver disqualified for unsportsmanlike conduct.

6.8 Chequered flag

Race is finished, manually drive back to the pits to complete the cool down lap. Do not stop on track or impede those still racing.

7. Incidents and Penalties

7.1 Incidents

7.1.1 Incidents involving 1 or more drivers can involve but is not limited to the following.

7.1.1.1 Dangerous driving.

7.1.1.2 Causing a racing incident or collision on purpose.



- 7.1.1.3 Causing a disadvantage to another driver.
- 7.1.1.4 Forcing another driver off the track.
- 7.1.1.5 Forcing another driver to take avoiding action.
- 7.1.1.6 Illegally preventing an overtake.
- 7.1.1.7 Impeding another driver during an on-track battle.
- 7.1.1.8 Tapping or boosting.
- 7.1.1.9 Brake checking another driver.
- 7.1.1.10 Being disrespectful, using bad language or having a poor attitude to other drivers or Event organisers and spectators.
- 7.1.1.11 Violating track limits.
- 7.1.1.12 Joining the track unsafely or without care.

7.1.2 Game specific incidents

The games may hand out automatic penalties for contact or violating track limit rules these penalties will be upheld. Race Stewards and Race Control will actively review automatically applied penalties to ensure they are accurate in nature and take necessary action if they deem a game penalty to have been applied in error.

7.2 Penalties

The Event organisers reserve the right to manually apply penalties to participants as they deem necessary throughout the Event. These penalties may vary in judgement and are reviewed on a case-by-case basis. Some of the penalties may include but not be limited to the following.

- 7.2.1 Additional time applied to race classification.
- 7.2.2 Grid place penalties, starting from the back of the grid or removal from grid order.
- 7.2.3 Drive through penalty.
- 7.2.4 Stop and go penalty.
- 7.2.5 Warnings.
- 7.2.6 Pitstop based time delay penalty.
- 7.2.7 Disqualification from session or event.
- 7.2.8 Additional Ban or penalties from the FMSCI.

7.3 Severe violations

7.3.1 Some violations are extreme enough to warrant penalties that may extend beyond the event. Penalties will be applied given the severity of each case, but some violations considered to be severe include the following.

- 7.3.1.1 Cheating/Hacking or any form of game file manipulation
- 7.3.1.2 Assault against other participants, Event organisers or spectators
- 7.3.1.3 Targeted hate attacks, racism, and discrimination
- 7.3.1.4 Colluding or intentional on track sabotage to gain a significant advantage.
- 7.3.1.5 Doping
- 7.3.1.6 Fraud

7.3.2 Should a participant be found to violate any of the above points, the Event organisers will consult with FMSCI and report participant actions for further sanction. These violations may include disqualification from future events, and other Events both in and outside of racing within esports.



7.4 Cheating/hacking and exploiting definitions

7.4.1 Cheating, hacking, and exploiting is defined strictly forbidden. This includes use of software or hardware that changes the game, it's files, the Event system, plugins, monitoring software, equipment throttle/brake/clutch/steering input to gain an advantage.

7.4.2 Any participant suspected of using these methods to circumvent the regulations will be investigated. If there is evidence of use of any third-party software or methods listed, a participant is subject to disqualification from the event.

7.4.3 If a driver is unsure if a piece of software may be against the rules, they are encouraged to contact the Event organisers to get an answer.

7.4.4 Exploitation of the game or any errors within it, including bugs, is prohibited. If a driver is unsure if a game bug or anomaly is against the rules, they are encouraged to contact the organisers.

7.4.5 Organisers reserve the right to withhold any prizes if they suspect a participant is cheating.

7.5 Race Stewarding

The event will have one or more FMSCI accredited steward to ensure racing integrity is maintained. Race stewards may apply penalties during the race or retroactively apply penalties after demo review. The severity of penalties will depend on the violation.

7.6 Protests

7.6.1 Drivers have the right to raise concern or protest a stewarding decision. Participants must raise these concerns immediately after a race or session, within 15 minutes of the race ending on the official communication platform/channel.

7.6.2 Drivers must be prepared to provide the following information to protest a stewarding decision or a racing incident.

7.6.2.1 Race the incident occurred.

7.6.2.2 All names of drivers involved in the incident.

7.6.2.3 Detailed description of incident from protester perspective.

7.6.2.4 Demo recording that includes the incident and timestamp of when the incident occurred.

7.6.3 If the decision being protested has already been reviewed or has occurred after the race has ended, the decision cannot be protested. Organisers will contact all necessary parties during a protest to collect information if required to form a decision.

7.6.4 If a driver is protesting, they may only protest once incident at a time. Driver protests or reports that are false, include misleading information, are rude or abusive towards other drivers or Event organisers, will not be considered and action against the driver may be taken.

7.6.5 It is a driver's responsibility to save and provide the telemetry or replies requested.

7.6.6 Race steward decisions are final and must be respected.



7.6 Penalty notification

All penalties will be posted in the official communication platform/channel. These will be divided between race and post-race.

8. Technical Issues

8.1 Game bugs and crashes

8.1.1 If an event is experiencing game bugs or crashes for an individual participant, they are encouraged to report these issues immediately to the organisers. A race will not be restarted for an individual participant.

8.1.2 If drivers are experience game crashing at any stage throughout a series, please report it the Event organisers immediately so steps can be taken to rectify or alleviate any problems.

8.1.3 It is recommended that drivers report game bugs they encounter so the organiser can advise or feedback any data to the relevant parties.

