



# **2023 Olympic Esports Series Motor Sport Event Sporting Regulations**

v. 21/04/2023

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The FIA will regulate the Olympic Esports Series 2023 Motor Sport Event (“the Competition”). All the participating parties (FIA, ASNs, Operator, Drivers and facility) undertake to apply, as well as observe, the rules governing the Competition. Part one of the Competition will be held online between 27 April and 7 May 2023, and part two will be held in Singapore from 22 to 25 June 2023, as part of the Olympic Esports Series.

The Olympic Esports Series 2023 Motor Sport Event will be regulated by the FIA.

Should any dispute arise during the Event, the Panel of Stewards will be the only authority competent to take a decision (ISC-Art. 11.9).

## 1. REGULATIONS

- 1.1. The final text of these Sporting Regulations shall be the English version, which will be used should any dispute arise as to their interpretation.
- 1.2. Headings in this document are for ease of reference only and do not form part of these Sporting Regulations.
- 1.3. The Competition is regulated by these Sporting Regulations.
- 1.4. Clarification, interpretation and arbitration of any rules, requirements and regulations not covered by the FIA 'General Prescriptions' and Specific Regulations, Sporting Code and Technical Regulations shall be decided by the Stewards.
- 1.5. These Sporting Regulations come into force from the moment of their publication on the FIA website (www.fia.com), and replace all previous Sporting Regulations.
- 1.6. All Drivers and officials participating in the Competition undertake, on behalf of themselves, their employees and agents, to observe all the provisions, as supplemented or amended, of the International Sporting Code (the Code), FIA Official Bulletins and the updated Sporting Regulations.

## 2. GENERAL UNDERTAKING

- 2.1. It is the Driver's responsibility to ensure that all persons concerned by their entry observe all the requirements of the Code and these Sporting Regulations, as well as any bulletins or Event Notes issued by the FIA.
- 2.2. All persons concerned in any way with an entered Driver or present in any other capacity whatsoever in the competition area must wear an appropriate pass at all times.
- 2.3. Each Driver shall declare that:
  - a. The Driver possesses the standard of competence necessary for an event of the type to which the entry relates;
  - b. If the Driver should before or during the event suffer from any disability whatsoever, they shall declare the disability to the Stewards prior to the Competition start;
  - c. The Driver enter use the facilities entirely at their own risk.

## 3. DEFINITIONS

- 3.1. **ASN:** FIA affiliated National Sporting Authority
- 3.2. **Driver:** An individual taking part in the Competition.
- 3.3. **The Competition:** All phases of the Olympic Esports Series 2023 Motor Sport Event.
- 3.4. **The Operator:** The party tasked with operating the Competition, Polyphony Digital (PDI).-
- 3.5. **Regulator:** Fédération Internationale de l'Automobile (FIA).
- 3.6. **Bulletin:** Official written document which clarifies or supplements the Sporting, Technical or other appropriate Regulations for the Competition.
- 3.7. **Force Majeure:** any occurrence beyond the reasonable control of any party involved.
- 3.8. **Race Server:** The in-game functionality where the Motor Sport Event will be taking place.
- 3.9. **Race Number:** A number assigned to each Driver, visible on their vehicle and linked to the Driver.
- 3.10. **Provisional Results:** Any results posted before all Stewarding proceedings are completed.
- 3.11. **Final Results:** Any results posted after all Stewarding proceedings are completed and the time limit to protest has expired.
- 3.12. **Official Notice Board:** The location where all documentation, results, Stewarding decisions, starting grids etc. will be published at the venue. The location of the Official Notice Board will be communicated to the Drivers ahead of the Event.

## 4. OFFICIALS

### 4.1. Appointed Officials

- 4.1.1. The FIA will nominate the following officials:
  - A Race Director;
  - Three Stewards, one of whom will be the Chairman;
  - A Sporting Coordinator.

### 4.2. Duties of the Race Director

The Race Director shall have overriding authority in the following matters:

- a. The control of practice, qualifying and races;
- b. Adherence to the timetable;
- c. Host and organise a Drivers' Briefing;
- d. Call extra Drivers' Briefings, if deemed necessary;
- e. The making of any proposal to the Stewards to modify the timetable in accordance with the Regulations, if deemed necessary;
- f. The stopping of any Driver in accordance with the Regulations;
- g. If it is necessary for the Race Director's duties and responsibilities to differ from the above, these duties will be set out in the Supplementary Regulations.

