



OFFICIAL REGULATIONS

TEAMS COMPETITION

The #GTPulpí Team Competition will take place on 10–11 October 2026 at the Pulpí Performing Arts Centre (Espacio Escénico de Pulpí), Almería, Spain. This is an on-site event, open to all Gran Turismo 7 teams and free of charge.

Every team will compete for a place in the final corresponding to its performance level, with cash prizes, trophies and special awards available throughout the competition.

The #GTPulpí Team Competition is much more than just a racing event. It is a competition designed to place Gran Turismo 7 teams at the centre of the action and to celebrate the community whose commitment, passion and competitive spirit continue to drive the growth of sim racing every day.

1. PARTICIPATION

1.1 Participant Selection

1.1.1 The competition is open to all Gran Turismo 7 teams that complete the registration process and attend the Pulpí Performing Arts Centre (Espacio Escénico de Pulpí), Almería, Spain. All registered teams are guaranteed participation in the on-site competition.

1.1.2 Registration must be submitted to the organisers and shall only be considered valid once expressly confirmed.

1.1.2.1 Registration requests may be submitted through the form available at Mach25Gaming.com (Competitions → GTPulpí 2026 → Team Competition), by email at contact@mach25gaming.com, via the organisers' social media channels, or by sending a private message on Discord to #mrgarnata.

1.1.3 All participating teams will take part in a tribute ceremony recognising their achievements and their contribution to the development of the Gran Turismo 7 competitive community.

1.1.4 As a general rule, all teams will begin the competition in the Qualifying Stage. The top eight (8) teams in the Mach25 Ranking will qualify directly for the Final Stage. The organisers may also grant direct qualification to other stages of the competition whenever deemed appropriate.

1.1.4.1 An online qualifying competition will be held during the second half of August. Every participating team will be guaranteed a place in the Quarter-finals of #GTPulpí, while the two highest-ranked teams will earn direct qualification to the Semi-finals.

1.1.4.1.1 The Top 8 teams of the Mach25 Ranking are not eligible to participate in this online competition.

1.1.4.1.2 Clarification: This competition is not the Summer Madness. It refers to a competition that will be organized by Mario Soler.



1.1.5 Each team must have at least one representative present at the official briefing, which will take place on 10 October 2026 at 10:30 (local time) at the Pulpí Performing Arts Centre.

1.1.6 The organisers reserve the right to accept or reject registration requests and to add teams to the competition at any time whenever necessary to ensure the proper organisation of the event or to meet organisational or commercial requirements.

1.2 Team Composition

1.2.1 Each team must consist of a minimum of three (3) drivers.

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

1.2.3 A driver may only be registered with one team.

1.2.4 A driver may not compete for more than one team.

1.2.5 Each team must appoint a team representative, who will act as the primary point of contact with the organisers and the stewards throughout the event.

1.2.5.1 The team representative may also compete as a driver if they wish.

1.3 Team PlayStation Network Account

1.3.1 All participating teams must have a dedicated PlayStation™ Network (PSN) account whose username corresponds exclusively to the team name. This account shall be used on the simulator assigned to the team during the simulator draw held after the official briefing.

1.3.2 The PlayStation™ Network account must contain only the team name and must not include the name of any driver, team manager or other team member.

1.3.3 Each team is solely responsible for ensuring that its designated PSN account contains all vehicles and circuits required for each race.

1.3.4 Teams whose designated PSN account does not contain the required vehicle or circuit for a particular race shall not be permitted to participate in that race and will therefore forfeit any opportunity to score points in that event.

2. PRIZES

2.1 Prizes by Final Classification

2.1.1 Superfinal (Top 14)

1st Place: €500 (five hundred euros) and a trophy.

2nd Place: €250 (two hundred and fifty euros) and a trophy.



3rd Place: €150 (one hundred and fifty euros) and a trophy.

4th–5th Place: €75 (seventy-five euros) and a Finalist Plaque.

6th–10th Place: €50 (fifty euros) and a Finalist Plaque.

11th–14th Place: Finalist Plaque.

2.1.2 Final B (15th–28th)

1st Place: €50 (fifty euros), a Special Recognition Award and a Semi-finalist Plaque.

