

 **G series**
INFINITY



[EN] REGULATION 2026

mach25gaming.com

TABLE OF CONTENTS

1. Introduction	p. 3
2. Registration	p. 3
3. Prizes	p. 5
4. Competition Format	p. 6
5. Superpole	p. 9
6. Scoring System	p. 11
7. Race Specifications	p. 14
8. Multiplayer Room Settings	p. 17
9. Car Design	p. 19
10. Mandatory Additional Documents	p. 20
11. Official Communications	p. 21
12. Useful Links	p. 21

1. Introduction

The Infinity GSeries is a team-based competition organized by Mach25 Gaming and directed by Alejandro Garnata, held on Gran Turismo 7 between the months of April and June. In each race, every team will be represented on track by two drivers.

This championship awards points toward the Mach25 Ranking, classified under category 1000. It also features a guaranteed prize pool of €1,000, which may increase depending on the final number of participating teams.

Everything stated in this regulation complements and expands upon the provisions established in two documents that are mandatory for all participants in competitions organized by Mach25 Gaming: the General Technical Regulations and the Disciplinary Code.

2. Registration

2.1 The IGS is a team competition, meaning that the results obtained on track by each team's representatives will contribute points to the team itself.

2.2 Each team must register a **minimum of 3 drivers and a maximum of 15 drivers**.

2.2.1 Every participating team must provide the following information for each of its drivers at the time of registration:

- First name and surname
- Place of birth
- Country of origin
- PSN username

2.2.1.1 Each participating team must ensure that its drivers are available to compete on the dates chosen or selectable by the organization.

2.2.2 This competition will include a transfer market (see section 2.6), understood as the period during which teams may add drivers to their rosters.

2.3 Registration and Participation Fee

Team registration is completed by correctly filling out the registration form available on the Mach25Gaming.com website and finalizing payment of the participation fee.

2.3.1 Direct link to the registration form: <https://mach25gaming.com/infinity-g-series2026/>.

2.3.2 The participation fee is €50 per team.

2.3.2.1 The participation fee is the same for all participants.

2.3.2.2 The fee must be paid upon completing registration, and no registration will be considered complete without payment.

2.3.2.3 All teams must participate in the preQ unless they have a guaranteed spot based on last season's results. If a team does not qualify for the competition, the participation fee will be fully refunded through the same payment method.

2.3.2.3.1 The participation fee will not be refunded in case of withdrawal from the competition or partial/total absence of the team during the qualifying phase.

2.3.3 All teams without a guaranteed spot must indicate the date and time at which they will compete in the qualifying phase.

2.3.3.1 Teams with a guaranteed spot must select the corresponding option during registration to avoid participating in the qualifying phase.

2.3.4 The organization reserves the right to reject registrations in order to preserve the spirit of the competition and ensure fair and transparent development.

2.3.5 All registered team members must add the competition host (garnata987) to their PSN friends list. The organization is not obligated to accept friend requests once the live broadcast of the session has begun.

2.3.5.1 If the race host changes, teams will be notified via email as soon as possible..

2.4 Registration Period

The registration period runs from the publication of this document until March 16 at 14:00 (CET/CEST). This period applies equally to all teams, including those with guaranteed spots. The organization reserves the right to modify this period if necessary.

2.5 Participants

The competition will feature 24 participating teams in the Rockets Division. Each team must field two (2) drivers in each round, following the participation rules. Consequently, each round will include 48 drivers across 4 races.

The final number of participants will depend on the teams registered for the qualifying phase. The organization may expand this number and will announce the final total once qualifying concludes.

2.5.1 Participants with Guaranteed Spots (2025 Results)

Based on the previous edition's results, twelve (12) teams have guaranteed spots and are exempt from the qualifying phase.

2.5.1.1 These twelve (12) guaranteed spots correspond to the top twelve teams in the Rockets Division in the 2025 season.

2.5.1.2 If any team with a guaranteed spot does not use it—due to dissolution, inactivity, or explicit withdrawal—the spot will be assigned to another team following a strict succession order based on 2025 results.

