QUANTICA FEST

F1 25 – Tournament Rulebook

Mode: Offline
Platform: Racing Simulator
Controller: Logitech G29 Steering Wheel
Event Type: LAN / On-Campus

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1. Tournament Format

1. The tournament will be conducted **offline** on campus using **Logitech G29 racing simulators**.

2. All matches will be played on **identical simulator setups** provided by the organisers.

3. Players will compete in **solo (1v1)** format unless otherwise specified by the Organising Team.

4. Race format, number of laps, and circuit selection will be announced before the match.

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2. Player Eligibility & Verification

1. All participants must carry a **valid Aadhaar Card and College ID** for identity verification.

2. Only registered players are allowed to participate. **Substitutions are not permitted**.

3. Players must report to the match area **at least 15 minutes prior** to their scheduled race.

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3. Match Conduct & Fair Play

1. Players must remain at their **assigned simulator station** until the race is officially completed.

2. **Peeking at other players' screens, mirrors, or race data** is strictly prohibited.

3. Any form of **verbal abuse, unsportsmanlike conduct, or intentional disruption** will result in penalties or disqualification.

4. Players must follow all instructions given by referees and the Organising Team at all times.

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4. Simulator & Equipment Rules

1. All races will be played using **Logitech G29 steering wheels** provided by the organisers.

2. Players are not allowed to **modify, recalibrate, or adjust advanced settings** of the simulator without prior approval.

3. Any damage caused to the simulator or related equipment will be the **full responsibility of the player and their team**, and compensation will be required.

4. Players must handle equipment carefully and report any technical issues immediately.

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5. Game Settings

1. Game difficulty, assists, damage settings, and race rules will be standardized for all players.

2. In case of **technical failure** (system crash, wheel malfunction), the referee may pause or restart the race.

3. Race results recorded by the system will be considered final unless reviewed by the Organising Team.

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6. Disconnections & Restarts

1. If a technical issue occurs within the opening phase of the race, a **restart may be granted** at the referee's discretion.

2. No restarts will be allowed due to **player error**.

3. Any intentional disconnection or misuse of equipment will lead to disqualification.

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7. Prohibited Actions

1. **Intentional crashing, reckless driving, or blocking** to gain unfair advantage is not allowed.

2. Exploiting game bugs or mechanics is strictly prohibited.

3. Consumption or possession of **intoxicating substances**, including alcohol, is strictly prohibited within campus premises.

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8. Team Name & Behaviour Policy

1. Player or team names must not be **offensive, abusive, or hurt religious sentiments or individuals**.

2. Any misconduct, including physical altercations, will result in immediate disciplinary action, including disqualification.

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9. Authority & Final Decision

1. The **Organising Team reserves the right to amend or modify rules** at any time if necessary.

2. All decisions made by the Organising Team and match referees will be **final and binding**.

3. Failure to comply with the rulebook may result in penalties, match loss, or disqualification.

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10. Health & Safety

1. Players must maintain proper conduct and safety while using the simulator.

2. Any player feeling unwell must inform the referee immediately.

3. The Organising Team will not be responsible for personal belongings lost or damaged.