

# OFICIAL REGULATION COMPETICIÓN ÉLITE



The elite competition of the #GTPulpí simracing event will take place on October 11th and 12th at the Espacio Escénico in Pulpí (Almería). It is an international competition featuring some of the best European GT7 drivers.

## 1. PARTICIPATION

### 1.1 Participants selections

**1.1.1** Drivers gain access to the competition by being selected and invited by Mach25 Gaming, meeting the requirements established by the event's institutions and sponsors, or through the qualifying round of the individual #GTPulpí competition.

**1.1.2** The maximum number of participants will be 14 drivers.

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

**1.1.4** No more than 2 drivers recognized as members of the same simracing team may take part in the competition.

### 1.2 PSN Account of Participating Driver

**1.2.1** All participating drivers must log into their simulation station using the credentials of their own PSN account.

**1.2.2** The account must include the driver's name in a way that makes them clearly identifiable.

**1.2.3** It is the responsibility of each elite driver to ensure their account contains the required car and track for the final.

**1.2.3.1** Drivers without these elements will not be allowed to participate.

**1.2.3.2** The organization may invite the first reserve driver from the individual competition to take their place.

**1.2.4** It is the responsibility of each elite driver to ensure their account has an active PS PLUS subscription at the time of the individual final.

**1.2.4.1** Otherwise, the driver will be disqualified.

## 2. PRIZES

### 2.1 Prizes by Final Team Competition Position

**2.1.1** First place: €1000 (one thousand euros) and Mow.club trophy.

**2.1.2** Second place: €500 (five hundred euros) and Mow.club trophy.

**2.1.3** Third place: €350 (three hundred fifty euros) and Mow.club trophy.



**2.2** Cash prizes are subject to potential changes, which will be determined at the sole discretion and responsibility of the Diputación de Almería.

**2.3** All drivers winning a cash prize must provide the required documentation to the Diputación de Almería.

**2.3.1** Documentation will be requested at the end of the competition. It is the responsibility of the winners to consult with the organization about the procedure to follow once the final is over.

**2.4** Prizes are subject to tax withholdings and any other applicable legal deductions.

**2.5** Mach25 Gaming and the Diputación de Almería reserve the right to withhold cash prizes and trophies if deemed appropriate.

**2.6** Cash prizes are non-transferable.

## 3. COMPETITION FORMAT

The competition will be held entirely using the same car. The chosen car is the SF23 Super Formula Honda/Toyota, and the event will consist of four races.

- Race 1 and 2 (Saturday, October 11th)

- Race 3 and 4 (Sunday, October 12th)

Each race, except for Race 3, will be preceded by a qualifying session. For Races 1, 2, and 4, the qualifying will follow the Superpole format, and it will determine the starting positions for each race. For Race 3, the starting grid will be based on the overall standings after Races 1 and 2, with the highest-ranked driver starting from pole position, and so on (see Superpole procedure).

### 3.1 Competition

**3.1.1** The format is a four-race championship.

**3.1.2** Points will be awarded based on each participant's final position.

**3.1.3** Scores will correspond to the official results determined by the stewards and the organization after the protest period.

**3.1.4** Not attending a race or doing so after the start of qualifying will prevent the driver from scoring points in that race.

**3.1.5** The schedule will be provided to the participants before the competitive day begins.

**3.1.6** The start time may vary, and it is the responsibility of each driver to be present, ready, and informed about the start time of each race.

**3.1.7** The organization will prepare 6 specific race lobby configurations using the same car.

**3.1.7.1** These configurations will remain secret and sealed until minutes before each



race.

**3.1.7.2** Before Race 1 and Race 3, a draw will be held to determine which configuration will be used for each race of the day.

**3.1.7.3** All participants must be in the VIP area a few minutes before the start of the competition to attend this draw.

### 3.2 Qualifying/Superpole Procedure

**3.2.1** The procedure will be explained during the initial briefing held at the start of each competition day.

**3.2.2** The organizers guarantee a minimum of 5 minutes prior to qualifying or the race start for practice related to the upcoming race.

## 4. MULTIPLAYER LOBBY CONFIGURATION

### 4.1 General Settings

Room mode: Variable

Room Privacy: Friends only (Host: garnata987)

Name of the room: GT PULPÍ 2025 | COMPETICIÓN ÉLITE [...]

Race Type: Race for real

Max. Number of participants: 16

Auto Start: Off

### Tracks Settings (Unknown)

### Time / Weather Settings

Weather selection Method: Preset Weather

Preset weather: Unknown

Equal conditions mode: Off

Time of the Day: Unknown

Variable Time Speed Race: Unknown

### Qualifier settings (Check 3.2)

Qualifier - 10 mins

Qualifying finish delay: 180 secs

Tire wear (qualifying): x0

Fuel consumption (qualifying): x0

Initial fuel: Same as in the race



### **Race Settings**

Start type: Grid start with False Start Check

Grid order: Fastest first (Race 3 No Q)

B.o.P/ Tuning prohibited: On

Settings options: None

Boost: Off

Slipstream Strength: Low

Visible damage: On

Mechanical Damage: Light

Tyre wear rate: Unknown

Fuel Consumption Rate: Unknown

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: Racing

Useable tyre and types: All (including rain tires)

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. REGULATIONS

### 5.1 General Regulations

**5.1.1** Everything stated in this document and included in the disciplinary code of Mach25Gaming shall be mandatory. Both documents can be found in the "Regulations and Communications" section at the following link on the M25G website:

**<https://mach25gaming.com/en/regulations-and-communications/>**

**5.1.1.1** The disciplinary code includes a table of penalties that all participating teams must know and comply with.

**5.1.1.2** The Mach25 disciplinary code is designed for online competitions, and therefore, its interpretation may be adapted by the stewards during the development of the event.

