

OFFICIAL REGULATIONS

COMPETICIÓN EQUIPOS



The team competition of the #GTPulpí simracing event will take place on October 11th and 12th at the Espacio Escénico in Pulpí (Almería), featuring the top national and international teams from the Mach25Gaming Ranking in the video game GT7.

1. PARTICIPANT

1.1 Participant selection

1.1.1 The maximum number of participating teams will be 24.

1.1.1.1 It is possible that, in order to determine the 24 teams that will ultimately take part in the competition, a special event or qualifying session may be required.

1.1.2 The participating teams have been selected based on the final standings of the Mach25 Ranking (2024/25 season) and have been previously contacted by Mach25Gaming.

1.1.3 The teams ranked in the top 10 positions of the Mach25 Ranking will gain direct access to the Final Phase, which will consist of a total of 14 teams.

1.1.4 The teams ranked between positions 11 and 24 (14 teams) in the Mach25 Ranking will advance to the Semifinal Phase.

1.1.5 In the event that a team withdraws from the competition, the organization may contact the next teams in line, according to the Mach25Gaming Ranking.

1.1.6 If necessary, Mach25Gaming reserves the right to invite national or international teams, either to fulfill contractual obligations with sponsors or to cover last-minute withdrawals.

1.2 Composition of Participating Teams

1.2.1 Each team must be composed of a minimum of three (3) individuals (drivers).

1.2.2 There is no maximum limit on the number of drivers registered per team.

1.2.3 A driver may only be registered with one team.

1.2.4 Drivers are not allowed to participate for more than one team.

1.2.5 Each team must designate a team representative, who will be responsible for communicating with the organization and the stewards during the event.

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

1.2.6 Each team must have at least one member available to attend the initial briefing, which will take place on Friday, October 10 at 10:00 PM (local time)

1.2.6.1 In case of unavailability, teams may submit a justifying document delegating express and formal representation for the briefing to a third party outside the team members.



1.3 Participating Team's PSN Account

1.3.1 All participating teams must have a PlayStation account named after their team, which they must enter into the racing simulator assigned to them during the draw held at the initial briefing.

1.3.2 The team account must include only the team name, and not the name of any driver or team leader.

1.3.3 The account name must be reported on the participating team form, which will be provided prior to the competition.

1.3.4 It is the responsibility of the participating teams to have the selected cars and tracks available in the team account for each race.

1.3.5 Any team that does not have the required vehicle or track in their account for each race will not be allowed to participate in that race.

2. PRIZES

2.1 Prizes for final position in the team competition

2.1.1 First place: €1,000 (one thousand euros) and a trophy.

2.1.2 Second place: €400 (four hundred euros) and a trophy.

2.1.3 Third place: €250 (two hundred and fifty euros) and a trophy.

2.2 Cash prizes are subject to possible modifications, which will depend solely on the decision and responsibility of the Almería Provincial Council and/or the event organizers.

2.3 All participating teams must sign the documents related to the collection of prizes before the start of their participation in the competition, also designating an authorized representative to receive such payments.

2.4 Prizes will be subject to tax withholdings and any other taxes established by current legislation.

2.5 The organization commits to providing, upon prior request by the teams, detailed information regarding the content of the documents that must be signed in order to receive the prizes.

2.5.1 Refusal to sign the required documents for prize collection will be considered an explicit and irrevocable waiver by the beneficiary team.

2.6 Mach25Gaming and the Almería Provincial Council reserve the right to declare the cash prizes and trophies void when deemed appropriate.



3.COMPETITION FORMAT

The competition will consist of two phases:

- Semifinal Phase (14 participating teams)
- Final Phase (14 participating teams)

3.1 Semifinal

The Semifinal will consist of three sessions:

- Semifinal Qualifying
- Semifinal 1
- Semifinal 2

3.1.1 Semifinal Qualifying

It consists of a qualifying session whose purpose is to determine the starting positions for Semifinal 1.

