

REGULATION

EQUIPOS GTPULPÍ 3

(Versión 1.1)

The team competition of the simracing event #GTPulpí will be held on Friday, November 1 and Saturday, November 2 at the Pulpí stage (Almería) and will be attended by the best national and international teams in the Mach25Gaming ranking in the video game Gran Turismo 7. This competition will be the main event of GTPulpí 2024.

1. PARTICIPATION

1.1 Selection of participants

1.1.1 The maximum number of participating teams will be 24 teams.

1.1.2 The participating teams have been selected according to the final classification of the Mach25 Ranking (season 23/24) and previously contacted by Mach25Gaming.

1.1.3 Those classified in the top 10 positions of the Mach25 Ranking directly access the Final Round, which will be made up of 14 teams.

1.1.4 The teams classified between 11th and 24th position (14 teams) in the Mach25 Ranking access the Repechage Round.

1.1.5 In the event that a team gives up its place, the organization could contact the team or teams classified in successive positions in the Mach25gaming ranking.

1.1.6 If necessary, Mach25Gaming reserves the possibility of inviting a national or international team in order to fulfill contractual obligations agreed with the sponsors or last minute absences.

1.2 Composition of participating teams

1.2.1 Teams must be made up of a minimum of 3 people (drivers).

1.2.2 There is no maximum limit of driver registrations per team.

1.2.3 A driver may only be registered with one team.

1.2.4 The participation of a driver in two teams is not allowed.

1.2.5 All teams must have a team representative who will be in charge of communicating with the organization and the commissioners during the event.

1.2.5.1 The team representative may participate as a driver in the competition.

1.2.6 All participating teams must have at least one member in the Pulpí stage space before 11am (Spanish time) on Friday, November 1.

1.3 PSN account of participating team

1.3.1 All participating teams must have a PlayStation account with the name of their team and enter it in the driving simulator that will be assigned to them (draw) on Friday morning, November 1.

1.3.2 The team account must include only the team name and not the name of a driver on the team.

1.3.3 The name of the account must be notified to the organization before the in-person event.

1.3.4 It will be the responsibility of the participating teams to have in the team account the cars and circuits selected to compete in each of the races.

1.3.5 Any team that does not have the vehicle or circuit required for each of the races in its account will not be able to participate in the corresponding race.

1.3.6 The team account will be entered in the assigned simulation position after the team draw that will take place on November 1 (morning time).

2. PRIZES

2.1 All drivers of participating teams will receive a free professional photography session (profile photo, frontal photo, total photo + team photo).

2.2 The photo session is not mandatory and the cost is assumed by Mach25Gaming.

2.3 The team competition will have cash prizes and trophies (mow.club) that will vary depending on the final position of the participating team.

2.3.1 First place: €1000 + Trophy

2.3.2 Second place: €500 + Trophy

2.3.3 Third place: €300 + Trophy

2.4 The prizes are subject to change under the decision and responsibility of the Provincial Council of Almería (Diputación de Almería) and/or the organization of the event.

2.5 All teams must sign the documents relating to the collection of prizes before starting their participation in the competition and designate a benefactor of the payment.

2.6 The prizes are subject to taxes established by law and include VAT.

2.7 The organization must inform all teams that request it in advance about the content of this document to be signed.

2.8 Mach25Gaming and the Provincial Council of Almería reserve the right to declare the cash prizes and trophies void.

3. COMPETITION FORMAT

The competition will be made up of two phases

- First phase: Repechage (14 participating teams).

- Second phase: Final (14 participating teams).

3.1 Repechage (Repesca in Spanish)

The repechage will be made up of three sessions:

- Session 1: Repechage Classification (Clasificación repesca in Spanish)
- Session 2: Repechage 1 (Repesca 1 in Spanish)
- Session 3: Repechage 2 (Repesca 2 in Spanish)

3.1.1 Repechage Classification (Clasificación Repesca in Spanish)

3.1.1.1 The Repechage Classification session will serve to determine the starting positions for the Repechage 1 session.

3.1.1.2 The Repechage Classification can only be competed by one driver from the team.

3.1.1.3 Failure to present a driver to the session will mean starting from the last position in Repechage 1. In the case of 2 or more teams, the positions will be drawn after the teams if presented.

