

STC KNOCKOUT 1

Event websites: <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.
[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). This changes RRS A5.1.
[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

Terminology.

The RRS Terminology paragraph of the Introduction is changed so that:

Boat: means a sailboat controlled remotely and having no crew. However, in the rules of Part 1 and Part 5, this SI and the definitions Party and Protest, 'boat' includes the competitor controlling her.

1. Registration and Arena Joining Instructions

1.1. [NP] Registration

- 1.1.1. [SP] 20 female Players qualified and female Players from 21st position to 35th position on the waiting list shall request the 'STC Knockout 1 Finalist' Role by typing their VRI name in the 'stc-knockout-1-registration' channel and filling the [form](#) sent via email. The form will also be accessible via the discord channel 'stc-knockout-1-registration'. Roles will be assigned as soon as reasonably possible.
- 1.1.2. Players have until Friday 7th March 2025 at 12:00 UTC to request the role and fill the form. Players are registered once the role is given.
- 1.1.3. [SP] Requesting the role and filling the form confirms that the player will attend the knockout. Players not attending the knockout should not request the role.
- 1.1.4. [SP] Players qualified and on the waiting list not attending the STC Knockout 1 should contact the OA by using the same channel described in SI 1.1.1. Players registering and not showing up without communicating it to the OA, at least by Friday 7 March 2025 at 14:00 UTC, may be forbidden to participate in future WS Events.
- 1.1.5. Spots will be offered first to the top 20 players who have registered and are not yet qualified for the STC Final. Any remaining spots will then be allocated to registered players on the Waiting List, following the ranking of Qualifier 2.

The same applies in case of any player's withdrawals within the time limit of SI 1.1.4.

- 1.1.6. Players qualified and on the waiting list are required to join the World Sailing Tournaments Discord Server and the eSWC respective categories and channels according to NOR 10, and 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.
- 1.1.7. **[NP]** The OA reserves the right to accept late entries and late withdrawals.
- 1.1.8. **[SP]** Players shall not change their VRI in-game name during the event.
- 1.2. **[NP] Arena Joining Instructions**
 - 1.2.1. Players will compete in one single fleet. The fleet will have separate password protected arenas to race and will be available to enter via the 'eSWC' blue lobby zone.
 - 1.2.2. Passwords for the arenas will be shared via a private Discord channel for each stage, to which qualified players will be invited.
 - 1.2.3. The time for the starting sequence of each race, as described in SI 8, will be posted on the Discord channel of each series/stage. 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.
 - 1.2.4. **[NP]** Players may flag any joining issues in the respective group chat '...-stc-ko1-global-chat' channel on the WS Discord Server within the 'STC Knockout 1' 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 61.2

2. Schedule

- 2.1. The first warning signal for Race 1 will be at 20:00 UTC on 7th March 2025. The following races will take place as soon as reasonably possible following the end of the race prior. The Gold series will take place as soon as possible after the qualifying series and after all protests, if any, have been closed.
- 2.2. Schedule of races

Series	Race	Classes	Course	Wind
Qualifying	1	J70	Upwind Long (LA2)	21 knots
Qualifying	2	ILCA	Upwind Medium (LA2)	18 knots

Qualifying	3	49er	Upwind Very Long (LA2)	23 knots
Qualifying	4	Nacra17	Upwind Very Long (LA2)	22 knots
Qualifying	5	F50	ESWC 2024 Reaching Long	21 knots

- 2.3. No Qualifying series races warning signal will be made later than two (2) hours after the scheduled time for the first warning signal of the event.
- 2.4. In the event of any delay caused by the system, the OA reserves the right to extend the cut-off times according to SIs 2.3 and 2.4 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.
- 2.5. The venue will be a virtual render of **Trieste**.

3. Format

3.1. Qualifying Series

- 3.1.1. Stage 1 will be a 'Qualifying Series' with a single fleet of 20 Players.
- 3.1.2. Players will race a maximum of 5 races back to back.

4. Courses

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

5. Time limits


- 5.1. **[NP]** Players who do not start within 60 seconds after their starting signal will be scored Did Not Start without a hearing. This changes RRS A5.1.
- 5.2. **[NP]** Players who do not finish within 600 seconds after the finishing time of the player in first position will be scored Did Not Finish without a hearing. This changes RRS A5.1.

6. Scoring

- 6.1. One race is required to constitute a series.
- 6.2. No discards will be applied.

- 6.3. Scoring inquiries shall be presented to the Race Officer using the same method to file a protest or request for redress. Parties shall use the Discord Channel created for the request to provide or request additional information.
- 6.4. **[NP]** Results will be posted in the '~~100~~-stc-ko1-scores' Discord channel as soon as possible after each race is completed. Results obtained from the VRI Engine will be final.