3.1.1.1 Only one driver representing each team may participate in this session.

3.1.1.2 If the registered driver fails to appear for this session, the team will start from the last position in Semifinal 1. If multiple teams are absent, their positions will be assigned by draw, behind the participating teams.

3.1.1.3 The qualifying session will take place on Saturday, October 11, at a time to be confirmed.

3.1.2 Semifinal 1

3.1.2.1 The race will last approximately 30 minutes.

3.1.2.2 Each team must have at least two different drivers participate during the race.

3.1.2.2.1 The race must be started by a driver different from the one who took part in the Semifinal qualifying session.

3.1.2.2.2 The driver who participated in the Semifinal qualifying may not take part in Semifinal 1 until two of their teammates have participated in that same race.

3.1.2.2.3 Failure to comply with this rule may result in protests from other teams and review by the stewards.

3.1.2.2.3.1 If confirmed, the team in breach will receive a 60-second penalty added to their final race time.

3.1.2.3 Each team will score points according to their confirmed final race position (see scoring system).



3.1.2.3.1 No race or fastest lap points will be awarded to teams that do not finish the race.

3.1.2.4 The final race positions, excluding the fastest lap, will determine the starting grid for Semifinal 2.

3.1.2.5 This session is scheduled to take place during the first competitive slot of the Saturday afternoon session, October 11.

3.1.2.5.1 The organization will provide a schedule with approximate times. The start time may vary, and it is the teams' responsibility to be prepared and adapt to potential changes.

3.1.2.5.2 All competition sessions will take place at the Espacio Escénico de Pulpí, unless a force majeure event requires a change of location.

3.1.3 Semifinal 2

3.1.3.1 The race will last approximately 45 minutes.

3.1.3.2 At least three different drivers per team must participate during the race.

3.1.3.3 Points will be awarded based on the confirmed final position after the race (see scoring system).

3.1.3.3.1 No race points or fastest lap points will be awarded to teams that do not complete the race.

3.1.3.4 This session is scheduled for the last competitive slot of the afternoon on Saturday, October 11.

3.1.3.4.1 The organization will provide a schedule with approximate times. The start time may vary, and it is the teams' responsibility to be prepared and adapt to any changes.

3.1.3.5 Points earned in this session will be added to those from Semifinal 1.

3.1.3.6 The 4 teams with the highest total points will advance to the Final Phase.

3.1.3.6.1 In the event of a tie, the tiebreaker will favor the team with more points in Semifinal 2.

3.1.3.6.2 If the tie persists, previous results will be considered back to the Semifinal Qualifying to decide.

3.1.3.6.3 The organization will notify the teams qualified for the Final Phase as soon as the results are confirmed on the official event website.

3.1.3.7 Teams qualified for the Final Phase are exempt from participating in the Final Qualifying, as their starting positions will be determined by their final positions in the Semifinal Phase (see 3.2.1.5).

3.2 Final

The Final will consist of three sessions:

- Final Qualifying



- Final 1
- Final 2

3.2.1 Final Qualifying

3.2.1.1 The Final Qualifying session will determine the starting positions for Final 1.

3.2.1.2 Only one driver per team may participate, and only teams directly qualified as finalists (Top 10).

3.2.1.3 Failure to present a driver will result in starting from the last position in Final 1. If two or more teams do not show up, their positions will be assigned by draw behind the teams that did participate.

3.2.1.4 This session will take place on Saturday, October 11, during the morning slot.

3.2.1.5 Teams advancing to the Final from the Semifinals will not participate in this Qualifying and will start from positions 11 to 14, according to their final overall ranking in the Semifinals.

3.2.2 Final 1

3.2.2.1 The race will last approximately 45 minutes.

3.2.2.2 At least 3 drivers per team must participate during the race.

3.2.2.3 The 14 participating teams may freely choose which driver starts Final 1.

3.2.2.4 Points will be awarded based on the confirmed final position after the race (see scoring system).

3.2.2.4.1 No race points or fastest lap points will be awarded to teams that do not complete the race.

3.2.2.5 The final race positions, excluding the fastest lap, will determine the starting positions for Final 2.

3.2.2.6 This session is scheduled for the first competitive slot on the afternoon of Sunday, October 12, prior to the elite competition.