3.1.1.4 The time for holding this session will be Friday, November 1, in the morning shift.

3.1.2 Repechage 1 (Repesca 1 in Spanish)

Repechage session 1 will be a competitive race that will last approximately 40 minutes. The starting positions for the Repechage 1 session will be determined by the results of the Repechage Qualification session.

3.1.2.1 The participation of 3 team drivers will be mandatory during the race.

3.1.2.2 The team may choose without restrictions which driver starts the race.

3.1.2.3 The scores awarded to each team will depend on the final position of each team when the results are confirmed.

3.1.2.3.1 No race or fastest lap points will be awarded to those teams that have not completed the race.

3.1.2.3.2 The scores that will be awarded at the end of each race are collected in the Scores section.

3.1.2.4 The final race positions, not counting the fastest lap, determine the starting position in Repechage 2.

3.1.2.5 This session is scheduled to be played in the first competitive shift of the afternoon session.

3.1.2.5.1 The start time could vary from that provided by the organization. It will be the obligation of the participating teams to have their drivers prepared and adapt to any situation that may arise.

3.1.2.5.2 This session and all those related to this competition will take place in the Pulpí Stage Space. In cases of force majeure, this location could be changed.

3.1.3 Repechage 2 (Repesca 2 in Spanish)

The Repesca 2 session will be a competitive race that will last approximately 50 minutes. The starting positions of the participants in the Repechage 2 session will be determined by the results of each participating team in Repechage 1.

3.1.3.1 The participation of 3 team drivers will be mandatory during the race.

3.1.3.2 The same driver who ended up representing the team in Repechage 1 will not be able to start the race.

3.1.3.3 The scores awarded to each team will depend on the final position of each team when the results are confirmed.

3.1.3.4. No race or fastest lap points will be awarded to teams that have not completed the race.

3.1.3.5 The scores will be collected in the Scores section.

3.1.3.6 This session is scheduled to be played in the last competitive shift of the afternoon session.

3.1.3.6.1 The start time could vary from that provided by the organization. It will be the obligation of the participating teams to have their drivers prepared and adapt to any situation that may arise.

3.1.3.7 The 4 teams with the most points at the end of the Repechage sessions advance to the Final.

3.1.3.7.1 In the event of a tie on points between two or more teams, the tiebreaker will be favorable to the one that has obtained the most points in Repechage 2.

3.1.3.7.2 If the tie is maintained, previous results will be looked at until reaching the Repechage Classification session.

3.1.3.7.3 The teams classified from the Repechage to the Final will be notified by the organization as soon as the results are confirmed.

3.2 Final

The final will be made up of three sessions

- Session 1: Final Classification

- Session 2: Final 1

- Session 3: Final 2

3.2.1 Final Classification (*Clasificación Final in Spanish*)

3.2.1.1 The Final Classification session will serve to determine the starting positions for the Final 1 session.

3.2.1.2 The Final Classification can only be competed by a driver from the teams classified directly as finalists (TOP10 Ranking).

3.2.1.3 Failure to present a driver to the session will mean starting from the last position in Repechage 1. In the case of 2 or more teams, the positions will be drawn after the teams if presented.

3.2.1.4 The time for holding this session will be Friday, November 1, in the morning shift.

3.2.1.5 The teams qualified for the Final from the repechage do not compete in this classification and will start in positions from 11th to 14th according to their final classification in the repechage round.

3.2.2 Final 1 (Final 1 in Spanish)

Final 1 will be a competitive race that will last approximately 45 minutes. The starting positions of the Final 1 session will be determined by the results of the Final Classification session and the positions of those classified from the Repechage.

3.2.2.1 The participation of 3 team drivers will be mandatory during the Final 1 race.

3.2.2.2 The 14 participants will be able to choose without restrictions which driver starts the Final 1 race.

3.2.2.3 The scores awarded to each team will depend on the final position of each team when the results are confirmed.

3.2.2.3.1 No race or fastest lap points will be awarded to those teams that have not completed the race.

3.2.2.3.2 The scores are collected in the Scores section.

3.2.2.4 The final race positions, not counting the fastest lap, determine the starting position in Final 2.

3.2.2.5 This session is scheduled to be played at the end of the elite competition (afternoon session).

3.2.2.5.1 The start time could vary from that provided by the organization. It will be the obligation of the participating teams to have their drivers prepared and adapt to any situation that may arise.

