



**Virtual
Regatta**

2025 eSailing Nations Cup

Notice of Race



sport / nature / technology

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 protest committee 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 may be disqualified by the race committee from the event without a hearing according to RRS 60.5(b)(3).
[VRI]	Virtual Regatta Inshore, the eSailing platform licensed to host the eSailing World Championships
[WS]	World Sailing, International Federation for Sailing and eSailing World Championships rights holder
[VR]	Virtual Regatta, the organisation that provides the eSailing platform, VRI
[OA]	The Organising Authority: World Sailing and Virtual Regatta Inshore
[MNA]	Member National Authority
[RC]	The race committee
[PC]	The protest committee
[MATCH]	The competition between the registered teams of two MNAs
[PLAYER]	Competitor.

1. Rules

1.1. The event is Governed by:

1.1.1. The Racing Rules of Sailing (RRS) 2025 - 2028, with the changes of the Virtual Racing Rules of Sailing (VRRS).

RRS can be found in the following link:

<https://www.sailing.org/inside-world-sailing/rules-regulations/racingrules>

VRRS can be found in the following link:

<https://www.sailing.org/our-sport/esailing>

1.1.2. Virtual Regatta Terms of Use. Available at:

<https://www.virtualregatta.com/en/tou>

1.1.3. VRI Game Engine with the penalty-start counter system.

1.1.4. Discord Platform Terms of Service: <https://discord.com/terms>

1.2. [NP] RRS 60.1 and RRS 61 are changed as follows:

1.2.1. Rules of Part 2, rules 28 and 31 [Modified Rules] cannot be protested by the Players. Penalties for an infringement of these rules will be conducted automatically by the VRI Game Engine.

1.2.2. The decisions made by the VRI Game Engine about an infringement of a Modified Rule shall not be grounds for a request for redress from a Player. Rules 61.4(b)(2) and 61.4(b)(3) are deleted. This changes RRS 61.

1.3. The official language is English.

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

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

2. Communications with players

2.1. The Official Notice Board (ONB) of the event will be the '📄 2025-notice-board-esnc' Discord channel within the 'VRI eSailing Nations Cup' Discord Server Category.

2.2. All notices and communication will be made in the ONB or in their respective channel within the 'VRI eSailing Nations Cup' Discord Server Category.

2.3. The Discord platform is available at: <https://discord.com/download>

2.4. To access the Discord Server and 'VRI eSailing Nations Cup' Category:

2.4.1. Join the server: [World Sailing Discord Server](#)

2.4.2. React with to the message by clicking the 🚢 icon in the channel 📄-welcome-rules:

[Welcome to WS Discord](#)

2.4.3. Verify the access to the 'VRI eSailing Nations Cup' category:

[ESNC Discord Category](#)

- 2.4.4.** In case a player cannot access the 'VRI eSailing Nations Cup' Discord category, contact the OA by tagging '@Race Officer' and '@Organizer' in the '🚢-lounge' channel within the 'General' category.

3. Venue

- 3.1.** The event will be played on the VRI website or mobile/tablet application.

VRI is available at: <https://www.virtualregatta.com/en/inshore-game/>

App Store: <https://apps.apple.com/us/developer/virtual-regatta/id387893498>

Google Play Store: <https://play.google.com/store/apps/details?id=com.virtualregatta>

4. Eligibility and entry

- 4.1.** Each MNA that is registered to have a eSailing National Championship through World Sailing will be eligible to enter a team into the eSailing Nations Cup.
- 4.2.** When registering a team for the eSailing Nations Cup, players of all MNAs must have a VRI account with full and accurate personal details, including their nationality and gender, must be registered to their MNA and shall register in the event using the same information. If a player is chosen to represent their MNA in the Nations Cup, and be featured in eSailing Communications and Media output, a copy of their passport may be required as proof of identity. This process may require the player to keep the document in front of a camera during a call. A player that refuses to provide proof of identity, can be excluded from participating in the event, according to RRS 76.
- 4.3.** Unless a MNA has age restrictions, there is no age restriction for registration for the eSailing Nations Cup.
- 4.4.** In all stages of the event, teams shall have at least a male and a female Players. Male and female Players shall participate in every match and when a race is tagged "mixed" during a match.
- 4.5.** 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, where applicable for Certified Players.
- 4.6.[NP]** Each MNA shall notify World Sailing of their intention to enter by 24th November 2025 at 23H59 UTC via email to alberto.carraro@sailing.org or using the '👤 2025-captains' Discord channel within the 'VRI eSailing Nations Cup' category by selecting a representative for the team. Team members do not need to be selected at this point. The OA reserves the right to accept late entries. If a representative or Captain or Vice-Captain does not have access to the '👤 2025-captains' channel, contact the OA tagging '@Race Officer' and '@Organizer' in the '💬 2025-global-chat' channel within the 'VRI eSailing Nations Cup' category.
- 4.7.[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, offence 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.
- 4.8.** By entering, all players agree to be bound by the Rules governing the event, as stated in this document.

