



Proud Supporter
of the Canadian
eSailing Championships



Fier supporteur
des Championnats
canadiens d'eVoile

2022 Canadian eSailing National Championship

Notice of Race

1. SEASON BREAKDOWN

- 1.1. The Canadian eSailing National Championship (“the Championship”) will commence on March 7, 2022.
- 1.2. Players may compete in two separate streams described below until May 20, 2022.
- 1.3. Finals will be held at a date to be determined.

2. HOW TO ENTER AND COMPETE

- 2.1. The Championship uses Virtual Regatta Inshore (“VRI”), an online sailing game sanctioned by World Sailing. Players must have a VRI account.

<https://www.virtualregatta.com/en/inshore-game/>

2.2. Stream 1: eSailing World Championship (“eSWC”)

- 2.2.1. Players must register within VRI for the eSWC and will be prompted to do so automatically upon joining their first eSWC challenge.
- 2.2.2. A series of eSWC challenges, of varying days in length, will run consecutively.
- 2.2.3. This stream is a sub-ranking of the eSWC. Challenges held during the Championship period that count toward the eSWC also count toward the Championship.
- 2.2.4. Players may accumulate points by competing in as many eSWC challenges as they wish, until May 20, 2022.

- 2.2.5. Players are invited to register to Sail Canada eSailing communications at https://docs.google.com/forms/d/e/1FAIpQLSduFISjLZwudnNrn8kJWh_dIWECR-T0nekUrshC0z0X_EYJTA/viewform?usp=sf_link and to subscribe to Sail Canada eSailing Championship's Facebook group at <https://www.facebook.com/groups/canesailingchamp>.

2.3. Stream 2: Community Events

- 2.3.1. Affiliated organizations are invited to host their own events using VRI Custom Races, and submit the results for consideration via <https://forms.gle/EMhLPFchGzPkWDAQ9> until May 20, 2022.
- 2.3.2. Criteria for Community Event inclusion in the Championship and more details about this stream are available <http://www.sailing.ca/esailing>
- 2.3.3. Depending on the size and duration of the event, the top 1, 2, or 3 players may qualify to take part in a semi-final series.
- 2.3.4. Sail Canada reserves the right to, at their sole discretion, close Stream 2 early and/or cap the number of events per organization.
- 2.3.5. The semi-final series, if needed, will be held after May 20, 2022. This series will determine the Stream 2 ranking.
- 2.3.6. Players invited to the Championship finals via Stream 1 will not be invited to the Stream 2 semi-final series.
- 2.3.7. Players are invited to register to Sail Canada eSailing communications at https://docs.google.com/forms/d/e/1FAIpQLSduFISjLZwudnNrn8kJWh_dIWECR-T0nekUrshC0z0X_EYJTA/viewform?usp=sf_link and to subscribe to Sail Canada eSailing Championship's Facebook group at <https://www.facebook.com/groups/canesailingchamp>.

3. NOTICES TO COMPETITORS

- 3.1. Notices will be published on the event website. <https://www.sailing.ca/eSailing>
- 3.2. Competitors may register for email updates using a form on the event website. **This is strongly recommended.**
Players are invited to register to Sail Canada eSailing communications at https://docs.google.com/forms/d/e/1FAIpQLSduFISjLZwudnNrn8kJWh_dIWECR-T0nekUrshC0z0X_EYJTA/viewform?usp=sf_link and to subscribe to Sail Canada eSailing Championship's Facebook group at <https://www.facebook.com/groups/canesailingchamp>.
- 3.3. Notices may include details not available at the time this NoR was published such as timing of eSWC challenges, and invitations to Community Events.
- 3.4. Players will be invited to semi-finals and finals via email. The email address used will be: For Stream 1, the address on the player's VRI account. For Stream 2, the address provided by the organizer.

