



BrotherOps Silhouette Cup

A Racing League for Everyone

1. Contents of this document

1.	Contents of this document	1
2.	Introduction	2
3.	Overall Information	3
3.1	Schedule (and everything else you need to know)	4
4.	Code of Conduct	6
5.	Racing Related Rules	7
6.	Incident Reports	9
7.	Final Notes	10

2. Introduction

We believe that embracing a challenge is the best path towards personal improvement, especially when paired with consistent practice. This applies to life in general, and to simracing in particular. With that in mind, we decided to launch our own Racing League: a safe and regulated, but also competitive environment for everyone interested in league racing. Our goal is to provide a platform where drivers can learn, grow, and enjoy themselves, with fun cars and a weekly track rotation which offers fresh challenges throughout the season.

We decided to use the cars from the RaceRoom Silhouette Series on 8 different track layouts, all available on the free tier of RaceRoom. Which means: everyone (both new and seasoned players) is welcome to join the league. We have no entry fee and it is not necessary to spend any money in the game to participate.

Just sign up and have fun with these 400hp-strong rear-wheel-driven tracktoys, which are comparable to GT4 racecars in pace, but have slightly more downforce and hence more grip than the GT4 class.

We already launched a practice server set to use the Silhouette cars, as well as the planned track layouts. That way, you can already get familiar with the tracks, the cars and the time format we will use. We will also host a few practice races.

Attention: Unlike our other practice servers (for example "All Cars Moderated"), the league will have some light damage, so the league practice server does too. So be mindful of that, when you drive around any of the tracks for potentially the first time.

3. Overall Information

Every car in the Silhouette class will be available. You are supposed to claim one car/livery before the start of the season and will use it for the entirety of the season. All these cars have about the same specs and behave relatively the same after some minor tweaks like adjusting the brake bias, so your only concern should be what livery you like the most. We would prefer if every participant chose a livery unique to them as that makes it easier to distinguish drivers both for stewards and for the audience of the livestream, but if two players end up selecting the same livery, that is fine too.

Before every race, we will have briefings where we will go over some details from the rulebook and some information about the tracks. This is done to help guide drivers to cleaner races. During these briefings we will mention noteworthy aspects of the track and remind drivers of some key situations from previous races and how to respond to them (lapping cars, avoiding incidents that happened ahead, etc.). These briefings are mandatory for participants of the league and we reserve the right to disallow participation for the following race, if you miss them without notifying us.

If you are unable to make it to one of the briefings, contact the team as soon as possible. We will try to work something out, for example by providing you with a recording of the meeting for you to watch.

If you are unable to make it to one of the racedays, we have decided to add a "Scratch-2"-Rule to calculate the final results. This means: Your two worst race-results get "scratched" at the end of the season and don't count into the final result. If you do attend all races, your two worst performances just get erased and if you can't attend one of the sessions, we will just calculate your final result out of the other 6 sessions, as the "Did Not Attend" would be an automatic last place. This way we can ensure people don't have their overall result ruined by having a bad-luck-day.

As touched on previously, we also intend to host livestreams of the races with live commentary, both for people simply interested in watching and for participants to relive particularly fun and intense moments from a different perspective later on.

3.1 Schedule (and everything else you need to know)

- Cars: Silhouette Series [All Cars Available on RaceRoom's Free Tier]

The cars we will be using are Canhard R51, Canhard R52, Cougar C14-1 and Cougar C14-2

- Starting Date: 3rd of August – Weekly Races on Monday Evening.

Note: We chose to run the league on Mondays to not collide with weekend activities and for you to have something to look out for, despite it being the beginning of the week.

- Calendar of the 8 Races [All Tracks Available on RaceRoom's Free Tier]:

1. Raceroom Raceway (Bridge Layout)	3rd of August
2. Stowe (Long Configuration)	10th of August
3. Mantorp (Long Configuration)	17th of August
4. Sepang (GP Layout)	24th of August
5. Raceroom Raceway (GP Layout)	31st of August
6. Portimao (GP Layout)	7th of September
7. WeatherTech Laguna Seca	14th of September
8. TwinRing Motegi (Road Course)	21st of September

- Time Format: 2 Races of 15 Minutes each, a 10 Minute Qualifying Session for Each Race, and a Single 45 Minute Practice, as well as a brief 10 Minute Practice/Pause between Race 1 and Qualifying 2 to allow for Rejoins.

