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Lucas Müller wins the DTM eSports Championship

- Thrilling finale at the Hockenheimring
- Isaac Price ends the season in second place
- Ribeiro dominates the Community Cup

Munich. Lucas Müller is the 2025 DTM eSports Champion. In a thrilling finale at the Hockenheimring, the Falken SimRacing driver, at the wheel of a Porsche, came out on top against Isaac Price (privateer) in a McLaren and defending champion Tim Jarschel in another Porsche to win the DTM eSports title for the first time. As well as € 5,000 in prize money, he can also look forward to a test in a GT4 race car. Runner-up Price receives € 3,500 in prize money, with last year's champion Jarschel picking up € 1,500 for third place.

Going into the final race day, four driver still had title aspirations, with Price in prime position as the championship leader. Müller was lurking just seven points back in second place, ahead of Florian Hasse (Dörr eSports) and Jarschel (Falken SimRacing).

Sprint race: Müller moves to the top of the table

The top four in the overall standings had their noses in front in the opening qualifying session. Jarschel led the way and secured pole position. Price also earned himself a place on the front row of the grid. Hasse and Müller shared the second row.

However, Jarschel dropped back to fifth place at the start of the race. Price, on the other hand, took full advantage of his McLaren's good acceleration and moved into the lead ahead of Hasse. Hasse then proceeded to put race leader Price under pressure for the entire race. The final lap produced what proved to be a championship-deciding moment: Hasse hit Price from behind in the hairpin. Price spun and plummeted back down the field, while Lucas Müller benefitted and inherited the lead and ultimately the victory, having previously been in third place. With Price finishing down in eighth place, the Falken SimRacing driver also took the top spot in the table.

Main race: Müller wins the title

Success in the opening race appeared to light a fire in Müller. He promptly secured pole position in the second qualifying, ahead of his rival Price. Alessandro Ottaviani qualified fourth, ahead of Jarschel. Hasse had to settle for sixth place on the grid.

Price seemed to have the upper hand again at the start, but Jarschel and Hasse remained hot on his heels. This trio entered the hairpin side by side, with Jarschel coming out on top. Last season's champion took the lead, followed by Hasse, Price and Müller. A clever pit stop strategy then saw Hasse move to the front of the field. As the race progressed, third-placed Price did attempt to make a move, but the positions remained unchanged. Hasse went on to win the race, ahead of Jarschel and Price. Fourth place was enough to see Müller crowned

champion with 269 points. In the end, Price came up just seven points short of winning the title. Falken SimRacing driver Jarschel finished tied on points with Hasse, but was awarded third place due to having won more races over the course of the season.

Jarschel wins the Pole Position Award

Price won the Fastest Lap Award with a time of 1:38.094 minutes, earning him the JBL Essential 2 speaker in a DTM design. Jarschel had already wrapped up the Pole Position Award in the first qualifying session. His reward: a set of BBS rims.

Anyone wishing to see the top three in the DTM eSports Championship in person should come to the DTM race at the Nürburgring in two weeks. Müller, Price and Jarschel will all attend the prestigious event.

Lucas Müller: "I am super happy! I was very consistent this season and only made a few mistakes. The situation with Ottaviani in the final race was certainly not so good, but fortunately I had done enough in the end. On the whole, it was my best season so far - and in the DTM eSports Championship. Anyone who is interested in motorsport in Germany watched the DTM as well as Formula 1. To now be crowned champion of the DTM eSports Championship is a childhood dream come true. It is really incredible! Thank you to my team. We worked together perfectly. I am now looking forward to visiting the DTM at the Nürburgring and to the GT4 test!"

Isaac Price: "I don't think I did anything wrong today. The rules actually state that agreements between teams are not allowed. That 100 percent happened today. I felt like it was "one against three" in both races. I do not see the incident with Florian as a racing incident. I also have a similar view of the start of race two, when Tim took a very big risk. When I tried the undercut, Tim drove half a second per lap slower - until Florian rejoined from the pits. I did my best."

Florian Hasse: "I knew the McLaren from the BoP drives, and knew that it is incredibly strong on the straights. It was frustrating to close in on him, but then to be unable to make a move. I did not want to hit the corner of his car, but to get as close as possible. That way, if he were to make a mistake, I could take advantage. I was actually on the brakes, but as he came from the outside there was nothing I could do about it. The contact also dashed Price's hopes. I am very sorry about the situation."

Ribeiro leaves everyone in his wake in the Community Cup

The drivers in the Community Cup also contested their last race of the season at the Hockenheimring. This brought to an end the journey back in time through the history of the DTM, which began in Zandvoort with the DTM cars from the 1992 season and ended with the current crop of GT3 cars.

Tomás Ribeiro (RR Shenanigans) dominated the final race of the Community Cup. Starting from pole position, he took the lead at the start of the race and then refused to give his rivals a sniff of a chance. The Portuguese immediately pulled clear of the rest of the field and, after 20 minutes of racing, took victory with a lead of ten seconds over Pau Villegas (privateer). Third place went to Sven Mackenberg (Un-limited Esports).

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