2nd–3rd Place: Special Recognition Award and a Semi-finalist Plaque.

4th–14th Place: Semi-finalist Plaque.

2.1.3 Final C (29th–42nd)

1st Place: Special Recognition Award and a Commemorative Plaque.

2nd–14th Place: Commemorative Plaque.

2.2 Cash prizes may be subject to change at the sole discretion and responsibility of the Provincial Council of Almería (Diputación de Almería) and/or the organisers.

2.3 Before taking part in the competition, all participating teams must sign the documentation required for the payment of prize money and appoint an authorised representative to receive any such payments on behalf of the team.

2.4 All prizes are subject to any applicable tax withholdings and other taxes required under current legislation.

2.5 Upon prior request, the organisers undertake to provide participating teams with detailed information regarding the documentation required for the payment of prizes.

2.5.1 Refusal to sign the documents required to receive prize money shall be deemed an express and irrevocable waiver of the corresponding prize by the beneficiary team.

2.6 Mach25Gaming and the Provincial Council of Almería (Diputación de Almería) reserve the right to withhold the awarding of cash prizes and trophies whenever they consider it appropriate.

3. COMPETITION FORMAT

3.1 Competition Structure

3.1.1 The competition shall consist of the following stages:

3.1.1.1 Qualifying Stage

3.1.1.2 Quarter-finals

3.1.1.3 Semi-finals



3.1.1.4 Superfinal

3.1.2 At the conclusion of each stage, teams that do not qualify for the following round shall compete in the classification final corresponding to their finishing position.

3.2 Qualifying Stage

3.2.1 The Qualifying Stage will take place on Saturday, 10 October 2026, at the Pulpí Performing Arts Centre (Espacio Escénico de Pulpí), Almería, Spain, during the morning session.

3.2.2 The competition is scheduled to begin at 11:00 (local time). However, each team must be represented by at least one member at 10:30 (local time) to attend the official briefing, complete the PSN account registration and take part in the simulator allocation.

3.2.3 The Qualifying Stage consists of a 10-minute qualifying session that will determine the starting order for the Quarter-finals and allocate teams to the different race lobbies for that stage.

3.2.3.1 The Initial Qualifying session is the only stage of the competition in which teams are not required to perform a driver change during pit stops, although they may do so if they wish.

3.2.3.1.1 The use of the START button is strictly prohibited. Any team found using it will be required to start the race from the last position on the grid.

3.2.4 Participation in this stage is unlimited, with no maximum number of registered teams.

3.2.5 Before the qualifying session begins, the organisers will provide a short practice session to allow teams to familiarise themselves with the simulators and make any desired adjustments.

3.2.6 The circuit used for the Qualifying Stage will be the same as the one used for the Quarter-final races.

3.2.7 The Qualifying Stage is non-elimatory. All participating teams will advance to the Quarter-finals.

3.2.8 Each team's qualifying session and lobby assignment will be communicated during the official briefing.

3.3 Quarter-finals

3.3.1 The Quarter-finals will be held on Saturday, 10 October 2026, at the Pulpí Performing Arts Centre (Espacio Escénico de Pulpí), Almería, Spain, during the morning and, if necessary, the afternoon session.

3.3.2 Participating teams will be divided into different race lobbies. The number of qualifying teams from each lobby will depend on the total number of lobbies. Regardless of the format, a total of twelve (12) teams will qualify for the Semi-finals, with qualification places distributed proportionally among all lobbies.

3.3.3 As a guideline, qualification places will be distributed as follows:

3.3.3.1 If only one lobby is used, the top twelve (12) teams will qualify.



3.3.3.2 If two lobbies are used, the top six (6) teams from each lobby will qualify.

3.3.3.3 If three lobbies are used, the top four (4) teams from each lobby will qualify.

3.3.4 Should additional race lobbies be required, the organisers will apply the same principle, distributing qualification places as fairly and proportionally as possible.

3.3.5 Depending on the number of participating teams, those eliminated at this stage will be allocated to the corresponding classification finals. Further details will be provided during the official briefing.

