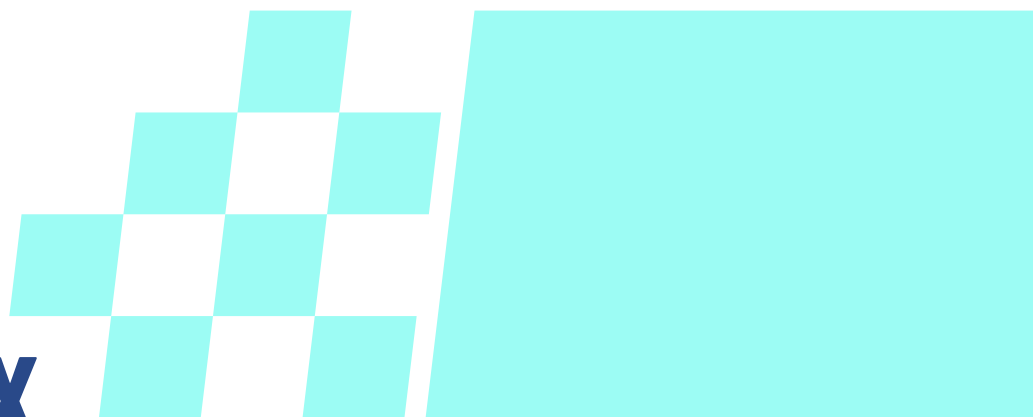


Summer MADNESS



[EN] 2026 REGULATION

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1. Introduction

The Summer Madness is a Gran Turismo 7 team competition organized by Mach25Gaming, taking place from June 22nd to July 17th. The championship challenges the drivers' ability to adapt to unknown track conditions, as the weather for each race will be randomly drawn just moments before the start. The competition awards points for the Mach25 Ranking (500 category) and features a prize pool of over €250.

All schedules included in these regulations are in CEST.

2. Participation

All Gran Turismo 7 teams that have a team name, an identifying logo, and a roster of a minimum of 2 drivers are eligible to participate.

2.1 Eligibility Requirements

2.1.1 Each team is required to use two drivers during the group stage and two drivers during the final stage. These two drivers may be the same.

2.1.1.1 Participating teams are not required to register the specific drivers available to compete at the time of initial registration.

2.1.1.2 All participating teams must ensure that their drivers are available to compete on the days specified in the calendar section.

2.1.1.3 It is the responsibility of the participating teams to ensure that their drivers are not registered with another team.

2.1.1.3.1 No driver may be registered with two teams at the same time. If this occurs, the organization will inform both teams of the situation and provide a deadline to resolve the issue.

2.1.1.4 It is the responsibility of the teams to ensure that their drivers maintain on-track and off-track conduct that complies with the Mach25 Gaming Disciplinary Code.

2.1.1.4.1 The organization reserves the right to take drastic measures to prevent and mitigate situations arising from section 2.1.1.4.

2.2 Registration and Entry Fee

Registration is completed by correctly filling out the signup form hosted on the Mach25Gaming.com website and will be finalized upon payment of the entry fee.

2.2.1 The direct link to the registration form is located on the competition website.

2.2.1.1 Upon completing registration, a confirmation email will be received containing the scheduled time for participation in the qualifying phase.

2.2.2 The competition will feature a symbolic entry fee of €10, intended to guarantee the commitment and seriousness of the participating teams.

2.2.2.1 The entry fee must be paid upon completing registration, and no registration will be considered complete without the payment of said fee.

2.2.2.2 In the event that an aspiring team fails to qualify for the competition, the entry fee will be refunded in full via the same payment method used during registration.

2.2.2.2.1 The entry fee will not be refunded in case of withdrawal from the competition or in the event of total or partial absence of team members during the qualifying phase.

2.2.3 All teams that have participated in the Infinity GSeries are guaranteed a spot in the competition, although they must still complete the initial phase.

2.2.3.1 Teams with a guaranteed spot are not obligated to participate in the Summer Madness; if they do not claim their guaranteed spot, it will become available for aspiring teams.

2.2.4 The organization reserves the right to reject registrations in order to preserve the spirit of the competition and ensure it develops in a fair and transparent manner.

