

Ipowergames 2008 Grand Final Race 07 Regulations

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ARTICLE 1 – GENERAL INFORMATION

1.01 The Ipowergames 2008 is a world-wide video games competition composed of national preliminaries and a grand final event, managed and organized by the Organizing Committee (OC).

1.02 The Ipowergames 2008 Grand Final is a tournament which takes place from July 4th to July 6th at Paris, France.

1.03 The rules and regulations of Race 07 discipline are decided and written by the Regulation Committee (RC) of Games Services. 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.

1.04 By attending this competition, players agree, without limitation or qualification, to be bound by, and to comply with, these rules and regulations. Players agree that the application of these rules and regulations is at the sole discretion of the tournament officials, and that any decision from tournament officials will supersede these rules and regulations.

ARTICLE 2 – COMPETITION STRUCTURE

TOURNAMENT FORMAT

2.01 The tournament uses the following format:

Step 1: Race stage – 2 groups of 8 players, 4 first from each group are qualified for the next step.

Step 2: Race stage – 1 group of 8 players.

2.02 For step 1, the structure is a race stage organized in 2 groups of 8 participants. For each group the order on the starting grid is determined by a qualifying session. In each group, participants meet all at once in a “multiple-track race” (see Rule 2.05). Each race of each track result awards points as follows: 10 for first place, 8 for second place, 6 for third place, 5 for fourth place, 4 for fifth place, 3 for sixth place, 2 for seventh place and 1 for eighth place. At the end of the race stage, the following criteria apply orderly to determine the distinct position of each participant:

- a) Higher number of points obtained in all races;
- b) Higher number of first places obtained in all races;
- c) Higher number of second places obtained in all races;
- d) Higher number of third places obtained in all races;
- e) Best result in the first race.

The 4 firsts participants in each group qualify for the next step of the tournament.

All players whose finished 66% of the race will be ranked.

Each track will be played between 15 minutes and 20 minutes.

2.03 For step 2, the structure is a race stage organized in 1 group of 8 participants. For each group the order on the starting grid is determined by a qualifying session. In each group, participants meet all at once in a “single-track race” (see Rule 2.04). Each race result awards points as follows: 10 for first place, 8 for second place, 6 for third place, 5 for fourth place, 4 for fifth place, 3 for sixth place, 2 for seventh place and 1 for eighth place. At the end of the race stage, the following criteria apply orderly to determine the distinct position of each participant:

- a) Higher number of points obtained in all races;

- b) Higher number of first places obtained in all races;
- c) Higher number of second places obtained in all races;
- d) Higher number of third places obtained in all races;
- e) Best result in the first race.

All players whose finished 66% of the race will be ranked.

MATCH FORMAT

2.04 A “single-track format” is played with 8 players on one track of two races.

The grid for first race is based on the qualification session and the start on the grid will be rolled.

The grid for second race will be determined by the provisional results of the first race as following:

- The first 8 cars classified will be placed in reverse order of the provisional classification of first race.
- The rest of the cars will start as follows: the 9th placed car in first race will start 9th in second race, the 10th placed car in first race will start 10th in second race and so on until the last placed car in first race.
- The cars not classified in first race will be placed on the starting grid after those regularly classified, according to the number of laps covered (e.g.: the first car retired in first race will occupy the last spot of the grid, the second retired will occupy the last-butone spot, and so on).
- The start on the grid will be stopped.

2.05 A “multiple-track format” is played with 8 players on 3 tracks of two races.

For each track the grid for first race is based on the qualification session and the start on the grid will be rolled.

The grid for second race will be determined by the provisional results of the first race as following:

- The first 8 cars classified will be placed in reverse order of the provisional classification of first race.
- The rest of the cars will start as follows: the 9th placed car in first race will start 9th in second race, the 10th placed car in first race will start 10th in second race and so on until the last placed car in first race.
- The cars not classified in first race will be placed on the starting grid after those regularly classified, according to the number of laps covered (e.g.: the first car retired in first race will occupy the last spot of the grid, the second retired will occupy the last-butone spot, and so on).
- The start on the grid will be stopped.

Between each track a qualification session is played to determine the grid for the first race.