The exact Timetable gets published in the Discord with Localized Timestamps.

Practice 1 (45 Mins) → Quali 1 (10 Mins) → Warmup (5 Mins) → Race 1 (15 Mins)

Practice 2 (10 Mins) → Quali 2 (10 Mins) → Warmup (5 Mins) → Race 2 (15 Mins)

- Tire Wear: Enabled
- Damage: Enabled (Reduced)
- Fuel consumption: Enabled

We intend to calculate how much fuel people need to finish the race and will publish that number for all participants to apply to their setup at their own discretion.

- Setup: Open Setup

Feel free to tweak as deemed necessary, but the default setup (as provided by the game) is already pretty good if you adjust the brake bias and the rear wing a little. If you are unsure about what to tweak, don't sweat about it. No amount of setup tweaking could ever beat proper driving technique.

- Assists: Free to Use

Using assists beyond factory defaults gives a slight Balance of Performance (in the form of additional weight being applied to the car) by the game itself – no, we can not change that, sorry.

- Penalty System: Repeated Incidents, Rule Breaking, as well as Penalty Abuse Will Get Punished via BoP in the Next Race, with a Possibility of a Grid Penalty in Extreme Cases

See section "Racing Related Rules" for information on what we deem noteworthy incidents

- A List containing Finishing-Position and the respective Amount of Points gained can be found on the Next Page

Finishing-Position	Points gained	Meaning (if applicable)
1	20	
2	18	
3	16	
4	15	
5	14	
6	13	
7	12	
8	11	
9	10	
10	9	
11	8	
12	7	
13	6	
14	5	
15	4	
16	3	
17	2	
18	1	
19	0	
20	0	
21	0	
22	0	
23	0	
24	0	
25	0	
DNS	0	Did Not Start
DSQ	0	Disqualified
DNF	0	Did Not Finish

4. Code of Conduct

- We are a community of all ages. Whether you are in a voice channel or a text channel or on the track, always be respectful towards other drivers.
- We are a racing community. Do not discuss politics here.
- Conversations are to be held in English as much as possible. If you need a translator, consider using <https://www.deepl.com> – it is more accurate to the meaning of your words than Google Translate.
- Swearing is not allowed.
- Do not under any circumstances post NSFW content. This includes sexually explicit content, gore, vore and all other forms of content you should not share with strangers. There is no place for this in our community.
- Do not leak personal information of yourself or others, even if as a fake joke. Doxxing someone is a federal crime in several national jurisdictions. We are not to be held legally liable if you doxx yourself or someone else and personal consequences arise for you as a result of the doxxing.
- Do not spam texts or images in the Discord.
- Strictly no racism, homophobia, transphobia or any other form of bigotry of any kind on the track or during interaction with the wider community. There is no place here for hatred targeted towards those who are different from you.

Depending on the severity of infringement against this Code of Conduct, the stewards reserve the right to ban you from any running series, potential future series or our community altogether.

By interacting with the community, both on the Discord and our RaceRoom Servers, you agree to follow this Code of Conduct at all times.

If you feel like someone is in breach of this Code of Conduct, consider raising awareness by contacting the stewards by creating an incident report on the Discord, more information on how to do so can be found on page 8 of this document.

