

2023 eSailing Nations Cup

Notice of Race

Issued by World Sailing on Monday 13 November 2023

Notation	Meaning
[NP]	In a rule means that a player may not protest another player for breaking that rule. The PRO and/or the PC and/or the OA YES.
[DP]	In a rule means that the penalty for a breach of the rule may, at the discretion of the protest committee, be less than DSQ.

1 RULES

- 1.1 The 2023 eSailing Nations Cup will be governed by the **current versions** of:
- A. The Virtual Racing Rules of Sailing (VRRS);
 - B. The Rules of Virtual Regatta Inshore game (known as “game terms and conditions”);
 - C. This Notice of Race and its amendments;
 - D. The Sailing Instructions and its amendments;
 - E. [DP] Fair Play, Sportsmanship and Behaviour rules (based on protest and Jury decisions).
- 1.2 Individual players shall register only **once** for the eSailing Nations Cup. Players found to have more than one profile will be automatically disqualified.

2 COMMUNICATIONS WITH COMPETITORS

- 2.1 The Online Official Notice Board of the Nations Cup #-notice-board-esnc, will be available on a on the [Discord Channel](#) once the group stages have been announced.
- 2.2 The NoR will be available no later than 5 days before the first racing day. The Sailing Instructions will be available no later than 2 days before the first racing day.
- 2.3 Any notice or a change to the schedule will be posted no later than 24 hours before it will take effect. Any change to the NoR, or the Sailing Instructions will be published no later than 2 hours before it will take effect.

3 ELIGIBILITY AND ENTRY

- 3.1 Each MNA (Member National Authority) that is registered to have an eSailing National Championship through World Sailing will be eligible to enter a team into the eSailing Nations Cup.
- 3.2 When registering for the eSailing Nations Cup, players shall register their personal details accurately, including their nationality and gender. If a player is chosen to represent their MNA in the Nations Cup, and will feature in eSailing Communications and Media output, a copy of their passport may be required as proof of identity.
- 3.3 Unless an MNA has age restrictions for events, there is no age restriction for registration for the eSailing Nations Cup.

- 3.4 By registering to play in the eSailing Nations Cup, 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 Certified Players.
- 3.5 Each MNA shall notify World Sailing of their intention to enter by 30 October 2023. Team members do not need to be selected at this point.
- 3.6 [NP] The OA reserves the right with unquestionable discretion to deny those players who, at the time of registration, present boat names that can unequivocally cause mockery, offense or that convey political, ethnic, religious, gender or other purposes and in any case are not in line with the dictates of World Sailing MNAs and IOC and their respective CODES of ETHICS.

4 TEAM CRITERIA

- 4.1 Each MNA shall register a team that meets the following criteria:

1. Stage 1: Group Stage

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 vice captain shall be announced before the start of that racing day.
 - b. The captain or vice-captain may also participate in racing as a player.
2. Between 8 and 10 players.
 - a. These players must include at least 1 male and 1 female.
 - b. A different group of players can be nominated for each match.

2. Stage 2: Knockout Stage

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 vice captain shall be announced before the start of that racing day.
 - b. The captain or vice-captain may also participate in racing as a player.
1. Between 10 and 20 players total.
 - a. These players must include at least 1 male and 1 female.
 - b. A different group of players within the registered team can be nominated for each match.
 - c. For each match, between 10 and 12 players must be selected, including at least 1 male and 1 female.

- 4.2 Each captain or vice-captain must publicly announce the players composing the team for a match, no later than 1 hour before the scheduled start of that match.

- a. Captains or vice captains may modify their team up to 1 hour before the scheduled start.

5 EVENT FORMAT

- 5.1 The event will consist of the following stages:

A. Stage 1: Group Stage

1. All teams will be divided into two (2) groups of four (4) teams, the final split will be detailed in the Sailing Instructions.
2. Each team will compete against any other team in their group once.
3. Each match will consist of 5 races.
4. Points will be awarded to the teams 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

5. A forfeit or draw are both awarded with 0 points.

B. Stage 2.1-2.4: Knockout Stages

1. The top 2 Nations in each group will qualify for the knockout stage. The selection criteria and seeding rules will be detailed in the Sailing Instructions Group Stage section.
2. The knockout stages will consist of:
 - a. Semi finals
 - b. Bronze final
 - c. Grand Final

5.2 The specific details and order of matches within a stage will be outlined in **the** Sailing Instructions.

6 SCHEDULE

6.1 The schedule of the 2023 eSailing Nations Cup:

Activity	Dates
Stage 1 – Group Stage	18 November – 3 December
Stage 2.1 – Knockout Stage (Semi Finals)	9 – 10 December
Stage 2.2 – Knockout Stage (Bronze Final)	16 December
Stage 2.3 – Knockout Stage (Grand Final)	17 December

