



2020 eSailing Nations Cup Notice of Race

Issued by World Sailing on 4th June 2020

1 RULES

- 1.1 The 2020 eSailing Nations Cup will be governed by *The Virtual Racing Rules of Sailing (VRRS*, found [here](#)), this Notice of Race and its amendments. Documents governing the event will be available at the eSailing World Championship website www.esailing-wc.com.
- 1.2 By registering to play the eSailing World Championship, the eSailing National Championships and the eSailing Nations Cup, players accept Virtual Regatta's Terms and Conditions (found [here](#)).
- 1.3 By registering to play the eSailing Nations Cup, players accept the rules and terms of engagement set out in this Notice of Race.
- 1.4 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, World Sailing and Virtual Regatta have the right to disqualify the player from all eSailing activities.
- 1.5 Individual players are not allowed more than one profile within the game and are not allowed to be registered to the eSailing Nations Cup more than once. Players found to have more than one profile will be disqualified.

2 ELIGIBILITY AND ENTRY

- 2.1 Each MNA (Nation) that is registered to have an eSailing National Championship will be eligible to enter a team into the eSailing Nations Cup.
- 2.2 When registering for the eSailing World Championship, or representing their country in an eSailing National Championship, players must register their personal details accurately, including their nationality and gender. If a player is chosen to represent the MNA in the Nations Cup, and will feature in eSailing Communications and Media output, a copy of their passport will be required as proof of identity.
- 2.3 There is no age restriction on registering for the eSailing Nations Cup.
- 2.4 By registering to play the eSailing World Championship, 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.
- 2.5 Each MNA shall notify World Sailing of their intention to enter by 31 July 2020. Team members do not need to be selected at this point.

3 TEAM SELECTION

- 3.1 Each MNA shall conduct their own qualification process for selecting their team members which meets the following criteria:
 - (a) Each team shall consist of 10 eSailors with one nominated Captain or Spokesperson. The Captain or Spokesperson may be one of the competing eSailors but does not need to be. If a Captain or Spokesperson does not compete, the team will consist of 10 competing eSailors and 1 Captain or Spokesperson.
 - (b) Two competing eSailors shall be eSailing Certified Players (criteria to be found here).
 - (c) Four competing eSailors shall be selected on merit based on the eSailing National Championship results.
 - (d) Four competing eSailors shall be selected as representatives from national clubs – either through a National Club Championship, a class championship or as a wildcard.

(e) Each team shall include at least one competing eSailor from each gender.

3.2 Each MNA shall nominate their team members by 30 September 2020.

4 EVENT FORMAT

4.1 The event will consist of the following stages:

(a) Stage 1: Fleet races

Fleet races with 25+ boats for seeding purposes. Each team will sail 3 races.

(b) Stage 2: Knockout in multiple stages

Based on the ranking list in Stage 1, teams will be scheduled to sail in matches. MNAs of teams shall arrange suitable times for their matches and inform World Sailing of their confirmed times. Each match will consist of 9 races between two teams. The winning team of each match will advance to the next stage. The exact format of Stage 2 will depend on the number of entries, and will be specified after the entry deadline.

4.2 The class to be sailed will be determined in each stage, match or race by World Sailing and announced in advance to all teams.

5 PRELIMINARY SCHEDULE

5.1 The preliminary schedule of the 2020 eSailing Nations Cup:

Activity	Dates
Stage 1 – Fleet Races	5-11 October 2020
Stage 2.1 – Knockout First Round	12-18 October 2020
Stage 2.2 – Knockout Quarter Final	19-25 October 2020
Stage 2.3 – Knockout Semi Final	26 October-1 November 2020
Stage 2.4 – Knockout Final	2-8 November 2020

5.2 A confirmed schedule will be published after the entry deadline.

6 SCORING – STAGE 1

6.1 Each boat finishing a race shall be scored race points equal to her finishing place. All other boats shall be scored race points equal to the number of boats entitled to race.

6.2 Each team's race score shall be the total of its members' race scores.

6.3 Each team's Stage 1 score shall be the total of its race scores.

6.4 The team with the lowest Stage 1 score will be the first and others shall be ranked accordingly on the ranking list.

6.5 If there is a Stage 1 score tie between two or more teams, each team's race scores shall be listed in order of best to worst, and at the first point(s) where there is a difference the tie shall be broken in favour of the boat(s) with the best score(s). If a tie remains between two or more teams, they shall be ranked in order of

their scores in the last race. Any remaining ties shall be broken by using the tied teams' scores in the next-to-last race and so on until all ties are broken.

7 SCORING – STAGE 2

7.1 Scoring a race

- (a) 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.
- (b) The team with the lower total points wins the race.

7.2 Scoring a stage

- (a) The winner of a match is the first team to score 5 race wins.
- (b) If a match is not completed, the result of the match shall be determined using, in order,
 - (1) the higher number of race wins in the incomplete match;
 - (2) the higher number of race wins in all races in Stage 2 between the tied teams;
 - (3) the winner of the most recent race between the teams.
- (c) 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.

8 PRIZES

8.1 The winner MNA will be awarded the following prizes:

- (a) Title – World Champion National eSailing Team
- (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 2021 Nations Cup,
- (d) Team members awarded a special digital tag,
- (e) 20 additional VIP passes,
- (f) Sponsor prizes.

9 MEDIA RIGHTS

- 9.1 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.
- 9.2 Players may be asked to be available for interviews and media conferences.
- 9.3 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.

- 9.4 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.
- 9.5 Participating nations will be responsible for video streaming and online distribution with amplification from World Sailing where appropriate. Guidelines on streaming available upon request later in 2020.

10 CODE OF CONDUCT

- 10.1 Players must conduct themselves in a reasonable manner, maintaining a friendly and polite demeanor to spectators, members of the press, other players, Virtual Regatta employees and World Sailing employees. All players are expected to adhere to the standards of good sportsmanship.
- 10.2 Players and support persons shall comply with any reasonable request from World Sailing and Virtual Regatta.
- 10.3 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.
- 10.4 World Sailing may reduce or remove a prize in the case of misconduct or refusal to comply with any reasonable request.

11 FURTHER INFORMATION

- 11.1 For technical queries about the eSailing Nations Cup game, contact the [Virtual Regatta Inshore Help Center](#).
- 11.2 For other queries about the eSailing Nations Cup, including feedback on *The Virtual Racing Rules of Sailing*, please contact esailing@sailing.org.



**Virtual
Regatta**

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