REGULATION
ITALIAN ESPORT CHAMPIONSHIP
TOURING MASTERS 2025 - IRACING

N.B.: Updates and/or changes are in red.	
DATA	EDIT
18/06/2025	FIRST VERSION
12/08/2025	Artt 6.1 and 6.2 modification (team member limit)
28/08/2025	Artt 6.1 and 6.2 modification (Class & Car choise)
09/09/2025	Adding Ford Mustang GT4 to admitted cars
11/09/2025	Modification score system

INDEX

1. PREMISE
2. ORGANIZER
3. SIMULATOR USED AND TYPE OF COMPETITION
4. COMPETITORS, PRESENTERS
5. ALLOWED CARS
6. CHAMPIONSHIP REGISTRATION - REGISTRATION AND ADMISSION FEES
7. GENERAL PRINCIPLES – IMAGE RIGHTS – ADVERTISING - LIVERIES - RACE NUMBERS
8. STRUCTURE OF THE EVENT, CALENDAR AND DURATION OF THE RACES
9. PRE-QUALIFICATIONS FOR ADMISSION
10. PROGRAM OF THE EVENT
11. COMMUNICATION CHANNELS, COMPETITOR / SPOTTER
12. SESSION TIMES AND SERVER SETTINGS
13. OPTIONAL FREE PRACTICES
14. STARTING GRID, START OF THE RACES
15. BALANCE OF PERFORMANCE AND TELEMETRY
16. SUPPLIES AND REPAIRS
17. SPEED LIMIT IN THE PIT LANE
18. RANKINGS AND SCORES ALLOCATION
19. AWARDS AND PRIZES
20. RACE OFFICIALS
21. COMPLAINTS AND PENALTIES / INCIDENT POINTS
22. POINTS-BASED DRIVING LICENCE
23. USING EXPLOITS AND GLITCHES
24. TITLES
25. ITALIAN GT4 ESPORT CHAMPION AND TOURISM 2025 IRACING TITLES
26. EX EQUO

REGULATION
ITALIAN ESPORT CHAMPIONSHIP
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1. – PREMISE

The Automobile Club d'Italia (ACI) announces the Italian ESport Touring Masters 2025 iRacing Championship, a Sim Racing or car racing simulation competition. All participating parties (ACI and competitors) undertake to apply, as well as observe, the rules that govern the event.

The F.I.A. International Sporting Code (CODE) and its annexes, the National Sporting Regulations and its Appendices, the ESport Motorsport Simulation Sector Regulations, communications from the organizer and news published on the official ACI SPORT website www.acisport.it they are, to all intents and purposes, the only valid texts to conform to**. For anything not expressly indicated in the Championship Sporting Regulations, the additional rules contained in the ACI Sport 2025 Yearbook and in subsequent updates published on the official ACI SPORT website will be valid and will come into force from their publication date.**

Participation in the Championship will be considered an implicit declaration by the Competitor to know, and undertake to respect and enforce, the provisions of the Code and its attachments, of the National Sporting Regulations (R.S.N.) and its Appendices, of the ESport Motorsport Simulation Sector Regulations and of this Regulation and its attachments; to recognize ACI SPORT as the only competent jurisdiction, except for the right of appeal provided for by the Code and the R.S.N.; to consequently waive the right to appeal to arbitrators or other jurisdiction for facts deriving from the organization of the Championship or the conduct of individual competitions; to hold A.C.I., ACI Sport, ACI Sport SpA., the organizer, the Race Officials, as well as the company managing the iRacing.com Motorsport Simulation simulator harmless from any third-party liability for physical and material damage suffered by the competitor, its drivers, employees and assets.

ACI SPORT reserves the right to publish any changes and instructions it deems appropriate to provide for the best application of the Regulations, of which they will be considered an integral part.

This Regulation comes into force from the moment of its publication on the ACI Sport website (www.acisport.it)

2. – ORGANIZER

The organizer of the event BRUZZONE Daniele – Organization and Promotion of Sports Events – VAT number: : 01808210098, ACI ESPORT Organizer License No. 467359, through the online portalsimracingleague.it, contact:info@simracingleague.it.

3. – SIMULATOR USED AND TYPE OF COMPETITION

The simulator used for the event is **iRacing on iRacing.com Motorsport Simulations**.

The competition is ONLINE, where the presenters/competitors participate by remaining at their own homes.

4. – COMPETITORS, PRESENTERS

Registration for the Championship is open to holders of **ESports Competitor/Driver License or just ESports Driver, the latter if registered by an ESports Competitor who is a Natural Person or a Legal Person**. Licenses must be valid for the year 2025 as provided for by art. 2 of the ESports Sector Regulation.

