2023 Semi-Final
World Sailing & Virtual Regatta
19th September 2023
Sailing Instructions

1 Sailing Rules

The regatta will be governed by

1.1   the rules of the *Virtual Racing Rules of Sailing*
1.2   the rules implemented in the game *Virtual Regatta Inshore*.
1.3   the rules 2, 62 and 69 as defined in the Racing Rules of Sailing (RRS)
1.4   the Notice of Race (NoR) & this Sailing Instructions (SI)
1.5   the tactic commonly known as OCS/PENALTY START is forbidden, see Addendum Alfa attached to this SI:
1.6   Addendum Bravo attached to this SI
1.7   Any notice, verbal and posted on the Discord sever online official notice board (ONB) at #12final-notices
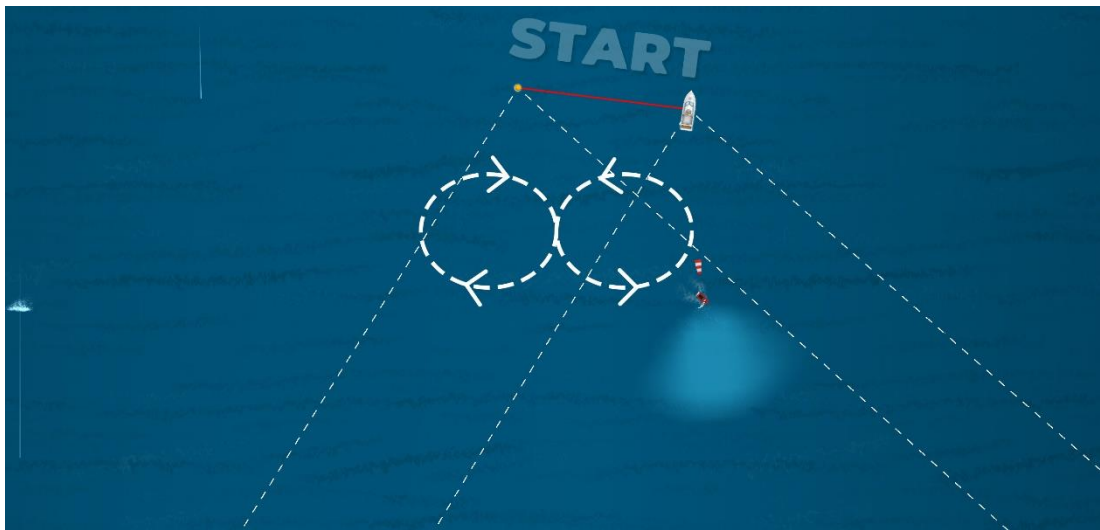1.8   Any amendment to the NoR and to the SI

2 Registration

2.1   Competitors are expected to join the World Sailing Discord server as soon as possible after receiving the Sailing Instructions, at least 1 (one) day before the start of the event.

2.2   Once a competitor has joined the server, they shall request the special 'Playoff Finalist' role by leaving a message in the #🏠-semi-final-registration channel. Competitors may be asked for proof of identity (by sending a private message to the race officer) before getting the role. Competitors are also requested to change their Discord nickname into the in-game name used in *Virtual Regatta Inshore*.

2.3   All competitors must have requested their special role before 1700 UTC on the day the regatta will take place. Competitors not meeting this requirement will not be allowed to race if their place has already been taken by another player.

2.4   Competitors are eligible to register if they meet one of the following ranking requirements:
    2.4.1   Are ranked in the top 10 of any Season Finals
    2.4.2   Are ranked in the top 10 of the Playoff Finals
    2.4.3   Are the highest ranked competitor in the 2023 eSailing World Championship Global Ranking

2.4.4   Are the top ranked competitor not already qualified in one of the following events:
        2.4.4.1   OES Singapore Final
        2.4.4.2   TOR E-Cup Final
        2.4.4.3   eSailGP Final

3 Notice to competitors

3.1   Notices to competitors will be posted on the official notice board (#12final-notices) located in the official *World Sailing* Discord server, accessible here.

3.2   The race officers can be contacted by writing a message in the #12final-chat channel located in the *World Sailing* Discord server.

3.3   Information regarding the arenas used in the event will be shared to all competitors in the Discord server in the #12final-race-info channel.

3.4   Competitors are asked to sail 3 (three) times in an 8-shape under the start line to show the race officers that they are in control of their boat once joining the arena.

3.5   Competitors will have 3 (three) minutes to join a race once the instruction has been sent in the Discord Server. Races will start as soon as the race officers see that all players are in control of their boat.

3.6   If a competitor is struggling to join a race, they should inform the race officers in the Discord server as soon as possible before the 3 (three) minutes mark. Race officers will do their best to wait until they have managed to join the race and are in control of their boat before launching the start procedure. Race officers can decide to launch the race when they see fit once the 3min mark has passed.

