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## VwMRT SAILING INSTRUCTIONS

Release 5.0.1, Feb. 08, 2015 –

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### PART 1 : DEFINITIONS and GENERAL INFORMATIONS

#### 1.1 Language

'English' is the official language.

#### 1.2 Abbreviations

The following abbreviations are on use:

**RRS** = Racing Rules of Racing in force (at present moment, 2013-2016)

**MRCB** = Match Racing Call Book in force (at present moment, 2013-2016)

**R, C** = Rule of RRS, Rule of Appendix C (Ex. R16.1, C7.3)

**Call** = Call of MRCB (Ex. Call UMP 33)

**OA** = Organizing Authority

**RC, PC** = Race Committee, Protests Committee

**VwMRT** = Virtual World Match Racing Tour

**VwMRT-SI, SI** = (Rule of) VwMRT Sailing Instructions (Ex. SI1.3)

**VSK** = Virtualskipper® sailing simulator

#### 1.3 Communications

(a) Any communication from OA or RC or PC will be posted inside **VwMRT Staff Communications** forum.

(b) Any request to OA or RC or PC may be posted inside **Q. & A. ( Ranking Members Only )** forum.

#### 1.4 Eligibility and Enrollment

(a) They are eligible only Skippers registered at VwMRT.

(b) Registration is subject to full acceptance of disclaimer located at **VwMRT Enrollment** page of website [www.wmrt.eu](http://www.wmrt.eu) and implies the full and unconditioned acceptance of the rules (SI part 3).

(c) The name submitted (nickname) when first registering cannot be changed.

(d) Il RC reserve the right to reject or cancel the registration of a skipper under given reason (RRS 76.1).

#### 1.5 Classes

The following boat-classes are admitted, but RC may authorize races disputed by other boats, and add new classes to SI1.5 table.

	Single-Hull	Multi-Hull
VSK originals	ACC Melges Offshore	Multi
Custom Boats	RC44 TP52 Farr40 V2 Elima70 Wally esense	Orma v21 MaxiTri MaxiCat Avaler60 Extreme40 AC72

#### 1.6 Not Provided Occurrences

Any significant occurrence not covered by SI or other documents, will be managed by the RC as they think proper, in view of fair play, sportsmanship and respect of people referred even to the 'BASIC PRINCIPLE' of RRS.

#### 1.7 Changes to SI

(a) The Sailing Instructions may be changed by RC anytime.

(b) Changes to SI will be reported in the "log of changes" at the end of this document.

(c) It is on participants care to check the effectiveness of possible changes to SI.

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## **PART 2 : FAIRPLAY AND EXEMPLARY CONDUCT**

### **2.1 Code of Sport Ethics**

- (a) VwmRT OA signs and promotes the 'Code of sports ethics' set out in Recommendation R (92) 14 REV of Council of Europe.
  - (b) They are considered to be unacceptable all behaviors of participants, organizers and committee members themselves, before, during or after races or official meetings, for the duration of the event, or facts related to it, in any form or by any means, through any media, even in private or otherwise restricted or limited, aimed at ridicule, denigrate, belittle or be offensive to any persons, associations, organizations, nationalities and languages, political or religious beliefs, sexual orientation, or discriminating in any respect against anyone.
  - (c) In addition to the above, they will be considered violations of the 'Code of sports ethics' all the actions of any kind, whose purpose is to achieve an increase in the performance of the individual or the team, while respecting the letter of a rule, in substance violating the spirit, obtaining possibly but not necessarily an advantage over those who have complied with that rule strictly respecting the letter and spirit.
  - (d) The violation of the above will result in sanctions that may include, also together, an official warning, disqualifying in one or more races, and as it concerns the ranking, a penalty on the score, a temporary suspension, a permanent exclusion.
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## **PART 3 : RULES**

### **3.1 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);
- (g) the 'forms' for automatic reporting of results, protests and defenses, and their instructions;
- (h) official communication of RC and PC in proper forum sections;
- (i) adopted software simulator rules;
- (j) any other documents RC will state as governing the event.

### **3.2 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.

### **3.3 Virtual Umpire**

- (a) If the sailing simulator implements a "racing rules set", it is the responsibility of competitors to comply with complete rules in forces; it is not allowed to protest the consequences of poor or missing records due to an improperly call of the virtual umpire, whatever the way it is realized.
- (b) Until proved otherwise, **overlap** and **zone** calls of virtual umpire shall be considered valid.
- (c) Calls of the virtual umpire about **rules of Parts 3, 4 and 5, and Appendix C**, shall be considered valid and shall not be ground for a protest except as provided about asynchronies and lags.

