



FANATEC® EURO★SIM MASTERS CHAMPIONSHIP

PRIMA
ESPORTS IIII

MSLEAGUE MASTER
SHOOTING
LEAGUE 4P

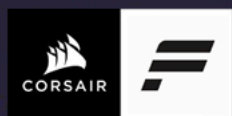
ELUDIS TOURNAMENTS

OCT. 13 › NOV. 20, 2025

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MSLEAGUE MASTER
SHOOTING
LEAGUE 4P

ELUDIS TOURNAMENTS



To win a Gran Turismo® DD PRO and cash prizes



13 OCTOBER - 20 NOVEMBER 2025



REGULATION

UPDATED 1.2 - 19 JULY 2025



Some sections of these regulations may be modified during the championship to ensure the smooth running of the competition.

These changes may follow a game update affecting vehicle physics, fuel consumption, tire wear, etc., or any other external or unexpected event requiring format changes.

Updates will be communicated as soon as possible on the ELUDIS Discord server.

In case of conflicting rules between the MSLeague Sporting Code and the current regulations due to mid-season changes, the competition rules will take precedence. The MSLeague Sporting Code will be updated afterward.

READ THESE RULES CAREFULLY!

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1. PREAMBLE

The **Fanatec® Eurosime Masters** is an online sim racing competition organized by ELUDIS and MSLEAGUE, and sponsored by FANATEC/CORSAIR.

The championship takes place on the game **Gran Turismo 7**.

The championship will consist of six rounds, preceded by two mandatory pre-qualification sessions for all registered drivers. These sessions will determine the **42 drivers** who will earn the chance to compete solo in this event.

We invite you to carefully review every article of this regulation, including prohibited actions, penalties, and the latest **MSLeague Sporting Code** available on the website www.msleague.fr and in the **#regulations** section of the Eludis Discord, so that your experience remains optimal and enjoyable in a fair-play competitive environment.

2. REGISTRATION

Registrations are open from **July 20, 2025 to September 26, 2025 at midnight**.

When registering, drivers must list their **top three preferred manufacturers** from the selection provided, **in order of preference**.

Example :

1. AMG
2. Renault
3. Aston Martin

Once registration is submitted, choices cannot be modified. Submitting a new form will invalidate your previous entry and disqualify you from the championship. It is strongly recommended to test the mandatory cars before making your choices.

Everyone (no age restrictions) can register and take part in the **pre-qualification sessions** and the **championship**, with a maximum of **2 drivers per team** (potentially 3, depending on the total number of registrations). The format allows **one substitute** per team during the championship.

After completing the registration form and providing the **PSN ID** of your substitute, you will be invited to join the competition's Discord server via a link found in the **confirmation email** of your registration.

WHERE TO REGISTER?

If you don't yet have an MSLeague profile, you must first create one and then register for the competition:

1. Create your **MSLeague Gran Turismo driver profile** (free):
https://www.msleague.fr/?page_id=1504
2. Once created, register for the championship via the Events page:
https://www.msleague.fr/?page_id=2557



	TRACKS	PRO	GOLD	SILVER
PREQUALIF.	BRANDS HATCH	25 AND 27 SEPTEMBER 2025		
ROUND 1	CATALUNYA GP	13 OCT.	14 OCT.	16 OCT.
ROUND 2	SARDEGNA B	20 OCT.	21 OCT.	23 OCT.
ROUND 3	RED BULL RING	27 OCT	28 OCT.	30 OCT.
ROUND 4	DEEP FOREST	3 NOV.	4 NOV.	6 NOV.
ROUND 5	NÜRBURGRING 24H	10 NOV.	11 NOV.	13 NOV.
FINAL ROUND	SPA FRANCORCHAMPS 24H	17 NOV.	18 NOV.	20 NOV.

2.2 SUBSTITUTE DRIVER

The substitute cannot be a main driver already competing in the event.

A substitute cannot replace multiple main drivers.

The main driver must inform the race direction at least 48 hours in advance of the round they will be replaced for.

3. PRIZES

... PRIZE TABLE

Here are the prizes offered by partners and sponsors at the end of the championship:

CATEGORY	PRIZE	DETAILS/CONDITIONS
Champion Driver (1st Overall)	1 Fanatec® GT DD Pro 8Nm wheel	Offered by Fanatec®
Top Manufacturer (1st in standings)	€600 cash to be shared between the 6 drivers of the winning brand	Offered by Eludis
🌟 Fanatec Driver Award	Trophy and branded goodies	Determined by viewer vote

⚠ The driver champion is obliged to publish on his social networks a publication presenting his prize offered by Fanatec® as part of the Fanatec® Eurosime Masters.



FANATEC® GRAN TURISMO DD PRO 8NM COMPLETE STEERING WHEEL WITH PEDALS.



4. COMPETITION FORMAT

— The *Fanatec® Eurosim Masters* brings together 42 drivers, divided according to skill level into three balanced splits of 14 competitors each. Every driver represents one of the seven participating manufacturers (Lamborghini, Porsche, BMW, AMG, Renault, Aston Martin, Lexus), selected through a weighted random draw based on their preferences.

The championship runs over six weeks, with one race per week per split:

- Monday for the PRO split
- Tuesday for the GOLD split
- Thursday for the SILVER split

All races take place on European circuits. Each round includes 10 or 15 minutes of qualifying, followed by a 1-hour or 1.5-hour race featuring tire and fuel management.

A **driver ranking** and **manufacturer ranking** are updated throughout the championship.



