MS LEAGUE MASTER SIMRACING LEAGUE

© Copyright 2025

REGULATIONS

REVISED TO ***03/01/2025***

HANDLE	CIRCUIT	Day/hour
Qualifying Round 1	Red Bull Ring	February 15 / 8:30 pm
Round 1	4h Red Bull Ring	February 22 / 3:00 pm
Qualifying Round 2	Suzuka	April 19 /8:30 pm
Round 2	6h Suzuka	April 26th / 1:00 pm
Qualifying Round 3	Nurburgring GP	May 31st / 8:30 pm
Round 3	8h Nurburgring GP	June 7 / 1:00 pm
Qualifying Round 4	Spa Francorchamps	August 9 / 8:30 pm
Round 4	4h Spa Francorchamps	August 16 / 3:00 pm
Qualifying Round 5	Watkins Glen	October 4 / 8:30 p.m.
Round 5	6h Watkins Glen	October 11 / 1:00 pm
Top 14 in the championship	Le mans (starting order)	November 29 / 8:30 pm
Grand Finale	8h Le Mans	December 6 / 1:00 pm

© Copyright 2025

1. THE COMPETITION....4
2. REGISTRATIONS....5
3. COMPETITION FORMAT....5
4. DELIVERED....6
5. COMMUNICATION WITH THE ORGANIZER Discord 7
6. RACE BROADCASTING....7
7. GENERAL COMPETITION RULES....7
8. THE RACE COMMITTEE....7
9. RUN SEQUENCE....8
10. CASE OF REPLACEMENT....8
11. QUALIFICATIONS....8
12. RED TIRE....9
13. LOBBY BUG / RESTART....9
14. SHOW CRASH DURING THE RACE....9
15. EVENT POSTPONEMENT....9
16. POINTS SCALE....10
17. SCALE OF PENALTIES....10
18. DRIVER CONNECTION AND LAGS....10
19. INCLUSION AND EXCLUSION....10
20. THE RACE LOUNGES FOR EACH ROUND....11

© Copyright 2025

1. THE COMPETITION

GT-One Endurance Championship

Immerse yourself in a thrilling series of **6 endurance races**, featuring the legendary **Toyota GT-One (TS020)**. This championship takes you to iconic circuits where strategy, mastery and perseverance are the keys to success.

Round calendar

1. **Red Bull Ring**
    - Length: 4.3 km
    - Steep gradients and technical turns. A demanding first round to test balance and management of the GT-One.
2. **Suzuka Circuit**
    - Length: 5.8 km
    - Japan's iconic circuit, known for its complex curves and legendary "S" sequence.
3. **Nürburgring GP**
    - Length: 5.1 km
    - A technical track with heavy braking and hard acceleration, perfect for putting your skills to the test.
4. **Spa-Francorchamps**
    - Length: 7.0 km
    - Famous for the Eau Rouge and the Raidillon, Spa promises a challenging race, especially in unpredictable weather.
5. **Watkins Glen International**
    - Length: 5.4 km
    - A fast, flowing circuit in the USA, offering overtaking opportunities and high-speed sections.
6. **Circuit de la Sarthe (Le Mans)**
    - Length: 13.6 km
    - The grand finale on the legendary 24 Hours of Le Mans track, where every lap will test your endurance and strategy.

© Copyright 2025

Rules and special features

- **Running time**: 4, 6 or 8 hours
- **Resource management**: pay attention to tire wear, fuel consumption and stops at the stand.
- **Dynamic conditions**: races with day/night transitions and variable weather.
- **Ranking**: Points awarded for each round, accumulated to determine the final champion.

Are you ready to harness the power of the Toyota GT-One and prove your mastery of these tracks? legendary? The **GT-One Endurance** Championship is waiting for you!

2. REGISTRATIONS

Entries are open until midnight February 13, 2025.
To take part in the competition, all drivers must first register on the MSL website, then on the events page, fill in the appropriate form:
MSL registration: https://www.msleague.fr/?page_id=1504
Competition entry: GT-One Endurance Championship '25

Only teams can register for this championship.

3. COMPETITION FORMAT

Team championships

Registered teams will be able to present the drivers of their choice (who must carry the Team Tag in their PSN Nickname) at the start of each round (qualifying).

When a team is entered, all the drivers of the said team are eligible to take part. The drivers who

qualify for each round must be the same on race day.

No replacement during a round in progress (qualifying+ Race)

Replacements may be made after the end of a round for the following round Endurance

race of 4, 6 or 8h broken down into 2h relays

Number of drivers required per round

- **4h race -2 drivers**
- **6h race - 3 drivers**
- **8 a.m. race - 4 drivers**

Toyota Gt-one Legend Car, the one and only vehicle in the competition

Vehicle parameters will be open Power and weight limits 775hp / 900kg Brake Balance /

Suspensions / Aero / Body Height / DGL / Gearbox / All tire types will be available / Soft

and Hard tires will be mandatory

© Copyright 2025

4. DELIVERED

STICKERS REQUIRED

On your deliveries, you must add the championship number plate as well as the compulsory typography of the numbers. Markers on the plate will help you to adjust them.

The position and size of your numbers. Put the MSL logo on the rear spoiler, as well as the Gt-one endurance windshield banner.

Tires must be Michelin

© Copyright 2025

MSL sticker :
The sticker must be present at least on each side of the fin, easily identifiable and visible.

< O>

***Illustrate the location of the stickers with photos of solid-colored livery (top+ side)*.**
The placement of your stickers should correspond to the examples above.

All stickers are available on the PSN account ID: *The PSN account FTR_Portos806
MSL will apply a penalty for non-compliance with the livery code for each non-compliant run.