2.5.1.3 If guaranteed spots cannot be filled with teams from the 2025 season, the remaining spots will be made available to teams participating in the qualifying phase.

2.6 Transfer Market

The transfer market allows drivers already registered with participating teams, as well as new drivers not affiliated with any team during registration, to change teams or join a participating team, following the rules of this regulation.

2.6.1 There will be two transfer windows:

First window: Between the final qualifying session and the week before R1.

Second window: After the Regular Season and before the Final Phase.

2.6.2 Each team may make a maximum of two (2) additions per transfer window, relative to the initial driver list submitted.

2.6.2.1 Drivers who previously competed in qualifying or the Regular Season with other teams may be added, but no driver may change teams more than once during the championship.

2.6.3 All driver movements must be officially communicated in time for approval and publication on the competition website before the next races.

2.6.3.1 To formalize a transfer, teams must complete the corresponding form available on the competition website under "Transfer Market."

2.6.4 If a potential irregularity is detected, participating teams may file claims regarding any transfer.

2.6.5 The organization is solely responsible for validating, approving, or rejecting transfer movements.

3. Prizes

All participating teams are eligible to receive prizes based on their final results. These prizes may increase depending on the number of participants, with the minimum amounts guaranteed by the organization:

1.	2. ^o	3. ^o	4. ^o	5. ^o	6. ^o
500€ + Trophy	200€ + Trophy	100€ + Trophy	50 €	50 €	50 €

Additionally: All participating teams will receive guaranteed spots for the GTPulpí 2026 on-site team competition* and the Summer Madness 2026 online competition* (guaranteed prizes). Teams finishing in the top 18 will receive guaranteed spots for the Infinity GSeries 2027. **Pending confirmation.*

3.1 Mach25 Ranking – Category and Total Scoring Positions

The competition awards points toward the Mach25 Ranking, which grants teams and drivers access to on-site and online competitions. Full information is available at: <https://mach25gaming.com/ranking-mach25/>

3.1.1 The Infinity GSeries is included in the Mach25 Ranking under category 1000.

3.1.2 All participating teams, both in qualifying and in the final competition, will receive ranking points based on their final positions.

3.1.3 At the end of the competition, a global classification of all participants will be created, serving as the official reference for point allocation.

3.2 Prize Collection

All monetary prize winners will be informed about the collection process, always complying with current regulations. The total prize amount includes applicable taxes.

3.2.1 Any winner may choose to partially or fully decline their prize.

4. Competition Format

The 2026 edition maintains the same format as 2025, with new date assignments. Rest weeks and optional dates for pending races are included in both the Regular Season and Final Phase. Some dates will be confirmed closer to their scheduled time. The competition phases are:

4.1 Qualifying Phase

This phase determines the final list of participating teams. All teams without guaranteed spots must compete.

4.1.1 Mandatory for all teams without guaranteed spots.

4.1.2 Participants must choose a time slot from those provided by the organization.

4.1.2.1 The organization has expanded available dates and times to allow more teams to participate.

4.1.2.2 Available dates (see registration form for times): March 16, 17, and 23.

4.1.2 Teams must indicate their chosen date and time during registration so their two drivers can participate.

4.1.3 All qualifying teams must present two drivers in the designated lobby at the selected date and time.

4.1.4 Each team's final result will be determined by the sum of the best lap of each of its two drivers.

4.1.5 Failure to participate results in exclusion from the competition.

4.1.6 In case of a tie, the team whose Driver 1 set the fastest lap will be favored.

4.1.6.1 If the tie persists, it will be resolved by a random draw in the presence of the involved teams.

4.1.7 The session duration is 10 minutes in qualifying/race mode.

4.1.7.1 The session will continue for 180 seconds after the timer ends.

4.1.8 The qualifying phase will use the combination listed in section 7. Multiplayer lobby settings are detailed in

section 8.

4.1.9 Results will be used to rank teams for the Rockets Division until all available spots are filled. Remaining teams will be listed as reserves.