3.2.2.6.1 The schedule may be subject to change. It is the teams' responsibility to have their drivers ready and adapt to any eventuality.

3.2.3 Final 2

3.2.3.1 The race will last approximately 70 minutes.

3.2.3.2 At least 3 drivers per team must participate during the race.

3.2.3.3 All 14 teams must start Final 2 with a different driver than the one who finished Final 1.

3.2.3.4 Points will be awarded based on the confirmed final position after the race (see scoring system).



3.2.3.4.1 No race points or fastest lap points will be awarded to teams that do not complete the race.

3.2.3.5 This session is scheduled for the last competitive slot on the afternoon of Sunday, October 12.

3.2.3.5.1 No team may leave the venue between Final 1 and Final 2.

3.2.3.5.2 The schedule may be subject to change. It is the teams' responsibility to have their drivers ready and adapt to any eventuality.

4. SCORING AND TIEBREAKERS

4.1 Scoring

4.1.1 Semifinal 1 / Final 1

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

Race Fast Lap: +2 points

4.1.2 Semifinal 2 / Final 2

Position	1	2	3	4	5	6	7	8	9	10	11	12-14
Points	25	18	16	14	12	10	8	6	4	2	1	0

Race Fast Lap: +2 points

4.2 Tiebreakers

4.2.1 In the event of a tie in points between two or more teams, the team that scored more points in the most recently completed session will be favored. If the tie persists, previous results will be considered, going back as far as the ranking qualification position if necessary.

4.2.2 En caso de empate en la clasificación de las semifinales saldrá por delante el equipo cuyo piloto haya marcado el tiempo con anterioridad.

5. MULTIPLAYER LOBBY

5.1 General settings

Name of the room: GTPULPÍ 2025 | [...]

Room mode: Variable

Room Privacy: Friends only



Race Type: Race for Real

Max. Number of participants: Variable

Auto Start: OFF

Tracks Settings (Check 5.2)

Time / Weather Setting

Weather selection method: Preset Weather

Preset weather: (Check 5.2)

Equal conditions Mode: Off

Time of the day: (Check 5.2)

Variable Time Speed Race: x1

Custom weather: (Check Schedule)

Race Settings

Start Type: Grid start with False Start

Grid order: Fastest first/Set by host

BOP: On

Settings options: None

Boost: Off

Slipstream Strength: Real

Visible Damage: On

Mechanical Damage: Light

Tyre wear rate: (Check 5.2)

Fuel consumption rate: (Check 5.2)

Refuelling speed: 5L/sec

Initial Fuel: Default

Grid Reduction Off Track: Real

Race Finish Delay: 180 secs

Nitrous / Overtaking System usage time multiplier: Default

Qualifier settings

(Check Schedule)

Qualifying finish delay: 180 secs



Tire wear (qualifying): (check 5.2)

Fuel consumption (qualifying): (check 5.2)

Initial fuel: Same as in the race

Regulation Settings

Filter by category: No filter (Check 5.2)

PP Limit: No limit

Power output: No limit

Minimum Weight: No limit

Useable Tyres: (Check 5.2)

Useable tyre and types: (Check 5.2)

Required tyre type change: (Check 5.2)

Nitrous: Cannot be fitted

Kart: No

Engine swap: Prohibited

Tuning Parts: Extreme and lower

Penalty Settings

Shortcut penalty: Weak

Wall collision penalty: Off

Correct vehicle couse 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 (TCS): No limit

ABS: No limit

Auto-Drive: Prohibited



5.2 Specific Settings

All combinations will be included in this regulation before September 1st.

