

# *Olympic Virtual Series –* Motor Sport Event Sporting Regulations

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## 1. REGULATIONS

- 1.1. The final text of these Sporting Regulations, hereafter referred to as “the 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 the Regulations.
- 1.3. The Regulations apply to the whole competition referred to in the title (“the Competition”).
- 1.4. Any updates or additions to the Regulations will be referred to as Supplementary Regulations

## 2. GENERAL UNDERTAKING

- 2.1. All Competitors and officials participating in the Competition undertake, on behalf of themselves, to observe all the provisions (including supplemented or amended) of the Regulations
- 2.2. The Competitor shall be responsible for all acts or omissions in relation to the Competition
- 2.3. In addition, each competitor shall be equally responsible for any breach of the Regulations.
- 2.4. Competitors must adhere to any directions given by the Officials without hesitation to ensure smooth running of the Competition.
- 2.5. The Competition is governed by the FIA in accordance with the Regulations.

## 3. GENERAL CONDITIONS

- 3.1. All phases of the Competition are part of the 2021 *Olympic Virtual Series*, referred to as “The Event”.

## 4. DEFINITIONS

- 4.1. **Competitor:** An individual taking part in the Competition
- 4.2. **The Competition:** All aspects of the Olympic Virtual Series – Motor Sport Event
- 4.3. **The Organiser:** The parties executing of the Competition; Polyphony Digital
- 4.4. **Regulator and Sanctioning Body:** Fédération Internationale de l’Automobile
- 4.5. **Force Majeure:** any occurrence beyond the reasonable control of any party involved
- 4.6. **Race Lobby:** The in-game functionality where the World Final will be taking place
- 4.7. **Race Number:** A number assigned to each Competitor, visible on their vehicle and linked to the Competitor
- 4.8. **Provisional Results:** Any results posted before all Stewarding proceedings are completed are referred to as
- 4.9. **Final Results:** Any results posted after all Stewarding proceedings are completed are and the time limit to protest has expired

## 5. OFFICIALS

- 5.1. Appointed Officials
  - 5.1.1. The following officials will be appointed by the FIA:
    - a. Race Directors.
    - b. Three Stewards, one of whom will be appointed Chairman.

## 5.2. Duties of the Race Directors

- 5.2.1. The Race Directors shall have overriding authority in the following matters:
- The control of practice, qualifying and races
  - Adherence to the timetable
  - If they deem it necessary, the making of any proposal to the Stewards to modify the timetable in accordance with the Regulations;
  - The stopping of any Competitor in accordance with the Regulations;
- 5.2.2. If it is necessary for the Race Directors' duties and responsibilities to differ from the above, these duties will be set out in the Supplementary Regulations.

## 5.3. Duties of Stewards

- 5.3.1. Within the framework of their duties, Stewards:
- shall decide what penalty to enforce in the event of a breach of the Regulations;
  - may amend the Regulations;
  - may pronounce disqualifications;
  - may amend the classifications;
  - may disqualify from any part of Competition, for the duration of the Competition or from the Event, any Competitor or competitor 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;
  - may postpone the Competition in the event of Force Majeure;
  - may take the decision to stop temporarily or permanently, all or part of a Competition;
  - shall declare the classifications and results to be final;
  - may use any video or electronic systems to assist them in reaching a decision.

