

1. Introduction

The **Virtual Endurance Challenge** is a team-based competition organized by **Mach25 Gaming** for the **Gran Turismo 7** platform, and will take place between **December 29** and **January 15**.

To gain access to the competition, all teams completing the registration form must participate in a **qualifying phase (preQ)**, selecting one of the available time slots between **December 22** and **December 23**.

This competition counts toward the **Mach25 Ranking**, which grants access to special and in-person events organized by **Mach25Gaming**, and has a value of **500 points (Category 500)**.

2. Registration and Participation Structure

2.1 Team Concept

A team shall be considered any registered participant that meets the following requirements:

- Possesses a name and logo for identification.
- Has a minimum of **2 drivers** on its roster.
- Has a **team manager** or a driver acting in that role.

2.1.1 Team Identity and Result Association

2.1.1.1 Teams may change their name and logo during the competition, provided that they notify the organization in advance and receive its approval.

2.1.1.2 The new name and logo must be original; they may not copy or use the identity of another existing or participating team in the competition.

2.1.1.3 Once a team has completed its participation in the competition, the results obtained will remain associated with the name and logo used, and may not be transferred to another team, even if it consists essentially of the same group of people or management.

2.1.1.4 Any situation will be reviewed by the organization, which may request additional information from the teams involved and will have the authority to arbitrate, interpret, and definitively resolve any incident, dispute, or case not foreseen in this regulation.

2.2 Team Composition

In this competition, teams must participate with a minimum of **2 drivers** during the championship phase; therefore, by registering for the competition, they accept the obligation to comply with this requirement.

2.3 Registration

Registration shall be completed by filling out the official registration form available on the competition's website, accessible through the domain www.mach25gaming.com.

For the registration to be considered valid, each team must fully complete the form, providing all information required by the Organization, including details relating to the team and the person responsible (team manager).

Additionally, every registered team is required to select a date and time to participate in the **Qualifying Phase**, choosing from the options enabled by the Organization. The selected time slot will be binding, except in cases of justified cause and subsequent approval by the Organization.

All registered teams must take into account that the competition host will be **garnata987**, and must ensure that they provide a functional email address where they will receive the room ID for the corresponding race session.

2.4 Registration Period

The registration period runs from the publication of this document until **December 23 at 14:00 (CET)**.

2.5 Participants

The competition will feature a total of **twenty-eight (28)** participating teams following the completion of the qualifying phase. These teams will be divided into two groups —**Group A and Group B**— of 14 teams each, strictly following the qualifying order obtained in that phase:

- Teams classified in **odd positions** (1st, 3rd, 5th, ..., 27th) will form **Group A**.
- Teams classified in **even positions** (2nd, 4th, 6th, ..., 28th) will form **Group B**.

(This criterion may be modified by the Organization in the event of exceptional circumstances or sporting reasons that justify such a change.)

2.6 No-Show Policy

Any team that, once admitted, fails to appear for the competition without justification will be **banned from future events** by the Organization.

3. Competition Structure

The competition will consist of three phases:

1. Qualifying Phase
2. Group Phase
3. Final Phase



After each race and/or phase of the competition, points will be awarded according to the scoring system established in this regulation. Once all phases that make up the competition have been completed and tallied, the winner will be the team that has accumulated the highest number of points in the overall standings.

In the event of a tie in points between two or more teams, the tiebreak criteria defined by the Organization will be applied to determine their final positions.

3.1 Qualifying Phase (December 22 and 23)

The Qualifying Phase will consist of a single **10-minute Qualifying session**, which will award points toward the competition (see Scoring).

All registered teams must present **two (2) drivers** on track, both participating simultaneously within the time slot selected during registration.

The final result for each team in this phase will be determined by the **sum of the best lap times** set by each of the two representative drivers. This combined time will establish the final classification. The available competition spots will be assigned exclusively according to the order resulting from this combined time.

Additionally, each qualified team's final position will determine its **starting position in R1 of the Group Phase**.

Teams that do not secure a position within the participation slots will be designated as **reserve teams**, ordered according to their results using the same criteria as the rest.

All teams participating in this phase—including those that do not qualify for the competition—will earn points for the **Mach25Gaming Ranking**, in accordance with their classification in the Qualifying Phase.

