NEED FOR SPEED

GENERAL RULES:

Participants are not allowed to use their own profiles, only the given profile can be used.
Players will be given 2 minute to setup the car and its performance before the game and the limit is strictly to be followed.
Use of Porsche Carrera GT, Lotus Elsie, and BMW M3 GTR is not allowed.
Use of Junkman upgrades is not allowed.
Collision Detection: Off
Performance Matching: Off
Gamepad Controller is not allowed.

Basic Round: 4player x 8
1) In this round sprint & circuit races will be played.
2) Four participants will be competing in this round.
3) At the end of one race the participant standing last position will be knocked out and remaining 3 will race again.
4) With this process 1 participant will be the winner after 3 races and will be advanced to next round.
5)The basic round will be run 8 times

Advance Rounds: 2player x 4
1) In these rounds there will be 3 races between the participants.
2) 2 participants will be competing in this round
3) First will be Sprint, second will be 2 lap circuit and the third will be 3 lap circuit.
4) The participant winning 2 of the 3 races will be in the semi final.
5) If a participant wins 2 races continuously, then the third race will not be run.
6) This process will be continued until we get top 4 participants.

Semi Finals: 2player x 2
In semi-finals there will be 5 races between participants
2) 2 participants will be competing in this round
3) First will be Sprint, 2nd will be 2 lap circuit, 3rd will be Sprint, 4th will be 3 lap circuit and 5th will be Drag
6) At the end of all races the participant who wins most races will be advanced to finals.

Finals 1v1
1) In finals there will be 6 races between participants
2) 2 participants will be competing in this round
3) First will be Sprint, 2nd will be 2 lap circuit, 3rd will be Sprint, 4th will be 3 lap circuit, 5th will be Drag

4) Participants are allowed to choose their own ride and customize it in the My Cars section.
6) If each participant wins 3 races then an extra sprint race will be run