The participation of pilots with a foreign license is permitted in compliance with art. 2.2.1. of the R.D.S..

Competitors and drivers must strictly comply with all the rules dictated by the current R.S.N., by the ESport Sector Regulations which are considered to be fully reported here and by all the provisions given by the Race Director and the designated Race Officials. All Competitors and drivers must remain available (via computer or telephone channels) to the Race Direction until the final classification is declared.

4.1. - The Italian ESport Touring Masters 2025 iRacing Championship **it is reserved for crews made up of a single driver.**

4.2. – ACI Sport may authorize the participation of one or more "Guest Drivers" in the Championship. The "Guest Driver" will compete as a "transparent" car, may take advantage of exemptions from the Regulations and may not accumulate points for the official rankings of the Italian ESport Touring Masters 2025 iRacing Championship.

5. – ALLOWED CARS

The following cars from the iRacing.com Motorsport Simulation iRacing simulator are admitted to the Italian ESport Touring Masters 2025 iRacing Championship, divided into the two categories GTP and GT3:

GT4
Aston Martin Vantage GT4

BMW M4 GT4 Evo
McLaren 570S GT4
Mercedes-AMG GT4
Porsche 718 Cayman GT4 Clubsport MR
Ford Mustang GT4

TCR
Audi RS 3 LMS
Honda Civic Type R
Hyundai Elantra N TC
Hyundai Veloster N TC

6. - CHAMPIONSHIP REGISTRATION - REGISTRATION AND ADMISSION FEES

6.1 – REGISTRATION

At the time of registration, the competitor or driver must declare the Team they belong to. They will also be asked to indicate whether the Team is attributable to a Legal Person Competitor or a licensed ESport Team (art. 2.6. RDS) for the purposes of the Team rankings drawn up by ACI Esport pursuant to art. 8.14 of the R.D.S.
To be admitted, it is necessary to comply with the hardware requirements set out in art. 5.7 of the Sector Regulations.
Registration for the event will open upon publication of this regulation and will close at 11.59pm on 02/09/2025.
~~When registering, you are required to choose your car from those admitted to the championship.~~ ~~**This choice, which may also include the class, can be changed only within the registration deadline. After this deadline, the choice of car is binding for all races in the series. Only in the pre-qualification phase will it be possible to use a different car model, provided it is of the same class as the one chosen for the championship.**~~

Upon registration, you must choose your car from those admitted to the championship, which will determine your class.
The class selection can only be changed until the registration deadline.
The car selection can be changed until 11:59 PM on September 10, 2025. If new cars are released for the class in the Season 4 update by iRacing, these will be made available with notification from the organizer.
After this deadline, the car selection is binding for all races in the series.
In the pre-qualification phase only, it will be possible to use a different car model, provided it is in the same class as the one chosen for the championship.

In this competition, the registration limit of ~~3~~ 4 drivers for each class is applied for Teams without a sporting license from a legal entity competitor/ACI ESport team.
There are no registration limits for teams with a sports license.

The registration of a competitor from a Team not attributable to a physical structure, company or amateur sports association or a group or community identifiable on the web and to which several individuals belong, will be considered as a private competitor/driver..

6.2 – ADMITTED FOR SPORTING MERIT

The 1st place winner of the 2024 iRacing Italian GT4 Championship and the 1st place winner of the 2024 iRacing Italian Touring Car Championship are directly admitted to the event without the obligation to participate in the possible pre-qualification phase, subject to **submission of an application for enrollment and payment of an admission fee.In the event that some of the competitors admitted on merit do not submit a registration, the subsequent drivers in the respective championship rankings will be fished out up to a maximum of 3rd position. Those admitted on merit do not affect the limit of ~~three~~ four unlicensed team members provided for in the previous article within the limit of only one driver per team.**

6.3 – CHANGE, EXIT OR RESIGNATION FROM A TEAM

During the entire duration of the championship, the driver, even if private, is not permitted to pass through another Team participating in this event, or participate in events, demonstrations or any other sim racing competition on any simulator,

even hosted by another organizer, on behalf of or carrying the colors of that Team, under penalty of exclusion from the event at the discretion of the organizer.
In the event of leaving or resigning from a team:

- if the team is attributable to the holder of an ESport Team licence or a Legal Person ESport Competitor who registered the Driver, or in the case of a Driver licence holder only registered by a Natural Person Competitor, the driver will be excluded from the event;
- If the driver holds a Competitor/Driver licence and has independently registered for the championship, he/she will be able to continue the event as a private driver.