5. COMMUNICATION WITH THE Discord

All exchanges with the organizer of this event must take place on the following Discord: Discord :https://discord.gg/buBKjnrss8*

Here are the different people to contact depending on the subject:
Race Director: **MSL_Portos806**
Race Commission Director: **MSL Commission Esporting**
Responsible for distribution : **Aweoob**

You must be present on the Discord for the entire duration of the competition. Absence or leaving the Discord will be interpreted as a withdrawal.

6. RACE BROADCASTING

All the races in the competition will be broadcast live, and the broadcast schedule will be announced on the Discord for each round and each lobby.

7. GENERAL COMPETITION RULES

All titular drivers undertake to behave respectfully towards their opponents, the organizer, the broadcasters/commentators, the MSL and its representatives. Whether in the race, in ingame chat, broadcast commentaries or any other public communication space dealing with this competition.
Drivers must demonstrate fair play and sportsmanship and respect the clauses of these regulations.
as well as the MSL sports regulations.
Should any fraudulent activity be suspected, and then proven after investigation, the player will be immediately excluded from the competition, and his team will not be able to replace him for the rest of the championship.

8. THE RACE COMMITTEE

MSL Commission Esporting was created to unite simracing officials around common rules, and to guarantee drivers complete independence and neutrality in the handling of racing incidents.

Any complaints must be made on the MSL website within a maximum of 72 hours after the end of a race and will be dealt with by the commission dedicated to this event: https://www.msleague.fr/?page_id=2441
(Or menu: Commission ... + Button Poster ...)

© Copyright 2025

You can also contest a decision by putting forward contradictory arguments, if you have been sanctioned. You must send your objection within 24 hours of the publication of a sanction report concerning you: https://www.msleague.fr/?page_id=2836 (Or menu: Commission .+Challenge button …)

9. RUN SEQUENCE

All actors will be added to a PlayStation Voice Party, 7 days before race day, including :

- Show host
- The organizer
- The diffuser
- Race stewards
- All participating drivers

The host of your lounge is a member of the race committee, and their PSN accounts will also be communicated to you on the competition Discord.

Show opening: **12:30** or **2:30 p.m.** depending on round
Free practice: **20 min.**
Start of live show: **12:45 or 2:45 p.m.** depending on the round
Show refreshment: **12:50 or 2:50 p.m.**
Race: **1:00 p.m. or 3:00 p.m. duration 4h, 6h or 8h (2h per relay and per driver)**

- Drivers must add the host at least 72 hours before the start of the event.
- If the race starts without a driver, he/she will be disqualified from the round, even it's a "one-off". qualification.
- If it is necessary to classify drivers manually on the grid, drivers must be present and on track no later than 15 minutes before the start of the race, failing which they will be disqualified from that round.
- Each driver must check that he is able to leave the pits.
- The driver must have all the tires required for the race.
- The pits will only be accessible from the second lap of the race.
- No restart in the event of a crash in the first lap.
- At the end of the race, we recommend that you save the replay of your race and keep it for at least 10 days.
- For points relating to disqualified drivers (refer to the MSL penalty scale).
- In the event of a salon crash, see the appropriate .chapter

10. CASE OF REPLACEMENT

Once a crew has qualified, no further changes may be made during the current round / changes may be made for the following round.

11. QUALIFICATIONS

It is forbidden to use the start button to return to the pits. You must make your own way back to your pit via the track.
Bump drafts are forbidden in qualifying and racing.
Aspiration interdite
Burn Fuel Interdit

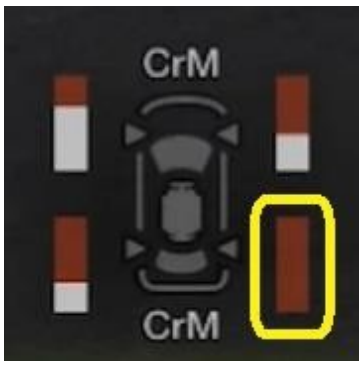
- It is strictly forbidden stop on the track, to activate automatic driving, to drive at walking pace. If you wish to interrupt your run, please return to the pits by your own means (start button forbidden) and leave the car without activity.

© Copyright 2025

- If a driver is disconnected during the qualifying session, he must return to the lounge as soon as possible. His best time will be recorded either in-game, if the game has retained it, or on the live images. A manual grid procedure will then be used to start the race, and the driver's best time will be recorded.

12. RED TIRE

It is forbidden to travel any distance with a "dead" tire. A tire is considered dead when its "life" gauge turns completely red. Drivers must stop before this happens. Any driver driving with a completely red tire will be penalized as many times and for each red tire used. The corresponding penalty will be applied according to the MSL scale.



Example of a red tire /!\ Interdit /!

13. LOBBY BUG / RESTART

If a new lounge has to be redone for a technical reason, pilots will be informed by the lounge host in ingame chat. Once the lounge is closed, pilots must clear their network cache, and join the new lounge without delay do not delay the organization. A driver who is late at the start of the evening will not be allowed to join the lounge, and considered late and therefore disqualified from the round. The MSL scale will specify the penalty and any points awarded.

14. SHOW CRASH DURING THE RACE

If the server crashes at :

- Less than 10% of the run= the salon will be restarted at zero

- Between 10% and 50%= The show will be relaunched over the remaining period.
  - Awarding 100% points
- Between 51% and 85%= The show will be relaunched over the remaining period.

- Above 85%: no restart
  - If drivers were in the pits at the time of disconnection, the ranking will be as follows the one before they entered the pits.
  - Any race incidents will not be handled by the MSL Esporting Commission.

