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# BFBS Pro League Season 2 Ft. F1 25 Official Ruleset and Handbook – v1.0

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## 1. Introduction

This document outlines the rules governing all tournaments in the **BFBS Pro League Season 2 Ft. F1 25**. It establishes a structured and consistent set of standards enforceable across all levels of competition for every driver participating in the league.

### 1.1 Acknowledgement and Acceptance of The Rules

By participating in any BFBS Pro League Season 2 Ft. F1 25 event, you agree you have acknowledged and accepted the following rules and standards (“Rules”):

**BFBS Pro League Season 2 Ft. F1 25 Rules** (this document), including any updates or amendments.

**BFBS Pro League Code of Conduct**, outlining acceptable behaviour for players, services, and representatives.

**BFBS Pro League Terms and Conditions**, covering platform access, security, data processing, and liability.

All drivers and representatives must read, understand, and agree to always comply with these Rules to participate in BFBS Pro League events.

### 1.2 Modification of The Rules

BFBS and Tournament Officials may amend or supplement these Rules, with or without prior notice, to uphold the Code of Conduct, protect the integrity of the BFBS Pro League, or comply with applicable law. They may also modify the league format or eligibility requirements with reasonable notice before changes take effect.

Updates will be communicated through a revised version of these Rules and via notification on the official BFBS Esports Discord server.

## 1.3 Upholding the Rules

Drivers are responsible for helping ensure all participants follow our Rules. Any rule infringement affecting a live match should be reported as soon as possible. Reports made hours or days later may limit or prevent Tournament Officials from applying sanctions in a timely fashion to help maintain competition integrity.

## 2. Eligibility

### 2.1 Driver Eligibility

All drivers must be part of the eligible military community. The eligible military community is defined as:

- All UK Serving Military
- Direct family members of UK serving military and Veterans (including spouses, parents, children and siblings)
- Reservists
- Cadets
- Veterans
- MOD Civil Servants
- Royal Fleet Auxiliary personnel

The minimum age required to participate in any tournament is 13 years of age.

Drivers must add their EA ID (username), referred to here as a Gamer Tag, representing their main account, to their Profile within the bfbesports.com website to participate. Drivers may not use any alternate accounts not linked to their profile on the platform, unless explicitly agreed upon with a Tournament Admin.

Gamer Tags, aliases and usernames cannot be deemed offensive or otherwise in violation with these Rules or the Code of Conduct. This applies to all names used across tournament communications.

Drivers may be required to submit ID to claim any prizes. Failure to comply may result in disqualification from the tournament, and prizes made forfeit.

Gamer Tags cannot be changed whilst in progress of an active tournament.

Driver may participate from PlayStation 5, Xbox Series X|S, and PC.

## 2.2 Service Representation

Teams must not represent or claim affiliation with a military service or associated group without official written approval from a service's or associations official esports representative.

Teams representing a military service must include at least one official service representative registered on the BFBS Esports website for each competition.

Teams must not misrepresent services or associations by modifying official names or acronyms in any capacity that is not approved by a service's or associations official esports representative (e.g., Team names like "RAFlyers" are not permitted).

## 2.3 Verification

You may be required to provide verification of your eligibility at any point during participation of any BFBS Esports competition. This includes but is not limited to your EA ID and/or Eligibility status and/or age. If your Military status needs verifying, you may be asked to provide information to a BFBS Staff member:

### **Service Personnel:**

MOD90

Email Verified through mod.gov.uk

Vouched by the chair of your esports club/Service Representative.

### **Veterans:**

Veteran ID card

Service number (Independently verified)

Vouched by a chair of an esports club/Service Representative

Certificate of service

### **Service Family:**

Relation to be disclosed and proof of service from said family member i.e. MOD90,

Certificate of service etc.

### **Cadets:**

An adult point of contact from whom detachment could be provided with a MOD email address

## 2.4 Communication

When a Driver registers to any competition, that Driver agrees to be active in communication with Tournament Officials through the official **BFBS Esports Discord** server in accordance with any stipulations of competition play, or the Code of Conduct. Players must join the BFBS Esports Discord from [this link to participate](#)

Support communication or Admin communication with individual participants must be conducted through either the Discord linked above or the Support Ticket system on the BFBS Esports website. Any correspondence attempts through DM may be ignored or any actions stated in private messaging may not be binding. This is to ensure all Tournament Officials have access to ongoing discussions and that transcripts can be generated of said discussions, which can be provided to both the Tournament Officials and the user(s) involved for clarity.