3.3.6 The race will have an approximate duration of 20 minutes.

3.3.7 At least one pit stop is mandatory, and a driver change must be carried out at every pit stop.

3.3.7.1 No driver may take the wheel again until two different teammates have completed their stints in the same race.

3.4 Semi-finals

The twelve (12) teams qualifying from the Quarter-finals, together with the two (2) teams that have secured direct qualification through previous results, shall compete in the Semi-finals.

The two teams with guaranteed places in this stage must also take part in the Qualifying Stage, as their qualifying times will determine the starting grid for the Sprint Race.

The Semi-finals shall consist of two races:

- Sprint Race
- Final Race

3.4.1 Sprint Race

3.4.1.1 The Sprint Race shall consist of a 20-minute race, in which the top five (5) teams will score points in accordance with the scoring system established in these regulations.

3.4.1.2 The results of the Sprint Race shall determine the starting grid for the Semi-finals Final Race.

3.4.1.3 The Sprint Race starting grid shall be determined by the times achieved during the Qualifying Stage.

3.4.1.4 Each team must field a minimum of two (2) different drivers.

3.4.1.4.1 The driver who participated in the Qualifying Stage may not compete again in the Sprint Race until at least two (2) other drivers from the same team have participated.

3.4.1.4.2 Failure to comply with any of the above requirements shall result in the team's disqualification from the Sprint Race.

3.4.1.5 As throughout the remainder of the competition, a driver change is mandatory at every pit stop made during the race.



3.4.1.6 The Sprint Race will be held during the afternoon session on Saturday, 10 October 2026, at the Pulpí Espacio Escénico.

3.4.1.7 The organisers will publish a provisional timetable. Teams must remain prepared for possible schedule changes.

3.4.1.8 All sessions will take place at the Pulpí Performing Arts Centre, unless circumstances beyond the organisers' control require otherwise.

3.4.2 Final Race

3.4.2.1 The Final Race shall consist of a 35-minute race, in which teams will score points according to their finishing positions. The results will also determine the final overall classification of the Semi-finals.

3.4.2.2 The starting grid for the Final Race shall be determined by the qualifying times achieved during the Quarter-finals.

3.4.2.3 Teams are free to choose which driver starts the race.

3.4.2.4 During the Final Race, at least three (3) different drivers from each team must participate, regardless of whether they have competed in previous sessions.

3.4.2.5 Failure to comply with the above requirement shall result in the team's disqualification from the Final Race.

3.4.2.6 As throughout the remainder of the competition, a driver change is mandatory at every pit stop made during the race.

3.4.2.7 The Final Race is scheduled to take place during the afternoon session on Saturday, 10 October 2026, at the Pulpí Espacio Escénico.

3.4.2.8 The organisers will publish a provisional timetable. Teams must remain prepared for possible schedule changes.

3.4.2.9 All competition sessions will take place at the Pulpí Espacio Escénico, unless force majeure requires the event to be relocated.

3.5 Qualification

3.5.3.1 Once both races have been completed and the points from each have been combined, the six (6) highest-scoring teams will qualify for the Final Stage. The remaining teams will advance to Final B.

3.5.3.2 In the event of a tie on points between two or more teams, the tie shall be resolved according to the following criteria:

3.5.3.2.1 Priority shall be given to the team that scored the highest number of points in the Final Race.

3.5.3.2.2 If the tie remains, priority shall be given to the team that achieved the faster time during the Qualifying Stage. Should the tie still remain, the final order shall be determined by random draw

3.5.3.3 Teams qualifying for the Superfinal shall occupy the starting positions in the Final



Sprint immediately behind the teams holding guaranteed places.

3.5.3.4 The starting order of these teams shall be determined by their final classification in the Semi-finals.

3.6 Final Stage

The Final Stage shall consist of three sessions:

- Top 8 Quali Race
- Final Sprint
- Superfinal

3.6.1 Top 8 Quali Race

3.6.1.1 The Top 8 Quali Race determines the starting positions for the Final Sprint of the eight (8) teams holding guaranteed places in the Superfinal. The race will last approximately 15 minutes.

