2026 eSailing World Championship

Notice of Race

Issued by World Sailing
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sport / nature / technology

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

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.
[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: Virtual Regatta Inshore.
[OA]	The Organising Authority: World Sailing.
[TC]	Technical Committee: World Sailing and Virtual Regatta technical departments.
[MNA]	Member National Authority.
[RC]	The Race Committee. Including the Principal Race Officer [PRO] and Course Race Officers [CRO]
[PC]	The Protest Committee
[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/

Virtual Regatta Terms of Use. Available at:

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

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

1.1.3. 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.

1.7. From Playoff onwards rules about penalty start will be implemented

2. Venue

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

2.2. 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

3. Eligibility

3.1. The event is open to all players with a VRI account.

3.2. Unless a MNA has age restrictions, there is no age restriction for registration for the eSailing World Championship.

3.3. [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 inline with the IOC, WS and VR and their respective CODES of ETHICS.

4. Entry

4.1. Players must have a VRI account with full personal details including sailorID. Sailor ID can be obtained here: https://www.sailing.org/sailors/world-sailing-profile/

4.2. Players must participate in, and finish, at least one race in any of the designated 'eSailing World Championship' qualifiers described in [**12. Format and Schedule**].

4.3. The OA reserves the right, at its sole discretion, to accept late entries.

4.4. [SP] Players are allowed to participate with only one registered account.

4.5. [SP] Players are not permitted to share personal devices, and no more than one player may compete using the same device. The OA may

consider exceptions in extraordinary circumstances; however, advance disclosure of shared device usage will be required for any exception to be considered.

4.6. Once the registration has been confirmed, it is necessary to make sure that you have been enabled on the WS Discord Channel described in [**10. Communication**].

4.7. By entering, players agree to be bound by the current VRRS and by all other rules that govern this event.

4.8. Players may be required to complete a form and/or provide proof of identity upon request.

5. Qualification.

5.1. Knockout Qualification

5.1.1. [NP] The in-game ranking system will determine the top 40 players from each qualifier progressing to the respective knockout.

5.1.2. A player already qualified to the semifinal and to the playoff cannot qualify in any other knockout.

5.1.3. [NP] An absent player may be replaced with another one from a waiting list.

5.2. Playoffs Qualification

5.2.1. After the last Knockout, players who finish between 2nd and 22nd position in the eSailing World Championship Overall Ranking will qualify to the playoff. If a player is already qualified, the next in line will qualify.

5.2.2. Players who finish in 4th place in each knockout will qualify to the Playoffs.

5.2.3. Players who finish between **3rd and 5th place** in the STC 2026 Finals will qualify for the Playoffs.

5.2.4. Wildcard reserved for all MNAs that have an agreement with World Sailing in 2025. The OA recommends either hosting a qualifying event to select the player or using the Overall Ranking within VRI.

5.2.5. Wildcards reserved for special events.

5.2.6. [NP] An absent player may be replaced from a waiting list for only the qualification system on point 5.2.1.

5.3. Semifinal Qualification

5.3.1. [NP] The top three (03) players from each Knockout will qualify to the semifinal.

5.3.2. [NP] Six (06) players will qualify through the Playoffs to the semifinal.

5.3.3. Eight (08) wildcard entries will be granted to the following MNAs that had an eSailing agreement with World Sailing in 2024: **France, Germany, Hungary, Italy, Japan, Poland, Sweden and Switzerland.** The OA recommends either hosting a qualifying event to determine the selected player or selecting the current National eSailing Champion.

5.3.4. The player who finished in 2nd place of the STC 2026 Finals will qualify for the semifinal.

5.3.5. [NP] An absent player may be replaced from a waiting list for each qualification system.

5.4. Grand final Qualification

5.4.1. [NP] Top 3 players from each semifinal will qualify to the Grand Final.

5.4.2. [NP] The winner of the STC 2026 Regatta will qualify for the Grand Final.

5.4.3. [NP] One (01) representative of the Host Country. The OA recommends either hosting a qualifying event to determine the selected player or selecting the current National eSailing Champion.

