

2021 FORMULA VRX ESPORTS PRO SERIES SPORTING REGULATIONS

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Issue 1

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Note: Approved additions from XX/04/2020 displayed **thus**.

Newly deleted text displayed as a double strikethrough (~~thus~~)

All previously approved changes are displayed in black text

All previously approved deletions have been removed.

The Pulse Gaming Lounge (“PGL”) will organise the PGL Formula VRX Esports Pro Series Championship (the Championship) which is the property of the PGL and comprises of the title of Champion for drivers. It consists of the Formula VRX Esports Grand Prix races which are included in the Formula VRX Esports Pro Series calendar and in respect of which the organisers have signed organisation agreements with the PGL. All the participating parties (PGL, organisers, competitors and venues) undertake to apply as well as observe the rules governing the Championship.

For the purpose of these regulations, the following terms are used to define the different periods of each Event:

Event	The competition period which a driver enters into to compete in the Championship, consisting of a Qualifying Session and a Race. It is likely for each Event to host more than 1 Race.
Practice Session	A period NOT part of the Event where a driver enters to use either a current or previous competition setup of Formula A car for the purpose of testing and training on upcoming Event circuits.
Qualifying Session	A period of the Event prior to a Race where a driver performs laps of the circuit to achieve the best time possible to set their grid position for the following Race.
Race	A period of the Event where multiple drivers compete to finish completing a predetermined number of laps of a circuit in the fastest time possible.
Round	The period which consists of multiple Qualifiers ending with a Round Finals. A Round will start with Q1 and end with a Finals before proceeding to the next Round. Due to the structure of the Championship calendar, it is possible for Rounds to overlap each other.
Qualifier	An event entered into by the drivers which precedes the Round Finals to compete in order to progress to the Round Finals which will be defined as Q1, Q2, Q3 & Q4.
Round Finals	May otherwise be referred to as Finals, this is an Event where the top performing drivers of each Qualifier will proceed to compete for the prize money.

1) REGULATIONS

- 1.1** These Sporting Regulations shall be the final word should any dispute arise. Headings in this document are for ease of reference only and do not form part of these Sporting Regulations.
- 1.2** These Sporting Regulations apply to the Championship taking place in the calendar year referred to in the title (“the Championship”) and may only be changed after 30 April of the preceding year with the unanimous agreement of all core competitors, or for changes made by the PGL for safety reasons which may come into effect without notice or delay.

2) GENERAL UNDERTAKING

- 2.1** All drivers, competitors and officials participating in the Championship undertake, on behalf of themselves, to observe all the provisions as supplemented or amended of this Sporting Code (the Code), and the present Sporting Regulations together referred to as “the Regulations”.
- 2.2** The Championship and each of its Events is governed by the PGL in accordance with the Regulations.

3) GENERAL CONDITIONS

- 3.1** It is the competitor's responsibility to ensure that all persons concerned by their entry observe all the requirements of the Regulations. If a competitor is unable to be present in person at the Event, they must nominate their representative in writing. The person having charge of an entry during any part of an Event is responsible jointly and severally with the competitor for ensuring that the requirements are observed.
- 3.2** Competitors must ensure that their entries comply with the conditions of eligibility and safety throughout practice and the race.
- 3.3** All persons concerned in any way with an entry or present in any other capacity whatsoever in the Lounge or take part in a race event, must have valid pass.
- 3.4** No pass may be issued or used other than with the agreement of the PGL. A pass may be used only by the person and for the purpose for which it was issued.

4) LICENCES & DRIVER PROFILES

- 4.1** Drivers, competitors or officials participating in the Championship are not required to hold any form of Licence in order to enter an event.
- 4.2** With the exception of a reprimand or fine, when a penalty is applied the stewards may impose penalty points on a driver's personal profile. If a driver accrues 12 penalty points on their profile, the driver will be suspended for the following Round, following which 12 points will be removed from their profile.

Penalty points will remain on a driver's profile for a period of 12 months after which they will be respectively removed on the 12 month anniversary of their imposition.

5) CHAMPIONSHIP EVENTS

- 5.1** Events are reserved for Formula A cars as defined in the Project Cars 2 classification of car classes.
- 5.2** Each Event will have the status of a restricted competition.
- 5.3** The distance of all Races within a Qualifier, from the start signal referred to in Article 36.9 to the end-of-race signal referred to in Article 36.1, shall be equal to the least number of complete laps which exceed a distance of 32km. However, should 30 minutes elapse before

the scheduled race distance is completed, subsequent races will have their race distance reduced in order to meet the Event finishing deadline. Only under the circumstances below will any exception be made to the above:

a) The distance of the race during Finals in each round shall be equal to the least number of complete laps which exceed a distance of 57km.

b) Should the race be suspended the length of the suspension will be added to this period.

- 5.4** The total duration of a Qualifier should not exceed 5 hours from the scheduled start time, including but not limited to delays, suspensions, malfunctions and cancellations. Round Finals will be extended to 6 hours.
- 5.5** The maximum number of Events in the Championship is 9, the minimum is 4.
- 5.6** An Event due to held at a non-PGL venue, which is cancelled with less than one month written notice to the PGL will not be considered for inclusion in the following year's Championship unless the PGL judges the cancellation to have been due to force majeure.
- 5.7** An Event may be cancelled if fewer than 8 competitors are entered.

