

Summer MADNESS



[EN] REGULATION 2026

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1. Presentación

The Summer Madness is a Gran Turismo 7 team competition organized by Mach25Gaming, taking place from August 25 to September 16. Its main attraction is the element of uncertainty: the weather conditions for each race will be randomly drawn just before the start, testing the adaptability and decision-making skills of both drivers and teams. The championship will award Mach25 Ranking points (Category 500) and will feature a €200 prize pool.

2. Participation

All Gran Turismo 7 teams that have a team name, an identifying logo, and a roster of a minimum of 2 drivers are eligible to participate.

2.1 Eligibility Requirements

2.1.1 Each team is required to use two drivers during the group stage and two drivers during the final stage. These two drivers may be the same.

2.1.1.1 Participating teams are not required to register the specific drivers available to compete at the time of initial registration.

2.1.1.2 All participating teams must ensure that their drivers are available to compete on the days specified in the calendar section.

2.1.1.3 It is the responsibility of the participating teams to ensure that their drivers are not registered with another team.

2.1.1.3.1 No driver may be registered with two teams at the same time. If this occurs, the organization will inform both teams of the situation and provide a deadline to resolve the issue.

2.1.1.4 It is the responsibility of the teams to ensure that their drivers maintain on-track and off-track conduct that complies with the Mach25 Gaming Disciplinary Code.

2.1.1.4.1 The organization reserves the right to take drastic measures to prevent and mitigate situations arising from section 2.1.1.4.

2.2 Registration and Entry Fee

Registration is completed by correctly filling out the signup form hosted on the Mach25Gaming.com website and will be finalized upon payment of the entry fee.

2.2.1 The direct link to the registration form is located on the competition website.

2.2.1.1 Upon completing registration, a confirmation email will be received containing the scheduled time for participation in the qualifying phase.

2.2.2 The competition will feature a symbolic entry fee of €10, intended to guarantee the commitment and seriousness of the participating teams.

2.2.2.1 The entry fee must be paid upon completing registration, and no registration will be considered complete without the payment of said fee.

2.2.2.2 In the event that an aspiring team fails to qualify for the competition, the entry fee will be refunded in full via the same payment method used during registration.

2.2.2.2.1 The entry fee will not be refunded in case of withdrawal from the competition or in the event of total or partial absence of team members during the qualifying phase.

2.2.3 All teams that have participated in the Infinity GSeries are guaranteed a spot in the competition, although they must still complete the initial phase.

2.2.3.1 Teams with a guaranteed spot are not obligated to participate in the Summer Madness; if they do not claim their guaranteed spot, it will become available for aspiring teams.

2.2.4 The organization reserves the right to reject registrations in order to preserve the spirit of the competition and ensure it develops in a fair and transparent manner.

2.3 Registration Deadline

The registration period will remain open from the publication of this document on the mach25gaming.com website until its closure on August 26st at 23:59 (CEST).

2.4 Total Participants

The number of participants will depend on the registered teams. The competition is designed for two grid groups of between 12 and 15 teams each.

2.5 Commitment to Participate

By registering, all teams accept the rules and decisions of the organization, committing to maintain a respectful and sportsmanlike attitude. Any breach of this commitment may be penalized by the organization.

2.6 Mandatory Knowledge Documents

All registered teams must be aware of and accept these regulations, the Disciplinary Code, and the Mach25Gaming technical regulations, which are available in the "Normativa y Comunicados" (Regulations and Announcements) section of the website.

3. Prizes and Rewards

All participating teams will be eligible to receive prizes awarded based on the final results obtained. The organization will maintain these prizes regardless of the final number of participants.

3.1 Prize Distribution

1.º	2.º	3.º
100€ + Trofeo Mow.club	50€	30€

3.2 Claiming Prizes

All winners of cash prizes will be informed of the collection process, always in compliance with current regulations. The total prize amount includes any applicable taxes, if required.

3.2.1 Any winner of a cash or material prize is free to waive all or part of said prize.

3.3 Mach25Gaming Ranking

The competition awards points for the Mach25 Ranking, which grants access to both LAN/in-person and online competitions. All information regarding the Mach25 Ranking is available on the Mach25Gaming.com website.

