



2024 eSailing World Championship Notice of Race

Issued by World Sailing on 19 February 2024

sport / nature / technology

Event web sites: <https://www.sailing.org/our-sport/esailing/> and www.virtualregatta.com

Notation	Meaning
[NP]	The notation '[NP]' in a rule means that a player may not protest another player for breaking that rule. The PRO and/or the Jury/PC and/or the OA may refuse to hold a hearing when a player protests based on these rules.
[VRI]	Virtual Regatta Inshore, the eSailing platform licensed to host the eSailing World Championships.
[WS]	World Sailing, International Federation for Sailing and eSailing World Championships rights holder.
[VR]	Virtual Regatta, the organisation that provides the eSailing platform, VRI.
[OA]	The Organising Authority: World Sailing and Virtual Regatta.

1. Rules

- 1.1 The event is Governed by:
 - The rules as defined by the current Virtual Racing Rules of Sailing (VRRS). Available at: https://d2cx26qpfwuhvu.cloudfront.net/sailing/wp-content/uploads/2022/02/25122529/Virtual_Racing_Rules_220119.pdf
 - Virtual Regatta Terms of Use. Available at: <https://www.virtualregatta.com/en/tou/>
 - VRI in-game rules engine.
 - The Notice of Race (NoR) and Sailing Instructions (SIs) as well as their amendments.
 - All notices posted on the Official Notice Board.
- 1.2 [NP] Racing rules are operated by the VRI in-game engine.
- 1.3 The official language is English.
- 1.4 Decisions of the Jury/Protest Committee will be final.

2. Venue

- 2.1 The event will be played on the VRI website or mobile/tablet application.
- 2.2 VRI is available at
 - <https://www.virtualregatta.com/en/inshore-game/>
 - App Store: <https://apps.apple.com/gb/app/virtual-regatta-inshore/id1182301199>
 - Google Play Store: <https://play.google.com/store/apps/details?id=com.virtualregatta.inshore>

3. Eligibility

- 3.1 The event is open to all eSailors with a VRI account.
- 3.2 [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 IOC, WS and VR and their respective CODES of ETHICS.

4. Entry

- 4.1 Players must have a VRI account with full personal details.

- 4.2 Players must participate in and finish at least one race in any of the designated 'eSailing World Championship' challenges described in **[13. Format and Schedule]**.
- 4.3 The OA reserves the right, at its sole discretion, to accept late entries.
- 4.4 Players are only allowed one registered account.
- 4.5 Once the registration has been confirmed, it is necessary to make sure that you have been enabled on the WS Discord Channel described in **[10. Communication]**.
- 4.6 By entering, players agree to be bound by the current VRRS and by all other rules that govern this event.

5. Qualification

Challenge Final Qualification

- 5.1 [NP] The in-game ranking system will determine the top 80 players from each challenge progressing to the respective challenge final.
- 5.2 A sailor cannot qualify more than once.
- 5.3 [NP] An absent player may be replaced from a waiting list.

Semi Final Qualification

- 5.4 [NP] Top 12 from each challenge final.
- 5.5 [NP] Eight (8) wild card spots.

Grand-final Qualification

- 5.6 [NP] Top 10 from semi-final
- 5.7 [NP] Two (2) wildcards
- 5.8 In-person attendance is mandatory to participant in the Grand-final. The OA may consider exceptional circumstances.
- 5.9 Under-18's must be chaperoned by one responsible adult, who should be their parent/carer or have written authorisation by their legal guardian.
- 5.10 All flights, transfers and accommodation for finalists will be paid for.
- 5.11 For any under-18 finalists, flight and accommodation costs will also be covered for a chaperone (costs will only cover one chaperone per under-18 player).

6. Entry Fee

- 6.1 All entries to the eSailing World Championships 2024 will be free of charge.

7. Media and Partners

- 7.1 By participating in the event, competitors and support teams automatically grant to the OA 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 participating eSailor during the period of the competition, without compensation.
- 7.2 Competitors may be required to be available for interviews during the competition.
- 7.3 Competitors may be required to stream their voice and/or video webcam at any time during the competition for media and/or protest purposes.

8. Code of Conduct

- 8.1 Competitors and support persons shall comply with any reasonable request from a regatta official. World Sailing may reduce or remove a prize in the case of misconduct or refusal to comply with any reasonable request.

9. Identification and Advertising

- 9.1 Players may be required to display advertising chosen and supplied by the organising authority.

10. Communication

- 10.1 The Official Notice Board can be found on the WS Discord Server available at: <https://discord.gg/VwEbzB5uvJ>. The channel is named 'notice-board-eswc'.
- 10.2 [NP] Additional channels may be created within the WS Discord Server and used as additional notice boards. This will be communicated through the Official Notice Board in the first instance.
- 10.3 [NP] All information such as notices or amendments to official documents will be posted on the WS discord channel no later than one (1) hour before racing starts, unless there is a change to schedule, which will be posted 24 hours prior.

