

2023 Stopover E-Cup

Notice of Race

Issued by Virtual Regatta and The Ocean Race on 09/12/2022

1 CHAMPIONSHIP BREAKDOWN

- 1.1 The *Stopover E-Cup* will commence on January 07th 2023. Starting from January 20th, *Stopover E-Cup* challenges will count x2 in the *eSailing World Championship* ranking.
- 1.2 The championship will consist of 8 qualifier events. These challenges will happen during the Stop Over period between each leg of *The Ocean Race*. The challenges will be named *Venue E-Cup* with *Venue* taking the name of the city in-which *The Ocean Race Stopover* will be (example: *Alicante E-Cup*).
- 1.3 Each challenge will start at 9am venue local time and end at 11pm venue locale time, 3 days and 14 hours later.
- 1.4 The winner of each *challenge* will qualify for a live final broadcasted on-site in Genova. The winner of this final will qualify for the *eSailing World Championship Semi-final*.
- 1.5 The *Final* will be a live event that will be broadcasted in Genova. Specifics about this final will be published at a later date.
- 1.6 The Notice of Race may be amended.
- 1.7 *The Ocean Race* and *Virtual Regatta* reserve the right to make changes to the scoring and ranking in the game, as deemed appropriate.

2 LIVE FINAL

- 2.1 The Live Final will happen at the beginning of July.
- 2.2 Players will participate to the Final from wherever they want with the devices of their choice. The Final will happen virtually but will be broadcasted onsite in Genova.
- 2.3 The format of the final can be found in the Sailing Instructions for that event which will be released at a later date.
- 2.4 Prizes for the finalists are the following: DOWEHAVEANYPRIZES

3 RULES

- 3.1 More information governing the *Stopover E-Cup* will be available on The Ocean Race website.
- 3.2 The series will be governed by the rules as defined in *The Virtual Racing Rules of Sailing (VRRS)*.
- 3.3 By registering to play *The Stopover E-Cup*, players accept Virtual Regatta's Terms and Conditions found [here](#).
- 3.4 By registering to play *The Stopover E-Cup*, players accept the rules and terms of engagement set out in this Notice of Race.
- 3.5 If a player behaves in a way that contradicts the rules and terms of engagement set out in this Notice of Race, or those set out in Virtual Regatta's Terms and Conditions, *The Ocean Race* and *Virtual Regatta* have the right to disqualify the player from the *Stopover E-Cup series*.
- 3.6 Individual players are not allowed to be registered to the *Stopover E-Cup* more than once. Players found to have more than one profile registered will be disqualified and may be banned from the game.
- 3.7 Players must provide accurate details in their profile in order to participate and be eligible. Players found to have inaccurate details in their profile registered for the *Stopover E-Cup Series* will be disqualified and may be banned from the game.
- 3.8 In each race of the *Stopover E-Cup*, a sailor shall:
 - Sail their proper course in order to finish that race in the best position they possibly can
 - Not interfere with other competitors with the goal of giving another sailor an advantage, or holding back a competitor on purpose.

A community led Jury Team will be formed using experts with an interest in enhancing the game. This team will lead the evolution of fair sailing and assist the community to promote a strong competition for all.

In addition to the promotion of fair play, they will form a panel to collate instances of breaches from the community. The goal is to make sailors who breach the rules aware that this not in the interest of the competition. If a player continues to breach the rules then the Jury Team can report the individual to WS and VR for further action which can include suspensions or a ban to remove the unwanted behavior from the competition.

Breaches of rules can be protested by a Sailor directly involved in the incident using video evidence proof or by the AdP. The hearing will be discussed by an Advisory Panel (AdP)

which will make a recommendation to VRI and WS that will make the final decision. The hearing may also investigate any other sailor that may have received or gained an advantage from the behaviors and/or breaches mentioned above. The Panellists of the AdP will remain confidential, but the information output will be transparent.

4 ELIGIBILITY AND ENTRY

- 4.1 When registering for the *Stopover E-Cup*, players must register their personal details accurately, including their nationality and gender. If a player qualifies for the *Final*, is invited to any live event, or is chosen to feature in eSailing Communications and Media output, a copy of their passport will be required as proof of identity.
- 4.2 There is no age restriction on registering for the *Stopover E-Cup*, beyond those mentioned in Virtual Regatta's Terms of Use.
- 4.3 By registering to play the *Stopover E-Cup*, players automatically grant to *The Ocean Race*, *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 professional sailors.

5 MEDIA RIGHTS

- 5.1 By participating in an event of the *The Ocean Race*, players automatically grant to *The Ocean Race*, *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.
- 5.2 Players may be asked to be available for interviews and media conferences.
- 5.3 By participating in the *Final* of the *Stopover E-Cup*, players automatically grant to *The Ocean Race*, *Virtual Regatta* and their sponsors, the right to use their real name and headshot (as provided by the player) for use across communications and media in relation to the eSailing World Championship.
- 5.4 Players must adhere to Copyright restrictions and any content distribution guidelines provided by *The Ocean Race*, *World Sailing* and *Virtual Regatta* at all times, especially in relation to content creation for the *Final*.

6 CODE OF CONDUCT

- 6.1 Players must conduct themselves in a reasonable manner, maintaining a friendly and polite demeanor to spectators, members of the press, other players, representatives of *The Ocean Race*, *World Sailing* and *Virtual Regatta* . All players are expected to adhere to the standards of good sportsmanship, under penalty of being banned from the game.

- 6.2 Players and support persons shall comply with any reasonable request from *The Ocean Race*, *World Sailing* and *Virtual Regatta*.
- 6.3 At live or real-world events (if there are any), players shall handle any equipment provided by *The Ocean Race*, *World Sailing* and *Virtual Regatta* with proper care, and in compliance with any written instructions.
- 6.4 *The Ocean Race*, *World Sailing* and *Virtual Regatta* may reduce or remove a prize in the case of misconduct or refusal to comply with any reasonable request.

7 FURTHER INFORMATION

- 7.1 For technical queries about the *Stopover E-Cup* game, contact the Virtual Regatta Inshore Help Center.
- 7.2 For other queries about the *Stopover E-Cup*, including feedback on the Virtual Racing Rules of Sailing, please contact esailing@sailing.org.