



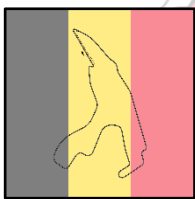
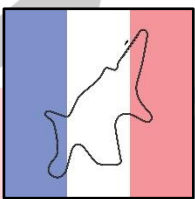
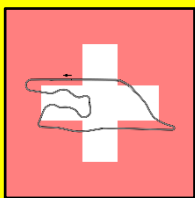
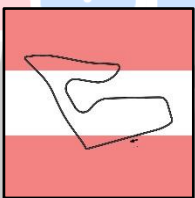
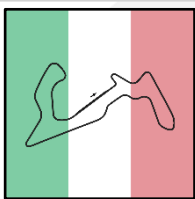
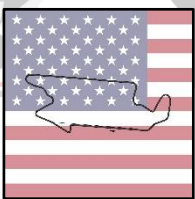
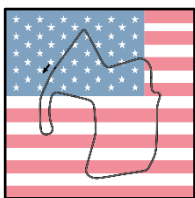
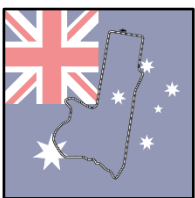
SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Race Regulations

Date & Time

BoP Test Day Thursday 16 October @ 2200	Round 1 Thursday 30 October @ 2200	Round 2 Thursday 13 November @ 2200
Round 3 Thursday 27 November @ 2200	Round 4 Thursday 11 December @ 2200	Round 5 Thursday 8 January @ 2200
Round 6 Thursday 22 January @ 2200	Round 7 Thursday 5 February @ 2200	Round 8 Thursday 26 February @ 2200
Prize Ceremony Saturday 14 March @ 1900		

Track

Time: A = Early Morning (早晨), B = Late Morning (上午), C = Afternoon (下午), D = Evening (傍晚), E = Sunset (日落), F = Twilight (黄昏), G = Night (夜晚)

 BoP Test Day & Round 1 Circuit de Spa-Francorchamps (Full Course) 斯帕-弗朗科爾尚賽道 (全賽道) 7.004km - 8 Laps Time: A, B, C, D Weather: S01 Dry, Cloudless and Pleasant 乾燥無雲而舒適	 Round 2 Alsace (Village) 亞爾薩斯 (村莊) 5.423km - 11 Laps Time: B, C, D, E Weather: C02 Cloudy and Warm 溫暖的陰天
 Round 3 Deep Forest Raceway 深邃森林賽道 4.253km - 13 Laps Time: A, B, C, D Weather: S15 Hazy, Cloudless and Pleasant 晴朗無雲有霾	 Round 4 Red Bull Ring (Full Course) Red Bull 賽道 4.326km - 13 Laps Time: B, C, D, E Weather: S11 Sunny with Alpine Mist 晴朗帶有高山雲朵
 Round 5 Autodrome Lago Maggiore (Full Course) 馬焦雷湖賽車場 (全賽道) 5.809km - 10 Laps Time: A, B, C, D Weather: S08 Humid, Sunny and Cloudy 潮濕晴朗多雲	 Round 6 Trial Mountain 山岳考驗賽車場 5.434km - 11 Laps Time: B, C, D, E Weather: C03 Cloudy and Dark 黑暗的陰天
 Round 7 WeatherTech Raceway Laguna Seca 拉古納賽卡賽道 3.602km - 16 Laps Time: A, B, C, D Weather: S17 Hazy, Cloudy and Sunny 晴朗多雲有霾	 Round 8 Mount Panorama Circuit 帕諾拉馬山賽車場 6.213km - 9 Laps Time: B, C, D, E Weather: S04 Dry, Cloudy and Sunny 乾燥多雲而晴朗



SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Race Regulations

Race Format

The Championship is conducted in a sprint race format.

Each race round consists of three races, each with a distance of 55 km.

Qualify

Duration: 15 minutes. **Format:** Cars will be released from the pit exit at 10-second intervals.

Qualification Process

Drivers will be assigned to one of three lobby rooms for the qualifying race. The top 16 drivers from the qualifying session will advance to the main race. **Important:** Drivers are not allowed to exit the qualifying session without approval from the race stewards. Unauthorised exits will result in a reprimand and a deduction of one championship point.

Qualification Maxima (QM)

Drivers who receive Success Ballast (SB) from the previous race round will be granted a Qualification Maxima (QM) to provide a wider qualifying window during the qualifying session. The QM is based on the fastest qualifying lap time

(Pole Position). The following allocations apply:

Success Ballast	50kg	40kg	30kg	20kg	10kg
Qualification Maxima	102.0%	102.0%	101.5%	101.5%	101.0%

Example: If the reference lap time for this race is 1:13.574, the corresponding QM times would be as follows:

QM %	102.0%	101.5%	101.0%
QM Time	1:15.046	1:14.678	1:14.310

Car	Driver	Game Tag	Qualify	Pos
10	Karl H.	bibiffkaka	01:13.574	1
6	Kit T.	KAGA_OGRE	01:13.586	2
86	Ka Hei C.	GodFoot_R34GTR	01:13.642	3
27	Kris L.	GodHand_S2000	01:13.777	4
92	Stanford C.	ZCR_BOSSCHAUFSTR	01:13.897	5
13	Alan T.	X_MrTaipa_X	01:13.933	6
21	Franco W.	rocket_franco	01:13.936	7
47	Winson W.	WMBimmer	01:14.013	8
22	Bem H.	Panda_Specialist	01:14.486	9
81	Peter F.	YummyAaron	01:14.516	10
76	Leo L.	R4m_R4mborghini	01:14.528	11
23	Billy C.	s3audi	01:14.558	12
97	Mickey L.	mic_evo	01:14.608	13
9	Kelvin H.	Hoo12241224	01:14.626	14
7	Dominic C.	nic315nic315	01:14.640	15
85	Kokyo C.	FSR_Kokyo	01:15.024	16
49	Ray T.	Jafitzz_2nd	01:15.095	17
3	Fai C.	no9nathan-road	01:15.153	18
24	Kay Y.	ykyu15	01:15.270	19
19	Ben S.	Ferrarihk	01:15.468	20

Drivers carrying Success Ballast (SB) must qualify within these times to receive priority entry to the main race. If a driver's qualifying time is within the top 16, they will secure a position in the main race based on their qualifying performance. **In specific scenarios:** If a driver carrying SB qualifies within the QM, they will replace the driver who qualified in Position 16th for the main race. If multiple drivers carrying SB qualify within the QM, they will be placed with those drivers who qualified for Position 16 and above. If a driver carrying SB qualifies outside the QM, they will not gain entry to the main race. **Note:** The QM rule does not apply to drivers who received SB after joining the Championship after Round 1 or who were absent from the previous race round.



SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Race Regulations

Main Race Structure

Start Type: Standing Start. **Race Breakdown:** Race 1: 12 Laps, Race 2: 12 Laps, Race 3: 12 Laps

Race Grids

Race 1: The starting grid is based on the results of the qualifying session. **Race 2:** The starting grid is determined by the finishing order of Race 1. The winner of Race 1 starts in first position. The second-place finisher starts in second position, and so on. Competitors not classified as finishers in Race 1 will be placed on the starting grid after the last classified competitor based on the number of laps completed. **Race 3:** The starting grid is based on the finishing order of Race 2, with a grid position reversal rule applied. A specific number of finishers from Race 2, between 6 and 12, will be randomly chosen after the race. For example, if the number 8 is chosen, the car that finished eighth in Race 2 will start from pole position, followed by the seventh-place finisher, and so on. The remaining grid positions follow the finishing order of Race 2. If a driver within the reversed grid positions receives a time penalty related to Race 2, their grid position will revert to the finishing order of Race 2 unless the penalty pushes them out of the reversed positions. **Grid Position Drawing:** If fewer than sixteen drivers are in Race 2, the grid position reversal will be drawn according to the chart below. There is no pole position drawing if there are nine drivers or fewer. The driver who finished fifth in Race 2 will start from pole position, followed by the fourth-place finisher, third-place finisher, and so on.

Number of Drivers in Race 2 / Draw Position						
16	15	14	13	12	11	10
6th – 12th	6th – 12th	6th – 12th	6th – 11th	6th – 10th	6th – 9th	6th – 8th

Race Start Procedure

At the start of each race, the Race Steward will create a new race room. All participating drivers must join the designated race room. The Race Steward will arrange the starting grid in accordance with the regulations. **Warm-Up Lap:** After the grid is set, the Race Steward will signal the start of a warm-up lap. All drivers are required to complete one warm-up lap at a moderate speed, starting from the pit lane. **Race Commencement:** The race will officially start once all cars have completed the warm-up lap. **Race Restart:** If network or hardware situations cause any starting issues. The Race Stewards have the authority to request a Race Restart.

Awards

Race Awards

Points will be awarded to the drivers listed as classified finishers in the Final Result of each Race.

1st = 20 points	2nd = 17 points	3rd = 15 points	4th = 13 points	5th = 11 points
6th = 10 points	7th = 9 points	8th = 8 points	9th = 7 points	10th = 6 points
11th = 5 points	12th = 4 points	13th = 3 points	14th = 2 points	15th = 1 point



SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Race Regulations

For races with fewer than 8 cars, points will be awarded to drivers classified as finishers in the Final Results of each Race.