2.3 Registration Deadline

The registration period will remain open from the publication of this document on the mach25gaming.com website until its closure on June 21st at 23:59 (CEST).

2.4 Total Participants

The number of participants will depend on the registered teams. The competition is designed for two grid groups of between 12 and 15 teams each.

2.5 Commitment to Participate

By registering, all teams accept the rules and decisions of the organization, committing to maintain a respectful and sportsmanlike attitude. Any breach of this commitment may be penalized by the organization.

2.6 Mandatory Knowledge Documents

All registered teams must be aware of and accept these regulations, the Disciplinary Code, and the Mach25Gaming technical regulations, which are available in the "Normativa y Comunicados" (Regulations and Announcements) section of the website.

3. Prizes and Rewards

All participating teams will be eligible to receive prizes awarded based on the final results obtained. The organization will maintain these prizes regardless of the final number of participants.

3.1 Prize Distribution

1. ^o	2. ^o	3. ^o
150€ + Trophy	50€	30€

3.2 Claiming Prizes

All winners of cash prizes will be informed of the collection process, always in compliance with current regulations. The total prize amount includes any applicable taxes, if required.

3.2.1 Any winner of a cash or material prize is free to waive all or part of said prize.

3.3 Mach25Gaming Ranking

The competition awards points for the Mach25 Ranking, which grants access to both LAN/in-person and online competitions. All information regarding the Mach25 Ranking is available on the Mach25Gaming.com website.

3.3.1 The Summer Madness competition is included in the scoring events for the Mach25 Ranking under the 500 category.

3.3.2 All teams participating in the competition and the qualifying phase will receive Mach25Gaming Ranking points based on their final positions.

3.3.3 At the end of the competition, an overall global classification will be established with all participants. Teams that did not qualify for the finals will be ranked within a single division based on the points obtained.

4. Competition Format

PreQ	Groups phase	Finals
June 22	R1: June 25 R2: June 29/30	R3: July 8 R4: July 13

The Gran Turismo 7 Summer Madness competition is divided into 3 phases:

4.1 Initial Phase

This phase determines which aspiring teams advance to the group stage and awards the first set of points. All participants must compete, including those with a guaranteed spot. It takes place on the same circuit as R1 and defines the split into two groups as well as the starting grid positions for R1.

4.1.1 Teams with a guaranteed spot and aspiring teams must select a participation slot among the available times on June 22nd.

4.1.2 All teams must present one driver in the open lobby at the time they previously selected during registration.

4.1.2.1 No team may participate in a time slot other than the one selected and/or assigned without prior notice to the organization and receiving its approval.

4.1.3 Each team's final result will be determined by the fastest lap set by their representing driver.

4.1.4 Failure to participate in this phase excludes aspiring teams from any possibility of taking part in the competition.

4.1.5 In the event of a tie in lap times, preference will be given to the team that set the time earlier according to the in-lobby timer (bottom left).

4.1.5.1 If the tie persists, it will be resolved by a random draw in the presence of the involved parties.

4.1.6 The duration of the session will be 5 minutes in qualifying/race mode.

4.1.7 The qualifying phase will be contested using the combination presented below. Multiplayer lobby configuration specifications not mentioned in this section are established in section 7.

4.1.8 Based on the final positions, points will be awarded and a maximum of 30 teams will advance to the competition, being split into the two groups of the group stage.

FC	Car	Maseratti MC20 '20		
	Track	Nurburgring Esprint		
	Qualifying mode	5 minutes (+180")	Fuel Consumption Rate	x0
	Weather Selection Method	S01	Tyre wear rate	x0
	Time of day	Afternoon	Useable Tyres	Sports
	Equal conditions mode	ON	Useable tyre and types	Medium
	Settings Options	None	Slipstream Strength	Real

4.1.8.1 An informative table showing the points awarded in the initial phase and the distribution of teams into the group stage groups is presented below.