3.6.1.2 The starting grid shall be determined by each team's position in the Mach25Gaming Ranking at the date of the event.

3.6.1.3 Only one (1) driver per team may participate, and only teams directly qualified for the Final Stage (Top 8 of the Mach25Gaming Ranking) are eligible.

3.6.1.4 Failure of a team to have at least one representative present at the official briefing or on the starting grid shall result in that team starting from the last position in the Final Sprint. If two or more teams fail to appear, their positions will be determined by random draw behind all teams that participated. They will also start behind all teams qualifying from the Semi-finals.

3.6.1.4 This session will take place during the morning of Saturday, 10 October 2026.

3.6.1.5 Teams qualifying for the Final Stage through the Semi-finals will not participate in this session and will start the Final Sprint from positions 9 to 14, according to their final Semi-final classification.

3.6.2 Final Sprint

3.6.2.1 The race will last approximately 25 minutes.

3.6.2.2 At least three (3) different drivers from each team must participate during the race.

3.6.2.3 All fourteen (14) participating teams are free to choose which driver starts the Final Sprint.

3.6.2.4 Points shall be awarded according to the confirmed finishing order (see Scoring System).

3.6.2.5 The final classification of the Final Sprint shall determine the starting grid for the Superfinal.

3.6.2.6 The session is scheduled for the afternoon of Sunday, 11 October 2026.



3.6.2.6.1 The timetable may be modified if necessary. It is the responsibility of each team to ensure that its drivers are ready and able to adapt to any changes.

3.6.3 Superfinal

3.6.3.1 The race will last approximately 40 minutes.

3.6.3.2 At least three (3) different drivers from each team must participate during the race.

3.6.3.3 All fourteen (14) teams must begin the Superfinal with a driver different from the one who finished the Final Sprint.

3.6.3.4 Points shall be awarded according to the confirmed finishing order (see Scoring System).

3.6.3.5 The Superfinal is scheduled as the final competitive session on the afternoon of Sunday, 11 October 2026.

3.6.3.5.1 No team may leave the venue or its immediate surroundings between the conclusion of the Final Sprint and the start of the Superfinal.

3.6.3.5.2 The timetable may be modified if necessary. It is the responsibility of each team to ensure that its drivers are ready and able to adapt to any changes.

4. SCORING SYSTEM

4.1 Points Allocation

4.1.1 Semi-final Sprint Race / Final Sprint

Posición	1	2	3	4	5	6-14
Puntos	5	4	3	2	1	0

4.1.2 Semi-final Final Race / Superfinal

Posición	1	2	3	4	5	6	7	8	9	10	11	12-14
Puntos	15	12	10	9	8	7	6	5	4	3	2	1

4.2 Tie-Breaking Criteria

4.2.1 In the event of a tie on points between two or more teams, priority shall be given to the team that scored the highest number of points in the most recently completed session..

5. CONFIGURACIÓN SALA MULTIJUGADOR



5.1 General Settings

Room Name: GT PULPÍ 2026 | R [X] – | YouTube Mach25Gaming

Room mode: Variable

Privacy: Friends only

Race type: Competitive race

Max players: Variable

Auto-start: OFF

Circuit Settings (check 5.2)

Weather Settings

Weather Selection Method: Check 5.2

Same conditions: No (except Initial Q)

Time of the day: Check 5.2

Variable Time Speed Race: x1 (if necessary)

Race Settings

Start type: Grid start with false start check

Grid order: Fastest First

BOP: ON

Adjustment options: None

Boost: Real

Slipstream: Check 5.2

Visible damage: ON

Mechanical damage: Light

Tyre wear: Check 5.2

Fuel consumption: Check 5.2

Refuelling speed: 10 L/s

Initial fuel: Default

Grip reduction off-track: Real

Race end timer: 180 seconds

Nitro / Overtake system: Default

Qualifying Settings

Time limit: Check 5.2

Session continuation time: 180 seconds

Tyre wear: Up to regualtion / Same as race

Fuel consumption: Up to regualtion / Same as race

Initial fuel: Same as race

Regulation Settings

Category filter: No limit

PP limit: No limit

Max power: No limit

Minimum weight: No limit

Available tyres: Check 5.2

Mandatory tyre changes: Check 5.2

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

5.2 Competition Settings

With the aim of preserving equal opportunities for all teams, promoting the participants' ability to adapt, and maintaining the competitive interest of the event, the organization will not disclose the car and circuit combinations for the Semifinals, Superfinal, and the remaining finals until September 16, 2026, at 23:00 (11:00 PM CEST).