15. EVENT POSTPONEMENT

In the event that the game is impracticable or the restart of the show is not possible for any reason
There are 2 possibilities for postponing a test:

1. Postponement of the originally scheduled competition day to a similar day:

© Copyright 2025

The postponement must not take place on the same evening as another official MSL event date. Drivers must comply with the rules set out in this document regarding substitutions.

2. Postponement of the originally scheduled competition day to a different day:

The postponement must not take place on the same evening as another official MSL event. The organizer will have to facilitate replacements as the rule in this regulation becomes obsolete.

16. POINTS SCALE

- The last ranked crew scores 1 point
- Each team above scores 1 additional point per position.
- The 2nd crew takes 2 points more than the 3rd.
- Winner takes 3 points more than 2nd place
- Max points per Round 17points (Victory)

17. SCALE OF PENALTIES

The scale is provided by the MSL and published in the appropriate section of the competition Discord and the MSL.

- Time penalties will be added to the final time of each race for each infringement.
- Penalty times will be a percentage of the best lap of the race depending on the severity of the fault.
  the percentage will increase

18. DRIVER CONNECTION AND LAGS

Gran Turismo shows are very sensitive to poor network configurations, high PINGs and link fluctuations. Here are a few tips we encourage you to follow. Even if lags hardly affect your gaming experience, they can considerably hinder your competitors' racing and degrade the visual quality of streams, as well as making the work of the MSL commission Esporting impossible if you're the victim a collision. The main problem is connecting to your box via WiFi and/or 3G/4G.

- Connect your console to your Internet box or RJ45 Internet wall socket.
- Install a PLC system if you have a WiFi connection.
- Reset your internet box before each race.
- Contact your Internet service provider to reset your line remotely.
- Clear the network cache from Gran Turismo entering a living room.
- If your connection is weak, try disconnecting or switching off all unnecessary devices in your home: computers, cell phones, tablets, the TV box.
- Change your console's DNS, see: https://www.msleague.fr/?page_id=2563

Procedure in case of Lag detected during pre-qualification.

At the end of the event, the organizer will contact drivers who have experienced lags to try and help them. A driver whose lags are too severe, and for whom there is no short-term solution, will not be allowed to take part in the championship. His team will have to replace him if it can.

19. INCLUSION AND EXCLUSION

a) INCLUSION

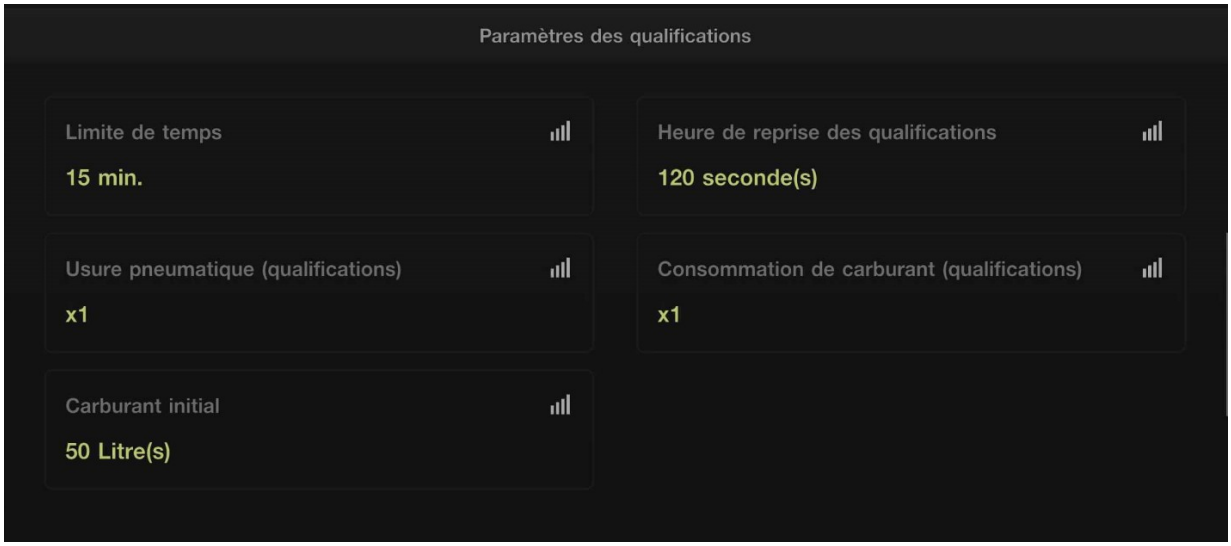
- A pilot must be punctual
- Must respect everyone involved in the event
- Read these rules and the MSL sports regulations