1º	2º	3º	4º	5º	6º	7º	8º	9º	10º	11º	12º	13º	14º	15º
25	22	22	20	20	18	18	16	16	14	14	12	12	10	10
A	B	A	B	A	B	A	B	A	B	A	B	A	B	A
16º	17º	18º	19º	20º	21º	22º	23º	24º	25º	26º	27º	28º	29º	30º
8	8	6	6	5	5	4	4	3	3	2	2	1	1	0
B	A	B	A	B	A	B	A	B	A	B	A	B	A	B

4.1.9 Each participant's final position will determine their starting grid position for R1 in their respective group, favoring the fastest drivers.

4.1.9.1 All teams classified beyond 30th place will be ranked as reserves and may be called up to substitute for any team that withdraws before the group stage.

4.2 Group Stage

The group stage consists of two races for each group. Each participating team's points earned from their final finishing position in each race will be added to the points obtained in the initial phase.

In all sessions, track weather conditions will remain unknown until a draw determines them in the minutes leading up to each event.

4.2.1 R1 - Group A and Group B: June 25th

4.2.1.1 The schedule will be as follows:

Group A - 19:45 Lobby opens | 19:50 (approx.) Weather Draw (Mach25Gaming YouTube) | 20:00 Entry deadline (any team that has not entered by this time will not be accepted) | 20:10 Race start - Todos los horarios incluidos en este reglamento son CEST

Group B - 21:00 Lobby opens | 21:05 (approx.) Weather Draw (Mach25Gaming YouTube) | 21:15 Entry deadline (any team that has not entered by this time will not be accepted) | 21:25 Race start

4.2.1.2 All teams must field one driver on track.

4.2.1.3 The starting grid positions for participants in R1 are determined by the results of the initial phase.

4.2.1.4 The R1 race will have a duration of 40 minutes (endurance mode).

4.2.1.5 Each team will receive points based on their final positions once the results are confirmed by the competition's stewarding team (see scoring system).

4.2.1.6 The track/car combination for R1 will be:

R01 25 June	Car	Maseratti MC20 '20		
	Track	Nurburgring Esprint	Fuel Consumption Rate	x5
	Vueltas	40 minutes	Tyre wear rate	x3
	Weather Selection Method	Weather Draw (checkr 4.4)	Useable Tyres	Competition
	Time of day	Afternoon	Useable tyre and types	All
	Equal conditions mode	x5	Slipstream Strength	Real
	Settings Options	None		
	Race Regulations	Only one set of soft tires may be used during the race.		

4.2.2 R2 Group B: June 29th | Group A: June 30th

4.2.2.1 The schedule will be as follows:

20:00 Lobby opens | 20:05 (approx.) Weather Draw (Mach25Gaming YouTube)

20:20 Entry deadline | 20:30 Qualifying start

The race will start 3 minutes after qualifying concludes.

4.2.2.2 All teams must field a different driver on track than the one who competed in R1.

4.2.2.3 Starting positions will be determined by a 5-minute qualifying session under the same lobby conditions as the race, including weather.

4.2.2.4 The R2 race will have a duration of 90 minutes (endurance mode).

4.2.2.5 Each team will receive points based on their final positions once the results are confirmed by the competition's stewarding team (see scoring system).

4.2.2.5 The track/car combination for R2 will be:

R02 29/30 june	Car	Maseratti MC20 '20		
	Track	Nurburgring Endurance	Fuel Consumption Rate	x2
	Vueltas	90 minutes	Tyre wear rate	x1
	Weather Selection Method	Weather Draw (checkr 4.4)	Useable Tyres	Competition
	Time of day	Afternoon	Useable tyre and types	All
	Equal conditions mode	x5	Slipstream Strength	Real
	Settings Options	None		
	Race Regulations	Only one set of soft tires may be used during the race.		

4.3 Final Stage

According to the final standings of each group, the teams placed in the top seven positions of each group will advance to the Final Stage. All qualified teams will retain the points earned during the Group Stage.

4.3.1 The Final Stage consists of two races: R3 (July 8) and R4 (July 15).

4.3.2 All races in the Final Stage will follow the same timetable as the R2 races of the Group Stage.

4.3.3 Each team must field one driver in each race.

4.3.3.1 The driver participating in R3 must be different from the driver representing the team in R4. Both drivers must comply with the established schedules.

