

# Ferrari Esports Asphalt Series 2025

## Rulebook

### General Understanding of the Rulebook

The following rulebook is a guide document that is valid for all stages of the tournament. Admins reserve the right to make amendments to the rulebook with or without prior notice to the players. Admins are the decision-makers for all cases and disputes which may occur and are not written in this rulebook. By participating in the tournament, each player acknowledges that they have read these official rules and agree to be bound by them and by the decisions of the admins, which are final and binding on all matters pertaining to the tournament. The tournament is subject to these official rules, terms & conditions and all applicable laws and regulations including without limitation compliance with all laws, regulations, and rules in connection with esports, payment of the prizes, childhood protection, taxation, and insurance.

## 1. General Rules

### 1.1 Player eligibility

In order to participate in tournaments, each participant must meet the following requirements:

- All players must be 18 years of age or older.
- All players must be registered via the Form available at this [link](#) which will be available for completion from 1 September to 31 October 2025.
- Must not be an employee or under the employ of Ferrari SpA, Gameloft, or other associated parties.
- Must not have been an employee or under the employ of Ferrari SpA, Gameloft, or other associated parties in the last 6 months.
- Eligible players to attend the Finals need to have registered by October 5th 23:59 CEST (UTC+2).

Participation in the tournament is open to every region in the World where the game Asphalt Legends Unite is distributed and available in download from any official Store.

If you do not meet these requirements you will be deemed ineligible. In case a player which does not fulfill the requirements qualifies through this tournament, the player will lose the right to the qualifier and the next top qualified player will take their place.

### 1.2 Participation

#### 1.2.1 Qualifiers Participation

These are the steps that each player must follow in order to participate in the online qualifiers:

1. Download Asphalt Legends Unite from any device
2. Complete the tutorial if it's the first time playing Asphalt Legends Unite

3. Enter the Daily Events section and select the Time-Limited Event “Ferrari Esports Asphalt Series” to compete in the qualifiers.
4. Fill the form in the registration page available at this [link](#) and accept terms and conditions, competition rulebook & privacy policy to be eligible to win prizes.

Please note that to be eligible for the finals, the submitted lap must be a lap with no respawns or other game exploits.

The entrants release Gameloft from any claim and/or liability with regards to the administration, promotion (except for in-game screens), operation, support, of the Tournament and its rewards. The management of the game itself is Gameloft’s responsibility, subject to the game’s terms of use.

### 1.2.2 Finals Participation

Top 2 players that registered the fastest times from each qualifier will be rewarded with access to the Finals, for a total of 8 players.

The finals will be played through a live event on the 16<sup>th</sup> November 2025 at Museo Ferrari Maranello, Maranello (MO), Italy.

The travel and accommodation expenses for the 8 finalists' players will be covered by the organization.

Players who qualify to compete in the LAN finals must have all necessary visas, passports or other travel documents for travel to Museo Ferrari Maranello, Maranello (MO), Italy.

If a qualified player fails to respond within three working days of the notification email, the place will be given to the player with the next highest qualifying time and so on until a winner responds.

## 1.3 Rights

All broadcasting rights of the Finals are owned by Gameloft and Ferrari SpA. This includes but is not limited to: Video streams, TV broadcasts, Shoutcast streams, replays, demos, or live score bots.

All players must be available for media obligations around the finals, including but not limited to, player photos, player videos, interviews (recorded and live).

## 1.4 Agreements

Participants cannot make arrangements between themselves that go beyond the content of this rulebook.

By participating in any qualifier tournament in the Ferrari Esports Asphalt Series you agree to participate in the Finals if you qualify.

Players are required to begin any preparations needed to play in the finals.

## 1.5 Privacy

Player personal data will be collected, processed, and stored for the online match participation, organization, and prize delivery. All players are informed that Gameloft will collect their personal information as Data Controllers and regarding applicable privacy laws of each participating country.

For any request regarding your rights for your personal information please contact:

The DPO at [GameloftPrivacySupport@gameloft.com](mailto:GameloftPrivacySupport@gameloft.com)

## 1.6 Game Version

All players must install the newest version of the game in order to participate in this tournament. Updates must be installed before the tournament starts. The organization is not responsible for any issue with software updates. It is the player's responsibility to check that everything is ok before the tournament starts.

### 1.6.1 Patch

All online matches will be played on the patch available on the live servers at the time of a match, including Finals.