#### 4.3. **Duties of the Stewards**

Within the framework of their duties, the Stewards:

- a. shall decide what penalty to enforce in the event of a breach of the Regulations;
- b. may amend Supplementary Regulations;
- c. may issue Bulletins;
- d. may pronounce disqualifications;
- e. may amend the classifications;
- f. may disqualify from any part of the Competition or for the duration of the Competition, any Driver whom they consider as, or who is reported to them as being, ineligible to take part, or whom they consider as being guilty of improper conduct or unfair practice;
- g. may postpone the Competition in the event of Force Majeure;
- h. may take the decision to stop, either temporarily or permanently, all or part of a Competition;
- i. shall declare the classifications and results to be final;
- j. may use any video or electronic systems to assist them in reaching a decision.

#### 4.4. **List of Officials**

4.4.1. The following Officials will be on duty during the Competition:

<b>Role</b>	<b>Name</b>
Race Director	Toyo Teramoto
Steward (Chairperson)	Stefanie Kleiber
Steward	Krisztian Somodi
Steward	TBA

## 5. **FIA DELEGATES**

5.1. The FIA reserves the right to nominate the following delegates:

- One FIA Sporting Coordinator

<b>Role</b>	<b>Name</b>
FIA Sporting Coordinator	Eric Stranne

5.2. The role of the FIA delegates is to help the officials of the Event in their duties, to ensure, within their fields of competence, that all the regulations governing the Competition are respected, to make any comments they judge necessary and to draw up the various reports required by the FIA concerning the Competition.

## 6. **PASSES – TEAM IDENTIFICATION**

- 6.1. Accreditation passes will be issued for each Driver, permitting access to the entire venue during the Olympic Esports Series 2023 Motor Sport Event Final.
- 6.2. Further information to be provided by Bulletin.

## 7. **2023 OLYMPIC ESPORTS SERIES – MOTOR SPORT EVENT**

7.1. The Competition will take place in two parts:

1. Olympic Esports Series 2023 Motor Sport Qualifiers
2. Olympic Esports Series 2023 Motor Sport Final

7.2. Further details will be provided by Bulletin.

## 8. NUMBERS OF ENTRANTS PARTICIPATING

8.1. There will be no maximum number of entrants in the Olympic Esports Series 2023 Motor Sport Qualifiers.

8.2. The number of Drivers who qualify for the Olympic Esports Series 2023 Motor Sport Finals is 12.

## 9. ELIGIBLE DRIVERS

Anyone who has citizenship in the list of eligible countries/territories below is eligible to qualify for the Olympic Esports Series 2023 Motor Sport Finals.

### Group 1

Argentina	Australia	Austria	Bahrain	Belgium	Brazil
Bulgaria	Canada	Chile	China	Chinese Taipei	Colombia
Costa Rica	Croatia	Czech Republic	Denmark	Ecuador	El Salvador
Finland	France	Germany	Greece	Guatemala	Honduras
Hong Kong S.A.R., China	Hungary	Iceland	India (excl. Nagaland)	Indonesia	Ireland
Israel	Italy	Japan	Korea	Kuwait	Lebanon
Luxembourg	Malaysia	Mexico	Netherlands	New Zealand	Nicaragua
Norway	Oman	Panama	Paraguay	Peru	Poland
Portugal	Qatar	Romania	Saudi Arabia	Singapore	Slovakia
Slovenia	South Africa	Spain	Sweden	Switzerland	Thailand
Türkiye	Ukraine	United Arab Emirates	United Kingdom	United States of America	Uruguay

### Group 2

Albania	Algeria	Andorra	Angola	Antigua & Barbuda	Armenia
Azerbaijan	Bahamas	Bangladesh	Barbados	Belize	Bolivia
Bosnia & Herzegovina	Botswana	Burundi	Cambodia	Congo	Cyprus
Dominican Republic	Egypt	Eritrea	Estonia	Ethiopia	Gabon
Georgia	Guyana	Haiti	Iraq	Ivory Coast	Jamaica
Jordan	Kazakhstan	Kenya	Kosovo	Kyrgyzstan	Latvia