AMG



PRO	GOLD	SILVER
AMG	AMG	AMG
AMG	AMG	AMG
ASTON MARTIN	ASTON MARTIN	ASTON MARTIN
ASTON MARTIN	ASTON MARTIN	ASTON MARTIN
M	M	M
M	M	M
Lamborghini	Lamborghini	Lamborghini
Lamborghini	Lamborghini	Lamborghini
LEXUS	LEXUS	LEXUS
LEXUS	LEXUS	LEXUS
PORSCHE	PORSCHE	PORSCHE
PORSCHE	PORSCHE	PORSCHE
RENAULT	RENAULT	RENAULT
RENAULT	RENAULT	RENAULT

5.a SPLIT DISTRIBUTION

The 42 top-ranked drivers from the pre-qualification sessions will be divided into three groups based on their performance:

- Top 14 → **Split PRO**
- Ranks 15 to 28 → **Split GOLD**
- Ranks 29 to 42 → **Split SILVER**

5.b MANUFACTURER DRAW

Next comes the manufacturer allocation phase for the 42 qualified drivers. Each will be assigned to **one of the seven participating manufacturers** in the *Fanatec® Eurosim Masters*. The draw aims for perfect parity: 2 drivers per manufacturer per split (as shown in the above table), totaling 6 drivers per brand.

The draw will take place by split and based on driver preferences, in several successive phases.

List of manufacturers (alphabetical order):

AMG, Aston Martin, BMW, Lamborghini, Lexus, Porsche, Renault

Each brand can only have a **maximum of 6 drivers**.

Phase 1 – First Choice Allocation

The draw begins with the **first-choice preferences**, starting with the SILVER split.

If a manufacturer has **2 or fewer first-choice selections**, all are automatically accepted.

Drivers not selected move on to the second-choice phase.

This process is repeated for each manufacturer in the following order:

AMG → Aston Martin → BMW → Lamborghini → Lexus → Porsche → Renault

Phase 2 – Second Choice Allocation

Remaining drivers from Phase 1 enter the second-choice round.

Same rules apply. Drivers not selected move on to Phase 3.

Phase 3 – Third Choice Allocation

Unassigned drivers after Phase 2 are matched with their third-choice manufacturers, following the same procedure.

Phase 4 – Final Adjustment Draw

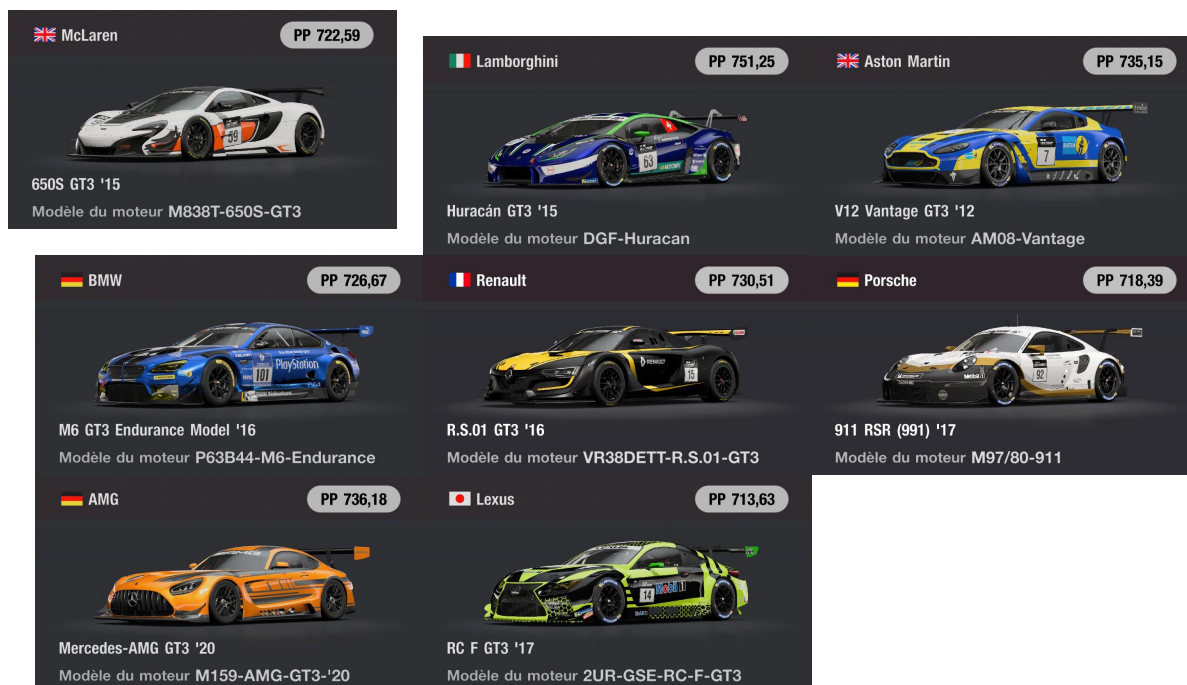
If any drivers still remain unassigned, a final single-round draw will be held, pairing the remaining drivers with the remaining open slots across manufacturers.

— This operation is repeated for higher splits (GOLD and PRO) until every driver has a manufacturer.

6. VEHICLE SELECTION

Once the draw takes place on **September 28 at 5:00 PM**, you officially represent your assigned **manufacturer for the entire championship**.

You must create a custom livery that includes a number of **mandatory logos** from competition partners (see "LIVERIES" section).



- McLaren 650S GT3 '15 (Préqualifications, livrée non obligatoire)
- AMG-Mercedes GT3 '20
- Aston Martin V12 Vantage GT3 '12
- BMW M6 GT3 Endurance Model '16
- Lamborghini Huracan GT3 '15
- Lexus RC F GT3 '17
- Porsche 911 RSR (991) '17
- Renault R.S.01 GT3 '16

6.1 GAME UPDATES, PHYSICS OR BOP CHANGES

If a game update affects the **vehicle physics** or **BoP** of one or more cars, an equivalent car with similar pre-update characteristics will be proposed by Race Direction.

Driver selections will not be reprocessed.

The new vehicle(s) will simply **replace the affected model(s)**.

7. LIVERIES

Each qualified driver must submit a livery that adheres to the visual identity of the competition and meets the required readability standards for broadcast.

The livery must include the following logos:

- Championship logo

- Main sponsors: Fanatec®, Corsair, Eludis
- Organizer: MSLeague

The livery must also reflect the **design language of the represented manufacturer**, ideally using brand colors or iconic elements.

Tire manufacturer: **MICHELIN**

⚠ **Prohibited Content:**

Political or religious references, Vulgar, offensive, or discriminatory content

Liveries must be submitted for validation by **October 4, 2025**.

