



PART 1 : RULES

1.1 Rules in Force

The event will be governed by the documents listed above and any their upgrade since the date of coming into force:

- (a) the 'Code of sports ethics';
- (b) the rules as defined in updated 'The Racing Rules of Sailing';
- (c) the Appendix C 'Match Racing Rules';
- (d) the 'The Call Book for Match Racing';
- (e) the possible Notice of Race document;
- (f) the 'Sailing Instructions' document and its attachments (this document);
- (i) adopted software simulator rules;

1.2 Conflicts Between Rules

If a conflict arises between the rules, the following order of prevalence is established:

- (a) 'SI' take precedence over 'RRS';
- (b) 'RRS' prevail over sailing simulator rules.

1.3 Changes and amendments to Definitions

- (a) A mark of a different side of course, is to be considered as an obstruction under definition and under rule R19.
- (b) It is added the new definition: "Defined on starboard (port) tack. A boat is defined on starboard (port) tack when: 1) it is not tacking; or 2) it is not jibing, or 3) when, sailing downwind, has crossed the wind direction by at least three seconds, regardless of the position of the boom, the trim of the sails and the side occupied by most of the crew."

1.4. Changes and amendments to Rules of Part 2 of RRS

- (a) Rule 13.2 (C2.4) is amended as follows : "13.2 After a boat sailing downwind crosses the direction of the wind and jibes, she shall keep clear of other boats until she is defined on opposite tacks."
- (b) The sentence (b) of Rule R14 is amended as follows: 'shall not be penalized under this rule, unless there is an avoidable contact, from which a significant speed and/or position advantage was gained.'

(c) When boats are sailing downwind and overlapped, the leeward boat shall always have a foresail or a spinnaker hoisted at all times. If she fails to do so the windward boat is exonerated from a possible breach of RRS 11.

(d) Rule R41 is changed as follows: ' a boat is allowed to establish and maintain outside electronic communications.

(e) Rule R42 is changed as follows:: All software and/or hardware tricks and devices that change the timing of the boat with other boats of the simulation are considered and sanctioned as not allowed propulsion devices'.

(f) A boat cannot hoist gennaker, spinnaker or Code0 before she has started (in prestart period, until she crosses the start-line and starts)

PART 2: PROTEST IN WATER

(a) A boat, while racing, may protest another boat for an alleged breach of a rule by writing 'P' in simulation chat as soon as possible to ask for a single penalty, or 'PR' to ask an immediate penalty (red flag).

(b) If the breach is severe, protesting boat may write "PX" or "2P" to ask for two single penalties.

(c) Protested boat may accept (Y) or refuse (N); missing or late answer to a penalty request is considered a refusal.

(e) It is not allowed to solve a penalty when it was formerly rejected or a request of deletion was submitted and accepted; alleged execution shall not held as valid.

2.2 Penalties by the Virtual Umpire

(a) A penalty awarded by the virtual umpire is considered as a request of a simple penalty; protesting boat may ask for an aggravation.

(b) Request of deletion for a penalty awarded by the virtual umpire is considered as a refusal, also if the breach is effective, but different to the called one.

(c) A penalty awarded by the virtual umpire for an infringement of rule R31 cannot be deleted, and may be ground for a request of aggravation only when the boat breaks at the same time the rule R31 and a rule of Part 2, gaining from it a significant advantage.

(d) In respect of Rule R64.1, if a boat compels another boat to receive a not erasable penalty because she commits herself an unreported infringement of a rule, she shall take two penalties, or retire from the race where she gained a significant advantage

(e) The deletion of a penalty is ALWAYS MANDATORY under request of penalized boat.

(f) The missing of deletion, the missing of answer to a request for deletion or the delayed deletion of a penalty, if this affects the race, shall be sanctioned with a DSQ classification to the defaulting boat.

PART 3 : SAILING SIMULATOR

3.1 Loosing of connection

A player disconnected will lose the race, except a full agreement to both players if there is time , to re play or re-create the race.

3.2 Race Chat

(a) When lobby or equivalent, communications from the spectators are allowed , provided that no disturbance to the organization of race or preparation of competitors or host is made.

(b) Since simulation has started, the use of chat is only allowed to host and competitors, limited to what is strictly necessary for the race operations and situations that may occur (protests, calls, agreed completion of the race).

(c) The players of event, spectators in a server, will decide all situations where there is not accordance between players.

In case of parity the mixed reviews vanish (stalemate)

(d) The following abbreviations are prescribed and recognized; anyway, competitors are free to use different word or abbreviations, and they shall be held valid provided that opponent understands them.

P = protesting other boat while racing

PR = claiming for a red flag penalty

PX or 2P = claiming for two single penalties

Y = accept a penalty or confirm execution

N = rejecting a penalty or dispute execution

MARK = hit a mark to be awarded a penalty

360 = start taking an agreed penalty

DONE = notice of agreed penalty taken

RTT or ROOM = claiming room

WD = give victory to opponents