

Forza Motorsports 3

- Game Version: Forza Morotsports 3 (With the latest LIVE update applied)**
- ESRB Rating: Everyone (Age +6)**
 - Anyone born after Sep.30th, 2004 will not be allowed entry to the GF.
- General**
 - Competition Method : 1 vs. 1
- Game Settings**
 - Game Type: Custom
 - Courses : Camino Viejo Full, Sebring Short, Sedona Club, Silverstone National, Suzuka West, Tsukuba Full
 - (* Each course may be modified by the WCG committee. Players will be informed before the tournament of any such modifications)
 - Max Players: 3
 - Max AI Players: 0
 - Laps: 3
 - Damage difficulty: Cosmetic
 - Collision Mode: Always Off
 - Number of Teams: None
 - End of Race Timer: 15
- Advanced Settings**
 - Scoring: Time Based
 - Bigger is Better: No
 - Compare best lap scores: No
 - End condition: Number of laps
 - Grid ordering: Random
 - Per car roll off delay: 0's
 - Number of player groups: 1
 - Tag Enabled: No
 - Number of heats: 1

Overrides

- Force stock car upgrades and tuning: No
- Force off suggested line: Yes
- Force off auto brake: Yes
- Force off ABS: No
- Force off STM: No
- Force off TCS: No
- Force manual transmission: No
- Disable wrong way indicator: No

Car Restrictions

- Allow upgrades: Yes
- Car Class: Any
- Performance index \geq : Any
- Performance index \leq : Any
- Power \geq : Any
- Power \leq : Any
- Curb weight \geq : Any
- Curb weight \leq : Any
- Year \geq : Any
- Year \leq : Any
- Body Style Family: Any
- Car Type: Any

Controller

- Personal equipments such as steering wheel are allowed. (WCGC will provide only official Microsoft Xbox 360 game controller at the tournament area.)
- Any controller supporting macros or auto repeat is NOT allowed.

Unfair play

- The XBOX Guide button must not be pressed during the game. Should the button be pressed, the offending player will lose that round by default.
- Should any intentional hardware reset occur, the referee may decide to end the match with the offending player receiving a default loss.
- Should two players agree to a rematch in order to solve any game related problem, a rematch shall be played.

- The following actions will be considered unfair play:
 - 1) The use of any cheat program
 - 2) Intentional disconnection
 - 3) The use of any settings exceeding the standard and permitted settings
 - 4) Clearly allowing one's opponent to win a match.
 - 5) If a referee decides that external conditions (Press, Team Leader, Player, Spectator, etc) are giving or have given an unfair advantage to a player, the player may be given a warning or lose by default at the referee's sole discretion.
 - 6) Unsportsmanlike behavior or, in general, disruptive (e.g., shouting), inappropriate and/or unprofessional actions directed towards another player (even inside the game).
 - 7) The use of a program bug that is determined by the board of referees as being unfair.
- Upon discovery of any player committing any violations regarded as unfair play, the offending player, at the sole discretion of the board of referees, may receive a warning, a forfeit loss or, in extreme cases, be disqualified from the tournament.
- During the course of the Grand Final, the board of referees may determine other actions to embody unfair play.

Final provisions

- The above-mentioned rules may be amended in the following cases:
 - 1) Should the WCG Committee, at its sole discretion, decide to adopt the latest patch/version release of each official game;
 - 2) Should the WCG Committee, at its sole discretion, decide to modify in-game settings and options required by the use of most recent patch version/release
 - 3) Should the WCG Committee, at its sole discretion, decide to use a newly released Cheat Protection Program and/or cheat protection functions
 - 4) Should the WCG Committee, at its sole discretion, decide to change game settings and/or operations guidelines due to differences between online and offline tournaments.