



2024 eSailing World Championship

Challenge Four Final San Francisco Challenge

Sailing Instructions

Issued by World Sailing June 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.
[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

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

1. Rules

- 1.1 The event is Governed by:
- The Racing Rules of Sailing [RRS] with the changes of 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 Game Engine with the penalty-start counter system.
 - Discord Platform Terms of Use:
 - All notices and communication in the designated 'SAN FRANCISCO FINAL' Discord Server Category. To access the category: <https://discord.gg/4VRtgENenS>
 - Join the server: <https://discord.gg/PYNyvprhvQ>
 - React to the message in 📄 -welcome-rules: <https://discord.com/channels/759749563316699146/759749563316699150/1232296765399502888>
 - Send your in-game name in 🗝 challenge-4-registration: <https://discord.com/channels/759749563316699146/1252941322826813542>
 - Wait to receive permission to see the "SAN FRANCISCO FINAL" category: <https://discord.com/channels/759749563316699146/1253743727349076090>
- 1.2 [NP] RRS 60.1 and RRS 62.1 are modified as follows, for the purposes of these SIs:
- 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.

- b) 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 RRV 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. Registration and Arena Joining Instructions

2.1 [NP] Registration

- 2.1.1 Players shall join the World Sailing Tournaments Discord server as soon as possible after receiving the invitation to the final. Players are required to change their server's name to their VRI in-game name. They can do so by typing "/nick", in any channel they have access to and entering their Virtual Regatta Inshore, In-game name.
<https://discord.gg/PYNyvprhvQ>
- 2.1.2 Players must react with the 🚢 to this message
<https://discord.com/channels/759749563316699146/759749563316699150/1232296765399502888> in the Welcome Rules channel
(<https://discord.com/channels/759749563316699146/75974956331669915>) to see the registration channel
- 2.1.3 Once an eligible competitor has joined the server, they shall request the 'San Francisco' Role by typing their VRI name in the '🔒 challenge-4-registration' channel no later than 24 hours before the scheduled time of the first warning signal of the event . They will be given the role as soon as reasonably possible.
<https://discord.com/channels/759749563316699146/1252941322826813542>
- 2.1.4 Players ranked 81st and lower may be contacted as part of a 'waiting list'. If called upon they have until two (2) hours before the scheduled time of the first warning signal of the event to request the role.
- 2.1.5 Requesting the role confirms that the player will attend the final. Players not attending the final should not request the role.
- 2.1.6 [NP] Players are required to use only one Discord account, cannot change it during the event and may be asked for additional information to confirm they are the expected player. Failure to comply with this rule will result in disqualification from the event without a hearing. This changes RRS 63.1.
- 2.1.7 [NP] Players registering and not showing up without communicating it to the OA, at least two (2) hours before the first warning signal of the event may be forbidden to participate in future finals that they register to.

- 2.1.8 [NP] Players shall not change their VRI in-game name during the event. Doing so may result in disqualification from the event without a hearing. This changes RRS 63.1.
- 2.1.9 [NP] Players are required to use only one VRI account, cannot change it during the event and may be asked for additional information to confirm they are the expected player. Players found to have duplicate or secondary accounts will be immediately disqualified from the event without a hearing. This changes RRS 63.1.
- 2.2 **[NP] Arena Joining Instructions**
- 2.2.1 Players will be split into fleets according to SI 4. Fleets will have separate password protected arenas to race and will be available to enter via the 'eSWC' blue lobby zone.
- 2.2.2 Passwords to the arenas will be made available via a private discord channel that players of each fleet will be invited to.
- 2.2.3 Any player racing in the wrong arena or fleet will be scored as DSQ without a hearing for each race in the series that this occurs. This changes RRS 63.1.
- 2.2.4 The time for the starting sequence of each race, as described in SI 9, will be posted on the Discord channel of each fleet. This time will be posted in 24-hour format, UTC time zone (i.e. 17:18 UTC), and will be no less than three (3) minutes from the time it was posted.
- 2.2.5 [NP] Players may flag any joining issues in the respective group chat 'ssf-a-chat' or 'ssf-b-chat' or 'ssf-gold-chat' or 'ssf-medal-chat' channel on the WS Discord Server within the 'SAN FRANCISCO FINAL' Server Category by tagging '@RaceOfficer' and hailing 'Join issue'. The race will be postponed for three (3) minutes to wait for players to join. After this time, the starting sequence will begin and a player's failure to join the arena will not be grounds for request for redress. This changes RRS 62.1