4.2 Regular Season

The Regular Season is the phase where all teams compete against each other, based on the results of the color-group draw held after qualifying and before R1 (date TBD between March 25–29).

4.2.1 The Regular Season consists of 7 rounds.

Competition slots (CET/CEST):

- Split 1 – Monday 20:30*
- Split 2 – Monday 21:30*
- Split 3 – Tuesday 20:30*
- Split 4 – Tuesday 21:30*

* Times vary in R1 and R2

* Times may change if deemed necessary by the organization

4.2.2 Each team's participation slot will be determined after the calendar draw and confirmed before the competition begins, though some dates may remain pending.

4.2.3 The calendar draw will be preceded by an explanation of the competition format to ensure fairness and respect for previous achievements.

4.2.4 All Regular Season races follow the same format:

4.2.4.1 Each team must field two drivers per round.

4.2.4.2 Each round lasts approximately 40 minutes.

4.2.4.2.1 Each round includes a qualifying session (Superpole or Q) and a race.

4.2.4.2.1.1 Qualifying determines the starting grid.

4.2.4.2.1.1.1 Qualifying uses the Superpole format (see section 5).

4.2.4.2.1.1.2 All teams must follow the Superpole procedure to avoid penalties.

4.2.4.2.1.2 The race lasts approximately 30 minutes.

4.2.4.3 All teams must comply with driver participation requirements.

4.2.4.3.1 By the end of the Regular Season, each team must have used at least three (3) different drivers.

4.2.4.4 Final results in both qualifying and the race award points according to the competition's scoring system.

4.2.4.5 All Regular Season combinations are listed in section 7.

4.2.5 Regular Season Calendar (subject to change)

R1	R2	R3	R4	R5	R6	R7
April 7 and 8	April 13 and 15	April 20 and 21	April 27 and 28	May 11 and 12	May 26 and 27	June 1 and 2

4.3 Final Phase

Based on the final Regular Season standings, all teams will be divided into three blocks before entering the Final Phase:

- Golden Rockets (top 6 teams)
- Silver Rockets (7th–12th)
- Bronze Rockets (13th–24th)

4.3.1 Bronze Rockets

Teams finishing 13th–24th.

4.3.1.1 Teams must field one driver per round.

4.3.1.1.1 Teams must use at least two different drivers during this phase..

4.3.1.2 Bronze Rockets rounds take place at 20:15 (CET/CEST).

4.3.1.2.1 Each round includes qualifying and a race.

4.3.1.2.1.1 Qualifying lasts 5 minutes (not Superpole).

4.3.1.2.1.1.1 Lobby settings match the race settings.

4.3.1.2.1.1.2 A minimum of one minute will be given before the race starts.

4.3.1.2.1.1.3 Drivers may enter the pits during qualifying, but never using the START button (penalty added to race time).

4.3.1.2.1.2 The race lasts approximately 30 minutes.

4.3.2 Silver Rockets

Teams finishing 7th–12th.

4.3.2.1 Teams must field two drivers per round.

4.3.2.1.1 Teams must use at least three different drivers during this phase.

4.3.2.2 Rounds take place at 21:00 (CET/CEST).

4.3.2.2.1 Each round includes qualifying and a race.

4.3.2.2.1.1 Qualifying lasts 5 minutes (traditional format).

4.3.2.2.1.1.1 Lobby settings match the race settings.

4.3.2.2.1.1.2 One minute will be given before the race starts.

4.3.2.2.1.1.3 Drivers may enter the pits during qualifying, but never using the START button (penalty added to race time).

4.3.2.2.1.2 The race lasts approximately 30 minutes.

4.3.3 Golden Rockets

Teams finishing 1st-6th.

4.3.3.1 Teams must field two drivers per round.

4.3.3.1.1 Teams must use at least three different drivers during this phase.

4.3.3.2 Rounds take place at 22:00 (CET/CEST).

4.3.3.2.1 Each round includes a Superpole qualifying session and a race.

4.3.3.2.1.1 Qualifying uses the Superpole format (see section 5).

4.3.3.2.1.1.1 A minimum of one minute will be given before the race starts.

4.3.3.2.1.2 The race lasts approximately 30 minutes.

4.3.4 Final Phase Schedule

R8	R9	R10
June 8	June 10	June 16

5. Superpole

5.1 Superpole Concept

The Superpole is the pre-race phase designed to determine the starting positions of each participating driver on the grid during the Regular Season and the Golden Rockets Splits.