## 5.4. List of officials

- 5.4.1. The following Officials will be acting during the Competition

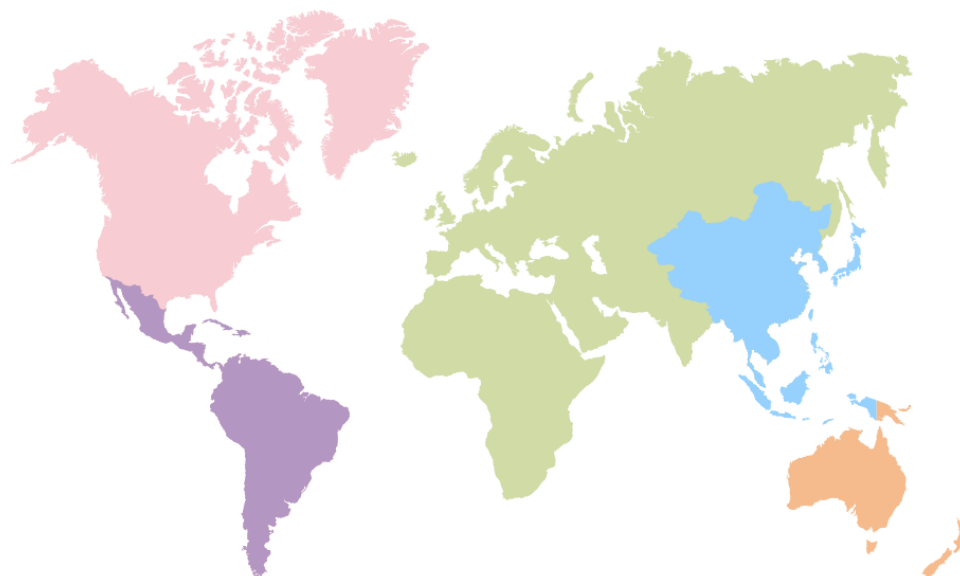
Role	Name
Race Director	Toyo Teramoto
Race Director	TBA
Steward (Chairman)	TBA
Steward	TBA
Steward	TBA

## 6. ELIGIBILITY

### 6.1. General Rules

- 6.1.1. Anyone residing in the list of eligible countries/territories can participate in the Online Qualification from within the 'Sport' mode of GT Sport.
- 6.1.2. This will be available to all users of the 'Sport Mode' of Gran Turismo Sport, who have registered a PSN ID in the participation countries/territories listed in Articles 6.2 to 6.6 below.
- 6.1.3. Participation in the World Final will be limited to competitors aged 18 or over at the time of the event.

- 6.1.3.1. In Saudi Arabia, Kuwait, and the United Arab Emirates, competitors must be aged 21 or over on the starting date of the event.
- 6.1.3.2. The Organiser reserves the right to request competitors to submit valid personal Identification
- 6.1.3.3. Failure to submit valid personal Identification will result in exclusion from the Competition



## 6.2. Europe/Middle East/Africa (EMEA)

Austria	Italy	Russia
Bahrain	India (excluding the state of Nagaland)	Saudi Arabia
Belgium	Lebanon	Slovakia
Czech Republic	Kuwait	South Africa
Denmark	Holland	Spain
Finland	Norway	Sweden
France	Oman	Switzerland
Germany	Poland	Turkey
Greece	Portugal	Ukraine
Hungary	Qatar	UAE
Ireland	Romania	UK

## 6.3. North America

Canada	United States of America
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## 6.4. Central & South America

Argentina	Ecuador	Nicaragua
Brazil	El Salvador	Panama
Chile	Guatemala	Paraguay

Colombia	Honduras	Peru
Costa Rica	Mexico	Uruguay

## 6.5. Asia

China	Japan	Singapore
Hong Kong	South Korea	Chinese Taipei
Indonesia	Malaysia	Thailand

## 6.6. Oceania

Australia	New Zealand
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## 7. REGISTRATION

- 7.1. Each competitor who wishes to participate in the *Olympic Virtual Series* must send in a valid Registration.
- 7.2. Registration is possible throughout the entirety of the Global Online Qualification
- 7.3. Failure to send in a valid Registration will result in a competitor being denied participation in the Competition.
- 7.4. To send in a valid Registration, a competitor must follow the steps below:
  - 7.4.1. Competitors enter the Competition within Gran Turismo Sport, in the Sport mode.
  - 7.4.2. The competitor will be redirected to the Gran Turismo registration page where competitors check their PlayStation®Network ID (“PSN ID”) and consent to the Terms & Conditions.
  - 7.4.3. The competitor is redirected to [www.ovs.fia.com](http://www.ovs.fia.com) where they enter their personal data.
  - 7.4.4. Once a successful registration has been submitted, the Event Page redirects the competitor to Gran Turismo Sport.
  - 7.4.5. The competitor goes back to finalize the entry in Gran Turismo.
- 7.5. Failure to follow the procedure above will result in an invalid Registration