Libya	Liechtenstein	Lithuania	Macao S.A.R., China	Madagascar	Malta
Mauritania	Mauritius	Moldova	Monaco	Montenegro	Morocco
Mozambique	Namibia	Nepal	Nigeria	North Macedonia	Pakistan
State of Palestine	Philippines	Puerto Rico	Rwanda	San Marino	Senegal
Serbia	Sri Lanka	Tanzania	Trinidad & Tobago	Tunisia	Turkmenistan
Uganda	Uzbekistan	Venezuela	Vietnam	Yemen	Zambia
Zimbabwe					

- 9.1. Participation in the Olympic Esports Series 2023 Motor Sport Finals will be limited to Drivers aged 18 or over on 22 June 2023.
- 9.1.1. Drivers from Kuwait, Saudi Arabia, and the United Arab Emirates, must be aged 21 or over on 22 June 2023.
- 9.2. The FIA reserves the right to request Drivers to submit valid personal Identification.
- 9.3. If requested, failure to submit valid personal Identification will result in exclusion from the Competition.
- 9.4. Each Driver who qualifies for the Olympic Esports Series Motor Sport Finals must be cleared by the National Sporting Authority (ASN) of their country/territory of citizenship confirming that the Driver may enter the competition. The FIA will support Finalists with this step, making necessary contact and providing support as needed.
- 9.5. The FIA in its absolute discretion shall determine whether a Driver has the necessary experience to participate in the Competition.
- 9.6. The FIA in its absolute discretion may reject any registration and/or entry for the Competition.

## **10. REGISTRATION – GROUP 1 COUNTRIES & TERRITORIES**

- 10.1. Drivers with citizenship in a country/territory listed under Group 1 under Article 9.1 are eligible to qualify for the Olympic Esports Series Motor Sport Finals through the Online Qualifiers.
- 10.2. Entries for the Online Qualifiers will open on 27 April 2023 and will close on 7 May 2023.
- 10.3. Each Driver who wishes to participate in the Olympic Esports Series Motor Sport Qualifiers must send in a valid Registration according to 11.5.1 to 11.5.4.
- 10.4. Registration is possible throughout the entirety of the Olympic Esports Series Motor Sport Qualifiers.
- 10.5. Failure to send in a valid Registration will result in a Driver being denied participation in the Competition.
- 10.6. To submit in a valid Registration, a Driver must follow the steps below:
  - 10.6.1. Drivers enter the Competition within Gran Turismo 7, in Sport mode.
  - 10.6.2. The Driver will be redirected to the Gran Turismo registration page where Drivers check their PlayStation®Network ID (“PSN ID”).
  - 10.6.3. The Driver will be asked to consent to the applicable Terms & Conditions.
  - 10.6.4. Once a successful registration has been submitted, the Event Page redirects the Driver to the Online Qualifiers within Gran Turismo 7.
- 10.7. The official Entry list of confirmed Drivers who qualify for the Finals will be confirmed by the FIA, no later than 18 June 2023.

## **11. REGISTRATION – GROUP 2 COUNTRIES & TERRITORIES**

- 11.1. Drivers who do not have citizenship in a country/territory listed under Group 1 in Article 9.1 are not eligible to qualify for the Olympic Esports Series Motor Sport Finals through the Online Qualifiers.

- 11.2. In the list of countries in Group 2 under Article 9.1, only the respective National Sporting Authority (ASN) of each country/territory may appoint a driver from its country/territory to participate in the Olympic Esports Series Finals.
- 11.3. A list of National Sporting Authorities can be found on the following website:  
[https://www.fia.com/members/member\\_club/sport-mobility-3/member\\_club/sport-1](https://www.fia.com/members/member_club/sport-mobility-3/member_club/sport-1)
- 11.4. Each National Sporting Authority (ASN) may appoint a driver at its sole discretion.
- 11.5. Each ASN must submit its appointed driver by 3 May.
- 11.6. The appointment of a driver by an ASN is final and not subject to appeal.

## **12. INSTRUCTIONS AND COMMUNICATIONS TO DRIVERS**

- 12.1. Any communication to a Driver prior to the Finals event will be made either by email at the email address associated with their PSNID account for drivers from Group 1 countries/territories, or the email address submitted to its respective ASN for Group 2 countries/territories.
- 12.2. It is each Driver's responsibility to ensure that they receive and read any communication from the Regulator and/or Operator.
- 12.3. The Stewards or Race Director may give instructions to Drivers by means of special circulars during the Olympic Esports Series Motor Sport Final. These circulars will be distributed to all Drivers, who must acknowledge receipt.
- 12.4. All classifications and results of practice and the races, as well as all decisions issued by the officials, will be posted on the Official Notice Board.
- 12.5. Any decision or communication concerning a particular Driver should be communicated to them forthwith in writing within 30 minutes of such decision and receipt must be acknowledged.