Any undisclosed or non-compliant modifications after validation may lead to penalties.

7.b STICKERS

Mandatory stickers to be applied to your car:

- **Fanatec** on the front windshield banner (from Gran Turismo sticker library)
- **White Fanatec** block on the rear wing (reverse side)
- **Corsair** on the front of the rear wing (visible side)
- **Corsair** on the front bumper
- **Number plate** (PRO, GOLD, SILVER) on both side panels (enlarged ~40%)
- **Race numbers** must use provided separated digits only



A **ZIP file** containing all required stickers in .svg format is available on the registration page or in the #liveries section of the ELUDIS Discord.

These assets are also shared via the **PSN account MSL_League**.

Regarding brands: **You may not combine Fanatec® or Corsair** with competing brands such as Thrustmaster, Logitech, Moza Racing, or any other PC/console accessory manufacturers or retailers.

If in doubt, please contact Race Direction.

Also avoid mixing different tire brands stickers on your livery — only Michelin is allowed. Do not include Good Year, Hankook, Yokohama...

8. PREQUALIFYING

Two pre-qualification sessions will be open to all registered drivers:

— **Thursday, September 25, 2025**, from **9:00 PM to 11:00 PM**

— **Saturday, September 27, 2025**, from **3:00 PM to 5:00 PM**

Each session lasts **15 minutes**, and takes place on the **Brands Hatch circuit**.

Each driver is only allowed one attempt.

Via the competition's Discord server, you'll need to book your time slot according to the schedule below.

Each session accommodates **7 drivers**.

— **Car used:** McLaren 650S GT3 '15

(For details, see the section "Lobby Settings" – page 23)

PREQUALIFICATION SCHEDULE

Thursday, September 25		Saturday, September 27	
Time slots (CET time)		Time slots (CET time)	
Session 1	21:00 – 21:15	Session 5	15:00 – 15:15
Break	21:17 – 21:25	Break	15:17 – 15:25
Session 2	21:25 – 21:40	Session 6	15:25 – 15:40
Break	21:42 – 21:50	Break	15:42 – 15:50
Session 3	21:50 – 22:05	Session 7	15:50 – 16:05
Break	22:07 – 22:15	Break	16:07 – 16:15
Session 4	22:15 – 22:30	Session 8	16:15 – 16:30

9. COMMUNICATION WITH RACE CONTROL Discord

To ensure smooth communication between drivers/team managers and Race Control, it is essential to stay **active on the official ELUDIS competition Discord**.

This helps ensure you don't miss any announcements or steward decisions.

PLEASE ENABLE NOTIFICATIONS for the competition Discord. By signing up, you agree to keep yourself updated on all competition news, potential rule changes, or clarifications.

Race Director: JakCellAir

Stewarding Board: MSLEAGUE

10. BROADCAST

All races, including pre-qualifying sessions, will be broadcast live.

The list of streaming platforms will be announced on the ELUDIS Discord server.

11. RÈGLEMENT GÉNÉRAL DE LA COMPÉTITION

(Applies starting from pre-qualifying)

I – All drivers registered for the Fanatec® Eurosim Masters commit to respecting the rules established by the organizer. They are also expected to behave respectfully toward the organization and their opponents, whether during races, in-game chat, live stream comments, or posts on MSLEAGUE's and partners' social media.

This includes refraining from launching controversies, making public insults, or discussing internal organizational matters in public chat channels or during interviews. Such behaviors will be subject to sanctions, including exclusion from the competition, depending on the seriousness of the misconduct. Any sensitive topic or conflict must be addressed in private.



II – Drivers are required to repair their car on the next lap if it has sustained at least two types of damage, such as:

- **Suspension + aero damage, or Front and rear aero, or Front and rear suspension**

If the engine is damaged ("engine blowout"), the driver will be considered as Did Not Finish (DNF) and must enter the pits and remain there until the end of the race.

III – Any dishonorable behavior, unacceptable actions, or abusive or threatening language, whether towards another driver or race officials, will lead to immediate disqualification and permanent exclusion from all platforms associated with the organization.

Precedent: the team PRT was fully banned due to unacceptable behavior by two of its members.

IV – All drivers are expected to demonstrate fair play, sportsmanship, and to comply fully with the competition rules. Any serious racing incidents or violations listed in the MSLeague Sporting Code may lead to severe penalties.

In the event of suspected cheating or fraudulent activity, and once confirmed after investigation, the driver will be immediately excluded from the championship. If applicable, their registered substitute will take over, inheriting their current progression in the championship.

V – Any protest or complaint must be submitted via the MSLeague website in the section: – https://www.msleague.fr/?page_id=2441

VI – During qualifying sessions, it is strictly **forbidden** to:

Stop on track, activate auto-drive, burn fuel unnecessarily in the pits or on the circuit

Interfere with other drivers on track in any way, use the Start button to join pit. Any of these actions may be penalized.

VII – In case of absence, withdrawal, or unavailability: Each qualified driver is allowed to be replaced for one race only throughout the championship. **Substitute drivers must be declared during registration** and must participate in pre-qualification sessions. Race Control must be informed at least 48 hours before the round where the substitute will participate.

VIII – **Only one restart** will be authorized per race, in the event of a lobby bug (e.g., frozen driver, glitching, or invisible cars). Affected drivers must exit and rejoin the room before the restart. If the bug persists, the drivers will be excluded from the race.

IX – Once the race has started, **in-game messages are strictly forbidden**.

Typing in chat may be penalized after the race.

It is also forbidden to push or assist a damaged car to help it move forward.

X – Once inside the race lobby, any driver who fails to respond to requests from the host during warm-up or qualifying phases will be considered **unavailable**.

As a result, the race director may **manually set the grid without that driver**, and both the qualification and race may proceed **without them**.

XI – A driver may be excluded from the competition for **inappropriate behavior**, whether during a race or in their interactions with Race Control.

Persistently requesting race information before each round or **excessively contacting** the organizers without reason may also lead to disqualification.

XII – A driver who suffers serious damage to their vehicle, forcing them to slow down or change pace, must signal to the other drivers by **activating warning lights**, and keep them on until entering the pits to prepare.