3.2.3 Final 2 (Final 2 in Spanish)

Final 2 will be a competitive race that will last approximately 80 minutes. The starting positions for the Final 2 session will be determined by the final results of the Final 1 session.

3.2.3.1 The participation of 3 team drivers will be mandatory during the Final 2 race.

3.2.3.2 The 14 participants must start Final 2 with a different driver than the one who finished the Final 1 race.

3.2.3.3 The scores awarded to each team will depend on the final position of each team when the results are confirmed.

3.2.3.3.1 No race or fastest lap points will be awarded to those teams that have not completed the race.

3.2.3.3.2 The scores are collected in the Scores section.

3.2.3.4 This session is scheduled to be played at the end of Final 1 (afternoon session).

3.2.3.5 No team may leave the entire stage space between the end of Final 1 and Final 2.

3.2.3.5.1 The start time could vary from that provided by the organization. It will be the obligation of the participating teams to have their drivers prepared and adapt to any situation that may arise.

3.2.4 The final positions of the competition, for all purposes, will be determined by the sum of points after the Final sessions have been held.

3.2.5 The prizes and trophies will be awarded in relation to the final positions confirmed by the organization after the Final.

4. SCORES

4.1 Repechage 1 / Final 1

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

Fastest race lap: +1 pt

4.2 Repechage 2 / Final 2

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

12º 2 13º 1 14º 0

Fastest race lap: +1 pt

5. MULTIPLAYER LOBBY SETTINGS

5.1 General Settings

Room mode: Variable

Room Privacy: Friends only

Name of the room: To be decided (Host: garnata987)

Race Type: Race for real

Max. Number of participants: 15/16

Auto Start: Off

Tracks Settings

Track: View specific settings

Nº of laps: View specific settings

Time / Weather Settings

Weather selection Method: Preset Weather

Preset weather: S14

Equal conditions mode: Off

Time of the Day: View specific settings

Variable Time Speed Race: View specific settings

Race Settings

Start type: Grid start with Fase Start Check

Grid order: Fastest first

B.o.P/ Tuning prohibited: On

Settings options: None

Boost: Off

Slipstream Strength: Real

Visible damage: On

Mechanical Damage: Light

Tyre wear rate: View specific settings

Fuel Consumption Rate: View specific settings

Refuelling Speed: 3 L/sec

Initial Fuel: Default

Grid Reduction Off Track: Real

Race Finish Delay: 180 sec(s)

Nitrous/Overtaking System usage time multiplier: Default

Regulation Settings

Filter by category: No filter	PP Limit: No limit
Power output: No limit	Minimum weight: No limit
Useable Tyres: View specific settings	
Useable tyre and types: View specific settings	
Required tyre type change: No	
Nitro: Cannot be fitted	Kart: Off
Engine swap: Prohibited	Tuning Parts: Extreme and lower

Penalty Settings

Shortcut penalty: Weak	Wall collision penalty: Off
Correct vehicle course after wall collision: Off	
Car collision penalty: Off	
Pit lane line cutting penalty: On	
Ghosting during race: Off	Flags rules: On

Driving options limitations

Countersteering Assistance: Prohibited	Active Stability Management (ASM): Prohibited
Driving Line Assist: Prohibited	Traction control: No limit
ABS: No limit	Auto Drive: Prohibited

5.1 Specific Settings

CLASIFICACIÓN REPESCA Y FINAL (0: 10 minutos (+180"))

Car: Corvette C7 Gr.3	Track: Daytona Road Course
Time of the day: Afternoon	Variable time speed race: x10
Tyre wear rate: x0	Fuel Consumption Rate: x0
Useable tyres: Racing	Usuable tyre and types: Soft

REPESCA 1

Car: Corvette C7 Gr.3	Track: Daytona Road Course	Laps:23
Time of the day: Afternoon	Variable time speed race: x3	
Tyre wear rate: x7	Fuel Consumption Rate: x5	
Useable tyres: Racing	Usuable tyre and types: All	