## 2.5 Confidentiality

All contents of tickets, support requests, and correspondence with the Admins or Tournament Officials, or BFBS in any BFBS Esports competition are to be treated confidentially and may not be published in picture, text or in analogous reproduction. Publication requires agreement from BFBS.

## 3. Competition Format

Listed below are the competition formats used for each stage of the events contained within BFBS Pro League Season 2 Ft. F1 25

### 3.1 Championship Points and "Drop 1"

Drivers accumulate Championship points based on their final placements across a race day, consisting of 2 distinct tournament stages: Qualifying and Race.

The following table shows the Championship Points ("Points") awarded for a final placement across a Qualifying stage.

Placement	Points	Rewarded by
1st	3	1st in Qualifying overall
2nd	2	2nd in Qualifying overall
3rd	1	3rd in Qualifying overall

The following table shows the Championship Points ("Points") awarded for a final placement across a Race stage.

Placement	Points	Rewarded by
1st	25	1st in their Race Grid
2nd	18	2nd in their Race Grid
3rd	15	3rd in their Race Grid
4th	12	4th in their Race Grid
5th	10	5th in their Race Grid
6th	8	6th in their Race Grid
7th	6	7th in their Race Grid
8th	4	8th in their Race Grid
9th	2	9th in their Race Grid
10th	1	10th in their Race Grid
Fastest Lap (Race)	1	Fastest Lap (Race)

At the end of BFBS Pro League Ft. F1 25 - Week 8, all tallied points across a driver's best 7 performances will be totaled, with the overall championship winner being the highest driver on final season points.

Drivers are advised to compete in all 8 race days to maximize their points potential. However, Drivers are not required to participate in all race days across all dates. (e.g. a driver may wish to only compete in Week 2, 4 and 7)

Pro League Ft. F1 25 features a "Drop 1" rule, whereby at the end of the season, a driver will have their worst performance (defined as their lowest points total across any single race day) removed from their Championship Points total.

### 3.2 Qualifiers - Process Overview

Check-ins will begin at 15:00 BST through to 19:00 BST for each competition day. Check-ins are required by each Driver to compete and are done on the BFBS Esports website.

If a Driver does not check-in during this period they will not be granted admission to the tournament, as it is assumed that the driver is unable to take part.

All times on the website are BST, except for view on the "Calendar" portion of the BFBS Esports website specifically, which will display timings in your local time.

The Qualifiers for each week of the BFBS Pro League Ft. F1 25 season will consist of an 18-minute, single-session phase referred to in-game as "Short Qualifying". This allows for multiple timed laps with track evolution leading to enhanced grip levels over time.

Should there be more than 20 Drivers checked in to a race day, Drivers will be split into multiple simultaneous qualifying sessions, ordered by sign-up date (eg: first 20 signed-up drivers allocated into Qualifying Session 1, next 20 into Qualifying Session 2, etc)

Drivers will be communicated of their Qualifier Session via the **BFBS Esports Discord** 30 minutes before the event start time, within the relevant BFBS Pro League announcements channels. This will also include Lobby Details needed to join the Qualifying session.

A Driver's fastest valid lap time across their Qualifying Session will be nominated as their Qualifying Lap Time.

Qualifying Lap Times from each Qualifying Session will be pooled together by a Race Admin and compared against each other to order final Race Grids.

Should a driver act improperly during a Qualifying Session, they may be subject to penalties and sanctions. Drivers must always abide by our **Racing Etiquette**.

Should multiple drivers set identical Qualifying Lap Times across all Qualifying Sessions, priority will be given to the driver who set the lap time first.

Drivers who fail to set a Qualifying Lap Time may still participate in the Race Session, provided advance notice and agreement by a Tournament Admin.

A Qualifying Session server (or lobby) may be restarted in extenuating circumstances, as deemed appropriate by a Tournament Admin. This would typically occur in situations where a large proportion of Drivers in a Race Session are affected by poor server performance, crashes or bugs.

If at any point a Driver must abandon a Qualifying or Race Session, they must inform a Tournament Admin with advance notice to avoid penalties and sanctions and must retire safely from the pit lane in all cases.

### 3.3 Race Seeding

Should there be 20 or fewer qualified drivers into a BFBS Pro League Ft. F1 25 Race, drivers will be positioned on a single Race Grid and placed relative to their Qualifying Lap Time pace.

