



DISCIPLINARY CODE

MACH25 GAMING

Updated as date 15 Feb 2026

1. Mach25 Gaming Disciplinary Procedure

1.1 Opening of a Procedure

A disciplinary procedure may be initiated for any infringement of the articles listed in the sanctions table, as well as for any violation of the Code of Conduct, the Ethical Code, commercial sanctions, or any other regulatory documents that form part of these regulations or related documents.v

1.2 Amendment of Regulations

Mach25 Gaming, as the organizing entity, reserves the right to modify, adapt, or expand this and other regulatory documents solely for the purpose of ensuring the proper development of its championships and/or events.

1.3 Deadline for Claims and Opening of Disciplinary Procedures

1.3.1 The deadline will depend on the nature of the claim.

1.3.1.1 To open a disciplinary procedure or submit claims regarding events that occurred during a race, the deadline shall be until 15:00 (GMT+1) on the day following the session/round/race in question.

1.3.1.2 Regarding violations of the Code of Conduct or the Ethical Code, sanctions may be applied at any time through the communication channels established by the competition's organization or Mach25 Gaming in the regulations of the competition where the incident occurred.

1.3.2 Claims must be submitted through the form available on the website or, if unavailable, by sending a completed screenshot via email to contact@mach25gaming.com.

2. Disciplinary Bodies

The disciplinary bodies of M25G are:

2.1 Referees

2.1.1 Referees are responsible for sanctioning infringements that occur during the session, including preparation and closing phases.

2.1.2 Referees may act ex officio if they detect errors in the room configuration or participant access times, and may refer decisions to the Competition Committee, limiting themselves to reporting observations.

2.1.3 Referees shall not propose sanctions for incidents occurring during the race, except in cases of extreme severity that may involve disqualifying offenses.

2.2 Competition Committee

2.2.1 The Committee shall resolve claims submitted by participants or referees after the session has concluded.

2.2.2 It may act upon request or ex officio in serious cases that may harm the competition. It shall be composed of a group of individuals, including at least one member of the Mach25 Gaming (M25G) management team.

2.2.3 Decisions shall be published on the official competition website within a maximum of 96 hours after the race, except in cases of force majeure. If additional time is required, the case will be transferred to the Arbitration Tribunal.

2.2.4 Decisions may be appealed before the Arbitration Tribunal by sending an email to contact@mach25gaming.com, indicating the incident number, a clear description of the facts, the proposed resolution, and the relevant evidence. The deadline for submitting appeals is 24 hours from the publication of the incident, except in cases of very serious misconduct.

2.2.4.1 The email must include the reason for the appeal in the subject line. The body of the message must contain the grounds for the appeal and the necessary justification for evaluation by the organization.

2.2.4.2 The organization shall issue a response to the appeal within a maximum of 24 hours, publishing it on the official competition website. Optionally, it may also respond to the appealing team via email.

2.2.4.2.1 The response may be positive or negative, or the appeal may be dismissed if it is not complete or submitted correctly and on time.

2.2.4.2.1.1 The submission of an appeal does not guarantee any modification of the initial decision. Changes will only be made when there is a clear, evident, and flagrant error.

2.3 Arbitration Tribunal

2.3.1 This is the highest disciplinary body within the Mach25 Gaming (M25G) ecosystem, responsible for reviewing Committee decisions and resolving cases not settled by it.

2.3.2 It shall be composed of one member from each body and one or more members of the M25G management team, and may summon representatives of the involved teams if deemed necessary.

2.3.3 Participation in the competition implies acceptance of all decisions made by the Arbitration Tribunal.

3. Statute of Limitations

3.1 Infringements committed during the race shall expire once the claim period established in this document or in the specific regulations of the competition has elapsed.

3.1.1 Unless otherwise stated, in online competitions the claim period shall be until 15:00 on the day following the race.

3.1.1.1 In on-site competitions, claims must be submitted immediately after the race, unless otherwise indicated.

3.2 Violations of the Code of Conduct or Ethical Code shall remain valid for 3 months in the case of serious

offenses or 6 months for very serious offenses.

4. Precautionary Measures

In cases of infringements requiring disciplinary procedures that, due to their nature or severity, may affect the development, integrity, or outcome of the competition, the competent disciplinary body may adopt precautionary measures deemed necessary to safeguard the competition, the position of other stakeholders, and fair competition.

5. Confidentiality

5.1 Information Published in Sanctions

Sanctions shall be published indicating the claimant team and the minute of the action, specifying whether the intervention was ex officio.

