



2025 eSailing World Championship Steering The Course Notice of Race

Issued by World Sailing on 22 February 2025

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.
[SP]	The notation '[SP]' in a rule means that a player may be disqualified by the race committee from the event without a hearing according to RRS 60.5(b)(3).
[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: Virtual Regatta Inshore.
[OA]	The Organising Authority: World Sailing.
[TC]	Technical Committee: World Sailing and Virtual Regatta technical departments.
[MNA]	Member National Authority.
[RC]	The Race Committee. Including the Principal Race Officer [PRO] and Course Race Officers [CRO]
[PC]	The Protest Committee
[PLAYER]	Competitor.

1. Rules.

- 1.1. The event is Governed by:
 - 1.1.1. The Racing Rules of Sailing (RRS) 2025 - 2028, with the changes of the Virtual Racing Rules of Sailing (VRRS). RRS can be found in the following link: <https://www.sailing.org/inside-world-sailing/rules-regulations/racingrules/>.
 - 1.1.2. VRRS can be found in the following link:
 - 1.1.3. <https://www.sailing.org/our-sport/esailing/>
 - 1.1.4. Virtual Regatta Terms of Use. Available at:
 - 1.1.5. <https://www.virtualregatta.com/en/tou/>
 - 1.1.6. VRI Game Engine with the penalty-start counter system.
 - 1.1.7. Discord Platform Terms of Service: <https://discord.com/terms>
- 1.2. **[NP]** RRS 60.1 and RRS 61 are changed as follows:
 - 1.2.1. Rules of Part 2, rules 28 and 31 [Modified Rules] cannot be protested by the Players. Penalties for an 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. Rules 61.4(b)(2) and 61.4(b)(3) are deleted. This changes RRS 61.
- 1.3. The official language is English.
- 1.4. Right to Appeal the decisions of the Jury/Protest Committee is denied under RRS 70.3(b).
- 1.5. **[NP] [SP]** 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.
- 1.6. **[NP] [SP]** 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.

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/us/developer/virtual-regatta/id387893498>
 - Google Play Store: <https://play.google.com/store/apps/details?id=com.virtualregatta>

3. Eligibility.

- 3.1. The event is open to all **Female** players with a VRI account.
- 3.2. Unless a MNA has age restrictions, there is no age restriction for registration for the eSteering The Course 2025.
- 3.3. **[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 inline with the IOC, WS and VR and their respective CODES of ETHICS and statements.

4. Entry.

- 4.1. Players must have a VRI account with full personal details including sailorID. Sailor ID can be obtained here: <https://www.sailing.org/sailors/world-sailing-profile/>
- 4.2. Players must participate in, and finish, at least one race in any of the designated eSailing World Championship 2025 Qualifiers described in **[12. Format and Schedule]**.
- 4.3. The OA reserves the right, at its sole discretion, to accept late entries.
- 4.4. **[SP]** Players are allowed to participate with only one registered account.
- 4.5. **[SP]** Players are not permitted to share personal devices, and no more than one player may compete using the same device. The OA may consider exceptions in extraordinary circumstances; however, advance disclosure of shared device usage will be required for any exception to be considered.
- 4.6. 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]**.
- 4.7. By entering, players agree to be bound by the current VRRS and by all other rules that govern this event.
- 4.8. Players are required to complete a form and provide proof of identity upon request.

5. Qualification.

5.1. STC Knockout Qualification

- 5.1.1. **[NP]** The in-game ranking system will determine the top 20 Female players from each eSWC 2025 Qualifier progressing to the respective STC Knockout.
- 5.1.2. A player already qualified to the STC Final cannot participate in any other Knockout.

5.2. STC Final

- 5.2.1. **[NP]** The top five (5) players from each STC Knockout will qualify to the STC Final.
- 5.2.2. **[NP]** An absent player may be replaced with another player from a waiting list which will consist of the next 15 ranked players of each STC Knockout.

6. Entry Fee.

- 6.1. All entries to the Steering The Course 2025 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 player, 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.
- 7.4. By participating in the Steering the Course, 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 Championships.

- 7.5. 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.
- 7.6. Players may stream their own matches, which may be shared on VR and WS socials. For the Grand Final, special conditions may apply and will be described in the Sailing Instructions.