REPESCA 2

Car: Ferrari 458 Gr.4	Track: Autódromo de Interlagos	Laps:31
Time of the day: Afternoon	Variable time speed race: x3	
Tyre wear rate: x5	Fuel Consumption Rate: x6	
Useable tyres: Racing	Usuable tyre and types: All	

FINAL 1

Car: 2&4 powered by RC213V
Time of the day: Afternoon
Tyre wear rate: x11
Useable tyres: Racing

Track: Deep Forest Raceway Inverso Laps: 35
Variable time speed race: x2
Fuel Consumption Rate: x8
Usuable tyre and types: All

FINAL 2

Car: RUF RGT 4.2 '16
Time of the day: Afternoon
Tyre wear rate: x9
Useable tyres: Sports

Track: Spa - Francorchamps 24h. Laps:33
Variable time speed race: x2
Fuel Consumption Rate: x3
Usuable tyre and types: All

6. MANDATORY ATTENDANCE ACTIONS

6.1 Initial briefing

6.1.1 It will take place on Friday, November 1 at 11am (Spanish time) in the stands and stage area of the Pulpi Stage Space.

6.1.2 The presence of at least one representative from each team is mandatory.

6.1.3 The team representative must have the PlayStation account credentials that will be entered into the assigned simulator.

6.1.4 The team representative must have the final list of drivers who will participate in the competition.

6.1.5 The non-presence of a team representative, without reason previously argued and justified to the organization, will result in disqualification from the classification session corresponding to the initial round of team participation.

6.1.6 What is included in this document, as long as it is a clear and manifest rule in the opinion of the organization, will have more weight than what is discussed in the briefing, unless the organization leaves any correction included in the minutes of the briefing.

6.2 Driving simulator draw

6.2.1 It will be carried out once the initial briefing is completed.

6.2.2 The cockpits assigned in the draw cannot be changed.

6.2.3 A first draw will be held with the teams participating in the repechage.

6.2.4 The second draw will be for the teams classified for the final and for the four places that will advance from the play-offs.

6.2.5 The non-presence of at least one representative of the team in the draw will cause the corresponding team to be excluded from it.

6.3 PSN Account registration

6.3.1 It will be carried out before training prior to classification.

6.3.2 All teams must enter their PSN accounts at the same time.

6.3.3 Failure to register the PSN account in the assigned simulator vetoes the team's participation in the corresponding session.

6.4 Previous training

6.4.1 It will begin when all teams have registered their accounts.

6.4.2 The duration will be 15 minutes.

6.4.3 Once completed, the classification will take place.

6.4.4 The pilot who is going to compete in the classification must be the pilot who completes the training period.

6.4.5 The driver cannot be changed once the chief steward has started the classification.

6.5 Participation documents and prizes

6.5.1 All participants must sign, after prior reading, the documentation related to participation and prizes.

6.5.2 The documentation to be signed will be available to all those representatives of the participating teams who request it in advance.

7. REGULATIONS

7.1 General regulations

7.1.1 The START button cannot be used once any qualifying session or race (including the start) has started.

7.1.2 It will be mandatory to make at least 2 pit stops during any race to guarantee the participation of at least 3 different drivers in each of them.

7.1.2.1 The driver change will be mandatory every time a team enters the pits.

7.1.2.2 It is prohibited for a driver to repeat participation until at least 3 representatives of the team have participated in the race (always complying with point 6.1.2.1)

7.1.2.3 A driver may participate as many times as the team deems appropriate as long as points 6.1.2, 6.1.2.1 and/or 6.1.2.2 are met.

7.1.3 Failure to comply with point 6.1.1 will be penalized with a time addition of 20" to the final race time of the offending team.

7.1.3.1 It will be the obligation of the participating teams to claim it from the commissioners.

7.1.4 Failure to comply with point 6.1.2 will be penalized with a time addition of 60" to the final race time of the offending team.

7.1.5 Failure to comply with points 6.1.2.1 and/or 6.1.2.2 will be penalized with a time sum of 30" to the offending team, which will be added to what is indicated in point 6.1.3 if necessary.

7.1.6 The stage may only be occupied by the pilot who is competing for each team, except at the time before and after the relay.

7.1.7 Communication by audio group on PlayStation is allowed both with people registered in the competition and not registered.