### **3.4 Amended Rules**

#### **3.4.1 Validity of changes and amendments**

Changes to rules of RRS not withstanding to what stated in rule R86.1 are inspired by the provisions of rule R86.3.

#### **3.4.2 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: a) it is not tacking; or b) it is not jibing, or c) 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."

#### **3.4.3 Changes and amendments to Rules of Part 2 of RRS**

- (a) Rule 13.2 (C2.4) is amended a 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) If a boat sailing on a downwind leg under R17 gybes, she shall not be considered under R17 only after being defined on opposite tacks. When not the case, Rule R17 shall still apply regardless any possible information coming from a virtual umpire.



(d) 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.

#### **3.4.4 Changes and amendments to other rules, and new rules.**

- (a) Race and umpire signals prescribed in Rule R26, C3 and C5 are replaced with those provided by the sailing simulator.
  - (b) Postponing, Abandoning and General Recall signals prescribed in Rules R27, R29, R32 are replaced with the action of resetting the sailing simulation.
  - (c) Rule R41 is changed as follows: A boat shall not receive help from an external source, whether that aid interferes with the race or other boats.' a boat is allowed to establish and maintain outside electronic communications.
  - (d) Rule R42 is changed as follows: A boat must compete using only the standard settings of the simulation. 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'.
  - (e) Rule R46 is changed as follows: 'The competitor is considered the person in charge designated for the boat (See Rule R75)
  - (f) Rule C2.7 (arm signal) is deleted.
  - (g) Rule C6 is deleted.
  - (h) A boat cannot hoist gennaker, spinnaker or Code0 before she has started (in prestart period, until she crosses the start-line and starts)
  - (i) Rule RRS 52 (manual force) is deleted.
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## **PART 4 : COURSES and RACES**

### **4.1 Courses**

- (a) OA provides "official" courses.
- (b) Skippers are allowed to use different courses under following conditions:
  - (1) Skippers agree on usage of such courses, and in this situation racing implies acceptance of the courses.
  - (2) Courses are made available to RC under request in editing free mode.

### **4.2 IRPCAS and Starting Signals**

- (a) Before preparatory signal, International Regulation for Preventing Collision at Sea (IRPCAS) is in force.
- (b) Advice signal, that corresponds to the launch of the race in simulation, is set at 5 (five) or 8 (eight) minutes before starting signal. Preparatory signal is done 4 (four) or 5 (five) minutes, respectively, before starting signal.

### **4.3 Managing a Race**

- (a) It is suggested that the host is a spectator and not a competitor.
  - (b) Host shall open a server named **VvMRT** as follows:
    - race mode = **match race**
    - rules mode = **complete / full (auto)**
    - mode = **tactics**
    - table mode = **disabled**loading chosen courses for the planned races.
  - (c) The Host will launch a test start at the beginning of any session of races.
  - (d) The host will launch official races only after checking absence of troubles and "ready" state of competitors.
  - (e) When a competitor declares himself "ready" it means that all settings of simulation have been checked, and are no more ground for discussion.
  - (f) The race may be abandoned and restarted in the following cases only:
    - (1) Disconnection of one or more competitors before preparatory signal
    - (2) Disconnection of host, if not a competitor in that race
    - (3) Under agreement of both competitors.
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## **PART 5 : RESULTS**

### **5.1 Result Submission**

- (a) The result of the single race shall be reported within two hours, since last boat finished or otherwise if agreed and shall be submitted by the winner of the race; the result of a single race shall be submitted by Result Form; mandatory data to fill in form are detailed in form instructions
- (b) A screenshot showing the order of arrival or the agreed conclusion of the race MAY be attached to the form, and it shall anyway be kept until the end of the protest time limit or publication of a decision on a protest or a dispute and submitted under application of RC.
- (c) The replay of the whole race is not to be sent, but RC may ask for it to check the result arising from the race; both competitors shall hold the replay until the end of the protest time limit or publication of a decision on a protest or a dispute, and submitted under application of RC.
- (d) In the case of incorrect or incomplete application form, it is not to be sent a new form, but it becomes necessary to send a notification email to the RC reporting the number of race and item missing or incorrect. The RC will update the database.

### **5.2 Validity of a race**

A race is held valid when

- (a) all boats were into simulation at its beginning, and
- (b) at least one boat finished; or
- (c) none of the boats finished, but a competitor gave victory to opponent by writing "WD" in race chat or other equivalent formula.
- (d) When RC awards victory to a competitor, whatever the reason.