6) CHAMPIONSHIP

6.1 The PGL Formula VRX Esports Pro Series Championship driver's title will be awarded to the driver who has scored the highest number of points throughout the Championship, taking into consideration all the results obtained during the Round Final Events which have actually taken place.

6.2 Points for each Qualifier and for the title will be awarded at each Race in an Event according to the following scale:

1st: 25 points

2nd: 18 points

3rd: 15 points

4th: 12 points

5th: 10 points

6th: 8 points

7th: 6 points

8th: 4 points

9th: 2 points

10th: 1 point

In addition to the above, 2 Points will be awarded to each driver who qualifies above all AI opponents in each qualifying session with an additional 3 points awarded to the driver who achieved the fastest qualifying lap out of all competitors from all groups in each qualifying session, provided they also achieved Pole Position.

2 points will be awarded to all drivers who achieve fastest laps faster than all AI opponents during the Race, and an additional 3 points for the fastest valid lap time of the race out of all competitors from all groups, provided he was in the top ten positions of the final race classification (see Article 37). No point will be awarded if the fastest valid lap time is achieved by a driver who was classified outside the top ten positions.

- 6.3** Should drivers from different groups finish the race in the same position, points will be awarded to drivers based on their total race time, with the fastest driver receiving the assigned points for their current position and the slower driver being lowered a position, receiving the assigned points for the relevant adjusted position.

Driver positions will continue to be adjusted based on their total race time until no drivers hold equal positions.

- 6.4** If a race is suspended under Article 33, and cannot be resumed, no points will be awarded if the leader has completed two laps or less, half points will be awarded if the leader has completed more than two laps but less than 75% of the original race distance and full points will be awarded if the leader has completed 75% or more of the original race distance.

Should drivers in a group be awarded reduced points as a result of a race suspension, the other drivers in the remaining groups will also have their points adjusted accordingly.

- 6.5** Only points awarded during Round Finals are contributed towards a driver's title contendership. Any points awarded during Qualifiers do not carry forward to the next round and are reset upon Round completion.

- 6.6** The drivers finishing first, second and third in the Championship must be present at the annual PGL Prize Giving presentations.

7) DEAD HEAT

- 7.1** Prizes and points awarded for all the positions of competitors who tie, will be added together and shared equally.

- 7.2** If two or more drivers finish the season with the same number of points, the higher place in the Championship (in either case) shall be awarded to:

- a) The holder of the greatest number of first places.
- b) If the number of first places is the same, the holder of the greatest number of second places.
- c) If the number of second places is the same, the holder of the greatest number of third places and so on until a winner emerges.
- d) If this procedure fails to produce a result, the PGL will nominate the winner according to such criteria as it thinks fit.

8) COMPETITORS APPLICATIONS

8.1 Applications for full season entries to compete in the Championship may be submitted to the PGL during the period 05 May to 24 May of the year to which the application relates on an entry form as set out in Appendix 1 hereto accompanied by an undertaking to pay the entry fee, calculated in accordance with Appendix 2, to the PGL no later than 01 June of the year to which the application relates. Applications at other times will only be considered if a place is available and on payment of a late entry fee to be fixed by the PGL.

Entry forms will be made available by the PGL who will notify the applicant of the result of the application within thirty days of its receipt.

Successful applicants are automatically entered in all Events of the Championship.

Participants who prefer to enter Championship Events on a Per Round basis must submit payment of the entry fee during the period that begins 24 hours after the last Qualifier of a Round takes place.

8.2 Applications shall include:

- a) Confirmation that the applicant has read and understood the Regulations and agrees on its own behalf and on behalf of everyone associated with its participation in the Championship, to observe them.
- b) The name of the driver. Payment can be made by a sponsor by which a driver may be nominated after an application has been submitted upon payment of a fee fixed by the PGL.
- c) An undertaking by the applicant to participate in every Event with the name of the driver entered.

8.3 All applications will be studied by the PGL and accepted or rejected at its absolute discretion. The PGL will publish the list of drivers accepted on or before 01 June of the year to which the applications relate, having first notified unsuccessful applicants. Out-of-time applications will be considered separately.

8.4 No more than 48 drivers will be admitted to participate the full season of the Championship. If less than 48 drivers are accepted to participate the full season, additional drivers can be entered into an Event to fill any remaining space up to a maximum of 12 drivers for each Event and 48 drivers for each Round.

8.5 If, in the opinion of the PGL Managing Director, a competitor fails to operate in a manner compatible with the standards of the Championship or in any way brings the Championship into disrepute, the PGL may exclude such competitor from the Championship forthwith without the option of a refund for the fee paid in advance.

9) TRACK RUNNING TIME OUTSIDE AN EVENT

9.1 Testing of Current Cars (TCC) shall be defined as any track running time, not part of an Event, in which a competitor entered in the Championship participates (or in which a third party participates on behalf of a competitor), using cars which were designed and setup in order

to comply with the Formula VRX Esports Pro Series Championship, or those of the preceding year's or the following year's Championships.