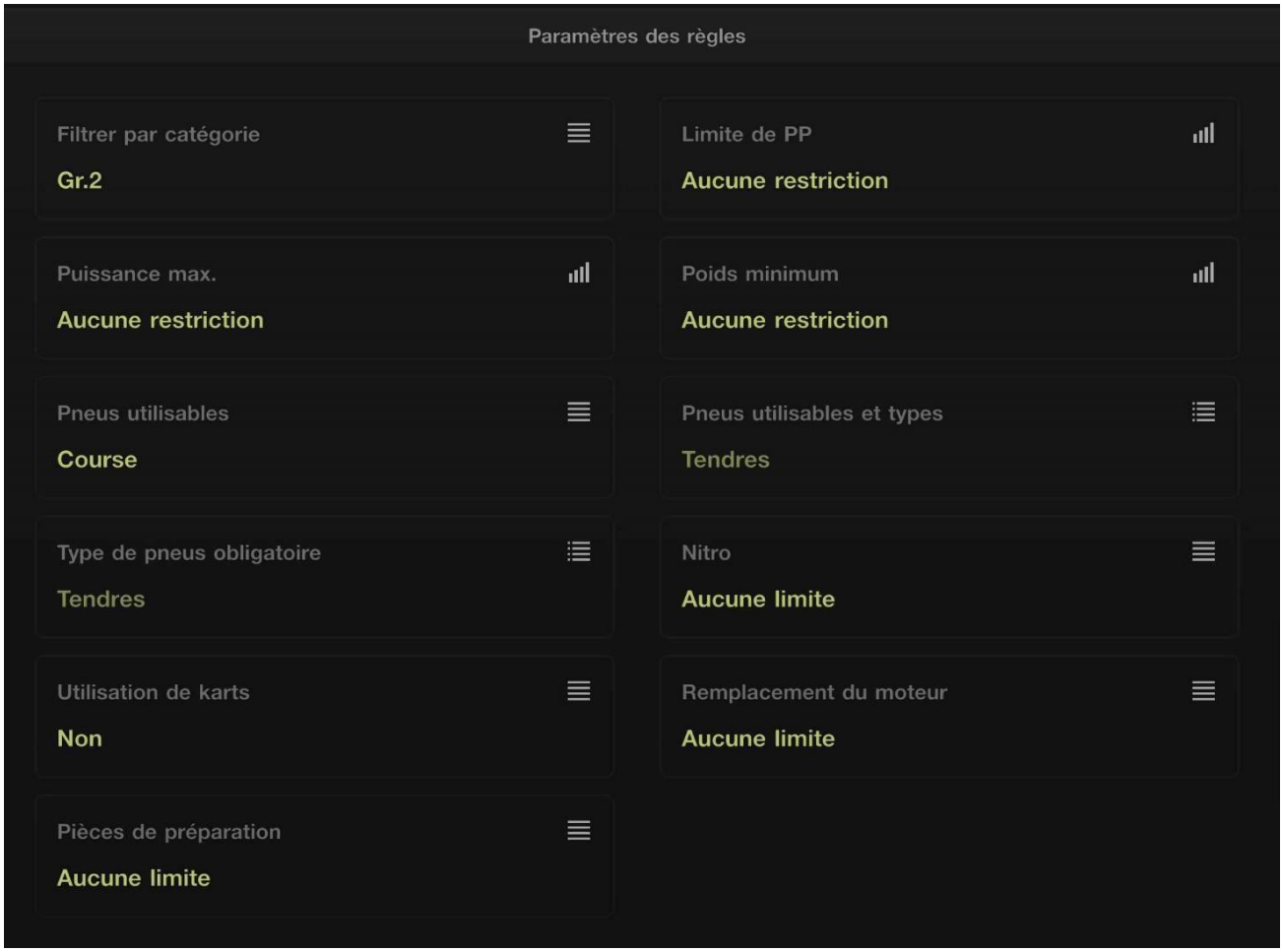
b) EXCLUSION

- No in-game messages allowed in qualification and race phases
- It is forbidden to drift across the finish line.
- A driver must not surrender a track position following a collision.
- Mixing different types of gum is prohibited.
- Use bump draft for pre-qualification and qualification
- A driver must not rage-quit on pain exclusion from the championship.

