



ENTE DI PROMOZIONE
SPORTIVA
RICONOSCIUTO
DAL CONI



1. ORGANISING AUTHORITY

- 1.1 The Organising Authority (OA) is SombreroEsport with Italian Team Racing Academy (ITRA), Plaq ASD, affiliated with Italian Olympic Committee and ASI Bergamo committee.
- 1.2 There will be a Regatta Director and a Protest Committee Chairman.
- 1.3 The event is a 2K (2 vs. 2 keelboat) with 4th place team lose, Team Racing regatta.
- 1.4 The Official Streamer will be Alberto Carraro, that will provide live broadcast and commentary on some of the final races of the event on his Youtube channel and Facebook page.

2. RULES

- 2.1 The regatta will be governed by:
 - a) The rules as defined in Virtual Racing Rules of Sailing (VRRS) published on 22nd Jan. 2019;
 - b) The rules of Appendix A as defined in 2017-2020 Racing Rules of Sailing (RRS);
 - c) This Notice of Race;
 - d) The Sailing Instructions (SI);
 - e) All official communications on the Official Notice Board (ONB);
 - f) Any amendment that will change this Notice of Race or the Sailing Instructions;
- 2.2 The official language of the event is English.
- 2.3 The official time of the event is Central European Standard Time (CEST), **ROME**, 24 hrs.

3. COMMUNICATIONS

- 3.1 All official communications shall be posted on the SombreroEsport channel on the Discord platform. The link for the server will be the following: <https://discord.gg/dCwbtD7>
- 3.2 The Official Notice Board will be available on the Discord channel, all changes and information shall be posted on it.
- 3.3 Any change to schedule shall be posted no later than 2000 hrs the day before it applies.

4. EVENT FORMAT

- 4.1 Teams will be seeded at the discretion of OA.
- 4.2 The event will consist of the following stages:
 - a) **Stage 1:** Round Robin, each team sails in a series [first to score two(2) race points] each other team once (for clarification also see items 10.1 and 10.2);
 - b) **Stage 2:** Quarters Final knockouts [first to score three(3) race points];
 - c) **Stage 3:** Semi Finals knockouts [first to score three(3) race points];
 - d) **Stage 4:** Final [first to score four(4) race points] & Petit Final [first to score three(3) race points];
- 4.3 Stage 1 may be conducted in groups depending on the final number of the entries. With this option each team sails in a series [first to score two(2) race points] with each other team of his group once (for clarification also see items 10.1 and 10.2).
- 4.4 The event format will be detailed in the Sailing Instructions.
- 4.5 The Regatta Director may change the format, terminate any stage. Early stages may be terminated in favour of later stages.

5. PROVISIONAL PROGRAMME

5.1 Each team shall race at least twice a week.

5.2 The OA will publish a racing calendar with date and time for each racing day.

5.3 SCHEDULE

MAIN RACING DAYS	Date	Begins at:	Ends at:
Day One: Monday or Tuesday	detailed in the SI	2200	2330
Day Two: Thursday or Friday	detailed in the SI	2200	2330

5.4 Teams may agree to schedule their series on a different day/time but only inside that week.

Once both teams agreed on the new day/time, they shall immediately inform the OA.

5.5 If the teams do not find an agreement on a different day/time the series shall be raced as scheduled.

5.6 Changes on a different day/time of a series shall be allowed at discretion of OA providing at least one of the two teams owns the Virtual Regatta (VR) VIP access.

6. BOAT and SPINNAKER

6.1 The selected boat is the “Offshore Racer” of Virtual Regatta.

6.2 Teams shall select different colours before racing (similar colours shall not be accepted).

6.3 A boat racing shall not have the spinnaker set from her Preparatory signal (-1') until she has cleared the windward mark (M1).

6.4 A boat racing after dropping the spinnaker at leeward gate shall not hoist it before clearing the windward mark (M1) for the second time.

6.5 Clarification:

a) A boat clears a mark when the game makes a sound and/or the zone of that mark disappears;

b) At the leeward gate the spinnaker may be dropped at any time as preferred by the sailor.

7. ELIGIBILITY and COMPOSITION

7.1 Each team shall consist of a minimum of **2** sailors and a maximum of **5**.

7.2 The team shall indicate a Captain and shall inform the OA if one the team members owns the VR VIP access.

7.3 Each team member shall have an adequate internet connection to play Virtual Regatta.

7.4 For each series the team shall select 2 registered members to compete.

7.5 The time limit to add more sailor to a team is the end of stage 1.

7.6 Requests of a substitution of a registered member of the team shall be submitted to the Regatta Director who will authorize the substitution at his discretion.