No competitor may gain illegally, sell or make available information on the car setup of the current year to any third party or for use by themselves for outside event use without the prior authorisation of the PGL.

Each competitor may also be permitted to carry out two Promotional Events (PE) with the above cars which will not be considered TCC. A PE shall be defined as an event in which a competitor participates purely for marketing or promotional purposes.

At the sole discretion of the PGL, and with the full knowledge of all competitors, each competitor will also be permitted to carry out:

- a) Two Demonstration Events (DE) with the above cars which will not be considered TCC. A DE shall be defined as an event in which a competitor participates purely for demonstration purposes.
- b) Other demonstration events organised by the Commercial Rights Holder.

No such demonstrations may take place on track configurations currently approved for use by Formula A cars nor exceed 20km in length.

In order that a PGL observer may be appointed, competitors must inform the PGL of any planned TCC, PE or DE at least 72 hours before it is due to commence, the following information should be provided:

- i) The precise specification of the car(s) to be used.
- ii) The name(s) of the driver(s) if known.
- iii) The nature of the test.
- iv) The date(s) and intended duration of the test.
- v) The purpose of the test.

9.2 Testing of Previous Cars (TPC) shall be defined as any track running time, not part of an Event, in which a competitor entered in the Championship participates (or in which a third party participates on behalf of a competitor), using cars which were designed and built in order to comply with the Formula VRX Esports Pro Series of any calendar year falling immediately prior to the calendar year preceding the Championship. No competitor may sell or make available any such car setup information to any third party without the prior authorisation of the PGL.

Each competitor will also be permitted to carry out Demonstration Events (DE) with the above cars which will not be considered TPC. A DE shall be defined as an event in which a competitor participates purely for demonstration purposes.

No such demonstrations may exceed 50km in length. Should a competitor wish to run a DE in excess of 50km they must seek the consent of the PGL in writing prior to the event.

In order that an PGL observer may be appointed, where possible competitors must inform the PGL of any planned TPC or DE at least 72 hours before it is due to commence, the following information should be provided:

- i) The precise specification of the car(s) to be used.
- ii) The name(s) of the driver(s) if known.
- iii) The nature of the test.
- iv) The date(s) and intended duration of the test.
- v) The purpose of the test.

9.3 TCC may only take place on tracks currently approved for use by Formula A cars and may never occur whilst a Championship Event is taking place and shall be limited to:

- a) Tests being carried out between 05 May and ten days before the start of the first Event of the Championship.
- b) Providing potential driver entrants with the opportunity to test a current Formula A Car, carried out on the circuit at which the last Event of the Championship was held, such test commencing no later than 48 hours before the start of the first Qualifier of the next Event.

Drivers eligible for this purpose must not have competed in any previous F-VRX Championship races.

9.4 TPC can take place on any track previously used in an F-VRX Pro Series event.

10) PROMOTER

10.1 An application to promote an Event must be made to the PGL of the county in which the Event is to take place. It must be accompanied by written evidence that the promoter has made arrangements to secure the participation of competitors, which arrangements are conditional only upon the PGL entering the Event on the Championship calendar.

11) ORGANISATION OF EVENTS

11.1 An organiser is a body appointed by the PGL. Upon deciding to grant an application to hold an Event, the PGL will nominate an organiser. The organiser must be a club or body acceptable to the PGL and must enter into an organisation agreement with the PGL when it applies to organise the Event.

12) INSURANCE

12.1 The promoter of an Event must procure that all competitors, their personnel and drivers are covered by third party insurance in accordance with the PGL requirements.

12.2 Ninety days before the Event, the promoter must send the PGL details of the risks covered by the insurance policy which must comply with the national laws in force as well as the PGL requirements. Sight of the policy must be available to the competitors on demand.

12.3 Drivers taking part in the Event are not third parties with respect to one another.

13) PGL DELEGATES

13.1 For each Event the PGL will nominate the following delegates:

- a) Safety delegate.
- b) Medical delegate.
- c) Technical delegate.
- d) Media delegate.

And may nominate:

- e) A representative of the Managing Director of the PGL.
- f) A Race Director.
- g) An observer.

13.2 The role of the PGL delegates is to help the officials of the Event in their duties, to see within their fields of competence that all the regulations governing the Championship are respected, to make any comments they judge necessary and to draw up any necessary reports concerning the Event.

13.3 The technical delegate nominated by the PGL is responsible for ensuring the equipment used to run the Event is correctly setup. In this respect they may carry out, or have carried out, at their discretion, any checks to verify the safety compliance of any third equipment in use by the event holder used in partnership during the event, at any time until the end of the event, without prior request from the supervisor of the venue.

14) OFFICIALS

14.1 The following officials will be nominated by the PGL:

- a) Any number of stewards.
- b) A race director.
- c) A permanent starter.

14.2 The following officials will be nominated by the PGL at the same time as the application to organise the Event:

- a) One steward from among the venue staff.
- b) The venue supervisor on duty.

