

2022 eSailing Nations Cup

March 31 - *December 11*

Notice of Race

Issued by World Sailing on **September 9th** 2022

1 RULES

- 1.1 The 2022 eSailing Nations Cup will be governed **by** the **current versions** of:
- A. The Virtual Racing Rules of Sailing (VRRS);
 - B. The Rules of Virtual Regatta Inshore game (known as “game terms and conditions”);
 - C. This Notice of Race and its amendments;
 - D. The Sailing Instructions and its amendments;
 - E. **[DP]** Fair Play, Sportsmanship and Behaviour rules (based on protest and Jury decisions).
- 1.2 Individual players shall register only **once** for the eSailing Nations Cup. Players found to have more than one profile will be automatically disqualified.

2 COMMUNICATIONS WITH COMPETITORS

- 2.1 The Online Official Notice Board of the Nations Cup will be available at the [World Sailing Website](#), the [Virtual Regatta Website](#) and on the [Discord Channel](#) once the group stages have been announced.
- 2.2 The Sailing Instructions will be available no later than 7 days before the first racing day.
- 2.3 Any notice or a change to the schedule, the NoR, or the Sailing Instructions will be published no later than 24 hours before it will take effect.

3 ELIGIBILITY AND ENTRY

- 3.1 Each MNA (Member National Authority) that is registered to have an eSailing National Championship through World Sailing will be eligible to enter a team into the eSailing Nations Cup.
- 3.2 When registering for the eSailing Nations Cup, players shall register their personal details accurately, including their nationality and gender. If a player is chosen to represent their MNA in the Nations Cup, and will feature in eSailing Communications and Media output, a copy of their passport may be required as proof of identity.
- 3.3 Unless an MNA has age restrictions for events, there is no age restriction for registration for the eSailing Nations Cup.
- 3.4 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.
- 3.5 Each MNA shall notify World Sailing of their intention to enter by **25 September 2022**. Team members do not need to be selected at this point.

4 TEAM CRITERIA

- 4.1 Each MNA shall register a team that meets the following criteria:
- A. **Stage 1: Group Stage**
 - 1. **One Team Captain:** who will communicate with the organisers and race officials before and during an event. The team captain shall be present every time their team participates in an event.

- a. If the captain cannot attend a specific racing day, then a replacement captain shall be announced before the start of that racing day.
- b. The captain may also participate in racing as a player (base or reserve).
2. 10 base players (+ max 2 reserve players).
 - a. The 10 base players shall include at least 1 male and 1 female player.
 - b. For each group stage, a new group of 10 (+2) players can be selected.

B. Stage 2.1-2.4: Knockout Stages

1. One Team Captain: who will communicate with the organisers and race officials before and during an event. The team captain shall be present every time their team participates in an event.
 - a. If the captain cannot attend a specific racing day, then a replacement captain shall be announced before the start of that racing day.
 - b. The captain may also participate in racing as a player (base or reserve).
2. Between 10 and 20 players
 - a. For each match in the knockout stage, the captain shall nominate a team of 10 base players and max 2 reserve players. Those 10 players must include at least one male player, one female player and the national champion. If the national champion is unavailable for a match, he or she can be replaced by the national vice champion, when approved by the Race Officials.

4.2 Each change to a team shall be announced no later than 1 hour before the scheduled start of a match.

5 EVENT FORMAT

5.1 The event will consist of the following stages:

A. Stage 1: Group Stage

1. All teams will be divided into groups of **around 4** teams, the final split will be detailed in the Sailing Instructions.
2. Each team will compete against any other team in their group once.
3. Each match will consist of **5** races.
4. Points will be awarded to the teams based on the result:

Type of result	Explanation	Points
Decisive win	3 points or more difference between 2 teams (e.g. 5-0, 4-1)	4 pts
Narrow win	1 points difference between 2 teams (e.g. 3-2)	3 pts
Narrow loss	1 points difference between 2 teams (e.g. 2-3)	2 pts
Decisive loss	3 points or more difference between 2 teams (e.g. 1-4, 0-5)	1 pts

5. A forfeit or draw are both awarded with 0 points.

B. Stage 2.1-2.4: Knockout Stages

1. The top 8 Nations will qualify for the knockout stage. The selection criteria and seeding rules will be detailed in the Sailing Instructions **of the Group Stage**.
2. The knockout stages will consist of:
 - a. Quarter finals [first to score five(5) races wins];
 - b. Semi finals [first to score five(5) races wins];
 - c. Petite final [first to score five(5) races wins];

d. Grand Final [first to score five(5) races wins];