## 1.7 Confidentiality

The content of protests, support tickets, discussions, or any other correspondence with league officials and administrators are deemed strictly confidential. The publication of such material is prohibited without prior written consent from the tournament administration and may lead to a disqualification.

## 1.8 Alcohol or Other Psychoactive Drugs

To play a match under the influence of alcohol or other psychoactive drugs, even if not among the punishable substances, is strictly prohibited, and may lead to severe punishment.

## 1.9 Names, Symbols, and Sponsors

The tournament administration reserves the right to forbid the use of unwanted names and/or symbols in their competitions. Any legally protected words or symbols are generally forbidden unless the owner gives permission. No advertisement or promotion of sponsors that are solely or widely known for pornographic, drug use, or other adult or mature themes and products is allowed in connection to the tournament. User-generated content will be governed by the terms and conditions of Asphalt Legends Unite.

## 1.10 Impersonation

All players must use their own accounts. Players are not allowed to participate with foreign accounts, nor to encourage other players to do so.

## 1.11 Deny of Participation

The tournament administration reserves the right to deny the participation of any player for any reason and precaution.

## 1.12 Change of accounts

Players may not change accounts/account names once they've started their participation in the league. Players may not use multiple accounts during the competition. Admins may, in special cases, decide to allow account/name changes.

## 1.13 Format

Participants can compete in the tournament using the in-game event. Players are allowed to play on either Android, iOS, PlayStation, PC/Xbox or Nintendo devices to try and qualify for the Finals. Players from different devices will share the same rankings. The tournament breaks down as follows:

- **Qualifiers:** Qualifiers will be played through 4 different in-game Time Limited Events (TLE from now on). Each one of the TLE will be a solo ranked event in which participating players will try to achieve the best time. Top 2 players that registered the fastest times from each TLE will get access to the Finals (for a total of 8 players);
- **Finals:** Finals will be played through a cross platform live event via a 1vs1 single elimination bracket. The pairings will be made considering the times achieved by the best 8 players during the Qualifiers. Finals matches will be played in a best-of-3 format, except for The Grand Finals match which will be played as a best-of-7.
- All of the players must compete on a specific track and using a specific vehicle for each stage as reported below.

## 1.14 Schedule & details

### Qualifiers

- TLE1:  
**Dates:** Start day - 4 Sep @ 00:01 GMT End Day – 10 Sep @ 23:59 GMT

Track: Tuscan - Over the hill  
Car: Ferrari SF90 XX Stradale

- TLE2:  
**Dates:** Start day - 11 Sep @ 00:01 GMT End Day - 17 Sep @ 23:59 GMT  
Track: Paris - Metropolitan  
Car: Ferrari 488 Challenge Evo

- TLE3  
**Dates:** Start day - 18 Sep @ 00:01 GMT End Day - 24 Sep @ 23:59 GMT  
Track: Himalaya - Downhill Run  
Car: Ferrari LEGO FXX K

- TLE4  
**Dates:** Start day - 25 Sep @ 00:01 GMT End Day - 2 Oct @ 23:59 GMT  
Track: Norway - Pathway to Progress  
Car: Ferrari 599XX Evo

## Finals

**Date:** 16th November 2025

**Details:** The vehicles to be used and the tracks on which the finals races will be held will be defined after the TLEs are ended and before the live event takes place.

## 1.15 Prize Distribution

### Physical Prizes

Each finalist will receive the following physical prizes, accordingly to their final ranking:

- **1st place:** OMEN 16-wf1002nl + Bell mini helmet + ENDURANCE RACING Sunglasses 0FZ6009U + Bburago 499P car model + Museum+Factory tour
- **2nd place:** B&O earbud + Bell mini helmet + ENDURANCE RACING Sunglasses 0FZ6009U + Bburago 499P car model + Museum+Factory tour
- **3rd place:** B&O speaker + Bell mini helmet + ENDURANCE RACING Sunglasses 0FZ6009U + Bburago 499P car model + Museum+Factory tour
- **4th to 8th place:** ENDURANCE RACING Sunglasses 0FZ6009U + Bburago 499P car model + Museum+Factory tour

## Raffle Prizes

Among all the players that will register and play in the TLEs but will not qualify for further stages, 3 randomly selected users will be awarded with one of these items each:

- **First drawn:** OMEN 16-wf1002nl
- **Second drawn:** Cuffie Poly Voyager Surround 80 UC)
- **Third drawn:** Bell mini helmet

## In-game Prizes

Upon registration, each player will also earn **250k credits** and **250 tokens**.