5.2 Confidentiality of Disciplinary Procedures

Disciplinary procedures shall be conducted with the highest possible confidentiality, except when protecting the integrity and image of the competition requires making certain elements public.

6. Sanctions Table for Race Incidents and Other Punishable Actions

A sanction level will be applied based on the consequences of the incident (lost time, positions gained or lost, damage) and/or the nature of the action (intent, context, and recurrence).

The organization reserves the right to adapt the content of this sanctions table to any circumstances arising from game updates, errors, bugs, exploits, or other factors requiring interpretation and assessment by the refereeing team.

6.1 Racing Incidents

6.1.1 Minor contacts that do not cause significant harm or that result from fortuitous accidents, which do not merit time penalties but must be warned. In case of repetition within the same session or subsequent sessions, the organization may apply penalties of 2 to 4 seconds.

6.2 Minor Offenses

6.2.1 Minor offenses are actions of low severity that nonetheless warrant sanctions for causing harm to one or more teams or granting an undue advantage to the offender.

6.2.2 All minor offenses shall be recorded in the M25G infraction history.

6.2.3 In case of repeated minor offenses, the competition bodies reserve the right to apply aggravating factors to time penalties, which must be duly described and justified.

6.2.4 Depending on the context of each incident, the organization may apply a reduction to the sanction (see 6.7 RPC).

Action	Grade	Penalty
1 – Hitting a rival causing loss of position or a minor off-track. The grade applied will be the one that results in a penalty exceeding the time lost by the affected driver(s).	L1.1 L1.2 L1.3	+3" +5" +7" and above
2 – Zigzags/Wavings (minimum 3 demonstrable direction changes within less than 2" from the claimant driver).	L2.1 L2.2	+1" +3" and above
3 – Serving an in-game penalty on the racing line by slowing down another driver. Depends on the loss caused to the affected driver(s).	L3.1 L3.2 L3.3	+2" +5" +10" and above
4 – Serving an in-game penalty with unnatural or abrupt movements intended to reduce the effect of the penalty (L4.1 / L4.2), or using off-track areas (grass or run-offs) for the same purpose, or to hinder another driver (L4.3). At the stewards' discretion.	L4.1 L4.2 L4.3	Warning +2" or more +5" and above
5 – Avoidable contacts or race situations causing damage to one or more cars but not resulting in loss of position or off-track. (At the stewards' discretion based on consequences.)	L5.1 L5.2 L5.3	Warning +2" +5" and above
6 – Dangerous driving, including failure to respect flag rules (yellow flag) or creating situations that could lead to an accident even without major consequences, such as flashing headlights, etc.	L6.1 L6.2 L6.3	Warning +2" +5" and above
7 – Pre-race qualifying: Hitting a rival causing loss of position or minor off-track when both drivers are on a flying lap. Penalty applied at the end of the race.	L7.1 L7.2 L7.3	+1" +3" +5"
8 – ShootOut (qualifying without race): Hitting a rival causing loss of position or minor off-track (7.1), impeding a driver on a flying lap when the offender is not on a flying lap (7.2), or other forms of interference (7.1 / 7.2 / 7.3). Penalty applied to final ShootOut position.	L8.1 L8.2 L8.3	+3 positions +5 positions variable
9 – Intentionally causing a yellow flag, whether in qualifying, race, or at the finish line.	L9.1 L9.2 L9.3	+3" +5" +10"
10 – Briefly driving in the wrong direction, forward or reverse, without intent to obstruct, causing minor time loss to rival(s).	L10.1 L10.2 L10.3	Warning +3" +10"
11 – Excessive braking (Brake Checking) during formations or starts, causing minor contacts or disorder.	L11.1 L11.2	+5" +10" and above
12 – Improper use of text chat during the session, using unnecessary comments that disturb or distract.	L12.1	+2"
13 – Exploiting track limits to gain any advantage in time or position is prohibited. Track limits are defined as any surface beyond white lines and curbs. If no position gain, overtake, or clear time advantage (+0.5") occurs, up to two warnings may be issued before applying a penalty.	L13.1	+5" (per infringement after warnings)

6.3 Serious Offenses

6.3.1 Serious offenses are considered to be all significant actions that meet the parameters established in the corresponding table and that cause harm to one or more teams or grant an undue advantage to the offender.

6.3.2 All serious offenses shall be recorded in the M25G infraction history.

6.3.3 In the event of repeated serious offenses, the competition bodies reserve the right to apply aggravating factors to time penalties, which must in all cases be described and justified, and may even escalate the sanction to a disqualifying offense.