## 8. CAR LIVERY

- 8.1. Only the car liveries made available by the Organiser may be used throughout the Competition
- 8.2. At no time may any competitor in any way use any other livery than the ones supplied by the Organiser.
- 8.3. Car liveries will not be changed by the Organiser at the request of a competitor.
- 8.4. Car liveries may be altered by the Organiser as it sees fit.

## 9. RACE NUMBER

- 9.1. Each competitor’s Race Number will be appointed automatically by the software based on the drivers’ Driver Rating at the time.
- 9.2. No requests regarding to, or changes of, a competitor’s Race Number will be made.

## 10. COMPETITION STRUCTURE

The *Olympic Virtual Series* – Motor Sport Event consists of 2 phases:

### 10.1 Global Online Qualification

### 10.2 World Final

#### 10.1. Global Online Qualification

##### 10.1.1. Format

10.1.1.1. During the Global Online Qualification, competitors will be able to try to qualify for the World Final by setting the fastest lap time possible during the Global Online Qualification.

10.1.1.2. Each competitor has an unlimited number of attempts to set lap times during the Global Online Qualification.

10.1.1.3. The car and track combination will remain the same throughout the Global Online Qualification phase.

10.1.1.4. During the Global Online Qualification, the car setup will be locked.

Car	Track
Toyota GR Supra Racing Concept	Tokyo Expressway – South Inner Loop

10.1.1.5. The Global Online Qualification will be available between the following time slots:

Opens	Closes
13/05/2021 07h00 GMT	23/05/2021 14:59:59 GMT

##### 10.1.2. Competitor Selection

10.1.2.1. In the World Final, the 16 competitors who have achieved the fastest lap times during the Global Online Qualification will participate.

10.1.2.2. The split allocation per Region from the Global Online Qualification is illustrated in the table below:

Regional	Number of Competitors selected
EMEA	7
Asia	4
Oceania	1
North America	2
Central & South America	2
<b>Total</b>	<b>16</b>

##### 10.1.3. Competitor Selection Reserve Process

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

##### 10.1.4. Competitor Selection Restrictions

10.1.4.1. The maximum number of competitors per country/territory is one (1).

10.1.4.2. Any competitor with the same nationality as another competitor ahead of them in the classification after the Global Online Qualification forfeits their place in the results and cannot qualify for the World Final.

## 10.2. World Final

### 10.2.1. 2021 World Final Race Schedule

Event	Race Date
World Final	06/06/2021

10.2.1.1. This part of the Competition is used to determine the winner of the *Olympic Virtual Series*.

10.2.1.2. The World Final will exclusively take place online.

### 10.2.2. General

10.2.2.1. The Organiser reserves itself the right to require Web cameras to be installed and clearly showing the competitor during the World Final

### 10.2.3. Tracks and cars

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

Race #	Car	Track
Race 1	Toyota 86 Gr.4	Tokyo Expressway – East Outer Loop
Race 2	Toyota GR Yaris	Sardegna – Road Track – B
Race 3	Toyota GR Supra Racing Concept (GR.3)	Dragon Trail - Seaside

### 10.2.4. Format

10.2.4.1. The format for all races during the World Final will be as follows:

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

10.2.4.2. Further details will be provided by Bulletin

### 10.2.5. Practice

10.2.5.1. The Organiser may host an online Practice session to allow competitors to join the Race Lobby.

10.2.5.2. The details necessary to join such a Practice session will be communicated directly to the competitors prior in due time.