Only the combinations for the Qualifying Stage, Top 8 Quali Race and Quarter-finals will be announced in advance, allowing teams to prepare adequately for the opening stages of the competition.

The organisers reserve the right to modify any previously announced combination for organisational, technical or force majeure reasons. Any such changes will be communicated to the affected teams as early as reasonably possible.

QUALIFYING STAGE | TOP 8 QUALI RACE | QUARTER-FINALS

Qualifying Stage: 10-minute Qualifying Session | Quali Race: 8 laps | Quarter-finals: 11 laps

Car: Porsche 911 GT3 (992) '22

Track: Circuit de Barcelona GP

Time of the Day: Afternoon

Preset Weather: S14

Tyre Wear: x6

Fuel Consumption: x2

Tyres: Racing

Available tyres: Soft

SEMIFINAL SPRINT

SEMIFINAL RACE

FINAL SPRINT



SUPERFINAL

6. MANDATORY PRE-COMPETITION PROCEDURES

6.1 Official Briefing

6.1.1 The official briefing will take place on Saturday, 10 October, at 10:30 (local time) in the grandstand and stage area of the Pulpí Performing Arts Centre (Espacio Escénico de Pulpí).

6.1.2 Attendance by at least one representative from each team is mandatory. The representative may be a member of the team or a person duly authorised through the appropriate documentation.

6.1.3 The team representative must bring the credentials for the PlayStation™ Network (PSN) account that will be used on the team's assigned simulator.

6.1.4 The unjustified absence of a team representative will result in the team's disqualification from the Qualifying Stage.

6.1.5 In the event of any discrepancy between these regulations and the information provided during the briefing, these regulations shall prevail unless the organisers officially record a specific amendment in the briefing minutes.

6.2 Simulator Allocation

6.2.1 The simulator draw will take place immediately after the official briefing.

6.2.2 The simulator assigned to each team through the draw shall be final and may not be changed under any circumstances.

6.2.3 A first draw will be conducted exclusively for the teams competing in the Qualifying Stage and the Quarter-finals.

6.2.4 A second draw will then be held for the teams directly qualified for the Final Stage and for the six (6) teams advancing from the Semi-finals.

6.2.5 The absence of a team representative during the draw, without prior justified reason, shall result in the team's automatic exclusion from the draw.

6.3 PSN Account Registration

6.3.1 PSN account registration will take place at the time specified by the organisers, before the start of the first competition session.

6.3.2 All teams must log into their PlayStation™ Network (PSN) accounts simultaneously on their assigned simulators when instructed by the organisers.

6.3.3 Failure to log into the assigned simulator using the correct PSN account will prevent the team from participating in the corresponding session.

6.4 Practice Session



6.4.1 Any team members designated by the team may participate in the practice session.

6.4.2 During this session only, the START button on the steering wheel or controller may be used.

6.4.3 The practice session will begin once all teams have successfully logged into their assigned PSN accounts.

6.4.4 The duration of the practice session shall be determined by the organisers.

6.4.4.1 The organisers may shorten the practice session if necessary to maintain the official event schedule.

6.4.5 Immediately after the practice session has concluded, the relevant competition session will begin.

6.4.6 The driver scheduled to participate in the following session must remain seated at the simulator, while all other team members must leave the stage area.

6.4.6.1 Once the practice session has ended, the participating driver may not leave the simulator until the current session has concluded.

6.4.7 Driver changes will not be permitted during any session unless expressly authorised by these regulations.

6.5 Participation Documents and Prize Documentation

6.5.1 After reading the relevant documentation, all participants must sign the documents relating to participation in the event and acceptance of the conditions governing prizes and awards. Signing these documents is a mandatory requirement for participation in the competition.