8. Code of Conduct.

- 8.1. 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, World Sailing employees and all members of the OA. All players are expected to adhere to the standards of good sportsmanship.
- 8.2. Players and support persons shall comply with any reasonable request from World Sailing, Race Officials, Judges and Virtual Regatta.
- 8.3. The OA reserves the right to exclude a player from the event in case of a breach of this rule.
- 8.4. The OA 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.
- 9.2. If a player is chosen to be featured in eSailing Communications and Media output, a copy of their identification document may be required as proof of identity. A player that refuses to provide proof of identity, can be excluded from participating in the event, according to RRS 76.

10. Communication.

- 10.1. The Official Notice Board (ONB) of the event will be the '📋-notice-board-stc' Discord channel within the '🏆eSailing World Championship' Discord Server Category.
- 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 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. In case of exceptional circumstances, the OA and the RC may reschedule an event but the starting signal will not be made less than 24 hours after the notice has been posted.
- 10.4. The Discord platform is available at: <https://discord.com/download>
- 10.5. To access the Discord Server and respective categories:
- 10.5.1. Join the server: <https://discord.gg/PYNyvprhvQ>
- 10.5.2. React with to the message by clicking the 🚩 icon in the channel 📋-welcome-rules: <https://discord.com/channels/759749563316699146/759749563316699150>
- 10.5.3. Verify the access to 'Steering The Course' and 'eSailing World Championship' categories: <https://discord.com/channels/759749563316699146/1202241132289855569>
- 10.6. In case a player cannot access the 'Steering The Course' and/or 'eSailing World Championship' Discord categories, contact the OA by tagging '@Race Officer' and '@Organizer' in the '🛋-lounge' channel within the 'General' category.

11. Sailing Instructions.

- 11.1. The Sailing Instructions for the eSWC Qualifiers will be available on the eSWC Official Notice Board no later than 24 hours before the first warning signal of each Qualifier.

- 11.2. The Sailing Instructions will be available on the Official Notice Board no later than 24 hours before the first warning signal for each STC Knockout.

12. [NP] Format and Schedule.

- 12.1. Qualifying Series: three (3) eSWC Qualifiers each with 20 female sailors STC Knockout. Held virtually.
- 12.2. STC Final: One (1) final with 15 players. Held Virtually. 5 players from each STC Challenge Final.

12.3.

Event	Date	Start-End Time	STC Knockout Date	Knockout Time
Qualifier 2	24-28 Feb	12:00 UTC	7th Mar	20:00 UTC
Qualifier 3	10-14 Mar	12:00 UTC	21nd Mar	20:00 UTC
Qualifier 4	24-28 Mar	12:00 UTC	6th Apr	13:00 UTC

Event	Date	Time
STC Final	18th Apr	20:00 UTC

- 12.4. No warning signal will be made after three (3) hours following the scheduled start time of both the knockouts and the Final.

13. [NP] Scoring and Results.

13.1. eSWC Qualifiers

- 13.1.1. In-game ranking system will be used for the Qualifying series.
- 13.1.2. The challenge score is the highest average score obtained for a series of races in a row.
- 13.1.3. In case of a tie in the score, the player who achieved that score in the least number of attempts is placed above.
- 13.1.4. 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.
- 13.1.5. In case of a tie in both score and number of attempts, the player who scored most recently is placed above.
- 13.1.6. In case of further ties, the player with the oldest account is placed above.

13.2. STC Knockouts

- 13.2.1. STC Knockouts will be scored in accordance with Appendix A of the RRS. Available at: <https://d7qh6ksdplczd.cloudfront.net/sailing/wp-content/uploads/2024/12/23114336/2025-2028-RRS-with-Changes-and-Corrections.pdf>

- 13.2.2. One race is required to constitute a series.

13.3. STC Final

- 13.3.1. The eSTC final will be scored in accordance with Appendix A of the RRS. Available at: <https://d7qh6ksdplczd.cloudfront.net/sailing/wp-content/uploads/2024/12/23114336/2025-2028-RRS-with-Changes-and-Corrections.pdf>
- 13.3.2. One race is required to constitute a series.

14. Disclaimer.

- 14.1. 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.

15. Prizes.

- 15.1. The winner of the STC will go directly to the eSailing World Championship Grand Final.
- 15.2. Players between the 2nd and 5th position will go directly to the eSailing World Championship Playoff.

16. Data Protection.

- 16.1. 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/>

17. Further Information.

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

18. Drug Testing.

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



**Virtual
Regatta**

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