3.7   If a competitor fails to join a race in 3 (three) minutes and fails to inform the Race Officers in time, the race will proceed without them and their score for that race will be set to a DNS equal to N+1 points, where N is the size of the fleet.

4 Changes to Sailing Instructions

4.1   Changes to the schedule of races will be posted at least 24 (twenty-four) hours before it will take effect.

4.2   Any other changes will be posted at least 1 (one) hour before it will take effect.

5 Race Format

5.1   The event will consist of a 1 (one) *Qualifier Series (Q)* of 5 (five) races, and 1 (one) *Final Series (F)* of 2 (two) races.

5.2   For the Qualifier Series (Q), competitors will be randomly divided into 2 fleets of 22 boats. After Race 3, the fleets will be shuffled based on the current standings.

5.3   Only the competitors ranked in the top 20 after Race 5 can participate in the *Final Series* (F). Competitors will be split into 1 fleet of 20 boats. They will race the 2 (two) races back-to-back.

5.4   The Low Point Scoring System will be used, according to RRS Appendix A. There will be no discards.

5.5   The boats and courses used in the event will be:

Race Number	Boat	Course	Wind Strength
Race 1 (Q)	J70	Upwind Medium	18 kts
Race 2 (Q)	Fareast 28r	Upwind Medium	18 kts
Race 3 (Q)	49er	Upwind Long	23 kts
Race 4 (Q)	Nacra 17	Upwind Long	22 kts
Race 5 (Q)	Offshore Racer	Upwind Medium	20 kts
Race 6 (F)	F50	Reaching Long	22 kts
Race 7 (F)	ILCA	Upwind Short	18 kts

6 Schedule of Races

6.1   The event will take place on 21st September 2023.

6.2   1700 UTC   Deadline for requesting the special role in the World Sailing Discord

2000 UTC	Instructions to join race 1 are sent
2200 UTC	Estimated finish time and announcement of the results.

6.3 No races shall be started after 2300 UTC of that day. The ranking at that time will be considered final, once the ongoing race has finished, if any.
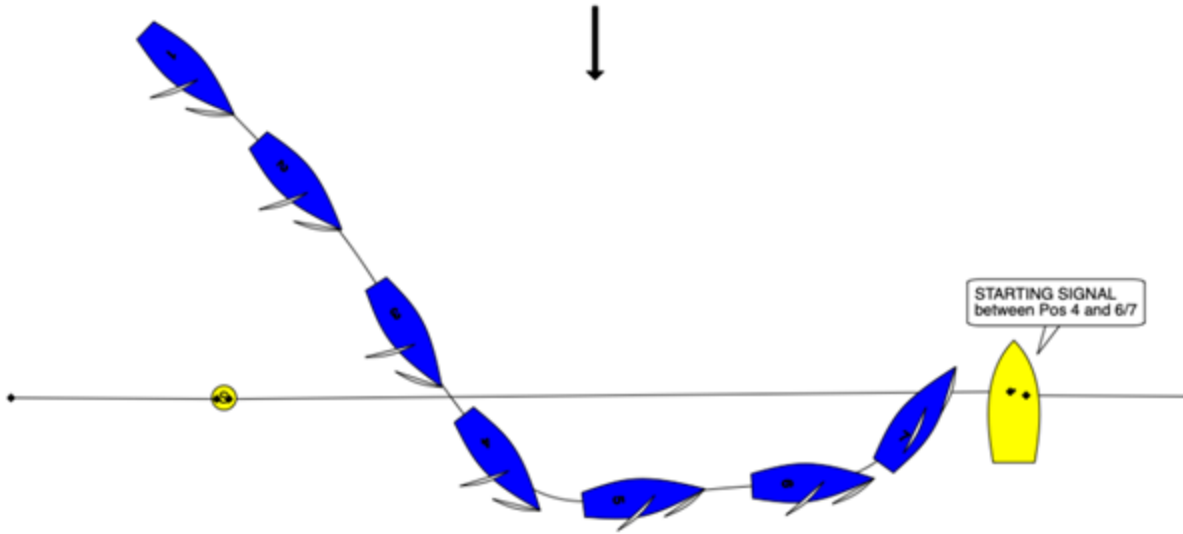
7 Protests and requests for redress

7.1 Protests regarding Fair Play and Sportsmanship will be handled after the event. Protests may be ground for redress.

7.2 No protests regarding the in-game rules will be accepted.

7.3 Competitors may request a restart of a race only once if they have been disconnected during the 15 seconds of the start procedure. Competitors will be asked to leave the race and wait for instructions to join again. Any further disconnection will not be ground for a restart and will result in a DNS worth N+1 points, where N is equal to the size of the fleet.

