

# 2023 Olympic Esports Series

## IOC, World Sailing & Virtual Regatta

### Mid-March to mid-May 2023

### NOTICE of RACE

## 1 CHAMPIONSHIP BREAKDOWN

- 1.1 The Olympic Esports Series will commence on March 17th 2023 and will count towards the eSailing World Championship ranking.
- 1.2 The Sailing Olympic Esports Series will consist of 8 qualifier Challenges. These challenges will happen regularly between mid-March and mid-May. The challenges will be named OES Qualifier X with X taking the number of the position of that challenge in the series (example: OES Qualifier 1 for the 1st challenge in the series).
- 1.3 Each challenge will start at 4pm UTC and end at 4pm UTC, 3 days later. Players will be able to see the specific date at which each challenge will start from March 1st.
- 1.4 The top 10 Players of each challenge will be invited for a virtual qualifier final the first weekday after the challenge has ended (the day the challenge closes + 1 day), called OES Qualifier Finals. Specifics about these finals are detailed below.
- 1.5 Players will have to race at least 10 times in order to be eligible for a OES Qualifier Final. Players will not be able to race more than 50 times per qualifier challenge.
- 1.6 The winner of each OES Qualifier Final as well as the top male Player overall and the top female Player overall in that series will qualify for an on-site live final in Singapore during the Olympic Esports Week from 22-25 June 2023 (the "OES Final"). Further details about the OES Final will be published at a later date.
- 1.7 The winner of this final will qualify for the eSailing World Championship Semi-final.
- 1.8 This Notice of Race may be amended by the IOC, Virtual Regatta or World Sailing. World Sailing, the IOC, and Virtual Regatta reserve the right to make changes to the scoring and ranking in the game, as deemed appropriate.  
Participants will be informed via an in-game news.

## 2 OES Qualifier Finals

- 2.1 The top 10 Players of each OES Qualifiers will be invited to an OES Qualifier Final.
- 2.2 OES Qualifier Finals will happen the evening the first weekday, 1 day after the end of each challenge at 2100 CET by default. The timing may be adjusted depending on the geographical location of those who qualify.
- 2.3 Each OES Qualifier Final will consists of 5 races with the class used during the OES Qualifier.
- 2.4 The low points scoring system without discards nor medal race will be used for OES Qualifier Finals.
- 2.5 If a Player qualifies to OES Final, they may not participate in the next OES Qualifier Finals.
- 2.6 The Sailing Instructions containing more details of each OES Qualifier Final will be shared at a later date, closer to the event.

## 3 OES FINAL

- 3.1 The OES Final will happen between June 23rd and June 25<sup>th</sup> 2023.
- 3.2 Details about the OES Final, including in relation to the format and additional terms of participation, will be provided in due course in a set of Sailing Instructions.
- 3.3 The IOC will provide for the 10 qualifying Players attending the OES Final in Singapore economy class airfare to/from the major commercial airport nearest to the residence of the Player who has qualified, one standard room accommodation, and reasonable catering expenses during the visit.
- 3.4 Devices will be provided by the IOC. In the event that they are not, Players can use their own devices. Players will be informed in due-time. In the event the IOC provides the devices for the OES Final, Players cannot put any cover on such device, nor attempt to cover the branding of any such device. Personal devices' brands must be covered during the OES Final.
- 3.5 Players may not wear clothes where the branding is visible. A special jersey may be provided by the IOC for the OES Final and Players agree to wear such jersey when participating in the OES Final.
- 3.6 Players must attend the OES Final in-person. If they cannot attend in-person their place will be given to the next best Player.
- 3.7 Winners will be awarded an Olympic Esports Trophy 2023.

## 4 RULES

- 4.1 Information governing the Olympic Esports Series will also be available on the [Olympic](#), World Sailing and Virtual Regatta's website.
- 4.2 The series will be governed by the rules as defined in The Virtual Racing Rules of Sailing (VRRS) found [here](#).
- 4.3 By registering to play The Olympic Esports Series, Players accept Virtual Regatta's Terms and Conditions found [here](#).
- 4.4 By registering to play in The Olympic Esports Series, Players accept the rules and terms of engagement set out in this Notice of Race.
- 4.5 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 IOC, World Sailing and Virtual Regatta have the right to disqualify the Player from the competition.
- 4.6 Individual Players are not allowed to be registered to the Olympic Esports Series more than once. Players found to have more than one profile registered will be disqualified and may be banned from the game.
- 4.7 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 Olympic Esports Series will be disqualified and may be banned from the game.
- 4.8 In each race of the Olympic Esports Series, a Player 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 Player 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 Players 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 World Sailing, Virtual Regatta and the IOC for further action which can include suspensions or a ban to remove the unwanted behaviour from the competition.

Breaches of rules can be protested by a Player 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 Virtual Regatta and World Sailing that will make the final decision. The hearing may also investigate any other Player that may have received or gained an advantage from the behaviours and/or breaches mentioned above. The Panellists of the AdP will remain confidential, but the information output will be transparent.

## 5 ELIGIBILITY AND ENTRY

- 5.1 When registering for the Olympic Esports Series, Players must register their personal details accurately, including their nationality and gender. If a Player qualified for the OES 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.
- 5.2 There is no age restriction on registering for the Olympic Esports Series, beyond those mentioned in Virtual Regatta's Terms of Use. If a Player under the age of 18 years old qualifies for the OES Final, they must be accompanied by a parent or legal guardian who must consent to the event rules on their behalf.
- 5.3 By registering to play the Olympic Esports Series, Players automatically grant to the IOC, 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.
- 5.4 Players from Russia or Belorussia will not be allowed to participate in this series.

## 6 MEDIA RIGHTS

- 6.1 By participating in an event of the IOC, Players automatically grant to the IOC, 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 Olympic Esports Series without compensation.
- 6.2 Players may be asked to be available for interviews and media conferences.
- 6.3 By participating in the Final of the Olympic Esports Series, Players automatically grant to The IOC, World Sailing, 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 Olympic Esports Series.
- 6.4 Players must adhere to Copyright restrictions and any content distribution guidelines provided by IOC, World Sailing and Virtual Regatta at all times, especially in relation to content creation for the OES Final.

## 7 CODE OF CONDUCT

- 7.1 Players must conduct themselves in a reasonable manner, maintaining a friendly and polite demeanour to spectators, members of the press, other Players, representatives of The IOC, 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 and having any accreditation (including any accreditation provided to any Player's parent or legal guardian (if any)) revoked.

- 7.2 Players and support persons shall comply with any reasonable request from the IOC, World Sailing and Virtual Regatta.
- 7.3 At live or real-world events, Players shall handle any equipment provided by the IOC, World Sailing and Virtual Regatta with proper care, and in compliance with any instructions.
- 7.4 The IOC, World Sailing and Virtual Regatta may reduce or remove a prize in the case of misconduct or refusal to comply with any reasonable request.

## 8 FURTHER INFORMATION

- 8.1 For technical queries about the Olympic Esports Series game, contact the Virtual Regatta Inshore Help Center.
- 8.2 For other queries about the Olympic Esports Series, including feedback on the Virtual Racing Rules of Sailing, please contact [esailing@sailing.org](mailto:esailing@sailing.org).

Posted on March 17th 2023  
at 1700 hrs.

VRI / WS