14.3 The supervisor on duty from the host venue shall work in permanent consultation with the race director. The race director shall have overriding authority in the following matters and the supervisor on duty may give orders in respect of them only with his express agreement:

- a) The control of qualifying and the race, adherence to the timetable and, if they deem it necessary, the making of any proposal to the stewards to modify the timetable in accordance with the Code or Sporting Regulations.

- b) The stopping of any car in accordance with the Code or Sporting Regulations.
- c) The stopping of qualifying or suspension of the race in accordance with the Sporting Regulations if they deem it unsafe to continue and ensuring that the correct restart procedure is carried out.
- d) The starting procedure.

14.4 The stewards, the race director, the supervisor on duty and the technical delegate must be present at the start of the Event.

14.5 The race director must be in radio contact with the supervisor on duty and the stewards at all times when cars are permitted to run on the track.

14.6 The stewards may use any video or electronic means to assist them in reaching a decision. The stewards may overrule judges of fact.

15) INSTRUCTIONS AND COMMUNICATIONS TO COMPETITORS

15.1 The stewards or race director may give instructions to competitors by means of special circulars. These circulars will be distributed to all competitors who must acknowledge receipt.

15.2 All classifications and results of practice and the race, as well as all decisions issued by the officials, will be published via the PGL document and messaging system.

15.3 Any decision or communication concerning a particular competitor should be given to them within twenty-five minutes of such decision, and receipt must be acknowledged.

16) PROTESTS AND APPEALS

16.1 Protests shall be made to the PGL in writing and accompanied by a fee of £10.

16.2 Appeals may not be made against decision concerning the following:

- a) Penalties imposed under Articles 35.3a), b), c), d), e), f) g) or h), including those imposed during the last two laps or after the end of a race.
- b) Any drop of grid positions imposed.
- c) Any decision taken by the stewards in relation to Article 32.1.
- d) Any penalty imposed under Articles 33.1.
- e) Any decision taken by the stewards under Article 4.2.

17) SANCTIONS

17.1 The stewards may inflict the penalties specifically set out in these Sporting Regulations in addition to or instead of any other penalties available to them.

- 17.2** Any driver who receives three reprimands in the same Championship season will, upon the imposition of the third, be given a penalty resulting in starting from the back of the grid at that Event. If the third reprimand is imposed following an Incident during a race the driver will start at the back of the grid at the driver's next Event.

The grid place penalty will only be imposed if at least two of the reprimands were imposed for a driving infringement.

18) Q&A SESSIONS AND MEDIA OPPORTUNITIES

- 18.1** The PGL may at any Event, elect to broadcast the Event online via streaming platforms. It is at the sole discretion of the participant whether to be featured in any media display and can opt out at any time.

The broadcast will be operated by the PGL Media delegate.

- 18.2** Prior to the first Qualifier of an Event:

The PGL Media delegate will choose a maximum of five drivers to volunteer to a Q&A Session in the media centre for a period of one hour commencing before the scheduled start of Q1.

These drivers will be notified no less than 48 hours before the conference. In addition, a maximum of two personalities may be chosen by the PGL Media delegate to attend this Q&A Session.

- 18.3** After the last Qualifier of an Event:

A minimum of three and a maximum of six drivers and/or personalities, (other than those who attended the previous Q&A Session and subject to the consent of the requested personnel) will be requested to volunteer by the PGL Media delegate during the Event to make themselves available to the media for a Q&A Session in the media centre for a period of one hour after the scheduled end of Q4.

Drivers must be available at all reasonable times during an Event to talk to the media as required by the PGL Media delegate.

- 18.4** Round Finals:

All drivers who qualified for the Round Finals must make themselves available for media interviews immediately before the start of the first race of the finals.

Immediately after the last race of the Round Finals the first three drivers in the session will be required to make themselves available for interviews and then attend a conference in the media centre for a maximum period of 30 minutes.

19) MEETINGS

- 19.1** Meetings, chaired by the race director, will take place 10 minutes before the start of Race 1 of each Qualifier. This must be attended by all drivers.

20) GENERAL CAR AND PERSONNEL REQUIREMENTS

20.1 Electromagnetic radiation of 2.4 GHz and 5GHz are forbidden while an Event is in operation save with the written consent of the PGL.

20.2 All PCs operating the cars must contain identical components providing equal performance. Should computer components be discontinued upon the installation of additional cars, every effort must be made to ensure as close performance as possible to competing cars. Game performance settings must be identical across all cars, ensuring frames per second figures are at maximum performance per machine at consistent and near matching frame rates.

20.3 During the entire Event, no screen, cover or other obstruction which in any way obscures any part of a car will be allowed at any time.

20.4 Driver adjustable features permitted:

- a) For the purpose of Project Cars 2, where there are no designated activation zones for the activation of adjustable bodywork and is therefore accessible throughout the race, the feature will be disabled and no adjustable bodywork will be permitted.
- b) Through steering wheel controls, drivers are freely permitted to adjust brake bias throughout the race.