7 RACE BOATS

7.1 The following boats will be used for each race of the match during the Group Stage:

R1 2 vs 2 (Mixed): Star **R2** 3 vs 3: OR **R3** 4 vs 4: J70
R4 4 vs 4: ILCA **R5** 3 vs 3: F50

7.2 The following boats will be used for each race of the match during the Knockout Stage:

R1 2 vs 2 (Mixed): Star **R2** 3 vs 3: OR **R3** 4 vs 4: J70
R4 3 vs 3: F50 **R5** 5 vs 5: Nacra **R6** 4 vs 4: ILCA
R7 3 vs 3: J70 **R8** 2 vs 2: F50 **R9** 5 vs 5: 49er

7.3 Where a race is indicated as "Mixed" at least one (1) male and one (1) female shall be included in each team.

8 SCORING

8.1 Stage 1: Group Stage

- A. 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 lower total points wins. If at the end of a race, the teams are tied in points, the team with the no first place wins.
- B. 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 a team is unable to continue, the points of the unfinished rounds will be given to the opposing team. If both teams are unable to continue, the current score will become the final score of that match, and points will be awarded to the teams based on that result. (Examples in 5.1(a) do not apply in this case)
- C. Group Stage tie breaks – RRS Appendix D4.4
1. Ties in a Group Stage shall be broken using results from that stage only.
(a) If the tied teams have all sailed each other at least once in the stage, the tie shall be broken in the order below.
 - (1) Percentage of races won in all races between the tied teams, highest first;
 - (2) Average points per race in all races between the tied teams, lowest first;
 - (3) If two teams remain tied, the winner of the last race between them;
 - (4) Average points per race in all races against common opponents, lowest first;
 - (5) A sail-off, if possible, otherwise a game of chance.**(b)** Otherwise, the tie shall be broken using only steps (4) and (5) above.
(c) When a tie is partially broken by one of the above, the remaining tie shall be broken in accordance with 8.1C1(a) or (b) as appropriate.

8.2 Stages 2.1-2.4: Knockout Stages

- A. 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 entitled to race.
 2. The team with the lower total points wins the race. If the totals are equal, the team that does not have first place wins.
- B. Scoring a stage
1. The winner of a match is the team with the most points after 9 races.
 2. If a match is not completed, the result of the match shall be determined using, in order:
 - a. the higher number of race wins in the incomplete match;
 - b. the winner of the last completed race.

- 8.3 If no races have been sailed in a match, MNAs of their teams may request an extension of time from World Sailing. If no races have been sailed within the extension given, teams may get disqualified from the event.

9 PRIZES

- 9.1 The winning MNA and team will be awarded the following prizes:

- A. Title – eSailing Nations Cup Champion;
- B. Free eSailing National Championship for the subsequent year;
- C. Free national venue development (or a venue of choice), which will become the final venue for the 2024 Nations Cup;
- E. 12 additional VIP passes.

10 MEDIA RIGHTS

- 10.1 By participating in an event of the eSailing Nations Cup, 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.
- 10.2 Players may be asked to be available for interviews and media conferences.
- 10.3 By participating in the eSailing Nations Cup, players automatically grant to World Sailing, Virtual Regatta and their sponsors, the right to use their real name, photographic and video headshot (as provided by the player) for use across communications and media in relation to the eSailing Nations Cup, and eSailing National Championships.
- 10.4 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.
- 10.5 Nations may stream their own matches, which may be shared on VR and WS socials.

11 CODE OF CONDUCT

- 11.1 Players must conduct themselves in a reasonable manner, maintaining a friendly and polite demeanour to spectators, members of the press, other players, race officials, judges, Virtual Regatta employees and World Sailing employees. All players are expected to adhere to the standards of good sportsmanship.
- 11.2 Players and support persons shall comply with any reasonable request from World Sailing and Virtual Regatta.
- 11.3 At live or real-world events, players shall handle any equipment provided by World Sailing, Virtual Regatta or their MNA with proper care, and in compliance with any written instructions.
- 11.4 World Sailing may reduce or remove a prize in the case of misconduct or refusal to comply with any reasonable request.

12 FURTHER INFORMATION

- 12.1 For technical queries about the eSailing Nations Cup game, contact the Virtual Regatta Inshore Help Center.
- 12.2 For other queries about the eSailing Nations Cup, including feedback on The Virtual Racing Rules of Sailing, please refer to the Discord Server detailed below:
<https://discord.gg/8Ubs3gFv>
- 12.3 Each Captain or Spokesperson shall join a Discord server as communicated with the teams. Notices to teams, including further changes to the NoR and SIs, will be posted on the ONB #notice-board-esnc channel of the World Sailing Discord server. It is recommended that the captain invites the entire team into this discord server, to facilitate communication.