



2024 eSailing Nations Cup

Notice of Race

Issued by World Sailing on 9 October 2024

Notation	Meaning
[NP]	The notation '[NP]' in a rule means that a player may not protest another player for breaking the 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.
[MNA]	Member National Authority.
[RC]	The Race Committee. Including the Principal Race Officer [PRO] and Course Race Officers [CRO]
[PC]	The Protest Committee
[MATCH]	The competition between the registered teams of two MNAs.

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

1. Rules.

1.1 The event is Governed by:

a) The Racing Rules of Sailing (RRS) 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/>

VRRS can be found in the following link: <https://www.sailing.org/our-sport/esailing/>

b) Virtual Regatta Terms of Use. Available at: <https://www.virtualregatta.com/en/tou/>

c) VRI Game Engine with the penalty-start counter system.

d) Discord Platform Terms of Service: <https://discord.com/terms>

1.2 [NP] RRS 60.1 and RRS 62.1 are modified as follows, for the purposes of these SIs:

a) Rules of Part II, 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.

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. Rule 62.1 (b) and Rule 62.1(c) are deleted. This changes RRS 62.1.

1.3 The official language is English.

1.4 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 team to compete in a later stage of this event or a subsequent event.

1.5 [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.

1.6 [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. Communications with players.

2.1 The Official Notice Board (ONB) of the event will be the '📄 2024-notice-board-esnc' Discord channel within the 'VRI eSailing Nations Cup' Discord Server Category.

2.2 All notices and communication will be made in the ONB or in their respective channel within the 'VRI eSailing Nations Cup' Discord Server Category.

2.3 The Discord platform is available at:

- <https://discord.com/download>

2.4 To access the Discord Server and 'VRI eSailing Nations Cup' Category:

2.4.1 Join the server: <https://discord.gg/PYNyvprhvQ>

2.4.2 React with to the message by clicking the 🚢 icon in the channel 📖-welcome-rules:

<https://discord.com/channels/759749563316699146/759749563316699150/1232296765399502888>

2.4.3 Verify the access to the 'VRI eSailing Nations Cup' category:

<https://discordapp.com/channels/759749563316699146/1174014906723479593>

2.4.4 In case a player cannot access the 'VRI eSailing Nations Cup' Discord category, contact the OA by tagging '@Race Officer' and '@Organizer' in the 🚢-lounge' channel within the 'General' category.

3. Venue.

3.1 The event will be played on the VRI website or mobile/tablet application.

3.2 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>

4. Eligibility and entry.

4.1 Each MNA that is registered to have a eSailing National Championship through World Sailing will be eligible to enter a team into the eSailing Nations Cup.

4.2 When registering a team for the eSailing Nations Cup, players of all MNAs must have a VRI account with full and accurate personal details, including their nationality and gender, must be registered to their MNA and shall register in the event using the same information. If a player is chosen to represent their MNA in the Nations Cup, and be featured in eSailing Communications and Media output, a copy of their passport 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.

4.3 Unless a MNA has age restrictions, there is no age restriction for registration for the eSailing Nations Cup.

4.4 By registering to play in the eSailing Nations Cup, players automatically grant to World Sailing and Virtual Regatta the right to make a connection between a player's virtual profile and their World Sailing Sailor ID, at the discretion of World Sailing and Virtual Regatta, where applicable for Certified Players.

4.5 [NP] Each MNA shall notify World Sailing of their intention to enter by 23H59 UTC - 24 October 2024, via email to alberto.carraro@sailing.org or using the 🚢 2024-captains' Discord channel within the 'VRI eSailing Nations Cup' category. Team members do not need to be selected at this point. The OA reserves the right to accept late entries. If a Captain or Vice-Captain does not have access to the 🚢 2024-captains' channel, contact the OA tagging '@Race Officer' and '@Organizer' in the 🗨️ 2024-global-chat' channel within the 'VRI eSailing Nations Cup' category.

4.6 [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, offence or that convey political, ethnic, religious, gender or other purposes and in any case are not in line with the dictates of World Sailing, MNAs and IOC and their respective CODES of ETHICS.

4.7 By entering, all players agree to be bound by the Rules governing the event, as stated in this document.

5. Entry fee.

5.1 All entries to the eSailing Nations Cup 2024 will be free of charge.

6. Format and scoring.

6.1 Stage 1: Group Stage.

6.1.1 All teams will be in one group. This will be done for seeding purposes.

6.1.2 Teams will compete against each other only once.

6.1.3 Each match will consist of 7 races.

6.1.4 Points system: modifying Appendix A RRS, points will be awarded to teams based on their results according to the following:

Type of Result	Explanation	Points
Decisive win	5 races or more difference between 2 teams: 7-0, 6-1	4 points
Narrow win	3 races or less difference between 2 teams: 5-2, 4-3	3 points
Narrow Loss	3 races or less difference between 2 teams: 3-4, 2-5	2 points
Decisive Loss	5 races or more difference between 2 teams: 1-6, 0-7	1 point

