

2022 eSailing World Championships

Notice of Race

Issued by World Sailing on 23/02/2022

1 CHAMPIONSHIP BREAKDOWN

- 1.1 The *eSailing World Championships* will commence on February 12th 2022.
- 1.2 The championship will be divided into 3 *seasons*. For each *season*, the exact dates on which the *challenges* and *season finals* will take place, will be published in a separate calendar appendix.
- 1.3 A *season* will consist of a number of *challenges*, which will last for multiple days. Points scored in those *challenges* will count for the *season ranking*. At the end of each *season*, the top 40 players in the *season ranking* will qualify for the *season finale*, the following 260, not yet qualified, players will qualify for the *playoff*.
- 1.4 The *season finale* will be a live event that will take place on a specific date and at a specific time. The specific format of the *season finals* will be added as an appendix at a later date.
- 1.5 The top 10, not yet qualified, players of each *season finale* will qualify for the *first final*, which will take place after season 3. The remaining players will qualify for the *playoffs*.
- 1.6 For each *season*, the *season ranking* will be reset. Players who are already qualified for the *first final* can still participate in the *challenges*, and qualify for the season finals, but cannot qualify for the *playoffs* anymore.
- 1.7 The *playoffs*, which will take place after season 3, have the same format as a challenge with at least 870 players eligible to play (260 from each season, 30 from each season finals, 10 from each MNA, and 1 from the winner of each challenge). Players will be able to compete for multiple days to set their highest score. The top 40 of the *playoff* will qualify for the *final qualification*. The top 6 players from that live event will qualify for the first final.
- 1.8 The *first final* will be a live event with 40 players (10 from each season, 6 from the qualification final and 4 from special events). The top 10 of the *first final* will compete in the *grand final*.
- 1.9 The Notice of Race may be amended with the addition of more Special Event Series into the *eSailing World Championship*.
- 1.10 *World Sailing* and *Virtual Regatta* reserve the right to make changes to the scoring and ranking in the game, as deemed appropriate.

2 LIVE FINAL

- 2.1 The date and location of the Live Final (Grand Final) will be published at a later date, and details may be amended.

- 2.2 Players at the Live Final will be able to use the device of their choice – a mobile, a tablet or a laptop. No desktop computers or monitors will be allowed. iPads will be provided by World Sailing.
- 2.3 World Sailing will provide for the 10 qualifying players attending the Live Final economy class airfare to/from the major commercial airport nearest to the residence of the player who has qualified, one standard room accommodation, reasonable travel to/from airport/home and reasonable catering expenses during the visit.
- 2.4 The winner of the Live Final will be awarded with the eSailing World Championship title. The finalists will be shared a prize pool of at least \$10,000 USD the following way: 1st will get 50%, 2nd will get 30%, 3rd will get 10%, 4th to 6th will get 2%, 7th to 10th will get 1%.
- 2.5 The top 3 from the ranking may be required to wear yellow, red and blue polos or shirts provided by World Sailing to indicate the ranking going into the Live Final.

3 RULES

- 3.1 Documents governing the 2022 *eSailing World Championship* will be available at the *eSailing World Championship* website or [here](#).
- 3.2 The Championship will be governed by the rules as defined in *The Virtual Racing Rules of Sailing (VRRS)*.
- 3.3 By registering to play the *eSailing World Championship*, players accept Virtual Regatta's Terms and Conditions found [here](#).
- 3.4 By registering to play the *eSailing World Championship*, players accept the rules and terms of engagement set out in this Notice of Race.
- 3.5 If a player behaves in a way that contradicts the rules and terms of engagement set out in this Notice of Race, or those set out in Virtual Regatta's Terms and Conditions, *World Sailing* and *Virtual Regatta* have the right to disqualify the player from the *eSailing World Championship*.
- 3.6 Individual players are not allowed to be registered to the *eSailing World Championship* more than once. Players found to have more than one profile registered to the eSWC will be disqualified.

4 ELIGIBILITY AND ENTRY

- 4.1 When registering for the *eSailing World Championship*, players must register their personal details accurately, including their nationality and gender. If a player qualifies for the Live Final, is invited to any live event, or is chosen to feature in eSailing Communications and Media output, a copy of their passport will be required as proof of identity.
- 4.2 There is no age restriction on registering for the *eSailing World Championship*. If a player under the age of 18 years old qualifies for the Live Grand Final, they must be accompanied by a parent or legal guardian who must consent to the event rules on their behalf.
- 4.3 By registering to play the *eSailing World Championship*, players automatically grant to *World Sailing* and *Virtual Regatta* the right to make a connection between a player's virtual profile and their World Sailing Sailor ID, at the discretion of *World Sailing* and *Virtual Regatta*, where applicable for professional sailors.

5 MEDIA RIGHTS

- 5.1 By participating in an event of the *eSailing World Championship*, players automatically grant to *World Sailing*, *Virtual Regatta* and their sponsors, the right in perpetuity to make, use and show, from time to time at their discretion, any motion pictures and live, taped or filmed television and other reproductions of the player during the period of the Championship without compensation.
- 5.2 Players may be asked to be available for interviews and media conferences.
- 5.3 By participating in the Live Final of the *eSailing World Championship*, players automatically grant to *World Sailing*, *Virtual Regatta* and their sponsors, the right to use their real name and headshot (as provided by the player) for use across communications and media in relation to the *eSailing World Championship*.
- 5.4 Players must adhere to Copyright restrictions and any content distribution guidelines provided by *World Sailing* and *Virtual Regatta* at all times, especially in relation to content creation at the Live Final.

6 CODE OF CONDUCT

- 6.1 Players must conduct themselves in a reasonable manner, maintaining a friendly and polite demeanor to spectators, members of the press, other players, representatives of *World Sailing* and *Virtual Regatta* . All players are expected to adhere to the standards of good sportsmanship.
- 6.2 Players and support persons shall comply with any reasonable request from *World Sailing* and *Virtual Regatta*.
- 6.3 At Live or real-world events, players shall handle any equipment provided by *World Sailing* and *Virtual Regatta* with proper care, and in compliance with any written instructions.
- 6.4 *World Sailing* may reduce or remove a prize in the case of misconduct or refusal to comply with any reasonable request.

7 FURTHER INFORMATION

- 7.1 For technical queries about the *eSailing World Championship* game, contact the Virtual Regatta Inshore Help Center.
- 7.2 For other queries about the *eSailing World Championship*, including feedback on the Virtual Racing Rules of Sailing, please contact esailing@sailing.org.