SEMIFINAL AND FINAL QUALIFYING

Qualifying mode: 10 minutes (+180")

Car: Mazda RX-Vision GT3

Track: Red bull Ring

Time of day: Afternoon

Variable Time Speed Race: x2

Preset Weather: S14

Tyre wear rate: x0

Fuel Consumption Rate: x0

Useable Tyres: Racing

Useable tyre and types: Soft

SEMIFINAL 1

Car: Ferrari Testarrosa

Track: Dragon Trail Seaside

Time of day: Afternoon

No. of laps: 17

Variable Time Speed Race: x2

Preset Weather: S14

Tyre wear rate: x12

Fuel Consumption Rate: x4

Useable Tyres: Sports

Useable tyre and types: Soft and Medium

Mandatory to use at least one set of soft tires and one set of medium tires during the race.

SEMIFINAL 2

Car: BAC Mono

Track: Trial Mountain

Time of day: Afternoon

No. of laps: 23

Variable Time Speed Race: x1

Preset Weather: S12

Tyre wear rate: x25

Fuel Consumption Rate: x6

Useable Tyres: Sports

Useable tyre and types: Soft and Medium

Mandatory to use at least one set of soft tires and one set of medium tires during the race.

FINAL 1

Car: Mazda RX-Vision GT3

Track: Red bull Ring

Time of day: Afternoon

No. of laps: 29

Variable Time Speed Race: x2

Preset Weather: S14

Tyre wear rate: x8

Fuel Consumption Rate: x5

Useable Tyres: Racing

Useable tyre and types: Soft, Medium & Hard

Mandatory to use at least one set of each available tire compound during the race.



FINAL 2

Car: Toyota TS030

Track: Circuit de la Sarthe

Time of day: Afternoon

No. of laps: 19

Variable Time Speed Race: x20

Custom Weather: S04-S10-S14-C04-R06-R08-R05-S05-S03

Tyre wear rate: x4

Fuel Consumption Rate: x5

Useable Tyres: Racing

Useable tyre and types: Soft, Medium & Hard

There is no restriction regarding the mandatory use of tires.

6.MANDATORY PRE-EVENT ACTIONS

6.1 Initial Briefing

6.1.1 It will take place on Friday, October 10th at (Spanish time), in the stands and stage area of the Espacio Escénico de Pulpí or at the Mar de Pulpí Shopping Center.

6.1.2 The attendance of at least one representative per team is mandatory, whether it is a team member or a duly authorized representative with the appropriate documentation.

6.1.3 The team representative must bring the credentials for the PlayStation account that will be used on the simulator assigned to the team.

6.1.4 The team representative must bring the final list of drivers who will take part in the competition.

6.1.5 Failure to attend the briefing without prior justified and approved cause by the organization will result in the disqualification of the team from the qualifying session of their initial participation round.

6.1.6 The provisions set out in this document, as long as they are clear and explicit rules in the judgment of the organization, shall take precedence over what is said during the briefing, unless the organization records a correction in the official minutes of the briefing.

6.2 Driving Simulator Draw

6.2.1 The draw will take place once the initial briefing has concluded.

6.2.2 The assigned station may not be changed.

6.2.3 A first draw will be held for the teams participating in the semifinal.

6.2.4 The second draw will be for the teams qualified for the final, including the four teams advancing from the semifinal phase.

6.2.5 Failure of at least one team representative to be present at the draw will result in the exclusion of that team from the draw.



6.3 Account Registration

6.3.1 This will be carried out before the pre-qualifying practice session.

6.3.2 All teams must log in to their accounts at the same time.

6.3.3 Failure to register the account on the assigned simulator will prevent the team from participating in the corresponding session.

6.4 Pre-Qualifying Practice

6.4.1 All team members deemed appropriate by the team may take part.

6.4.2 The START button may be used (only during this practice session).

6.4.3 It will begin once all teams have registered their accounts.

6.4.4 The session will last 15 minutes.

6.4.4.1 This duration may be shortened due to scheduling constraints.

6.4.5 Once completed, the qualifying session will begin.

6.4.6 The driver who will take part in qualifying must be the same driver who finishes the practice session.

6.4.6.1 Once the practice session ends, no participant may leave the simulator until the qualifying session has concluded.

