



GENERAL TECHNICAL REGULATIONS
OF THE COMPETITIONS ORGANIZED BY
MACH25 GAMING

Updated as of 15th Feb 2026

1. General Framework of the Technical Regulations

1.1 Purpose and Scope of Application

1.1.1 These Technical Regulations establish the procedures, operational rules, and general criteria applicable to all competitions organized by Mach25 Gaming (M25G), regardless of the format or competition system used.

1.2 Relationship with Other Regulatory Documents

1.2.1 This document complements the Competition Rulebook, which regulates the specific functioning of each competition organized by Mach25 Gaming, and the Disciplinary Code, which regulates infringements and applicable sanctions, as well as the arbitration bodies and their competencies.

1.2.1.1 In the event of a conflict between the regulations of these documents, the Competition Rulebook shall prevail. If the conflict persists, the Disciplinary Code shall take precedence over this Technical Regulation.

1.3 Acceptance of the Regulations

1.3.1 All participants and teams fully accept these regulations and acknowledge the existence and acceptance of the remaining official documents within the M25G regulatory ecosystem.

2. Teams

2.1 Definition of a Team and Management of Its Identity

2.1.1 A team is defined as any participant that has an original name and logo, a minimum number of active drivers (the exact number depends on each competition), and a Team Manager or official representative responsible for communications with the organization.

2.1.1.1 The team's identity (name and logo) must not cause confusion with other teams nor infringe upon third-party rights.

2.1.1.2 A team's identity may only be modified during the season through communication between the team's management and M25G.

2.1.1.2.1 The procedure must be initiated by the interested party via email, and M25G will request the necessary information to verify the feasibility of the change based on compliance with specific requirements.

2.1.1.3 A team's identity may only be modified once per season.

2.1.1.3.1 Mach25 Gaming may request any information it deems necessary to evaluate the degree of continuity of the team's sporting identity following any relevant modification (including, but not limited to, changes in name, internal structure, roster, or representation). Once the submitted documentation has been reviewed, Mach25 Gaming may approve or deny the identity verification.

2.1.1.3.2 Approval of such verification will allow the team to retain all points, results, and records accumulated both in the current season and in historical competitions. If verification is not granted, Mach25 Gaming will apply the corresponding measures in accordance with these regulations.

2.2 Team Composition

2.2.1 Team Manager

2.2.1.1 The Team Manager is the highest representative of the team before the organization and acts as the official spokesperson. They are responsible for issuing and receiving all communications to and from the organization.

2.2.1.2 The Team Manager is responsible for completing the team's registration in the competition. They must provide all required team and driver information as specified in the registration form for each competition.

2.2.2 Drivers

2.2.2.1 Drivers represent the team on track and are the only individuals authorized to participate in official competition sessions. The number of drivers required to register or compete in a race, event, or championship may vary depending on the specific requirements of each competition.

2.2.2.2 To be considered a registered driver, the participant must meet the following requirements:

2.2.2.2.1 Possess a valid PlayStation Network account with an ID that includes their real name or an approved competitive alias, and that does not contain obscene, offensive, discriminatory, or otherwise prohibited language.

2.2.2.2.2 Fully accept and comply with the sporting, technical, and disciplinary regulations of M25G, as well as the specific rules of each competition.

2.2.2.2.3 Use only their own personal account during official sessions. Shared, borrowed, or third-party-managed accounts are strictly prohibited.

2.2.2.2.4 Meet any age, licensing, verification, or additional certification requirements that the organization may establish for certain competitions.

2.2.3 Team Logo

2.2.3.1 Each team must register an official logo that uniquely identifies it in all competitions organized by Mach25 Gaming. The logo is considered part of the team's corporate identity and must remain consistent throughout the season.

2.2.3.2 The submitted logo must meet the following criteria:

Be an original creation of the team or have the necessary licenses and rights for its use.

Not include offensive, discriminatory, violent, or unlawful elements.

Not infringe copyrights, trademarks, or third-party intellectual property.

Maintain a visual composition suitable for broadcasts, official graphics, and promotional material.

2.2.3.3 The logo may be used by Mach25 Gaming in:

Broadcasts and graphic overlays.

Rankings, official listings, and public documentation.

Promotional material, announcements, and social media.

The team authorizes the organization to use its logo exclusively within the context of competitions and related activities.

2.2.3.4 Any modification of the logo must be communicated to and approved by the organization before use.

2.2.3.4.1 The organization may reject changes that alter the team's identity or may cause confusion with other teams or brands.

2.2.4 Additional Staff

2.2.4.1 Teams may include additional staff within their internal structure—beyond the Team Manager and drivers—to cover internal needs (such as analysts, communications staff, assistants, or any other necessary roles). It is not mandatory to inform Mach25 Gaming of the composition, functions, or identity of such staff unless explicitly required for operational or disciplinary reasons.