**5.1.2** Only the driver currently competing may be present on stage (simulator area).

**5.1.3** No driver may voluntarily leave the race lobby.

**5.1.3.1** If a driver wishes to abandon the race, they must enter the pits.

**5.1.4** Disconnections will not be cause for race suspension.

**5.1.4.1** In case of the simultaneous disconnection of 3 or more drivers, the organization may decide to stop and restart the race, adjusting the laps and maintaining positions if possible.

**5.1.5** In case of a total lobby disconnection, different procedures will be followed depending on the total time raced in qualifying or in the race, provided a restart is possible.

**5.1.5.1** It is up to the stewards and organization to determine the procedure, following the guidelines below, although not bound to them due to schedule constraints.

**5.1.5.2** If the disconnection happens during qualifying, the session will be restarted regardless of the standings at the moment of the incident.

**5.1.5.3** If it occurs during the race and can be restarted:

**5.1.5.3.1** If less than 15 minutes have passed, the race will be restarted using the positions before the disconnection, and laps will be recalculated (at the stewards' discretion).



**5.1.5.3.2** If more than 15 minutes have passed, the race will be considered concluded with the positions at the time of the disconnection.

**5.1.5.3.2.1** If a position cannot be verified, participants will be consulted, and if uncertainty remains, a draw will be held.

**5.1.5.3.2.2** These results will be used for prize determination.

## **5.2 Conduct and Disciplinary Regulations**

**5.2.1** Any behavior contrary to sportsmanship is strictly prohibited.

**5.2.1.1** Any form of violence, whether verbal or physical, is considered especially serious. These acts will be reported to law enforcement in accordance with the law.

**5.2.2** Any act of misconduct may be reported by participants to the competition stewards.

**5.2.3** The stewards may act ex officio in response to any conduct they deem improper in a competitive setting.

**5.2.4** It is the responsibility of the stewards and organizers to evaluate and, if necessary, penalize any inappropriate behavior related to the competition. They may refer incidents to the appropriate authorities if required.

## **5.3 Regulations Regarding Race Configuration Draw**

### **5.3.1 Content**

**5.3.1.1** All six possible race configuration combinations were created by members of Mach25Gaming and event collaborators not affiliated with any simracing team or participant.

**5.3.1.2** Mach25Gaming has taken the necessary steps to ensure that everyone with knowledge of the combinations is aware of their confidentiality.

**5.3.1.2.1** It is strictly forbidden for any member of Mach25Gaming or the organization to share information related to the combinations or any elite competition detail not listed in this document.

**5.3.1.3** Any attempt by a participant to alter this process will result in disqualification.

**5.3.1.4** Each combination will be sealed in an envelope, kept secure by a responsible staff member, and only made available at the moment of the draw.

### **5.3.2 Procedure**

**5.3.2.1** The draw will be conducted at the beginning of each competition day.

**5.3.2.2** Six different configurations will be available to choose from during the draw.

**5.3.2.2.1** The selected configuration will be removed from the pool and will not be available in future draws.

**5.3.2.3** All configurations will be stored in identical envelopes to ensure secrecy.

**5.3.2.4** Participants must be present at the draw and may ensure it is conducted



properly.

**5.3.2.4.1** The draw will only be held if fairness, safety, and transparency can be guaranteed for both the organization and participants.

## 6. CLAIMS AND PENALTIES

### 6.1 Claims

**6.1.1** Any inappropriate action by a participant may be reported for evaluation by the technical steward team, composed of members from DAS MOTORSPORTS.

**6.1.2** Claims must be submitted personally by the driver in the designated area.

### 6.2 Penalties

**6.2.1** Penalties will be applied based on the stewards' interpretation of each incident.

**6.2.2** The Mach25Gaming disciplinary code and this rulebook will serve as reference.

**6.2.3** Some parts of the disciplinary code may not apply due to the in-person nature of the competition or specific circumstances of the event.

**6.2.3.1** If necessary, stewards and organizers have full authority to modify or reinterpret the rules in the disciplinary code.

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

**6.2.5** Failure to comply with these decisions may result in disqualification from the current and future competitions.

**6.2.6** Time penalties will be added to the driver's total race time and may affect the final result.

### 6.3 Disciplinary Code

**6.3.1** The disciplinary code includes a table of penalties applicable to drivers during the race, including time penalties or disqualification actions stewards may enforce.

**6.3.1.1** The disciplinary code is hosted on the Mach25Gaming website at the link provided in this document under section 5.1.1.

**6.3.2** The document is available to all participants on the Mach25Gaming website, alongside this rulebook.

**6.3.3** Knowledge of its contents is mandatory for participation.

**6.3.4** Some parts of this document may not apply to the on-site event, as it is a general document for Mach25Gaming's online competitions.

## 7. CAR LIVERIES



All finalists are free to use any car livery, provided it does not reference competitions unrelated to Mach25Gaming or include offensive or inappropriate language.

The organization reserves the right to require drivers to display a number plate corresponding to their final ranking in the Mach25Gaming standings. If this requirement is not communicated before September 1st, it will not be mandatory.

## 8. LIVE BROADCAST

The competition will be streamed live on the Mach25Gaming YouTube channel.

## 9. SOCIAL MEDIA

Remember that part of the success of #GTPulpí is built through your energy, creativity, and visibility. We encourage you to share content related to your participation: images, videos, clips, practice sessions, driver intros... everything counts!

Always use the official hashtag: #GTPulpí

That way, we can boost your content from the official accounts and amplify the impact together!