ARTICLE 3 – GAME SETTINGS

3.01 The discipline uses « Race 07 PC » video game and with the latest patch available.

3.02 The following server settings will be used during a match:

- Game mode: pro
- Help authorized: automatic transmission clutch
- Car's views: free

- Maximum number of participant: 8
- Start: rolled for first race / stopped for second race
- Collision damage: 100%

3.03 The following cars category may be used for the tournament:

- WTCC 2007

3.04 Players will have to use the same car for the whole tournament.

3.05 The following tracks will be used for step 1:

- Puebla 06
- Curitiba 07
- Estoril
- Magny Cours National

ARTICLE 4 - ELIGIBILITY

IPOWERGAMES 2008 GRAND FINAL

4.01 A player is eligible to participate in the Ipowergames 2008 Grand Final provided he fulfills all the following conditions:

- He must be duly registered by the tournament organization.
- He has the nationality of the final's country.
- He must be at least 16 years old on the first day of the Ipowergames 2008 Grand Final.

Member that are not 18 years old or more must provide a parental authorization (see Appendix A: www.ipowergames.net/files/Parental_Permission_Form.doc).

ARTICLE 5 - RESPONSIBILITIES

5.01 Players agree to comply with the following rules:

- Discrimination leading to unfair treatment of any individual is strictly prohibited.
- Players agree to comply with these rules and regulations.
- Players agree to accept the decisions of tournament officials.
- Players agree to not use any unlawful or unfair proceedings.
- Players agree to respect the spirit of fair play and non violence.
- Players agree to fulfill their commitment within the limit of their means.

5.02 Players agree to not mislead or dupe tournament officials by any means.

5.03 Players agree to not interfere or communicate with other competitors playing an official match.

ARTICLE 6 – TOURNAMENT PROCEDURE

NOTIFICATION

6.01 The notification indicates the time and the place at which the players are requested to be present in order to play their official matches. This notification schedule is described in the tournament schedule and is provided at the beginning of the tournament. Players are advised to be present and ready a few minutes before the schedule to avoid any unpredictable delay.

6.02 Players must be ready on their computer at their notification schedule in order to play a match session. A match session includes one or more matches as defined in the tournament schedule.

SETUP AND WARM-UP

6.03 Players must play on the computer designated by the tournament officials.

6.04 Players are expected to bring their own following accessories:

- Wheel (optional)
- Headphones

6.05 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.

6.06 Players may not bring, install or use any external software or hardware that inter-acts in-game, any form of modification that would alter the game or allow a player to execute automatically more than one in-game action, or any configuration file, unless expressly authorized by a tournament official.

6.07 Players may not change any settings on the hardware, operating system, TV screen or monitor unless expressly authorized by a tournament official.

6.08 Players have 30 minutes, from their notification schedule, to complete their setup and warm-up, and be ready to play their designated match.

BEFORE THE MATCH

6.09 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.

DURING THE MATCH

6.10 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 2 minutes after the signal to be ready and start the match.

6.11 During a race, players can't use chat option and communicate with people involved in the match even when there are pauses. People involved in the match are the players and the tournament officials.

6.12 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.

6.13 If a match 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 server crashed before the end of the first lap the whole race will be restarted

6.14 Each first race's lap will be examined by tournament official.

AFTER THE MATCH

6.15 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, player may officially ask for an investigation to tournament officials after the end of the match. Player has to provide valuable information that may help the tournament director in his investigation like the time of the rule violation and the name of the player incriminated. Unjustified and repetitive use of this right may be sanctioned.

ARTICLE 7 – RULES VIOLATIONS

DEFINITIONS

7.01 Each match is controlled by a referee who has full authority to enforce the regulations in connection with the match to which he has been appointed. The referee has the authority to give warnings to a player. (See 7.06)

7.02 The tournament is controlled by a tournament director who has full authority to enforce the regulations in connection with the tournament and all matches played in the tournament. The tournament director assigns the referees to each match, has the authority to give warnings, to send off a player, and to take part in the study of the infringement for additional sanctions. (See 7.04 and 7.05)

7.03 Tournament officials are the referees, the tournament director and the competition manager of the Ipowergames 2008.

WARNINGS AND SANCTIONS

7.04 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

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

- 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

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

7.07 After study of the infringement by the tournament official, 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.

7.08 A disqualified player 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.

PARTICULAR SANCTIONS

7.09 If a player is losing control of his car and run into another player's car and send him outside the road or in opposite side he will receive a "drive-through" and a warning. If it happens a second time

player will receive a “drive-through” and will start the next track on the grid’s end.

7.10 If a player is running intentionally into another player’s car and send him outside the road or in opposite side he will be disqualified for the current track and will start the next track on the grid’s end.