4.3.4 The starting grid for R3 will be determined by the results of the Group Stage.

4.3.4.1 The two teams that finished first in their respective groups will start on the front row, with the team that scored the most points during the Group Stage starting ahead. The two teams that finished second in their groups will start on the second row, again with the team that scored the most points starting ahead. The same principle will be applied to all remaining grid positions.

4.3.4.1.1 In the event of a tie on points, priority on the grid will be given to the team that scored the most points in R2 of the Group Stage. If the tie remains, the results from the immediately preceding rounds will be considered, working backwards until the tie is broken (including the Initial Stage).

4.3.4.1.1.1 If the tie still cannot be resolved, a random draw will be conducted among the teams involved.

4.3.5 R4 will be preceded by a 5-minute qualifying session to determine the starting grid.

4.3.6 All races in this stage will last 90 minutes (endurance format).

4.3.7 Each team will receive points according to its final finishing position (see Points System).

4.3.8 The combinations are:

R03 8 julio	Car	Maseratti MC20 '20		
	Track	High Speed Ring Reverse	Fuel Consumption Rate	x5
	Vueltas	90 minutes	Tyre wear rate	x1
	Weather Selection Method	Weather Draw (checkr 4.4)	Useable Tyres	Competition
	Time of day	Early morning	Useable tyre and types	All
	Equal conditions mode	x5	Slipstream Strength	Real
	Settings Options	None		
	Race Regulations	Only one set of soft tires may be used during the race.		

R04 13 julio	Car	Maseratti MC20 '20		
	Track	Fuji complete circuit	Fuel Consumption Rate	x2
	Vueltas	90 minutes	Useable Tyres	Competition
	Weather Selection Method	Afternoon	Useable tyre and types	All
	Time of day	x5	Slipstream Strength	Real
	Equal conditions mode	None		
	Settings Options	Only one set of soft tires may be used during the race.		
	Race Regulations	Solo se podrá hacer uso de un juego de neumáticos blandos durante la carrera.		

4.4 Summer Madness Wheel (Weather Draw)

The defining feature of this competition is that participants do not know the weather conditions in which each race will be held until just a few minutes before it starts.

To determine the weather randomly, the "Summer Madness Wheel" draw is used to assign a weather type to each slot in the room settings.

To encourage more extreme racing conditions, this edition reduces the available weather types to only seven: S04, S08, S14, C05, R06, R07, and R08. In other words, each weather slot draw will only include these options.

As many weather slots as necessary will be drawn according to the duration established for each round.

5. Points System

5.1 Points Allocation

5.1.1 R1 Points Allocation

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
15	12	10	9	8	7	6	5	4	3	2	1	0	0	0

5.1.2 R2, R3 and R4 Points Allocation

1	2	3	4	5	6	7	8	9	10	11	12	13	14
25	22	20	18	16	14	12	10	8	6	4	3	2	1

5.2 Tie-Break Criteria

In the event of a tie on points, the team with the highest points score in the most recent race will be ranked ahead. If the tie remains, previous races will be considered from the most recent to the oldest, including the Initial Stage.

6. Multiplayer Lobby Settings

Lobby Name: SUMMER MADNESS | R [X] - SPLIT [X] | Youtube Mach25gaming

Room mode: Variable

Privacy: Friends only

Race type: Competitive race

Max players: Variable

Auto-start: OFF

Circuit Settings

Weather Settings

Race Settings

Start type: Grid start with false start check

Grid size: Variable

BOP: ON

Adjustment options: none

Boost: Real

Slipstream: Real

Visible damage: ON

Mechanical damage: Light

Tyre wear: See Section 4

Fuel consumption: See Section 4

Refuelling speed: Default

Initial fuel: Default

Grip reduction off-track: Real

Race end timer: 180 seconds

Nitro / Overtake system: Default

Qualifying Settings (Excludes preQ unless otherwise notified)

Time limit: 5 minutes

Session continuation time: 180 seconds

Tyre wear: Same as race

Fuel consumption: Same as race

Initial fuel: Same as race

Slipstream: Real

Regulation Settings

Category filter: No limit

PP limit: No limit

Max power: No limit
Minimum weight: No limit
Available tyres: See Section 4
Mandatory tyre changes: See Section 4
Nitro: Not allowed
Kart: No
Engine swaps: Prohibited
Tuning parts: Extreme or lower