6.1.5 Tie-breaker Rules: If two or more teams are tied on points at the end of the Group Stage, the following criteria will be applied in order to break the tie:

a) Head-to-Head Result: The team that won the direct match between the tied teams will be ranked higher.

b) Number of Decisive Wins: If a tie remains, the team with the higher number of Decisive Wins (as defined in the points system) across all matches will be ranked higher.

c) Number of Total Wins: If the tie persists, the team with the higher total number of wins across all matches (including both Narrow and Decisive Wins) will be ranked higher.

d) Race Difference: If still tied, the team with the greater overall points difference across all matches (calculated by subtracting total races lost from total races won) will be ranked higher.

e) Coin Toss: If a tie still cannot be broken after applying all the previous criteria, the tie will be resolved by a coin toss conducted by the Organizing Authority.

6.1.6 Forfeits and Draws.

a) In case that a team forfeits a race during a match, that team will receive 0 points for that match. The opponent will receive victories for all the remaining races and the match will be concluded.

b) In case both teams forfeit a race or a match, it will be declared a draw and both teams will receive 0 points.

c) Any team that has forfeited a match must be ranked below any team that has not forfeited any matches. This rule applies only in conjunction with the tie-breaker rules outlined in **6.1.4 & 6.1.5**.

6.2 Stage 2: Knockout Stage.

6.2.1 All teams will be qualified to the Knockout Stage; seeding rules and criteria from the Group Stage will be described in the Sailing Instructions.

6.2.2 The knockout stage will consist of the following rounds:

a) Quarter Finals

b) Semi Finals

c) Petite Final

d) Grand Final

6.2.3 The specific details and order of matches within each stage will be outlined in the Sailing Instructions.

7. Schedule.

7.1 The schedule of the 2024 eSailing Nations Cup is:

Stage	Dates
Group Stage	28th October - 17 November
Quarter Finals	30th November
Semifinals	1st December
Petite Final and Grand Final	8th December

7.2 The schedule of specific matches between teams will be described in the Sailing Instructions.

7.3 For Stage 1: Group Stage teams may schedule their matches at a mutually agreed time and date, different to the one provided by the OA according to 7.2. If no agreement is reached, the schedule provided by the OA will automatically take precedence with the first match of the week taking place each Saturday at 20h00 UTC, and the second match taking place each Sunday at 13h00 UTC. Time and date agreement between teams is subject to the following conditions:

7.3.1 Both team captains must submit a request for a time change, including the new time and date in UTC, 24-hour format (e.g. Tuesday, 29 October 2024, 17h30 UTC) to the OA via the designated Discord channel for that specific match. The Discord channel will be named after the letters of the two teams in that match, e.g. 'ECU vs VEN'. Each team should be able to join a different channel for every match.

7.3.2 Both team captains must agree to the new time and date using the designated Discord channel, and the OA must explicitly confirm that both parties are in agreement, then teams can proceed with the match.

7.3.3 Each team is required to compete in at least two matches per week. There is no maximum limit of matches that teams can perform; a team can schedule all of their matches ahead of the original schedule as long as they comply with 7.3.

7.4 In case a third match in a week is required due to the number of registered teams, the same conditions stated in 7.2 and 7.3 apply, and if no agreement is reached, the match will take place following the conclusion of the previous match originally scheduled on the last Sunday of the event.

7.5 Pairings for the Knockout Stage will be detailed in the Sailing Instructions.

7.6 The time for the first warning signal of all Quarter Finals and Semifinals is 20h00 UTC.

7.7 The time for the first warning signal of the Petite Final is 12h00 UTC.

7.8 The time for the Grand Final will follow the conclusion of the Petite Final.

7.9 The time and date of the Quarter Finals and Semifinals may be changed if both teams agree and submit a formal request, confirming the new time and date, to the OA, and following the applicable criteria of 7.3.

8. Team criteria.

8.1 Each MNA shall register a team that meets the following criteria:

8.1 a) Stage 1: Group Stage.

1. One team captain: who will communicate with the OA and Race Officials before and during an event/match. The team captain shall be present every time their team participates in an event/match.

a. If the captain cannot attend a specific match, then a vice captain shall be announced before the start of that match, using the specific Discord channel of the match.

b. The captain or vice-captain may also participate in a match as a player.

2. Between 10 and 20 players total:

- a. These players must include at least 1 male and 1 female.
- b. A different group of players within the registered team can be nominated for each match.
- c. For each match, between 10 and 12 players must be selected, including at least 1 male and 1 female, and communicated to the OA using the specific Discord channel of the match.

8.1 b) Stage 2: Knockout Stage.

1. One team captain: who will communicate with the OA and Race Officials before and during an event/match. The team captain shall be present every time their team participates in an event/match.