7.4 No redress due to disconnection will be accepted.

7.5 If a competitor receives a redress, the redress will be equal to the average score of the other races, rounded up to the closest integer (0.5 to be rounded upward).
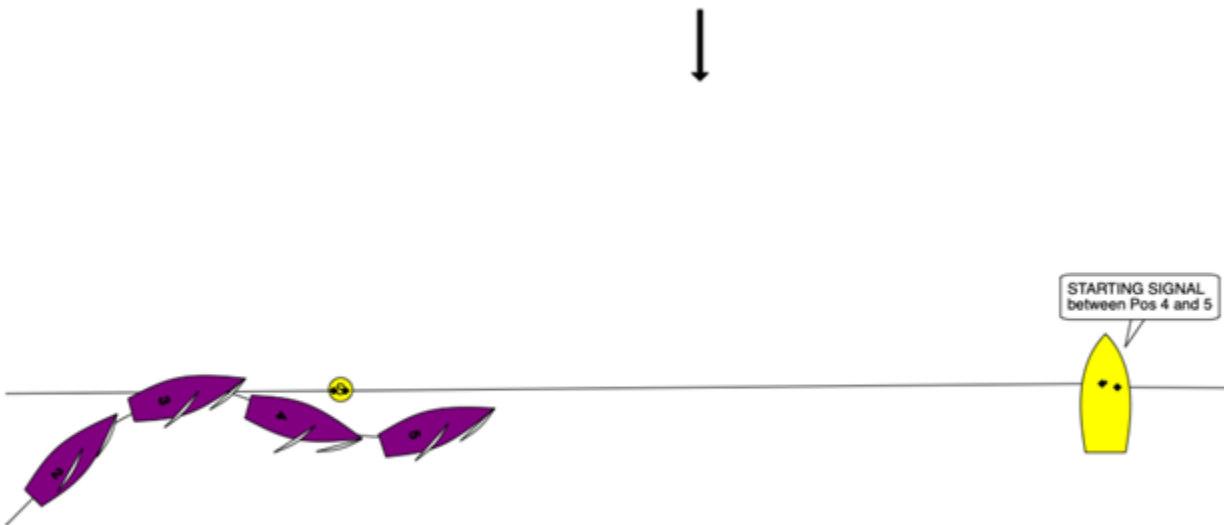
8 [NP] ADDENDUM ALFA - OCS/PENALTY START