6.4.7 Driver changes are not permitted once the race director has officially started the qualifying session.

6.4.8 Once the qualifying session has ended, participants must leave the stage.

6.5 Participation and Prize Documents

6.5.1 All participants must sign, after reading, the documents related to participation and prizes in order to take part in the competition.

6.5.2 The documents to be signed will be made available to any team representatives who request them in advance.

7. REGULATIONS

7.1 General Regulations

7.1.1 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/>

7.1.1.1 The Disciplinary Code includes a sanctions table that must be strictly complied



with and known by all participating teams.

7.1.1.2 Since the Mach25Gaming Disciplinary Code is specifically designed for online competitions, the stewards reserve the right to reinterpret it during the course of the event in order to adapt it to specific situations that may arise.

7.1.2 It will be mandatory to make at least two pit stops during any race to ensure the participation of at least three different drivers per race. The only exception is Semifinal 1, in which only one stop is required.

7.1.2.1 A driver change is mandatory each time a team enters the pits.

7.1.2.2 A driver may not participate again in the same session until at least two other team members have taken part in the race.

7.1.2.3 A driver may take part as many times as the team deems appropriate, provided that points 7.1.2.1 and 7.1.2.2 are respected.

7.1.2.4 Failure to comply with the provisions of point 7.1.2 will result in a 60-second time penalty for the offending team.

7.1.3 Only the driver currently competing for the team may occupy the stage, except during the moments immediately before and after the driver change.

7.1.3.1 During the pre-qualifying practice session, a maximum of two team members may be present alongside the practicing driver.

7.1.3.1.1 The rest of the team members must remain in the auditorium and may only enter if they switch places with one of their teammates, always complying with rule 7.1.3.1.

7.1.3.1.2 The organization will notify any teams that are violating this rule with a warning. If the violation is repeated, they may be penalized with a loss of grid positions.

7.1.4 Communication via PlayStation audio group is permitted, both with individuals registered or not in the competition and whether or not they are physically present at the event venue in Pulpí.

7.1.4.1 Each team is responsible for configuring said communication in advance to avoid any delays.

7.1.4.2 The creation of this audio group will not be considered a valid reason to delay the start of the race or qualifying session.

7.1.5 All teams must have a PlayStation account registered under the team's name in order to participate.

7.1.6 No team may voluntarily leave the race room.

7.1.6.1 If the current driver wishes to withdraw, they must first enter the pits.

7.1.7 Disconnections from participating teams will not result in suspension of the race.

7.1.7.1 In the event of an involuntary disconnection affecting four or more teams, final race points will be reduced by half.



7.1.8 In the event of a total room crash, procedures will vary depending on the total race or qualifying time elapsed, and only if a restart is possible.

7.1.8.1 It is up to the stewards and organizers to decide how to proceed. The following protocol serves as a guideline but is not binding due to scheduling constraints.

7.1.8.2 If it occurs during qualifying, the session will be restarted regardless of team standings at the time of the crash.

7.1.8.3 If it occurs during a race and can be restarted, the following procedures will apply:

7.1.8.3.1 Semifinal 1

7.1.8.3.1.1 If less than 30 minutes of the session have been completed, the race will be restarted with the teams in the positions they were occupying before the disconnection, and the laps will be recalculated (at the discretion of the stewards).

7.1.8.3.1.2 If more than 30 minutes of the race have been completed, the race will be considered finished, and the positions at the time of the disconnection will be upheld.

7.1.8.3.1.3 If a position cannot be verified, the participants will be asked. If the doubt persists, a draw will be held.

7.1.8.3.2 Semifinal 2

7.1.8.3.2.1 If less than 35 minutes of the session have been completed, the race will be restarted with the teams in the positions they were occupying before the disconnection, and the laps will be recalculated (at the discretion of the stewards).