20. <u>ROUND 1 RACE LOUNGES</u>

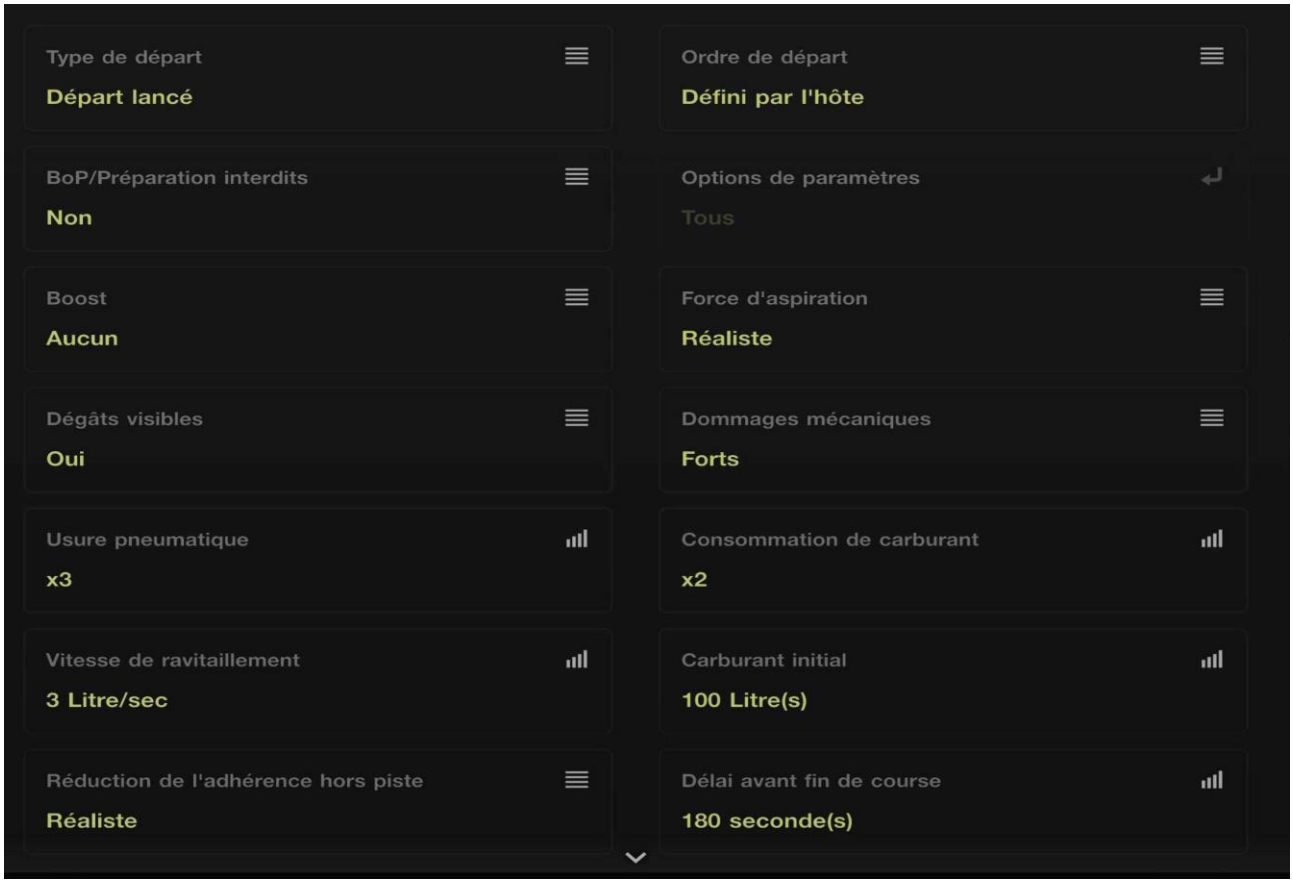
Qualifying Red Bull Ring

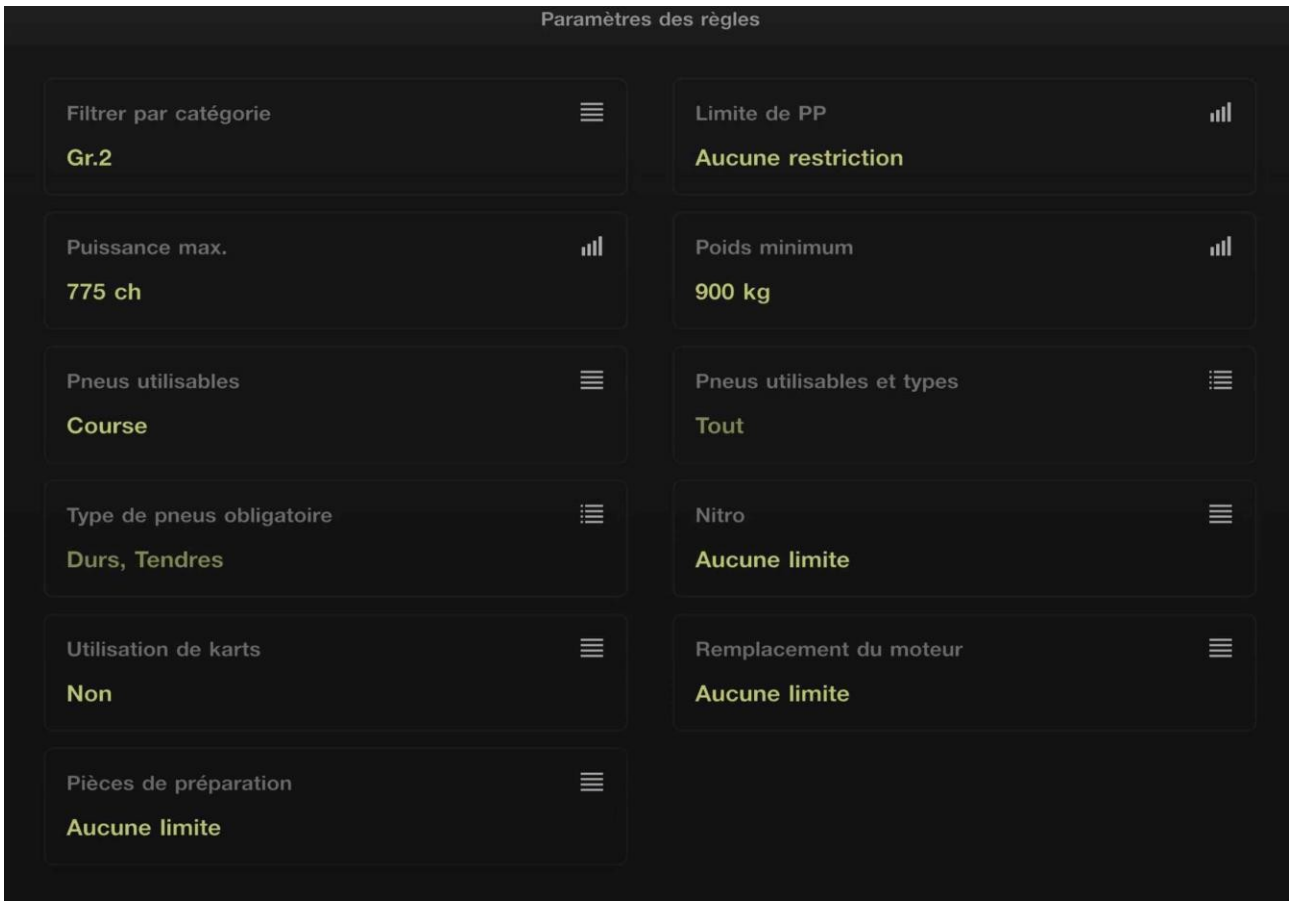



Paramètres des règles
Filtrer par catégorie
Gr.2
Limite de PP
Aucune restriction
Puissance max.
Aucune restriction
Poids minimum
Aucune restriction
Pneus utilisables
Course
Pneus utilisables et types
Tendres
Type de pneus obligatoire
Tendres
Nitro
Aucune limite
Utilisation de karts
Non
Remplacement du moteur
Aucune limite
Pièces de préparation
Aucune limite