# 2. Tournament

## 2.1 Match Changes

The tournament administration may, at their sole discretion, change the start time of a match. They will notify all the involved players at the earliest possible convenience.

## 2.2 Game preparations

Please resolve any problems that might occur before a match starts. Connection or hardware problems during a match could lead to disqualification by admins. The match must be played with the correct settings.

## 2.3 Abandoning / Forfeit

If a player is not responding within 10 minutes to any of the contact ways that we have available, they will be granted a default loss, resulting in a tournament disqualification.

## 2.4 Casting and streaming

Gameloft shall be performing a live broadcast during the Finals. By competing in the qualifiers all players agree to be recorded as part of the broadcast. Casting a match is not permitted.

### 2.4.1 Observers

Observers organized by admins and people that are given permission by an admin (e.g. shout casters or streams) are permitted.

## 2.5 Technical Issues

Players are responsible for their own technical issues, including hardware, software, and/or internet issues. Matches will not be rescheduled because of technical issues.

## 3. Player Conduct

### 3.1 Competitive integrity

Players are expected to behave at their best at all times. Unfair conduct may include, but is not limited to, hacking, exploiting, ringing, and intentional disconnection. Players are expected to showcase good sportsmanship and fair play. The tournament administration maintains the sole judgment for violations of these rules.

### 3.2 Compliance

Players must follow the instructions of the tournament administration at all times.

### 3.3 Hate Speech

Players are prohibited from using any language that is obscene, abusive, hateful, insulting, threatening, racist, or otherwise offensive or objectionable.

### 3.4 Betting

Betting during any event (by a player, organization, or on behalf of anyone associated with the organization) is off-limits. Those partaking will be disqualified from the tournament.

### 3.5 Account Sharing

Account sharing is strictly against the rules and will lead to an account ban in all stages of the tournament.

### 3.6 Player names

The tournament administration and Gameloft reserve the right to edit Nicknames and/or URL aliases. Names that are too similar to that of another contestant are subject to be changed by Gameloft. If a name has been wrongly seized, please file a support ticket with proof of ownership of the name. Names that are insults or swear words, may lead to a disqualification.

In order to file support tickets, please refer to section 4.4.

### 3.7 Devices

For all the competition, players on Android or iOS must play on their own mobile device (smartphone or tablet), while players on PC and console must play on their own gaming platform. Emulators or any software that modifies the game to be played via any other unauthorized devices are banned. Players caught using such software will be disqualified.

### 3.8 Exploits

Any game exploit or bug abuse will be punished, meaning that during the qualifiers the submitted lap has to be a lap with no respawns or other game exploits to be eligible for the Finals, and abusing any exploit during the Finals may lead to a default loss at the sole discretion of the tournament administration.

## 4. Communication and support

### 4.1 Admins

All participants must adhere to the decisions and rules of the tournament organizers, admins, and referees. All decisions are final, except in cases where the option to appeal is clearly stated.

### 4.2 Cheating

Any form of cheating will not be tolerated. When cheating is uncovered the player in question will immediately be removed from the tournament and may be barred from future competitions. Players may be requested to install anti-cheat software on their devices for the duration of the tournament. Examples of cheating include, but are not limited to:

#### 4.2.1 DDoSing

Limiting, or attempting to limit, another participant's connection to the game through a Distributed Denial of Service attack or any other means.

#### 4.2.2 Match Fixing

Attempting to intentionally alter the results of a match by losing or otherwise trying to affect the results.

#### 4.2.3 Software or Hardware

Using any software or hardware to gain benefits that are otherwise not available in-game. Examples include, but are not limited to: any 3rd party software (unapproved apps that manipulate gameplay), playing on private servers, scripted attacks.

### 4.3 Disqualification

The tournament administration and Gameloft reserve the right to disqualify organizations and players. Any player or organization found to be using a known exploit will forfeit their game upon the first occurrence of the exploit. If the player or organization is found to use another known exploit for a second time, and it is determined to have been done on purpose, they will be removed from the event and barred from any future events.

### 4.4 File a Support Ticket

In order to file support tickets, you need to contact the Gameloft Customer Care (CC) - they will help you with any questions or problems you have with Asphalt Legends Unite.

To contact CC: Go to the Game Options → Customer Care (recommended) OR visit:

<https://support.gameloft.com/contactus?igagame=A9WN&verify=yes>

## 5. Live Broadcast

### 5.1 Ownership

All contents, photos, videos, replays, and other resources generated by players and the Competition belong to Gameloft. Players accept this condition by agreeing to compete in the Competition.