3. Schedule

- 3.1 The first warning signal for Race 1 of A Fleet and B Fleet will be at 1700 UTC on Friday 28 June. The following races will take place as soon as reasonably possible following the end of the race prior. The Final series will take place as soon as possible after the qualifying series and after all protests, if any, have been closed. The Final Medal Race will take place as soon as possible after the Final Series and after all protests, if any, have been closed.

3.2

Series	Race	Classes	Course	Wind
Qualifying	1A & 1B	Nacra 17	Match Race Long No Boundaries	22 knots
Qualifying	2A & 2B	ILCA	Upwind Medium	17 knots

Qualifying	3A & 3B	49er	Match Race Long No Boundaries	23 knots
Qualifying	4A & 4B	F50	Reaching Long No Boundaries	24 knots
Qualifying	5A & 5B	J70	Upwind Long	20 knots
Final	1G	Nacra 17	Match Race Long No Boundaries	22 knots
Final	2G	ILCA	Upwind Medium	17 knots
Final	3G	49er	Match Race Long No Boundaries	22 knots
Final	4G	F50	Reaching Long No Boundaries	24 knots
Final Medal Race	Top 20 MR G	J70	Upwind Long	20 knots

[A] denotes A Fleet. [B] denotes B Fleet. [G] denotes Gold Fleet. [MR] denotes Medal Race.

- 3.3 No Qualifying series races warning signal will be made two (2) hours after the scheduled time for the first warning signal of the event.
- 3.4 No Final races nor the Final Medal Race warning signal will be made four (4) hours after the scheduled time for the first warning signal of the event.
- 3.5 In the event of any delay caused by the system, the OA reserves the right to extend the cut-off times according to SIs 3.3 and 3.4 to the approximate length of the delay; such extension will be determined at the OA's sole discretion, and subject at all times to one (1) hour maximum. In case of longer delays, the OA could reschedule the remaining races for a later date.
- 3.6 The venue will be a virtual render of San Francisco Bay.

4. Format

- 4.1 The event will be split into three (3) sections.
 - 4.1.1 Section 1 will be a round-robin 'Qualifying Series' split into two fleets of 40 players each, identified as Fleet A and Fleet B. Each fleet shall race five (5) races.
 - 4.1.2 Section 2 will be the 'Final Series' in which the top 40 ranked players from the Qualifying Series, identified as the Gold Fleet, will race four (4) races.
 - 4.1.3 Section 3 will be the Final Medal Race in which the top 20 ranked players from the Gold Fleet will race one (1) final race.
- 4.2 **Qualifying Series**
 - 4.2.1 Players will be assigned to the fleets of, as close as possible in equal size and ability according to their ranking in 'eSWC Challenge Four'.

- 4.2.2 Fleet assignments will be posted on the Official Notice Board within the 'SAN FRANCISCO FINAL' Server Category no later than one (1) hour before the scheduled time for the first warning signal.
- 4.3 **Final Series and Final Medal Race**
 - 4.3.1 Players will be assigned to the Gold Fleet based on their individual ranks in the Qualifying Series score.
 - 4.3.2 Players will carry their scores from one section to the next one.
 - 4.3.3 Only the top 20 ranked players from the Gold Fleet will be eligible for the Final Medal Race.
 - 4.3.4 The OA reserves the right to run an extended Final series in place of a Final Medal Race.

5. Courses

- 5.1 Courses are as described in **Annex A**.
- 5.2 All course marks shall be yellow.
- 5.3 The starting line shall be the red line drawn between a committee vessel and a yellow mark.

6. Time limits

- 6.1 [NP] Players must 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.
- 6.2 [NP] Players must finish within 600 seconds after the finishing time of the player in first position. Otherwise, a score of DNF will be given without a hearing. This changes RRS 63.1 and A5.