20.5 From the start of the Event, competitors may have 1 other person of operational personnel who is also associated with the operation of the car within the confines of the race. For the avoidance of doubt staff whose duties are solely connected with hospitality, sponsors, marketing, public relations or security to or from the Event are not considered operational personnel.

Under no condition are multiple drivers to associate with each other to form a team for the purpose of creating strategies to undermine the competition of the Event.

20.6 In the interest of public holidays and providing a break, all competitors must observe a shutdown period of thirty-one consecutive days during the month of July.

During the shutdown period no driver or affiliate to a driver may carry out or instruct a third-party to carry out any of the following activities for or on behalf of the team:

- a) Operation or use of any car for any TCC or TPC testing.
- b) Operation or use of any computer resource for the purpose of training.

In the event that public health concerns or government restrictions continue beyond the shutdown period initially envisaged, the competitors and the PGL shall consult in good faith to determine whether the shutdown period should be extended and the length of any such extension, in order to ensure equal treatment as between all Competitors.

20.7 During the shutdown period the following activities will not be considered a breach of the above:

- a) Any standard customer booking consisting of regular race formats associated with a general booking.
- b) Racing on any track in a Formula A car not previously setup for the current or previous F-VRX competition event.

c) The operation of a Formula A car for the sole purpose of general entertainment.

20.8 During the shutdown period, any activity where the sole purpose of which is to support projects unconnected to Formula VRX will not be considered a breach of Article 20.1, subject to the written approval from the PGL.

21) GENERAL SAFETY

21.1 Official instructions will be given to drivers by means of light signals. Competitors must not use lights similar to these.

21.2 Save where these Sporting Regulations require otherwise, pit lane and track discipline and safety measures will be the same for all practice sessions as for the race.

21.3 Save as specifically authorised by these Sporting Regulations, no one except the driver may touch a simulator car unless the system is in the lobby, the car is in the team's designated garage area, the pit lane or on the starting grid.

21.4 A speed limit of 60km/h will be imposed in the pit lane during the whole Event.

Any driver exceeds the limit during any session will be automatically disqualified from the current session.

21.5 If a driver has serious mechanical difficulties, he must leave the car in a way that doesn't obstruct other cars on the circuit and exit their car in a way that doesn't impact neighbouring drivers.

21.6 The organiser must make at least two fire extinguishers of either powder or CO2 available and ensure that they work properly.

22) CHANGES OF DRIVER

22.1 During a season a driver ("Original Driver") is permitted to substitute their position in the Round Finals with another driver ("Substitute Driver"). Changes may be made at any time before the start of the first Race qualifying session of the Event entered into provided any change proposed less than 12 hours before the scheduled start of the event entered and receives the consent of the PGL.

Additional changes for reasons of force majeure will be considered separately.

22.2 Any points awarded by the substitute driver will be added to the original driver's standings. Subsequently, any penalty points given to the substitute driver will also be added to the original driver's profile.

22.3 Drivers are only permitted to enter substitute drivers 1 time in any season consisting of less than 6 Events and 2 times for 6 Events or more.

22.4 Substitutions are only valid for Round Finals. Drivers cannot enter a substitute driver during Qualifiers and a driver cannot submit their time to qualify another driver for Round Finals.

23) DRIVING

23.1 The driver must drive the car alone, with no AI assistance. Drivers during Qualifying sessions will be required to use Traction Control at “Low” setting, Anti-Lock Braking System at “Low” and Stability Management set to “On”.

During Round Finals, all driving assists are optional.

23.2 Drivers must observe the provisions of the Code relating to driving behaviour on circuits at all times.

23.3 Drivers must make every reasonable effort to use the track at all times and may not deliberately leave the track without a justifiable reason.

Drivers will be judged to have left the track if no part of the car remains in contact with it and, for the avoidance of doubt, any white lines defining the track edges are considered to be part of the track but the kerbs are not.

Should a car leave the track the driver may re-join, however, this may only be done when it is safe to do so and without gaining any lasting advantage. At the absolute discretion of the race director a driver may be given the opportunity to give back the whole of any advantage he gained by leaving the track.

23.4 At no time may a car be driven unnecessarily slowly, erratically or in a manner which could be deemed potentially dangerous to other drivers or any other person.

24) PIT ENTRY, PIT LANE AND PIT EXIT

24.1 The section of track between the first safety car line and the beginning of the pit lane will be designated the “pit entry”.

24.2 The section of track between the end of the pit lane and the second safety car line will be designated the “pit exit”.

24.3 At no time may a car be reversed in the pit lane under its own power.

24.4 The Simulator will allocate garages and an area in the pit lane on a strictly equal basis where each driver may have work performed and, within each of these designated garage areas, one position where pit stops during both practice and the race may be carried out.

24.5 Unless otherwise malfunctioning, no car can stop or act in a way to cause disruption or block the pit lane to other drivers.

25) ENERGY RECOVERY

25.1 Formula A cars are equipped with the Kinetic Energy Recovery System (“KERS”). Energy can be deployed and recovered at any time during the race.