6.4 – FORMALIZATION AND ADMISSION FEES

Drivers admitted to the event after the pre-qualification phase will be required to **payment of the admission fee of €40.00 (forty) for each driver.**
The payment must reach the organizer no later than 11.59pm on 09/14/2025 using the methods that will also be communicated by the organizer himself in an information circular.
Failure to pay the admission fee will result in the exclusion of the member, pursuant to art. 6.1. of the RDS.

7. - GENERAL PRINCIPLES – IMAGE RIGHTS – ADVERTISING - LIVERIES - RACE NUMBERS

ACI SPORT announces and sponsors the Italian ESport Touring Masters 2025 iRacing Championship and will award the titles of Italian ESport GT4 Champion 2025 on iRacing and Italian ESport Touring Champion 2025 iRacing.
The promotional activity of the Championships is the responsibility of ACI Sport S.p.A. - Via Solferino, 32 - 00185 Rome – tel.: 06 44341291 - fax: 06 44341294 - Website: www.acisport.it

7.1. – IMAGE RIGHTS

Competitors and drivers acknowledge and accept that ACI Sport SpA reserves the right to use, directly or indirectly, and to grant third parties the right to use, both in Italy and abroad, without notice and without any compensation being due to them:
(a) the names, trademarks, images (both moving and static) and results (rankings) of the Teams, drivers and Competitors participating in the Italian ESport Touring Masters 2025 iRacing Championship.
(b) images of the Car, the overalls and/or the helmet of the drivers used in the context of their participation in the Italian ESport Touring Masters 2025 iRacing Championship.

7.2. – LIVREE (SKIN)

The organizer will not useAutomatic skin download software (liveries) during the race.
For the Italian ESport Touring Masters 2025 iRacing Championship and for its entire duration, the stickers provided with a template by the organizer must be applied to the liveries of each car.
The template download will be made available with a separate communication.
All registered participants will have to send their liveries, and optionally their overalls and helmets, through the methods that will be announced in a subsequent communication.
The self-installing skin pack containing all the competitor liveries will be made available for download.
Liveries with inappropriate, discriminatory or offensive content, including sexual, political, religious or image-damaging themes of ACI Sport or the organizing portal, are not permitted.
Failure to comply with this rule will result in exclusion from the competition.

7.3. – RACE NUMBERS

Race numbers must be chosen during registration, keeping in mind that the following will be accepted:

- from 2 to 99 for the GT4 class
- from 102 to 199 for the TCR class

The numbers #1 and #101 are reserved respectively for the Italian ACI ESport GT4 and Turismo 2024 champions.
In the event of an incorrect or double choice, the race numbers will be assigned by the organizer and will take into account any preference communicated by the competitor during registration, with priority for the competitors who registered first.
The change of race number, upon request to the organizer, will be permitted only within 48 hours before the first championship race.

8. - STRUCTURE OF THE EVENT, CALENDAR AND DURATION OF THE RACES

The Championship will be structured in a field of 50 cars,**divided into a maximum of 25 GT4 class crews and a maximum of 25 TCR class crews** determined by a pre-qualification phase for admission, and will take place over 7 (seven) races which will be carried out according to the table below:

DATA	AUTODROME	term
17/09/2025	Enzo and Dino Ferrari International Racetrack - Grand Prix	60’
01/10/2025	Circuit de Barcelona Catalonia - Grand Prix	60’
15/10/2025	Algarve International Circuit - Grand Prix Chicanes	60’
29/10/2025	Nürburgring Grand Prix Circuit - Grand Prix	60’
12/11/2025	Hockenheimring Baden-Württemberg - Grand Prix	60’
26/11/2025	Spa-Francorchamps Circuit - Grand Prix Pits	60’
10/12/2025	Misano World Circuit Marco Simoncelli - Grand Prix	60’

*incident points allowed

Each event will consist of a 60-minute race, preceded by a 15-minute qualifying session in LONE mode with 3 available laps, excluding the launch lap.
ACI SPORT reserves the right to modify this Calendar and the duration of the races at its sole discretion.

9. PRE-QUALIFICATIONS FOR ADMISSION:

9.1. HOT STINT
9.1.1. - **On September 3rd and 6th at the Algarve International Circuit - Grand Prix Chicanes and on September 4th and 7th 2025 at the Hockenheimring Baden-Wurttemberg - Grand Prix** pre-qualification (hosted) servers will be available for 12 hours daily, every 30 minutes from 13:00 to 01:00 each day, lasting 1 hour, including a 40-minute practice session and a 20-minute qualifying session, with 3 useful laps available, excluding the launch lap.
In the event of scheduled maintenance of the iRacing software, sessions will be added for an additional two hours on the maintenance day, from 11:00 to 13:00.