### 10.2.6. Qualifying

10.2.6.1. Before each of the 3 races, there will be a Qualifying session.

10.2.6.2. It is the responsibility of each competitor to find clear track during their Qualifying lap.

10.2.6.3. Blocking or hindering any other competitor during their Qualifying lap may result in a penalty.

10.2.6.4. Each competitor will have one out lap, one timed lap and one in lap in Qualifying

10.2.6.5. Competitors will run Qualifying in groups, which will be communicated by Bulletin to the competitors prior to the World Final.

10.2.6.6. Once the Qualifying session starts, all competitors must open the Pause menu and return to the Paddock menu.

10.2.6.7. Each competitor will run a single out lap and a single timed qualifying lap.



10.2.6.8. Once a competitor has set their timed qualifying lap, they must continue driving and stop in a position which will not interfere with any other competitor, only returning to the Paddock menu once all competitors in their respective qualifying group has set their lap time.

#### 10.2.7. Race finish

10.2.7.1. Competitors may not intentionally spin out, make contact with other cars or competitors or perform any other such actions after the race finish.

#### 10.2.8. Points

10.2.8.1. Points will be awarded based upon finishing position in each of the 3 races.

10.2.8.2. For the first two races, points will be awarded according to the following scale:

Position	Points
1	12
2	10
3	8
4	7
5	6
6	5
7	4
8	3
9	2
10	1

10.2.8.3. For the final race, points will be awarded according to the following scale:

Position	Points
1	24
2	20
3	16
4	14
5	12
6	10
7	8
8	6
9	4
10	2

10.2.8.4. The competitor who achieves Pole Position in for each race will receive one (1) extra bonus point.

10.2.8.5. The competitor who sets the fastest lap in each race receives one (1) extra bonus point.

10.2.8.6. The competitor with the highest cumulative points after the three races will be deemed the Competition winner.

#### 10.2.9. Final Score Ties

10.2.9.1. If two or more competitors have an equal number of points at the end of the World Final, the winner will be determined following these criteria:

- 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 fails to determine a winner, the FIA will determine the winner according to such criteria as it thinks fit.
- 10.2.10. **World Final Rehearsal**
- 10.2.10.1. Upon request from the Organiser, competitors must attend any rehearsal sessions prior to the World Final which they are asked to attend.
- 10.2.10.2. Failure to attend any mandatory rehearsal sessions may result in a competitor being penalized, unless they can demonstrate a valid reason

## **11. DRIVING STANDARDS**

- 11.1. Competitors must drive the car alone and unaided.
- 11.2. Competitors must always comply with the Regulations relating to driving behaviour on circuits.
- 11.3. Competitors must use the track at all times. For the avoidance of doubt the white lines defining the track edges are considered to be part of the track but the kerbs are not. A competitor will be judged to have left the track if no part of the car remains in contact with the track.
- 11.4. Competitors consistently crossing the white lines defining the edge of the circuit, whether or not they gain an advantage, in either Qualifying or Race will be handed a time penalty to the according Race Result.
- 11.5. Competitors may not utilize walls or other objects to gain an advantage in getting around a corner (“wall-riding”). Competitors deemed to have used walls in an advantageous way may be subject to penalty.
- 11.5.1. Penalties may be applied during all phases of the Competition for this infringement.
- 11.6. Should a car leave the track for any reason the competitor may re-join. However, this may only be done when it is safe to do so and without gaining any advantage.
- 11.7. At the absolute discretion of the Race Directors, a competitor may be given the opportunity to give back the whole of any advantage gained by leaving the track.
- 11.8. Manoeuvres liable to hinder other competitors, such as deliberate crowding of a car beyond the edge of the track or any other abnormal change of direction, are not permitted.
- 11.8.1. For the avoidance of doubt, this applies on straights, as well as on entry, apex and exit of any corner.
- 11.9. A competitor may not deliberately leave the track without justifiable reason.
- 11.10. Track limit infringements as penalized automatically cannot be overruled.
- 11.11. More than one change of direction to defend a position is not permitted. Any competitor 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.