5. Entry fee

- 5.1.** All entries to the eSailing Nations Cup 2025 will be free of charge.

6. Format and scoring

6.1. Stage 1: Mixed Opening Fleet Race.

- 6.1.1.** Teams will compete in 6 back to back fleet races.

- 6.1.2.** Each team will compete with 3 members of their team for each race.

- 6.1.3.** Each player of the team will receive points in each race based on a low-point scoring system (as per RRS Appendix A4).
- 6.1.4.** The team's total points for a race are calculated by adding up the individual points of all its players.
- 6.1.5.** Teams are ranked from lowest to highest total points, with the lowest total winning.
- 6.1.6.** Tie Breaker Rules:
- 6.1.6.1.** 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.

6.2. Stage 2: Group Stage.

- 6.2.1.** Teams will be divided in 2 different groups: Group A and Group B.
- 6.2.2.** The team qualified first in stage 1 will be in Group A, the second in Group B, the third in group A and so on.
- 6.2.3.** Teams in each group will compete against each other only once.
- 6.2.4.** Each match will consist of 7 races.
- 6.2.5.** Points system: modifying Appendix A RRS, points for the match will be awarded to teams based on their results in the races of the match according to the following:

Type of Result	Explanation	Points
Decisive win	5 races or more difference between 2 teams: 7-0, 6-1	4 points
Narrow win	3 races or less difference between 2 teams: 5-2, 4-3	3 points
Narrow Loss	3 races or less difference between 2 teams: 3-4, 2-5	2 points
Decisive Loss	5 races or more difference between 2 teams: 1-6, 0-7	1 point

6.2.6. Tie-breaker Rules: If two or more teams are tied on points at the end of the Group Stage, the following rules will be applied in order to break the tie. When one or more ties are only partially broken, the rules shall be re-applied to them.

- 6.2.6.1. Head-to-Head Result:** The team that won the direct match between the tied teams will be ranked higher.
- 6.2.6.2. Number of Decisive Wins:** If a tie remains, the team with the higher number of Decisive Wins (as defined in the points system) across all matches will be ranked higher.
- 6.2.6.3. Number of Total Wins:** If the tie persists, the team with the higher total number of wins across all matches (including both Narrow and Decisive Wins) will be ranked higher.
- 6.2.6.4. Race Difference:** If still tied, the team with the greater overall points difference across all matches (calculated by subtracting total races lost from total races won) will be ranked higher.
- 6.2.6.5. Remaining ties:** If a tie still cannot be broken after applying all the previous criteria, the tie will be broken by a decisive race. If this race is not practicable, it will be broken by a coin toss conducted by the Organizing Authority.

6.2.7. Forfeits and Draws

- 6.2.7.1.** In case that a team forfeits a race during a match, that team will receive 0 points for that match. The opponent will receive victories for all the remaining races and the match will be concluded.
- 6.2.7.2.** In case both teams forfeit a race or a match, it will be declared a draw and both teams will receive 0 points.
- 6.2.7.3.** Any team that has forfeited a match must be ranked below any team that has not forfeited any matches. This rule applies only in conjunction with the tie-breaker rules outlined in SI **6.2.5.**

6.3.Stage 3: Knockout Stages.

6.3.1.All teams will be qualified to the Knockout Stages;

6.3.2.The knockout stage will consist of the following rounds:

- Quarter Finals
- Classification Round (5th to 8th position)
- Semi Finals
- Petite Final
- Grand Final

6.3.3.The rounds will work as described:

- QuarterFinal 1: A1 vs B4
- QuarterFinal 2: B2 vs A3
- QuarterFinal 3: A2 vs B3
- QuarterFinal 4: B1 vs A4
- Classification Round:
- Classification Round 1: Loser QF1 vs Loser QF2
- Classification Round 2: Loser QF3 vs Loser QF4
- **5th–6th Final:** Winner Classification Round 1 vs Winner Classification Round 2
- **7th–8th Classification:** Loser Classification Round 1 vs Loser Classification Round 2
- Semifinal 1: Winner QuarterFinal 1 vs Winner QuarterFinal 2
- Semifinal 2: Winner QF3 vs Winner QF4
- Petite Final: Loser Semifinal 1 vs Loser Semifinal 2
- Grand Final: Winner Semifinal 1vs Winner Semifinal 2

6.3.4. Each match will consist of 9 races.

6.3.5. A team will win a match when it reaches the victory in 5 races.

6.4.Teams are scheduled to compete in all nine races. However, the match may be concluded early if both teams agree before the start of the match that racing will stop once one team has won five races.

7.Schedule

7.1.The schedule of the 2025 eSailing Nations Cup is:

Stage	Dates (and first warning signal)
Mixed Opening Fleet Race	28 November (20h00 UTC)
Group Stage	29 November- 18 December (20h00 UTC)
Quarter Finals	7-8-9-11-12-13-14-15-16 January (20h00 UTC)
Classification Round	19-23/26-30 January (20h00 UTC)
Semi Finals	24-25 January (20h00 UTC)
Petite Final and Grand Final	31 January (20h00 UTC or 12h00 UTC)
Grand Final	1st February (12h00 UTC)

7.2. The schedule of specific matches between teams will be described in the Sailing Instructions.

7.3. For Stage 2: Group Stage, teams may schedule their matches at a mutually agreed time and date, different to the one provided by the OA according to 7.2. If no agreement is reached, the schedule provided by the OA will automatically take precedence with the first match of the week taking place each Saturday at 20h00 UTC, and the second match taking place each Sunday at 13h00 UTC. Time and date agreement between teams is subject to the following conditions:

- 7.3.1.** Both team captains must submit a request for a time change, including the new time and date in UTC, 24-hour format (e.g. Tuesday, 4 November 2025, 17h30 UTC) to the OA via the designated Discord channel for that specific match. The Discord channel will be named after the letters of the two teams in that match, e.g. 'ECU vs VEN'. Each team should be able to join a different channel for every match.
- 7.3.2.** Both team captains must agree to the new time and date using the designated Discord channel, and the OA must explicitly confirm that both parties are in agreement, then teams can proceed with the match.
- 7.3.3.** Each team is required to compete in at least two matches per week. There is no maximum limit of matches that teams can perform; a team can schedule all of their matches ahead of the original schedule as long as they comply with SI 7.3.
- 7.4.** In case a third match in a week is required due to the number of registered teams, the same conditions stated in SIs 7.2 and 7.3 apply, and if no agreement is reached, the match will take place following the conclusion of the previous match originally scheduled on the last Sunday of the event.
- 7.5.** Pairings for the Knockout Stages will be detailed in the Sailing Instructions.
- 7.6.** The time and date of the Quarter Finals and Semifinals may be changed if both teams agree and submit a formal request, confirming the new time and date, to the OA, and following the applicable criteria of SI 7.3.

8. Team criteria

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

8.1. Stage 1: Mixed Opening Fleet Race

8.2. Team captain

- 8.2.1.** The team captain will communicate with the OA and Race Officials before and during an event/match. The team captain shall be present every time their team participates in an event/match.
- 8.2.2.** If the captain cannot attend a specific match, then a vice captain shall be announced before the start of that match, using the specific Discord channel of the match.
- 8.2.3.** The captain or vice-captain may also participate in a match as a player.
- 8.3.** For this stage, each team MNA shall consist of between 3 and 5 players total. The names of the players shall be communicated to the OA before 28th November 2025 14:00 UTC. The OA may allow late entry
- 8.4.** The OA may allow late substitution

8.5. Stage 2: Group Stage

8.5.1. Team captain

- 8.5.1.1.** The team captain will communicate with the OA and Race Officials before and during an event/match. The team captain shall be present every time their team participates in an event/match.
- 8.5.1.2.** If the captain cannot attend a specific match, then a vice captain shall be announced before the start of that match, using the specific Discord channel of the match.
- 8.5.1.3.** The captain or vice-captain may also participate in a match as a player.
- 8.5.2.** For the whole stage, each team MNA shall consist of between 7 and 20 players total. The names of the players shall be communicated to the OA before 28th November 2025 14:00 UTC.
- 8.5.3.** For each match, between 7 and 10 players of the stage team must be selected and communicated to the OA using the specific Discord channel of the match.