1st = 8 points	2nd = 6 points	3rd = 5 points	4th = 4 points
5th = 3 points	6th = 2 points	7th = 1 point	8th = 0 point

Bonus Awards

Qualifying: Drivers will receive one point for starting in pole position for the first race of each meeting. **Fastest Lap:** One point for setting the fastest lap in each race. If two or more drivers achieve the same fastest lap time, each will receive one point. **Lead Lap:** Each driver classified as the race leader after Lap 1 will earn one point, with a maximum of one point awarded, regardless of how many times they lead during the race.

Fastest Qualifier in Qualifying = 1 Point
Fastest Lap in Each Race = 1 Point
Lead Lap in Each Race = 1 Point (Maximum)

Team Championship

Six teams will be formed, each consisting of drivers from Gold, Silver, Bronze, and Green levels. Team Championship points are calculated for each round by determining each driver's ASPAR (Average Score Per Attended Race) and subtracting the Division ASPAR from that value. The total points for each team are summed and averaged by the number of races the team completed, using the Central Limit Theorem to ensure fair and accurate calculations. The team with the highest score in each round will be declared the round winner, and the team with the most overall round wins will be recognised as the Team Champion. In the event of a tie in the number of round wins, the team with the highest cumulative total score across all rounds will be deemed the winner.

SSMDC										Stars 2025			
Sukorene Team Championship - Round 2													
Team	Car	Name	Game Tag	Div	Pt.	R	ASPAR	A. Delta		Races	Points	CLT	Total Wins
Apex	76	Leo Leung	FSR_R4mborghini	1	62	3	20.67	6.53		9	99.00	1.82	1
	36	Adrian Chan	adrian122831	2	25	3	8.33	0.25					
	10	Karl Hui	Karl_Hui	3	12	3	4.00	-2.07					
	55	Michael Chou	zenmagi_hk	4									
Boost	828	Jeffery Tse	jeffreylieber	1	41	3	13.67	-0.47		9	89.00	1.38	0
	11	Andy Chang	AndyChang_JerJer	2									
	6	Kit Tam	KAGA_OGRE	3	11	3	3.67	-2.40					
	23	Billy Cheng	s3audi	3	37	3	12.33	6.27					
Charge	18	Cythia Lok	ZCR_CythiaLok	4						12	81.00	-1.83	1
	8	Kevin Haagen	MadDog-018	1	43	3	14.33	0.20					
	85	Kokyo Chan	FSR_KoK	2	11	3	3.67	-4.42					
	101	Kenic Lee	Kenic_Lee	3	13	3	4.33	-1.73					
Drive	888	Leuk Lui	Carlo_racing2025	3	14	3	4.67	-1.40		6	70.00	0.66	0
	26	Samuel Hsieh	S_Hsieh	4									
	93	Vincent Lau	FSR_Kahung93	1	40	3	13.33	-0.80					
	22	Bem Ho	Panda_Specialist	2	30	3	10.00	1.92					
Edge	7	Jayden Chin	jaydioncc	3						8	61.00	-0.90	0
	32	Calvin Kwok	calvinkkc32	4									
	87	Basaka Wong	BASAKA-GTpro	1	26	3	8.67	-5.47					
	21	Franco Wong	rocket_franco	2	31	3	10.33	2.25					
Delta	81	Peter Fung	YummyAaron	3	4					8	61.00	-0.90	0
	5	Gary Fung	arhin2002	4	0	1	0.00	0.00					
	24	Kay Yu	Kay_yu2	4	0	1	0.00	0.00					
			Gold	1	212	15	14.13						
			Silver	2	97	12	8.08						
			Bronze	3	91	15	6.07						
			Green	4	0	2	0.00						
									Av	-0.08			



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Zenox Trophy Awards

The **Zenox Trophy** is exclusively available to drivers in the Green division. Points are awarded to those classified as finishers in the final race results. There are no Bonus Awards for this race. Points are allocated as follows:

1st = 6 points	2nd = 4 points	3rd = 3 points	4th = 2 points	5th = 1 point
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For races that have four cars only, points will be granted as follows:

1st = 5 points	2nd = 3 points	3rd = 2 points	4th = 1 point
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For races that have three cars only, points will be granted as follows:

1st = 3 points	2nd = 2 points	3rd = 1 point
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For races that have two cars only, points will be granted as follows:

1st = 2 points	2nd = 1 point
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For races that have one car only, points will be granted as follows:

1st = 1 point

For drivers in the **Green Division** who qualify for the Wildcard Qualification race or the Green Division Race (with a minimum of two cars on the grid), the driver will receive 50% of the points scored.

Wildcard Qualification Race

With the increasing number of members in the SSMDG, the Championship now features over 20 drivers eligible for the 16-car grid in each round. To accommodate those who do not qualify for the top 16 places, the SSMDG is introducing a Wildcard Qualification Race. This 55km race will be conducted under Race 1 settings, with the grid determined by qualification positions starting from 17th place, requiring a minimum of three drivers to participate. If fewer than three drivers register, the race will be cancelled. The winner of the Wildcard Qualification Race will earn a Wildcard entry to the next round, starting according to their qualifying position. If no Race Stewards qualify for the main race, the 16th grid position will be reserved for race management purposes, with the driver who qualified 16th entering the Wildcard race. In cases where no Race Stewards participate in the Wildcard race, it will be conducted by a volunteer driver, with a replay recorded for reference. All race regulations and penalties applicable to the main race will also apply to the Wildcard Qualification Race. Any protests must be submitted in accordance with the established regulations.

Official Race Results

Network issues may arise during races, potentially causing race cars to flicker on the track and display inaccurate locations. However, the official results for both qualifying and the race will be determined based on the results shown in the race host lobby.

Invalid Race

If the race host lobby fails to display race results after a BoP time trial, qualifying session, or race, and race management is unable to retrieve the results from a replay video provided by one of the race administrators, the affected event will be declared invalid. During the BoP Test Day, race management must ensure that at least two time trials and one race are



SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Race Regulations

completed to be considered valid. During a race round, if the invalid event occurs in the qualifying session, the starting grid for Race 1 will be determined by the BoP Test Day results or the current Drivers' Championship standings. If it occurs in Race 1, the grid for Race 2 will be based on the qualifying results. If it occurs in Race 2, the grid for Race 3 will be determined by the results of Race 1. If Race 3 is invalid, the event will be cancelled. However, each race round must have at least two completed races to be considered valid.

Race Recording

In cases where the race host lobby does not allow saving of the replay from the previous race, race management recommends that drivers use the "Save Recent Gameplay" function on their PlayStation. For setup information, please refer to the guide on capturing gameplay and screenshots on PS5.

<https://www.playstation.com/en-hk/support/games/capture-ps5-gameplay-screenshots/>

Championship Awards

The Championship winner will be determined by the total points earned by each driver across all eight rounds. In the event of a tie between two or more competitors, the driver with the highest number of race wins from Rounds 1 to 8 will be declared the winner. If multiple drivers have an equal number of race wins, the qualifying results will be used as the tiebreaker to decide the ultimate champion.

Race Settings

Start Type: Grid Start with False Start Check,
Grid Order: As Official, **Boost:** Off, **Tuning:** As Official,
Slipstream Strength: Real, **Visible Damage:** On,
Mechanical Damage: Weak, **Tire Wear:** (Qualify) Off, (Race) 2x,
Fuel Consumption Rate: None, **Initial Fuel:** Default,
Grip Reduction Off Track: Real, **Race Finish Delay:** 180sec,
Nitro: Default

Regulation Settings

Balance of Performance: Off, **PP Limit:** No Limit,
Max Power Output: As Official,
Minimum Weight: As Official,
Tire Type: RS (Racing Soft), **Nitrous:** Cannot be Install

Penalty Settings

Shortcut Penalty: Strong, **Wall Collision Penalty:** None,
Correct Vehicle Course After Wall Collision: None,
Car Collision Penalty: None,
Pit Lane Cutting Penalty: None,
Ghost During Race: None, **Flag Rules:** On

Driving Assists

Counter Steering Assist: No Limit,
Active Stability Management: Prohibited,
Driving Line Assist: No Limit,
Traction Control: Prohibited, **ABS:** No Limit,
Auto-Drive: Prohibited



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Car Category



Subaru
WRX STI Type S '14
Gold Division



AMG
A 45 AMG '13
Silver Division



Audi
TTS Coupé '14
Bronze Division



Mitsubishi
Lancer Evolution Final '15
Green Division

Tuning Parts, Car Customisation and Settings

All drivers must adhere to the official Car Settings data on Tuning Parts, Car Customisation, and Settings unless instructed otherwise by the Race Stewards. The data indicated in **Red Highlights** must be strictly followed, while **Yellow Highlights** allow adjustments within the specified range. **Green Highlights** allow settings to be modified to suit driver preferences.

Following each race, the Race Stewards will inspect evidence of their tuning.