7. Scoring

- 7.1 One race is required to constitute a series.
- 7.2 No discards will be applied.
- 7.3 The 'Final Medal Race' will be scored as double.
- 7.4 Boats scored as DNS/DSQ/DNF/DNC/NSC/RET/OCS in a race will receive a score equal to the total number of players in their entry list + 1. This changes RRS Appendix 5.
- 7.5 Scoring inquiries shall be presented to the Race Officer using the same method to file a protest or request for redress, but a hearing is not required. Parties shall use the Discord Channel 'sff-screenshots' to provide or request additional information.
- 7.6 [NP] Results will be posted in the 'sff-screenshots' Discord channel as soon as possible after each race is completed. Results obtained from the VRI Engine will be final.

8. Changes to Sailing Instructions

- 8.1 [NP] Amendments to official documents will be posted on the Official Notice Board on the WS Discord Server in the designated 'SAN FRANCISCO FINAL' Server Category no later than one (1) hour before the scheduled time for the first warning signal of the event. Unless there is a change to the schedule, which will be posted no later than 24 hours prior.

9. Starting Sequence

- 9.1 Upon completion of the time frames stated in SI 2.2, the first warning signal will be made with a sound and visual signal denoting 80 seconds until the start. This changes 26.1 of VRRS.
- 9.2 [NP] A second sound and visual signal denotes 60 seconds until the start. The in-game rule engine activates at this point and penalties are active.
- 9.3 [NP] The third sound and visual signal denotes the race start. Players may cross the start line and begin the race.

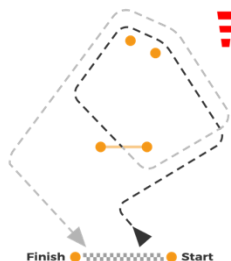
10. Protests and Redress

- 10.1 Network errors, lag, inability to connect, or any other analogous events on the player's side shall not constitute grounds for redress. This is not inclusive of identified in-game malfunctions. This changes RRS 62.1.
- 10.2 The Protest time limit is two (2) minutes after the results screenshots are posted in the 'sff-screenshots' Discord channel.
- 10.3 Process for filing a protest:
- 10.3.1 Open the World Sailing Tournaments Discord server
<https://discord.gg/FTMCzrxjKE>.
- 10.3.2 Find the '🚩 Protest' section.
- 10.3.3 Head over to the '👋 -hail' channel.
- 10.3.4 Click on the '📩 File a Protest' button.
- 10.3.5 Enter each section accurately.
- 10.3.6 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.
- 10.3.7 The Protest Committee will receive the protest and will provide a reply within five (5) minutes through the protest specific channel to confirm that the protest was received correctly or to ask players to provide additional information.
- 10.4 SIs 10.2 and 10.3 also apply to Requests for Redress.
- 10.5 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 was set to provide the evidence for the protest. This changes RRS 63.1, 63.2 and 63.5.

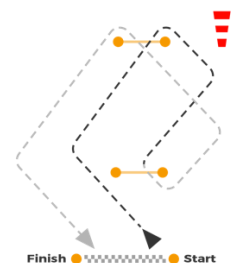
- 10.6 After a Request for Redress has been submitted, with the intention of meeting the schedule, if the Protest Committee can obtain enough evidence by themselves to grant redress to a player without a hearing, it will do so. This changes RRS 63.
- 10.7 All hearings will take place virtually on the WS Discord Server at the time established by the Protest Committee, presented in 24-hour format and UTC time zone, according to the following:
- 10.7.1 All hearings for the Qualifying series will take place after the last race of the Qualifying Series.
- 10.7.2 All hearings from the Final Series will take place right before the Final Medal Race.
- 10.7.3 All hearings from the Final Medal Race will take place after the Medal Race.
- 10.8 All hearings will take place in the 'Protest Room' voice channel. Upon submitting a protest in accordance with SI 10.3, 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'.
- <https://discord.com/channels/759749563316699146/1204835416004493392>
- 10.9 A player's failure to join the 'Waiting Room' three (3) mins after a member of the Protest Committee, OA or a Race Official posted a notification to do so in the protest thread or the 'sff-hearing calls' Discord channel will result in the protest being invalid. This changes RRS 61.2.
- 10.10 Protest Committee decisions can be communicated verbally. This modifies RRS 65.

Annex A

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



- 1.2 Course diagram for Match Race Long.



1.3 Course diagram for Reaching Long