Should there be greater than 20 qualified drivers, drivers will be split across multiple simultaneous Race Grids. These grids will feature snaking seeding, enabling each Race Grid to be balanced in overall strength. The following example shows how 25 qualified Drivers, from a simultaneous set of Qualifying Sessions, are organized into Race Grids.

- 1) 1:07.459 - Grid 1 - (Starting Grid Position #1)
- 2) 1:07.842 - Grid 2 - (Starting Grid Position #1)
- 3) 1:07.993 - Grid 1 - (Starting Grid Position #2)
- 4) 1:08.193 - Grid 2 - (Starting Grid Position #2)
- 5) 1:08.407 - Grid 1 - (Starting Grid Position #3)
- 6) 1:08.621 - Grid 2 - (Starting Grid Position #3)
- 7) 1:08.756 - Grid 1 - (Starting Grid Position #4)
- 8) 1:09.188 - Grid 2 - (Starting Grid Position #4)
- 9) 1:09.577 - Grid 1 - (Starting Grid Position #5)
- 10) 1:09.934 - Grid 2 - (Starting Grid Position #5)
- 11) 1:10.024 - Grid 1 - (Starting Grid Position #6)
- 12) 1:10.512 - Grid 2 - (Starting Grid Position #6)
- 13) 1:10.873 - Grid 1 - (Starting Grid Position #7)
- 14) 1:11.047 - Grid 2 - (Starting Grid Position #7)
- 15) 1:11.388 - Grid 1 - (Starting Grid Position #8)
- 16) 1:11.654 - Grid 2 - (Starting Grid Position #8)
- 17) 1:12.091 - Grid 1 - (Starting Grid Position #9)
- 18) 1:12.338 - Grid 2 - (Starting Grid Position #9)
- 19) 1:12.905 - Grid 1 - (Starting Grid Position #10)
- 20) 1:13.221 - Grid 2 - (Starting Grid Position #10)
- 21) 1:13.470 - Grid 1 - (Starting Grid Position #11)
- 22) 1:13.799 - Grid 2 - (Starting Grid Position #11)
- 23) 1:14.102 - Grid 1 - (Starting Grid Position #12)
- 24) 1:14.289 - Grid 2 - (Starting Grid Position #12)
- 25) 1:14.667 - Grid 1 - (Starting Grid Position #13)

<b>Grid 1</b>	<b>Grid 2</b>
1. 1:07.459	1:07.842
2. 1:07.993	1:08.193
3. 1:08.407	1:08.621

4.	1:08.756	1:09.188
5.	1:09.577	1:09.934
6.	1:10.024	1:10.512
7.	1:10.873	1:11.047
8.	1:11.388	1:11.654
9.	1:12.091	1:12.338
10.	1:12.905	1:13.221
11.	1:13.470	1:13.799
12.	1:14.102	1:14.289
13.	1:14.667	

### 3.4 Race - Process Overview

The Race for each week of the BFBS Pro League Ft. F1 25 season will be set to 50% length and requires the use of at least two different tire compounds throughout, unless a driver is forced to start on a wet tire compound ahead of a wet race.

Drivers will be communicated of their Race Session via the **BFBS Esports Discord** 10 minutes after final Qualifying Session data is delivered to a Tournament Admin. This messaging will be sent via the relevant BFBS Pro League announcements channels. This message will include Lobby Details needed to join the Race Session.

A formation lap preceding the Race will start 5 minutes after this announcement. Players must be in the lobby before this period, else risk disqualification.

Should a driver act improperly during a Race Session, they may be subject to penalties and sanctions. Drivers must always abide by our **Racing Etiquette**.

Should multiple drivers set identical Fastest Laps across a Race Session, both drivers will be awarded the Fastest Lap point.

Drivers who fail to set a valid Qualifying Lap Time will be positioned at the back of their grids, with Drivers who signed up for the event earlier gaining grid priority.

A Race server (or lobby) may be restarted in extenuating circumstances, as deemed appropriate by a Tournament Admin. This would typically occur in situations where a large proportion of Drivers in a Race Session are affected by poor server performance, crashes or bugs.

If at any point a Driver must abandon a Qualifying or Race Session, they must inform a Tournament Admin with advance notice to avoid penalties and sanctions.

Drivers must complete 90% of the total race distance to be classified.

Drivers who are disconnected from the Race Session, and fail to rejoin, will be classified by their final placement.

Drivers must use at least 2 different tire compounds throughout the race unless they are forced to use intermediate or extreme tire compounds in a wet race.

