

# INDIVIDUAL REGULATION

(Versión 1.1)

The individual competition of the simracing event #GTPulpi will be held on Thursday, October 31 and Friday, November 1 at the Pulpi stage (Pulpi - Almería -) and will be attended by all the people (pilots) who are present and wish to participate. for free in the competition.

The competition will serve as a qualifier so that the best drivers in the qualifying phase receive an invitation to the elite competition in which world-renowned GT7 drivers will participate.

## 1. PARTICIPATION

### 1.1 Participant selection

1.1.1 All people who register before 7pm (Spanish time) at the registration point set up for this purpose in the Pulpi stage space, on October 31, will be able to participate.

1.1.2 The participating drivers will take part in the competition individually, representing themselves and, in no case, will they do so representing their teams (if they have them).

1.1.3 It is not necessary to be part of any GT7 team to participate in the competition.

1.1.4 In order to speed up the registration process, on the Mach25Gaming.com website, in the GTPulpi 3 section, pre-registration is open for all those participants who want to register in advance. Likewise, they will have to be present at 7pm on October 31 to confirm their participation.

### 1.2 Participating driver PSN account

1.3.1 All drivers who pass the qualifying phase and enter the final must enter their PSN account credentials in their simulation position to participate in it.

1.3.2 The driver account must include the drivers name in a way that is clearly identifiable.

1.3.3 The name of the account must be notified to the organization before the final.

1.3.4 It will be the responsibility of the participating drivers to have the cars and circuits selected to compete in the final race in their PSN account.

1.3.5 Any driver who does not have the vehicle or circuit required for the final race in his account will not be able to participate in it, leaving his place to the next reserve driver.

1.3.6 It will be the participant's responsibility to ensure that the PSN account in their name has the PSN Plus (online) service enabled on the date of the corresponding races.

## 2. PRIZES

2.1 All participating drives will be candidates to compete for the prizes and trophies distributed by the Provincial Council of Almería and mow.club.

2.2 The organization reserves the right to declare any prize void in any situation.

2.3 The individual competition will have cash prizes (Diputación de Almería) and trophies (mow. club) that will vary depending on the final position of each participant.

2.3.1 First place: €250 + Trophy

2.3.2 Second place: 150€ + Trophy

2.3.3 Third place: 100€ + Trophy

2.3.4. Fourth place: 100€

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

2.5 All drivers must follow the legal instructions set by the Almería Provincial Council for the collection of prizes, accepting the times stipulated by the process itself for payment to be made effective.

2.6 The prizes are subject to the taxes established by law.

### **3. COMPETITION FORMAT**

The competition will be made up of two phases:

- First phase: Qualifiers (no limit on participants)
- Second phase: Final (14 participating drivers).

#### **3.1 Qualifiers**

The repechage will be made up of two sessions:

- Session 1: Qualifying 1
- Session 2: Final Qualifier

##### **3.1.1 Qualifier 1 (Clasificatoria 1 in Spanish)**

3.1.1.1 The Qualifying session 1 will consist of a test in classification mode (Time Trial) that will serve to determine the 28 drivers who access the Final Qualifier.

3.1.1.2 Each driver will only be able to participate in one session of Qualifier 1.

3.1.1.3 Failure to appear for Qualifier 1 in the turn established by the organization is grounds for elimination.

3.1.1.4 The turn of participation will be indicated to the participants once their registration process is completed.

3.1.1.5 The format of Qualifier 1 will consist of a 10-minute qualification (preQ).

3.1.1.6 The characteristics and configuration of the Qualifier 1 room will be recorded in this document and on the Mach25Gaming.com website.

3.1.1.7 The best lap time set by each participating driver during all the laps of the session will be recorded and according to their order the 28 drivers who qualify for the next round will be determined.

3.1.1.8 The driver who sets the fastest lap in Qualifier 1 will have the opportunity to choose whether to advance to the next round as first classified or whether to enter the elite competition as a full participant.