In the event of a tie in the total time between two or more teams, the following tiebreak procedure will apply:

1. The best individual lap time set by the fastest driver of each tied team will be considered.
2. If the tie persists, a pure draw will be held among the tied teams to determine the final order.

There will be **no maximum limit of teams** allowed to take part in this Qualifying Phase. The Organization will ensure that all registered teams have at least one available session in which to perform their qualifying attempt.

If the number of registered teams exceeds the initial set of available time slots, the Organization will enable **additional sessions**, either by extending the schedule or creating new slots to guarantee participation for all teams without exception.

All participants must ensure that they have added the room host (**garnata987**) and must be present in the room several minutes before the session start time.

3.2 Group Phase (From December 29 to January 15)

This phase will consist of a total of **three (3) races**. One of these will be the **Sprint Race**, characterized by its shorter duration and its compact, intense format allowing both groups to race on the same day.

The remaining two races will have an approximate duration of **ninety (90) minutes** each, following the Organization's standard format for the Group Phase.

- **R1 (Sprint Race)** will be contested on the same day for both groups, with **Group A** racing first and **Group B** afterward.
- **R2 and R3** will be held on different days for each group, as established in the sections Group Phase Schedule and Calendar.

The **starting positions for R1** will be determined by the results of the Qualifying Phase, favoring the highest-ranked team; therefore, **no qualifying session** will be held for R1.

Races **R2 and R3** will each be preceded by a **10-minute qualifying session** under the same conditions as the race.

Points will be awarded after each race according to the teams' final positions (see Scoring).

Upon completion of all races in the Group Phase, the **top seven (7) teams** of each group—according to the resulting standings—will advance to the **Final Phase**, carrying over **all points accumulated** up to that point.

3.2.1 Driver Participation Regulations

Each team is required to field **at least two (2) different drivers** over the course of the three races in this phase.

These drivers may be the same or different from those who represented the team during the Qualifying Phase.

The Organization may require verification of driver identities if necessary to ensure compliance with this regulation.

3.2.2 Group Phase Schedule

R1

Group A

Room opens: 20:00 (CET)

Latest room entry: 20:15 (CET)

Race start: 20:30 (CET)

Group B

Room opens: 21:30 (CET)*

Latest room entry: 21:45 (CET)*

Race start: 22:00 (CET)*

*Subject to no delays resulting from the Group A race.

R2 y R3

Room opens: 20:00 (CET)

Latest room entry: 20:15 (CET)

Quali + Race start: 20:30 (CET)

3.2.3 Tiebreak Criteria

In the event of a tie in points, the tied team that achieved the higher total score in the most recent race will be placed ahead.

If the tie persists, results from the preceding race(s) will be considered, going back as far as the Qualifying Phase if necessary.

3.3 Final Phase (January 19 and 22)

This phase will consist of two (2) races, each with an approximate duration of ninety (90) minutes, following the Organization's standard format.

R4 and R5 will be held on different days, as indicated in the sections Final Phase Schedule and Calendar.

Both R4 and R5 will be preceded by a 10-minute qualifying session under the same conditions as the race.

Points will be awarded after each race according to the teams' final positions (see Scoring).

Once all races in the Final Phase have concluded, teams will be ranked according to their points, which will constitute their **final classification** in the competition.

3.3.1 Driver Participation Regulations

Each team is required to field two (2) different drivers during the Final Phase.

These drivers may be the same or different from those who represented the team during the Qualifying Phase and Group Phase.

The Organization may require driver identity verification if necessary to ensure compliance with this regulation.

3.3.2 Final Phase Schedule

Room opens: 20:00 (CET)

Latest room entry: 20:15 (CET)

Quali + Race start: 20:30 (CET)



3.2.3 Tiebreak Criteria

In the event of a tie in points, the tied team that achieved the higher total score in the most recent race will be placed ahead.

If the tie persists, results from the preceding race(s) will be considered, going back as far as the Qualifying Phase if necessary.

4. Scoring

Point allocation will vary throughout the competition depending on the phase. The scoring systems are as follows:

4.1 Qualifying Phase

1^o 15 2^o 12 3^o 12 4^o 10 5^o 10 6^o 9 7^o 9 8^o 8 9^o 8 10^o 7 11^o 7 12^o 6
 13^o 6 14^o 5 15^o 5 16^o 4 17^o 4 18^o 3 19^o 3 20^o 2 21^o 2 22^o 1 23^o 1 24^o 0...