Car Settings Data

Subaru WRX STI Type S '14

Tuning Parts		
Sports	TP101	Weight Reduction: Stage 1
Club Sport	TP201	Weight Reduction: Stage 2
Club Sport	TP202	Power Restrictor
Club Sport	TP203	Ballast
Semi-Racing	TP301	Fully Customizable Computer
Semi-Racing	TP302	Fully Customizable LSD
Semi-Racing	TP303	Weight Reduction: Stage 3
Semi-Racing	TP304	Increase Body Rigidity
Racing	TP401	Anti-Lag System (Strong)
Racing	TP402	Racing Intercooler
Racing	TP403	Racing Air Filter
Racing	TP404	Racing Muffler
Racing	TP405	Racing Exhaust Manifold
Racing	TP406	Racing Brake Pad
Racing	TP407	Brake Balance Controller
Racing	TP408	Fully Customizable Suspension
Racing	TP409	Racing Clutch and Flywheel
Racing	TP410	Torque-Vectoring Centre Differential
Racing	TP411	Fully Customizable Racing Transmission
Racing	TP412	Racing Tire (Soft)
Extreme	TP501	Carbon Ceramic Brake Kit
Ultimate	TP600	None

Performance Points		
PP	SS01	637.04
Max Power		
Power / Torque	SS01	303hp 308ps / 320.2ft-lb 44.2kgm
Weight		
LBS/KG	SS01	2,562lbs / 1,162kg
Tires		
Front	SS01	Racing: Soft
Rear	SS01	Racing: Soft
Suspension		
Ride Height	SS01	Front: 110-115 (110) Rear: 110-115 (112)
Anti-Roll Bars	SS01	10
Compression	SS01	40
Expansion	SS01	50
Natural Freq.	SS01	3.02
Camber	SS01	3.3
Toe Angle	SS01	Out 0.05 In 0.10
LSD		
LSD Initial	SS01	19
LSD Accel	SS01	23
LSD Braking	SS01	15
Torque-Vectoring Centre Differential	SS01	30:70

Car Customization		
GT Auto	CC101	Modification
Custom Parts	CC201	Wheel
Custom Parts	CC202	Front
Custom Parts	CC203	Side
Custom Parts	CC203	Rear
Custom Parts	CC204	Wing
Racing Items	CC301	Hood Pin
Racing Items	CC302	Tow Hook
Racing Items	CC303	Roll Cage
Others	CC401	Lightbulb
Others	CC402	License Plate
Others	CC402	Front Grille
Others	CC404	Caliper Colour

Aerodynamics		
Downforce	SS01	Front: 100 Rear: 90
ECU		
Output	SS01	96%
Performance Adjustment		
Ballast	SS01	0%
Ballst Position	SS01	Free
Power Restrictor	SS01	87%
Transmission		
Top Speed	SS02	300
1st	SS02	2.971 / 63
2nd	SS02	2.094 / 90
3rd	SS02	1.548 / 122
4th	SS02	1.246 / 151
5th	SS02	1.000 / 189
6th	SS02	0.826 / 243
Final Gear	SS02	5.365
Brakes		
Front/Rear Balance	SS03	0



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Car Settings Data

AMG A 45 AMG '13

Tuning Parts			
Sports	TP101	Weight Reduction: Stage 1	
Club Sport	TP201	Weight Reduction: Stage 2	
Club Sport	TP202	Power Restrictor	
Club Sport	TP203	Ballast	
Semi-Racing	TP301	Fully Customizable Computer	
Semi-Racing	TP302	Fully Customizable LSD	
Semi-Racing	TP303	Weight Reduction: Stage 3	
Semi-Racing	TP304	Increase Body Rigidity	
Racing	TP401	Anti-Lag System (Strong)	
Racing	TP402	Racing Intercooler	
Racing	TP403	Racing Air Filter	
Racing	TP404	Racing Muffler	
Racing	TP405	Racing Exhaust Manifold	
Racing	TP406	Racing Brake Pad	
Racing	TP407	Brake Balance Controller	
Racing	TP408	Fully Customizable Suspension	
Racing	TP409	Racing Clutch and Flywheel	
Racing	TP410	Torque-Vectoring Centre Differential	
Racing	TP411	Fully Customizable Racing Transmission	
Racing	TP412	Racing Tire (Soft)	
Extreme	TP501	Carbon Ceramic Brake Kit	
Ultimate	TP600	None	

Car Customization			
GT Auto	CC101	Modification	Widebody
Custom Parts	CC201	Wheel	18-inch / Wide / Wide
Custom Parts	CC202	Front	Type A
Custom Parts	CC203	Side	Type A
Custom Parts	CC203	Rear	Standard Parts
Custom Parts	CC204	Wing	Type A
Racing Items	CC301	Hood Pin	Type A
Racing Items	CC302	Tow Hook	Type B
Racing Items	CC303	Roll Cage	Standard Parts
Others	CC401	Lightbulb	Free
Others	CC402	License Plate	Type B / Rear Only
Others	CC402	Front Grille	Type A
Others	CC404	Caliper Colour	Free

Performance Points			
PP	SS01	637.56	
Max Power			
Power / Torque	SS01	301hp 306ps / 325.0ft-lb 44.9kgm	
Weight			
LBS/KG	SS01	2,535lbs / 1,150kg	
Tires			
Front	SS01	Racing: Soft	
Rear	SS01	Racing: Soft	
Suspension			
Ride Height	SS01	110-115 (110)	110-115 (112)
Anti-Roll Bars	SS01	10	10
Compression	SS01	39	25
Expansion	SS01	48	30
Natural Freq.	SS01	3.02	2.97
Camber	SS01	3.2	3.3
Toe Angle	SS01	Out 0.03	In 0.15
LSD			
LSD Initial	SS01	21	9
LSD Accel.	SS01	25	11
LSD Braking	SS01	17	7
Torque-Vectoring Centre Differential	SS01	30:70	

Aerodynamics			
Downforce	SS01	100	90
ECU			
Output	SS01	94%	
Performance Adjustment			
Ballast	SS01	0%	
Ballst Position	SS01	Free	
Power Restrictor	SS01	76%	
Transmission			
Top Speed	SS02	400	
1st	SS02	3.083 / 63	
2nd	SS02	2.333 / 83	
3rd	SS02	1.786 / 108	
4th	SS02	1.421 / 136	
5th	SS02	1.158 / 167	
6th	SS02	0.952 / 204	
7th	SS02	0.838 / 242	
Final Gear	SS02	4.333	
Brakes			
Front/Rear Balance	SS03	0	

Audi TTS Coupe '14

Tuning Parts			
Sports	TP101	Weight Reduction: Stage 1	
Club Sport	TP201	Weight Reduction: Stage 2	
Club Sport	TP202	Power Restrictor	
Club Sport	TP203	Ballast	
Semi-Racing	TP301	Fully Customizable Computer	
Semi-Racing	TP302	Fully Customizable LSD	
Semi-Racing	TP303	Increase Body Rigidity	
Semi-Racing	TP304	Anti-Lag System (Strong)	
Racing	TP401	Racing Intercooler	
Racing	TP402	Racing Air Filter	
Racing	TP403	Racing Muffler	
Racing	TP404	Racing Exhaust Manifold	
Racing	TP406	Racing Brake Pad	
Racing	TP407	Brake Balance Controller	
Racing	TP408	Fully Customizable Suspension	
Racing	TP409	Racing Clutch and Flywheel	
Racing	TP410	Torque-Vectoring Centre Differential	
Racing	TP411	Fully Customizable Racing Transmission	
Racing	TP412	Racing Tire (Soft)	
Extreme	TP501	Carbon Ceramic Brake Kit	
Ultimate	TP600	None	

Car Customization			
GT Auto	CC101	Modification	Widebody
Custom Parts	CC201	Wheel	18-inch / Wide / Wide
Custom Parts	CC202	Front	Type A
Custom Parts	CC203	Side	Type A
Custom Parts	CC203	Rear	Standard Parts
Custom Parts	CC204	Wing	Custom / Low / Type 07
Racing Items	CC301	Hood Pin	Type A
Racing Items	CC302	Tow Hook	Type B
Racing Items	CC303	Roll Cage	Standard Parts
Others	CC401	Lightbulb	Free
Others	CC402	License Plate	Type B / Rear Only
Others	CC402	Front Grille	Standard Parts
Others	CC404	Caliper Colour	Free

Performance Points			
PP	SS01	642.05	
Max Power			
Power / Torque	SS01	290hp 295ps / 255.9ft-lb 35.3kgm	
Weight			
LBS/KG	SS01	2,533lbs / 1,149kg	
Tires			
Front	SS01	Racing: Soft	
Rear	SS01	Racing: Soft	
Suspension			
Ride Height	SS01	110-115 (110)	110-115 (112)
Anti-Roll Bars	SS01	10	10
Compression	SS01	34	25
Expansion	SS01	48	36
Natural Freq.	SS01	3.02	2.97
Camber	SS01	3.2	3.3
Toe Angle	SS01	Out 0.05	In 0.09
LSD			
LSD Initial	SS01	17	11
LSD Accel.	SS01	20	14
LSD Braking	SS01	14	9
Torque-Vectoring Centre Differential	SS01	30:70	

Aerodynamics			
Downforce	SS01	100	90
ECU			
Output	SS01	78%	
Performance Adjustment			
Ballast	SS01	0%	
Ballst Position	SS01	Free	
Power Restrictor	SS01	100%	
Transmission			
Top Speed	SS02	270	
1st	SS02	2.971 / 59	
2nd	SS02	2.094 / 83	
3rd	SS02	1.548 / 113	
4th	SS02	1.246 / 140	
5th	SS02	1.000 / 175	
6th	SS02	0.784 / 230	
Final Gear	SS02	4.925	
Brakes			
Front/Rear Balance	SS03	0	



SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Race Regulations

Car Settings Data

Mitsubishi Lancer Evolution Final '15			
Tuning Parts		Car Customization	
Sports	TP101	GT Auto	CC101
Club Sport	TP201	Custom Parts	CC201
Club Sport	TP202	Custom Parts	CC202
Club Sport	TP203	Custom Parts	CC203
Semi-Racing	TP301	Custom Parts	CC203
Semi-Racing	TP302	Custom Parts	CC204
Semi-Racing	TP303	Racing Items	CC301
Semi-Racing	TP304	Racing Items	CC302
Racing	TP401	Racing Items	CC303
Racing	TP402	Others	CC401
Racing	TP403	Others	CC402
Racing	TP404	Others	CC402
Racing	TP405	Others	CC402
Racing	TP406	Others	CC404
Racing	TP407		
Racing	TP408		
Racing	TP409		
Racing	TP410		
Racing	TP411		
Racing	TP412		
Extreme	TP501		
Ultimate	TP600		
Performance Points		Aerodynamics	
PP	SS01	Downforce	SS01
Max Power		Output	SS01
Power / Torque	SS01	Performance Adjustment	SS01
Weight		Ballast	SS01
LBS/KG	SS01	Ballst Position	SS01
Tires		Power Restrictor	SS01
Front	SS01	Transmission	
Rear	SS01	Top Speed	SS02
Suspension		1st	SS02
Ride Height	SS01	2nd	SS02
Anti-Roll Bars	SS01	3rd	SS02
Compression	SS01	4th	SS02
Expansion	SS01	5th	SS02
Natural Freq.	SS01	Final Gear	SS02
Camber	SS01	Brakes	
Toe Angle	SS01	Front/Rear Balance	SS03
LSD			
LSD Initial	SS01		
LSD Accel.	SS01		
LSD Braking	SS01		
Torque-Vectoring Centre Differential	SS01		

Transmission Issue



Example of an Official Settings



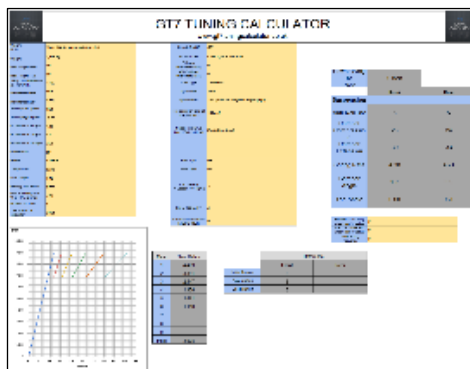
Example of Driver Settings

In Gran Turismo, minor differences (e.g., 0.001) may occasionally occur between gear ratios and speed due to the game's calculation algorithm. Drivers encountering such issues must report them to race management, providing a car settings video as evidence. Each case will be reviewed individually, with decisions made on a case-by-case basis. Race management will prioritise speed as the main factor when determining adjustments. For example, if the official setting is **1.225 / 265** and a driver's setup shows **1.225 / 264**, they may be required to adjust to **1.266 / 265** based on management's decision.



SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Race Regulations

Car Settings Calculator



Tuning Calculator

<https://tinyurl.com/2syat3e6>

User Guide

<https://tinyurl.com/ytvij9kx>

To help drivers set up their race cars for the Championship, we have released a car settings calculator based on a well-tested GT7 Tuning Calculator from the UK. This tool is designed for use with Microsoft Excel and allows drivers to adjust various parameters, including spring and anti-roll bar stiffness, LSD settings, and Offset Spring Frequency. It also enables drivers to fine-tune the car's behaviour during corner entry, mid-corner, and corner exit to find the most suitable settings for optimal performance. Please remember that this file is intended for personal use only and should not be distributed to any third party. Ensure you download the original file before making any changes. If you require assistance in using the file, feel free to contact the Race Stewards.

Car Weight

The Championship begins with car weights allocated to drivers based on the ASPAR rating..

SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Driver ASPAR, Car, BoP, Ride Height, Team & Sponsor Allocation									
Car	Driver	Gametag	ASPAR	Make	Model	BoP	Height	Team	Sponsor
5	Gary Fung	arhin2002	5.09	Mitsubishi	Lancer Evo Final	0	110-115	Edge	Evolve
6	Kit Tam	KAGA_OGRE	7.44	Audi	TTS Coupé	53	110-115	Boost	Silkolene
7	Jayden Chin	jaydioncc	5.00	Audi	TTS Coupé	100	110-115	Drive	Silkolene
8	Kevin Haagen	MadDog-018	13.03	Subaru	WRX STI Type S	99	110-115	Charge	Zenox
10	Karl Hui	Karl_Hui	7.59	Audi	TTS Coupé	30	110-115	Apex	Rocket
11	Andy Chang	AndyChang_JerJer	9.00	Mercedes	A45 AMG	63	110-115	Boost	Scene
18	Cythia Lok	ZCR_CythiaLok	2.02	Mitsubishi	Lancer Evo Final	0	110-115	Boost	Scene
21	Franco Wong	rocket_franco	11.25	Mercedes	A45 AMG	94	110-115	Edge	Rocket
22	Bem Ho	Panda_Specialist	10.13	Mercedes	A45 AMG	71	110-115	Drive	Castle
23	Billy Cheng	s3audi	7.15	Audi	TTS Coupé	73	110-115	Boost	Castle
24	Kay Yu	Kay_yu2	5.28	Mitsubishi	Lancer Evo Final	0	110-115	Edge	Goodyear
26	Samuel Hsieh	S_Hsieh	2.05	Mitsubishi	Lancer Evo Final	0	110-115	Charge	Evolve
32	Calvin Kwok	calvinkkc32	3.01	Mitsubishi	Lancer Evo Final	0	110-115	Drive	Zenox
36	Adrian Chan	adrian122831	6.86	Mercedes	A45 AMG	60	110-115	Apex	Zoom
55	Michael Chou	zenmagi_hk	0.57	Mitsubishi	Lancer Evo Final	0	110-115	Apex	Goodyear
76	Leo Leung	FSR_R4mborghini	13.82	Subaru	WRX STI Type S	150	149-154	Apex	Zoom
81	Peter Fung	YummyAaron	3.81	Audi	TTS Coupé	30	110-115	Edge	Rocket
85	Kokyo Chan	FSR_KoK	9.28	Mercedes	A45 AMG	60	110-115	Charge	Zenox
87	Basaka Wong	BASAKA-GTpro	11.67	Subaru	WRX STI Type S	101	110-115	Edge	Silkolene
93	Vincent Lau	FSR_Kahung93	11.83	Subaru	WRX STI Type S	123	110-115	Drive	Goodyear
101	Kenic Lee	Kenic_Lee	7.06	Audi	TTS Coupé	117	110-115	Charge	Zoom
828	Jeffery Tse	jeffreymbieber	13.82	Subaru	WRX STI Type S	149	110-115	Boost	Scene
888	Leuk Lui	Carlo_racing2025	7.00	Audi	TTS Coupé	90	110-115	Charge	Castle



SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Race Regulations

ASPAR Rating

The ASPAR (Average Score per Attended Race) Rating is determined by averaging the race points earned by a driver per race. This rating helps differentiate between driver performances and assists race stewards in achieving a better balance of performance, ultimately leading to closer and fairer racing.

SSMDG Zoom Car Life All Wheel Drive Superstars 2025 ASPAR - Round 2					
Pos	Car	Driver	Game Tag	AR	ASPAR
1	76	Leo Leung	FSR_R4mborghini	6	16.33
2	8	Kevin Haagen	MadDog-018	6	15.17
3	21	Franco Wong	rocket_franco	6	12.83
4	93	Vincent Lau	FSR_Kahung93	6	12.00
5	828	Jeffery Tse	jeffreylieber	6	11.83
=6	101	Kenic Lee	Kenic_Lee	6	10.33
=6	22	Bem Ho	Panda_Specialist	6	10.33
7	23	Billy Cheng	s3audi	6	8.33
8	36	Adrian Chan	adrian122831	6	8.00
9	85	Kokyo Chan	FSR_KoK	6	6.50
10	87	Basaka Wong	BASAKA-GTpro	6	6.17
11	888	Leuk Lui	Carlo_racing2025	6	4.50
12	5	Gary Fung	arhin2002	4	4.25
13	6	Kit Tam	KAGA_OGRE	6	4.17
14	10	Karl Hui	Karl_Hui	3	4.00
15	24	Kay Yu	Kay_yu2	4	2.25
16	81	Peter Fung	YummyAaron	3	1.33
=17	7	Jayden Chin	jaydioncc	0	0.00
=17	11	Andy Chang	AndyChang_JerJer	0	0.00
=17	18	Cythia Lok	ZCR_CythiaLok	0	0.00
=17	55	Michael Chou	zenmagi_hk	0	0.00
=17	26	Samuel Hsieh	S_Hsieh	0	0.00
=17	32	Calvin Kwok	calvinkkc32	0	0.00

SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Success Ballast - Round 3			
Car	Driver	Game Tag	SB (KG)
76	Leo Leung	FSR_R4mborghini	50
8	Kevin Haagen	MadDog-018	40
21	Franco Wong	rocket_franco	30
93	Vincent Lau	FSR_Kahung93	20
828	Jeffery Tse	jeffreylieber	10

Success Weight Ballast

In the SSMDG Zoom Car Life AWD Superstars 2025, a "Success Weight Ballast" handicap system will be implemented for drivers. If there are at least eight cars in a race, Weight Ballast will be added to the Base Weight (BW) of the top five ASPAR drivers according to the following allocations:

1st	2nd	3rd	4th	5th
BW +50kg	BW +40kg	BW +30kg	BW +20kg	BW +10kg

For races with fewer than eight cars, Weight Ballast will be added to the Base Weight (BW) of the top three ASPAR drivers according to the following allocations:

1st	2nd	3rd
BW +30kg	BW +20kg	BW +10kg

Weight Ballast is distributed based on championship positions and carried during Qualifying and Race 1. For Race 2 and 3, Weight Ballast is allocated based on the finishing positions in Race 1 and 2 respectively. If a driver did not attend the BoP Session, they will start Round 1 with a Weight Ballast of +30kg. Any drivers who join the Championship after Round 1 or were absent from the previous race round will start their Qualifying and Race 1 with a Weight Ballast of +30kg.



SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Race Regulations

Balance of Performance (BoP)

The Balance of Performance (BoP) for Round 1 of ASPAR is calculated using the average time trial lap times and the fastest race lap times recorded during the BoP Test Day. If the average lap time in Round 1 is 1% or faster than the BoP Test Day times, additional base weight may be applied during the BoP assessment. Starting from Round 3, the BoP will be determined based on qualifying lap times and the best race lap times from the previous two race rounds. Each driver's BoP will be evaluated after Rounds 2, 4, and 6 of the Championship. However, a driver's qualifying time will be excluded from the BoP calculations if it is slower than the slowest best race lap time across the three races, provided that the success ballast weight is equal to or lighter than the success ballast used during the race. Similarly, a driver's best race lap time will be excluded if it is 2% or more slower than the fastest race lap time within the driver's group. All drivers are required to strictly adhere to the specified race ballast weight and ride height for their cars, with no tolerance allowed under any circumstances.

Minimum and Maximum BoP Base Weight

Each driver level must adhere to the minimum Base Weight as specified in the BoP. While the maximum BoP Base Weight for all driver levels is set at 150 kg, the maximum ride height is set at +50mm from the maximum base ride height.

Driver Level	Minimum BoP Base Weight	Maximum BoP Base Weight	Maximum BoP Ride Height
Gold	90kg	150kg	+50mm
Silver	60kg	150kg	+50mm
Bronze	30kg	150kg	+50mm
Green	0kg	150kg	+50mm



SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Race Regulations

BoP Base Weight and Ballast

SSMDG Zoom Car Life All Wheel Drive Superstars 2025														
Lap Time Analysis - Round 2														
Delta	Car	Driver	Game Tag	SB Q	Q	SB R1	RBL R1	SB R2	RBL R2	SB R3	RBL R3	AvTop2RBL	LTA	LTA Diff
	76	Leo Leung	FSR_R4mborghini	20	01:58.956	20	01:59.655	50	01:59.693	50	01:59.811	01:59.674	01:59.315	00:00.944
	93	Vincent Lau	FSR_Kahung93	10	01:59.050	10	01:59.588	40	01:59.790	40	02:00.296	01:59.689	01:59.369	00:00.889
	828	Jeffery Tse	jeffreylieber	0	01:59.058	0	02:00.041	20	01:59.939	30	02:00.072	01:59.990	01:59.524	00:00.735
	21	Franco Wong	rocket_franco	30	01:59.448	30	01:59.853	10	02:00.294	0	02:00.449	02:00.074	01:59.761	00:00.498
	8	Kevin Haagen	MadDog-018	40	01:59.565	40	02:00.296	30	01:59.927	20	02:00.803	02:00.112	01:59.838	00:00.421
	22	Bem Ho	Panda_Specialist	10	01:59.616	10	02:00.358	0	02:00.243	10	02:00.191	02:00.217	01:59.917	00:00.342
	36	Adrian Chan	adrian122831	0	01:59.481	0	02:00.505	0	02:00.239	0	02:00.542	02:00.372	01:59.927	00:00.332
	87	Basaka Wong	BASAKA-GTpro	0	01:59.595	0	02:00.477	0	02:00.200	0	02:00.514	02:00.339	01:59.967	00:00.292
	23	Billy Cheng	s3audi	0	02:00.027	0	02:00.520	0	02:00.406	0	01:59.989	02:00.198	02:00.112	00:00.147
02:00.259	888	Leuk Lui	Carlo_racing2025	0	02:00.174	0	02:00.279	0	02:00.242	0	02:00.228	02:00.235	02:00.204	00:00.054
	10	Karl Hui	Karl_Hui	30	02:00.377	30	02:00.743	0	02:00.980	0	02:00.069	02:00.406	02:00.391	00:00.133
	6	Kit Tam	KAGA_OGRE	0	01:59.974	0	02:00.852	0	02:01.072	0	02:00.899	02:00.875	02:00.425	00:00.166
	101	Kenic Lee	Kenic_Lee	50	02:00.488	50	02:01.237	0	02:00.427	0	02:00.807	02:00.617	02:00.552	00:00.294
	85	Kokyo Chan	FSR_KoK	0	02:00.633	0	02:01.686	0	02:01.449	0	02:00.585	02:01.017	02:00.825	00:00.566
	5	Gary Fung	arhin2002	0	02:05.809	0	02:00.985	0		0		02:00.985	02:00.985	00:00.726
	24	Kay Yu	Kay_yu2	0	02:01.337	0	02:01.071	0		0		02:01.071	02:01.071	00:00.812
	81	Peter Fung	YummyAaron	0	02:00.878	0	02:01.824	0	02:01.728	0	02:01.398	02:01.563	02:01.221	00:00.962
	26	Samuel Hsieh	S_Hsieh	30	02:01.244	30	02:01.353	0	02:01.186	0	02:01.345	02:01.266	02:01.255	00:00.996
	Avg.				02:00.317	Avg.	02:00.629	Avg.	02:00.468	Avg.	02:00.500	02:00.463	02:00.259	

SSMDG Zoom Car Life All Wheel Drive Superstars 2025 BoP for Round 3 & 4													
Delta	Car	Driver	Game Tag	Round 1	Round 2	Avg. LTA	Diff.	OBOP	OR-Hgt	W+/-	R-Hgt +/-	NBOP	NR-Hgt
	76	Leo Leung	FSR_R4mborghini	02:28.250	01:59.315	02:13.783	00:00.732	150	149-154	0	0	150	149-154
	93	Vincent Lau	FSR_Kahung93	02:28.197	01:59.369	02:13.783	00:00.732	123	110-115	0	0	123	110-115
	21	Franco Wong	rocket_franco	02:28.180	01:59.761	02:13.970	00:00.545	103	110-115	-9	0	94	110-115
	8	Kevin Haagen	MadDog-018	02:28.312	01:59.838	02:14.075	00:00.440	111	110-115	-12	0	99	110-115
	22	Bem Ho	Panda_Specialist	02:28.277	01:59.917	02:14.097	00:00.418	88	110-115	-17	0	71	110-115
	828	Jeffery Tse	jeffreylieber	02:28.765	01:59.524	02:14.145	00:00.370	150	128-133	-1	-18	149	110-115
	36	Adrian Chan	adrian122831	02:28.410	01:59.927	02:14.168	00:00.347	60	110-115	0	0	60	110-115
	101	Kenic Lee	Kenic_Lee	02:27.870	02:00.552	02:14.211	00:00.304	137	110-115	-20	0	117	110-115
	888	Leuk Lui	Carlo_racing2025	02:28.265	02:00.204	02:14.235	00:00.280	115	110-115	-25	0	90	110-115
	23	Billy Cheng	s3audi	02:28.544	02:00.112	02:14.328	00:00.187	102	110-115	-29	0	73	110-115
	87	Basaka Wong	BASAKA-GTpro	02:28.692	01:59.967	02:14.329	00:00.186	130	110-115	-29	0	101	110-115
	6	Kit Tam	KAGA_OGRE	02:28.597	02:00.425	02:14.511	00:00.004	91	110-115	-38	0	53	110-115
02:14.515	7	Jayden Chin	Jaydioncc	02:28.770	02:00.259	02:14.515	00:00.000	100	110-115	0	0	100	110-115
	11	Andy Chang	AndyChang_JerJer	02:28.770	02:00.259	02:14.515	00:00.000	63	110-115	0	0	63	110-115
	18	Cythia Lok	ZCR_CythiaLok	02:28.770	02:00.259	02:14.515	00:00.000	0	110-115	0	0	0	110-115
	10	Karl Hui	Karl_Hui	02:28.770	02:00.391	02:14.581	00:00.066	49	110-115	-19	0	30	110-115
	32	Calvin Kwok	calvinkkc32	02:28.965	02:00.259	02:14.612	00:00.097	0	110-115	0	0	0	110-115
	85	Kokyo Chan	FSR_KoK	02:28.498	02:00.825	02:14.662	00:00.147	60	110-115	0	0	60	110-115
	5	Gary Fung	arhin2002	02:28.818	02:00.985	02:14.901	00:00.386	21	110-115	-21	0	0	110-115
	26	Samuel Hsieh	S_Hsieh	02:28.770	02:01.255	02:15.012	00:00.497	0	110-115	0	0	0	110-115
	55	Michael Chou	zenmagi_hk	02:30.375	02:00.259	02:15.317	00:00.802	0	110-115	0	0	0	110-115
	24	Kay Yu	Kay_yu2	02:29.973	02:01.071	02:15.522	00:01.007	30	110-115	-30	0	0	110-115
	81	Peter Fung	YummyAaron	02:30.869	02:01.221	02:16.045	00:01.530	30	110-115	0	0	0	110-115
	Avg.			02:28.770	02:00.259	02:14.515							

SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Weight & Ballast - Round 3													
Car	Driver	Game Tag	R-Hgt	BoP (KG)	SB (KG)	TB (KG)	SB0 (KG)	SB10 (KG)	SB20 (KG)	SB30 (KG)	SB40 (KG)	SB50 (KG)	
5	Gary Fung	arhin2002	110-115	0	0	0	0	10	20	30	40	50	
6	Kit Tam	KAGA_OGRE	110-115	53	0	53	53	63	73	83	93	103	
7	Jayden Chin	Jaydioncc	110-115	100	30	130	100	110	120	130	140	150	
8	Kevin Haagen	MadDog-018	110-115	99	40	139	99	109	119	129	139	149	
10	Karl Hui	Karl_Hui	110-115	30	0	30	30	40	50	60	70	80	
11	Andy Chang	AndyChang_JerJer	110-115	63	30	93	63	73	83	93	103	113	
18	Cythia Lok	ZCR_CythiaLok	110-115	0	30	30	0	10	20	30	40	50	
21	Franco Wong	rocket_franco	110-115	94	30	124	94	104	114	124	134	144	
22	Bem Ho	Panda_Specialist	110-115	71	0	71	71	81	91	101	111	121	
23	Billy Cheng	s3audi	110-115	73	0	73	73	83	93	103	113	123	
24	Kay Yu	Kay_yu2	110-115	0	0	0	0	10	20	30	40	50	
26	Samuel Hsieh	S_Hsieh	110-115	0	0	0	0	10	20	30	40	50	
32	Calvin Kwok	calvinkkc32	110-115	0	0	0	0	10	20	30	40	50	
36	Adrian Chan	adrian122831	110-115	60	0	60	60	70	80	90	100	110	
55	Michael Chou	zenmagi_hk	110-115	0	30	30	0	10	20	30	40	50	
76	Leo Leung	FSR_R4mborghini	149-154	150	50	200	150	160	170	180	190	200	
81	Peter Fung	YummyAaron	110-115	30	0	30	30	40	50	60	70	80	
85	Kokyo Chan	FSR_KoK	110-115	60	0	60	60	70	80	90	100	110	
87	Basaka Wong	BASAKA-GTpro	110-115	101	0	101	101	111	121	131	141	151	
93	Vincent Lau	FSR_Kahung93	110-115	123	20	143	123	133	143	153	163	173	
101	Kenic Lee	Kenic_Lee	110-115	117	0	117	117	127	137	147	157	167	
828	Jeffery Tse	jeffreylieber	110-115	149	10	159	149	159	169	179	189	199	
888	Leuk Lui	Carlo_racing2025	110-115	90	0	90	90	100	110	120	130	140	

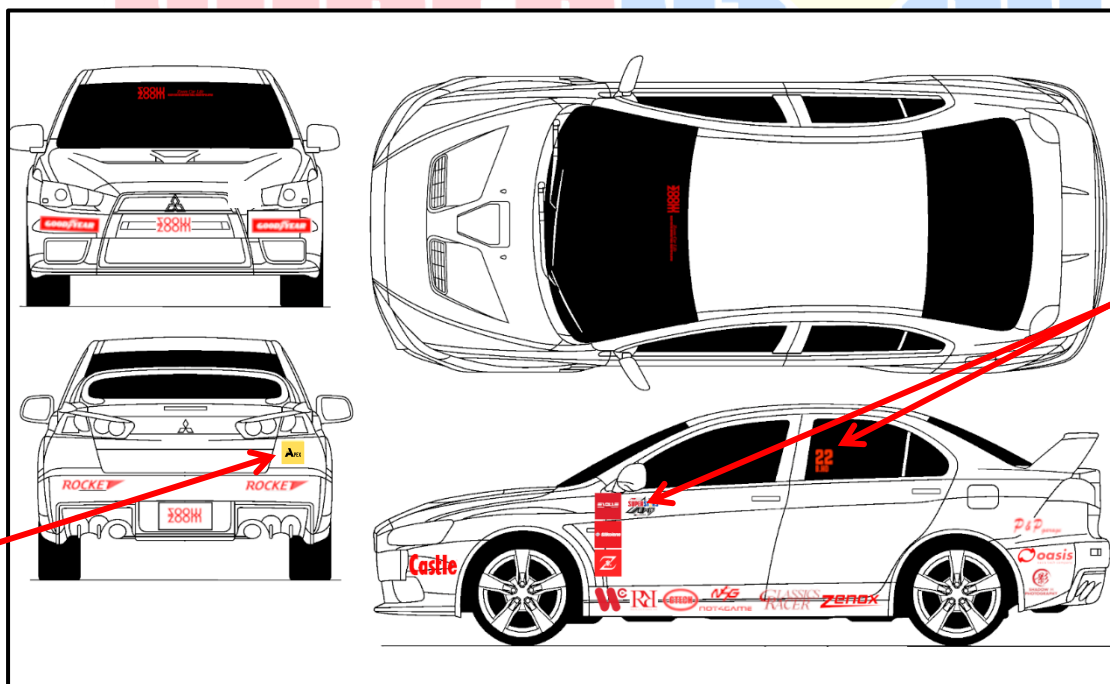


SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Race Regulations

Car Livery

All drivers must apply for their main sponsor as per the Sponsor Allocation Listing on the page.

The sponsor's logo must be displayed as per the instructions given below.



Team ID
10% Size

Car Number
12% Size
RZ34 Logo
29% Size

Racing Number

All drivers must use the Number & Number Plate
format as shown. You can search “#SSMDG” in the

Discover section of GT 7.





SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Race Regulations

Driver Race Suit Livery

The design of the Driver Race Suit livery is not limited.

However, as demonstrated, sponsors' logos must be displayed on both sides of the sleeves.



Driver Nickname

To assist commentators in identifying drivers, full names must be used when applying nicknames.

Car Settings Verifications

Drivers are required to prepare and upload two sets of photos of their car settings, one set in 0kg ballast and one with the ballast necessary, to their designated folder in the official Google Drive at least two days before race day. The required photos include the Suspension settings, Transmission settings, and Tuning settings.



Suspension



Tuning



Transmission

Video Recording

After completing qualifying and each race, drivers must record a short video of their car settings, following these guidelines. **Video Format:** Use the format shown in this video (<https://youtu.be/WIGGzB94YIU>) and upload the video to the dedicated folder in the official Google Drive announced in the SSMDG official WhatsApp group. **PS5 Users:** Record a one-minute clip demonstrating the suspension, transmission, and tuning settings pages using the video recording method shown in this video (<https://youtu.be/ijed9URRfEI>). **PS4 & PS5 Users:** You may record your screen with a mobile phone while navigating through the settings pages.

Violation

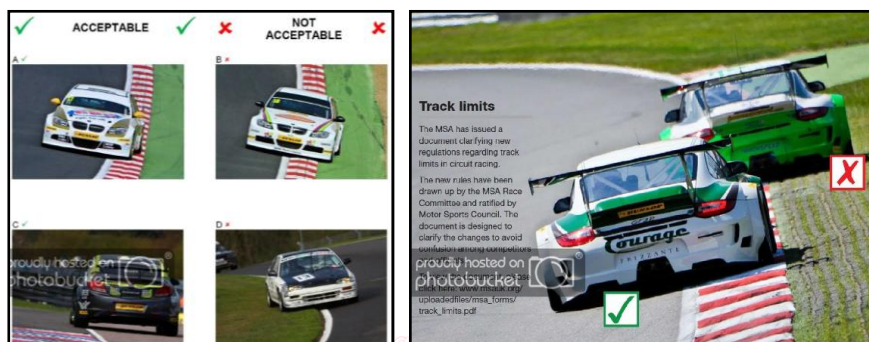
If a driver fails to submit the required video or if their car settings are found non-compliant with the regulations, Issuance of a recorded race reprimand and disqualification from race results may occur.



SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Race Regulations

Exceeding Track Limit

All drivers are required to adhere to the track limit rule outlined below. While there is an AI penalty system in GT7, it may not consistently impose time penalties on drivers who exceed track limits. However, the Race Stewards will review the race replay and issue penalties to drivers found to have abused track limits during the race. Penalties may include reprimands and a minimum deduction of 5 seconds from the race result.



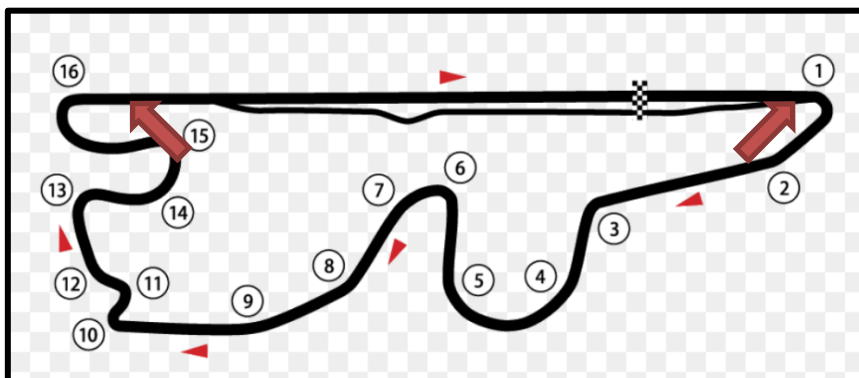
Time Penalty



During a race, if a driver receives a “Time Penalty,” they must slow down at the “Penalty Line.” The Championship also mandates that all penalised drivers must remain close to the pit line wall or follow the instructions provided by the Race Stewards before the race when approaching the “Penalty Line.” Failure to comply with this requirement, resulting in an incident, will lead to a penalty of at least 10 seconds added to the final result, along with a reprimand recorded for the race.