Superpole consists of a single timed lap, and its correct execution requires following a specific procedure, which will be identical for all rounds and must be known and correctly performed by all participants.

5.2 Superpole Procedure

5.2.1 Waiting Zone

5.2.1.1 Once qualifying begins, all drivers must exit the pits and go directly to the designated waiting zone, which will be a specific area of the circuit where they must wait until called via the lobby chat by their team name..

5.2.1.2 The waiting zone will be published on the competition website at least a few hours before the start of the round.

5.2.2 Call to Pits

5.2.2.1 Once drivers are called via the lobby chat, they must leave the waiting zone and head immediately to the pits (mandatory).

5.2.2.2 Upon entering the pits, drivers must fill the fuel tank (mandatory).

5.2.2.3 Drivers may choose whether or not to change tyres and select the compound. This decision is optional and may depend on the rules of the round.

5.2.3 Warm-Up Lap

5.2.3.1 After exiting the pits, drivers must complete a warm-up lap.

5.2.3.2 The warm-up lap must be driven at a pace that ensures drivers are not caught by those behind and do not disrupt the rhythm of those ahead.

5.2.3.3 The Superpole timer begins when the driver crosses the finish line at the end of the warm-up lap.

5.2.4 Stopping Zone

5.2.4.1 After completing the Superpole lap, drivers must proceed to the stopping zone and park their car without obstructing other participants.

5.2.4.2 The stopping zone will also be published on the competition website before the event.

5.2.5 Participant Responsibilities

5.2.5.1 Participants are responsible for not interfering with any driver's lap during the warm-up lap and for not delaying other drivers approaching their Superpole attempt.

5.2.5.2 Any driver who violates these rules will be penalized according to the established regulations.

5.2.6 Tyre Selection for the Race

5.2.6.1 After completing the Superpole, drivers may select the tyres they wish to use at the start of the race, always following the rules and decisions of the competition's technical team.

This procedure ensures a clean and orderly Superpole session, guaranteeing equal opportunities for all drivers and preventing interference with competitors' performance.

5.3 Compliance with the Superpole Procedure

5.3.1 All participants are required to know the Superpole procedure.

5.3.2 Any error committed by a participating team during Superpole may be protested by other teams.

5.3.3 All protests regarding the Superpole procedure will be reviewed by the stewarding team and sanctioned

according to the degree of advantage or disadvantage caused, although some penalties are defined below.

5.3.4 Failure to stop in the waiting zone will result in a minimum penalty of 2 seconds added to the driver's total race time, which may increase if another participant is affected.

5.3.5 Failure to enter the pits before starting the Superpole lap will result in a 10-second penalty added to the driver's total race time. If a driver uses the START button to enter the pits to correct a Superpole error, the penalty will be 15 seconds.

5.3.5.1 If a driver fails to enter the pits or makes a procedural error, they must stop in a safe area without obstructing others. This may avoid a penalty (at the stewards' discretion).

5.3.6 Failure to fill the fuel tank during the pit stop will result in a 10-second penalty added to the driver's total race time.

5.3.7 Failure to stop in the stopping zone will result in a minimum penalty of 2 seconds, which may increase if another participant is affected.

6. Scoring System

After each round, every participating team receives two types of points:

1. Individual scoring: Based on each driver's final position in their split.
2. Team global scoring: Based on the global classification created by ordering all teams according to the combined race times of their two drivers.

In the Rockets Division during the Regular Season, teams compete not only against those in their split but against all teams in the division, regardless of split assignment.