25.2 Drivers are limited to 100 Units of energy per lap. Once a driver has used the available allowance, KERS deployment will be disabled until the driver has crossed the control line.

Cars will still be able to recover energy from braking during the remainder of the lap until max capacity is reached.

26) FUEL LOAD AND REFUELLING

26.1

- a) Refuelling is only able to occur in the driver's designated pit stop area.
- b) Fuel may be added to a car during pit stops during a race.

26.2 Cars will be able to hold a maximum 140L of fuel at any given time during qualifying and race sessions.

26.3 Cars are limited to an average fuel flow rate of 1 Litre/Mile (1.61 km) during a race. Cars are only permitted to hold the minimum amount of fuel required to complete the race distance while not exceeding the average fuel flow rate.

27) CAR TUNING AND SETUPS

27.1 Each car in the Championship will be tuned with equal setups to ensure fair competition, with the exception of Engine Modes outlined in Article 28. The car setup will be determined by the PGL prior to any Events taking place.

The information of the car setups will not be disclosed to any driver, team, third party or official during the Championship.

27.2 With the exception of Engine Modes, the car setup will be identical between the qualifying session and race for the circuit.

28) ENGINE MODES

28.1 For each car, there will be three engine modes available to the drivers at the discretion of the race director. The modes are determined by the size of the Air Restrictor and Boost Pressure of the engine and turbo and are outlined below:

- a) Qualifying Mode ("QM") or else referred to as "Party Mode" will provide the maximum performance to the car. It is available to all drivers during the qualifying session, however the race director may allow some drivers to use QM during the race for Balance of Performance (BOP) purposes.

Qualifying Mode has an Air Restrictor opening of 100.10 mm and a Boost Pressure of 100%.

- b) Race Mode ("RM") is the standard engine mode assigned to drivers during race sessions. It is the maximum performance mode offered during any race.

RM has an Air Restrictor opening of 80.10 mm and a Boost Pressure of 80%.

- c) Handicapped Mode (“HM”) will be loaded onto a driver’s car who finishes a race with a total race time that exceeds 98% of the fastest total race time set by an AI car on the grid. HM will be loaded onto the driver’s car in their next race.

The Air Restrictor opening and Boost Pressure will be decided by the race director based on lap and total race time information from the driver’s previous races.

29) PRACTICE SESSIONS

29.1 Drivers can take place in a practice session during any period that is not operating an Event.

29.2 Practice sessions using the current competition car setup can only take place on circuits for the current Round, or the next Round if the practice session is to take place in between Q4 of a Round and Q1 of the next Round.

29.3 Practice sessions are subject to the operating fees of the venue.

30) FREE PRACTICE

30.1 One free practice session, lasting one hour will take place on the day of the event directly before the drivers meeting of the Event. Circuit time during Free Practice will be shared across all competitors and is provided on a first come first served basis.

31) QUALIFYING SESSIONS

31.1 The qualifying session will take place directly before each Race of an Event.

The session will be run as a single 10 minute timed session where all cars will be permitted onto the track.

Any infractions during the qualifying session resulting in a penalty will be applied to the driver during the following Race.

31.2 Any driver whose car stops on the circuit during the qualifying session will not be permitted to take any further part in the session.

32) THE GRID

32.1

a) The grid positions will be determined by fastest lap times of each driver during the qualifying sessions, with the fastest driver being awarded first place.

b) If more than one driver fails to set a time during the qualifying session, they will be arranged in an order determined by the Simulator.

c) Once the grid has been established in accordance with a) and b) above, time penalties accrued during the qualifying session will be applied to the drivers in question.

32.2 Any competitor who is unable to start for any reason whatsoever (or who has good reason to believe that their car(s) will not be ready to start) must inform the stewards accordingly at the earliest opportunity.

32.3 The grid will be in a staggered 1 x 1 formation.

33) STARTING PROCEDURE

33.1 Before the start of the Race, there will be a period of 2 minutes for drivers to declare themselves "Ready" to start the Race.

Failure to declare a driver Ready will result that driver retiring from the Race.

33.2 There will be a standing start, the signal being given by means of lights activated once all drivers are ready or the 2 minute period is over.

Once all the cars are ready, the five second light will appear followed by the four, three, two and one second lights. At any time after the one-second light appears, the race will be started by 5 Green lights.

33.3 Unless specifically authorised by the PGL, during the race the area surrounding the cars must be free from any other personnel other than the drivers and support team members.

33.4 If, during the starting procedure a problem arises, the following procedure should apply:

If a car or computer develops a problem then the Race will be delayed and restarted.

The driver and/or the PGL may then attempt to rectify the problem and, if successful, the race will be restarted with a shortened qualifying session to once again determine the grid positions.

Every time this happens, officials will determine what action to take for future races of the Event, possibly shortening the race distance as to not exceed the Event deadline if necessary.

33.5 Should Article 33.4 apply, the race will nevertheless count for the Qualifier or Championship no matter how often the procedure is repeated, or how much the race is shortened as a result.

33.6 Any of the penalties under Articles 35.3 a), b), c) or d) will be imposed on any driver who is judged to have moved before the start signal is given, such judgement being made by a PGL approved official.