5.4.4. The winner of the eSailing World Championship Overall Ranking will qualify for the Grand Final.

5.4.5. In-person attendance is mandatory for all participants in the Grand final. The OA may consider exceptional circumstances. Players shall confirm their attendance to the OA at the latest five (05) weeks before the scheduled date for the event. The attendance will be confirmed by sending passport, visa and ticket booking to the OA

5.4.6. In case a player could not confirm his participation, the spot will be given as wild card to the Host Country

5.4.7. Players under 18 years of age must be chaperoned by one responsible adult, who should be their parent/carer or have written authorisation by their legal guardian.

5.4.8. All flights, transfers to the airport will be refunded after the final for athletes that are part of an MNA that has an eSailing Inshore agreement with World Sailing. The best path will be agreed with the player before the booking.

5.4.9. Accommodation for finalists will be covered for athletes that are part of an MNA that has an eSailing Inshore agreement with World Sailing. Paid accommodation will be three (3) nights or less. The OA may consider exceptional circumstances.

5.4.10. For any under-18 finalists, meeting the requirements of NoR 5.4.6, flight and accommodation costs will also be covered for a chaperone (limited to one chaperone per under-18 player).The OA may consider exceptional circumstances.

5.4.11. If a player confirms their participation but does not attend the Grand Final, the host country may select another representative.

6. Entry Fee.

6.1. All entries to the eSailing World Championship 2026 will be free of charge.

7. Media and Partners.

7.1. By participating in the event, competitors and support teams automatically grant to 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 participating player, without compensation.

7.2. Competitors may be required to be available for interviews during the competition.

Competitors may be required to stream their voice and/or video webcam at any time during the competition for media and/or protest purposes.

7.3. By participating in the eSailing World Championship, 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 Championships.

7.4. 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.

7.5. Players may stream their own matches, which may be shared on VR and WS socials. For the Grand Final, special conditions may apply and will be described in the Sailing Instructions.

8. Code of Conduct.

8.1. 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.

8.2. Players and support persons shall comply with any reasonable request from World Sailing, Race Officials, Judges and Virtual Regatta.

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

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

9. Identification and Advertising.

9.1. Players may be required to display advertising chosen and supplied by the Organising Authority.

9.2. If a player is chosen to be featured in eSailing Communications and Media output, a copy of their identification document may be required as proof of identity. A player that refuses to provide proof of identity, can be excluded from participating in the event, according to RRS 76.

10. Communication.

10.1. The Official Notice Board (ONB) of the event will be the '📜-notice-board-eswc' Discord channel within the '🏆eSailing World Championship' Discord Server Category.

10.2. [NP] Additional channels may be created within the WS Discord Server and used as additional notice boards. This will be communicated through the Official Notice Board in the first instance.

10.3. [NP] All information will be posted on the WS discord channel no later than one (1) hour before racing starts, unless there is a change to schedule, which will be posted 24 hours prior. In case of exceptional circumstances, the OA and the RC may reschedule an event but the starting signal will not be made less than 24 hours after the notice has been posted.

10.4. The Discord platform is available at:
- https://discord.com/download

10.5. To access the Discord Server and '🏆eSailing World Championship'' Category:

10.5.1. Join the server: https://discord.gg/PYNyvprhvQ

10.5.2. React with to the message by clicking the⛵ icon in the channel 📜-welcome-rules:
https://discord.com/channels/759749563316699146/759749563316699150

10.5.3. Verify the access to the '🏆eSailing World Championship' category:
https://discord.com/channels/759749563316699146/1202241132289855569

10.6. In case a player cannot access the '🏆eSailing World Championship' Discord category, contact the OA by tagging '**@Race Officer**' and '**@Organizer**' in the '🛋-lounge' channel within the 'General' category.

11. Sailing Instructions.

11.1. The Sailing Instructions will be available on the Official Notice Board no later than 24 hours before the first racing day for each Qualifier and Knockout.

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12. Format and Schedule.

