



# **ESWC 2010 NEED FOR SPEED SHIFT REGULATION**

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# CHAPTER 1 - GENERAL INFORMATION

## ARTICLE 1. NEED FOR SPEED SHIFT

Electronic Sports World Cup 2010 uses the game Need For Speed Shift in 1 versus 1 in-game players.

## ARTICLE 2. REGULATION

The rules and regulations of Need For Speed Shift discipline are decided and written by the Regulation Committee (RC) of Games Solutions. This committee reserves the right to modify the rules and regulations from time to time without notice. It is encouraged to review these rules and regulations from time to time in order to be apprised of any changes.

## ARTICLE 3. ENFORCEMENT

The present regulation will be used during Electronic Sports World Cup 2010 national preliminaries.

# CHAPTER 2 - MATCH FORMAT

## ARTICLE 4. MATCH FORMAT

This chapter describes the different match format which may be used during a sanctioned tournament. The choice of the match format is at the sole discretion of the tournament organizer according to his tournament structure.

## ARTICLE 5. SINGLE MATCH

A “*single match*” is played in one game. The winner of the match is the player who finished first.

## ARTICLE 6. BEST-OF-THREE GAMES

A “*best-of-three match*” is played in two or three races. The winner of a race is the player who finished first. The match ends when a player has won two races.

## ARTICLE 7. TIE-BREAKER MATCH

A tie-breaker match is played as a “*single match*”.

# CHAPTER 3 – GAME SETTINGS

## ARTICLE 8. GAME VERSION

The competition uses the game “Need For Speed Shift” on XBOX 360 or Playstation 3 and opposes two players.

## ARTICLE 9. GAME SETTINGS

The following game setting will be used by default:

- Privileges: Private
- Mode: Race
- Race Type: Mixed Race
- Length of course: 3 laps
- Car: all bonus cars
- Time of day: Full day

## **ARTICLE 10. TRACKS LIST**

- Autopolis GP
- Brands Hatch GP
- Glendale East
- Laguna Seca
- Nordschleife

## **ARTICLE 11. TRACKS LIST**

Players can use the following controllers:

- Steering Wheel (Logitech, Fanatec, XBOX 360, PS3)
- Gamepad

# **CHAPTER 4 - MATCH PROCEDURE**

## **4.01 BEFORE THE MATCH**

### **ARTICLE 12. STRUCTURE AND PLANNING**

Matches are played according to the tournament structure and the schedule provided by the tournament officials. Participants are encouraged to keep themselves informed about the schedule in order to avoid any delay or default loss.

### **ARTICLE 13. SETUP**

Players must play on the computer or console designated by the tournament officials. Players are responsible of the good installation and functioning of their accessories. This includes providing and installing the adequate drivers when necessary, and providing the adequate type of cables or adapters when necessary. Tournament officials may possibly help the players with technical issues but may not delay the tournament schedule for such reasons.

### **ARTICLE 14. SIDE CHOICE**

The player A and player B are determined by a coin toss. The player A starts on Bottom side and serves.

## **4.02 DURING THE MATCH**

### **ARTICLE 15. MATCH START**

An official match may only be started and played when a referee has given the signal to start it. Any match started without approval of a referee will be considered as a non-official match. When a match involves the players to be ready, players have one (1) minute after the signal to be ready and start the match.

### **ARTICLE 16. COMMUNICATION**

During an official match, players may not communicate with people not involved in the match even when there are pauses in the game. People involved in the match are the players and the tournament officials.

### **ARTICLE 17. MATCH STOPPED**

Players are not expected to leave an official game in progress unless it is authorized by the match format or it has been expressly authorized by the tournament officials.

### **ARTICLE 18. MATCH INTERRUPTED**

If a game is involuntary interrupted (player crash, server crash, network cuts ...) the tournament officials may decide to replay the match according to the following rules:

- If the problem took place before the end of the first lap the whole track will be replayed.
- If the problem took place after the first lap the track will be replayed with the remaining laps. The leading player will start first on the grid.

## 4.03 AFTER THE MATCH

### ARTICLE 19. INVESTIGATION REQUEST

When a player estimates being a victim of rules violations during a match, player is compelled not to stop the game by any means and to properly finish it. Once the match is over, the player may officially ask for an investigation to tournament officials. It is strongly advised to provide valuable information that may help the tournament director in his investigation. Unjustified and repetitive use of this right may be sanctioned.

### ARTICLE 20. SCORE VALIDATION

At the end of the match both players have to report the match score to the tournament officials and sign the report match paper. After signing the report match paper a player can't comeback on the score and ask for an official complaint.

# CHAPTER 5 - RULES AND VIOLATIONS

## 5.01 WARNINGS AND SANCTIONS

### ARTICLE 21. INFRACTION

It is forbidden to use button « pause » during a match. If a player use it he will loss the current point, except if the two players agree.

### ARTICLE 22. CAR CRASHING

When a player strikes intentionally or not his opponent, the tournament officials will study the collision and may choose to give a warning or a default loss of the current track to the guilty player.

### ARTICLE 23. WARNING

A player may be cautioned and receive a warning if he commits any of the following offences:

- refuses to follow tournament officials instructions
- arrives late at his convocation schedule
- shows dissent by word or action
- uses insulting language and/or gestures
- is guilty of unsporting behavior

### ARTICLE 24. SANCTION

A player may be cautioned and be sent off if he commits any of the following offences:

- receives more than one warning
- is guilty of violent conduct
- uses any unlawful or unfair proceedings
- mislead or dupe any tournament official
- is not present at his match schedule

- violates a rule of this regulation

A player sent off immediately loses its current match, or next if not playing, by default loss.

After study of the infringement by the competition manager and the tournament director, a sent-off player may be subject to additional sanctions such as multiple default loss, disqualification of the player, and banishment of next year's competition.

A disqualified participant will automatically lose all his next matches by default and loses all rights and prizes that would have been awarded. In a group stage, the previous matches' results within the group are cancelled and are also lost by default. All points won or lost are backwardly re-distributed.