Additional bonus points are awarded for:

- Qualifying performance
- Fastest race lap and fastest lap of the round
- On-track fair play

6.1 Regular Season Scoring – Rockets Division

6.1.1 Driver Scoring

The following points are awarded to each driver based on their finishing position in their split:

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

6.1.1.1 In case of disconnection or retirement, the score is 0 points.

6.1.1.2 In case of a DQ penalty (120 seconds), no points are awarded.

6.1.1.3 The points earned by both drivers are added together and assigned to the team.

6.1.2 Team Scoring

The following points are awarded to each team based on the global classification created from the combined race times of both drivers:

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

6.1.2.1 In case of disconnection or retirement, affected drivers receive a total race time equal to the slowest total race time plus 120 seconds.

6.1.2.2 Teams with drivers who received a DQ, retired, or disconnected will still appear in the final time classification and may receive points.

6.1.3 Bonus Points (Regular Season)

6.1.3.1 One point to the driver with the fastest qualifying time in their split.

6.1.3.2 One point to the driver with the fastest qualifying time overall.

6.1.3.2.1 This point is added to the one awarded in 6.1.3.1.

6.1.3.3 One point for the fastest race lap in the split.

6.1.3.4 One point for the fastest race lap of the entire round.

6.1.3.4.1 This point is added to the one awarded in 6.1.3.3.

6.1.3.5 Two points to all teams that receive no time penalties at the end of the round.

6.1.3.6 Teams with DQ, retirement, or disconnection may still receive bonus points if they meet the conditions.

6.1.3.6.1 In case of disconnection or retirement, fair play points may be awarded if the driver completed

50% of the race or waited in the pits until the end (sporting withdrawal).

6.2 Final Phase Scoring – Golden Rockets

6.2.1 Points awarded to each driver (12 drivers from 6 teams):

1^o	2^o	3^o	4^o	5^o	6^o
80 pts.	75 pts.	70 pts.	65 pts.	60 pts.	58 pts.
7^o	8^o	9^o	10^o	11^o	12^o
56 pts.	54 pts.	52 pts.	50 pts.	50 pts.	50 pts.

6.3 Final Phase Scoring – Silver Rockets

6.3.1 Points awarded to each driver (12 drivers from 6 teams):

1^o	2^o	3^o	4^o	5^o	6^o
50 pts.	45 pts.	40 pts.	35 pts.	30 pts.	28 pts.
7^o	8^o	9^o	10^o	11^o	12^o
26 pts.	24 pts.	22 pts.	20 pts.	20 pts.	20 pts.

6.4 Final Phase Scoring – Bronze Rockets

6.4.1 Points awarded to each driver (12 drivers from 12 teams):

1^o	2^o	3^o	4^o	5^o	6^o
30 pts.	25 pts.	20 pts.	15 pts.	10 pts.	8 pts.
7^o	8^o	9^o	10^o	11^o	12^o
6 pts.	4 pts.	2 pts.	0 pts.	0 pts.	0 pts.

6.5 Final Phase Bonus Points

6.5.1 Awarded based on global results across all three Rockets groups:

6.5.1.1 Two points for the fastest global qualifying time.

6.5.1.2 Two points for the fastest global race lap.

6.5.1.3 Two points to all teams without time penalties.

6.6 Fair Play Bonus System

6.6.1 Teams finishing a round without receiving penalties for incidents with other drivers or teams earn two (2) bonus points.

6.6.1.1 This bonus applies even if the team received penalties unrelated to incidents with rivals or disqualifying offenses.

6.6.2 Teams whose drivers do not finish the race are not eligible for the fair play bonus.

6.7 Tiebreaker Criteria

6.7.1 In case of a tie in points, the team with the highest score in the most recent round is favored. This includes bonus points.

6.8 Position Swaps Between Blocks

6.8.1 Due to withdrawals, absences, penalties, or sporting results, teams from lower subdivisions may overtake teams from higher subdivisions.

6.8.1.1 This does not affect block assignment.

6.8.1.2 It does affect final standings, prizes, and benefits.

7. Race Specifications

The following section presents the 2026 Infinity GSeries season calendar, including the dates and combinations for each round. Dates may be subject to change, mainly due to overlaps with official GTWS season events or other justified reasons.