34) THE RACE

34.1 During the race, drivers are expected to move in a direction of travel indicated by the circuit information. Drivers who have left the track or been involved in an incident which results in the driver facing in the opposing direction may move in a direction against the expected direction of travel to re-join the circuit only if:

- i) It is the shortest or fastest distance from the car's location to the safest point of the circuit to re-join and;

- ii) It is not possible to move in the expected direction of travel.

35) INCIDENTS DURING THE RACE

35.1 The race director may report any on-track incident or suspected breach of these Sporting Regulations or the Code (an “Incident”) to the stewards. After review it shall be at the discretion of the stewards to decide whether or not to proceed with an investigation. The stewards may also investigate an Incident noted by themselves.

35.2 It shall be at the discretion of the stewards to decide if any driver involved in an Incident should be penalised. Unless it is clear to the stewards that a driver was wholly or predominantly to blame for an Incident no penalty will be imposed.

35.3 The stewards may impose any one of the penalties below on any driver involved in an Incident:

- a) A three second time penalty. The driver must enter the pit lane, stop in his pit stop position for at least five seconds and then re-join the race. The relevant driver may however elect not to stop, provided he carries out no further pit stop before the end of the race. In such cases three seconds will be added to the elapsed race time of the driver concerned.
- b) A five second time penalty. The driver must enter the pit lane, stop in his pit stop position for at least five seconds and then re-join the race. The relevant driver may however elect not to stop, provided he carries out no further pit stop before the end of the race. In such cases five seconds will be added to the elapsed race time of the driver concerned.
- c) A ten second time penalty. The driver must enter the pit lane, stop in his pit stop position for at least ten seconds and then re-join the race. The relevant driver may however elect not to stop, provided he carries out no further pit stop before the end of the race. In such cases ten seconds will be added to the elapsed race time of the driver concerned.

In all of the above cases the driver concerned must carry out the penalty the next time he enters the pit lane and, for the avoidance of doubt, this includes any stop the driver makes whilst a VSC or safety car procedure is in use.

- d) A drive-through penalty. The driver must enter the pit lane, enter their pit stop position and re-join the race without having any work performed.
- e) A ten second stop-and-go time penalty. The driver must enter the pit lane, stop in their pit stop position for at least ten seconds and then re-join the race.

If any of the five penalties above are imposed upon a driver, and that driver is unable to serve the penalty due to retirement from the race, the stewards may decide that the driver may start from the back of the grid in their next race.

If any of the five penalties above are imposed during the last two laps, or after the end of a race, Article 35.4(b) below will not apply and three seconds will be added to the elapsed race time of the driver concerned in the case of (a) above, 5 seconds in the case of (b) 10 seconds in the case of (c), 20 seconds in the case of (d) and 30 seconds in the case of (e).

- f) A time penalty.
- g) A reprimand.
- h) A drop of any number of grid positions at the driver's next Event.

If any of the seven penalties above are imposed they shall not be subject to appeal.

- i) Disqualification from the results.
- j) Suspension from the driver's next Event.

35.4 Should the stewards decide to impose either of the penalties under Article 35.3(a), (b), (c), (d) or (e), the following procedure will be followed:

- a) The stewards will give written notification of the penalty which has been imposed to the competitor concerned and will inform all teams via the official messaging system.
- b) With the exception of Articles 35.3(a), (b) and (c) above, from the time the team concerned is notified of the stewards' decision via the official messaging system the relevant driver may cross the Line on the track no more than twice before entering the pit lane and, in the case of a penalty under Article 35.3(d), proceeding to his pit stop position where he shall remain for the period of the time penalty.

However, unless the driver was already in the pit entry for the purpose of serving his penalty, he may not carry out the penalty if the VSC procedure is in use or after the safety car has been deployed. The number of times the driver crosses the Line behind the safety car or during the VSC procedure will be added to the maximum number of times he may cross the Line on the track.

- c) Any time penalty served in the pit lane as a result of incurring a penalty under Articles 35.3(a), (b) or (c) above must be served after the car has been worked on and the car must remain stationary for the duration of the penalty.
- e) Any breach or failure to comply with Articles 35.4 (b), (c) or (d) may result in the car being disqualified.

36) FINISH

36.1 A chequered flag signal will be the end-of-race signal and will be shown at the Line as soon as the leading car has covered the full race distance in accordance with Article 5.3.

36.2 Should for any reason the end-of-race signal be given before the leading car completes the scheduled number of laps, or the prescribed time has been completed, the race will be deemed to have finished when the leading car last crossed the Line before the signal was given. Should the end-of-race signal be delayed for any reason, the race will be deemed to have finished when it should have finished.

37) CLASSIFICATION

- 37.1** The car placed first will be the one having covered the scheduled distance in the shortest time (or more under Article 5.3). All cars will be classified taking into account the number of complete laps they have covered, and for those which have completed the same number of laps, the order in which they crossed the Line.
- 37.2** Cars having covered less than 90% of the number of laps covered by the winner (rounded down to the nearest whole number of laps), will not be classified.
- 37.3** The official classification will be published after the race. It will be the only valid result subject to any amendments which may be made under the Code and these Sporting Regulations.