- a. If the captain cannot attend a specific match, then a vice captain shall be announced before the start of that match, using the specific Discord channel of the match.
- b. The captain or vice-captain may also participate in a match as a player.

2. Between 10 and 15 players total:

- a. These players must include at least 1 male and 1 female.
- b. A different group of players within the registered team can be nominated for each match.
- c. For each match, between 10 and 12 players must be selected, including at least 1 male and 1 female, and communicated to the OA using the specific Discord channel of the match.

8.2 Each captain or vice-captain must publicly announce the players composing the team for a match, no later than one (01) hour before the scheduled start of that match, using the specific Discord channel of the match. Captains or vice captains may modify their team up to 1 hour before the scheduled start.

9. Boats.

9.1 The following boats will be used for each race of the matches during Stage 1: Group Stage:

Race	Format	Boat
Race 1	2v2 Mixed	Star
Race 2	3v3	ILCA
Race 3	4v4	J70
Race 4	5v5	Offshore
Race 5	9v9	49er
Race 6	3v3	J70
Race 7	4v4	F50

9.1.1 Each player may participate in a maximum of three (3) races.

9.1.2 At least 10 unique players must compete at least once before Race 5.

9.1.3 If either of the above conditions is not met, the match will be awarded to the opposing team and recorded as a **7-0** result.

9.1.4 If both teams are found in breach of **9.1.1** and/or **9.1.2**, the match will be declared a draw and **6.1.6** applies.

9.2 The following boats will be used for each race of the matches during Stage 2: Knockout Stage:

Race	Format	Boat
Race 1	2v2 Mixed	Star
Race 2	3v3	ILCA
Race 3	4v4	J70
Race 4	5v5	Offshore
Race 5	9v9	49er
Race 6	3v3	J70
Race 7	4v4	F50
Race 8	5v5	ILCA
Race 9	3v3	F50

9.2.1 Each player may participate in a maximum of four (4) races.

9.2.2 At least 10 unique players must compete at least once before Race 5.

9.2.3 If either of the above conditions is not met, the match will be awarded to the opposing team.

9.2.4 If both teams are found in breach of **9.2.1** and/or **9.2.2**, the match will be declared a draw and **6.1.6** applies.

9.3 Where a race is indicated as "Mixed", at least one (1) male and one (1) female shall be included in each team.

9.4 Details about course type and wind will be described in the Sailing Instructions.

10. Results.

10.1 [NP] Results will be posted in the '🔴2024-results-vri' Discord channel, within the 'VRI eSailing Nations Cup' Category, as soon as possible after each race is completed. Results obtained from the VRI Engine will be final.

10.2 The OA reserves the right to choose and use the scoring platform/software. An online version of the results will be made available through the '🔴2024-results-vri' Discord channel, within the 'VRI eSailing Nations Cup' Category.

11. Sailing Instructions.

11.1 Sailing Instructions will be available to all registered players and MNAs on 25 October 2024 and after the registration period is closed.

12. Prizes.

12.1 The winning MNA and team will be awarded the following prizes:

- a)** Title – eSailing Nations Cup 2024 Champion;
- b)** Free eSailing National Inshore Championship for the subsequent year;
- c)** Entry to the Inshore Nations Cup for the subsequent year;
- d)** Free national venue development (or a venue of choice), which will become the final venue for the 2025 Nations Cup;
- e)** 12 additional VIP passes that start on 1st January 2025 until 31st December 2025.

13. Media rights, identification and advertising.

13.1 By participating in an event of the eSailing Nations Cup, players automatically grant to World Sailing, Virtual Regatta 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 player during the period of the Championship without any compensation.

13.2 Players may be asked to be available for interviews and media conferences.

13.3 By participating in the eSailing Nations Cup, 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 Nations Cup, and eSailing Championships.

13.4 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.

13.5 Nations may stream their own matches, which may be shared on VR and WS socials.

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

14. Code of conduct.

14.1 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.

14.2 Players and support persons shall comply with any reasonable request from World Sailing and Virtual Regatta.

14.3 The OA reserves the right to exclude a player from the event in case of a breach of this rule.

14.4 The OA may reduce or remove a prize in the case of misconduct or refusal to comply with any reasonable request.

15. Data protection.

15.1 The attention of all MNAs, players and support personnel is drawn to the privacy notices published on World Sailing's website:

- <https://www.sailing.org/privacy-policy/>

16. Further information.

16.1 For technical queries about the eSailing Nations Cup game, contact the Virtual Regatta Inshore Help Center:

- <https://vrinshore.zendesk.com/hc/en-us>

16.2 For other queries about the eSailing Nations Cup, including feedback or suggestions, please refer to the Discord channel '🗨️2024-global-chat' within the 'VRI eSailing Nations Cup' server category.



**Virtual
Regatta**

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