4. SCORING AND FINALS

- 4.1. The scoring system for Stream 1 is the VRI high point system. The scoring system for Stream 2 events will be defined by the event organizers. The scoring system for semi-final and final series will be RRS Appendix A.
- 4.2. The Finals will be a 20-boat live virtual event.
- 4.3. The top 10 players from each stream will be invited to the Finals.
- 4.4. To be eligible for the Finals, invited players must commit to attend the Finals and prove to Sail Canada's reasonable satisfaction that they are a Canadian person. If either requirement is not met by the deadline stated in the invitation, the next highest rated player will be invited, and so on.
- 4.5. The winner of the Finals will gain the Canadian eSailing National Championship title.
- 4.6. The results from the Finals alone will determine the top 20 ranking for the Championship.
- 4.7. Details about the World Sailing E-Sailing Championship will be announced at a later date.

5. PRIZES

- 5.1. The top 10 players in the final ranking will qualify for the eSWC Playoffs.
- 5.2. The top 3 players in the Canadian Finals will win prize packs from Helly Hansen.

6. ELIGIBILITY

- 6.1. When registering for the eSWC, players must register their personal details accurately, including their nationality. If a player qualifies for the Finals or for any Prize, is invited to any live event, or is chosen to feature in eSailing Communications and Media output, proof of identity and nationality may be required.
- 6.2. There is no age restriction for eSWC or the Championship. If a player under the age of 18 years old qualifies for the Finals, a parent or legal guardian must approve and consent to the event rules on their behalf.
- 6.3. By registering to play the eSailing World and Canadian Championship, players automatically grant to World Sailing, Sail Canada 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.

7. RULES

- 7.1. The Championship will be governed by the rules as defined in The Virtual Racing Rules of Sailing (VRRS) found here: [The Virtual Racing Rules of Sailing](#)
- 7.2. Given the nature of the game, players acknowledge by registering that the software applies penalties as factual decisions against which no protest or redress is possible.
- 7.3. The Championship is open to Canadian citizens only. Proof of citizenship must be supplied on request of Sail Canada.
- 7.4. Documents governing the 2022 eSailing World and Canadian Championships will be available at the eSailing World Championship website <https://www.esailing-wc.com> and the Canadian eSailing National Championship website <https://www.sailing.ca/eSailing>.

- 7.5. By registering in VRI, players accept Virtual Regatta's Terms and Conditions found here: https://static.virtualregatta.com/ressources/ToU_VR.htm
- 7.6. By competing in the Championship, players accept the rules and terms of engagement set out in this Notice of Race.
- 7.7. 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, Sail Canada and Virtual Regatta have the right to disqualify the player from the Championship.
- 7.8. Individual players are not allowed more than one profile within the game and are not allowed to be registered to the eSWC more than once. Players found to have more than one profile will be disqualified.

8. MEDIA RIGHTS

- 8.1. By participating in an event of the eSailing World and Canadian Championships, players automatically grant to World Sailing, Sail Canada and 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.
- 8.2. Players may be asked to be available for interviews and media conferences.
- 8.3. By participating in the Finals of the Canadian eSailing National Championship, players automatically grant to Sail Canada, 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 Canadian eSailing National Championship.
- 8.4. Players must adhere to Copyright restrictions and any content distribution guidelines provided by World Sailing, Sail Canada and Virtual Regatta at all times, especially in relation to content creation at the Finals.

9. CODE OF CONDUCT

- 9.1. 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 Sail Canada employees and/or representatives. All players are expected to adhere to the standards of good sportsmanship.
- 9.2. Players and support persons shall comply with any reasonable request from Sail Canada and Virtual Regatta.
- 9.3. At Live or real-world events, players shall handle any equipment provided by Sail Canada and Virtual Regatta with proper care, and in compliance with any written instructions.
- 9.4. Sail Canada may reduce or remove a prize in the case of misconduct or refusal to comply with any reasonable request.

10. FURTHER INFORMATION

- 10.1. For technical queries about the eSailing World and Canadian Championship game, contact the Virtual Regatta Inshore Help Center.

10.2. For other queries please contact esailing@sailing.ca.