7.7 A sailor already registered for a team shall be not allowed to join another team after the first race of stage 1 has started even if he didn't sail any race.

8. REGISTRATION

8.1 If you wish to be invited please register your request for an invitation at Summer League by filling the entry form event as soon as possible on the official website:
www.esport.sombrerosport.it

8.2 The OA will decide, at her discretion, to accept or not your request and she will inform you as soon as possible on her decision.

9. COURSES (description) and PLACES

- 9.1 The Course will be a port rounding W/L twice around finishing downwind with an offset mark and leeward gate (pass through).
- 9.2 The course to use shall be “Upwind Medium”.
- 9.3 The place of the entire event will be Cagliari e Porto Cervo.

10. SCORING and RESULTS

10.1 The “Low Point” scoring system of 2017-2020 RRS shall apply with the following changes and clarifications:

- a) **Score Points:** 1st place 1 point, 2nd place 2 points, 3rd place 3 points, 4th place 4 points;
- b) **Race Points:** 1 point shall be awarded to the team that finishes without a 4th place;
- c) **Series points:** 1 point shall be awarded for the win in each series.

10.2 Scoring a Round Robin or Groups Stage

Series points will be used to determine the winner.

10.3 Scoring a Knock-Out Stage

The winner of a series is the first team to score the number of race points stated in the sailing instructions.

10.4 A screenshot of all the results shall be published by a member of winning team as soon as possible on the **Results Page** of the regatta. The penalty for not posting the results shall be at discretion of Protest Committee chairman.

10.5 The following changes RRS Appendix A:

- a) DNC: A boat shall be scored DNC if she does not enter the race.
- b) DNS: A boat shall be scored DNS if she enters the race and she gets disconnected no later than 20” prior to her starting signal.
- c) DNF: A boat shall be scored DNF if she starts the race, but does not finish. Points shall be assigned in order of exit or disconnection from the game.
- d) If a team had a significant advantage and one (or more) sailors suffered a disconnection that it will score him (or them) DNF, the teams may agree to restart that race.

Clarification Eg: In a 2 vs 2 race a boat of team A is out during the first windward leg, a boat of team B is out during the first downwind leg. These boats are considered DNF, but the boat of team B is scored 3rd and the boat of team A is scored 4th. Team B is the winner of that race.

10.6 DNS, Disconnection Procedures

- a) If a boat is DNS (see 10.5b), the race shall be abandoned and restarted (once) within the next five (5) minutes.
- b) In the event of continued disconnections, the restarted race shall continue without being abandoned and the sailor(s) shall be scored accordingly.
- c) In the event of a disconnection, a screenshot displaying time to the start and the sailor still connected shall be submitted to the OA for review on the **Protest & Request for Redress Page** of the Discord Platform official channel.

11. TIES

11.1 During the Round Robin or the Groups Stage, ties shall be broken by using the following methods, in this order:

- (a) The highest number of series points between the tied teams;
- (b) The lowest sum of score points in all series between the tied teams;
- (c) The lowest sum of score points in all series;
- (d) A sail-off if possible, otherwise a coin toss.

If a tie is partially broken by one of these, the remaining tie shall be broken by starting again at rule 11.1(a).

12. TROPHY

The winning team will be awarded with a commemorative plaque of the event.

13. FAIR PLAY

13.1 Except before the preparatory signal (-1') a sailor shall not use the instant message box (including the emoticons) located on the middle right of the racing screen. Sailors competing in that race may send evidence (a screenshot) to the Organizing Authority. The OA will automatically penalize that team with the loss (4-4 combination) for that race and if the infringement is perpetuated by the same team, with loss in that series.

13.2 Yachting is a sport for ladies and gentlemen, the Organizing Authority will do everything possible to protect fair sailors from unpleasant situations.

We strongly recommend to all sailors to think twice before posting anything on the official Discord channel pages and any other pages related to the event.

The Organizing Authority will act with zero tolerance of any action she believes will bring disrepute to a sailor, the event or, in general, our sport.

Penalty shall be the immediate disqualification from the event for the team.

14. MEDIA RIGHTS, IMAGES AND SOUND

14.1 By participating in the event, sailors automatically grant the OA, 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 racer during and after the period of the competition without compensation.

14.2 Sailors may be required for interviews during the event.

14.3 The OA has the right to use any images and sound recorded during the event free of any charge.

15. DISCLAIMER OF LIABILITY

OA accepts no responsibility for lack of internet speed, data usage or in game purchases by the sailors; neither problems experienced by third party providers, Virtual Race.