Relay Race 1

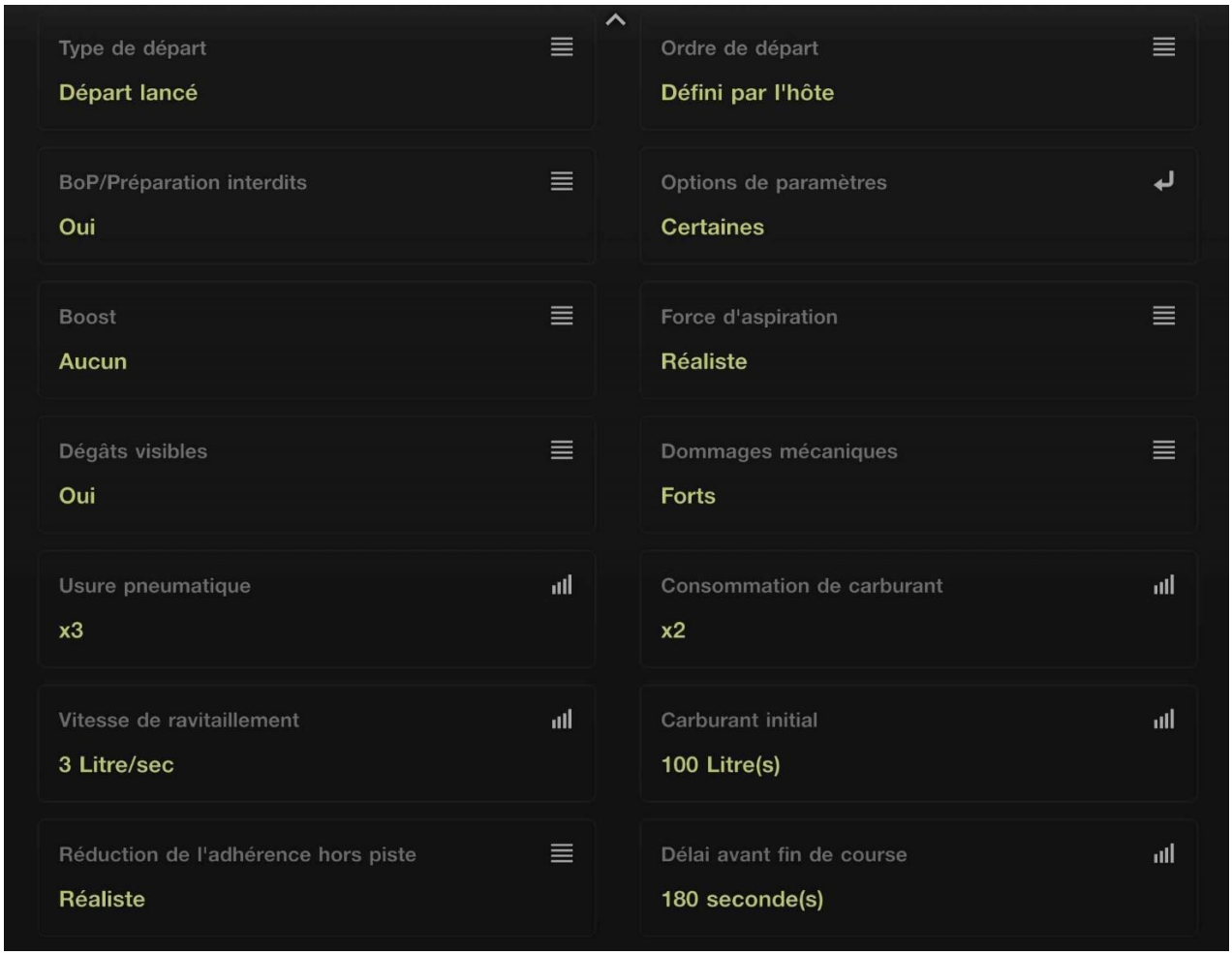
Paramètres météo/horaires
Méthode de sélection météo
Météo personnalisée
Météo prédéfinie
--
Mode conditions égales
--
Heure du jour
Après-midi
Taux de la période de temps variable
x1
Météo au départ ▶
Météo personnalisée
▶ Météo à l'arrivée
S05
S04
S04
C02
C02
C05
C04
R01
R02