7.1.8.3.2.2 If more than 35 minutes of the race have been completed, the race will be considered finished, and the positions at the time of the disconnection will be upheld.

7.1.8.3.2.3 If a position cannot be verified, the participants will be asked. If the doubt persists, a draw will be held.

7.1.8.3.3 Final 1

7.1.8.3.3.1 If less than 35 minutes of the session have been completed, the race will be restarted with the teams in the positions they were occupying before the disconnection, and the laps will be recalculated (at the discretion of the stewards).

7.1.8.3.3.2 If more than 35 minutes of the race have been completed, the race will be considered finished, and the positions at the time of the disconnection will be upheld.

7.1.8.3.3.3 If a position cannot be verified, the participants will be asked. If the doubt persists, a draw will be held.

7.1.8.3.4 Final 2



7.1.8.3.4.1 If less than 45 minutes of the session have been completed, the race will be restarted with the teams in the positions they were occupying before the disconnection, and the laps will be recalculated (at the discretion of the stewards).

7.1.8.3.4.2 If more than 45 minutes of the race have been completed, the race will be considered finished, and the positions at the time of the disconnection will be upheld.

7.1.8.3.4.3 If a position cannot be verified, the participants will be asked. If the doubt persists, a draw will be held.

7.2 Conduct and Disciplinary Regulations

7.2.1 Any act contrary to the sporting conduct expected within a regulated competition is strictly prohibited.

7.2.1.1 Any expression of violence, whether verbal or physical, will be considered especially serious. Such behavior will be reported to the relevant law enforcement authorities for processing in accordance with current legislation.

7.2.2 Any act of indiscipline may be subject to a complaint by participants to the competition stewards.

7.2.3 The stewards shall have full authority to act ex officio in any situation or behavior that, in their judgment, constitutes an act of indiscipline within the sporting context.

7.2.4 It is the responsibility of the stewards and the organization to evaluate and, if necessary, penalize any misconduct related to the competition. They may also refer such behavior to the competent authorities if the situation requires it.

8. CLAIMS AND PENALTIES

8.1 Claims

8.1.1 Any action deemed improper by a team may be reported for review by a technical team (stewards) composed of members of DAS MOTORSPORTS.

8.1.2 Claims must be submitted by the representative of the claimant team in the manner and form communicated by the stewards during the initial briefing.

8.2 Penalties

8.2.1 Penalties will be imposed based on the interpretation of each incident by the competition's stewards.

8.2.2 The disciplinary code of Mach25Gaming and all provisions in this document will be used as a reference.

8.2.3 Some parts of the aforementioned code may not be applicable due to the in-person nature or specific conditions of the competition.



8.2.3.1 If necessary, the stewards and organizers shall have full authority to modify or interpret the regulations stated in that code.

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

8.2.5 Failure to comply with such decisions may result in expulsion from the current and future competitions.

8.2.6 Time penalties will be added to the team's total race time and may affect the final result.

8.3 Disciplinary Code

8.3.1 The disciplinary code outlines the table of penalties a driver may incur during a race, including the duration of the penalty or any disqualifying actions that may be imposed by the stewards.

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

8.3.3 Knowledge of its content is mandatory in order to participate in the competition.

8.3.4 Some parts of the document may not be applicable to this in-person competition, as it is a general document regulating Mach25Gaming's online events.

9. CAR LIVERY DESIGN

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

Car liveries must not include references to competitions outside of Mach25Gaming, nor contain offensive or vulgar language.

All teams must take PlayStation screenshots clearly showing each car's design and send them to the email address: contact@mach25gaming.com before September 15th.

The organization reserves the right to require teams to include a race number on the car, corresponding to their final ranking position in the Mach25Gaming ranking that granted them access to the competition. If this requirement is not made before September 1st, compliance will not be mandatory.

10. LIVE BROADCAST

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

11. SOCIAL MEDIA