8.6. Stage 3: Knockout Stage

8.6.1. Team captain

- 8.6.1.1.** The team captain will communicate with the OA and Race Officials before and during an event/match. The team captain shall be present every time their team participates in an event/match.

8.6.1.2. If the captain cannot attend a specific match, then a vice captain shall be announced before the start of that match, using the specific Discord channel of the match.

8.6.1.3. The captain or vice-captain may also participate in a match as a player.

8.6.2. The MNA team for the knockout stage shall consist of between 8 and 15 players total. The names of the players shall be communicated to the OA before 5th January 2026 14:00 UTC.

8.6.3. For each match, between 8 and 12 players of the knockout team must be selected and communicated to the OA using the specific Discord channel of the match.

8.7. Each captain or vice-captain must publicly announce the players composing the team for a match, no later than 1 hour before the scheduled start of that match, using the specific Discord channel of the match. Captains or vice captains may modify their team up to 1 hour before the scheduled start.

8.8. For each stage, the team may request to change his team (add or replace a Player) only once. The request needs to be approved by the organising authority at its sole discretion.

9.Boats

9.1. The following boats will be used for each race of the matches during Stage 1: **Mixed Opening Fleet Race:**

Race	Boat	Course	Wind
Race 1	49er	M course Long	20
Race 2	Nacra	Reaching Medium	19
Race 3	F50	ESWC 2024 Long	18
Race 4	J70	LAR2 Medium	22
Race 5	Offshore	N course Medium	17
Race 6	ILCA	Trapezoid Short	18

9.2. The following boats will be used for each race of the matches during Stage 2: **Group Stage:**

Race	Format	Boat	Course
Race 1	2v2	Offshore	N Course Medium
Race 2	3v3 Mixed	F50	ESWC 2024 Long
Race 3	4v4	J70	N course Medium
Race 4	3v3 Mixed	Star	M course Short
Race 5	5v5	ILCA	M course Short
Race 6	2v2	J70	M course Medium
Race 7	2v2	F50	ESWC 2024 Long

9.2.1. Each player may participate in a maximum of 3 races.

9.2.2. At least 7 unique players must compete at least once before Race 4.

9.2.3.If either of the above conditions is not met, the match will be awarded to the opposing team and recorded as a **7-0** result.

9.2.4.If both teams are found in breach of SI **9.1.1** and/or **9.1.2**, the match will be declared a draw and SI **6.1.6** applies.

9.3.The following boats will be used for each race of the matches during Stage 3: Knockout Stage:

Race	Format	Boat	Course
Race 1	2v2	Star	M Course Short
Race 2	3v3 Mixed	ILCA	N Course Short
Race 3	4v4	J70	N Course Medium
Race 4	3v3 Mixed	Offshore	N course Medium
Race 5	5v5 Mixed	F50	ESWC 2024 Long
Race 6	3v3	J70	M course Medium
Race 7	4v4	Offshore	M course Medium
Race 8	5v5	ILCA	M course Short
Race 9	3v3	F50	ESWC 2024 Long

9.3.1.Each player may participate in a maximum of four (4) races.

9.3.2.At least 8 unique players must compete at least once before Race 5.

9.3.3.If either of the above conditions is not met, the match will be awarded to the opposing team.

9.3.4.If both teams are found in breach of SI **9.2.1** and/or **9.2.2**, the match will be declared a draw and SI **6.1.6** applies.

9.4.Details about course type and wind will be described in the Sailing Instructions.

10.Results

10.1.[NP] Results will be posted in the '🔴2025-results-vri' Discord channel, within the 'VRI eSailing Nations Cup' Category, as soon as possible after each race is completed. Results obtained from the VRI Engine will be final.

10.2.An online version of the results will be made available through the '🔴2025-results-vri' Discord channel, within the 'VRI eSailing Nations Cup' Category.

11.Sailing Instructions

11.1.Sailing Instructions will be available to all registered players and MNAs on 28 November 2025 and after the registration period is closed.

12.Requests for hearing

12.1.The Protest time limit is two (2) minutes after the results screenshots are posted in the designated Discord channel.

12.2.Process for filing a protest:

12.2.1.Open the World Sailing Tournaments Discord server <https://discord.gg/FTMCzrxjkE>.

12.2.2.Find the '📋 Protest' section.

12.2.3.Head over to the '👋-hail' channel.

12.2.4.Click on the '✉️ File a Protest' button.