3.3.1 The Summer Madness competition is included in the scoring events for the Mach25 Ranking under the 500 category.

3.3.2 All teams participating in the competition and the qualifying phase will receive Mach25Gaming Ranking points based on their final positions.

3.3.3 At the end of the competition, an overall global classification will be established with all participants. Teams that did not qualify for the finals will be ranked within a single division based on the points obtained.

4. Competition Format

Initial Phase	Group Stage	The Finals
25/26/27 de august	R1: 1 sept. R2: 2/3 de sept. R3: 7/8 de sept.	R4 y Final B: 14 de sept. R5: 16 de sept.

The Gran Turismo 7 Summer Madness competition is divided into three phases.

4.1 Initial Phase

This phase determines which challenger teams qualify for the Group Stage and awards the first championship points. All participating teams compete in this phase, including those with a guaranteed spot. It is held on the same circuit as R1 and determines both the allocation of teams into the two groups and the starting order for R1.

4.1.1 Teams with a guaranteed spot and challenger teams must select one of the available participation time slots on one of the designated days (August 25, 26, or 27).

4.1.2 Every team must field one driver in the lobby at the time slot selected during the registration process.

4.1.2.1 No team may participate in a time slot other than the one selected and/or assigned without first notifying the organizers and receiving their approval.

4.1.3 Each team's final result will be determined by the fastest lap set by the driver representing that team.

4.1.4 Any challenger team that does not participate in this phase will forfeit its opportunity to take part in the

competition.

4.1.5 In the event of a tie on lap time, priority will be given to the team that set the time first, according to the in-lobby timer (bottom-left corner of the screen).

4.1.5.1 If the tie still remains, the final order will be determined by a random draw conducted in the presence of the teams involved.

4.1.6 The session will last 5 minutes and will be held using the Qualifying/Race session format.

4.1.7 The Initial Phase will be contested using the combination shown below. Any multiplayer lobby settings not specified in this section shall be governed by the provisions set out in Section 6.

4.1.8 Based on the final standings, championship points will be awarded, and a maximum of 30 teams will qualify for the competition, being split between the two groups for the Group Stage.

FC	Car	Maseratti MC20 '20		
	Track	Nurburgring Esprint		
	Qualifying mode	5 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

4.1.8.1 An informative table showing the points awarded in the initial phase and the distribution of teams into the group stage groups is presented below.

1º	2º	3º	4º	5º	6º	7º	8º	9º	10º	11º	12º	13º	14º	15º
25	22	22	20	20	18	18	16	16	14	14	12	12	10	10
A	B	A	B	A	B	A	B	A	B	A	B	A	B	A
16º	17º	18º	19º	20º	21º	22º	23º	24º	25º	26º	27º	28º	29º	30º
8	8	6	6	5	5	4	4	3	3	2	2	1	1	0
B	A	B	A	B	A	B	A	B	A	B	A	B	A	B

4.1.9 Each participant's final position will determine their starting grid position for R1 in their respective group, favoring the fastest drivers.

4.1.9.1 All teams classified beyond 30th place will be ranked as reserves and may be called up to substitute for any team that withdraws before the group stage.

4.2 Group Stage

The group stage consists of three races for each group. Each participating team's points earned from their final finishing position in each race will be added to the points obtained in the initial phase.

In all sessions, track weather conditions will remain unknown until a draw determines them in the minutes leading up to each event.

4.2.1 R1 – Group A and Group B: September 1

4.2.1.1 The schedule will be as follows:

Group A – 7:45 PM Lobby Opens | 7:50 PM (approx.) Weather Draw (Mach25Gaming YouTube) | 8:00 PM Lobby Entry Deadline (any team that has not joined the lobby by this time will not be admitted) | 8:10 PM Race Start

Group B – 9:00 PM Lobby Opens | 9:05 PM (approx.) Weather Draw (Mach25Gaming YouTube) | 9:15 PM Lobby Entry Deadline (any team that has not joined the lobby by this time will not be admitted) | 9:25 PM Race Start

4.2.1.2 All teams must field one driver on track.

4.2.1.3 The starting grid for R1 will be determined by the results of the Initial Phase.

4.2.1.4 R1 will be a 40-minute Endurance Race.

4.2.1.5 Each team will receive championship points based on its final finishing position, once the results have been officially confirmed by the Competition Stewards (see Points System).