7. Changes to Sailing Instructions

[NP] Amendments to official documents will be posted on the Official Notice Board on the WS Discord Server in the '-stc-ko1-notice-board' channel 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.

8. Starting Sequence

- 8.1. Upon completion of the time frames stated in SI 1.2, the first warning signal will be made with a sound and visual signal denoting 80 seconds until the start. This changes VRRS 26.1.
- 8.2. **[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.
- 8.3. **[NP]** The third sound and visual signal denotes the race start. Players may cross the start line and begin the race.

9. Hearing requests

- 9.1. The Protest time limit is two (2) minutes after the results screenshots are posted in the designated Discord channel.
- 9.2. Process for filing a protest:
 - 9.2.1. Open the World Sailing Tournaments Discord server <https://discord.gg/FTMCzrxjkE>.
 - 9.2.2. Find the ' Protest' section.
 - 9.2.3. Head over to the '-hail' channel.
 - 9.2.4. Click on the ' File a Protest' button.
 - 9.2.5. Enter each section accurately.
 - 9.2.6. 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.

- 9.2.7. 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.
- 9.3. SIs 9.1 and 9.2 also apply to Requests for Redress.
- 9.4. Protests or requests for redress without recordings or clear visual proof will not be considered valid. Players will have three (3) minutes after delivering the protest to provide the evidence. This changes RRS 60.4.
- 9.5. RRS 60.5(a) is changed to: “The protest committee may decide a protest without a hearing after gathering evidence from parties and witnesses as appropriate. When doing so, the protest committee shall comply with rules 63.5 and 63.6. When the protest committee cannot find facts, it shall conduct a hearing as required by rule 63 to decide the protest.”
- 9.6. RRS 61.4(a) is changed to: “The protest committee may decide a request for redress without a hearing after gathering evidence from parties and witnesses as appropriate. When doing so, the protest committee shall comply with rules 63.5 and 63.6. When the protest committee cannot find facts, it shall conduct a hearing as required by rule 63 to decide whether to grant redress.”
- 9.7. RRS 61.4(b) is changed to: “A boat is entitled to redress if her score or place in a race or series has been made, or may be made, significantly worse through no fault of her own by
- (1) an improper action or improper omission of a committee, the organisation providing the eSailing platform or the organising authority, but not by a protest committee decision when the boat was a party to the hearing,
 - (2) Deleted.
 - (3) Deleted.
 - (4) giving help (except to herself or her crew) in compliance with rule 1.1, or
 - (5) an action of another boat, or a crew member or support person of that boat, that resulted in a penalty under rule 2 or a penalty or warning under rule 69.
- However, network errors, lag, inability to connect, or any other analogous events on the boat’s side are not actions or omissions of the organisation providing the eSailing platform.
- 9.8. All hearings will take place virtually on the WS Discord Server at the time published by the Protest Committee, according to the following:
- 9.8.1. All hearings from the Qualifying series will take place after the last

race of the Qualifying Series.

9.8.2. All hearings from the Gold Series will take place after the Gold Series.

9.9. All hearings will take place in the 'Protest Room' voice channel. Upon submitting a protest in accordance with SI 9.2, 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'.

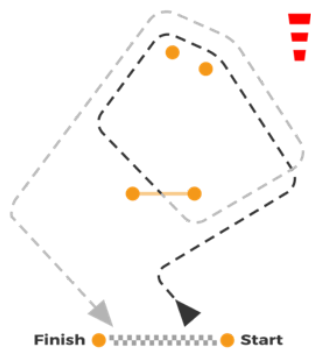
<https://discord.com/channels/759749563316699146/1204835416004493392>

9.10. 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 '💰 -stc-ko1-hearing-calls' Discord channel will not be ground for being unavoidably absent from the hearing. This changes RRS 63.7(a)(1).

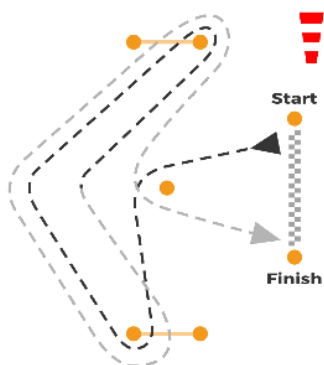
9.11. Protest Committee decisions can be communicated verbally. This changes RRS 63.6.

Annex A

A.1 Course diagram for Upwind Short, Upwind Medium and Upwind Long (LA2) courses.



A.2 Course diagram for ESWC 2024 Reaching Long





**Virtual
Regatta**

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

sport / nature / technology