If more than one driver is equal on total championship points, the driver with priority in championship position will be selected based on a tiebreaker running through the following criteria:

Driver has the highest amount of race wins, OR

Driver has highest amount of 2<sup>nd</sup> place finishes, OR

Driver has highest amount of 3<sup>rd</sup> place finished, OR

Driver has highest average finishing position across the season, excluding the “Drop” result.

### 3.5 F1 25 Race Settings

The following lobby settings will apply to a Race session:

Category: F1 25

Car Performance: Equal

Qualifying: Short (18 minutes)

Race Distance: 50%

Weather: Real Time

Race Start Time: Official 2x Speed

Parc Ferme: On (Race only)

Collisions: On

Ghosting: Off

Car Setup: Full

Car Damage: Reduced

Car Damage Rate: Standard

Low Fuel Mode: Hard

Safety Car: On

Rules and Flags: On

Corner Cutting Stringency: Strict

Formation Lap: On

Race Starts: Manual

Tyre Temperature: Surface and Carcass, Simulation

AI Skill: 50%

## 3.6 Assist Restrictions

Drivers may choose to use any of the following assists for a Qualifying or Race session:

Steering Assist: Off  
ABS: On  
Traction Control: Full  
Dynamic Racing Line: Corners Only  
Gearbox: Automatic  
Pit Assist: Off  
Pit Release Assist: Off  
ERS: On  
DRS Assist: Off  
Safety Car: Immersive

## 4. Driver's Handbook

### 4.1 Driving Etiquette

Drivers must always abide by the rules listed here in Racing Etiquette when on track. The stewarding team will have the final say over any incidents that are deemed to have broken an

#### 4.1.1 - Drivers

##### 4.1.1a - Driving Alone

The driver must drive the F1 25 Car alone and unaided.

##### 4.1.1b - Driving Safely

At no time may an F1 25 Car be driven unnecessarily slowly, erratically or in a manner which could be deemed potentially dangerous to other drivers or any other person.

##### 4.1.1c - Driving within Track Limits

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

##### 4.1.1d - Rejoining the Track

Should an F1 25 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.

## **4.1.2 - Incidents**

### 4.1.2a - Incident Reporting

Drivers may report any on-track incident or suspected breach of the Racing Etiquette by formalising a ticket in the BFBS Esports Discord. These reports will be given to the stewards, who will decide whether to proceed with an investigation. The stewards may also investigate an Incident noted by themselves.

### 4.1.2b - Incident Judgement

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.

### 4.1.2c - Incident Recording

Drivers are encouraged to record their perspective during a race, or else risk presenting the stewarding team with limited information with which to use to make a judgement after an incident. Drivers are encouraged to maintain this footage for at least 24 hours following the final race classification.

### 4.1.2d - Incident Prevention

Drivers who are concerned about their internet performance are urged not to stream to prevent incidents caused by lag. Drivers who encouraged to ensure they are free from distraction during all sessions on track.

### 4.1.2e - User Disconnects

Should a user disconnect from a qualifying or race session, they are welcome to rejoin at any stage. Races will not restart based on a player disconnect.

### 4.1.2f - Lobby Restarts

Lobbies may be restarted at the discretion of the tournament admin following extenuating circumstances in both Qualifying and Race sessions. These extenuating circumstances must be seen to affect the competitive integrity of the session and most drivers on track.

## **4.1.3 - Penalties**

### 4.1.3a - Penalties for Qualifying Incidents

In the event of an incident during a Qualifying Session, the Tournament Admin may delete a driver's lap time (or lap times) or drop the driver such number of grid positions

as they consider appropriate. Any such grid position penalties will be served in the Race.

#### 4.1.3b - Penalty and Sanction Implementation

Penalties and sanctions that are decided upon by the Stewarding team will take effect after the relevant Qualifying or Race Session has completed. They are unlikely to take effect during a relevant session.