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

6 SCHEDULE

6.1 The **schedule** of the 2022 eSailing Nations Cup:

Activity	Dates
MNA entry deadline	25 September
Group announcement	30 September
Stage 1 – Group Stage	3 October - 13 November
Stage 2.1 – Knockout Stage (Quarter Finals)	14 November - 24 November
Stage 2.2 – Knockout Stage (Semi Finals)	25 November - 30 November
Stage 2.3 – Knockout Stage (Petite Final)	1 December - 11 December
Stage 2.4 – Knockout Stage (Grand Final)	1 December - 11 December

7 RACE BOATS

7.1 The following boats will be used for each race of the match **during the group stage**:

R1 10 v 10: 49er **R2** 3 v 3: Laser **R3** 2 v 2: F50
R4 4 v 4: J70 **R5** 5 v 5: OR

7.2 The following boats will be used for each race of the match **during the knockout stage**:

R1 10 v 10: 49er **R2** 1 v 1 (F): Star **R3** 5 v 5: OR
R4 4 v 4: J70 **R5** 3 v 3: Laser **R6** 4 v 4: F28r
R7 1 v 1 (M): Star **R8** 2 v 2: F50 **R9** 10 v 10: Nacra 17

8 SCORING

8.1 Stage 1: Group Stage

A. Scoring a race:

1. Each boat finishing a race shall be scored points equal to her finishing place. All other boats shall be scored points equal to the number of boats registered to race.
2. In each race, the team with the lower total points wins. If at the end of a race, the teams are tied in points, the team with the no first place wins.

B. Scoring a match:

1. The winner of a match is the team with the most points after 5 races.
2. If a match is not completed because a team is unable to continue, the points of the unfinished rounds will be given to the opposing team. If both teams are unable to continue, the current score will become the final score of that match, and points will be awarded to the teams based on that result. (Examples in 5.1(a) do not apply in this case)

8.2 Stages 2.1-2.4: Knockout Stages

A. Scoring a race:

1. Each boat finishing a race shall be scored points equal to her finishing place. All other boats shall be scored points equal to the number of boats entitled to race.
2. The team with the lower total points wins the race. If the totals are equal, the team that does not have first place wins.

B. Scoring a stage

1. **The winner of a match is the team with the most points after 9 races.**
2. If a match is not completed, the result of the match shall be determined using, in order:
 - a. the higher number of race wins in the incomplete match;
 - b. the winner of the last completed race which was not a 1v1 race.

8.3 If no races have been sailed in a match, MNAs of their teams may request an extension of time from World Sailing. If no races have been sailed within the extension given, teams may get disqualified from the event.

9 PRIZES

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

- A. Title – eSailing Nations Cup Champion;
- B. Free eSailing National Championship for the subsequent year;
- C. Free national venue development (or a venue of choice), which will become the final venue for the 2023 Nations Cup;
- E. 20 additional VIP passes;
- F. Sponsor prizes for the 12 players who were selected the most with priority to those who were in the Grand Final

10 MEDIA RIGHTS

- 10.1 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 compensation.
- 10.2 Players may be asked to be available for interviews and media conferences.
- 10.3 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 National Championships.
- 10.4 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.
- 10.5 For the Group Stage, Nations are responsible for streaming their own matches, which may be shared on VR and WS socials.
- 10.6 For the Knockout Stage, World Sailing will be responsible for video streaming and online distribution. Nations are encouraged to promote and share on their channels. For further details, please contact World Sailing.

11 CODE OF CONDUCT

- 11.1 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 and World Sailing employees. All players are expected to adhere to the standards of good sportsmanship.
- 11.2 Players and support persons shall comply with any reasonable request from World Sailing and Virtual Regatta.
- 11.3 At live or real-world events, players shall handle any equipment provided by World Sailing, Virtual Regatta or their MNA with proper care, and in compliance with any written instructions.
- 11.4 World Sailing may reduce or remove a prize in the case of misconduct or refusal to comply with any reasonable request.

12 FURTHER INFORMATION

- 12.1 For technical queries about the eSailing Nations Cup game, contact the Virtual Regatta Inshore Help Center.
- 12.2 For other queries about the eSailing Nations Cup, including feedback on The Virtual Racing Rules of Sailing, please refer to the Discord Server detailed below:
<https://discord.gg/hth6Wa4GWd>
- 12.3 Each Captain or Spokesperson shall join a Discord server as communicated with the teams. Notices to teams, including further changes to the NoR and SIs, will be posted on the ONB (official notice board, #notice-board) channel of the server. It is recommended that the captain invites the entire team into this discord server, to facilitate communication.