- 11.12. Any competitor who is not on a timed lap in Practice or Qualifying must yield to cars on timed laps catching the competitor in question, without impeding the competitor behind. Failure to yield may, at the discretion of the Stewards, result in a penalty.
- 11.13. As soon as a competitor is caught by another competitor which is about to lap it during a race, the competitor being lapped must allow the faster competitor past at the first available opportunity.
- 11.14. Competitors may not artificially affect the outcome of any results through on or off-track behaviour.
- 11.15. Competitors may not use the "Emergency Brake" or "handbrake" during any Qualifying or Race session to gain a competitive advantage. Any competitor found to have used these inputs will be disqualified.
- 11.15.1. These control inputs may be used to keep the car stationary during the starting procedure.

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

- 12.1. All official communication to competitors will take place using the email address the competitors enter during the Registration process.
- 12.2. It is the responsibility of each Competitor to ensure a correct email address has been submitted to the Organiser.
- 12.3. It is the responsibility of each Competitor to read any information distributed to them.

## **13. INCIDENTS**

### **13.1. Definition**

- 13.1.1. Incident means any occurrence or series of occurrences involving one or more competitors or any action by any competitors, which is reported to the Stewards by the Race Directors or noted by the Stewards and subsequently investigated. 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. When closing out another competitor parallel to you, not leaving one car width of space ("driving parallel" means at least 1/3 of the car behind lines up next to the car in front);
  - h. Forcing yourself into the inside of a car in front at a corner when you were not parallel to it already ("driving parallel" means at least 1/3 of the car behind lines up next to the car in front), forcing the other car to avoid you;
  - i. Braking in a location that does not require brakes / Performing brake tests on the track;
  - j. When returning to the track after driving off track, returning to the track without waiting for a car behind to pass;
  - k. Interfering with an attack lap of another car during qualifying;
  - l. When coming out of a ghosted state after clearing a penalty, blocking another car by not driving off the main racing line on track;

- m. Secretly working to give advantage to another Competitor;
- n. Not following tire usage rules;
- o. Other unsportsmanlike conduct.

## 13.2. General notes

- 13.2.1. It shall be at the discretion of the Stewards to decide, upon a report or a request by the Race Directors, if a competitor (s) involved in an incident shall be penalised.
- 13.2.2. The Stewards have the authority to impose penalties for driving infringements set during all stages of the Competition, including the Global Online Qualification
- 13.2.3. If an incident is under investigation by the Stewards during the World Final, a message informing all competitor(s) who are involved will be distributed, if the facilities so permit.
- 13.2.4. For the World Final: Provided that such a message is displayed within 25 minutes of the end of any race, or if a message is delivered to any Competitor concerned by this time limit, the competitor(s) concerned may not disconnect from the Race Lobby without the consent of the Stewards.

## 13.3. Penalty Processing

- 13.3.1. When a car is considered for a penalty, 'Under Investigation' will be displayed on screen;
- 13.3.2. Once a penalty has been assigned, penalty details will appear on screen;
- 13.3.3. Once the car passes over an automatic penalty line on the track, the car will automatically slow down until the penalty has been cleared;
- 13.3.4. While the penalty is being cleared, the car will enter a ghost state, and once the penalty has been cleared, the ghost state will be cleared. There is a possibility of collision with other cars.
- 13.3.5. When exiting the ghosted state, competitors must avoid driving on the main racing line.
- 13.3.5.1. Up to a 99 second penalty or disqualification can be issued for these actions above.
- 13.3.5.2. Incidents that occur near the end of a race can also lead to additional time being added to the competitor's race time or disqualification after judgement.

