



2024 eSailing World Championship

Challenge Three Allianz Regatta Regatta

Sailing Instructions

Issued by World Sailing on May 2024

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. This changes RRS 60.1(a).
[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 Inshore.
[PC]	The Protest Committee or Jury.

The term "Player" is used in this document with the meaning of "Competitor".

1. Rules

- 1.1 The event will be Governed by:
 - 1.1.1 The Racing Rules of Sailing [RRS] as modified 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
 - 1.1.2 Virtual Regatta Terms of Use. Available at:
<https://www.virtualregatta.com/en/tou/>
 - 1.1.3 VRI Game Engine with the penalty-start counter system.
 - 1.1.4 Discord platform Terms of Use.
- 1.2 [NP] RRS 60.1 and RRS 62.1 are modified as follows, for the purposes of these SIs:
 - 1.2.1 Rules of Part II, 28 and 31 [Modified Rules] cannot be protested by the Players. Penalties for infringement of these Rules will be conducted automatically by the VRI Game Engine.
 - 1.2.2 The decisions made by the VRI Game Engine about an infringement of a Modified Rule shall not be grounds for a request for redress from a Player.
- 1.3 Rule 62.1(b) and Rule 62.1(c) are deleted, for the purposes of these SIs.
- 1.4 The official language is English.
- 1.5 Right to Appeal the decisions of the Jury/Protest Committee is denied under RRS 70.5(a) since it is essential to determine promptly the result of a race that will qualify a player to compete in a later stage of this event or a subsequent event.

2. Schedule

- 2.1 The Challenge is available to participate in at the following link:
<https://www.virtualregatta.com/en/inshore-game/?openchallenge&3962>
- 2.2 Racing is permitted at any time within the times outlined in Sailing Instruction 2.3.
Races will start when 12 players are present in any given arena.

2.3

Class	Start Time	Finish Time	Course	Wind
Nacra 17	15 May 1400 UTC	17 May 1400 UTC	Upwind Long	22 knots
ILCA	17 May 1400 UTC	19 May 1400 UTC	Upwind Small	16 knots
49er	19 May 1400 UTC	21 May 1400 UTC	Upwind Long	19 knots

- 2.4 In the event of any racing delays or game faults, the OA reserves the right to extend the schedule to the approximate length of the delay, such extension will be determined at the OA's sole discretion.
- 2.5 Venue will be a virtual render of The Hague.

3. Courses

- 3.1 Courses are as described in Annex A
- 3.2 All course marks will be yellow.
- 3.3 The start line shall be the red line drawn between a committee vessel and a yellow mark.

4. Time limits

- 4.1 [NP] Players shall start within 60 seconds after the starting signal. Otherwise, a score of DNS will be given without a hearing. This changes RRS 63.1 and A5.
- 4.2.1 [NP] Players shall finish within 600 seconds after the finishing time of the player in first position. Otherwise, a score of zero points will be given without a hearing. This changes RRS 63.1 and A5.

5. Scoring

- 5.1 In-game ranking system will be used for the Qualifying series.
- 5.2 The challenge score is the highest average score obtained from a series of 12 races in a row.
- 5.3 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.
- 5.4 In case of a tie between two or more players:
 - 5.4.1 the player who achieved that score in the least number of attempts is placed ahead.

- 5.4.2 in both score and number of attempts, the player with the highest average score is placed ahead.
- 5.4.3 in score, number of attempts and average score, the player who scored most recently is placed ahead.
- 5.4.4 cannot be broken by **5.3.1**, **5.3.2** or **5.3.3**, the player with the oldest account is placed ahead.
- 5.5 [NP] A maximum of 100 attempts are permitted.
- 5.6 A boat that is scored DSQ by the PC can only be scored the number of boats in their Race Course +1.

6. Changes to Sailing Instructions

- 6.1 [NP] Amendments to official documents will be posted on the Official Notice Board on the WS Discord Server no later than one (1) hour before the start time of the challenge. Unless there is a change to schedule, which will be posted 24 hours prior or as soon as possible if the challenge is scheduled to end less than 24 hours later.