Penalty Settings

Shortcut penalty: Weak
Wall collision penalty: Off
Correct trajectory after wall collision: No
Car-to-car collision penalty: No (stewards via protest)
Pit entry/exit line penalty: Yes
Ghosting: Off
Flag rules: On

Driving Aids

Countersteer assist: Prohibited
ASM: Prohibited
Driving line assist: Prohibited
TCS: No limit
ABS: No limit
Auto-drive: Prohibited

7. Car Livery Design

Teams are free to appear on track with custom car liveries, provided that they comply with a series of regulatory guidelines.

7.1 Mandatory logo

Participating teams must include the Mach25 Gaming logo on the front windshield of the vehicle (whenever possible), and must include the official competition number holder on the side of the vehicle.

Both elements are available on the PSN profile of mow_david under the names **m25g-colo-05** (Mach25 Gaming logo).

7.1.1 The logo must be placed in the upper section of the windshield.

7.1.1.1 Failure to install the logo will result in a 5-second penalty. Incorrect placement will be penalized after a warning.

7.2 Prohibited Content

Liveries containing offensive or provocative language, as well as references, logos, or advertising for other sim racing championships or organizations, are prohibited unless prior approval has been granted by the organizers.

7.2.1 If a livery breaches any of the above restrictions, it may be subject to a protest from another team. In serious cases, the organizers may act on their own initiative, although they are not responsible for exhaustively reviewing all submitted liveries.

7.2.1.1 If a penalty is imposed, it will depend on the level of repeat offense.

7.2.1.1.1 First infringement: 5-second penalty.

7.2.1.1.2 Second infringement: 10-second penalty.

7.2.1.1.3 Third infringement: 30-second penalty.

8. Mandatory Reference Documents

Everything contained in this document is complemented by the General Technical Regulations and the Disciplinary Code.

8.1 General Technical Regulations

This document serves as the general technical framework governing all competitions organized by Mach25 Gaming. It establishes definitions, requirements, and responsibilities for teams, drivers, and staff. It details registration procedures, team composition rules, and key operational regulations. It also includes rules regarding competition formats, connectivity, room procedures, penalties, and car liveries. It serves as a foundational document alongside the Competition Regulations and the Disciplinary Code within the M25G ecosystem.

8.2 Disciplinary Code

This document establishes the official disciplinary framework of Mach25 Gaming, regulating infringements, penalties, and protest procedures. It defines the roles of stewards, the Competition Committee, and the Arbitration Tribunal, as well as deadlines and formal channels for protests and appeals. It includes a comprehensive table of penalties classified as minor, major, and disqualifying offenses, together with aggravating factors and grading criteria. It also regulates precautionary measures, limitation periods, confidentiality, and the sanction reduction system (Fair Play and RPC). It serves as the central reference for ensuring fairness, transparency, and disciplinary order across all M25G competitions.

8.3 Mach25 Ranking Regulations

The Mach25 Ranking is the official classification system used by Mach25 Gaming to rank teams according to their competitive performance throughout the season. Its regulations establish the scoring criteria, tie-breaking methods, eligibility requirements, and participation standards necessary to ensure fair, transparent, and consistent competition across all events. It also defines procedures for point allocation and periodic updates to the standings, ensuring that the ranking accurately reflects the competitive level of each team.

9. Official Communications

Teams may contact the organization via email at contact@mach25gaming.com. The organization will endeavor to provide a prompt response, although not necessarily an immediate one.

On race days, the email service will not be monitored during the hours leading up to the event and while races are taking place. Teams are therefore advised to contact the organization sufficiently in advance to ensure a response can be provided.

9.1 Disclaimer

The Competition Regulations and the Disciplinary Code constitute the official regulatory framework of the competition and may not be challenged where the rules are clearly and unambiguously stated.

No information provided by any person in the Questions category or during live broadcasts—whether a collaborator or member of the organization—shall take precedence over the provisions established in the regulations.

10. Useful Links

Official Website: www.mach25gaming.com

Broadcast: YouTube [Mach25Gaming](https://www.youtube.com/Mach25Gaming).