12.1. Qualifying Series: Eight (8) Qualifier each with a 40-players Knockout. Held virtually.

12.2. Playoffs: Two (2) Playoffs with a 20-players fleet each. Held virtually. Maximum 40 players.

12.3. Semifinal: Three (3) Semifinals with a 13-players fleet each. Held virtually. Maximum 39 players.

12.4. Grand final: One (1) Grand final with 12-players. Held live and in person. Players are required to bring with them and participate on their own portable device.The OA may provide non-portable devices provided the player requests it within two weeks after the semifinal.

Event	Date	Start-End Time	Knockout Date	Knockout Time
Qualifier 1	13-16 Oct	12:00 UTC	25th Oct	20:00 UTC
Qualifier 2	5-8 Nov	12:00 UTC	15th Nov	20:00 UTC
Qualifier 3	15-18 Dec	12:00 UTC	10h Jan	13:00 UTC
Qualifier 4	12-15 Jan	12:00 UTC	25th Jan	13:00 UTC
Qualifier 5	2-5 Feb	12:00 UTC	15th Feb	13:00 UTC
Qualifier 6	16-19 Feb	12:00 UTC	1st Mar	20:00 UTC
Qualifier 7	2-5 Mar	12:00 UTC	12th Mar	20:00 UTC
Qualifier 8	16-19 Mar	12:00 UTC	30th Mar	20:00 UTC

Event	Date	Time
Playoff 1	12th Apr	13:00 UTC
Playoff 2	12th Apr	20:00 UTC
Semifinal 1	19th Apr	13:00 UTC
Semifinal 2	19th Apr	20:00 UTC
Semifinal 3	20th Apr	20:00 UTC

12.5. Grand Final in Person, with date, time and venue still to be defined between the months of June and July 2026.

12.6. The official date, time and venue of the Grand Final will be posted on the Official Notice Board.

12.7. For the Knockout, the Playoffs and the Semifinal, no warning signal will be made after four (4) hours following the scheduled start time.

13. Scoring and Results.

13.1. Qualifier

13.1.1. In-game ranking system will be used for the Qualifying series.

13.1.2. The Qualifier score is the highest average score obtained for a series of races in a row.

13.1.3. In case of a tie in the score, the player who achieved that score in the least number of attempts is placed above.

13.1.4. If a player achieves an average score equal to that of their maximum score, their total number of attempts will include both sets of races as well as any other attempts.

13.1.5. In case of a tie in both score and number of attempts, the player who scored most recently is placed above.

13.1.6. In case of further ties, the player with the oldest account is placed above.

13.2. eSailing World Championship Overall Ranking

13.2.1. The eSailing World Championship Overall Ranking is made by adding the points of each qualifier score as defined in [**NoR 13.1.2**].

13.2.2. No qualifier score shall be removed.

13.2.3. The player with the highest number of points shall be scored first, the second highest second, and so on.

13.2.4. The VRI overall ranking will be available on the VR platform.

13.3. Knockouts

13.3.1. Knockout will be scored in accordance with Appendix A of the RRS.

13.3.2. One race is required to constitute a series.

13.4. Playoffs, Semifinal and Grand final

13.4.1. The Playoffs, Semifinal and Grand final will be scored in accordance with Appendix A of the RRS.

13.4.2. One race is required to constitute a series.

14. Disclaimer.

14.1. The Organising Authority and its Committees, the Race Officials, Sponsors and those online streaming, assume no responsibility for lack of internet connection speed, data access or device fault, for game

purchases by players and any issues encountered by third-party vendors, Virtual Race Inshore.

15. Prizes.

15.1. A perpetual trophy will be awarded to the player in First Place.

15.2. Cash prizes will be awarded as follows:

15.2.1. $5,000 for first place.

15.2.2. $3,000 for second place.

15.2.3. $2,000 for third place.

16. Data Protection.

16.1. The attention of all competitors and support team 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 VRI check the Virtual Regatta Inshore Help Center. Available at: https://vrinshore.zendesk.com/hc/en-us

17.2. For further queries about the event please utilise the information desk on the WS Discord Server. Available at: https://discord.gg/p9hYZmmcn4

18. Drug Testing.

18.1. Competitors are reminded of the World Sailing rules and regulations concerning the use of banned methods and substances, which are contained in the World Sailing Anti-Doping Code. Drug testing may take place during this event.

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