2.2.4.2 Any additional staff member, as well as individuals associated with the team who act on its behalf, will be considered part of the team for disciplinary purposes. Consequently, any violation of the Mach25 Gaming Disciplinary Code committed by these individuals may result in sanctions applied to the team, its drivers, or its Team Manager, depending on the severity and nature of the infraction.

3. Registration

3.1 Registration Form

Any participant wishing to take part in a competition organized by M25G must complete the corresponding registration form and accept the requirements specified therein. Registration will not be considered valid until the form has been correctly submitted and the organization confirms its receipt.

3.1.1 By registering for an M25G competition, the participant declares that they have read, understood, and fully accepted these regulations and the M25G Disciplinary Code. Participation in any official session constitutes express acceptance of both documents.

3.1.2 The organization may request additional information or documentation to verify the participant's identity or the validity of the data provided.

3.2 Participation Fee

Depending on the competition, a participation fee may be required. The amount, payment method, and deadlines will be specified in the official competition information.

3.2.1 Payment of the fee, when required, is an essential condition for validating the participant's or team's registration.

3.2.2 Fees will be refunded if the team fails to qualify for the competition after the Qualifying Phase (preQ). Refunds will be issued using the same payment method unless otherwise indicated by the organization or in exceptional cases duly justified and approved by M25G.

3.3 Registration Deadline

3.3.1 Registration deadlines will be established by M25G and communicated in the official information for each competition. These deadlines may include separate cut-off dates for teams, drivers, and qualifying

phases.

3.3.2 Registrations submitted after the deadline will not be accepted unless expressly authorized by M25G for exceptional, duly justified reasons.

3.3.3 The organization may modify registration deadlines for operational, technical, or sporting reasons. Any modification will be communicated through official channels.

3.3.4 Registration is considered formalized only when the form has been correctly submitted, the required information is valid, and—if applicable—the participation fee has been paid within the corresponding deadline.

3.4 Minimum (and Maximum) Number of Drivers

3.4.1 Depending on the competition, each team may be required to have a minimum number of drivers to formalize its registration. This requirement will be specified in the registration form or in the competition's specific rulebook.

3.4.1.2 The team must meet the minimum driver requirement before the registration deadline. Failure to do so may result in invalidation of the team's registration.

3.4.1.3 Depending on the competition, maximum driver limits may also apply.

3.5 Driver Registration and Transfer Market

3.5.1 No driver may be registered with two teams simultaneously within the same competition.

3.5.1.1 The organization may request additional information from teams or drivers to verify their affiliation, identity, or any other aspect necessary to ensure compliance.

3.5.2 Drivers may only change teams if the competition includes an active Transfer Market or outside the competitive period established for that competition. Transfer windows, if applicable, will be communicated in the specific rulebook or official competition information.

3.5.2.1 It is the Team Manager's responsibility to notify the organization of any driver additions or removals. The organization will not consider any change valid unless communicated by the Team Manager following established procedures.

3.6 Guaranteed Slots

3.6.1 In certain competitions, some teams may have a guaranteed slot for participation in the corresponding season, regardless of whether they must compete in the Qualifying Phase (preQ).

3.6.2 Guaranteed slots may be granted due to sporting merit achieved in the previous edition—such as outstanding results, final positions, or compliance with performance criteria—or due to contractual commitments previously agreed with M25G.

3.6.3 Teams with guaranteed slots must still comply with all administrative, technical, and sporting requirements established in these regulations and in the specific rules of each competition.

3.6.4 The organization reserves the right to revoke a guaranteed slot in cases of serious regulatory breaches, team withdrawal, loss of sporting identity, or any circumstance compromising the integrity of the competition.

3.7 Commitment to Participation

All teams and drivers, upon formalizing their registration, accept the conditions of the championship and the decisions adopted by the organization. They also commit to maintaining a cordial, respectful, and sporting attitude toward other participants, the organization, fans, and media.

4. Definition and Publication of the Competition Format

4.1 Structure and Configuration of the Sporting Format

The format of each competition will be defined by M25G and may include qualifying phases (preQ), regular season, playoffs, finals, or other progression systems.

4.2 Determination and Adjustments to the Competition Format

The organization will publish the specific format of each competition in its dedicated rulebook, including number of races, duration, qualifying system, grid procedures, victory conditions, and any additional elements.

4.3 Design, Communication, and Modification of the Competitive Format

M25G reserves the right to modify the format for operational, technical, or sporting reasons, while always ensuring competitive fairness.

5. Prizes

5.1 Prizes and Award Rules

5.1.1 Prizes, if applicable, will be announced in the official information for each competition. They may consist of monetary rewards, physical items, trophies, digital recognitions, or other elements determined by the organization.

5.1.2 The organization may withhold or revoke prizes in cases of serious infringements, fraud, identity impersonation, or any conduct compromising the integrity of the competition.

6. Competition Scoring

6.1 Scoring System

6.1.1 The scoring system will be defined in the specific rulebook of each competition, indicating points awarded for final position, fastest laps, pole positions, or other sporting merits (if applicable).

