

# SAILING INSTRUCTIONS

*Play eSailing Match Racing Trial Event*

*Organized by the Play eSailing Community*

## 1. Rules

1.1. The event will be governed by:

- (a) The **World Sailing eSailing Rules of Racing**.
- (b) The **Play eSailing in-game rules**, which take precedence in cases of conflict.
- (c) The **Notice of Race** for this event.

1.2. The **Play eSailing automated rules system** will umpire all races. Automated rule decisions **cannot be protested**.

## 2. Notices to Competitors

2.1. All notices to competitors will be posted on the **Play eSailing Discord server**.

2.2. It is each competitor's responsibility to check the Discord server regularly for updates, schedule changes, and race assignments.

## 3. Changes to Sailing Instructions

3.1. Any changes to these sailing instructions will be posted on the Play eSailing Discord server and will be binding on all competitors.

## 4. Schedule

4.1. Race assignments will be published on the Discord server at approximately **2000 UTC each Monday**.

4.2. Each competitor will be assigned **two (2) races per week** during the round-robin and knockout stages.

4.3. All races must be completed by **1200 UTC on the Sunday** of the same week.

4.4. Competitors are responsible for scheduling and completing their assigned races within the weekly time window.

4.5. Races may be rescheduled to another time by mutual agreement between competitors, or by arrangement with the Race Officer.

## 5. Boats and Equipment

5.1. The following boat classes will be used:

- (a) **SSL47** for all round-robin stages.
- (b) **Dinghy** for knockout rounds.
- (c) **SSL47** for finals.
- (d) **Tornado** for petit finals.

5.2. Competitors must ensure they have a stable internet connection and functioning game client.

## 6. The Start

6.1. Races will start according to the **Play eSailing in-game starting sequence**.

6.2. Competitors should be ready in the game lobby at the mutually agreed start time.

## 7. The Race

7.1. Match racing format will be used throughout the event.

7.2. There is **no time limit** for races.

7.3. The race is completed when one boat finishes or retires, or when the in-game race concludes.

## 8. Penalties

8.1. Penalties will be applied automatically by the **Play eSailing game system**.

8.2. Competitors must comply with all in-game penalty notifications.

## 9. Protests and Requests for Redress

9.1. Protests and requests for redress must be submitted to the Race Officer (**Jerseytbw** on Discord) by **1000 UTC on Sunday** of the race week.

9.2. Protests may be submitted publicly or privately via Discord.

9.3. Automated rule decisions by the Play eSailing system **cannot be protested**.

9.4. If the Race Officer is involved in a disputed race, the matter will be referred to an unbiased third party for arbitration.

## 10. Scoring

10.1. The event will use a match racing format with best-of series:

(a) Round-robin stages: **best of 3**.

(b) Knockout rounds: **best of 3**.

(c) Finals and petit finals: **best of 5**.

10.2. The winner of each match is the first to win the required number of races in the series.

10.3. Results will be published on [SailRanks](#).

## 11. Disconnections and Technical Issues

11.1. If a competitor disconnects or quits during a race:

(a) If the competitor who quit was **losing by a substantial margin**, the race will count as a **win for the opponent**.

(b) If the race was **close at the time of disconnection**, the race **may be re-sailed** by mutual agreement.

(c) In case of **disagreement**, the matter shall be referred to the Race Officer for arbitration.

11.2. If the Race Officer is involved in the disputed race, the matter will be referred to an unbiased third party.

## 12. Safety and Conduct

12.1. Competitors are expected to maintain **sportsmanlike conduct** at all times, both in-game and on Discord.

12.2. Unsportsmanlike conduct may result in disqualification from the event.

## 13. Prizes

13.1. Prizes may be awarded at the discretion of Play eSailing.

## 14. Further Information

14.1. The Race Officer for this event is **Jerseytbw** (Discord).

14.2. For questions, scheduling assistance, or technical support, contact the Race Officer via the Play eSailing Discord server.