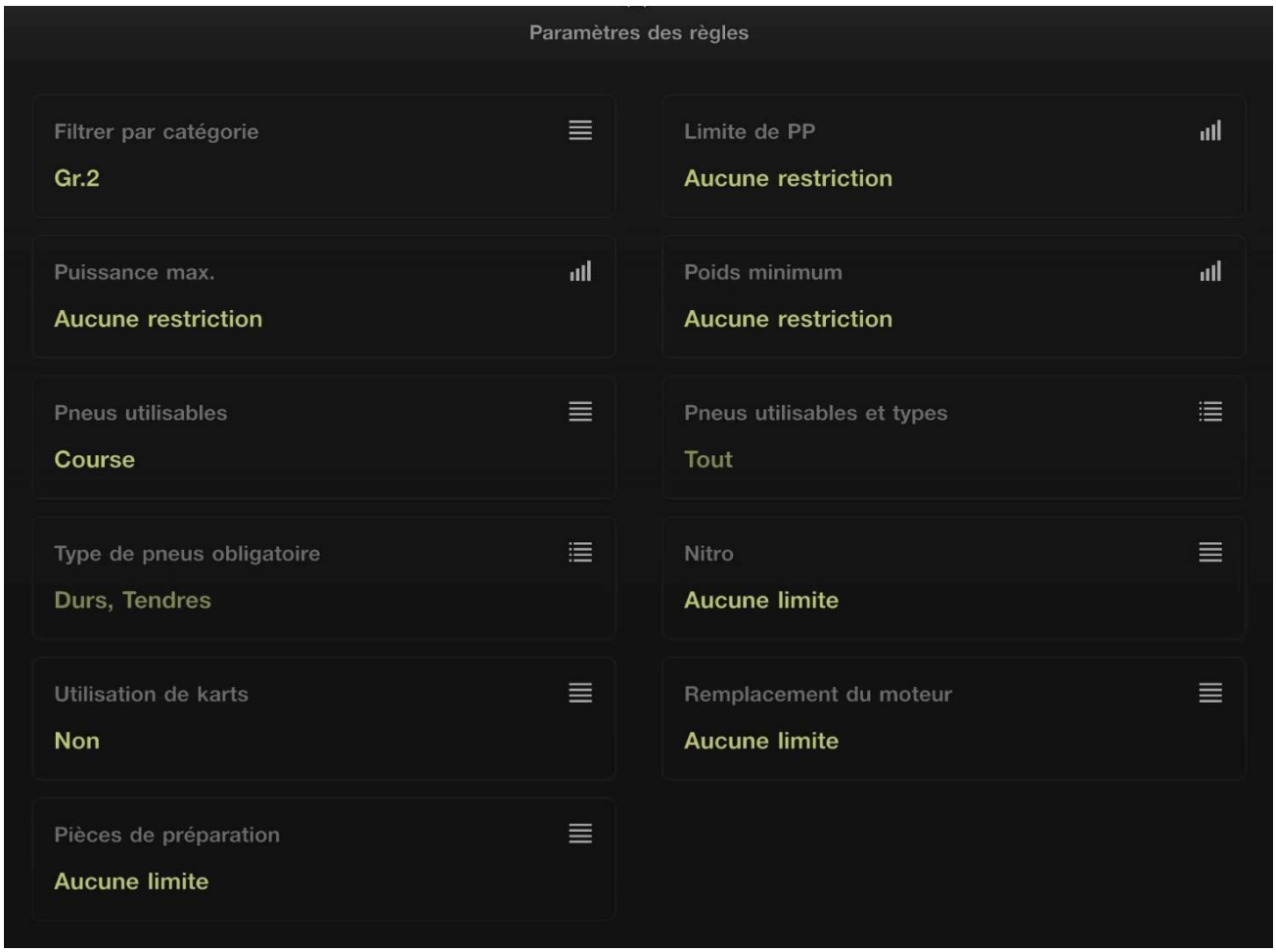


© Copyright 2025

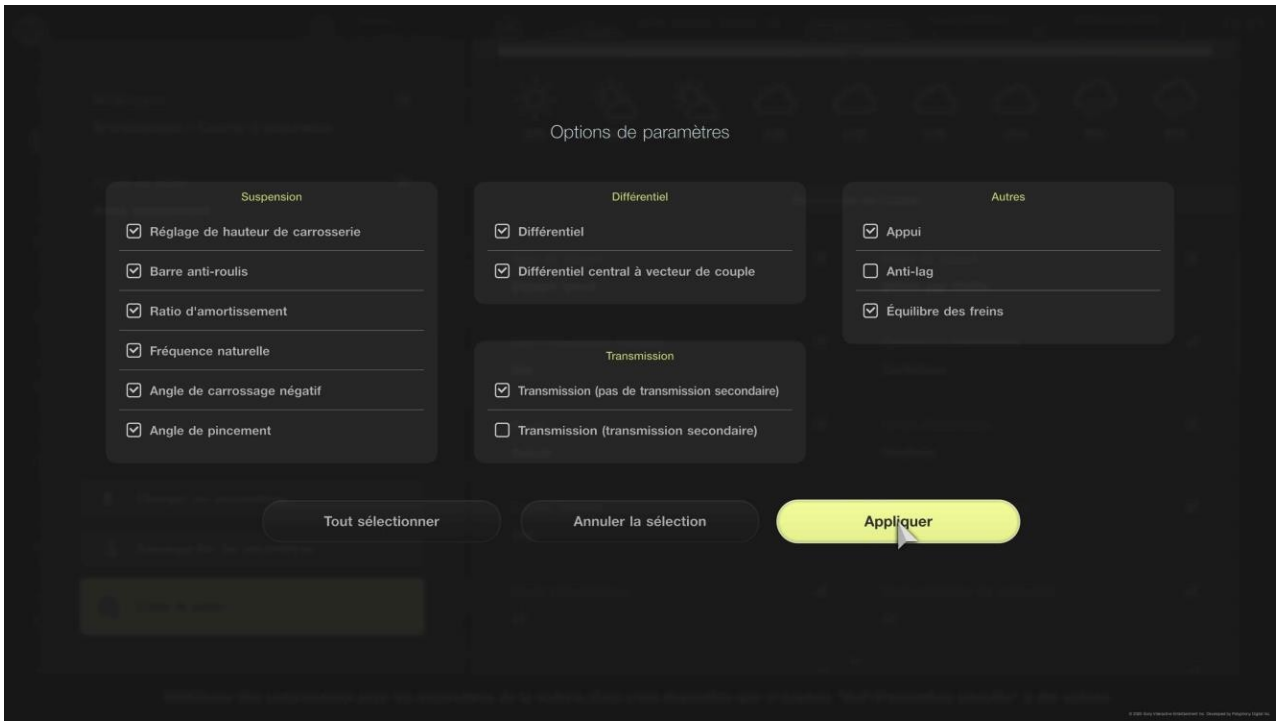
Relay Race 2