38) PODIUM PRESENTATIONS AND POST EVENT PRESS CONFERENCE

- 38.1** The drivers finishing the race in 1st, 2nd and 3rd positions must attend the prize-giving presentation on the podium; and immediately thereafter make themselves available for a period of one hour for the purpose of television unilateral interviews and the press conference in the media centre.

APPENDIX 1

PULSE GAMING LOUNGE

ENTRY FORM FOR THE PGL FORMULA VRX ESPORTS PRO SERIES CHAMPIONSHIP

Entry for the PGL Formula VRX Esports Pro Series Championship

THE APPLICANT Full Name

Member number (if applicable)

Date of Birth

Country of residence

Address

.....

.....

.....

Tel

E-mail

Authorised Representatives (if applicable)

Title

Title

Title

DRIVER DETAILS OF ENTRY IF ENTERED BY A SPONSOR

Sponsor Name

We hereby apply to enter the PGL Formula VRX Esports Pro Series Championship and we undertake to participate in each and every Event:

With the driver referred to below which we nominate for the purpose of the Sporting Regulations

Driver Full Name

Member Number (if applicable)

Date of Birth

Country of residence

Address

.....

.....

Tel

E-mail

We confirm that we have read and understand the provisions of the PGL Formula VRX Esports Pro Series Sporting Regulations and that the drivers conduct on the circuit will be assessed against the International Sporting Code. We agree to be bound by them (as supplemented or amended) and further we agree on our own behalf and on behalf of everyone associated with our participation in the the PGL Formula VRX Esports Pro Series Championship to observe them.

We declare that we have examined this Entry Form and that the information given is true, correct and complete and we undertake to pay the entry fee, calculated in accordance with Appendix 7, to the FIA no later than 01 June of the year prior to the year to which this application relates. We understand and agree that any changes must be notified to the PGL in writing within 7 days of such change to allow reappraisal of the entry.

SIGNED BY (SIGNATURE)

(PRINT NAME OF THE PERSON SIGNING)

Being a person duly authorised to sign for and on behalf of

(PRINT FULL NAME OF APPLICANT)

Date

We confirm that we have read the Data Protection Notice at the end of this document and made this available to the individuals referred to in this document

TO BE COMPLETED BY THE PGL

Managing Director Name

Signature

Date of Acceptance

DATA PROTECTION NOTICE

The security of your personal data is extremely important to the Pulse Virtual Reality LTD of 146 Derby Road, Spondon, Derby, DE21 7LU who will operate and govern the Championship as Pulse Gaming Lounge (“PGL”, “us”, “we”, “our”). You may be aware of the General Data Protection Regulation ((EU) 2016/679) (“GDPR”), which now requires us to set out the following details regarding how we collect and use your personal data.

As part of your team’s entry into the PGL Formula VRX Esports Pro Series Championship (the “Championship”), you may provide to us, and we may collect from you, certain personal data (as defined in applicable data privacy laws, including the GDPR (“Privacy Laws”)), including, without limitation the information set out in this form (being your name and contact details, as applicable) and certain other information, including biographical information, such as your images.

We are the data controller in respect of your personal data and will handle your data in accordance with our obligations under the Privacy Laws. We will use this information solely in connection with administering the Championship and exploiting the rights granted to us pursuant to any separate agreement entered into with your team or otherwise. We are entitled to do so on the basis of our legitimate interests, namely to enable us to operate the Championship and promote and exploit your participation in the same.

We may be required to disclose your personal data if we are required to do so by law or pursuant to a binding regulatory request (in such circumstances, such disclosure will at all times be solely to the extent required by law or the applicable regulatory request).

We will retain your personal data on our systems only for as long as is strictly necessary for the purposes for which such data was originally collected (as referred to above), and thereafter for such longer period as may be required by law.

Your rights

In certain situations, you are entitled to: (i) request access to your personal data; (ii) request that we correct your personal data; (iii) request that we erase your personal data; (iv) object to processing of your personal data where we are relying on a legitimate interest; (v) request the restriction of processing of your personal data; (vi) request the transfer of your personal data to a third party; or (vii) where you have provided your consent to certain of our processing activities, you may withdraw your consent at any time (but please note that we may continue to process such personal data if we have legitimate legal grounds for doing so).

To exercise these rights please contact: pr@pulsevr.com

Please note that you also have a right to complain to the UK Data Protection Supervisory Authority if you are concerned about the way we are handling your personal data.

APPENDIX 2

ENTRY FEES FOR THE 2021 PGL FORMULA VRX ESPORTS CHAMPIONSHIP

All competitors will be required to pay a fee per participant for each round entered. Fees are non-refundable and non-transferable.

- a) Participants who pay to enter on a per round basis are required to pay a fee of £25. This fee is required to be paid to the PGL prior to the Event taking place.
- b) Participants who enter for the Championship season are required to pay a fee of £20 per round. This fee is required to be paid to the PGL by 01 June of the calendar year at the title of the application.