7.1.7.1 It will be the responsibility of each team to have said audio configured in advance to avoid incurring delays.

7.1.7.2 The creation of this audio group will not be a justified reason for delaying the start of the race or classification.

7.1.8 It will be mandatory to have a PlayStation account in the name of the team to participate.

7.1.9 No team may leave the participation room voluntarily.

7.1.9.1 If a team wants to withdraw from a race, it will do so by entering the pits.

7.1.10 Falls due to connection of participating teams will not be grounds for suspension of the race.

7.1.10.1 In case of involuntary fall of 4 or more teams, the final race scores will be reduced by half.

7.1.11 In the event of a room crash, the procedure will be different depending on the total time run in each race or classification and as long as it can be restarted.

7.1.11.1 If it occurs in classification, it will be restarted regardless of the classification of the teams at the time of the fall.

7.1.11.2 If it occurs in the race, it will be dealt with as follows:

7.1.11.2.1 Repechage 1 and Final 1

7.1.11.2.1.1 If less than 30 minutes of racing have been held, the race will restart with the teams in the positions they were occupying before the crash and the race laps will be recalculated (commissaires' judgment).

7.1.11.2.1.2 If the race has been held for more than 30 minutes, the race will be concluded in the positions that each team had at the time of the fall.

7.1.11.2.1.3 If a position cannot be verified, the participants will be asked, if they persist, a draw will be held.

7.1.11.2.2 Repechage 2

7.1.11.2.2.1 If less than 40 minutes of racing have been held, the race will restart with the teams in the positions they were occupying before the crash and the race laps will be recalculated (commissaires' judgment).

7.1.11.2.2.2 If more than 40 minutes of racing have been held, the race will be concluded in the positions that each team had at the time of the crash.

7.1.11.2.2.3 If a position cannot be verified, the participants will be asked, if they persist, a draw

will be held.

7.1.11.2.3 Final 2

7.1.11.2.3.1 If less than 60 minutes of racing have been held, the race will restart with the teams in the positions they were occupying before the crash and the race laps will be recalculated (commissaires' judgment).

7.1.11.2.3.2 If more than 60 minutes of racing have been held, the race will be concluded in the positions that each team had at the time of the crash.

7.1.11.2.3.3 If a position cannot be verified, the participants will be asked, if they persist, a draw will be held.

7.2 Conduct regulation

7.2.1 Any act of conduct inappropriate for a sporting competition is prohibited.

7.2.2 Any act of indiscipline may be complained to the stewards.

7.2.3 The stewards will have complete freedom to intervene ex officio in any act or situation of indiscipline that may occur.

7.2.4 It will be the responsibility of the stewards and the organization to make relative decisions in terms of sanctions for any act of indiscipline.

8. CLAIMS AND SANCTIONS

8.1 Claims

8.1.1 Any action considered inappropriate by a team may be claimed for evaluation by a technical team (stewards) made up of 5 members of DAS MOTORSPORTS.

8.1.2 Claims must be made by the representative of the claiming team in the manner and manner expressed by the team of stewards in the initial briefing.

8.2 Sanctions

8.2.1 Sanctions will be made following the interpretation of each action in the judgment of the competition commissioners team.

8.2.2 The Mach25Gaming disciplinary code will be used as a reference.

8.2.3 Part of what is included in said code may not have effect given the face-to-face nature of the competition.

8.2.4 By participating, all teams agree to accept the decisions made by the stewards.

8.2.5 Failure to comply with these decisions may lead to expulsion from the competition in the present and future.

8.2.6 Time penalties will be added to the total race time and could affect the final race result.

8.3 Disciplinary code

8.3.1 The disciplinary code includes the table of sanctions for which a driver could be sanctioned during the race, as well as the time of said sanction or disqualifying action that the stewards could apply.

8.3.2 It will be available to all participants on the Mach25Gaming website accompanying this document.

8.3.3 It is mandatory to know its content to participate in the competition.

9. CAR LIVIRIES

All teams must prepare a design for each of the cars that will be used during the competition.

The car designs may not have mentions of competitions other than Mach25Gaming, nor offensive or profane language.

All teams must take PlayStation screenshots clearly showing the design of each car and send them to contact@mach25gaming.com before October 1st.

10. LIVE BROADCAST

The competition will be broadcast live (YouTube by Mach25Gaming).