eSailing Offshore Nations Cup 2024

Notice of Race

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(a).
[SP]	The notation '[SP]' in a rule means that a player or the team may be disqualified by the race committee from the event without a hearing according to RRS 60.5(b)(3).
[VRO]	Virtual Regatta Offshore, the eSailing platform licensed to host the eSailing Offshore Nations Cup.
[WS]	World Sailing, International Federation for Sailing and eSailing Nations Cup rights holder.
[VR]	Virtual Regatta, the organisation that provides the eSailing platform: Virtual Regatta Offshore.
[OA]	The Organising Authority: World Sailing.
[TC]	Technical Committee: World Sailing and Virtual Regatta technical departments.
[MNA]	Member National Authority.
[DP]	In a rule means that the penalty for a breach of the rule, at the discretion of the protest committee, be less than DSQ.
[PC]	The Protest Committee
[PLAYER]	Competitor.

Event web sites: https://www.sailing.org/our-sport/esailing/ and www.virtualregatta.com

1. Rules

1.1. The 2024 eSailing Offshore Nations Cup is governed by:

1.1.1. Virtual Regatta Terms of Use: https://www.virtualregatta.com/en/tou/

1.1.2. This Notice of Race (NoR) and Sailing Instructions (SIs) as well as any subsequent amendments.

1.1.3. [DP] Fair Play, Sportsmanship and Behaviour rules (based on protest and Jury decisions).

1.1.4. [NP] Racing rules are operated by the VRO In-game engine.

1.1.5. Discord Platform Terms of Service: https://discord.com/terms

1.2. The official language is English.

1.3. Right to Appeal the decisions of the Jury/Protest Committee is denied under RRS 70.3(b).

1.4. [NP] [SP] Players are required to use only one VRO account, cannot change it during the event and may be asked for additional information to confirm they are the expected player.

1.5. [NP] [SP] Players are required to use only one Discord account, cannot change it during the event and may be asked for additional information to confirm they are the expected player.

1.6. [NP] [SP] External tools may be used if no data is injected directly in the game. Players found to have used an external tool to inject data into the game directly will be disqualified along with their entire team.

1.7. In case of major platform issues, the OA reserves the right to resail the event

2. Venue.

2.1. The event will be played on the VRO website or mobile/tablet application.

2.2. VRO is available at:
- Website: https://www.virtualregatta.com/en/offshore-game/
- App Store: https://apps.apple.com/us/app/virtual-regatta-offshore/id387893495
- Google Play Store: https://play.google.com/store/apps/details?id=com.virtualregatta

3. Eligibility and entry

3.1. Each MNA (Member National Authority) that was registered in the 2024 eSailing Offshore Nations Cup through World Sailing will be eligible to enter a team into the 2024 Offshore eSailing Nations Cup.

3.2. When registering for the eSailing Offshore 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 2024 Offshore eSailing Nations Cup.

3.4. By registering to play in the eSailing Offshore 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 Player names by Tuesday 25th February.

3.6. [NP] The OA reserves the right with unquestionable discretion to deny those players who, at the time of registration, present boat names that can unequivocally cause mockery, offense or that convey political, ethnic, religious, gender or other purposes and in any case are not in line with the dictates of World Sailing MNAs and IOC and their respective CODES of ETHICS.

4. Communications with Competitors

4.1. The online official Notice Board of the Nations Cup will be available on the World Sailing Tournament Discord in the " VRO eSailing Nations Cup" category in the " notice-board-esnc-vro" channel available here - https://discord.gg/3rtKPj2taj

4.2. The SIs for each leg will be made available at least 24 hours before the start of each leg.

4.3. Any notice or a change to the schedule shall be posted no later than one (1) week before it will take effect. Any change to the NoR, or SIs will be published no later than 48hrs before it will take effect.

4.4. 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 "notice-board-esnc-vro" channel of the World Sailing Discord server. The captain shall invite the entire team into this discord server using the link in 4.1, to facilitate communication.

5. Team criteria

5.1. Each MNA shall register a team that meets the following criteria:

5.1.1. team captain: who will be the point of contact with the organisers and race officials before and during the event. They will represent the MNA in the competition.

5.1.2. team co-captain: who will act as captain if the captain is not available.

5.1.3. Between 4 to 8 players: who will be those racing for the MNA. The captain and co-captain can also be players. These players will receive VIP,Full Packs and Consumables or Credits for each leg. Only 4 players will be racing every race.