## **13. CAR LIVERIES**

- 13.1. Only the car liveries made available by the Operator may be used throughout the Competition.
- 13.2. At no time may any Driver in any way use any livery other than the ones supplied by the Operator.
- 13.3. Car liveries will not be changed by the Operator at the request of a Driver.
- 13.4. Car liveries may be altered by the Operator as it sees necessary.

## **14. RACE NUMBER**

- 14.1. Each Driver's Race Number will be assigned by the Operator.
- 14.2. All Drivers' Race Numbers will be communicated to the Drivers on the Official Notice Board.
- 14.3. Requests to change a Driver's Race Number will not be granted.

## **15. COMPETITION STRUCTURE**

### **15.1. General**

- 15.1.1. The Regulator and/or Operator, reserves the right to postpone, abandon or cancel the Event or part thereof.
- 15.1.2. In the event of abandonment, cancellation, or postponement for more than 48 hours, the Driver will have no right of claim against the Regulator or Operator in respect of any which they may have incurred or may incur as a result.
- 15.1.3. The competition shall follow the format in 15.3 and 15.4; however, the Regulator and/or Operator reserve the right to amend the format by Bulletin prior to the start of the Competition should they need to do so.
- 15.1.4. Details such as race length during the Olympic Esports Series 2023 Motor Sport Final will be announced in a Bulletin and communicated to all finalists.

### **15.2. Eligible Cars**

- 15.2.1. Only the cars communicated in these Sporting Regulations may be used in the Competition to ensure a balanced level of performance among Drivers.
- 15.2.2. The Operator may, after approval from the Race Director, issue Balance of Performance changes to vehicles as it sees fit.

### **15.3. Olympic Esports Series Motor Sport Online Qualifiers for Group 1 countries/territories**



15.3.1. **Format**

- 15.3.1.1. During the Olympic Esports Series Motor Sport Event Qualifiers, eligible Drivers will be able to try to qualify for the Olympic Esports Week by setting the fastest lap time possible.
- 15.3.1.2. Each Driver has an unlimited number of attempts to set lap times.
- 15.3.1.3. The car setup will be locked.
- 15.3.1.4. The car and track combination will remain identical throughout the entire period.

Car	Track
Toyota GR010	Deep Forest Raceway

- 15.3.2. The Olympic Esports Series Motor Sport Event Qualifiers will be available between the following time slots:

Opens	Closes
27 April 2023 00:00:00 UTC	07 May 2023 23:59:59 UTC

15.3.3. **Driver Selection**

- 15.3.4. The top 10 from the Online Qualifiers Time Trial will qualify for the Olympic Esports Series Motor Sport Finals.
- 15.3.5. Any driver nominated by their respective ASN, following a successful vetting process by the FIA and IOC, will qualify for the Olympic Esports Series Motor Sport Finals.
- 15.3.6. One (1) wildcard spot is open for Motor Sport Singapore (MSS) to allocate one Driver at their sole discretion for the Olympic Esports Series Motor Sport Finals.

15.3.7. **Driver Selection Reserve Process**

- 15.3.8. In the event that a slot becomes available due to the withdrawal of a Driver, the next eligible Driver in the order of the rankings will be selected.

15.3.9. **Driver Selection Restrictions**

- 15.3.10. The maximum number of Drivers per country/territory is one (1).
- 15.3.11. Any Driver with the same nationality as another Driver ahead of them in the classification after the Olympic Esports Series 2023 Motor Sport Qualifiers forfeits their place in the results and cannot qualify for the Olympic Esports Series 2023 Motor Sport Final.

15.4. **Olympic Esports Series Motor Sport Event Finals**

- 15.4.1. Olympic Esports Series Motor Sport Event Final will consist of the following sessions:

1. Practice
2. Group 2 Qualifiers
3. Pre-Qualifying
4. Qualifying
5. Race

15.4.2. **Tracks and cars**

- 15.4.2.1. The cars and tracks to be used at the finals are as follows:

Car	Track
Toyota GR010	Deep Forest Raceway

15.4.3. **Practice**

- 15.4.3.1. One or multiple Practice sessions may be hosted to allow Drivers to practice ahead of the race.
- 15.4.3.2. Details of such Practice session(s) will be communicated by Bulletin.