4.2.1.6 The combination for R1 will be as follows:

R01 1 sept	Car	Maseratti MC20 '20		
	Track	Nurburgring Esprint	Fuel Consumption Rate	x5
	Resistance Mode	40 minutes	Tyre wear rate	x3
	Weather Selection Method	Weather Draw (check 4.4)	Useable Tyres	Competition
	Time of day	Afternoon	Useable tyre and types	All
	Equal conditions mode	x5	Slipstream Strength	Real
	Settings Options	None		
	Race Regulations	Only one set of soft tires may be used during the race.		

4.2.2 R2 – Group A: September 2 | Group B: September 3

4.2.2.1 The schedule will be as follows:

8:00 PM Lobby Opens | 8:05 PM (approx.) Weather Draw (Mach25Gaming YouTube) | 8:20 PM Lobby Entry Deadline | 8:30 PM Qualifying Session Begins

The race will start 3 minutes after the qualifying session has concluded.

4.2.2.2 All teams must field a driver different from the one who competed in R1.

4.2.2.3 The starting grid will be determined by a 5-minute qualifying session held under the same lobby settings as the race, including the weather conditions drawn for the event.

4.2.2.4 Each team will receive championship points according to its final finishing position, once the results have been officially confirmed by the Competition Stewards (see Points System).

4.2.2.5 The combination for R2 will be as follows:

R02 2/3 sept	Car	Maseratti MC20 '20		
	Track	Nurburgring Endurance	Fuel Consumption Rate	x2
	Resistance Mode	90 minutes	Tyre wear rate	x1
	Weather Selection Method	Weather Draw (check 4.4)	Useable Tyres	Competition
	Time of day	Afternoon	Useable tyre and types	All
	Equal conditions mode	x5	Slipstream Strength	Real
	Settings Options	None		
	Race Regulations	Only one set of soft tires may be used during the race.		

4.2.3 R3 – Group A: September 7 | Group B: September 8

4.2.3.1 The schedule will be as follows:

8:00 PM Lobby Opens | 8:05 PM (approx.) Weather Draw (Mach25Gaming YouTube) | 8:20 PM Lobby Entry Deadline
| 8:30 PM Qualifying Session Begins

The race will start 3 minutes after the qualifying session has concluded.

4.2.3.2 Teams are free to choose any eligible driver to compete in this race.

4.2.3.3 The starting grid will be determined by a 5-minute qualifying session held under the same lobby settings as the race, including the weather conditions drawn for the event.

4.2.3.4 Each team will receive championship points according to its final finishing position, once the results have been officially confirmed by the Competition Stewards (see Points System).

4.2.3.5 The combination for R3 will be as follows:

R03 7/8 sept	Car	Maseratti MC20 '20		
	Track	High Speed Ring Reverse	Fuel Consumption Rate	x2
	Resistance Race	90 minutes	Tyre wear rate	x1
	Weather Selection Method	Weather Draw (check 4.4)	Useable Tyres	Competition
	Time of day	Early morning	Useable tyre and types	All
	Variable Speed Time	x5	Slipstream Strength	Real
	Settings Options	None		
	Race Regulations	Only one set of soft tires may be used during the race.		

4.3 Final Stage

All participating teams advance to the Final Stage. This stage is divided into two parts:

- The Top 7 teams from each group qualify for R4 and R5, carrying over the points earned during the Group Stage.
- The remaining teams compete in the Final B, a single race that determines their final championship positions. La Final B se disputará el 14 de septiembre al finalizar la R4 (aproximadamente 21:30h). Esta Final consiste en una carrera con la misma configuración que la R4 que disputarán los equipos clasificados y que sirve para determinar

las posiciones finales. Antes de la disputa de la Final B, se hará una clasificación de 10 minutos con las mismas condiciones de la carrera.