12.2.5.Enter each section accurately.

- 12.2.6.**A new Discord channel with the number of the protest will appear and will be used as the official means of communication for that protest. This channel will be used to present the relevant evidence for the protest.
- 12.2.7.**The Protest Committee will receive the protest and will provide a reply within five (5) minutes through the protest specific channel to confirm that the protest was received correctly or to ask players to provide additional information.
- 12.3.**Sl 12.1 and 12.2 also apply to Requests for Redress.
- 12.4.**Protests or requests for redress without recordings or clear visual proof will not be considered valid. Players will have three (3) minutes after delivering the protest to provide the evidence. This changes RRS 60.4.
- 12.5.**RRS 60.5(a) is changed to: “The protest committee may decide a protest without a hearing after gathering evidence from parties and witnesses as appropriate. When doing so, the protest committee shall comply with rules 63.5 and 63.6. When the protest committee cannot find facts, it shall conduct a hearing as required by rule 63 to decide the protest.”
- 12.6.**RRS 61.4(a) is changed to: “The protest committee may decide a request for redress without a hearing after gathering evidence from parties and witnesses as appropriate. When doing so, the protest committee shall comply with rules 63.5 and 63.6. When the protest committee cannot find facts, it shall conduct a hearing as required by rule 63 to decide whether to grant redress.”
- 12.7.**RRS 61.4(b) is changed to: “A boat is entitled to redress if her score or place in a race or series has been made, or may be made, significantly worse through no fault of her own by
- (1) an improper action or improper omission of a committee, the organisation providing the eSailing platform or the organising authority, but not by a protest committee decision when the boat was a party to the hearing,
 - (2) Deleted.
 - (3) Deleted.
 - (4) giving help (except to herself or her crew) in compliance with rule 1.1, or
 - (5) an action of another boat, or a crew member or support person of that boat, that resulted in a penalty under rule 2 or a penalty or warning under rule 69.
- However, network errors, lag, inability to connect, or any other analogous events on the boat’s side are not actions or omissions of the organisation providing the eSailing platform.
- 12.8.**All hearings will take place virtually on the WS Discord Server at the time and date published by the Protest Committee.
- 12.9.**All hearings will take place in the ‘Protest Room’ voice channel. Upon submitting a protest in accordance with SI 12.2, a ‘Waiting Room’ voice channel will be made available to you. You will be called into the ‘Protest Room’ voice channel from the ‘Waiting Room’.
<https://discord.com/channels/759749563316699146/1204835416004493392>
- 12.10.**A player’s failure to join the ‘Waiting Room’ three (3) mins after a member of the Protest Committee, OA or a Race Official posted a notification to do so in the protest thread or the ‘📞-esnc-hearing-calls’ Discord channel will not be ground for being unavoidably absent from the hearing. This changes RRS 63.7(a)(1).
- 12.11.**Protest Committee decisions can be communicated verbally. This changes RRS 63.6.

13.Prizes

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

- a) Title – eSailing Nations Cup 2025 Champion;
- b) Free eSailing National Inshore Championship for the subsequent year;
- c) Entry to the Inshore Nations Cup for the subsequent year;
- d) Free national venue development (or a venue of choice), which will become the final venue for the 2026 Nations Cup;
- e) 12 additional VIP passes that start on 1st Feb2026 until 31st Jan2027.

14.Media rights, identification and advertising

14.1.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 any compensation.

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

14.3. 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 Championships.

14.4. 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.

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

14.6. Players may be required to display advertising chosen and supplied by the organising authority.

15. Code of conduct

15.1. 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, World Sailing employees and all members of the OA. All players are expected to adhere to the standards of good sportsmanship.

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

15.3. The OA reserves the right to exclude a player from the event in case of a breach of this rule.

15.4. The OA may reduce or remove a prize in the case of misconduct or refusal to comply with any reasonable request.

16. Data protection

16.1. The attention of all MNAs, players and support personnel is drawn to the privacy notices published on World Sailing's website:

<https://www.sailing.org/privacy-policy/>

17. Further information

17.1. For technical queries about the eSailing Nations Cup game, contact the Virtual Regatta Inshore Help Center:

<https://vrinshore.zendesk.com/hc/en-us>

17.2. For other queries about the eSailing Nations Cup, including feedback or suggestions, please refer to the Discord channel '🗨️2025-global-chat' within the 'VRI eSailing Nations Cup' server category.



**Virtual
Regatta**

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sport / nature / technology