7.1 Qualifying Phase

FC	Car	911 Carrera RS (993) '95		
	Track	Brands Hatch		
	Qualifying mode	10 minutes (+180")	Fuel Consumption Rate	x0
	Weather Selection Method	S01	Tyre wear rate	x0
	Time of day	Afternoon	Useable Tyres	Sports
	Equal conditions mode	ON	Useable tyre and types	Medium
	Settings Options	None	Slipstream Strength	Real

7.2 Regular Season

R01 7/8 april	Car	WRX Gr.B Rally Car + Lancer Evolution Final Gr.B Rally Car (one per team member)		
	Track	Deep Forest	Fuel Consumption Rate	x4
	Vueltas	19	Tyre wear rate	x4
	Weather Selection Method	S12	Useable Tyres	Racing
	Time of day	Evening	Useable tyre and types	All
	Equal conditions mode	ON	Slipstream Strength	Weak
	Settings Options	Brake balance and central differential torque vectoring (others disabled)		
	Race Regulations	No restrictions		

R02 13/15 april	Car	M4 Gr.4 + 4C Gr.4 + V8 Vantage Gr.4 + Megane Trophy '11 (one per team member)		
	Track	Mount Panorama	Fuel Consumption Rate	x5
	Vueltas	13	Tyre wear rate	x8
	Weather Selection Method	S08	Useable Tyres	Racing
	Time of day	Afternoon	Useable tyre and types	All
	Equal conditions mode	ON	Slipstream Strength	Real
	Settings Options	Brake balance (others disabled)		
	Race Regulations	No restrictions		

R03 20/21 april	Car	Honda N-One RS '22		
	Track	Autodrome Lago Maggiore - East End	Fuel Consumption Rate	x4
	Vueltas	30	Tyre wear rate	x35
	Weather Selection Method	S12	Useable Tyres	Confort
	Time of day	Twilight	Useable tyre and types	Soft
	Equal conditions mode	ON	Slipstream Strength	Real
	Settings Options	All		
	Race Regulations	BOP: Off	Power Limit: 100 HP	Minimum Weight: 750 kg

R04 27/28 april	Car	Mazda Spirit Racing Roadster 12R '25		
	Track	RedBull Ring	Fuel Consumption Rate	x6
	Vueltas	15	Tyre wear rate	x23
	Weather Selection Method	S08	Useable Tyres	Sports
	Time of day	Early Morning	Useable tyre and types	Soft / Hard
	Equal conditions mode	ON	Slipstream Strength	Weak
	Settings Options	None		
	Race Regulations	Mandatory minimum of 5 laps on Hard tires during the race		

R05 11/12 may	Car	Porsche Carrera RS (993) '95		
	Track	Dragon Trail Gardens (Reverse)	Fuel Consumption Rate	x4
	Vueltas	16	Tyre wear rate	x11
	Weather Selection Method	S08	Useable Tyres	Sports
	Time of day	Afternoon	Useable tyre and types	Soft
	Equal conditions mode	ON	Slipstream Strength	Weak
	Settings Options	None		
	Race Regulations	No restrictions		

R06 26/27 may	Car	Honda NSX GT500 '08		
	Track	Circuit de Barcelona GP no chicane	Fuel Consumption Rate	x5
	Vueltas	17	Tyre wear rate	x4
	Weather Selection Method	S12	Useable Tyres	Racing
	Time of day	Evening	Useable tyre and types	Soft / Medium
	Equal conditions mode	ON	Slipstream Strength	Weak
	Settings Options	Brake balance (others disabled)		
	Race Regulations	No restrictions		

R07 1/2 june	Car	Gr.3 Free* (one per team member) *(except Porsche 992 GT3 R, Audi R8 Evo, Lamborghini Huracan y GT by Citroen)		
	Track	Yas Marina Circuit	Fuel Consumption Rate	x5
	Vueltas	15	Tyre wear rate	x5
	Weather Selection Method	S08	Useable Tyres	Racing
	Time of day	Midnight	Useable tyre and types	All
	Equal conditions mode	ON	Slipstream Strength	Real
	Settings Options	Brake balance (others disabled)		
	Race Regulations	No restrictions		