Acción	Grado	Sanción
1- Qualifying Interfering with a driver on a flying lap while not being on a flying lap, in a demonstrable manner.	G1.1 G1.2	+5" +10"
2 – Interfering when being lapped. (DQ if it continues for more than one lap or if the driver intentionally blocks another driver, etc.)	G2.1 G2.2 G2.3 G2.4	+3" +5" +10" DQ
3 – Situations causing an off-track with severe time loss but without loss of position. The grade applied will be the one resulting in a penalty exceeding the time lost by the affected driver(s).	G3.1 G3.2 G3.3 G3.4	+3" +6" +10" +15" or more
4 – Contacts or situations causing the loss of 2 or more positions. The grade applied will be the one resulting in a penalty exceeding the time lost by the affected driver(s).	G4.1 G4.2 G4.3 G4.4	+5" +10" +15" +25" or more
5 – Dangerous rejoins causing loss of position(s) and/or time loss to one or more drivers.	G5.1 G5.2 G5.3	+5" +10" +25" or more
6 – Collision with a driver when rejoining from the pit lane, interrupting the racing line of a driver approaching at higher speed.	G6.1 G6.2	+5" +10" or more
7 – Clearly, manifestly, or recklessly closing the door late, or hitting another driver while being overtaken, in a demonstrable manner, without causing an off-track, but causing minor time loss or loss of position.	G7.1 G7.2 G7.3	+2" +4" +6" or more
8 – Clearly, manifestly, or recklessly closing the door late, or heavily hitting another driver while being overtaken, in a demonstrable manner, causing an off-track, severe time loss, and/or loss of position (depending on severity and recurrence).	G8.1 G8.2 G8.3 G8.4	+3" +5" +10" +15" or more
9 – Failing to respect side-by-side racing on straights or corners (when possible), forcing one or more rivals off the track, into the wall, or into any situation resulting in time loss and/or loss of positions.	G9.1 G9.2 G9.3	+3" +6" +10" or more
10 – Using the START button during qualifying or the race. Ranges from minimal use (G10.1) to teleporting to the pits (G10.3) or more severe cases (DQ). If done in qualifying, the penalty will be added to the final race time.	G10.1 G10.2 G10.3 G10.4	+5" +10" +20" DQ

Acción	Grado	Sanción
11 – Deliberately braking on a straight with the intention of obstructing or blocking a rival, or causing contact. The penalty will depend on the nature of the action and/or its consequences.	G11.1 G11.2 G11.3 G11.4	+2” +5” +10” +15” or more
12 – Using tyres of different compounds simultaneously.	G12.1	+120”
13 – Driving in the wrong direction for more than one corner, either forward or in reverse, without intent to obstruct or while obstructing one or more rivals by driving against the race direction. (DQ for severity or recurrence)	G13.1 G13.2	+20” +DQ
14 – Using the handbrake during braking zones or cornering with the intention of altering the vehicle’s behaviour, constituting unnatural driving. Its use is permitted at race start and in other justified situations.	G14.1 G14.2 G14.3	+5” +10” +25” or more
15 – Other actions deemed sanctionable by the stewards, whether minor or severe, including wallriding, exploiting game bugs, or any actions not specified in the regulations.	G15.1	Variable

6.4 Disqualifying Offenses

6.4.1 A disqualifying offense is understood as any action of extreme severity, regardless of whether it has significant consequences for one or more competitors.

6.4.2 Disqualifying offenses may result in the elimination of a participant or a time-based penalty. In certain competitions, depending on their scoring system or results format, a disqualifying offense may be expressed as a 120-second penalty added to the total race time, or by using the time of the driver who finished the race with the slowest recorded result as reference in cases of disconnection or retirement.

Acción	Grado	Sanción
1 – Deliberate collisions (demonstrable).	D1	DQ
2 – Reckless driving (driving in reverse, causing yellow flags, extremely dangerous actions resulting in multi-car accidents).	D2.1 D2.2	+15” DQ
3 – Being responsible for a major accident, preceded by an excessive action, in which 3 or more drivers are seriously involved, causing loss of position and multiple cases of damage.	D3.1 D3.2	+30” DQ
4 – Arriving late to the deadline for entering the lobby (D4.1), or joining after the session has already started (qualifying or race) (D4.2).	D4.1 D4.2	+5” o no Q DQ
5 – Participating with a vehicle different from the one stipulated. The decision may be taken instantly upon detection or after the race. If it occurs in qualifying or shootout, the claimant team must provide evidence.	D5.1	DQ
6 – Failing to comply with the regulations regarding driver participation, provided the rule is not contradicted by the specific competition regulations.	D6.1	DQ
7 – Software or car manipulation.	D7.1	DQ