4.2 Group Phase

1^o 15 2^o 12 3^o 10 4^o 9 5^o 8 6^o 7 7^o 6 8^o 5 9^o 4 10^o 3 11^o 2 12^o 1

Positions 13th and 14th do not score points.

4.3 Final Phase

1^o 25 2^o 18 3^o 15 4^o 12 5^o 10 6^o 8 7^o 6 8^o 5 9^o 4 10^o 3 11^o 2 12^o 1

Positions 13th and 14th do not score points.



5. Schedule and Session Specifications

5.1 Qualifying Phase

Car: Nissan 370Z (Fairlady Z (Z34) '08 - Brand Central)

Track: Streets of Willow

Qualifying mode: 10 minutes (+180")

Weather selection method: S01

Time of day: Afternoon

Same conditions: ON

Tire wear: x0

Fuel consumption: x0

Tire type: Sports

Available tires: Medium

Slipstream strength: Real

5.2 Group Phase

R1 – December 29

Room Mode: Practice - Endurance Race 40'

Car: Nissan 370Z (Fairlady Z (Z34) '08 - Brand Central)

Track: Big Willow

Weather selection method: Ramdon

Time of day: Evening - Variable Time Speed Race: x1

Same conditions: OFF

Tire wear: x6

Fuel consumption: x3

Tire type: Sports

Available tires: Medium

Slipstream strength: Weak

Tyre regulations: Only Sports Medium are available

R2 – January 7 (Group A) & January 8 (Group B)

Room Mode: Practice - Qualifier 10' - Endurance Race 90'

Car: Corvette C5

Track: Circuit Gilles Villeneuve

Weather selection method: Ramdon

Time of day: Afternoon - Variable Time Speed Race: x2

Same conditions: OFF

Tire wear: x11

Fuel consumption: x2

Tire type: Sports

Available tires: Soft | Medium

Slipstream strength: Weak

Tyre regulations: Only one set of Sports Soft tyres may be used during the race.

R3 – January 12 (Group B) & January 15 (Group A)

Room Mode: Practice - Qualifier 10' - Endurance Race 90'

Car: Alpine A110 '17

Track: Tokyo Expressway – East Clockwise

Weather selection method: Ramdon

Time of day: Dawn - Variable Time Speed Race: x1

Same conditions: OFF

Tire wear: x18

Fuel consumption: x3

Tire type: Sports

Available tires: Soft | Medium | Hard

Slipstream strength: Real

Tyre regulations: Only one set of Sports Soft tyres may be used during the race.

5.3 Final Phase

R4 – January 19

Room Mode: Practice - Qualifier 10' - Endurance Race 90'

Car: Porsche Carrera GT

Track: Yas Marina

Weather selection method: Ramdon

Time of day: Evening - Variable Time Speed Race: x2

Same conditions: OFF

Tire wear: x7

Fuel consumption: x1

Tire type: Sports

Available tires: Soft | Medium

Slipstream strength: Weak

Tyre regulations: Only one set of Sports Soft tyres may be used during the race.

R5 – January 22

Room Mode: Practice - Qualifier 10' - Endurance Race 90'

Car: Ferrari F8 Tributo

Track: Autódromo de Interlagos

Weather selection method: Ramdon

Time of day: Evening - Variable Time Speed Race: x1

Same conditions: OFF

Tire wear: x6

Fuel consumption: x1

Tire type: Sports

Available tires: Soft | Medium

Slipstream strength: Weak

Tyre regulations: Only one set of Sports Soft tyres may be used during the race.

Multiplayer Room Configuration

Room Name: VIRTUAL ENDURANCE CHALLENGE | [PHASE NAME] | YouTube Mach25Gaming

Room Mode: Variable

Room Privacy: Friends Only

Race Type: Competitive Race

Maximum Players: Variable

Auto Start: NO

Circuit Settings: See Section 5

Time/Weather Settings: See Section 5

Race Settings

Start Type: Grid start with False Start Check

Starting Grid: Variable

BOP (Balance of Performance): ON

Option Settings: None

Boost: Real

Slipstream Strength: See Section 5

Visible Damage: YES

Mechanical Damage: Light

Tire Wear Rate: See Section 5

Fuel Consumption Rate: See Section 5

Refueling Speed: Default

Starting Fuel: Default

Reduced Grip Off-Track: Real

Race End Time: 180 seconds

Nitro / Overtake System Time Multiplier: Default

Classification settings (does not include preQ)