A boat that in the last minute (-1') before the STARTING SIGNAL decides deliberately to place any part of her hull on the COURSE SIDE of the starting line or her extensions with the only goal to sail towards the starting line (or around her extensions) to clear it and start OR, on port tack sailing through other boats, shall be disqualified (DSQ) without a hearing from that race. See some examples in the diagrams below: *[1]
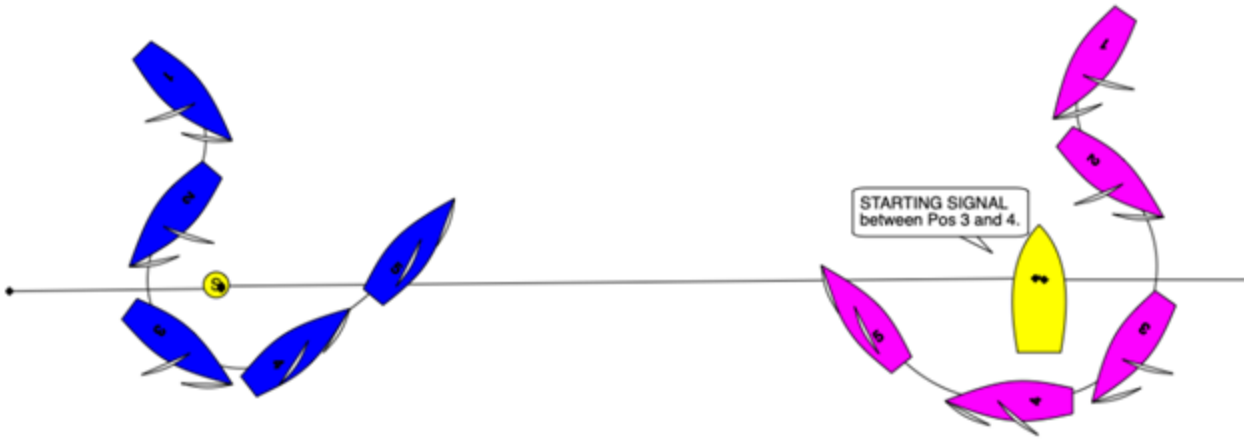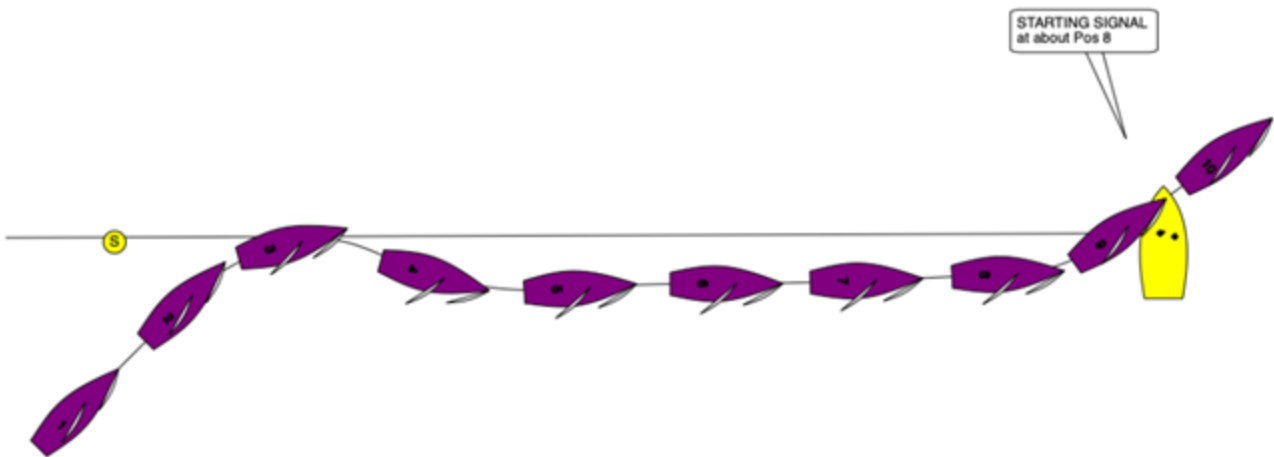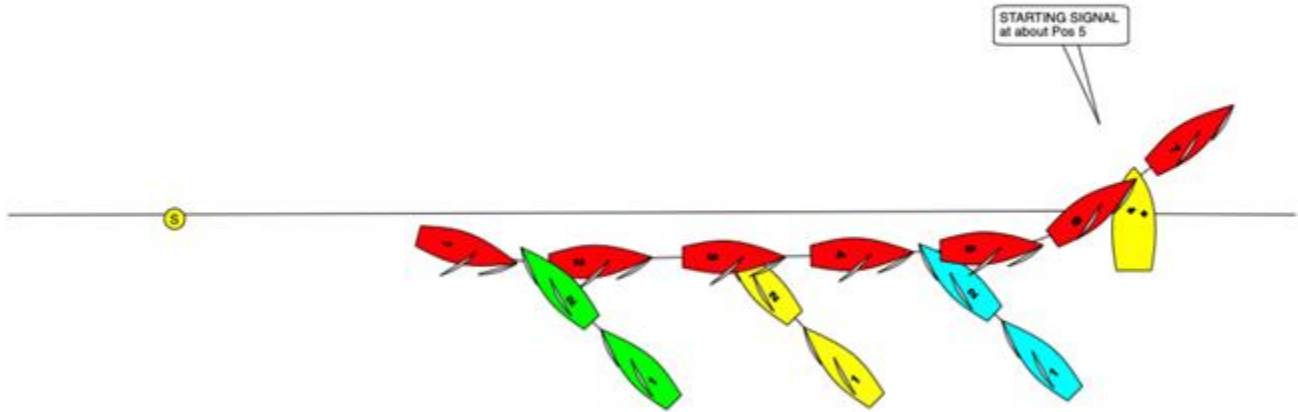
STARTING SIGNAL
between Pos 4 and 6/7

*1

STARTING SIGNAL
between Pos 4 and 5

*1

STARTING SIGNAL
between Pos 3 and 4.

*1

STARTING SIGNAL
at about Pos 8

*1

*₁

*₁ taken from FIV's NoRSI_2023_Eurosaf_eSailing_European_Championship_-_Mille_per_Una_Vela_Trophy_-_v2.0_final

9 ADDENDUM BRAVO

The PRO will only hear protests regarding one or more of the following actions, based on video evidence (the absence of video evidence or protesting for an action not listed below will cause the protest to be invalid):

Team Racing – racing with a fellow player to gain or give an advantage during the races or to give a disadvantage to another player.
Cheating – unsportsmanlike behaviours.
Pirating – repeatedly targeting a boat with the unique purpose of ruining that boat's race.

Definitions of the Terms:

Breach Repetition:	the number of the times a player(s) has breached a rule and has been reported and penalised.
Attempt:	a single race of the regatta.
Additional Action:	Extra warning or penalty taken against a player(s).
Disqualified (DSQ):	The score obtained for that race will be N + 1 points where N is the size of the fleet.
Ban:	The player(s) will be DSQ in all races of the regatta will not be able to continue the event.

VRI / WS