15.4.4. **Group 2 Qualifiers**

- 15.4.4.1. A Qualifier session for all drivers from Group 2 countries will be organized during the Olympic Esports Week to narrow down the total number of drivers to 10.
- 15.4.4.2. The Group 2 Qualifiers will be a hotlapping session, where a driver’s fastest lap time will be used to determine the result.
- 15.4.4.3. Any driver who does not finish in the top 10 in the Group 2 Qualifiers classification is eliminated from the Olympic Esports Series Motor Sport Event.
- 15.4.4.4. All drivers will receive equal time and conditions during the course of the Group 2 Qualifiers.
- 15.4.4.5. Further information to be provided by Bulletin.

15.4.5. **Pre-Qualifying**

- 15.4.5.1. A Pre-Qualifying session will be organized between the 10 drivers who qualify through the Olympic Esports Series Motor Sport Online Qualifiers, and the top 10 drivers from the Group 2 Qualifiers.
- 15.4.5.2. Pre-Qualifying will be a hotlapping session, where a driver’s fastest lap time will be used to determine the result.
- 15.4.5.3. The top 11 drivers from the Pre-Qualifying classification will proceed to the Olympic Esports Series Motor Sport Finals.
- 15.4.5.4. Drivers finishing in positions 12 through 20 are eliminated from the competition.
- 15.4.5.5. All drivers will receive equal time and conditions during the course of the Pre-Qualifying.
- 15.4.5.6. Further information to be provided by Bulletin.

15.4.6. **Qualifying**

- 15.4.6.1. Before the race, there will be a dedicated Qualifying session.
- 15.4.6.2. Drivers will exit the pit lane at a specified time in Qualifying and run an out lap.
- 15.4.6.3. These times will be communicated by Bulletin to the Drivers prior to Qualifying
- 15.4.6.4. It is the responsibility of each Driver to find clear track during their Qualifying lap.
- 15.4.6.5. Blocking or hindering any other Driver during their Qualifying lap may result in a penalty.
- 15.4.6.6. Each Driver will have one out lap, one timed lap and one in lap in Qualifying.
- 15.4.6.7. Drivers will run Qualifying in groups, which will be communicated by Bulletin to the Drivers prior to the Olympic Esports Week.
- 15.4.6.8. Each Driver will run a single out lap and a single timed qualifying lap.
- 15.4.6.9. Once a Driver has set their timed qualifying lap, they must continue driving and stop in a position which will not interfere with any other Driver, only returning to the Paddock menu once all Drivers in their respective qualifying group has set their lap time.

15.4.7. **Race Format**

- 15.4.7.1. The format for the race during the OES Finals will be as follows:

Mechanical Damage	Strong
Boost	None
Grip reduction off-track	Real
Settings	Prohibited
Grid position determination	Single lap qualifying

- 15.4.7.2. Further details will be provided by Bulletin.

#### 15.4.8. **CLASSIFICATION**

- 15.4.8.1. The winner of the Olympic Esports Series Motor Sport Event will be the Driver who completes the full race distance in the shortest time after all Stewarding proceedings have been completed and the final results are published.
- 15.4.8.2. 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.