7.3 Final Phase

R08 8 june	Car	Aston Martin Vulcan '16		
	Track	Circuit de La Sarthe	Fuel Consumption Rate	x1
	Vueltas	8	Tyre wear rate	x2
	Weather Selection Method	S14	Useable Tyres	Racing
	Time of day	Early Dawn	Useable tyre and types	Soft / Medium
	Equal conditions mode	OFF	Slipstream Strength	Real
	Variable time speed race	x4		
	Settings Options	None		
Race Regulations	Mandatory use of one set of each tire compound during the race			

R09 10 june	Car	Audi R18 '16 (Gr.1)		
	Track	Spa Francorchamp	Fuel Consumption Rate	x4
	Vueltas	14	Tyre wear rate	x4
	Weather Selection Method	S12 + C05 + R06 + R07 + R08	Useable Tyres	Racing
	Time of day	Afternoon	Useable tyre and types	All
	Equal conditions mode	OFF	Slipstream Strength	Weak
	Variable time speed race	x2		
	Settings Options	Brake balance (others disabled)		
Race Regulations	No restrictions			

R10 16 june	Car	Toyota Supra GT500 '97 + Nissan R34 GT500 '99 + Nissan NSX GT500 '00 + Ford GT LM Race Car Spec II (one per team member)		
	Track	Grand Valley Autopista 1	Fuel Consumption Rate	x4
	Vueltas	15	Tyre wear rate	x6
	Weather Selection Method	S14	Useable Tyres	Racing
	Time of day	Sunset	Useable tyre and types	Medium / Hard
	Equal conditions mode	OFF	Slipstream Strength	Real
	Variable time speed race	x4		
	Settings Options	Brake balance (others disabled)		
	Race Regulations	Mandatory use of one set of each tire compound during the race		

7.4 Lobby Opening and Entry Times

Split 1

- Lobby opens: 20:00
- Entry deadline: 20:15
- Superpole start: 20:30

Split 2

- Lobby opens: After Split 1 ends
- Entry deadline: 15 minutes after opening
- Superpole start: 21:40 (subject to Split 1 timing; race start may be delayed)

8. Multiplayer Lobby Settings

Room Name: INFINITY GSERIES | R [X] - SPLIT [X] | YouTube Mach25Gaming

Room mode: Variable

Privacy: Friends only

Race type: Competitive race

Max players: Variable

Auto-start: OFF

Circuit Settings (check point 7)

Weather Settings (check point 7)

Race Settings

Start type: Grid start with false start check

Grid size: Variable

BOP: ON (except R3)

Adjustment options: See Section 7

Boost: Real

Slipstream: See Section 7
Visible damage: ON
Mechanical damage: Light
Tyre wear: See Section 7
Fuel consumption: See Section 7
Refuelling speed: 5 L/s
Initial fuel: Default
Grip reduction off-track: Real
Race end timer: 180 seconds
Nitro / Overtake system: Default

Qualifying Settings (Excludes preQ unless otherwise notified)

Time limit: 10 minutes
Session continuation time: 180 seconds
Tyre wear: Same as race
Fuel consumption: Same as race
Initial fuel: Same as race
Slipstream: Real

Regulation Settings

Category filter: No limit
PP limit: No limit
Max power: No limit (except R3)
Minimum weight: No limit (except R3)
Available tyres: See Section 7
Mandatory tyre changes: See Section 7
Nitro: Not allowed
Kart: No
Engine swaps: Prohibited
Tuning parts: Extreme or lower

Penalty Settings

Shortcut penalty: Weak
Wall collision penalty: Off
Correct trajectory after wall collision: No
Car-to-car collision penalty: No (stewards via protest)
Pit entry/exit line penalty: Yes
Ghosting: Off
Flag rules: On

Driving Aids

Countersteer assist: Prohibited
ASM: Prohibited
Driving line assist: Prohibited
TCS: No limit
ABS: No limit
Auto-drive: Prohibited

9. Car Livery Design

Teams are free to appear on track with custom car liveries, provided that they comply with a series of regulatory guidelines.