3.1.1.9 If the fastest driver agrees to leave his place in the Final Qualifier and agrees to participate in the elite competition, the next driver (position 25) will go to the Final Qualifier.

3.1.1.10 If one of the classified drivers refuses to participate in the Final Qualifier, the pilots classified as reserves will be asked to occupy their place (according to classification).

3.1.1.11 In the event of the first place finisher renouncing direct access to the elite competition, the place will not be assigned in this round to any other driver and will be accumulated to those assigned after the Final Qualifier.

3.1.1.12 In the event of a tie in classified and disqualified positions, a public draw will be held among those involved. Since there are different turns of participation, the lap in which the best time has been set will not be taken into account.

### **3.1.2 Final Qualifier (Clasificatoria Final in Spanish)**

The Final Qualifying session will consist of a test in classification mode (time trial) that will last 10 minutes. Those classified will be divided into two participation shifts.

3.1.2.1 All participants must complete the session and their best lap will be recorded.

3.1.2.2 The best time from this round will be added to the time from Qualifier 1 to determine the total Qualifier time for each participant.

3.1.2.3 Participants who have completed both rounds will be ranked according to combined times.

3.1.2.4 The best classified drivers after the sum of times will have the possibility of choosing whether to participate in the elite competition or remain in the individual competition.

3.1.2.5 The number of places available to access the elite competition will depend on the places available and will not be announced until registration closes.

3.1.2.6 A total of 12 drivers will go from this round to the Individual Final, this could vary given that there are two finalist places that have been assigned in previous online competitions.

3.1.2.7 In case of resignation of finalists or in case of resignation of any participating driver who had obtained classification, said place will be offered to the reserves following the classification order of the combined time of the Final Qualifier.

3.1.2.8 If after the sum of times there is a tie, preference will be given to the driver who has set the fastest lap in Qualifying 1. If this is maintained, a pure draw will be held among the participants as long as the position marks classification or elimination.

### **3.2. Individual Final (Final Individual in Spanish)**

The Individual Final will be a competitive race that will last approximately 30 minutes. The starting positions of the participants in this race will be determined by a 5-minute prior classification.

3.2.3.1 Only drivers who have obtained a place online or in person and who are recognized by the organization may participate.

3.2.3.2 The combinations and characteristics of the Final Individual race will be made public two hours before the race on the Mach25Gaming.com website. The car used in the final will be the same as the one used in the two qualifying events.

3.2.3.3 The final positions of each participant will correspond to the final positions obtained in the Individual Final race after review by the stewards.

3.2.3.4. The prizes will be awarded by the Almería Provincial Council (Diputación de Almería) to the pilots who have finished in the relative positions.

3.2.3.5 Financial prizes are not transferable.

3.2.3.6 This session is scheduled to be held on Friday, November 1, in the afternoon shift, between the Repechage 1 and Repechage 2 sessions of the team competition.

3.2.3.6.1 The race start time could vary from that provided by the organization. It will be the obligation of the participants to be prepared and adapt to any situation that may arise.

## 4. Multiplayer lobby configuration

The configuration of the multiplayer room, including the combinations, will be made public in this document and on the Mach25Gaming website, for the two qualifying rounds, but not for the Final.

The configuration is as follows for the qualifying phases.

### 4.1 General room configuration settings (Qualifier 1 and Final Qualifier)

Room Mode: Practice/Qualifying/Race      Room Privacy: Friends Only

Room name: To be determined (Host: garnata987)

Type of race: Race for real      Max. Number participants: 16

Auto start: Off

#### Tracks settings

Track: View specific settings      Nº of laps: 1 (in qualifying phase)

#### Time/Weather settings

Weather selection method: Preset Weather

Preset weather: S14

Same conditions mode: Off      Time of day: View specific settings

Variable Time Speed Race: View specific settings

### Race Settings

Start type: Grid start with False Start Check

Grid order: Fastest first

B.o.P/ Tuning prohibited: On

Boost: Off

Visible damage: On

Tyre wear rate: x0 (Except Final Race)