8.2 Server crashes

8.2.1 In the event of a server crash during a race, there are a few different outcomes depending on the race distance completed. Event organisers will provide updates where necessary during these technical issues whilst they work on resolving any potential issues and mitigating them from happening in the future.

8.2.2 The outcomes of a server crash are as follows.

8.2.2.1 Race under 25% complete: Race is restarted with original grid positions.

8.2.2.2 Race is over 25% complete but under 85% complete: Race is restarted with current grid positions minus 1 lap.

8.2.2.3 Race is over 85% complete: Race likely to be classified as complete and final classification will be current positions minus 1 lap.

8.2.3 Above 25% race distance, a crash or stoppage is treated like a red flag race suspension, any restarts above 25% race distance will be restarted minus their already fully completed laps.

8.2.4 Some of these scenarios may require server configuration to be manually changed during an event. If this is the case, Event organisers will communicate any event schedule changes through provided channels when available.



8.3 Network issues

If technical issues involving the game network or server hosting platform, delays may be too long to delay an event. If this occurs, Event organisers will communicate when the event is being re-scheduled.

8.4 Hardware issues

If an individual is experiencing issues with personal hardware, the event will not be delayed, suspended, or cancelled. If a driver is experiencing issues with hardware provided to them by the Event organiser, please inform us immediately so we can provide technical assistance.

9. Driver Agreement

9.1 Code of Conduct

9.1.1 Participant conduct

9.1.1.1 Participants are expected to respect the provisions of this rulebook and act in a reasonable, respectful manner always whilst competing in the event to all other competitors and production staff, and spectators. Participants that are not able to abide by the regulations laid out in this rulebook and the code of conduct will be considered ineligible for future events.

9.1.1.2 Participants are expected to conduct themselves in a manner that reflects positively on the organisers and shall not engage in activities harmful to their business, reputation or any relationships with individuals or partners.

9.1.1.3 For events that occur both online and offline, on the Event platform, messengers or social media, drivers are expected to always adhere to the standards of good sportsmanship. Participants are prohibited from acting in the following manner:

- 9.1.1.3.1 Use of hate speech. Participants must not use any language or gestures that are deemed obscene, vulgar, offensive, insulting, libellous, defamatory, abusing or threatening by the organisers.
- 9.1.1.3.2 Harassing, bullying, and any type of threat is strictly prohibited.
- 9.1.1.3.3 Lack of compassion, treat others as you would like to be treated.
- 9.1.1.3.4 Participants must be honest, committed to integrity and fair play.
- 9.1.1.3.5 Violating any law, rule, or regulation.
- 9.1.1.3.6 Trolling, targeting, or posting inflammatory, extraneous messages to individuals or organisations anywhere online, including but not limited to forums, chat rooms, social media feeds, and videos.
- 9.1.1.3.7 Racist or discriminatory behaviour, phrases or gestures that are deemed offensive to the dignity or integrity of an individual, group of people, or organisation, that target race, social origin, gender, language, religion political or personal opinions, financial status, birth or any other status, sexual orientation, or any other reason.
- 9.1.1.3.8 Participants will not accept any gift or bribe from anyone for services promised in connection or relation to the event.



- 9.1.1.3.9 Participants or those connected to participants will not be involved in betting of gambling, race/match fixing that may benefit both directly and indirectly from betting or gambling.
- 9.1.1.3.10 Participants must not post negative, disruptive, or brand damaging content on any forms of social media about the organisers, individuals, groups of people, brands, and partners of the event
- 9.1.1.3.11 to all individuals and organisers always involved with the event.
- 9.1.1.3.12 Wearing articles of clothing that violate any of the above points, or physically displaying items in view of broadcasted camera feeds that violate the above.

9.1.2 Fraudulent activity

9.1.2.1 The event organiser reserved the right to disqualify and remove any participant from the competition if they are found to be involved in fraudulent activity, including but not limited to:

- 9.1.2.1.1 Software modification to either your operating system, the game client, the Event system, leaderboards, plugins, or third-party software allowing functionality that the developer did not intend, or to gain an unfair advantage.
- 9.1.2.1.2 Hardware modification including malicious changes to personal or provided systems, racing or simulation equipment, that cause it not to operate as originally intended, or to gain an unfair advantage.
- 9.1.2.1.3 Alteration of results, times, replays, or video files by splicing or other means, to gain a lasting advantage in any stage of the Event.
- 9.1.2.1.4 Impersonation of anyone, specifically other participants, including playing on other registered members Steam accounts and racing under a name that is not your own.
- 9.1.2.1.5 Colluding with other participants or individuals that may affect the outcome of the Event.
- 9.1.2.1.6 Participants are required to notify the Event organisers of exploits or game bugs that aid participants or achieve a lasting advantage within the Event. Or if a competitor is involved in any of the above articles.

9.1.2.2 Any conduct that is considered to violate the regulations laid out in this rulebook, the code of conduct and driver agreement is punishable at the sole discretion of the organiser and may result in disqualification.

9.1.2.3 Any action or agreement to disadvantage other Drivers, to predetermine the outcome of a race, to try to lose a race, to affect the fairness of the competition, or to limit efforts to win a race is strictly prohibited.

9.1.2.4 Any Drivers determined to be violating this rule at any phase in the competition may be removed from the **competition**. Such Drivers may be forced to forfeit or return any compensation and/or prizes.

10. Prizing

To be decided by the organiser