9.1.2. Each driver will be awarded the sum of the best average lap times (AVERAGE LAP TIME) over the length of the 3 laps available in the LONE QUALIFY sessions for each of the two tracks.
The average travel times will not be valid if all 3 useful laps have not been completed or if even just one incident point has been assigned by the simulator and reported in the report..

9.1.3. At the end of the pre-qualifications, a number of crews equal to 25 for the GT4 class and 25 for the TCR class will be admitted to the event, in order of pre-qualification ranking from best to worst time achieved.
In the event that one of the two categories does not reach the expected number of registered or qualified drivers, crews from the other category will be admitted, up to the possible reaching of 50 total cars.

10. - PROGRAM OF THE EVENT
The Italian ESport Touring Masters 2025 iRacing Championship will take place from September 3 to December 10, 2025.
ACI SPORT reserves the right to make changes to the program for organizational needs and/or based on the number of participants.
The event may be postponed or cancelled only in cases of force majeure recognised by the ACI.
The virtual day and time always refers to the start of the race session.

1st Round: **Circuito Internazionale Enzo e Dino Ferrari - Grand Prix**
17/09/2025
VIRTUAL RACE SESSION DATE AND TIME: 17/09/2025 h. 09.00

2nd Round: **Circuit de Barcelona Catalonia - Grand Prix**
01/10/2025
VIRTUAL RACE SESSION DATE AND TIME: 01/10/2025 h. 09.30

3rd Round: **Algarve International Circuit - Grand Prix Chicanes**
15/10/2025
VIRTUAL RACE SESSION DATE AND TIME: 15/10/2025 h. 16.30

4th Round: **Nürburgring Grand Prix Circuit - Grand Prix**

29/10/2025
VIRTUAL RACE SESSION DATE AND TIME: 29/10/2025 h. 14.30

5th Round: **Hockenheimring Baden-Württemberg - Grand Prix**
12/11/2025
VIRTUAL RACE SESSION DATE AND TIME: 31/10/2025 h. 11.00

6th Round: **Spa-Francorchamps Circuit - Grand Prix Pits**
26/11/2025
VIRTUAL RACE SESSION DATE AND TIME: 26/11/2025 h. 10.30

7th Round: **Misano World Circuit Marco Simoncelli - Grand Prix**
10/12/2025
VIRTUAL RACE SESSION DATE AND TIME: 31/10/2025 h. 15.00

11. – COMMUNICATION CHANNELS, COMPETITOR / SPOTTER

All admitted competitors will be included, for the sole duration of the event, in a specific iRacing league called ACI ESport Gran Turismo, through which they will be able to access the race sessions.
All communications between the organizer and the competitors will take place both through the dedicated DISCORD channel discordapp.com by connecting to the Simracingleague.it server, or by sending emails. The organizer assumes no responsibility for failure to deliver due to technical problems and/or full, deactivated and/or classified email boxes by the recipient as junk mail (spam).
Competitors and drivers are the only people authorized to speak to Race Officials.
The competitor, whether a natural person or a legal person / Sports Director of the Team, is subject to objective liability in the event of violations of the Regulations and the code of sporting conduct by the drivers registered by him.
The use of one or more spotters who access any session of the event as spectators is free, without the need for any communication to the organizer.
During the briefing phase preceding each race, the use of DISCORD software will be mandatory.

11.1 – WEBCAM OBLIGATION - PHOTO OF THE COMPETITOR

All drivers, during any official session (pre-qualifying, qualifying, free practice, race) **they will have to equip themselves with a webcam or use the camera of a mobile device that allows both the face and, even partially, the movements of the arms on the steering wheel to be appreciated in its frame**.
At the entrance of any official session and until its end, competitors must connect to the application Zoom through the credentials that will be provided by the organizer from time to time through the official communication channel, and transmit the webcam shot. Non-high definition resolutions are also permitted and the transmission of the audio channel is not necessary, as long as the host's face is always recognizable.
For this purpose, it is mandatory for each competitor to provide the organizer, when officially requested, a passport photo - which can be used in the overlay graphics of live videos - and a copy of the identity document..
If using a virtual reality headset, the driver is required to notify the organizer or the sports commissioners and allow them to carry out identity verification at the start of the session and before the helmet is put on.
Failure to use a webcam or equivalent system will result in immediate or post-race exclusion from the session in progress, as determined by the sports commissioners.
The images transmitted by the presenters can be used by the director during the live broadcasts of each event, unless the presenter himself explicitly denies consent with prior communication to the organizer.