Stopping on Course

During the qualification session, if a driver needs to stop on the course, they are required to do so only at the pit entrance or exit area. Stopping at any other position on the track is strictly prohibited. If a driver is found stopping outside the designated area, an additional 5% will be added to their qualification time, and they will receive a reprimand.



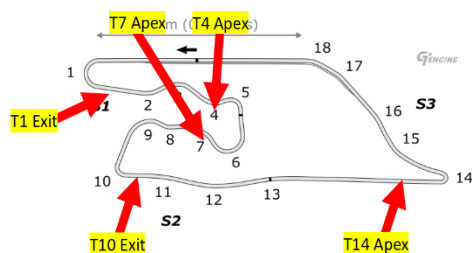
Example: Stopping Area at Fuji International Speedway



SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Race Regulations

Track Limit

All drivers must adhere to the track limit rules set by SSMDG. Additionally, the race stewards will closely monitor the corners where track limit violations occur frequently. In case a driver is found to be gaining an unfair advantage by exceeding the track limit, they will be reprimanded and penalised accordingly.



Track Limit Guide video:

Video: <https://youtu.be/eyrhiTXd5gk>

The race stewards will closely monitor the following corners (but not limited to),

- Turn 1 – Exit
- Turn 4 – Apex
- Turn 7 – Apex
- Turn 10 – Exit
- Turn 14 – Apex

Overtaking and Blocking

In racing, overtaking demands respect and caution from all drivers. It's crucial to avoid forcing a chasing car off the track by ensuring sufficient space and refraining from changing your line in the braking zone. If an attacking car is alongside entering a corner, drivers must adjust their line to prevent contact. Blocking is prohibited when the attacking car has an overlap, defined as their front being next to the B Pillar (about half a car length) of the defending car. Additionally, excessive divebombing is not allowed.

Mitigating Slipstream Advantage

Drivers are prohibited from making sudden or unpredictable movements to minimise the slipstream advantage of a trailing car. They must maintain a predictable driving line, enabling other drivers to anticipate and react accordingly. The regulation enforces a one-move rule, allowing drivers to make one defensive move to protect their position while prohibiting continuous or reactive weaving. Safety considerations prioritise actions that prevent collisions or dangerous situations. Penalties for violating this regulation include warnings, time penalties, or disqualification.

Blue Flag and Overlapped

For overlapped drivers, the blue flag indicates that a faster vehicle is approaching quickly or following closely and may attempt to overtake. Drivers receiving the blue flag should signal appropriately and provide sufficient racing room to allow the approaching cars to pass safely. If a driver becomes overlapped "twice" during a race, they are required to return to the pit lane and exit the race. Failure to comply with this rule may result in race disqualification and a race reprimand.



SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Race Regulations

Wall Riding

Drivers who ride the outer wall to gain an unfair advantage will not be tolerated. Any driver found deliberately using the outer wall for this purpose will face penalties, which may include time penalties and race disqualification. This rule is designed to ensure fair competition and maintain the safety of all drivers on the track.

Rage Quitting

As part of good sportsmanship, drivers must refrain from rage-quitting during a race. Any race-related incidents should be addressed after the race through proper channels, such as filing a race protest or consulting with race management.

Drivers found to have rage-quit during a race will be disqualified from the event and issued a race reprimand.

Practice in between Races

After the qualifying race, drivers are prohibited from participating in practice sessions between races unless they receive approval from the race stewards. Any driver found on the track between races without such approval will face a reprimand and a deduction of one championship point.

Penalty

All drivers must adhere to the basic race etiquette outlined above. In cases of racing misconduct, the Race Stewards will impose penalties based on the severity of the incident. A **Minor Penalty** results in a 5-second deduction from the final race result, applicable to incidents like exceeding track limits or causing an opponent to lose control and position. It may also include minor on-track incidents involving two cars that can be resolved by swapping finishing positions post-race (within five seconds). A **Major Penalty** incurs a 10-second deduction from the final result, typically for incidents that cause an opponent to lose control and position off the track. A **Serious Penalty** leads to disqualification from the race, applying to serious driver misconduct and non-compliance with car and race settings. This penalty encompasses any behaviour that violates the race's rules and regulations.

Definition of Incidents

The term "Incident" encompasses any event or sequence of events involving one or more drivers, as well as any actions taken by a driver that are reported to the stewards by others. Incidents can include a range of situations, such as causing a collision that disadvantages other competitors, forcing a driver off the track, illegitimately preventing a legitimate overtaking manoeuvre, or impeding another driver during overtaking. Additionally, dangerous driving behaviour, using in-game text chat during qualifying or race sessions, and exhibiting a lack of respect—such as using foul language or displaying a negative attitude toward other drivers, Race Stewards, or spectators—are also classified as incidents. Other examples include violating track limits and using incorrect car settings.



SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Race Regulations

NASA Club Codes and Regulations Referral

For issues concerning driver conduct and decision-making related to racing incidents, the Race Stewards should consult Sections 25, 26, and 27 of the NASA Club Codes and Regulations. Section 25 addresses on-course conduct, outlining expectations for driver behaviour, including flag observance and overtaking rules. Appendix A (Section 26) discusses procedures for analysing racing incidents and making informed decisions, while Appendix B (Section 27) provides definitions and a structured decision-making process for evaluating various types of collisions and penalties.

For more detailed information, refer to the complete document.

https://nasa-assets.s3.amazonaws.com/document/document/282/2025.4_NASACCR.pdf

Post-Race Video Review

After each race, the stewards will conduct a post-race video review, focusing on key race incidents within the time limitations and constraints of the Gran Turismo 7 race replay function. If a driver violates rules or demonstrates unsafe driving behaviour, penalties such as time penalties or disqualification may be imposed. The stewards will promptly communicate these penalties to the involved drivers, clearly outlining the violation and its consequences. Drivers have the right to appeal any penalties within 5 minutes of receiving the notification.

Method of Protest

Drivers must submit a race protest request within five minutes of each race's completion. To initiate a protest, they are required to provide video evidence of the incident, including at least two videos: one from the perspective of the protesting car and the other from the protested car, clearly specifying the lap and corner number. This evidence should be sent via WhatsApp to Race Steward Franco Wong. The Race Stewards will review the race replay, announce any penalties, and provide the protested car with an opportunity to appeal before the next race begins. Each protest will incur a fee of "Two" championship points, which may be refunded only if the protest is upheld. If the protest is rejected, the fee will not be returned.

Addition Championship Penalty

Any driver who receives three reprimands will incur an additional penalty upon the third reprimand, requiring them to start the next available race from the rear of the grid and resulting in a deduction of three points from their Championship tally in the Driver Championship. Reprimands will remain valid on a driver's record for six months from the date they are applied. Upon receiving a fourth reprimand, the driver will face a one-race ban at the next available event; a fifth reprimand will result in a two-race ban, and a sixth reprimand will lead to a three-race ban. A seventh reprimand will result in exclusion from the Championship for the remainder of the season. Additionally, every reprimand from the third onward will also include a deduction of three points from the driver's Championship tally. Drivers must carry the appropriate Championship/Success Ballast for the race they would normally have started prior to any penalties being applied.



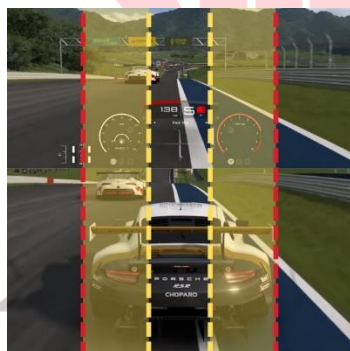
SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Race Regulations

Minor on-track incidents affecting only two cars, which can be easily rectified by swapping their finishing positions post-race within five seconds or have already been fully addressed within one lap by the offending driver, will not necessarily warrant a reprimand. To encourage proper racing conduct, drivers can cancel out their reprimand after completing two consecutive clean races, at which point the Race Stewards will delete the oldest reprimand from their record.