### 16. **DRIVING STANDARDS**

- 16.1.1. Upon Entering the Competition, a Driver agrees with all relevant Regulations concerning the Competition.
- 16.1.2. It is not allowed to push the vehicle of another Driver to assist them in case of running out of fuel, experienced a mechanical breakdown etc.
- 16.1.3. Drivers must drive the car alone and unaided.
- 16.1.4. Drivers must always follow all aspects of these Sporting Regulations, both on and off track.
- 16.1.5. Drivers must use the track at all times. For the avoidance of doubt, the track limits as enforced by the software will be the definitions of being on or off the circuit.
- 16.1.6. Drivers may not utilise walls or other objects to gain an advantage in getting around a corner (“wall-riding”). Drivers deemed to have used walls in an advantageous way may be subject to a penalty.
- 16.1.7. Should a car leave the track for any reason, the Driver may re-join. However, this may only be done when it is safe to do so and without gaining any advantage.
- 16.1.8. At the absolute discretion of the Race Director, a Driver may be given the opportunity to give back the whole of any advantage gained by leaving the track.
- 16.1.9. Manoeuvres liable to hinder other Drivers, such as deliberate crowding of a car beyond the edge of the track or any other abnormal change of direction, are not permitted.
- 16.1.10. For the avoidance of doubt, this applies on straights, as well as on the entry, apex and exit of any corner.
- 16.1.11. Drivers may not cross the Pit Entry or Pit Exit lines.
- 16.1.12. A Driver may not deliberately leave the track without a justifiable reason.
- 16.1.13. Any penalties issued automatically by the software will not be overruled.
- 16.1.14. More than one change of direction to defend a position is not permitted. Any Driver moving back towards the racing line, having earlier defended their position off-line, should leave at least one car width between themselves and the edge of the track on the approach to the corner.
- 16.1.15. Any Driver who is not on a timed lap in Practice or Qualifying must yield to cars on timed laps that are catching the Driver in question, without impeding the Driver behind. At the discretion of the Stewards, failure to yield may result in a penalty.
- 16.1.16. As soon as a Driver is caught by another Driver which is about to lap it during a race, the Driver being lapped must allow the faster Driver past at the first available opportunity.
- 16.1.17. Drivers may not artificially affect the outcome of any results through on- or off-track behaviour.
- 16.1.18. All actions, whether deliberate or not, to distract other Drivers while driving, are strictly prohibited.
- 16.1.19. Drivers may not intentionally spin out, make contact with other cars or Drivers, or perform any other such actions after race finish.

### 17. **INCIDENTS**

#### 17.1. **Definition**

- 17.1.1. Incident means any occurrence or series of occurrences involving one or more Drivers, or any action by any Driver, which is reported to the Stewards by the Race Director or noted by the Stewards and subsequently investigated.
- 17.1.2. These include (but are not limited to):
  - a. When your car gains an advantage due to a collision with another car;
  - b. When an opponent loses position in the race due to your collision with another car;
  - c. When an opponent is pushed off track due to your collision with another car;
  - d. When an opponent is sent into a spin due to your collision with another car;
  - e. When the opponent receives mechanical damage due to your collision with another car;
  - f. Blocking with more than 2 direction changes on the track;

- g. A Driver is deemed to have significant overlap when the hub of their front axle is alongside the hub of another Driver's rear axle;
- h. Not leaving one car width of space for Drivers with adequate overlap;
- i. Forcing yourself into the inside of a car in front at a corner when you were not already parallel to it;
- j. Braking in a location that does not require brakes ("brake testing");
- k. After driving off track, returning to the track without waiting for a car behind to pass;
- l. Not adhering to blue flags during qualifying or a race;
- m. Secretly working to give an advantage to another Driver;
- n. Not following mandatory pit stop rules;
- o. Distracting other Drivers while driving;
- p. Unapproved adjustments of any hardware or software;
- q. Other unsportsmanlike conduct, at the discretion of the Stewards.

## 17.2. **General Notes**

- 17.2.1. It shall be at the discretion of the Stewards to decide, upon a report or a request by the Race Director, if a Driver or Drivers involved in an incident shall be penalised.
- 17.2.2. The Stewards and Race Director have the authority to impose penalties for driving infringements committed during both phases of the Competition.
- 17.2.3. If an incident is under investigation by the Stewards during the Olympic Esports Series Motor Sport Event Finals, if the facilities so permit, a message informing all teams of which Driver or Drivers are involved will be displayed.
- 17.2.4. Provided that such a message is displayed within 25 minutes of the end of the race, or if a message is delivered to any team concerned within this time limit, the Driver or Drivers concerned may not leave the circuit without the consent of the Stewards.

## 17.3. **Applicable Penalties**

- 17.3.1. The Stewards may impose any one of the penalties below on any Driver involved in an incident:
  - r. An in-race penalty to be served before the end of the race, as instructed by the software;
  - s. A post-race time penalty;
  - t. A reprimand;
- 17.3.1.1. Any automatically issued penalties issued by the software will not be subject to appeal and/or removal by the Stewards or Race Director.
- 17.3.1.2. Should the Stewards decide to impose the penalty under Article 16.2.6 a., the Driver affected must follow the instructions issued by the software.