12. – SESSION TIMES AND SERVER SETTINGS

The schedule for each race includes the following times and server settings.
The times are always intended as Local Time (Italy).

12.1 – PRE-QUALIFICATIONS

The pre-qualification server specifications are listed below.

iRacing Server Location	DE-Fra
GT4 Tank Capacity	100%

TCR tank capacity	100%
Session type	Open Practice + Lone qualifier
Virtual date and time	01/09/2025 h. 10:00
Weather conditions	Static Weather (Party Cloudy, 72°F (22°C), 55% Humidity, Wind 2MPH N)
Track conditions	Track State 100%
Setup	Free
Qualifying Conduct Scrutiny	STRICT
Fast Repair	0
Driving aids	Disallow all driving aids (but clutch assist On)
Tire wear	Yes
Damages	Yes
Automatic penalties	No
Automatic disqualification	No
Network Quality Rule	Yes

12.2 – BRIEFING, FREE PRACTICE, QUALIFYING, RACE
The race day will follow the following schedule:

FREE TESTS	
TYPE	Open practice
ORA	20:30
term	60’
RACE MANAGEMENT BRIEFING	
ORA	21:00
term	15’
LIMITATIONS	DISCORD SRL Voice Channel Obligation - Prohibition of entry to the circuit.
QUALIFICATIONS	
TYPE	Lone qualifier
ORA	21:30
term	15’ 3 LAPS
WE ARE	
ORA	21:45
term	60’

The specifications of the race server are listed below

iRacing Server Location	DE-Fra
GT4 Tank Capacity	60%
TCR tank capacity	40%
Session type	Open practice + Lone qualifier + Race
Virtual day and time	See race
Weather conditions	Timeline Weather (real on race date)
Track conditions	MARBLES: Clean Marbles OPEN PRACTICE: Track State 50% -

	LONE QUALIFIER: Automatically generated from prev. session RACE: Automatically generated from prev. session
Setup	Free
Qualifying Conduct Scrutiny	STRICT
Start type	Rolling
Fast Repair	0
Driving aids	Disallow all driving aids (but clutch assist On)
Tire wear	Yes
Damages	Yes
Automatic penalties	No
Automatic disqualification	No
Network Quality Rule	Yes

13. – OPTIONAL FREE PRACTICES

On Tuesday of each race week, a free practice server will be available from 21:00 to 01:00.
Below are the specifications of the weekly free practice server.

iRacing Server Location	DE-Fra
GT4 Tank Capacity	60%
TCR tank capacity	40%
Session type	Open Practice
Virtual date and time	Session date, race time
Weather conditions	Timeline Weather (real to session date)
Track conditions	Track State 50%
Setup	Free
Fast Repair	0
Driving aids	Disallow all driving aids (but clutch assist On)
Tire wear	Yes
Damages	Yes
Automatic penalties	No
Automatic disqualification	No
Network Quality Rule	Yes

14. – QUALIFYING, STARTING GRID, START OF THE RACES

The starting grid will be determined by a qualifying session preceding the Race itself.
The starting grid will be arranged in two rows as foreseen by the iRacing simulator.
The starting procedure will be launched, with the separate class procedure provided for by art. 3 of Annex 1 to the Regulation.
The race will start at the time indicated in the programme.

15. – BALANCE OF PERFORMANCE AND TELEMETRY

15.1. – BALANCE OF PERFORMANCE

In the Italian Touring Masters Championship 2025, the Balance of Performance (BoP) provided independently by iRacing with the Season updates is used. However, the organizer, in agreement with the sports commissioners, may apply, if deemed absolutely essential for the correct and fair running of the competition, a customized BoP for one or more car models.

In the latter case, the BoP applied will be communicated within 48 hours of the end of the pre-qualifications or of each championship race.

15.2. TELEMETRY

All drivers are required to record their telemetry and show it to the stewards if they request it for the definition of race facts. **In the event that the driver is unable to provide such data, the board of sports commissioners may consider this as a behaviour that has intentionally evaded the ascertainment of responsibilities.**.

16. – SUPPLIES AND REPAIRS

There are no limitations on repairs and refueling other than those provided for in the event of penalties being paid as set out in Annex No. 1 of these Regulations.

17. – SPEED LIMIT IN THE PIT LANE

The speed at which the driver travels in the pit lane is automatically regulated by the simulator.