4.3.1 Final B

The Final B will take place on September 14 after the conclusion of R4 (approximately 9:30 PM). It consists of a single race using the same configuration as R4 and will determine the final standings of the teams competing in it.

Before the race, a 10-minute qualifying session will be held under the same conditions as the race itself.

4.3.2 Championship Finals

4.3.2.1 The Championship Finals consist of two races: R4 (September 14) and R5 (September 16).

The schedule will be as follows:

8:00 PM Lobby Opens | 8:05 PM (approx.) Weather Draw (Mach25Gaming YouTube) | 8:20 PM Lobby Entry Deadline
| 8:30 PM Qualifying Session Begins

The race will start 3 minutes after the qualifying session has concluded.

4.3.3 Every team must field one driver in each race.

4.3.3.1 The driver competing in R4 must be different from the driver representing the team in R5.

4.3.4 The starting grid for R4 will be determined by the results of the Group Stage.

4.3.4.1 The winners of each group will start from the front row, with the team that scored the most Group Stage points taking pole position. The two second-placed teams will start on the second row, again with the team that accumulated the most Group Stage points starting ahead. The same principle will be applied to determine the remainder of the starting grid.

4.3.4.1.1 If two or more teams are tied on points, priority on the grid will be given to the team that scored the most points in R3 of the Group Stage. If the tie still remains, the results obtained by the tied teams in the preceding rounds (including the Initial Phase) will be considered.

4.3.4.1.1.1 If the tie still cannot be broken, the starting order will be decided by a random draw conducted between the teams concerned.

4.3.5 The starting grid for R5 will be determined by a 5-minute qualifying session.

4.3.6 The duration of R4 and R5 will be different.

4.3.6.1 R4 will be a 40-minute Endurance Race.

4.3.6.2 R5 will be a 90-minute Endurance Race.

4.3.7 Each team will receive championship points according to its final finishing position (see Points System).

4.3.8 The race combinations are as follows:

R04 FB 14 sept	Car	Maseratti MC20 '20		
	Track	Fuji circuit complete	Fuel Consumption Rate	x3
	Resistance Race	40 mins	Tyre wear rate	x2
	Weather Selection Method	Weather Draw (check 4.4)	Useable Tyres	Competition
	Time of day	Afternoon	Useable tyre and types	All
	Variable Speed Time	x5	Slipstream Strength	Real
	Settings Options	None		
	Race Regulations	Only one set of Soft tyres may be used during the race.		

R05 16 sept	Car	Maseratti MC20 '20		
	Track	Fuji circuit complete	Fuel Consumption Rate	x3
	Resistance Race	90 mins	Tyre wear rate	x2
	Weather Selection Method	Weather Draw (check 4.4)	Useable Tyres	Competition
	Time of day	Afternoon	Useable tyre and types	All
	Variable Speed Time	x5	Slipstream Strength	Real
	Settings Options	None		
	Race Regulations	Only one set of Soft tyres may be used during the race.		

4.4 Summer Madness Wheel (Weather Draw)

The defining feature of this competition is that participants do not know the weather conditions in which each race will be held until just a few minutes before it starts.

To determine the weather randomly, the "Summer Madness Wheel" draw is used to assign a weather type to each slot in the room settings.

To encourage more extreme racing conditions, this edition reduces the available weather types to only seven: S04, S08, S14, C05, R06, R07, and R08. In other words, each weather slot draw will only include these options.

As many weather slots as necessary will be drawn according to the duration established for each round.

5. Points System

5.1 Points Allocation

5.1.1 R1 Points Allocation

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
15	12	10	9	8	7	6	5	4	3	2	1	0	0	0

5.1.2 R2, R3 and R4 Points Allocation

1	2	3	4	5	6	7	8	9	10	11	12	13	14
25	22	20	18	16	14	12	10	8	6	4	3	2	1

5.1.3 R5 Points Allocation

1	2	3	4	5	6	7	8	9	10	11	12	13	14
40	35	30	25	20	15	10	8	6	4	2	1	0	0

5.2 Tie-Break Criteria

In the event of a tie on points, the team with the highest points score in the most recent race will be ranked ahead. If the tie remains, previous races will be considered from the most recent to the oldest, including the Initial Stage.