#### 4.1.3c - All Penalties

Penalties and sanctions may consist of the following:

5 second time penalty

10 second time penalty

20 second time penalty

Driver reprimand (warning)

Qualifying ban (suspension from the driver's next qualifying event)

Race ban (suspension from the driver's next race event)

Qualifying removal (removal from the current session)

Race removal (removal from the current session)

Grid place penalty

Removal from classification

Suspension from the BFBS Pro League Ft. F1 25 Season

Temporary suspension from any BFBS Esports competitions or activities

Permanent ban from any BFBS Esports competitions or activities

Reduction and/or removal of accumulated points in any given points system or structure

Reduction and/or withholding of all prize earnings either monetarily or otherwise

#### 4.1.3d – Standardised Penalties

Standardised Penalties guarantee, **at minimum**, the following consequences for various on-track behaviours:

On-track retirement	5 Grid place penalty
Abuse of staff or drivers	Disqualification
Breach of Code of Conduct	Disqualification
Unsafe track rejoin	5 second time penalty

Track limits abuse (Race)	5 second time penalty
Intentional collision	Race ban
Unsportsmanlike Driving	10 second time penalty
Collusion	Disqualification
Ignorance of Blue Flags	5 second time penalty

#### 4.1.4 - Appeals

##### 4.1.4a - How to Appeal

Any decision taken by the stewards can be appealed via the appropriate BFBS Esports Discord channel. Appeals must attempt to find evidence that a driver was not in breach of any of the rules relating to Racing Etiquette referenced in this document. Appeals may also justify a decrease in the severity of a sanction. Appeals must strictly follow the guidelines specified within the appropriate **BFBS Esports Discord** channel.

#### 4.1.5 - Sportsmanship

##### 4.1.5a - Sandbagging

Drivers must not, under any circumstance, drive intentionally below their own limits of capabilities. Drivers must not drive to intentionally provide on track advantages or disadvantages to any other drivers.

##### 4.1.5b - Collusion

Drivers must not, under any circumstance, intentionally modify the outcome of on-track sessions through unsportsmanlike behaviors, such as "throwing" or "fixing".

##### 4.1.5c - Driving erratically

Drivers must not act erratically or overly aggressively on track in any way which puts themselves or others at risk.

##### 4.1.5d - AI Drivers

Drivers must not abandon any part of their qualifying or race session in favor of a Driver AI unless they were presented with no reasonable alternative during an extenuating circumstance. AI Drivers must not be used to assist in tire warming.

#### 4.1.5e - Unlapping

Drivers who wish to unlap themselves may only be permitted to do so if they are confident that they can pull away from the car ahead, without forcing an on-track battle that puts the unlapped car at a lasting disadvantage.

#### 4.1.5f - Wallriding and Tapping

Cars may not wallride or hit the walls to gain any temporary or lasting advantages.

#### 4.1.5g - Brake markers

Drivers must not under any circumstances attempt to intentionally remove brake markers from the track.

### **4.1.6 - Flags**

#### 4.1.6a - Blue flags

Drivers must not ignore blue flags when they appear on screen. When a driver is caught by a faster car behind soon to lap them, they must allow this driver to pass at the soonest opportunity, within 2 sectors.

#### 4.1.6b - Yellow flags

Drivers are not required to slow down for yellow flags at any point during the race or qualifying sessions but are encouraged to be cautious.

### **4.1.7 - Safety Car**

#### 4.1.7a - Driving under Safety Car

Drivers must follow the pace required to match the Delta in-game when under a Safety Car.

#### 4.1.7b - Overtaking under Safety Car

A driver may overtake under a Safety Car, should the car ahead make an obvious move towards the pit lane when the overtaking driver wishes to stay on-track. They may also do so when a driver ahead proceeds dangerously slowly, or to safely gain a position through a pit stop. If the game signals you to overtake a car, you should oblige.

#### 4.1.7c - Distance to the car ahead

A driver must maintain under 10 car lengths behind the car ahead where possible when under safety car.

#### 4.1.7d - Closing the gap

Drivers are encouraged to close the gap to the car Infront during a safety car as

quickly as they can without severely degrading their tires.

#### 4.1.7e - Restarting

The lead car may dictate the pace of the race as they please when the safety car is soon to leave, without driving dangerously slowly or erratically, and must not decelerate during this restart period more than once.

### 4.1.8 - Racecraft

If there is any confusion with the listed Racecraft rules, attached is a brilliant article explaining all nuances of Racecraft in greater depth to aid understanding.

<https://flmetrics.wordpress.com/2014/08/28/the-rules-of-racing/>

#### 4.1.8a - Defensive moves

Drivers attempting to defend from an overtake may only change direction once to defend their position. They may be allowed to return closer to the optimum racing line after this direction change, should they do so safely and fairly. Breaking the tow (or drafting of the car behind) before making this direction change is an exception to this rule, provided it is performed well in advance of a suspected move.