## 18. **PROMOTION**

- 18.1.1. Drivers must take part in any promotional activity requested by the Regulator and/or Operator, such as but not limited to:
  - autograph sessions;
  - prize-giving, press conferences;
  - photo shooting;
  - social events;
  - pre-race parades.
- 18.1.2. A photo shoot, which all entered drivers must attend, may take place at a time and location to be confirmed in a Bulletin.
- 18.1.3. Use of logos related to the Competition by the Drivers, their agents or their representatives is prohibited unless prior written permission has been obtained from the Regulator and/or Operator.

## **19. HARDWARE & TECHNICAL ISSUES**

### **19.1. General**

- 19.1.1. For any issues that occur during the Olympic Esports Week, faulty equipment will be replaced by Officials as they deem suitable.
- 19.1.2. A session may be restarted if deemed appropriate by the Race Director.
- 19.1.3. Should any technical issues occur with any equipment, those that arise after the start of a Race will be considered as a retirement from the race due to mechanical issues and the Race will not be restarted.
- 19.1.4. Unless medical conditions require otherwise, only the equipment provided by the Operator will be permitted.
- 19.1.5. If, for medical conditions, a Driver requires special hardware, these requests must be communicated to the FIA no later than 28 May 2023.
- 19.1.6. If such a request is made, it is at the absolute discretion of the FIA to find a suitable solution for the Driver in question.

### **19.2. Control Device**

- 19.2.1. The control device for the races will be **TBA**.

### **19.3. Monitor**

- 19.3.1. The monitor for the races will be **TBA**.

### **19.4. Rig**

- 19.4.1. The rig for the races will be Gran Turismo racing seat provided by Polyphony Digital Inc.

## **20. DRIVERS' BRIEFING**

- 20.1.1. A Drivers' Briefing will take place prior to the Olympic Esports Series Motor Sport Event Finals, at the venue and time noted in the appropriate Appendix and posted on the Official Notice Board.
- 20.1.2. All Drivers entered for the Competition must be present.
- 20.1.3. Any Driver not attending or not signing the attendance sheet at the meeting will be brought before the Stewards for their consideration and subject to a penalty of €500 (five hundred euros).
- 20.1.4. A further meeting, if deemed necessary by the Race Director, may take place, at a time to be notified to the Drivers.
- 20.1.5. If such a meeting is called, attendance is mandatory for all Drivers.

## **21. PODIUM CEREMONY**

- 21.1.1. The Drivers finishing the race during the Olympic Esports Series 2023 Motor Sport Final in 1st, 2nd or 3rd positions must attend the prize-giving ceremony on the podium and abide by the podium procedure as directed by the Regulator and/or Operator, and immediately thereafter make themselves available for a period of 30 minutes for the purpose of television interviews and the press conference.

## **22. COMMERCIAL**

### **22.1. Clothing**

- 22.1.1. All Drivers must wear any clothing (including, but not limited to, shoes and gloves) supplied by the Regulator and/or Operator.
- 22.1.2. No other clothing may be worn without the Regulator and Operator approval.

## **APPENDIX 1**

### INFORMATION REQUIRED

#### PART A

1. NAME AND ADDRESS OF THE NATIONAL SPORTING AUTHORITY (ASN).
2. NAME AND ADDRESS OF THE *OPERATOR*.
3. DATE AND PLACE OF THE EVENT.
4. START TIME OF THE RACES.
5. ADDRESS, EMAIL ADDRESS AND TELEPHONE NUMBERS TO WHICH ENQUIRIES CAN BE ADDRESSED.
6. DETAILS OF THE CIRCUIT, WHICH MUST INCLUDE:
  - LOCATION AND HOW TO GAIN ACCESS.
  - LENGTH OF ONE LAP.
  - NUMBER OF LAPS FOR EACH RACE.
  - DIRECTION (CLOCKWISE OR ANTI-CLOCKWISE).
  - LOCATION OF END OF THE PIT LANE IN RELATION TO LINE.
7. PRECISE LOCATION AT THE CIRCUIT OF:
  - STEWARDS' OFFICE.
  - FIA OFFICE.
  - DRIVERS' AND DRIVERS' BRIEFING.
  - OFFICIAL NOTICE BOARD.
  - WINNER'S PRESS CONFERENCE.
8. LIST OF ANY TROPHIES AND SPECIAL AWARDS.

#### PART B

THE NAMES OF THE FOLLOWING OFFICIALS OF THE EVENT APPOINTED BY THE FIA:

1. RACE DIRECTOR
2. THREE STEWARDS, ONE OF WHOM IS THE CHAIRMAN.
3. FIA COORDINATOR.