18. – RANKINGS AND SCORES ALLOCATION

This championship provides for the following rankings to be drawn up:

- **Drivers' Standings Italian ESport GT4 Championship 2025 iRacing**
- **Drivers' Standings Italian ESport Turismo Championship 2025 iRacing**
- **Italian ESport GT4 2025 iRacing Championship Team Standings (unofficial)**
- **Italian ESport Turismo Championship 2025 iRacing Team Standing (unofficial)**

18.1 – FINAL POSITION OF THE COMPETITORS IN THE RACE

At the end of each race, a race ranking will be drawn up based on the official report provided by iRacing.com.
Crews marked as RUNNING and DISCONNECTED will be classified based on the laps completed and will only receive the corresponding points if they have completed at least 50% of the race time/laps.
Crews marked as DISQUALIFIED in the race report provided by the server will be ranked at the bottom of the leaderboard in order of laps completed, but will not receive points.
Any sanctions imposed by Race Officials after the race may influence the final positions.

18.2 – SCORING SYSTEM

The following scores will be awarded to each Driver for the Rankings above.

~~FOR EACH CLASS~~			
~~CLASSIFICATION~~	~~POINTS~~	~~CLASSIFICATION~~	~~POINTS~~
~~1º~~	~~30~~	~~12º~~	~~7~~
~~2º~~	~~26~~	~~13º~~	~~6~~
~~3º~~	~~23~~	~~14º~~	~~5~~
~~4º~~	~~20~~	~~15º~~	~~4~~
~~5º~~	~~18~~	~~16º~~	~~3~~
~~6º~~	~~16~~	~~17º~~	~~2~~
~~7º~~	~~14~~	~~18º~~	~~2~~
~~8º~~	~~12~~	~~19º~~	~~1~~
~~9º~~	~~10~~	~~20º~~	~~1~~
~~10º~~	~~9~~	~~Pole Position: 2 points~~	
~~11º~~	~~8~~	~~Best Lap: 1 point~~	

GT4			
CLASSIFICATION	POINTS	CLASSIFICATION	POINTS
1°	30	12°	7
2°	26	13°	6
3°	23	14°	5
4°	20	15°	4
5°	18	16°	3
6°	16	17°	2
7°	14	18°	2
8°	12	19°	1
9°	10	20°	1
10°	9	Pole Position: 2 points	
11°	8	Best Lap: 1 point	

TCR			
CLASSIFICATION	POINTS	CLASSIFICATION	POINTS
1°	25	7°	7
2°	20	8°	5
3°	16	9°	3
4°	13	10°	1
5°	11	Pole 2 points	
6°	9	Fast lap: 1 point	

Pursuant to art. 8.13. of the R.D.S., in order to be included in the classification, a driver must be absent from no more than 50% of the events on the series calendar.
Furthermore:

- A driver is considered absent from an event when, although registered, he does not complete at least one valid lap during the race phase.
- A driver is considered to have started an event if he/she is registered, verified and has completed at least one valid lap during the race phase.

18.3 – TEAM RANKING SCORE

The team/stable ranking is to be considered unofficial and will not be valid for the purposes of the Team rankings drawn up by ACI Esport pursuant to art. 8.14 of the R.D.S. which remain the responsibility of the sporting body.
For the team classification, the scores obtained by the best two drivers of that team will be added together for each race and for each class.

19. – AWARDS AND PRIZES

19.1. – The Driver or Drivers first in the ranking at the end of the Championship for each class will receive the title of Italian ESport GT4 2025 iRacing Champion and Italian ESport Turismo 2025 iRacing Champion and will be invited to the 2025 ACI motor racing champions award ceremony for the presentation of the title.

19.2. – At the end of the championship the following cash prizes will be awarded to the 1st to 5th classified crews for each class (Prizes are based on a grid of 50 cars. Otherwise, they will be adjusted as a percentage):

POSITION	AWARD
1°	€ 500,00

2°	€ 250,00
3°	€ 100,00
4°	€ 80,00
5°	€ 50,00

20. – RACE OFFICIALS

18.1 - The board of Sports Stewards will be appointed by ACI Sport and reported in the Specific Race Regulations.

21. – COMPLAINTS AND PENALTIES / INCIDENT POINTS

Penalties will be applied in accordance with the Sector Regulations and the RSN which we report below.

The methods of imposing and fulfilling penalties, the methods of reporting to the Race Officials during the race, the conditions for displaying the red flag and the related communication systems are reported in Annex 1 to this Regulation which is assumed to be transcribed here..