7. Starting Sequence

- 7.1 [NP] Entering a race.
 - 7.1.1 Click on the 'Challenge' card titled 'Allianz Regatta' available in the eSWC (blue lobby zone) of the Virtual Regatta Inshore game. See **[2.1]**
 - 7.1.2 Player clicks on the green arrow in the bottom left of their screen.
 - 7.1.3 Player chooses their race helps.
 - 7.1.4 Player is entered onto the racecourse.
- 7.2 RRS 26 is changed as follows:
 - 7.2.1 Once the race reaches 12 players the starting sequence will begin with a sound and visual signal denoting 80 seconds until race start. This changes VRRS 26.1.
 - 7.2.2 [NP] A second sound and visual signal denotes 60 seconds until the race start and is the preparatory signal. The in-game rule engine activates at this point and penalties are active.
 - 7.2.3 [NP] The third sound and visual signal denotes the race start. Players may cross the start line and begin the race.

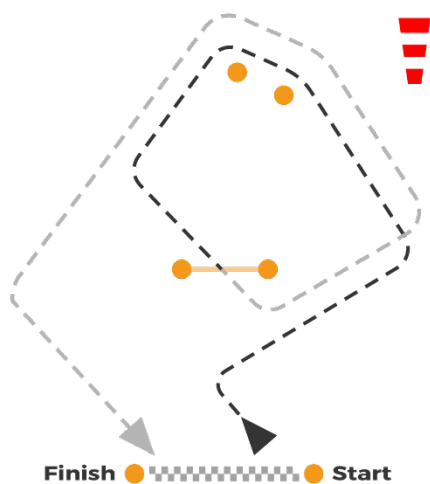
8. Protests and Redress

- 8.1 Network errors, lag, inability to connect, or any other analogous events on the player side shall not constitute grounds for redress. This is not inclusive of identified in-game malfunctions. This changes RRS 62.1
- 8.2 The Protest time limit is one (1) hour after the incident occurred.
- 8.3 Process for filing a protest.

- 8.3.1 Open the World Sailing Tournaments Discord server
<https://discord.gg/FTMCzrxjkE>.
- 8.3.2 Find the '📄 Protest' section.
- 8.3.3 Head over to the '👤-hail' channel.
- 8.3.4 Click on the '✉️ File a Protest' button.
- 8.3.5 Enter each section accurately.
- 8.3.6 A new Discord channel with the number of the protest will appear and will be used as the official means of communication for that protest. This channel will be used to present the relevant evidence for the protest.
- 8.3.7 The Protest Committee will receive the protest and provide a reply within 24 hours through the protest specific channel to confirm that the protest was received correctly or to ask players to provide additional information.
- 8.4 Sailing Instructions Rules 8.2 and 8.3 also apply to Requests for Redress.
- 8.4 Protests or requests for redress without recordings or clear visual proof will not be considered valid. Players will have three (3) minutes after a protest time and date was set to provide the evidence for the protest. This changes RRS 63.1, 63.2 and 63.5.
- 8.5 All hearings will take place virtually on the WS Discord Server at a date and time agreed by the protesting party and the Protest Committee, presented in 24-hour format and UTC time zone.
- 8.6 All hearings will take place in the 'Protest Room' voice channel. Upon submitting a protest in accordance with Sailing Instructions Rule 8.3, a 'Waiting Room' voice channel will be made available to you. You will be called into the 'Protest Room' voice channel from the 'Waiting Room'.
- 8.7 In the event there is a system fault on a reserve day during a challenge, a protest may be submitted in relation to the aforementioned system fault, for only the approximate duration of the system fault.

Annex A

1.1 Course diagram for Upwind Short, Upwind Medium and Upwind Long courses.





**Virtual
Regatta**

World Sailing
Office 401, 4th Floor
3 Shortlands
London
W6 8DA
United Kingdom
www.sailing.org

sport / nature / technology