BRM Racing Sportscar Sprint

Official Rulebook - V1.2
February 2021

1 - General Information

1.1 League Information

1.1.1 The BRM Sportscar Sprint league is a multi-class racing series running LMP2, GTE and GT3 classes across a calendar of 90 minute single driver sprint races.

1.1.2 The cars available to race are as follows -

LMP2
Dallara P217 LMP2

GTE
BMW M8 GTE
Corvette C8.R GTE
Porsche 911 RSR

GT3
Audi R8 LMS
Ferrari 488 GT3
Mercedes AMG GT3

1.2 Session Details and Announcements

1.2.1 The full calendar will be released prior to the season starting, it will be listed with race dates, race start times (Real life and Sim Time) and session opening times.

1.2.2 All real-world timings are GMT/UTC unless otherwise stated.

1.2.3 Any changes to the calendar will be made with at least 2 weeks notice unless an emergency change is needed. (e.g. Track contains a bug from an update)

1.2.4 All races will use 'Dynamic Sky' and 'Dynamic Weather'.

1.2.5 Any changes will be announced in the appropriate discord channels by a 'League Manager'.

2 - League Registration

2.1 Existing Members

2.1.1 Existing members who wish to race in the new season will just have to enter the season as they did for the previous season. Once they have done this, membership to discord and the iRacing league will remain.

2.1.2 Any existing members who have not signed up 7 days prior to the new Season starting will be removed from the Discord server and the iRacing League to free up slots for new members. A private message will be sent to each user 3 days before removal to make sure they understand, and to give time for them to sign up if they've missed announcements.

2.2 New Members

2.2.1 A new member who hasn't raced in the previous season must do the following things before being allowed to race -
   a. They must enter the championship on brmracinguk.com, stating their name, car choice and car number.

   b. They must join the discord server, and request the Season 'X' role, a league member will verify they have entered the championship on the website and the role will then be given.

   c. They must request to join the iRacing league for access to race servers etc. Once requested a league admin will allow entry if you are signed up to the website, championship or discord server.

3 - Season Details

3.1 Number of Rounds

3.1.1 The season will consist of X rounds.

3.1.2 A dropped round system will be in place, the number of dropped rounds will depend on the total number of rounds. **7 or fewer**, 1 round will be dropped from a driver's points. **8 or more**, 2 rounds will be dropped from a driver's points total. **(See 8.1.3 for more details)**

3.2 Season Regulations

3.2.1 Drivers will not be permitted to change car choice or car class mid season.

3.2.2 There will be no Balance of Performance (B.O.P) unless a season long B.O.P is used by iRacing.

3.2.3 Any B.O.P changes will be announced at least 5 days before the next race.

4 - Members Rules

4.1 Terms Of Joining The League

4.1.1 By joining the league and entering a race you acknowledge you have read the rules and have a good understanding of them. Questions can be raised anytime or in a driver's briefing pre race.

4.1.2 By joining the league and entering a race you accept **all** the rules within this rulebook.

4.2 Discord Server (& other community areas)

4.2.1 Your 'nickname' is correct to your iRacing name or real-life name so you're easily identifiable.

4.2.2 Speak with respect to your fellow racers. We reserve the right to remove any driver from the league who is acting with intent to be intentionally mean, malicious, hateful, racist, discriminatory.

4.2.3 How you conduct yourself in any public space,(e.g. public races, social media, etc) if brought to our attention can have consequences here. We will always make sure our members have an enjoyable, friendly and authentic racing experience. Here are some examples of behaviour that may have consequences - known trolls, intentionally malicious driving in other races, unjustified comments about this community, etc.

4.3 League Participation

4.3.1 If you are not active for 2 or more consecutive races you may be removed from the league to keep spots open to other users.
   a.   "Not Active" is classed as either of the following -
      i.   Not joining the official league race sessions and starting the race.
      ii. Not informing a league manager that you cannot race that week. (We will accept being informed up to 24 hours after the race for emergency situations)

4.3.2 Members must complete 50% of the races on the pre-season calendar to qualify for the season championship. (e.g. If there are 9 races, 50% will be 4 races).

5 - Race Weeks

5.1 League Practice Sessions

5.1.1 Practice sessions may be hosted throughout the week, the league will try to host at least one within the week running up to the race using the correct timings etc.

5.1.2 Whether it is in a league hosted or privately hosted session by other drivers, all league members must conduct themselves on and off track in a respectable manner. Some discretion will be allowed as long as it is not a consistent issue with other drivers on the circuit.

5.2 Race Information

5.2.1 The full timings of an event (real-world and sim-time) will be released at least 5 days prior to the event. This information will be viewable on the event page on the website or in #race-info on Discord.

5.2.2 A drivers briefing will be held prior to every race (15 Minutes before practice), all drivers must be present for this except for the following situations -
   a.   Other commitments (e.g. work or family) mean you can only join later in the session.
   b.   In your time zone the briefing is early morning etc.

5.2 Race Information (Continued)

5.2.3 If a driver can't join the briefing for the reasons stated in **5.2.2**, that driver must read the 'Briefing Notes' for any track specific rules. These will be posted in #stewards-announcements once briefing has concluded.
5.2.4 Before the session opens a list of penalties to be taken, or current driver warnings will be put in #stewards-announcements so everyone is aware of their and others' situation.