Time Limit: 10 minutes

Time to Continue Qualifying: 180 seconds

Tire Wear (Qualifying): Same as race

Fuel Consumption (Qualifying): Same as race

Starting Fuel: Same as race

Slipstream (Qualifying): Real

Regulations Settings

Filter by Category: No Limit

PR Limit: No Limit

Maximum Power: No Limit

Minimum Weight: No Limit

Available Tires: See Section 5

Types of Available Tires: See Section 5

Mandatory Tire Change: See Section 5

Nitro: Cannot be installed

Kart: No

Engine Swap: Prohibited

Tuning Parts: Maximum or Minimum

Year (Lower limit): -

Year (Upper limit): -

Drivetrain: -

Aspiration: -

Penalty Settings

Shortcut Penalty: Weak

Collision with Wall Penalty: Disabled

Correct Trajectory After Wall Collision: No

Collision with Other Cars Penalty: No (stewards intervene upon complaint)

Crossing Pit Entry/Exit Line Penalty: Yes

Ghosts During Race: Disabled

Flag Rules: Yes

Driving Options Limitations

Countersteering Assist: Prohibited

Stability Management (ASM): Prohibited

Racing Line Assist: Prohibited

Traction Control (TCS): No Limit

Anti-lock Braking System (ABS): No Limit

Autopilot: Prohibited

6. Prizes and Rewards

The **top three (3) teams** in the final overall classification of the competition will receive an **exclusive trophy**, designed and produced in collaboration with **mow.club**, in recognition of their sporting performance and results achieved.

7. Disciplinary Code

The competition is governed by the **Mach25 Gaming Disciplinary Code**. Any action not explicitly covered by that code or this document, which may constitute grounds for sanction, may be enforced **ex officio** by the Organization.

Provisions expressed concretely in this document shall **take precedence** over the Disciplinary Code in the event of any conflict.

This regulation and the Disciplinary Code constitute the **official normative reference** and cannot be subject to dispute, even if statements made by commentators or collaborators in media or on social networks contradict the provisions herein.

8. Liveries

Teams are free to present their cars on track with **any design they prefer**, provided they do not contain offensive or provocative language, nor include references, logos, or advertising from other championships.

Failure to comply with these rules may be **reported ex officio** by the Organization or by participating drivers, and may be sanctioned with **disqualification (DQ)** from a race or the championship.

The Organization reserves the right to request a team to **change its design** or to **disqualify a participant** if deemed appropriate.

9. Communications

All official communications will be sent from **contact@mach25gaming.com** to the email address provided by each team during registration.

In the event of any changes to the regulation, notifications will be sent via email, and the updated version of the regulation will be posted on the **Mach25Gaming website**. Teams are advised to consult the online regulation to avoid relying on obsolete versions.

Annex I – Room Disconnections

The procedure to follow will depend on the reason that caused the room disconnection, primarily whether the session can be restarted immediately or, conversely, if the reason prevents the race from being resumed.

If it occurs during Qualifying:

- If the session can be restarted within **15 minutes**, it will be redone from the beginning. The qualifying time

may be equal to or shorter than the original, at the discretion of the stewards, based on accumulated delay and other factors.

If it occurs during a Race:

- **Percentage of race completed < 40%:**

- If the race can be restarted within **15 minutes**, the approximate remaining laps will be adjusted, and the race will restart using the **original starting positions from Lap 1**.
- If the race **cannot be restarted** or it cannot be safely completed, the race will be declared **null**, and the Organization will schedule a new date. Teams are responsible for adapting to the date provided by the Organization.

- **Percentage of race completed 40% – 66.66%:**

- If the race can be restarted within **15 minutes**, the approximate remaining laps will be adjusted, and drivers will complete a **formation lap** to take the positions they held at the time of the disconnection (these positions will be published in the room chat). The race will be **relaunched at the first pass through the finish line**.
- If the race **cannot be restarted**, it will be considered **finished**.

- **Percentage of race completed > 66.66%:**

- The race will be considered **finished in all cases**, and **half of the points** will be awarded based on the positions in all groups of the round, including those that finished the race without problems.

Additional Note:

In all cases where the race can be relaunched, drivers may change tires and tire compound hardness.