## 13.4. Applicable Penalties

- 13.4.1. The Stewards may impose any one of the penalties below on any competitor involved in an incident:
  - a. A slow-down penalty of a given time. The competitor must enter the slow down zone indicated on the track, slow down for at least the time given and then re-join the race.
  - b. A post-race time penalty.
  - c. A reprimand.
- 13.4.2. If any of the penalties referred to in a), b) or c) above are imposed, neither the penalty nor the reason for the penalty shall be subject to appeal.
- 13.4.3. Should the Stewards decide to impose the penalty under Article 13.4.1.a), the following procedure shall apply:
  - a. The Stewards will give written notification of the time penalty which has been imposed to the competitor concerned and will ensure that this information is also displayed on the timing monitors where possible.
  - b. From the time the Stewards' decision is notified on the timing monitors and/or on the Start/Finish Line, the relevant competitor and their car may cross the Start/Finish Line on the track no more than twice.

- c. When the time penalty period has elapsed, the competitor may re-join the race.
- 13.4.4. Penalties will be applied in the following manner:
  - a. Once your car crosses the penalty line on the track, the car will automatically slow down until the penalty is cleared.
  - b. During the application of the penalty, the car will be ghosted, and the ghosting will be deactivated once the penalty has been cleared.
  - To avoid collisions with other cars when the ghosting is deactivated, competitors may not drive on the racing line while ghosted. Failure to leave the racing line and causing a collision will result in a penalty

## 13.5. Technical Issues during World Final

- 13.5.1. If a competitor cannot join the Race session before the specified Free Practice time, as per described in the pre-race notes, the session will be restarted and the race will be held in the spare time. If the competitor cannot join in the spare time, the race session will continue and the competitor in questions being considered a DNS.
- 13.5.2. If more than 3 competitors experience technical issues in the same Race Session, or the hosting side suffers technical issues, the Race Directors may determine to interrupt the session. The Race Directors will then direct the restart of the session.

## 14. PROTESTS

### 14.1. Lodging of Protest

- 14.1.1. Any protest shall be in writing and must specify:
  - a. the relevant regulation(s),
  - b. the concerns of the protesting party, and
  - c. against whom the protest is lodged, when relevant.
- 14.1.2. Where multiple Competitors are concerned, a separate protest must be filed against each Competitor concerned.
- 14.1.3. Protests shall be submitted via e-mail

### 14.2. To Whom Addressed

- 14.2.1. Protests arising during the Competition shall be addressed to the chairman of the Stewards.

### 14.3. Protest Time Limit

- 14.3.1. Protests against any alleged error, irregularity or breach of the regulations occurring during the Competition shall be made no later than thirty minutes after the publication of the Provisional Classification, except:
  - a. in circumstances where the Stewards consider that compliance with the thirty-minute deadline would be impossible,

## 15. APPEALS

### 15.1. Right to Appeal

- 15.1.1. Decisions made during the Competition are not subject to appeal

## **16. POINTS OF CAUTION**

### **16.1. Forbidden Activities**

- 16.1.1. It is forbidden for a competitor to simultaneously participate in the Competition with multiple accounts.
- 16.1.2. It is forbidden to participate using another person's account for PlayStation®Network.
- 16.1.3. General unsportsmanlike conduct.
- 16.1.4. Any competitors found to be engaging in such forbidden activities, they will be dealt with accordingly, including but not limited to being banned from the Competition, at the discretion of the Stewards.

### **16.2. Rule Violations and Fraudulent Activities**

- 16.2.1. In order for the Organiser to uphold the highest standards for the event and to ensure competitive fairness and sporting integrity, the Organiser reserve the right to investigate any suspicious activities.
- 16.2.2. By participating in the Competition, participants are expected to fully cooperate with the Organiser if such investigations are taking place.
- 16.2.3. If a competitor is found to have violated rules or have taken part in fraudulent activities, they may be disqualified or subject to other penalties.
- 16.2.4. The Organiser reserves itself the right to remove and/or disqualify any competitor at any point without warning, whose behaviour threatens to damage the image of the IOC, the FIA, Polyphony Digital or any other parties involved in the Competition.