XIII – At the end of a race, a driver must not leave the track before the game automatically returns to the lobby menu. Otherwise, the game may register the driver as DNF (Did Not Finish), which will be counted as a retirement, even if they crossed the finish line.

XIV – **Virtual Safety Car Procedure (VSC):**

In the event of a crash involving at least 5 cars, Race Control will announce “**Full Course Yellow (FCY)**” followed by a **3-second countdown** in-game.

After “3-2-1”, **all drivers must enable auto-drive** (Start button) and remain under VSC until the Race Director announces a return to green flag conditions, with a new countdown: **Green Flag in 3, 2, 1...**

XV – If you are involved in an incident (contact leading to an off-track excursion, spin, etc.) with another driver, **you are not allowed to slow down or stop to give the position back**. This gesture, though well-intentioned, is prohibited by the regulation.

XVI – In the event of a complete **cancellation of the competition**, for any reason deemed valid by the organizer and MS League staff, the event will be declared **null and void**, and no **final standings or prizes** will be awarded.

12. RACE STEWARDING / INCIDENT REVIEW

— All races will be reviewed and analyzed by the **MSLeague Race Stewarding Commission**.

— **Any post-race complaints** must be submitted via the MSLeague website within 24 hours after the end of the race in order to be reviewed:

https://www.msleague.fr/?page_id=2441

— **You may appeal a decision** by presenting counterarguments if you have received a penalty. Appeals must be submitted within 24 hours after the race report is published:

https://www.msleague.fr/?page_id=2836

13. RACE PROCEDURE

— All drivers will be added to a PlayStation voice party before the event, which includes:

- The lobby hosts
- Race direction
- Broadcasters
- Race stewards

— The PSN accounts of the hosts assigned to your lobby will be shared on the competition Discord. The default host account for most races is: MSL_League.



Lobby opens: 20:30



Free practice: 30 minutes



Qualifying: 21:00 (duration: 10 minutes)



2-minute break



Race starts around 21:20

— Drivers must add their host **at least 24 hours before the event**.

— Lobbies will open **30 minutes before the start of the event**.

— Each driver must be **present in the lobby and on track at least 10 minutes before the start of qualifying**.

Qualifying begins at 21:00 sharp, and no driver will be waited for. Latecomers will not be allowed to join after the qualifying session, even in the case of a lobby restart due to bugs.

— Drivers must have all required tire compounds available.



— Pit lane is closed during the first 2 laps of the race (opens at the end of lap 3). For tracks longer than 8 km, this requirement is reduced to 1 lap.

No driver is allowed to pit during this period, unless for engine failure or race retirement.

— At the end of the race, drivers are advised to save their race replay and keep it for at least 7 days. Any driver not present on track at the start of the event will be marked as DNS (Did Not Start) and will not receive points.

14. DURING QUALIFYING

— The pit lane is open during all qualifying sessions.

— Returning to the pits using the Start button is strictly forbidden. You must drive back to the pit lane via the track.

— During qualifying, it is strictly forbidden to:

- Stop on track
- Drive slowly on purpose
- Enable auto-drive
- Burn fuel (either in the pits or on track)
- Hinder other drivers on track in any way


— If you encounter a **steering wheel or hardware issue**, follow the procedure below:

1. **Activate your warning lights** if possible
2. If not, **take control using your controller** and move your car to a safe location
3. Send a message on Discord and tag **@JakCellAir** to inform race direction

You will then be authorized to disconnect or fix your hardware during the qualifying session. Once the issue is resolved, resume control of your vehicle and make sure not to


disturb other drivers. ⚠️ If you try to fix your issue without informing race control, the stewards will penalize you after the race.

15. FLAG RULES

 **Blue flag.** Indicates that a driver is about to be lapped by one or more race leaders. A lapped driver **must activate their hazard lights** once they are ready to let others pass. They must not block or hinder the lead cars, and may slow down while maintaining their racing line. **You must not change lines** before or during the overtaking maneuver. Faster drivers must remain patient, and avoid forcing a pass, which could result in an accident.

— A driver under blue flag conditions is not allowed to defend their position against the faster car. Deliberately holding up or defending against a lead car can lead to penalties or even disqualification. For more details, refer to the **MSLeague Sporting Code**.

— Even if temporarily faster (e.g. due to fresh tires), a driver under blue flag must give way as soon as possible. They must not block or disrupt the leaders, even in tight battles. They may follow the pace but must not interfere with any fights between lead drivers. Any breach of this rule may result in a penalty.

 **Yellow flag.** Be cautious. If you overtake a car in the vicinity of an incident, the game may apply a 3-second penalty.

Always approach yellow flag zones carefully, reduce speed if necessary, and avoid unnecessary risks to prevent penalties or further incidents.

16. RED TIRES



— The MSLeague competition rules strictly forbid any driver from using red tyres during a race. These tyres are considered “**punctured**”, and under no circumstances should a car be seen on track with red tyres during a race.

Any driver found using red tyres **will be disqualified** from the current round. Each driver is responsible for anticipating tyre wear and avoiding entering a red tyre situation.

There are no exceptions to this rule for any reason.

17. BLOBBY BUGS / RESTART PROCEDURE

— Before the race starts, race control may request a lobby reset due to a bug that could affect the correct positioning after qualifying, or cause starting grid glitches.

— In that case, drivers will be notified via the in-game chat by the host.

Once instructed, drivers must leave the lobby, clear their network cache, and join the new race lobby without delay.

⚠️ There will be no race restart in case of a crash during the first lap of the race.

18. DRIVER DISCONNECTION

DURING QUALIFYING. If a driver gets disconnected during pre-race qualifying, they must **rejoin the lobby as quickly as possible**. Their **best lap time** set before disconnection will be retained for the grid order. If the game does not retain their lap, the time will be recovered from the live YouTube stream footage.

DURING THE RACE

— Refer to article 20.2 - Points Allocation.

19. SERVER CRASH

If the lobby crashes due to a host server issue, the following rules apply:

- If **less than 50%** of the race was completed → **Full restart from scratch**
- If **between 51% and 84%** completed → Restart with a **sprint race** (no pit stops) for the remaining race time.