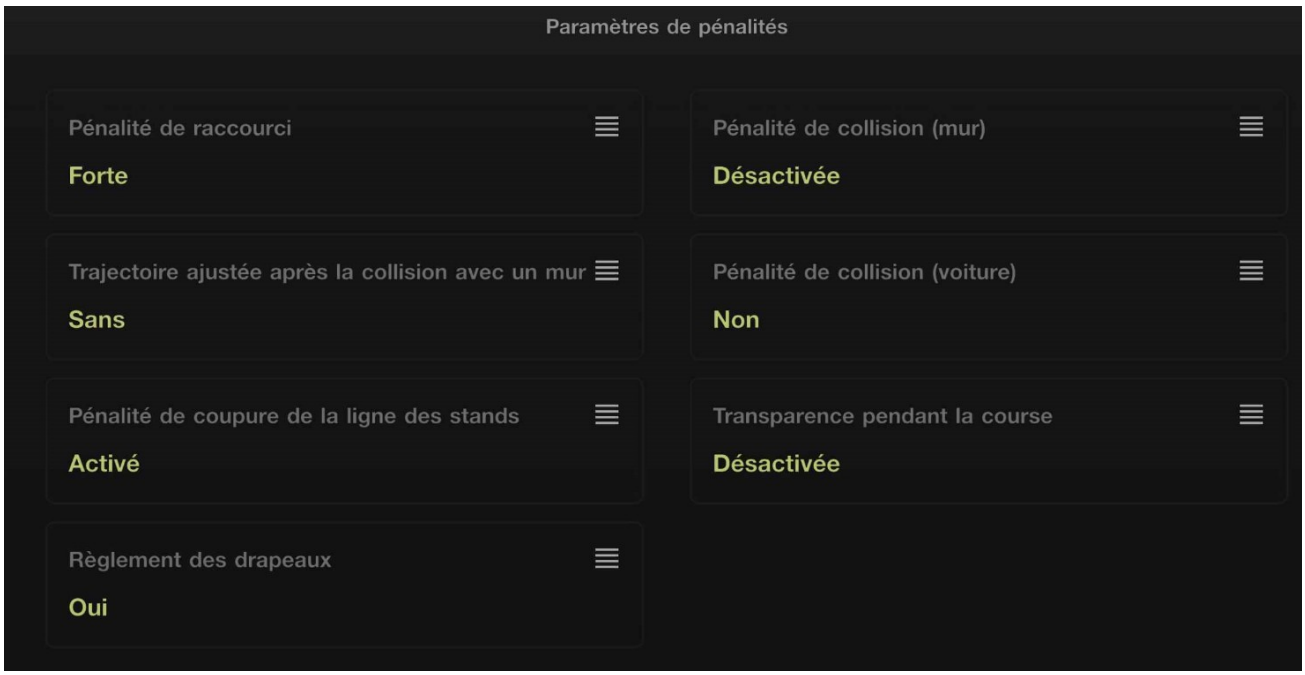


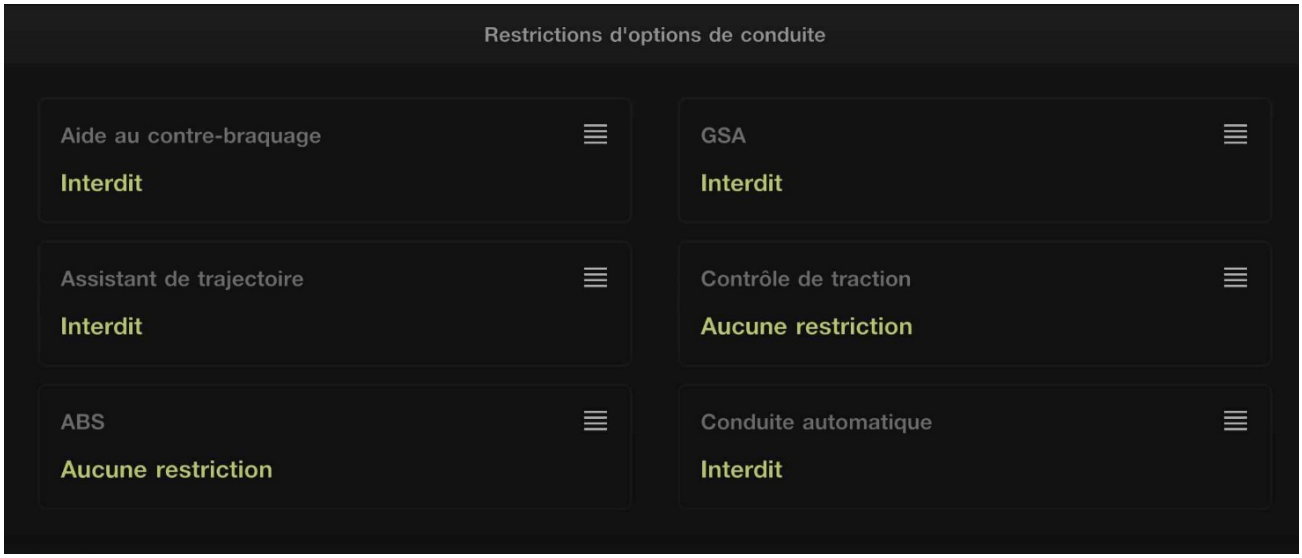
© Copyright 2025



Final settings on all relays







© Copyright 2025