The intervention of the Race Officials will be in Classic mode (art. 10.1 R.D.S.).

21.1. – COMPLAINT (art. 11.3 R.D.S.)

The competitor has the right, in the event that one of his interests or rights has been harmed, to send a complaint to the sports commissioners.

The competitor can submit a complaint from the beginning of the race up to 30 minutes after the publication of the provisional ranking.

Any complaint received after the above timeframes will be considered unacceptable.

The electronic submission of the complaint must be carried out through an IT procedure that will be defined by the organizer with an information circular.

Any complaint received in any other way is considered null and void.

The competitor who intends to submit a complaint concerning more than one vehicle or more than one competitor must submit as many complaints as there are drivers complained about.

21.2. – REVIEW (art. 11.4 R.D.S.)

A competitor may request a review of a decision sanctioning him within 30 minutes of the display of the provisional rankings or notification of the decision.

The electronic submission of the complaint must be carried out through an IT procedure that will be defined by the organizer with an information circular.

The request for review must be submitted to the same CC.S.S. who made the decision, and is accepted only if it contains new elements or elements not previously in the possession of the Race Officials at the time of the decision.

21.3. APPEAL – (art. 11.5 R.D.S.)

A competitor may submit a notice of appeal of a decision of the stewards within 30 minutes of the time of publication of the provisional rankings, and in compliance with the provisions of the ESports sector regulations.

The methods of formalising the appeal are regulated by the current R.S.N. and by the Sports Justice Regulations.

Please remember that, also pursuant to the FIA Code, the sanctions of "Stop and Go", "Stop and Go 10", "Drive Through" and time penalties are final (Art. 10.2 G R.D.S.).

21.4. – WARNING (art. 10.2 A R.D.S)

The Warning is a reprimand for a violation of the drivers' behavior that is not considered particularly serious.

The second Warning received by a driver in the same race will result in the sanction of adding 5 seconds to the final race time. The Board of Sports Stewards has the right, in cases deemed more serious, to impose a different sanction.

The Warning ends within the same race.

21.5. – TIME OR LAPS PENALTIES (art. 10.2 D R.D.S)

The time penalty must be expressed in minutes and/or seconds, the lap penalty must be expressed in laps.

Time penalties are applied to the final race time while lap penalties are applied to the final race distance.

Both penalties listed above may be used.

The competitor does not need to be summoned for the purpose of applying time and lap penalties..

21.6. – DRIVE THROUGH (art. 10.2 B R.D.S)

In ESport Circuit Speed races, the Stewards of the Race may apply the Drive Through (DT) penalty in the event that a driver behaves in a race that violates the sporting rules.
The Drive Through penalty must be served by driving through the pit lane at the speed limiter.
The Drive Through penalty shall not be applied in the last 8 minutes excluding the final lap. Instead, 20 seconds shall be added to the race time of the driver concerned.
The Drive Through must be served by the driver within the time limit automatically imposed by the simulator, under penalty of exclusion from the event by decision of the Sports Stewards.

21.7. – STOP AND GO E STOP AND GO 10" (art. 10.2 C R.D.S)
In ESport Circuit Speed races, the Stewards may apply the "Stop and Go" and "Stop and Go 10 seconds" penalties in the event that a driver behaves in a race that violates the sporting rules.
The "Stop and Go" penalty must be served by returning to the pit lane and stopping in your own space. The "Stop and Go 10" penalty must be served by returning to the pit lane and stopping for 10 seconds in your own space.
The "Stop and Go" and "Stop and Go 10" penalties must not be applied in the last 8 minutes excluding the final lap. In lieu, 25 seconds must be added to the race time of the driver concerned in the case of "Stop and Go" or 35 seconds in the case of "Stop and Go 10".
The "Stop and Go" and "Stop and Go 10" must be served by the driver within the time limit automatically imposed by the simulator, under penalty of exclusion from the event by decision of the Sports Stewards.

21.8. – STARTING FROM THE PIT LANE (art. 10.2 E R.D.S)
The Board of Stewards may impose the penalty of "Departure from pit lane" to be served at the first subsequent participation.
The driver who has to serve the penalty of starting from the pit lane will not have to participate in the qualifying session and will not have to line up on the grid. He will exit the pit lane only when the last driver has crossed the line marking the end of the pit lane.

21.9. – EXCLUSION (DISQUALIFICATION) (art. 10.2 F R.D.S)
The exclusion of a competitor or driver from the event or from the classification is decided by the Board of Sports Commissioners or by the Single Judge and may be inflicted before, during or at the end of the event, depending on whether the infringements or irregularities were detected before, during or at the end of the competition itself.
Exclusion from the race will result in immediate disqualification from the event for the competitor or driver.