Points will be split as follows:

- 2/3 of the points based on Race 1 standings
- 1/3 of the points based on the Sprint Race
- If **85% or more** completed → The race is **considered finished**

— Race control will take the classification before the crash as the official result.

If any drivers were in the pits at the time of the crash, their position prior to entering the pits will be considered.

 No incident reviews will be conducted in the case of a host crash.

20. POINTS SYSTEM

20.1. Point Structure

— Points are scaled by 20% from one division to another:

- GOLD = 20% less than PRO
- SILVER = 20% less than GOLD

— Bonus points per race:

- +1 point for pole position
- +2 points for fastest lap (per division)
- +1 Fair Play point for a clean race (no incident)

20.2. Disconnected Drivers

— Drivers who **disconnect during a race** will be awarded the points for **last position**.

If facing technical issues, drivers are encouraged to **return to the pits and stay there** until the race ends to secure points.

— Rage-quitting (manual disconnection or abandonment) is treated as a **race retirement** and may lead to **exclusion from the championship**.

20.3. Retirement Due to Force Majeure

— If you must retire due to **technical, health, or other urgent reasons**, you must enter the pit via the track (not using the Start button) and **remain in the pits** until the end of the race to confirm your participation.

PRO		GOLD		SILVER	
POS.	POINTS	POS.	POINTS	POS.	POINTS
1	35	1	28	1	22
2	32	2	26	2	20
3	29	3	23	3	19
4	27	4	22	4	17
5	25	5	20	5	16
6	23	6	18	6	15
7	21	7	17	7	13
8	19	8	15	8	12
9	17	9	14	9	11
10	15	10	12	10	10
11	13	11	10	11	8
12	11	12	9	12	7
13	9	13	7	13	6
14	7	14	6	14	4
BONUS		POINTS			
POLE POSITION		+1			
BEST LAP (RACE)		+2			
FAIR-PLAY (NO INCIDENT OR PENALTY DURING ROUND		+1			

21. BARÈME DES PÉNALITÉS

— The penalty system is described in detail in the MSLeague Sporting Code, available in the #règlement section of the Discord server and also on the website:

https://www.msleague.fr/?page_id=256

22. DRIVER CONNECTION STANDARDS

— Gran Turismo lobbies are known to be highly sensitive to poor or unstable internet connections. Even when the affected driver does not experience any issues from their own perspective, the effects of an unstable connection — such as lag spikes, teleporting cars, rubber-banding or ghost hits — can heavily disrupt other participants' races.

This can also compromise the integrity of race incidents and reduce the quality of live streaming broadcasts, which impacts viewers and undermines the professional image of the event.

It is therefore mandatory for each driver to ensure a stable and optimized network environment before every round.

You can refer to the full optimization guide here >>>

https://www.msleague.fr/?page_id=2563

Mandatory and Recommended Practices

To guarantee proper connection quality, each driver must:

1. Use a wired Ethernet connection

- Absolutely avoid using Wi-Fi.
- Connect your console **directly to your router** via an RJ45 Ethernet cable.
- If that's not possible, use a **Powerline Adapter (CPL)** system to simulate a wired connection through electrical outlets in your home.

2. Clear the network cache in Gran Turismo 7

- This must be done before entering the race lobby.
- The option is available in the GT7 settings menu.

3. Restart your internet router

- Do this on race day, preferably **1 hour before the event starts**.

4. Minimize bandwidth usage during the event

- Disconnect or turn off any non-essential connected devices:
PCs, smartphones, tablets, smart TVs, game downloads, streaming services, etc.
- Do not use your internet TV box (e.g. IPTV) during the race.

5. Contact your ISP (Internet Service Provider)

- Ask them to **refresh your line remotely** if you experience unstable speeds.

⚠ Low Speeds and High Ping

If your **upload/download speeds** are significantly below recommended levels, or if your **ping is unstable**, you must **take corrective action before the season begins**. Failure to do so may result in:

- Rejection of your race incident claims if replays are unreadable
- Negative impact on other racers' experience
- **Ineligibility to participate in championship if no improvements can be made**

Lag Management Before the Season

— After the prequalifying phase, Race Control will review the footage of all drivers.

If a driver displays visible or excessive lag, they will be contacted by Race Direction for assistance in improving their setup.

— If, after several attempts, the pilot's connection still does not meet the stability criteria, the pilot will not be allowed to participate in the championship, regardless of their prequalifying result.

23. PROHIBITED BEHAVIOURS — REMINDER

The following actions are strictly prohibited during the competition:

1. Driving with **red tires** at any time (see Article 16).
2. **Burning fuel** on track or in the pits during qualifying sessions.
3. **Sending in-game chat messages** during qualifying or races.
4. **Drifting or sliding the car across the finish line** at the end of a race.
5. **Mixing tire compounds** during a session.
6. **Bump drafting**, both in qualifying and during races.
7. Voluntarily **giving back a position during a race** (team orders or private arrangements are not allowed).
8. Using a **livery already claimed** by another driver.
9. **Racing with a PSN account other than the one registered** for the championship.

Each of these violations may lead to penalties, disqualification, or exclusion from the competition, depending on the severity and intent.

24. RESPECT FOR THE RULES AND FELLOW DRIVERS

24.1 Code of Conduct

Respect for the code of conduct is fundamental. Every driver participating in the Rover All Series must strictly follow the rules of sportsmanship and fair play. Any participant who violates these principles may be deemed ineligible to continue in the championship. In cases of serious misconduct, the organizer reserves the right to immediately expel a participant from the event.

24.2 Behaviour and Representation

Drivers are expected to uphold the values of the organizer and behave in a way that reflects positively on the competition. Any behavior that could harm the image or relationships of the organizer, its partners, or sponsors — whether during or outside of the competition — will not be tolerated.

24.3 Offensive or Inappropriate Language

All forms of hate speech, harassment, or discriminatory remarks are strictly prohibited. Players must not use obscene, vulgar, insulting, threatening, abusive, defamatory, or otherwise offensive language — whether directed toward other players, commentators, streamers, race marshals, or any member of the MSLeague.