6. Multiplayer Lobby Settings

Lobby Name: SUMMER MADNESS | R [X] - SPLIT [X] | Youtube Mach25gaming

Room mode: Variable

Privacy: Friends only

Race type: Competitive race

Max players: Variable

Auto-start: OFF

Circuit Settings

Weather Settings

Race Settings

Start type: Grid start with false start check

Grid size: Variable

BOP: ON

Adjustment options: none

Boost: Real

Slipstream: See Section 4

Visible damage: ON

Mechanical damage: Light

Tyre wear: See Section 4

Fuel consumption: See Section 4

Refuelling speed: Default

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: 5 minutes (if necessary)

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

Minimum weight: No limit

Available tyres: See Section 4

Mandatory tyre changes: See Section 4

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

7. Car Livery Design

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

7.1 Mandatory logo

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).

7.1.1 The logo must be placed in the upper section of the windshield.

7.1.1.1 Failure to install the logo will result in a 5-second penalty. Incorrect placement will be penalized after a warning.

7.2 Prohibited Content

Liveries containing offensive or provocative language, as well as references, logos, or advertising for other sim racing championships or organizations, are prohibited unless prior approval has been granted by the organizers.

7.2.1 If a livery breaches any of the above restrictions, it may be subject to a protest from another team. In serious cases, the organizers may act on their own initiative, although they are not responsible for exhaustively reviewing all submitted liveries.

7.2.1.1 If a penalty is imposed, it will depend on the level of repeat offense.

7.2.1.1.1 First infringement: 5-second penalty.

7.2.1.1.2 Second infringement: 10-second penalty.

7.2.1.1.3 Third infringement: 30-second penalty.

8. Mandatory Reference Documents

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

8.1 General Technical Regulations

This document serves as the general technical framework governing all competitions organized by Mach25 Gaming. It establishes definitions, requirements, and responsibilities for teams, drivers, and staff. It details registration procedures, team composition rules, and key operational regulations. It also includes rules regarding competition formats, connectivity, room procedures, penalties, and car liveries. It serves as a foundational document alongside the Competition Regulations and the Disciplinary Code within the M25G ecosystem.

8.2 Disciplinary Code

This document establishes the official disciplinary framework of Mach25 Gaming, regulating infringements, penalties, and protest procedures. It defines the roles of stewards, the Competition Committee, and the Arbitration Tribunal, as well as deadlines and formal channels for protests and appeals. It includes a comprehensive table of penalties classified as minor, major, and disqualifying offenses, together with aggravating factors and grading criteria. It also regulates precautionary measures, limitation periods, confidentiality, and the sanction reduction system (Fair Play and RPC). It serves as the central reference for ensuring fairness, transparency, and disciplinary order across all M25G competitions.

8.3 Mach25 Ranking Regulations

The Mach25 Ranking is the official classification system used by Mach25 Gaming to rank teams according to their competitive performance throughout the season. Its regulations establish the scoring criteria, tie-breaking methods, eligibility requirements, and participation standards necessary to ensure fair, transparent, and consistent competition across all events. It also defines procedures for point allocation and periodic updates to the standings, ensuring that the ranking accurately reflects the competitive level of each team.

9. Official Communications

Teams may contact the organization via email at contact@mach25gaming.com. The organization will endeavor to provide a prompt response, although not necessarily an immediate one.

On race days, the email service will not be monitored during the hours leading up to the event and while races are taking place. Teams are therefore advised to contact the organization sufficiently in advance to ensure a response can be provided.

9.1 Disclaimer

The Competition Regulations and the Disciplinary Code constitute the official regulatory framework of the competition and may not be challenged where the rules are clearly and unambiguously stated.

No information provided by any person in the Questions category or during live broadcasts—whether a collaborator or member of the organization—shall take precedence over the provisions established in the regulations.

10. Useful Links

Official Website: www.mach25gaming.com

Broadcast: YouTube [Mach25Gaming](https://www.youtube.com/Mach25Gaming).