6.5.2 Copies of the documentation to be signed will be made available, upon request, to the representatives of participating teams before the event takes place.

7. REGULATIONS

7.1 General Regulations

7.1.1 Compliance with these Regulations and the Mach25Gaming Disciplinary Code is mandatory. Both documents are available in the Regulations and Communications section of the Mach25Gaming website:

<https://mach25gaming.com/normativas-y-comunicados/>

7.1.1.1 The Disciplinary Code includes the schedule of penalties that all participating teams are required to know and comply with.

7.1.1.2 As the Mach25Gaming Disciplinary Code was originally developed for online competitions, the stewards may interpret and adapt its provisions where necessary during this on-site event.

7.1.2 Teams must complete all mandatory pit stops required to comply with the driver



participation rules applicable to each session.

7.1.2.1 A driver change is mandatory every time a team enters the pit lane.

7.1.2.2 A driver may not participate again in the same session until at least two (2) additional drivers from the same team have competed.

7.1.2.3 Drivers may participate as many times as the team wishes, provided that Articles 7.1.2.1 and 7.1.2.2 are respected.

7.1.2.4 Failure to comply with Article 7.1.2 or any of its sub-articles shall result in disqualification (DQ).

7.1.3 The stage (simulator area) may only be occupied by the driver currently competing for each team, except immediately before and after a driver change.

7.1.3.1 During the practice session held before qualifying, a maximum of two (2) additional team members may remain beside the driver using the simulator.

7.1.3.1.1 All remaining team members must stay in the spectator seating area and may only access the stage by replacing one of the two authorised team members, while always complying with Article 7.1.3.1.

7.1.3.1.2 The organisers will issue a warning to any team failing to comply with this regulation. Repeated offences may result in a grid position penalty.

7.1.4 Voice communication through PlayStation™ Party Chat is permitted with both registered and non-registered individuals, regardless of whether they are present at the venue. The organisers will provide a headset with microphone at every simulator station.

7.1.4.1 Each team is responsible for ensuring that its voice communication is configured in advance to avoid unnecessary delays.

7.1.4.2 Setting up the voice chat shall not constitute valid grounds for delaying the start of any qualifying session or race.

7.1.5 Participation requires the use of a dedicated PlayStation™ Network account registered in the team's name.

7.1.6 No team may voluntarily leave the competition room.

7.1.6.1 Should a team wish to leave the room, the driver currently representing the team must first enter the pit lane.

7.1.7 Individual connection losses affecting participating teams shall not constitute grounds for suspending the race.

7.1.7.1 If four (4) or more teams disconnect unintentionally, the organisers may, at their sole discretion, declare the race concluded.

7.1.8 In the event of a complete lobby failure, the procedure shall depend on the amount of time completed in the relevant race or qualifying session, provided that a restart is possible.

7.1.8.1 The organisers and the stewards shall determine the appropriate course of action. The procedures below serve as guidelines but may be adapted where necessary due to

scheduling or operational constraints.

7.1.8.2 If the interruption occurs during qualifying, the session shall be restarted regardless of the results achieved before the interruption.

7.1.8.3 If the interruption occurs during a race and a restart is possible, the following procedures shall apply.

7.1.8.3.1 Semi-final Sprint Race and Final Sprint

7.1.8.3.1.1 If the interruption occurs within the first five (5) minutes, the race shall be restarted from the beginning. The number of laps may be reduced if necessary while maintaining the original starting grid.

7.1.8.3.1.2 If more than five (5) minutes have been completed, the race shall be declared finished, with the classification based on the positions held at the moment of the interruption.

7.1.8.3.1.3 If any position cannot be verified, the affected teams will be consulted. Should uncertainty remain, the position shall be determined by random draw.

7.1.8.3.2 Semi-final Final Race

7.1.8.3.2.1 If fewer than fifteen (15) minutes have been completed, the race shall be restarted with teams occupying the positions held at the moment of the interruption. The race distance will be recalculated at the discretion of the stewards.

7.1.8.3.2.2 If more than fifteen (15) minutes have been completed, the race shall be declared finished, with the classification based on the positions held at the moment of the interruption.