This rule also applies to social media, live streams, and any other public platform associated with the event.

24.4 Discrimination and Harassment

Any form of harassment is strictly forbidden. This includes words, gestures, or actions that are offensive or disrespectful toward the dignity or integrity of an individual or group.

This covers insults or discriminatory behavior based on:

- race, skin color, ethnicity, nationality
- disability (visible or invisible)
- social background, gender, language, religion
- political opinion or belief
- financial status, sexual orientation, or any other personal characteristic

Such behavior may result in immediate disqualification from the competition.

24.5 Conduct Toward Race Control

A driver may be removed from the championship for inappropriate behaviour, either on track or in communication with race officials. This includes the repeated or unnecessary requests for information already provided by the organizers (e.g., race times, lobby links, host IDs, etc.).

It is every driver's responsibility to stay informed, behave seriously, and remain invested in the competition.

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The full version of this rulebook is available for download during the registration process on the MSLeague website. All contents of this regulation — including the competition format, texts, visual assets, illustrations, and the Fanatec® Eurosime Masters logo — are the intellectual property of the event organizer and MSLeague.

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FANATEC®

**EURO SIM
MASTERS**

MANUFACTURERS CHAMPIONSHIP

PRIMA **MSLEAGUE** **ELUDIS** **TOURNAMENTS**


OCT. 13 › 14 › 16, 2025


ROUND 1 
**CATALUNYA
BARCELONA**







OCT. 20 › 21 › 23, 2025


ROUND 2 
**SARDEGNA
TRACK B**






OCT. 27 › 28 › 30, 2025

ROUND 3  
**RED BULL RING
GRAND PRIX**





NOV. 3 › 4 › 6, 2025

ROUND 4 
**DEEP FOREST
RACEWAY**





NOV. 10 › 11 › 13, 2025

ROUND 5 
**NURBURGRING
24 HEURES**





NOV. 17 › 18 › 20, 2025

ROUND 6  
**SPA FRANCOR-
CHAMPS 24 H**





LES PARAMÈTRES DES LOBBY

PREQUALIFYING / BRANDS HATCH			
ROOM SETTINGS		QUALIFYING SETTINGS	
Room Mode	Practice /Qualifier/ Race	Time Limit	15 Minutes
Room Privacy	Friends Only	Qualifying Continuation Time	120 secondes
		Tyre Wear Rate (Qualifier)	1x
Race Type	Race for Real	Fuel Consumption (Qualifier)	1x
Max. Number of Participants	9	Initial Fuel	30 Litres
TRACK SETTINGS		REGULATION SETTINGS	
Auto-Start	Off	Filter by Category	Gr.3
Track	Brands Hatch GP Circuit	PP Limit	No limit
Race Duration	1 Lap	Max. Power Output	No limit
Time Limit	- -	Minimum Weight	No limit
TIME/WEATHER SETTINGS	S01		
Weather Selection Method	Preset Weather	Tyre Type	Racing
Preset Weather	- -	Useable Tyres	Soft
Equal Conditions Mode	On	Required Tyres	None
Time of the Day	Afternoon	Nitrous	Cannot be Fitted
Variable Time Speed Rate	- -	Kart Usage	Off
RACE SETTINGS		Engine Swap	Prohibited
Start Type	Grid Start / False start check	Tuning Parts	Unrestricted
Grid Order	Fastest First	PENALTY SETTINGS	
BoP/Tuning Forbidden	On	Shortcut Penalty	Weak
Tuning	- -	Wall Collision Penalty	Off
Settings Options	Brake Balance	Correct Vehicle Course	Off
Boost	Off	Car Collision Penalty	Off
Slipstream Strenght	Real	Pit Lane Line-Cutting Penalty	On
Visible Damage	On	Ghosting During Race	Off
Mechanical Damage	Heavy	Flag Rules	On
Tyre Wear Rate	X1	DRIVING OPT. LIMITATIONS	
Fuel Consumption Rate	X1	Countersteering Assist	Prohibited
Refuelling Speed	6 Litres/sec	Active Stability Management	Prohibited
Initial Fuel	30 Litres	Driving Line Assist	Prohibited
Grip Reduction Off Track	Real	Traction Control	Prohibited
Race Finish Delay	180 sec.	ABS	No limit
Nitrous/	Default	Auto-Drive	Prohibited

ROUND 1 / CATALUNYA - BARCELONA			
ROOM SETTINGS		QUALIFYING SETTINGS	
Room Mode	Practice /Qualifier/ Endurance	Time Limit	10 Minutes
Room Privacy	Friends Only	Qualifying Continuation Time	60 secondes
		Tyre Wear Rate (Qualifier)	1x
Race Type	Race for Real	Fuel Consumption (Qualifier)	1x
Max. Number of Participants	16	Initial Fuel	30 Litres
TRACK SETTINGS		REGULATION SETTINGS	
Auto-Start	Off	Filter by Category	Gr.3
Track	Circuit de Barcelona GP Layout	PP Limit	No limit
Race Duration	60 Minutes	Max. Power Output	No limit
Time Limit	- -	Minimum Weight	No limit
TIME/WEATHER SETTINGS	S02		
Weather Selection Method	Preset Weather	Tyre Type	Racing
Preset Weather	- -	Useable Tyres	All
Equal Conditions Mode	- -	Required Tyres	All
Time of the Day	Late Morning	Nitrous	Cannot be Fitted
Variable Time Speed Rate	X3	Kart Usage	Off
RACE SETTINGS		Engine Swap	Prohibited
Start Type	Grid Start / False start check	Tuning Parts	Unrestricted
Grid Order	Fastest First	PENALTY SETTINGS	
BoP/Tuning Forbidden	On	Shortcut Penalty	Weak
Tuning	- -	Wall Collision Penalty	Off
Settings Options	Brake Balance	Correct Vehicle Course	Off
Boost	Off	Car Collision Penalty	Off
Slipstream Strenght	Real	Pit Lane Line-Cutting Penalty	On
Visible Damage	On	Ghosting During Race	Off
Mechanical Damage	Heavy	Flag Rules	On
Tyre Wear Rate	X3	DRIVING OPT. LIMITATIONS	
Fuel Consumption Rate	X3	Countersteering Assist	Prohibited
Refuelling Speed	6 Litres/sec	Active Stability Management	Prohibited
Initial Fuel	70 Litres	Driving Line Assist	Prohibited
Grip Reduction Off Track	Real	Traction Control	Prohibited
Race Finish Delay	180 sec.	ABS	No limit
Nitrous/	Default	Auto-Drive	Prohibited

