SAILING INSTRUCTIONS

eSailing Nations Cup
Group Stage
3rd October 2022 – 13th November 2022

1   Rules

The regattas will be governed by the rules as defined in *The Virtual Racing Rules of Sailing* and the rules implemented in the game *Virtual Regatta Inshore*.

2   Notice to competitors

2.1   Notices to competitors will be posted on the official notice board (#nations-cup-notice-board) located in the official *World Sailing* Discord server, accessible by the following link: https://discord.gg/S3JJhMRMdn

2.2   The race officers can be contacted by writing a message in the *#helpdesk-nc* channel in the *World Sailing* Discord server.

2.3   Information regarding the arenas that will be used in the event will be shared to all competitors in the Discord server.

3   Changes to SI

Any changes to the sailing instructions will be posted on the notice board in the World Sailing Discord server. The changes will not apply for teams who have scheduled their match within the next 24 hours.

4   Registration

4.1   It is up to the team captain of a country to invite their team members into the World Sailing Discord server.

4.2   The team captain shall then request a special 'national role' for that player by sending a message in the #role-request channel.

4.3   All players participating in the group stage must be present in the Discord server and must have their national role at least 1 hour before the start of their match.

5   Team Criteria

5.1   For the group stage, each MNA shall register a team that meets the following criteria:

1.   **One Team Captain**: who will communicate with the organisers and race officials before and during an event. The team captain shall be present every time their team participates in an event.

    a.   If the captain cannot attend a specific racing day, then a replacement captain shall be announced before the start of that racing day.

    b.   The captain may also participate in racing as a player (base or reserve).

2.   10 base players (+ max 2 reserve players).

a. The 10 base players shall include at least 1 male and 1 female player.

b. For each group stage match, a new group of 10 (+2) players can be selected.

6 Group Stage Format

6.1 All participating teams will be divided into 4 groups of around 4 nations. The teams will be seeded randomly, with the top 4 nations from last year in different groups. The groups will be announced the 30th September.

6.2 During the group stage, each group will perform a single round-robin, i.e. each team plays one match against every other team from their group.

6.3 A match between 2 teams will consist of the following 5 races (in that order):

Format	Boat	Course	Wind strength
10 v 10	49er	Upwind Long	21 kts
3 v 3	Laser	Upwind Short	23 kts
2 v 2	F50	Reaching Long	22 kts
4 v 4	J70	Upwind Medium	20 kts
5 v 5	Offshore Racer	Upwind Medium	24 kts

6.4 The order in which teams will schedule their matches will be published alongside the group announcement.

7 Schedule of matches

7.1 For each match, teams will be given a time frame in which they have to agree on a date with their opponent.

7.2 Time slots will depend on the availability of the race officers. The available timeslots will be published in the discord server in the #timeslot channel.

7.3 In case of a conflict of schedule between 2 teams, the latest available slot in their given time frame will be chosen. An extension of the time frame can be requested, after approval by a race officer.

8 Scoring

8.1 Scoring a race:

1. Each boat finishing a race shall be scored points equal to her finishing place. All other boats shall be scored points equal to the number of boats registered to race.

2. In each race, the team with the lowest total points wins. If at the end of a race, the teams are tied in points, the team whose players didn't finish in first place wins.

8.2 Scoring a match:

1. The winner of a match is the team with the most points after 5 races.

2. If a match is not completed because 1 team is unable to play or continue, the points of the unfinished rounds will be given to the opposing team. If both teams are unable to continue, the points of the unfinished rounds will be given to the team that won the last finished round.

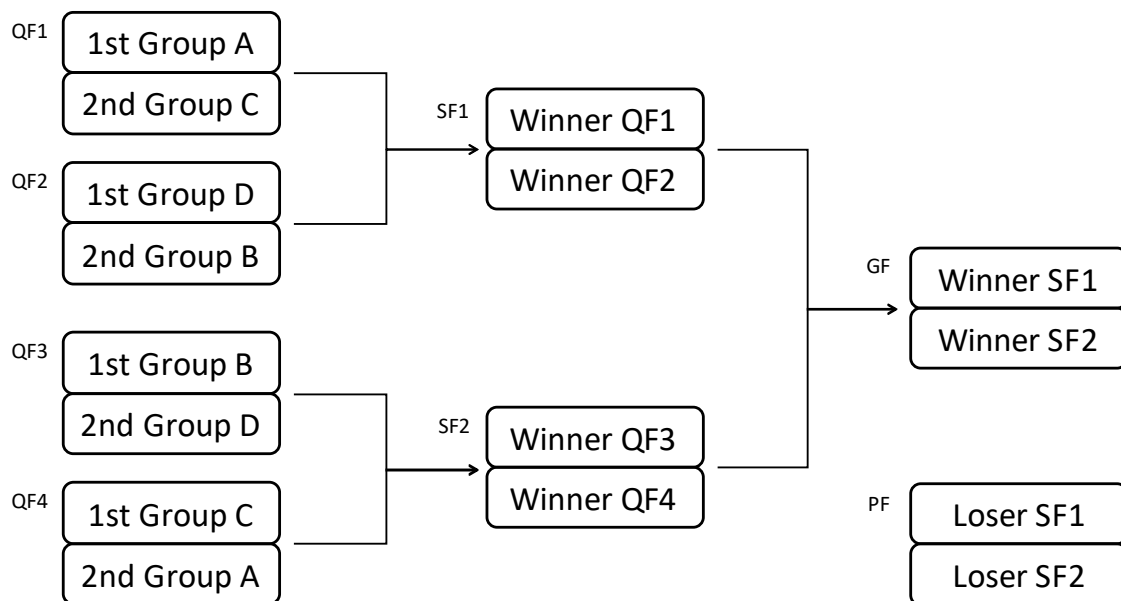8.3 Points will be added to the team's score based on the result:

Type of result	Explanation	Points
Decisive win	3 points or more difference between 2 teams (e.g. 5-0, 4-1)	4 pts
Narrow win	1 points difference between 2 teams (e.g. 3-2)	3 pts
Narrow loss	1 points difference between 2 teams (e.g. 2-3)	2 pts
Decisive loss	3 points or more difference between 2 teams (e.g. 1-4, 0-5)	1 pts

8.4 Teams must complete a full round-robin in order to be considered for qualification for the knockout stage.

9 Qualifications for the knockout stage

9.1 After the group stage, the top 2 teams from each group will advance to the knockout stage.

9.2 Teams will be seeded as follows:

| QF1 | 1st Group A |
| | 2nd Group C |

SF1 | Winner QF1 |
| Winner QF2 |

| QF2 | 1st Group D |
| | 2nd Group B |

GF | Winner SF1 |
| Winner SF2 |

| QF3 | 1st Group B |
| | 2nd Group D |

SF2 | Winner QF3 |
| Winner QF4 |

| QF4 | 1st Group C |
| | 2nd Group A |

PF | Loser SF1 |
| Loser SF2 |

9.3 A tie between 2 or more teams at the end of the group stage will be solved as follows:

1. Tie between 2 teams: solved based on the result of their match.

2. Tie between 3 or more teams: solved based on score difference of the matches between those teams (highest score first). If the tie still stands, the cumulative points in all races between those teams will be used (lowest total points first).