

# Rules for Grid: Autosport

## Game Version

Grid: Autosport - Steam version with the latest available updates (as of now, change number 1093427, Steam update 04 June 2015)

## Tournament Structure

The tournament will follow a 8-player free-for-all single elimination format. Each round will consist of a 8 player free-for-all race, in which the winner will qualify to the final round.

## Game mode

All games will be played as a Custom Cup in the Online section. The in-game settings would be as follows.

## Difficulty

Difficulty setting will be set to medium preset. Players will not be allowed to change these settings at any point.

## Cup Settings

Vehicle Discipline - Touring Car / Street / Tuner

Vehicle Class - Cat A Touring Cars / Cat B Touring Cars / Super Modified / Performance / Supercar

Race Type - Race

Number of Events - Upto 3

AI Drivers - None

## Event Details

The following tracks will be used at different stages of the tournament. All races would be 5 laps.

Hockenheimring - Grand Prix Course

Spa-Francorchamps - GP Circuit

Brands Hatch - GP Circuit

Okutama - Grand Circuit

Washington - Park Circuit

Barcelona - Columbus Bay

Paris - Champs Elysees

### Online Options

Session Visibility - Closed

Pre Race Timer - 30 Seconds

End Race Timer - 1 Minute

Allow Upgrades - Off

Allow Tuning - Off

Allow Assists - Off

Collisions - Off

Impact Ratings - Disabled

Force Manual Gears - Off

Force Interior Camera - Off

### Advanced Options

Grid Order - Random

Damage - Off

Flashbacks - 0

### Pre Game

Players will be given upto a maximum of 5 minutes prior to each race for setting up their equipment and make sure their controls are in order.

**BYOC - Bring your own controller to the event! Wireless controllers are allowed to be used only with a USB cable, and no batteries or battery pack in the controller. No controllers or related software's will be provided to any player under any circumstances by officials. You must bring your own! If they don't find a controller in a given time (5min max) the respective opponent will be given a walk over.**

## **Illegal Behavior**

Exploiting flaws in track design is illegal. These are defined as instances where a player can gain a time advantage by traveling through an area which is not meant to be traveled through, and is only exposed due to flaw in track design.

These are not to be confused with actual shortcuts, recovery areas (i.e. areas which allow the players to travel and recover after missing a turn) and extra track areas added for complexity, which are legal and can be used in races. If a player is deemed to have received an unfair advantage by using any of these areas, the game will issue a penalty by slowing down the offending player for a short duration.

## **Disconnections**

If a player disconnects during the first 40% of the race (first 2 laps), the race would be restarted.

If any player disconnects during the remainder of the game, the admin will reserve the right to continue the game or restart the game based on the current status of the race.

In the event of a disconnection, the remaining players are requested to continue racing unless otherwise instructed by an admin or referee.

IF however, a player appears to be disconnecting intentionally to avoid losing or disrupt the match, the race may continue at the discretion of the admin and the offending player would be disqualified.

## **Sponsor Requirements**

Players can and will be called in for photoshoots and may have to provide interviews at the event.