Acción	Grado	Sanción
8 – Making comments in the session chat using obscene or inappropriate language toward other competitors, members of the organization, casters, or others. (Variable depending on action and context. Assessed by the stewards.)	D8.1 D8.2 D8.3	Warning +10” DQ
9 – Showing disrespect or making unjustified public criticism against the organization through any public channel, or publishing manipulated, biased, or false information. The sanction applies to the team, although it may also be individual.	D9.1 D9.2 D9.3	DQ 6 month Indefinite sanction

6.5 Vehicle Damage

6.5.1 Damage caused by incidents involving one or more participants will result in additional time being added to the offender or offenders. The added time will not depend on the time lost by the affected driver, but on the damage caused.

6.5.2 The amount of time to be added will vary depending on the mechanical damage settings of the room and the specific rules of each championship.

6.5.3 If damage is set to light, the additional time penalties will be:

Suspension damage: +2” per damaged component

Bodywork damage: +3” per damaged component

Engine damage: +5”

6.5.4 If damage is set to heavy, the additional time penalties will be:

Suspension damage: +5” per damaged component

Bodywork damage: +10” per damaged component

Engine damage: +20”

6.5.5 If modifications are made to the damage configuration options in the Gran Turismo video game, or if such configuration undergoes significant changes, the organization reserves the right to reinterpret these time penalties.

6.6 Mitigating Factors or Penalty Reduction (FP and RPC)

6.6.1 Fair Play (FP)

Sanctions may be reduced if the offender demonstrates acknowledgment and sportsmanship (fair play) during the race, as determined by the stewards. Returning the position or slowing down after causing an incident is never mandatory, but if it occurs, it will be positively considered.

6.6.1.1 The sportsmanship reduction may be up to 100%.

6.6.1.1.1 If applying a percentage reduction results in a decimal value, the sanction will be expressed to one

decimal place, rounding up when necessary.

6.6.1.2 If an FP reduction is applied, it will be recorded in the public sanctions report for the session, round, or race.

6.6.1.2.1 The applied percentage will be indicated, followed by “FP” in parentheses.

6.6.2 Reduced Penalty Criteria (RPC)

RPC refers to exceptional and duly justified circumstances that, in the judgment of the stewards, allow for a partial reduction of the corresponding sanction.

6.6.2.1 The maximum reduction is 50% of the assigned penalty.

6.6.2.2 The reduction applies only when the driver had no reasonable way to avoid the incident given the race context, or when the maneuver—though technically sanctionable—helped prevent greater harm or lessen the incident’s impact.

6.6.2.3 Teams submitting claims or appeals may indicate whether they believe the reduction should be applied.

6.6.2.4 Any reduction will be recorded in the sanctions document.

6.7 Accumulation of Sanctions

6.7.1 All sanctions will be recorded in an internal organizational file. Teams that accumulate three or more sanctions in a single race, or sanctions in two consecutive races, may be notified. This notification will be sent to the email address provided by each team.

6.7.2 The organization may warn or sanction a team or driver based on their behavior.

6.7.3 Additional sanctions may be imposed on drivers or teams that repeatedly commit incidents violating organizational rules after having been previously contacted.

6.8 On-Track Sportsmanship Bonus System (SB)

6.8.1 All teams that do not receive a time penalty for incidents involving other drivers will receive a 2-point bonus in the final results of the session or round (Sportsmanship Bonus – SB). These points will not be awarded in competitions, sessions, rounds, or races where otherwise specified, or where the bonus applies to some but not others.

Time or position penalties resulting from incidents that do not involve accidents or harm to other drivers (such as livery issues, use of the start button, handbrake, etc.) will not affect eligibility for the sportsmanship bonus.

6.8.1.1 There may be cases in which such actions do affect the sportsmanship reward if deemed appropriate by the post-race review body.

7. Improper or Unfounded Claims

7.1 Teams that misuse the right to file claims or submit unjustified claims against one or more teams may be

sanctioned with partial or total loss of points after repeated offenses and prior warning.

7.2 Teams are responsible for completing the claim form correctly and submitting it to the organization through the channels established in this document. Any unofficial submission method will be considered invalid for all purposes.