5.1.4. At least one female player should be selected for the event and she has to race at least one leg

5.1.5. At least one male player should be selected for the event and he has to race at least one leg

6. Event Format

6.1. The event will consist of the following legs:

6.1.1. Leg 1 in IMOCA, that teams must finish in less than twentyone (21) days

6.1.2. Leg 2, in IMOCA that teams must finish in less than nineteen (19) days

6.1.3. Leg 3, in IMOCA that teams must finish in less than ten (10) days

6.2. Only 4 players will participate in every single leg and the players need to be announced at least one week before the race

6.3. e. Leg 1, leg 2 and leg 3 will be visible in-game at least 4 days before the start

Leg	Departure	Arrival
Leg 1	Osaka	Perth
Leg 2	Brest	Gdynia
Leg 3	Siracusa	Touloun

7. Schedule

7.1.   The schedule of the 2024 Offshore eSailing Nations Cup is as follows:

Leg	Start Date	Estimated Finish Date	Deadline for MNAs to select their team
Leg 1	4th of march	18th of March	25th of Feb
Leg 2	26th of March	2nd of April	19th March
Leg 3	15th of April	18th of April	8th April

8. Race boats

8.1.   The whole competition will be raced in IMOCA.

9. Scoring

9.1.   The ranking of teams will be determined based on a five-step scoring process:

9.1.1.   **Individual Player Scoring:** Each player of the team will receive points in each leg based on a low-point scoring system (as per RRS Appendix A4). Example:
- **1st place = 1 point**
- **2nd place = 2 points**
- **3rd place = 3 points**, and so on.

9.1.2.   **Team Leg Total Points:** The team's total points for a leg are calculated by adding up the individual points of all its players.

9.1.3.   **Base Points:**

9.1.3.1.   Teams are ranked **from lowest to highest total points** for each leg.

9.1.3.2.   The team with the lowest total points will be ranked first, the second lowest will be ranked second, and so on.

9.1.3.3.   The ranked teams will receive "Base Points" in each leg based on a low-point scoring system (as per RRS Appendix A4). For

example: **1st place team = 1 Base Point 2nd place team = 2 Base Points**, and so on.

9.1.4. **Adjusted Score Calculation:** Each team's "Base Points" will then be multiplied by the leg's coefficient, creating their "Adjusted Score". Example: If a team ranks **1st** in a leg (1 Base Point) and the **leg coefficient is 1.5**, their Adjusted Score is **1 × 1.5 = 1.5**; If a team ranks **2nd** (2 Base Points) in the same leg, their Adjusted Score is **2 × 1.5 = 3**.

9.1.5. **Final Team Ranking:**

    9.1.5.1. The final team ranking is determined by adding up each team's Adjusted Scores across all legs.

    9.1.5.2. Teams are ranked from lowest to highest total Adjusted Score, with the lowest total winning.

9.1.6. The legs coefficient for the three leg are:

    9.1.6.1. Leg 1: 1.5

    9.1.6.2. Leg 2: 1.2

    9.1.6.3. Leg 3: 1

9.2. In case of a tie break,

9.2.1. If boats are tied at the finishing line, the points for the place for which the boats have tied and for the place(s) immediately below shall be added together and divided equally

9.2.2. If there is a tie between two or more teams' total points in a leg, each team's player's points in that leg shall be listed in order of lowest to highest, and at the first point difference the tie shall be broken in favour of the team with the highest player's points. No excluded score shall be used.

9.2.3. If there is a tie between two or more teams after the end of the event, the team with the lowest result in the last race will be favoured

10. Prizes

    10.1. Before the event, each team shall receive for each player competing:

        10.1.1. VIP for the duration of the event (February 25th to 25th April)

        10.1.2. A Full pack for each leg in which the players competes

        10.1.3. A certification

        10.1.4. Consumables or Credits

    10.2. After the event, the winning team shall receive:

        10.2.1. The Title – eSailing Offshore Nations Cup Champion

        10.2.2. The option to create an Offshore eSailing National Championship in 2025 or 2026

11. Media rights

    11.1. By participating in an event of the eSailing Offshore 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.

11.2.   Players may be asked to be available for interviews and media conferences.

11.3.   By participating in the eSailing Offshore 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 Offshore Nations Cup, and eSailing National Championships.

11.4.   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.

11.5.   Nations may stream their own matches, which may be shared on VR and WS socials.

12.   Code of conduct

12.1.   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.

12.2.   Players and support persons shall comply with any reasonable request from World Sailing and Virtual Regatta.

12.3.   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.

12.4.   World Sailing may reduce or remove a prize in the case of misconduct or refusal to comply with any reasonable request.

13.   Further information

13.1.   For technical queries about the eSailing Offshore Nations Cup game, contact the Virtual Regatta Offshore Help Centre.

13.2.   For other queries about the eSailing Offshore Nations Cup, please refer to the Discord Server detailed here: https://discord.gg/3rtKPj2taj