5.3 Official League Race Session

5.3.1 Before joining the race session, assure your preferred car number is set to the one you entered the championship with.

5.3.2 All drivers must be able to view any iRacing chat messages when in the car. Important messages regarding session state, penalties and general info will be provided using this.

5.3.3 All race sessions will include a practice time that is at least 60 minutes long to allow all drivers to join the server and check track conditions.

5.3.4 At the conclusion of a practice, the qualifying session will begin, this will be a minimum of 30 Minutes total.

5.3.5 The standard qualifying format is as follows:
    a. Qualifying will begin with a 15 minute "GT Qualifying" session. GTE and GT3 cars are allowed to take part in this and may enter the circuit at the very start of the session. They can then complete as many laps as they like within that time frame. When the 15 minutes is over a message "GT Qualifying Complete" will be displayed, any GT cars may finish their current laps then pull over and 'tow' to keep the circuit clear for the next session.
    b. 14 minutes into GT qualifying, the LMP2 field may line up at pit exit, when the message "LMP2 Qualifying Green Flag" is displayed they may enter the track, whilst being aware there may be GT's still completing laps. LMP2's will also have a 15 minute session to complete as many laps as they like within the time frame. When the 15 minutes is over the session state will be 'Checkered', any LMP2 cars may finish their current laps.

5.3.6 At some circuits (e.g. Le Mans, Nordschleife) the qualifying session may be altered to better suit the circuit length and conditions. Combined qualifying (All classes on circuit together), or longer sessions may be used to better give all classes a fairer chance of completing a fair amount of laps.

5.3.7 If penalty **7.2.5** has been applied, that car is not permitted on track at any time during qualifying. If they do enter the circuit, penalty **7.2.5a** will be applied for 'Qualifying Interference'.

6 - Race Rules

6.1 Race Start

6.1.1 Once the safety car rolls off all race rules and regulations are in place from now until all cars have crossed the finish line.

6.1.2 The leading class follows safety car pace, it is advised that subsequent classes leave a reasonable gap (~5 seconds) to the final car in the class ahead before rolling off.

6.1.3 If weaving and/or braking to warm up tyres and brakes this must be done safely and **must not** endanger other cars.

6.1.4 A start zone will be announced prior to the session opening, details of this will also be discussed in the drivers briefing. The leader of each class controls the pace, everyone must follow this pace when in the start zone and not 'hang back' for a jump on other drivers. The leader may 'Go' anywhere in the specified start zone.

6.1.5 There is no weaving, braking or 'hanging back' permitted within the start zone.

6.1.3 If a car doesn't make it onto the grid, they will be required to start from pit lane, they will be released when the final car of the final class has passed pit exit. Slower classes will not be given blue flags.

6.2 General Rules

6.2.1 A driver can be reported in #incident-claims for breaking any of the rules under **Sec 7**, once or multiple times.

6.2.2 Consistent reckless driving that endangers other cars will result in a penalty. **(See Sec 7.2)**

6.3 Pit Procedures

6.3.1 All iRacing standard pit procedures are in force, any extra notes regarding entry/exit, pit lane usage may be given out in the driver's briefing.

6.3.2 The pit limiter button must be used at all times between the pit entry (yellow cones) and pit exit (green cones).

6.3.3 You may only enter the 'slow lane' when near your pit box, and you must enter and exit your pit box safely, not causing other cars to avoid you.

6.3.4 When exiting the pit lane you must not re enter the active race track until after the blend line (blue cones), once on the racetrack be aware of cars around you.

6.3.5 All above procedures are in force during every practice, qualifying and race session.

6.4 Incidents & Accidents

6.4.1 If you're involved in an incident on track, you must rejoin the track safely, if you are stuck on track at an angle where you cannot drive off. Stay where you are (unless it's easy to get off the racing line **and** there is a gap to do so), it's a lot easier for a car coming at speed to avoid a stationary car than a moving one.

6.4.2 If you are able to return to the pits under your own power whilst damaged, stay off the racing line where possible. If you cannot do this safely, then you must get a tow back to the pits. Any incidents where a damaged car loses control and causes other cars to crash will be given a penalty.

6.4.3 If you're involved in a minor incident on track (dangerous driving, blue flag violations, etc) then inform the stewards with all car numbers involved, the lap and area of circuit so it can be looked at and appropriate action can be taken. But please remember 'accidents' do happen.

6.4.4 When the stewards have been notified of an accident, they may contact both drivers to get more information and to gain a better understanding of the incident. If the investigation may take longer to conclude than usual a message will be sent #Stewards-Announcements so everyone is aware of the situation. (e.g. 'The Incident between X and Y is being investigated')

6.5 Race Finish & Classification

6.5.1 Once the checkered flag has flown, drivers may run a 'parade lap' and celebrate, as long as it does **not** affect cars still running in the race.

6.5.2 When exiting the track please make sure you are off the racing line and away from the finish line to allow racing to complete.