6.1.2 In the event of a tie in points between two or more teams, the following criteria will apply in successive order, unless the competition's rulebook states otherwise:

6.1.2.1 Priority will be given to the team that earned more points in the most recent scoring round.

6.1.2.2 If the tie persists, points from previous rounds will be compared, moving backward until a difference is found.

6.1.2.3 If still unresolved, the teams' positions in the M25G ranking prior to the start of the competition will

be considered.

6.1.2.4 If the tie remains after all criteria have been applied, the final position will be determined by a random draw conducted in the presence of a representative from each involved team.

7. Connectivity and Session Stability Requirements

7.1 Connection Requirements

7.1.1 All teams and drivers are responsible for ensuring they have a connection capable of supporting the proper development of the race. Wired connections are recommended over WiFi.

7.1.1.1 The organization may veto any driver whose connection does not meet the minimum parameters required to ensure session stability.

7.1.1.2 Teams whose driver is vetoed may substitute them within a maximum of 5 minutes from the notification in the game lobby.

7.1.1.3 The team is responsible for ensuring that the substitute driver has an adequate connection. Otherwise, the organization may also veto their participation.

8. Lobby Entry Procedure and Schedule Compliance

8.1 Lobby Entry and Timetables

8.1.1 Drivers must enter the game lobby at the time indicated by the organization. Punctuality is mandatory.

8.1.2 The organization may establish a maximum waiting time for drivers to enter. Once exceeded, the session may begin without absent participants.

8.1.3 Drivers must follow the instructions of the race director (Host or in-lobby staff) or authorized personnel during the entry and preparation process.

9. Mandatory Operational and Technical Provisions

9.1 Use of the START Button

9.1.1 The START button may not be used under any circumstances during official sessions (excluding free practice before qualifying or the race).

9.1.2 Any team may file a complaint regarding START button usage through the official complaint form.

9.1.3 The sanction for using the START button will depend on the advantage or harm caused, with a minimum penalty of 2 seconds added to the driver's final time, both in qualifying and in the race. This sanction does not affect the Fair Play bonus.

9.2 Prohibition of Intentionally Triggering Yellow Flags

9.2.1 It is strictly prohibited to intentionally cause a yellow flag at any time: qualifying, race, or finish line.

9.2.1.1 This action may be reported by participants through the official complaint form.

9.3 Tyre Homologation

9.3.1 Both axles of the vehicle must use tyres of the same compound.

9.3.1.1 This may be reported by participants through the official complaint form.

10. Conduct in Competition and Disciplinary Procedure

10.1 Knowledge and Compliance with Regulations

10.1.1 All participants must know and comply with the regulations applicable to Mach25 Gaming competitions, including these Technical Regulations, the specific competition rulebook, and the Disciplinary Code.

10.1.2 Drivers must be aware of surrounding vehicles and anticipate risk situations to avoid them. Parallel racing must be respected whenever possible, except in corners where it is unfeasible due to their characteristics.

10.1.3 Any action that harms one or more drivers may be reported using the complaint form available on the competition website and supported by the Disciplinary Code.

10.1.3.1 The only valid means for filing complaints is the official form on the website and the email contact@mach25gaming.com for appeals.

10.1.4 The Disciplinary Code covers a wide range of regulatory aspects related to competition arbitration, as well as the table of sanctions applicable for unsporting behaviour on or off the track. It is a general document for all Mach25 Gaming competitions, so some points may not apply or may contradict this regulation. In case of conflict, the organization must be informed; the official competition rulebook shall take precedence.

10.1.4.1 The Disciplinary Code is publicly available for consultation in the regulations section of mach25gaming.com.

11. Car Liveries

Teams may use custom liveries as long as they comply with the established guidelines. Depending on the competition, the official competition number plate must be displayed in a visible area. This will be specified in the competition rulebook along with instructions for obtaining the number plate.

11.1 Regulation

11.1.1 It is prohibited to include:

Obscene or provocative language.

Mentions, logos, or advertising of other simracing championships or organizations without authorization.

11.1.1 Liveries that violate these rules may be reported by other teams or by the organization.

11.1.1.1 Sanctions will be applied based on recurrence:

11.1.1.1.1 First offence: +10 seconds added to the total time of the round, race, or session.

11.1.1.1.2 Second offence: +20 seconds.

11.1.1.1.3 Third offence: +120 seconds.

11.1.1.1.4 This sanction may only be applied once per session to each team, including competitions in which multiple drivers from the same team participate and commit the same irregularity.

12. Official Communications

Teams may contact the organization via email at contact@mach25gaming.com.

During competition days, this channel will not be operational in the hours prior to the start of the sessions nor during the races.

12.1 Disclaimer

The Official Competition Rulebook, the Technical Regulations, and the Disciplinary Code constitute the sole binding regulatory framework of the competition.

No information communicated via Discord, social media, private messages, or during broadcasts shall take precedence over what is established in these official documents.

Any incident, disconnection, technical error, or abnormal situation must be reported to the organization exclusively through the official contact email.