ROUND 2 / SARDEGNA B			
ROOM SETTINGS		QUALIFYING SETTINGS	
Room Mode	Practice /Qualifier/ Endurance	Time Limit	10 Minutes
Room Privacy	Friends Only	Qualifying Continuation Time	60 secondes
		Tyre Wear Rate (Qualifier)	1x
Race Type	Race for Real	Fuel Consumption (Qualifier)	1x
Max. Number of Participants	16	Initial Fuel	30 Litres
TRACK SETTINGS		REGULATION SETTINGS	
Auto-Start	Off	Filter by Category	Gr.3
Track	Sardegna - Road Track - B	PP Limit	No limit
Race Duration	60 Minutes	Max. Power Output	No limit
Time Limit	- -	Minimum Weight	No limit
TIME/WEATHER SETTINGS	S01 / S01 / S02 / S02 / C05 / S09 / S08 / S07 / S06		
Weather Selection Method	Custom Weather	Tyre Type	Racing
Preset Weather	- -	Useable Tyres	All
Equal Conditions Mode	- -	Required Tyres	All
Time of the Day	Afternoon	Nitrous	Cannot be Fitted
Variable Time Speed Rate	X2	Kart Usage	Off
RACE SETTINGS		Engine Swap	Prohibited
Start Type	Grid Start / False start check	Tuning Parts	Unrestricted
Grid Order	Fastest First	PENALTY SETTINGS	
BoP/Tuning Forbidden	On	Shortcut Penalty	Weak
Tuning	- -	Wall Collision Penalty	Off
Settings Options	Brake Balance	Correct Vehicle Course	Off
Boost	Off	Car Collision Penalty	Off
Slipstream Strenght	Real	Pit Lane Line-Cutting Penalty	On
Visible Damage	On	Ghosting During Race	Off
Mechanical Damage	Heavy	Flag Rules	On
Tyre Wear Rate	X4	DRIVING OPT. LIMITATIONS	
Fuel Consumption Rate	X4	Countersteering Assist	Prohibited
Refuelling Speed	6 Litres/sec	Active Stability Management	Prohibited
Initial Fuel	70 Litres	Driving Line Assist	Prohibited
Grip Reduction Off Track	Real	Traction Control	Prohibited
Race Finish Delay	180 sec.	ABS	No limit
Nitrous/	Default	Auto-Drive	Prohibited

ROUND 3 / RED BULL RING			
ROOM SETTINGS		QUALIFYING SETTINGS	
Room Mode	Practice /Qualifier/ Endurance	Time Limit	10 Minutes
Room Privacy	Friends Only	Qualifying Continuation Time	60 secondes
		Tyre Wear Rate (Qualifier)	1x
Race Type	Race for Real	Fuel Consumption (Qualifier)	1x
Max. Number of Participants	16	Initial Fuel	30 Litres
TRACK SETTINGS		REGULATION SETTINGS	
Auto-Start	Off	Filter by Category	Gr.3
Track	Red Bull Ring	PP Limit	No limit
Race Duration	60 Minutes	Max. Power Output	No limit
Time Limit	- -	Minimum Weight	No limit
TIME/WEATHER SETTINGS	R07 / R07 / R07 / R08 / R08 / C06 / S09 / S18 / S03		
Weather Selection Method	Custom Weather	Tyre Type	Racing
Preset Weather	- -	Useable Tyres	All
Equal Conditions Mode	- -	Required Tyres	None
Time of the Day	Sunrise	Nitrous	Cannot be Fitted
Variable Time Speed Rate	X3	Kart Usage	Off
RACE SETTINGS		Engine Swap	Prohibited
Start Type	Rolling Start	Tuning Parts	Unrestricted
Grid Order	Fastest First	PENALTY SETTINGS	
BoP/Tuning Forbidden	On	Shortcut Penalty	Weak
Tuning	- -	Wall Collision Penalty	Off
Settings Options	Brake Balance	Correct Vehicle Course	Off
Boost	Off	Car Collision Penalty	Off
Slipstream Strenght	Real	Pit Lane Line-Cutting Penalty	On
Visible Damage	On	Ghosting During Race	Off
Mechanical Damage	Heavy	Flag Rules	On
Tyre Wear Rate	X4	DRIVING OPT. LIMITATIONS	
Fuel Consumption Rate	X3	Countersteering Assist	Prohibited
Refuelling Speed	6 Litres/sec	Active Stability Management	Prohibited
Initial Fuel	60 Litres	Driving Line Assist	Prohibited
Grip Reduction Off Track	Real	Traction Control	No Limit
Race Finish Delay	180 sec.	ABS	No limit
Nitrous/	Default	Auto-Drive	Prohibited