Race Reprimand

SSMDG Gran Turismo Championship Reprimand Record						
Date	Driver	Game Tag	Event	RIN	Record	Penalty
22/05/2025	John Ho	Johnho510	RZ34	2502RZ34BoPTT1TT2TT3R1	BoPTT1-3R - Technical Regulations	Reprimand + DQ
22/05/2025	John Ho	Johnho510	RZ34	2502RZ34BoPTT1TT2TT3R1	BoPTT1-3R - Technical Regulations	Reprimand + DQ
07/08/2025	Calvin Kwok	calvinkkc32	RZ34	2502RZ34R6R1L01T01a	R6R1L01T01 - Sporting Regulations	Reprimand + 10 Sec
07/08/2025	Calvin Kwok	calvinkkc32	RZ34	2502RZ34R6R1L01T01b	R6R1L01T01 - Sporting Regulations	Reprimand + 10 Sec
07/08/2025	Calvin Kwok	calvinkkc32	RZ34	2502RZ34R8R1L08T08	R6R1L08T08 - Sporting Regulations	Reprimand + 5 Sec
21/08/2025	Calvin Kwok	calvinkkc32	RZ34	2502RZ34R7R2L01T09	R7R2L01T09 - Sporting Regulations	Reprimand + 10 Sec + Race Ban x1
16/10/2025	Kay Yu	Kay_yu2	AWDS	2503AWDSBoPTT1TT2TT3R1.24	BoPTT1-3R - Technical Regulations	Reprimand + DQ
16/10/2025	Kay Yu	Kay_yu2	AWDS	2503AWDSBoPTT1TT2TT3R1.24	BoPTT1-3R - Technical Regulations	Reprimand + DQ
16/10/2025	Samuel Hsieh	S_Hsieh	AWDS	2503AWDSBoPTT1TT2TT3R1.26	BoPTT1-3R - Technical Regulations	Reprimand + DQ
16/10/2025	Samuel Hsieh	S_Hsieh	AWDS	2503AWDSBoPTT1TT2TT3R1.26	BoPTT1-3R - Technical Regulations	Reprimand + DQ
30/10/2025	Calvin Kwok	calvinkkc32	AWDS	2503AWDSR1QR1-3	R1QR1-3 - Technical Regulations	Reprimand + DQ + 3 Pts Deduction + Race Ban x2
30/10/2025	Calvin Kwok	calvinkkc32	AWDS	2503AWDSR1QR1-3	R1QR1-3 - Technical Regulations	Reprimand + DQ + 3 Pts Deduction + Race Ban x2
13/11/2025	Samuel Hsieh	S_Hsieh	AWDS	2503AWDSR2QR1	R2QR1 - Technical Regulations	Reprimand + DQ + 3 Pts Deduction
13/11/2025	Samuel Hsieh	S_Hsieh	AWDS	2503AWDSR2QR1	R2QR1 - Technical Regulations	Reprimand + DQ + 3 Pts Deduction + Race Ban x1

Car Spatial Reference



Please refer to this diagram to help drivers accurately perceive the spatial dimensions of the race car while using the front-end camera view. The diagram illustrates the approximate width of the tyres, highlighted in yellow, with the inner edge of the tyres marked by a yellow dotted line. The outer edge of the car is indicated by a red dotted line. We strongly recommend that drivers utilize this visual reference to enhance their spatial awareness during races.

More Detail

https://www.gran-turismo.com/us/gt7/apex/for_beginners/02

Use of Radar Function During Racing

All drivers must maintain an appropriate distance from other cars on the track and manage their cornering speed effectively. Additionally, it is essential to utilise the radar function during races to minimise the risk of accidents.



In Race Communication



All drivers must use the Zello app on their phones for easy communication during the race. Link to SSMDG channel <https://zello.com/ssmdg2018>. In the main race, all 16 drivers must use the "Party" function on PlayStation with the microphone turned off for easy communication and to avoid applying team order



SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Race Regulations

Sponsorship

SSMDG has acquired sponsorship to support the SSMDG Zoom Car Life AWD Superstars 2025.



Prize Awards

Driver Championship 1st Place



The **winner** of the SSMDG Zoom Car Life AWD Superstars 2025 will be awarded an impressive range of sponsor prizes, including: An **SSMDG Zoom Car Life** Trophy, Six **Castle** Product items, a \$1,500 cash prize from **Zoom Car Life**, a motorsport licence course from **Evolve Racing**, a 40% discount coupon for **Fuchs Silkolene**, a set of **Goodyear** tyres, **Not4Game** Racing Simulator Rig, a discount coupon for **Oasis Tech**, a 30% discount coupon for **P&P Garage**, **Shadow M Photography** Car Photography Package, two sets of **Z-Challenger** coupons and **Zoom Car Life** Japan track day package.

In addition, the winner will also receive an SSMDG prize pack and a \$500 ParknShop coupon.



SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Race Regulations

Driver Championship 2nd Place



The **second-place finisher** of the SSMDG Zoom Car Life AWD Superstars 2025 will receive a range of sponsor prizes, including: An **SSMDG Zoom Car Life** Trophy, Four **Castle** Product items, a \$1,000 cash prize from **Zoom Car Life**, a 30% discount coupon for **Fuchs Silkolene**, a discount coupon from **Not4Game** and **Oasis Tech** and a 20% discount coupon for **P&P Garage** and two sets of **Z-Challenger** coupon. Furthermore, the second-place winner will also receive an SSMDG prize pack and a \$300 ParknShop coupon.

Driver Championship 3rd Place



The **third-place finisher** of the SSMDG Zoom Car Life AWD Superstars 2025 will receive a range of sponsor prizes, including: An **SSMDG Zoom Car Life** Trophy, Three **Castle** Product items, a \$500 cash prize from **Zoom Car Life**, a 20% discount coupon for **Fuchs Silkolene**, a discount coupon from **Not4Game** and **Oasis Tech** and a 20% discount coupon for **P&P Garage** and two sets of **Z-Challenger** coupons. Furthermore, the third-place winner will also receive an SSMDG prize pack, \$200 ParknShop coupon.

Driver Championship 4th Place



The **fourth-place finisher** of the SSMDG Zoom Car Life AWD Superstars 2025 will receive a range of sponsor prizes, including: An **SSMDG Zoom Car Life** Trophy, Two **Castle** Product items, a \$250 cash prize from **Zoom Car Life**, a 20% discount coupon for **Gtech** Oil Additives, a 20% discount coupon for **P&P Garage**, and two sets of **Z-Challenger** coupons. Moreover, the fourth-place winner will also receive an SSMDG prize pack, \$100 ParknShop coupon.



SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Race Regulations

Driver Championship 5th Place



The **fifth-place finisher** of the SSMDG Zoom Car Life AWD Superstars 2025 will receive a range of sponsor prizes, including: An **SSMDG Zoom Car Life** Trophy, Two **Castle** Product items, a \$150 cash prize from **Zoom Car Life**, a 20% discount coupon for **Gtech** Oil Additives, a 20% discount coupon for **P&P Garage**, and two sets of **Z-Challenger** coupons. Moreover, the fifth-place winner will also receive an SSMDG prize pack, \$100 ParknShop coupons.

Driver Championship 6th Place



The **sixth-place finisher** of the SSMDG Zoom Car Life AWD Superstars 2025 will receive a range of sponsor prizes, including: An **SSMDG Zoom Car Life** Trophy, Two **Castle** Product items, a \$100 cash prize from **Zoom Car Life**, a 20% discount coupon for **Gtech** Oil Additives, a 20% discount coupon for **P&P Garage**, and two sets of **Z-Challenger** coupons. Moreover, the sixth-place winner will also receive an SSMDG prize pack and \$100 ParknShop coupons.

Silkolene Team Champion



The SSMDG Zoom Car Life AWD Superstars 2025 Team Champion award will be presented to the racing team that wins the most championship rounds. Each team member will receive a trophy, SSMDG prize pack and a 20% discount coupon from **Silkolene Hong Kong**.



SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Race Regulations

Castle Pole Position Award



The **Castle Pole Position Award** will be presented to the driver with the highest score in the Championship qualifying race. The winner will receive a trophy, twelve units of Castle products and SSMDG prize pack.

Goodyear Fastest Lap Award



The **Goodyear Fastest Lap Award** will be presented to the driver who sets the highest number of fastest race laps in the Championship. The winner will receive a trophy, a tyre set from Goodyear Hong Kong and an SSMDG prize pack.

Scene by Ice Fire Best Race Livery Award



The sponsor selects the winner of the **Zenox Best Race Livery Award** from the top 5 most popular livery designs on Facebook. The sponsor prize includes a trophy and prize from **Scene by Ice Fire**, as well as a **Not4Game** 20% Discount Coupon. Additionally, the winner will receive an SSMDG prize pack.

Oasis Tech Most Hardcore Driver Award

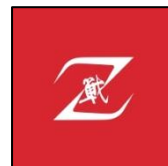


The **Oasis Tech Most Hardcore Driver Award** will be presented to the driver who shows dedication to the Championship. The winner will receive an **Oasis Tech** trophy, a discount coupon and an SSMDG prize pack.



SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Race Regulations

Z-Challenger Most Improved Driver Award



The **Z-Challenger Most Improved Driver Award** will be presented to the driver who shows the most improvement in their ASPAR rating during the Championship. The sponsored prize includes a **Z-Challenger** trophy, three sets of coupons and an SSMDG prize pack.

Zenox Trophy 1st Place



The **Classicsracer Trophy** will be awarded to the winning drivers of the Green Division driver championship. The **champion** will receive the **Zenox** Trophy and product, SSMDG prize pack and \$300 ParknShop coupons.

Zenox Trophy 2nd Place



The **Zoom Car Life Trophy** will be awarded to the winning drivers of the Green Division driver championship. The **second-place finisher** will receive the Zenox Trophy and product, SSMDG prize pack and \$200 ParknShop coupons.

Zenox Trophy 3rd Place



The **Zoom Car Life Trophy** will be awarded to the winning drivers of the Green Division driver championship. The **third-place finisher** will receive the **Zenox** Trophy and Product, an SSMDG prize pack and \$100 ParknShop coupons.



SSMDG Zoom Car Life All Wheel Drive Superstars 2025 Race Regulations

Champion of the Champions



SSMDG has acquired **Rocket Battery** in sponsoring grand prizes to the top three drivers with the highest combined score of the 2024-2025 SSMDG Gran Turismo Championships.

Terms and Conditions for Prize Redemption

All prizes awarded to the winners are non-transferable to any third party and cannot be exchanged for cash. The winners must redeem their prizes within 90 days of the prize ceremony date.