Refuelling Speed: 3 L/sec

Grid Reduction Off Track: Real

Nitrous/Overtaking System usage time multiplier: Default

Settings options: None

Slipstream Strength: Real

Mechanical Damage: Light

Fuel Consumption Rate: x0 (Except Final Race)

Initial Fuel: Default

Race Finish Delay: 180 sec(s)

### Regulation Settings

Filter by category: No filter

Power output: No limit

Useable Tyres: View specific settings

Useable tyre and types: View specific settings

Required tyre type change: No

Nitro: Cannot be fitted

Engine swap: Prohibited

PP Limit: No limit

Minimum weight: No limit

Kart: Off

Tuning Parts: Extreme and lower

### Penalty Settings

Shortcut penalty: Weak

Correct vehicle course after wall collision: Off

Car collision penalty: Off

Pit lane line cutting penalty: On

Ghosting during race: Off

Wall collision penalty: Off

Flags rules: On

### Driving options limitations

Countersteering Assistance: Prohibited

Driving Line Assist: Prohibited

ABS: No limit

Active Stability Management (ASM): No limit

Traction control: No limit

Auto Drive: Prohibited

## 4.2 Specific Settings

### CLASIFICATORIA 1 (0: 10 minutes (+180"))

Car: Daihatsu Copen RJ VGT

Useable tyres: Confort

Track: Eiger Nordwand

Time OTD: Afternoon

Usuable tyre and types: Soft

### CLASIFICATORIA FINAL (0: 10 minutes (+180"))

Car: Daihatsu Copen RJ VGT

Useable tyres: Confort

Track: Suzuka Oriental

Time OTD: Afternoon

Usuable tyre and types: Soft

## **CLASIFICATORIA FINAL (0: 10 minutes (+180"))**

Car: Corvette C7 Gr.3

Track: SORPRESA

Time of the day: SORPRESA

Useable tyres: SORPRESA

Usuable tyre and types: SORPRESA

## **5. Regulations**

### **5.1 General regulations**

5.1.1 The START button cannot be used once any qualifying session or race has started, including the time of start.

5.1.2 The stage may only be occupied by the driver who is competing without the presence of any companion.

5.1.3 It will be mandatory to have a PlayStation account with active PSN Plus in the driver's name to participate in the Final.

5.1.4 No team will be able to leave the participation room voluntarily.

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

5.1.6 Connection drops due to connection of participating drivers will not be grounds for suspension of the race.

5.1.7 In the event of an involuntary connection failure of 4 or more teams, the Individual Final race will be terminated if more than 50% has been completed.

5.1.8 If 50% has not been completed after the connection crash of 4 drivers, the race will be stopped and a new race will be restarted (if possible) in which the organization will recalculate the number of remaining laps. The grid will be arranged manually and the drivers will occupy the positions they were in at the time of the last crash. The "fallen" drivers will be able to join at the end of the grid, favoring the one who has completed a greater percentage of the race.

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

### **5.2 Conduct regulation**

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

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

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

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

## **6. Claims and penalties**

### **6.1 Claims**

6.1.1 Any action considered inappropriate by a driver may be claimed for evaluation by a technical

team (commissaires) made up of 5 members of DAS MOTORSPORTS.

6.1.2 Claims must be made by the affected pilot automatically at the end of the relevant session.

## 6.2 Penalties

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

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

6.2.3 Part of what is included in said code may not have effect given the in-person nature of the competition.

6.2.4 By participating, all drivers agree to accept the decisions made by the stewards.

6.2.5 Failure to comply with the decisions of the commissioners may lead to expulsion from the competition in the present and future.

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

## 6.3 Disciplinary code

### > GO TO DISCIPLINARY CODE

6.3.1 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.

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

6.3.3 Its content is mandatory to know to participate in the competition.

## 7. Car liveries

All finalists may wear the design they consider appropriate as long as it hasnt mentions of competitions outside of Mach25Gaming, or offensive or profane language.

## 8. Live broadcast

The Individual Final will be broadcast live (YouTube by Mach25Gaming).