#### 4.1.8b - Racing room

Racing room is defined as one car's width. If any part of a car is alongside another, racing room must be provided for the trailing car (car behind) by the lead car (car in front).

#### 4.1.8c - Evasive action

Defending cars must not force a trailing car into taking evasive action due to overly aggressive defending under any circumstances.

#### 4.1.8d - Moving under breaking

Moving under breaking when attempting to defend a position is prohibited. Breaking diagonally or laterally across the track in a single direction will be penalized if deemed severe or dangerous or forces evasive action of the trailing car.

#### 4.1.8e - Intentional collisions

Any collisions that are deemed intentional, malicious or influenced by frustration will not be tolerated and penalized harshly. This includes intentionally crashing yourself out of a race or qualifying session.

#### 4.1.8f - Leaving the track when defending

Should a defending driver leave the track and gain a lasting advantage when trying to

maintain their position, they will be subject to a penalty.

#### 4.1.8g - Leaving the track when overtaking

Should an attacking driver leave the track and gain a lasting advantage when trying to gain a position, they may be subject to a penalty and may be forced to concede the position. In the event a position must be given back, the lead car must fully drop behind the trail car before racing resumes.

#### 4.1.8h - Best judgement

Drivers attempting to overtake must use their best judgement to rationalize their on-track move and may be responsible for any contact or incidents caused by their aggressive driving.

#### 4.1.8i - Priority of Racing Lines

If a trailing car has only its front wheel (or less) alongside the leading vehicle, it is generally considered that the leading vehicle has a right to choose any racing line and it is the responsibility of the trailing car to avoid contact between the two vehicles.

Once a trailing car has its front wheel alongside (or beyond) the driver's position in the leading vehicle, it is generally considered that the trailing car has a right to be there, and that the leading driver must leave the trailing driver sufficient racing room.

If a trailing car has its front wheel ahead of the leading car's rear wheel but behind the driver's position in the leading vehicle, it is generally considered that both drivers shall have reasonable claim to the line and it may be determined that no single driver is at fault in the event of a collision providing no other rule has been broken.

## 4.1 Check-in period

Check-ins will begin at 15:00 BST through to 19:00 BST for each competition day. Check-ins are required by each Driver to compete.

If a Driver does not check-in during this period they will not be granted admission to the tournament, as it is assumed that the driver is unable to take part.

All times on the website are BST, except for view on the "Calendar" portion of the BFBS Esports website specifically, which will display timings in your local time.

## 4.2 Broadcasting

Players bear full responsibility for their conduct when broadcasting themselves competing in a BFBS Pro League tournament and do not represent the views or opinions held by BFBS or affiliated UK Armed Forces Esports Community Groups.

BFBS Esports will have an official broadcast to follow each individual competition stage. Drivers are not guaranteed to be represented on these broadcasts; however, the Tournament Organiser will try to showcase a variety of participating drivers.

## 4.3 Spirit of the Rules

It is at the discretion of the Tournament Manager to modify any of the rules above for any reason. The rules are most likely to be amended in the following cases (without limitation):

If a different patch/version release is used and modifications to the rules are necessary to ensure fair play.

If a game-breaking bug is discovered during the season.

If players are suspected or proven to be engaging in unfair play or collusion to fix the results of a game.

If there are substantial delays to a tournament that would prevent it from concluding in a timely fashion.

If a rule is modified, drivers will be informed immediately of the changes made and the reasons why, via the tournament's main communication channels.

All decisions regarding the interpretation of these rules lie solely with the Stewards and Tournament Admin, the decisions of which are final.

## 4.4 Event Summary

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### REGISTRATION

**Registration closes:** 24h before Qualifying

**Check-in opens:** 6h before Qualifying

**Check-in closes:** 30 min before Qualifying

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### QUALIFYING

**Qualifying starts:** 19:30 UK time

**Qualifying ends:** 19:50 UK time

**Qualifying classification:** 20:00 UK time

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### RACE

**Race starts:** 20:05 – 20:10 UK time

**Race ends:** 21:00 UK time

**Preliminary classification:** 21:10

**Final classification:** Within 24h after the event

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Final classification will be released after the Stewarding team are satisfied that all remaining Appeals and Incidents have been processed, to the best of their abilities.

This classification will be released on the **BFBS Esports Discord** and **BFBS Esports Website** simultaneously.

**Join the Discord:**

<https://discord.com/invite/bfbesports>

**Esports Website:**

<https://bfbesports.com/>