6.5.3 To be classified for points a driver must have completed at least 80% of the leaders laps in that class.

7 - Rules & Regulations

7.1 Flags & Stewards Messages

7.1.1a, Blue Flags Slower Car - If your car is displayed with the blue flag, this is to inform you that there is a faster car behind that you're not racing for position with - follow your standard racing line and do **not** block. You do **not** need to let the faster car by, but you may do with clear intent you are doing so (e.g. Moving off the racing line, 'Pass Left/Pass Right', voice message).

7.1.1b, Blue Flags Faster Car - If the car ahead is being shown a blue flag (When you're within 1.5 secs) they do **not** need to let you by, as the faster car it is your responsibility to **pass safely**, remember they're in their own race.

7.1.1c, Blue Flags (Moving Over) - If you are the slower car, and you have clearly moved over to let the faster car past. You are accepting incident responsibility for any incidents that may occur during the passing move. *But it is preferable for slower cars to stay on line, then any moves are predictable for faster cars.*

7.1.2a, Still Yellow Flag - No overtaking is allowed, cars must slow down and take caution.

7.1.2b, Waved Yellow Flag - No overtaking is allowed, cars must slow down and take caution. Be prepared to stop.

7.1.3, Yellow Flag - If a car has made an overtake during a yellow flag, a small amount of time (2-3 corners) will be given to let the offending car let the overtaken car by and return to original, pre yellow flag positions.

7.1 Flags & Stewards Messages (Continued)

7.1.4, Safety Car - Race control may call for a safety car within the first few laps of a race (No of laps is track dependant and will be stated in drivers briefing) if there is an incident that blocks the track and causes a large part of the field to be blocked, or if many cars are involved. The field must line up behind the safety car and follow race controls instructions.

7.1.5, Warnings - Live stewarding isn't being used, but if a car has multiple offences of the above with yourself please state this in #incident-claims so we can look at the situations where they have done so.

7.2 Driving Standards & Other Penalties

7.2.1a Blocking is not permitted in any case. Blocking is defined as making 'reactionary' moves to a car behind, defensive moves must be proactive and a maximum of 2 are allowed at one corner. Once braking a defending car must not change its line.

7.2.1b If a car is ahead (Rear tyres ahead of car behinds front tyres) at the time when both cars have started to brake, the car ahead may take their preferred line into the corner.

7.2.2 Repeated incidents of light car contact that affects another driver will result in a penalty.

7.2.3 When serving a 'Slow Down' penalty you must move off the racing line and serve the penalty without affecting other cars in the race

7.2.4 If a driver is found to be taking advantage at corners then a suitable penalty will be given. This includes repeat offences of cutting corners, over extending track limits on entry or exit outside of a normal racing line.

7.2.5 If a driver does not have the correct No from their entry to championship applied they will not be allowed to take part in qualifying. Car No's are used by stewards to quickly reference car classes etc, it is essential they are correct.
   a. If a team does not serve this penalty correctly, they must start from the pit lane and follow **6.1.3**

7.2.6 Intentional wrecking will not be tolerated in any circumstances and will result in a race and/or league disqualification and further action if necessary.

7.2 Driving Standards & Other Penalties (Continued)

7.2.7 Cars may flash lights to let a slower car know of their presence. But aggressive or constant flashing will result in a penalty

8 - Points & Championships

8.1 Points System

8.1.1 The following points will be handed out according to finishing position per class and bonus points per class:

Pos	Points
1	35
2	30
3	26
4	23
5	20
6	18
7	16
8	14
9	12
10	10
11	8
12	6
13	4
14	2
15 Or Lower	0
Fastest Lap	1
Class Pole	1
Fewest Inc'	2

8.1.2 Fewest Incident points with 0x Incident points will award 1 bonus point on top of the standard 2 points.

8.1.3 For the fairness of everyone within the league with other commitments, there will be a dropped round system in place for the championship points. A set number of rounds **(See 8.1.3a)** will be 'dropped' from the championship standings. (e.g. If a driver finishes 1st once, 2nd twice, 3rd, once and 4th twice. One of the 4th places will not count towards the championship standings).
   a. 1 round in 7 races or less, 2 rounds in 8 races or more
   b. DNF's and DNS's do also count towards being a dropped round.

9 - Stewarding Processes

9.1 Race Session Stewarding

9.1.1a A claim can be made to the stewards using the 'Incidents-Claims' channel any time if a driver is to have believed to have broken any, or multiple of the rules & regulations above.

9.1.1b The cut-off to claim incidents after the checkered flag is 30 minutes, this is to not cause delay to race results and championship standings.

9.1.2 Stewards may contact any driver involved to get a clearer picture of events, if they wish to do so a steward will contact the driver in question via message and may speak in voice for further information.

9.1.3 If an incident is being investigated a message will be shown in the #Stewards-Announcements stating cars involved and lap number.

9.1.4 Stewards decisions will be made by at least two stewards that have no bias towards any party involved.

9.1.5 All stewards' decisions are **final**, please respect them.
   a. Some circumstances, e.g. a disconnect during the incident or if you had netcode may be subject to a review if submitted within 24 hours of the penalty being announced.