9.1 Mandatory logo and number holder

Participating teams must include the Mach25 Gaming logo on the front windshield of the vehicle (whenever possible), and must include the official competition number holder on the side of the vehicle.

Both elements are available on the PSN profile of mow_david under the names **m25g-colo-05** (Mach25 Gaming logo) and **IGS2026DORSAL** (number holder).

9.1.1 Both elements must be placed in the designated areas shown in the following visual examples.

9.1.1.1 Mach25 Gaming logo



9.1.1.1.1 Failure to install the logo will be penalized. Incorrect installation of the logo will be penalized after a prior warning.

9.1.1.1.2 If it is not possible to install the logo in the specified location, the team must inform the organization in advance, indicating the alternative location where it will be placed.

9.1.1.2 Infinity GSeries 2026 number holder



9.1.1.2.1 The number to be displayed on the race number plate will be the same for all rounds of the competition and will be assigned by the organization once the qualifying phase is completed.

9.1.1.2.2 Failure to install the race number plate will be penalized, and incorrect installation of the race number plate will be penalized after a warning.

9.1.1.2.3 If it is not possible to place it in the indicated location, the team must inform the organization in advance, specifying the alternative location where it will be placed.

9.2 Prohibitions

The presentation of designs containing offensive or provocative language is prohibited, as well as any references, logos, or advertising related to other simracing championships or organizations, unless prior approval has been granted by the organization.

9.2.1 If a design violates any of the above prohibitions, it may be subject to a complaint from another team. In serious cases, the organization may act ex officio, but it will not be responsible for exhaustively reviewing all submitted designs.

9.2.1.1 If a penalty is determined, it will be applied according to the degree of recurrence.

9.2.1.1.1 First infringement: 10-second penalty, added to the team's total time for the round.

9.2.1.1.2 Second infringement: 20-second penalty, added to the team's total time for the round.

9.2.1.1.3 Third infringement: 120-second penalty, added to the team's total time for the round.

9.2.1.1.4 In the case of incorrect placement of the logo and/or number holder, a prior warning will be issued.

10. Additional Mandatory Documents

Everything in this document is complemented by the General Technical Regulations and the Disciplinary Code.

10.1 General Technical Regulations

This document serves as the technical framework governing all Mach25 Gaming competitions. It defines requirements, responsibilities, team composition, operational rules, connection standards, lobby procedures, penalties, and livery rules. It complements both the Competition Regulations and the Disciplinary Code within the M25G ecosystem.

10.2 Disciplinary Code

This document establishes the official disciplinary framework of Mach25 Gaming, regulating infractions, sanctions, and protest procedures. It defines the roles of referees, the competition committee, and the Arbitration Tribunal, as well as deadlines and formal channels for appeals. It includes a comprehensive sanctions table, classified by severity, with criteria and aggravating factors. It also regulates precautionary measures, prescription, confidentiality, and the sanction reduction system (Fair Play and RPC).

10.3 Mach25 Ranking Regulations

The Mach25 Ranking is the official classification system used by Mach25 Gaming to rank teams based on competitive performance throughout the season. Its regulations define scoring criteria, tiebreakers, eligibility conditions, conduct rules, and participation standards. It also outlines the procedures for point allocation and periodic updates, ensuring the ranking accurately reflects each team's competitive level.

11. Official Communications

Teams may contact the organization via email at contact@mach25gaming.com. The organization will attempt to provide a prompt—though not necessarily immediate—response. On race days, email support will be unavailable during the hours leading up to the round and during the races themselves. Participants are encouraged to contact the organization in advance.

11.1 Disclaimer

The regulations and disciplinary code constitute the normative framework of the competition and are not subject to debate as long as the rules are clearly and concisely written. No information provided in the “Questions” category or during broadcasts—whether by collaborators or staff—takes precedence over the official regulations.

12. Useful Links

Official website: www.mach25gaming.com

Broadcast: Youtube Mach25Gaming (Spanish and English)