7.1.8.3.2.3 If any position cannot be verified, the affected teams will be consulted. Should uncertainty remain, the position shall be determined by random draw.

7.1.8.3.3 Superfinal

7.1.8.3.3.1 If fewer than twenty-five (25) minutes have been completed, the race shall be restarted with teams occupying the positions held at the moment of the interruption. The race distance will be recalculated at the discretion of the stewards.

7.1.8.3.3.2 If more than twenty-five (25) minutes have been completed, the race shall be declared finished, with the classification based on the positions held at the moment of the interruption.

7.1.8.3.3.3 If any position cannot be verified, the affected teams will be consulted. Should uncertainty remain, the position shall be determined by random draw.

7.2 Conduct and Discipline

7.2.1 Any behaviour contrary to the standards of sportsmanship expected in an organised competition is strictly prohibited.

7.2.1.1 Any act of violence, whether verbal or physical, shall be considered a particularly serious offence. Such behaviour may be reported to the competent law enforcement authorities for action in accordance with applicable legislation.



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

7.2.3 The stewards shall have full authority to initiate investigations on their own initiative whenever, in their judgement, any conduct or situation constitutes unsporting behaviour or a breach of sporting discipline.

7.2.4 The stewards and the organisers are responsible for assessing and, where appropriate, sanctioning any misconduct related to the competition. They may also refer such matters to the competent authorities whenever circumstances require.

8. PROTESTS AND PENALTIES

8.1 Protests

8.1.1 Any action considered improper by a team may be submitted for review by the Stewarding Panel, composed of officials from DAS MOTORSPORTS.

8.1.2 All protests must be submitted by the team representative in accordance with the procedure explained by the Stewarding Panel during the official briefing.

8.2 Penalties

8.2.1 Penalties shall be imposed based on the stewards' interpretation of each incident.

8.2.2 The Mach25Gaming Disciplinary Code, together with these Regulations, shall serve as the basis for all disciplinary decisions.

8.2.3 Certain provisions of the Disciplinary Code may not apply to this on-site competition due to its specific nature and format.

8.2.3.1 Where necessary, the stewards and the organisers shall have full authority to interpret or adapt the provisions of the Disciplinary Code.

8.2.4 By participating in the competition, all teams acknowledge and accept the decisions taken by the stewards.

8.2.5 Failure to comply with the decisions of the stewards may result in exclusion from the current competition and from future editions.

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

8.3 Disciplinary Code

8.3.1 The Disciplinary Code contains the schedule of penalties that may be imposed on drivers during the competition, including time penalties and offences that may result in disqualification.

8.3.2 The Disciplinary Code will be available to all participants on the Mach25Gaming website together with these Regulations.



8.3.3 Knowledge of the contents of the Disciplinary Code is mandatory for all participants.

8.3.4 Certain provisions of the Disciplinary Code may not apply to this on-site competition, as it is a general document governing Mach25Gaming's online competitions.

9. CAR LIVERIES

All teams must prepare a custom livery for each car used during the competition.

Car liveries must not include references to competitions not organised by Mach25Gaming, nor may they contain offensive, abusive or inappropriate language.

Each team must take PlayStation™ screenshots clearly showing the livery of every competition car and submit them by email to contact@mach25gaming.com no later than 25 September 2026.

The organisers reserve the right to require participating teams to display a racing number corresponding to their final position in the Mach25Gaming Ranking through which they qualified for the competition. Unless this requirement is announced before 10 September 2026, its use shall not be mandatory.

10. LIVE BROADCAST

The competition will be broadcast live on the Mach25Gaming YouTube channel and will receive extensive coverage across the official Mach25Gaming social media platforms.

11. SOCIAL MEDIA

Remember that part of the success of #GTPulpí is built through your enthusiasm, creativity and visibility.

All teams are encouraged to share content related to their participation, including photos, videos, clips, practice sessions, driver presentations and any other event-related content.

Please always use the official hashtag: #GTPulpí

This will allow the organisers to feature your content through the official Mach25Gaming social media accounts and maximise the event's overall reach and visibility.