11. Sailing Instructions

- 11.1 The Sailing Instructions will be available on the Official Notice Board no later than one week before the first racing day for each challenge.

12. Advertising

- 12.1 Players may be required to display advertising chosen and supplied by the OA.

13. [NP] Format and Schedule

- 13.1 **Qualifying Series:** Six (6) challenges each with an 80-sailor challenge final. Held virtually.
- 13.2 **Semi-final:** One (1) semi-final 7- 8 September 2024. Held virtually.
- 80 players
- 13.3 **Grand-final:** One (1) Grand-final with 10 players plus wildcards. Held live and in person.
- 10 players plus Two (2) possible wildcards
 - Players are required to bring with them and participate on, their own device.

	Location	Date	Start/End Time	Final Date	Final Time
Challenge 1	Virtual	17 – 22 March	1400 UTC	28 March	1700 UTC
Challenge 2	Virtual	14 – 19 April	1400 UTC	28 April	1300 UTC
Challenge 3	Virtual	15 – 20 May	1400 UTC	27 May	0900 UTC
Challenge 4	Virtual	17 – 22 June	1400 UTC	28 June	1700 UTC
Challenge 5	Virtual	6 – 11 July	1400 UTC	23 July	1900 UTC
Challenge 6	Virtual	10 – 15 August	1400 UTC	21 August	2000 UTC

	Location	Date	Start/End Time
Semi-final	Virtual	7-8 September	TBC

	Location	Date	Start/End Time
Grand-final	In Person	TBC (Oct/Nov)	TBC

- 13.4 The official date and time of the Semi-final and Grand-final will be posted on the Official Notice Board.
- 13.5 No warning signal will be made after four (4) hours following the scheduled start time. This applies to both days in the context of the semi-final.

14. [NP] Scoring and Results

Challenges

- 14.1 In-game ranking system will be used for the Qualifying series.
- 14.2 The challenge score is the highest average score obtained for a series of races in a row.
- 14.3 In case of a tie in the score, the player who achieved that score in the least number of attempts is placed above.
- 14.4 If a player achieves an average score equal to that of their maximum score, their total number of attempts will include both sets of races as well as any other attempts.
- 14.5 In case of a tie in both score and number of attempts, the player who scored most recently is placed above.
- 14.6 In case of further ties, the player with the oldest account is placed above.

Challenge Finals

- 14.7 Challenge Finals will be scored in accordance with Appendix A of the RRS. Available at: [https://www.sailing.org/tools/documents/WSRRS20212024FinalwithChgsandCorrecns201113-\[26798\].pdf](https://www.sailing.org/tools/documents/WSRRS20212024FinalwithChgsandCorrecns201113-[26798].pdf)
- 14.8 One race is required to constitute a series.

Semi-final and Grand-final

- 14.9 The Semi-final and Grand-final will be scored in accordance with Appendix A of the RRS. Available at: [https://www.sailing.org/tools/documents/WSRRS20212024FinalwithChgsandCorrecns201113-\[26798\].pdf](https://www.sailing.org/tools/documents/WSRRS20212024FinalwithChgsandCorrecns201113-[26798].pdf)
- 14.10 One race is required to constitute a series.

15. Disclaimer

- 15.1 The Organising Authority and Committee, the Race Officials, Sponsors and those online streaming, assume no responsibility for lack of internet connection speed, data access or device fault, for game purchases by players and any issues encountered by third-party vendors, Virtual Race Inshore.

16. Prizes

- 16.1 A perpetual trophy will be awarded to the ePlayer in First Place.
- 16.2 Cash prizes will be awarded as follows:
- \$5,000 for first place
 - \$3,000 for second place
 - \$2,000 for third place

17. Data Protection

- 17.1 The attention of all competitors and support team personnel is drawn to the privacy notices published on World Sailing's website: <https://www.sailing.org/privacy-policy/>

18. Further Information

- 18.1 For technical queries about VRI contact the Virtual Regatta Inshore Help Center. Available at: <https://vrinshore.zendesk.com/hc/en-us>
- 18.2 For further queries about the event please utilise the information desk on the WS Discord Server. Available at: <https://discord.gg/p9hYZmmcn4>

19. Drug Testing

- 19.1 Competitors are reminded of the World Sailing rules and regulations concerning the use of banned methods and substances, which are contained in World Sailing Anti-Doping Code. Drug testing may take place during this event.

20. Amendments to the Notice of Race

- 20.1 This Notice of Race may be changed. Changes will be posted on the Official Notice Board.



**Virtual
Regatta**

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