ROUND 4 / DEEP FOREST			
ROOM SETTINGS		QUALIFYING SETTINGS	
Room Mode	Practice /Qualifier/ Endurance	Time Limit	10 Minutes
Room Privacy	Friends Only	Qualifying Continuation Time	60 secondes
		Tyre Wear Rate (Qualifier)	1x
Race Type	Race for Real	Fuel Consumption (Qualifier)	1x
Max. Number of Participants	16	Initial Fuel	30 Litres
TRACK SETTINGS		REGULATION SETTINGS	
Auto-Start	Off	Filter by Category	Gr.3
Track	Deep Forest Raceway	PP Limit	No limit
Race Duration	60 Minutes	Max. Power Output	No limit
Time Limit	- -	Minimum Weight	No limit
TIME/WEATHER SETTINGS	S02 / S02 / S02 / S02 / S06 / S07 / S05 / S11 / S11		
Weather Selection Method	Custom Weather	Tyre Type	Racing
Preset Weather	- -	Useable Tyres	All
Equal Conditions Mode	- -	Required Tyres	All
Time of the Day	Evening	Nitrous	Cannot be Fitted
Variable Time Speed Rate	X2	Kart Usage	Off
RACE SETTINGS		Engine Swap	Prohibited
Start Type	Grid Start / False start check	Tuning Parts	Unrestricted
Grid Order	Fastest First	PENALTY SETTINGS	
BoP/Tuning Forbidden	On	Shortcut Penalty	Weak
Tuning	- -	Wall Collision Penalty	Off
Settings Options	Brake Balance	Correct Vehicle Course	Off
Boost	Off	Car Collision Penalty	Off
Slipstream Strenght	Real	Pit Lane Line-Cutting Penalty	On
Visible Damage	On	Ghosting During Race	Off
Mechanical Damage	Heavy	Flag Rules	On
Tyre Wear Rate	X4	DRIVING OPT. LIMITATIONS	
Fuel Consumption Rate	X4	Countersteering Assist	Prohibited
Refuelling Speed	6 Litres/sec	Active Stability Management	Prohibited
Initial Fuel	70 Litres	Driving Line Assist	Prohibited
Grip Reduction Off Track	Real	Traction Control	Prohibited
Race Finish Delay	180 sec.	ABS	No limit
Nitrous/	Default	Auto-Drive	Prohibited

ROUND 5 / NÜRBURGRING 24H			
ROOM SETTINGS		QUALIFYING ON NÜRBURGRING GP !	
Room Mode	Practice /Endurance	Time Limit	10 Minutes
Room Privacy	Friends Only	Qualifying Continuation Time	60 secondes
		Tyre Wear Rate (Qualifier)	1x
Race Type	Race for Real	Fuel Consumption (Qualifier)	1x
Max. Number of Participants	16	Initial Fuel	30 Litres
TRACK SETTINGS		QUALIFYING SETTINGS	
Auto-Start	Off	Time of the Day	Late Morning
Track	Nürburgring 24h	Preset Weather	S02
Race Duration	90 Minutes		
Time Limit	--		
TIME/WEATHER SETTINGS	S11 / S11 / S16 / S16 / S15 / S03 / S02 / S02 / S02		
Weather Selection Method	Custom Weather	Tyre Type	Racing
Preset Weather	--	Useable Tyres	All
Equal Conditions Mode	--	Required Tyres	All
Time of the Day	Sunrise	Nitrous	Cannot be Fitted
Variable Time Speed Rate	X2	Kart Usage	Off
RACE SETTINGS		Engine Swap	Prohibited
Start Type	Grid Start / False start check	Tuning Parts	Unrestricted
Grid Order	Fastest First	PENALTY SETTINGS	
BoP/Tuning Forbidden	On	Shortcut Penalty	Weak
Tuning	--	Wall Collision Penalty	Off
Settings Options	Brake Balance	Correct Vehicle Course	Off
Boost	Off	Car Collision Penalty	Off
Slipstream Strenght	Real	Pit Lane Line-Cutting Penalty	On
Visible Damage	On	Ghosting During Race	Off
Mechanical Damage	Heavy	Flag Rules	On
Tyre Wear Rate	X2	DRIVING OPT. LIMITATIONS	
Fuel Consumption Rate	X2	Countersteering Assist	Prohibited
Refuelling Speed	6 Litres/sec	Active Stability Management	Prohibited
Initial Fuel	70 Litres	Driving Line Assist	Prohibited
Grip Reduction Off Track	Real	Traction Control	Prohibited
Race Finish Delay	180 sec.	ABS	No limit
Nitrous/	Default	Auto-Drive	Prohibited

FINAL ROUND / SPA FRANCORCHAMPS 24H			
ROOM SETTINGS		QUALIFYING SETTINGS	
Room Mode	Practice /Qualifier/ Endurance	Time Limit	15 Minutes
Room Privacy	Friends Only	Qualifying Continuation Time	90 secondes
		Tyre Wear Rate (Qualifier)	1x
Race Type	Race for Real	Fuel Consumption (Qualifier)	1x
Max. Number of Participants	16	Initial Fuel	30 Litres
TRACK SETTINGS		REGULATION SETTINGS	
Auto-Start	Off	Filter by Category	Gr.3
Track	SPA 24h Layout	PP Limit	No limit
Race Duration	90 Minutes	Max. Power Output	No limit
Time Limit	- -	Minimum Weight	No limit
TIME/WEATHER SETTINGS	S11 / S11 / S02 / S02 / S07 / S09 / R06 / R07 / R07		
Weather Selection Method	Custom Weather	Tyre Type	Racing
Preset Weather	- -	Useable Tyres	All
Equal Conditions Mode	- -	Required Tyres	All
Time of the Day	Late Morning	Nitrous	Cannot be Fitted
Variable Time Speed Rate	X2	Kart Usage	Off
RACE SETTINGS		Engine Swap	Prohibited
Start Type	Grid Start / False start check	Tuning Parts	Unrestricted
Grid Order	Fastest First	PENALTY SETTINGS	
BoP/Tuning Forbidden	On	Shortcut Penalty	Weak
Tuning	- -	Wall Collision Penalty	Off
Settings Options	Brake Balance	Correct Vehicle Course	Off
Boost	Off	Car Collision Penalty	Off
Slipstream Strenght	Real	Pit Lane Line-Cutting Penalty	On
Visible Damage	On	Ghosting During Race	Off
Mechanical Damage	Heavy	Flag Rules	On
Tyre Wear Rate	X3	DRIVING OPT. LIMITATIONS	
Fuel Consumption Rate	X3	Countersteering Assist	Prohibited
Refuelling Speed	6 Litres/sec	Active Stability Management	Prohibited
Initial Fuel	80 Litres	Driving Line Assist	Prohibited
Grip Reduction Off Track	Real	Traction Control	No Limit
Race Finish Delay	180 sec.	ABS	No limit
Nitrous/	Default	Auto-Drive	Prohibited