21.10. – FINE (art. 10.2 H R.D.S.)
In the case of statements damaging to reputation as per art. 8.5 of the R.S.N. and 5.1.2. of the R.D.S., if such behavior is detected during the event, the sports commissioners may impose a fine of between 260 and 26,000 euros pursuant to art. 216 bis of the R.S.N. If the damaging statements are detected outside of the race, the sports commissioners will send the referral to the Federal Sports Tribunal.

21.11. – SERIOUS INFRINGEMENTS OF THE SPORTING REGULATIONS
Infringement of the sporting regulations may also result in exclusion from the entire Event and the loss of points acquired in all races held in the same Event, which will be deducted from those accrued or to be accrued in the rankings.

21.12 – INCIDENT POINTS (INC PER OFF TRACK) IRACING SIMULATOR
For each race session, a maximum of 20 inc will be allowed for each driver..
The verification of whether the maximum inc limit has been exceeded will take place immediately after the end of the race by the Sports Stewards.
In order to consider only the incident points generated by exceeding the limits of the track, drivers who have exceeded the expected quota will be deducted 4 inc for each lap for which the final report of the simulator shows the warning "car contact". However, in the case of multiple contacts occurring in the same lap, no further deductions will ever be made.
In the event of exceeding the expected limit even after the deductions, the driver will be sanctioned with:

- 20 second penalty;
- 5 second penalty for every additional 5 inc in excess.

Penalties resulting from exceeding the incident point limit do not entail the deduction of points from the driving licence pursuant to art. 22 of the regulation.

22 – POINTS-BASED DRIVING LICENCE
For the Italian ESport Touring Masters 2025 iRacing Championship, a points-based license system will be adopted.

22.1. – INITIAL AMOUNT OF DRIVING LICENCE POINTS
At the beginning of the event, each participating driver is awarded 10 license points.

22.2 – LOSS OF DRIVING LICENCE POINTS
Each sanction imposed by the board of sports commissioners, both during the race and after the race, will result in the deduction of points from the driving licence as follows:

- Warning: no points;
- 5 second penalty: -2 points;
- Absence not communicated at the briefing and grid line-up (art. 8.5 RDS): - 2 points;
- 10, 15 second penalty and Pitlane start: -3 points;
- 20 second penalty and above, Drive Through, Stop & Go: -4 points;
- Exclusion (Disqualification): -5 points

22.3 – LOSS OF THE ENTIRE AMOUNT OF DRIVING LICENCE POINTS
If the driver, following a penalty, loses the entire amount of license points, he will be excluded from participating in the next championship round.
In the event that the loss of the entire amount of license points occurs due to a sanction received in the last championship event, this will result in the loss of the points acquired by the crew in that event.
The deduction of license points can never lead to a negative result.

22.4 – AMOUNT OF DRIVING LICENCE POINTS FOLLOWING EXCLUSION
The driver excluded from a test following the loss of the entire amount of license points,**is admitted to participate in the tests following the one from which he was excluded with a number of points equal to 2 for each remaining test in which he can participate**.

23 – USING EXPLOITS AND GLITCHES
The use of exploits and glitches that take advantage of errors or programming limitations of the simulator (so-called bugs) to gain an illicit advantage is strictly prohibited.
Such practices will be considered unsportsmanlike conduct, punishable, at the discretion of the sports stewards, up to and including exclusion from the race, subsequent races or the entire series.

24. – ALLOCATION OF TITLES
The score for the assignment of the Titles will be that provided for in art. 18.

25. - ITALIAN GT4 ESPORT CHAMPION TITLE 2025 IRACING AND ITALIAN TOURISM ESPORT CHAMPION 2025 IRACING
The final ranking for the assignment of the titles of Italian ESport GT4 Champion 2025 iRacing and Italian ESport Turismo Champion 2025 iRacing will be obtained by adding together the results obtained during the races of the Italian ESport Touring Masters 2025 iRacing Championship.

26. - EX EQUO
In the event of a tie between two or more drivers, the best ranking position will be determined on the basis of the following discriminants relating to the final races or single races, in order of priority: number of victories, number of second places, number of podiums, best placings, number of races in which the driver has been classified.
In the event of a further tie, the drivers are declared equal placed and if both are first in a titled series, they are declared co-winners of the series.

ACI SPORT approval number: CV – _____ - Approval date: _____