5. Racing Related Rules

- When involved in an incident as described below, under no circumstances should you retaliate against another driver. Even if the other driver should give back a position, do not try to claim it back by force. Finish your race and file an incident form so the stewards can take action accordingly.
- If you spin or crash, it is imperative that you let go of the throttle immediately and stamp down on the brake. This locks the tires deliberately. That way, affected drivers just slide along a predictable trajectory instead of spinning wildly out of control – otherwise the smoke screen deployed from pinning the accelerator increases crashing risk, as it decreases visibility for oncoming traffic.
- When rejoining the track, you have to give way to oncoming traffic before driving back on track. If you can match the speed of the oncoming traffic AND there is room to do so SAFELY (meaning you don't impede other cars), you may rejoin the track at any moment.
- When in battle with another driver, you are allowed ONLY ONE defensive move before each braking zone. That means: DO NOT SWERVE across the track to block overtaking cars. Instead, decide if you want to be on the left side or the right side of the track into the next braking zone and stick to that.
- Rubbing is Racing, killing people is not – We are okay with some minor door-rubbing, but if you ram someone out of the track or forcefully shove them wide, you will get penalised.
- Moving under braking is not allowed. That means do not swerve across the track while braking.
- Deliberate brake checking is not allowed and will be punished harshly.
- Overtaking is not allowed if the game displays a yellow flag. Breach of this rule results in a 5 place grid penalty for the next race and might result in penalties for the active race on top of that. If you see a yellow flag, be careful.
- When gaining a position by leaving the track, you have to give that position back as soon as you are able to let the car behind pass in a safe way. In this case the car in front is supposed to move off the racing line to let the trailing car by. Do not suddenly brake, just ease off the throttle until the trailing car passes you. Failing to give back a position after an illegal overtake might result in penalties either during or post race. The “no brake checking” rule applies especially in this case.

- When a car is about to be lapped, it is up to the passing driver to do so safely. Do not force yourself past them, especially not “with a crowbar” by ramming into the lapped car. If you can not pass safely, do not pass until you can. For example – if you are stuck behind them in a twisty section, wait for the next straight instead of divebombing the lapped car.
- Lapped drivers need to drive in a predictable way. That means: It is important the slower driver sticks to their line. You, as the lapped car, are NOT supposed to move “out of the way” to make space. Swerving unexpectedly can create dangerous situations as it is unpredictable behaviour.
- Lapped drivers are not supposed to fight the lapping car – you are obviously significantly slower, let them pass and focus on yourself rather than trying to force a fight with someone much further up the ranks.
- Qualifying: If you are on an Outlap or Inlap (the lap directly after or before re-entering the pits), make space on the track for drivers on their Hotlaps. Keep the racing line clear where possible and drive predictably to avoid interfering with qualifying laps. If the game shows you a blue flag in the on-screen display, leave space so the driver on their qualifying lap can pass you.
- Race stewards are not supposed to rule their own incidents. That means: If you as a driver are involved in an incident with a member of the team, rest assured we are doing our best to prevent bias in the decision making. The only exemption from this rule is, when there is absolutely no other way to process an incident report in a timely manner. More information on this specific situation will be addressed in the next chapter.

6. Incident reports

Should you be involved in an incident as described in the Code of Conduct or the Racing Related Rules or if something you think a noteworthy incident not listed in either happened, we recommend creating an incident form and sending it through Discord via [#create-ticket](#).

Describe what happened and where, along with any previous altercations that may have built up towards the incident throughout the race. If you can, try to provide us with a recording and the timestamp (race time or lap number) of the incident. We will review what you have to say and will get back to you.

If you cause an incident, which negatively impacts another driver, you have the chance to be granted a reduced penalty, if you as the culprit file a report of the incident by yourself.

As mentioned in the Racing Related Rules: If anyone of the stewarding team is involved in an incident, they are prohibited from ruling their own case unless there is absolutely no other way to process said incident in a reasonable amount of time. The resulting ruling is supposed to be revisited later once another steward becomes available and as such might be overruled or adjusted by the second steward. This is done to provide the maximum amount of fairness possible for anyone involved.

In general, several stewards will be reviewing and discussing each incident after races and place penalties on drivers where deemed necessary, both with and without an incident report. Reporting an incident just helps us identify incidents faster. These penalties will be decided on a case to case basis and are left to the stewards' discretion. For every decision there will be an explanation given and although asking for more detail is allowed, all decisions are final once placed.

7. Final Notes

The Code of Conduct and the Racing Related Rules might get expanded in the future as the series progresses, for example if we see the need to clarify certain aspects. We will inform you if such an update happens and will provide the updated version to you together with the announcement of the change. Have a look in the [#league-news](#) on the Discord every now and then to stay in the loop.

By signing up for the league, you confirm you have read this document in its entirety and agree with the rules outlined within. If you have any questions about this document, the league overall or in regards to the ongoings of the league, the stewarding or the livestreams, feel free to reach out to us via the Discord.

With all that, for now, there remains nothing else to say except

**We wish you a wonderful time
with lots of fun and good racing.
Good luck, have fun!
(And please don't die in turn one!)**