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## **PARTE 6 : PENALTIES and PROTESTS**

### **6.1 Infractions and Penalties**

As stated in Appendix C, Match Races may be partially umpired by virtual umpire implemented into simulation, in rules mode 'Full-Complete (Auto)'; anyway:

- (a) The Protest Committee will evaluate only breaches of Racing Rules included in the RRS ISAF and related to the VSK Simulation
- (b) A boat that breaks while racing a rule may touch a mark or the committee boat to award herself a penalty; she shall give a previous clear advice to the opponent and take a screenshot.
- (c) 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).
- (d) If the breach is severe, protesting boat may write "PX" or "2P" to ask for two single penalties.
- (e) Protested boat may accept (Y) or refuse (N); missing or late answer to a penalty request is considered a refusal.
- (f) 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.

### **6.2 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.

### **6.3 Right to submit a protest to PC**

The following cases may occur:

- (a) **refusal of a penalty or accepted and not solved penalty**: the boat that protested while racing may submit a protest to PC
- (b) **accepting a penalty**: if a requested penalty is accepted and solved, the right to submit protests to the PC for the same incident is denied.
- (c) in every case the whole protested situation shall be examined and possible violation of a rule, although not detected by virtual umpire or protested by a party, shall be sanctioned.



## 6.4 Special Cases

### **(a) Three penalties awarded by virtual umpire**

When virtual umpire awards three penalty, the boat is disconnected from race; if one or more penalties should result wrong, PC shall inform the RC who shall state a re-sailing of the race, giving allowances or penalization on race times as proper.

### **(b) Outstanding penalties on finish line**

Where a boat believes an outstanding penalty awarded by virtual umpire is wrong, or should have been compensated by an agreed penalty, she may cross finish line and her race time shall be stated by PC from replay.

### **(c) Compensation of the penalties**

Penalties awarded by virtual umpire, and agreed between competitors, compensate; competitors shall keep count of outstanding penalties although not according to virtual umpire panel, and agree the outcome of the race.

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## **PART 7 : MEDIATION**

*This section is experimentally deleted.*

*Mediation Forum is anyway open as a free space for competitors.*

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## **PART 8 : PROTESTING to the PC**

### **8.1 Submitting a protest**

A competitor that intends to protest the opponent for an incident, or an alleged breach of a rule:

- (1) shall anyway finish the race, under modalities described in rule SI5.2 (validity of a race).
- (2) shall fill out the Protest Form.
- (3) shall attach the race replay

### **8.2 Validity of a protest**

- (a) The protest form shall be submitted no later than 24 hours after the transmission of the result of the race; mandatory data to fill in protest form are detailed in related instructions.
- (b) PC may under given reason consider as valid protests submitted out of time or not complying with procedure.
- (c) The protest shall anyway include, as attachments, one or more screenshots from which it can establish with certainty that the procedure of protest while racing was complied with; the term "screenshot" means a frame picture or a video of full screen or full window of the game; in both cases it shall be viewable without installing any additional software or codec; the screenshot shall be taken as soon as possible after the incident and shall also clearly show the current race time; partial and/or significantly delayed screenshots shall not be held as valid; if no screenshot is available, a member of RC or PC, if spectator of the race, may testify the compliance of the protest hail.
- (d) In the case of incorrect or incomplete application form, it is not to be sent a new form, but it becomes necessary to send a notification email to the RC reporting the number of protest and item missing or incorrect. The RC will update the database.

### **8.3 Defense**

- (a) The opponent party, who receives communication about the submitted protest as a copy-for-knowledge, may present a defense filling out the Defense Form; mandatory and optional data to fill in defense form are detailed in related instructions.
- (b) The form of defense must be submitted no later than 48 hours after the transmission of the result of the race.
- (c) In the case of incorrect or incomplete application form,, it is not to be sent a new form, but it becomes necessary to send a notification email to the RC reporting the number of protest and item missing or incorrect. The RC will update the database.

### **8.4 Limitations and rights**

- (a) Additional and further counterclaims or opinions of third parties are not allowed and materials other than the screenshots and replays shall not be used as evidence, but they may be submitted to clarify a point of view.  
[Notice: the term 'material' means, for example, drawings, animations and screenshots made from a replay]
- (b) Calls of MRCB or ISAF Cases Book are not binding on the analysis and the decision of the PC, but are permitted as arguments to support a thesis.
- (c) Parties of a protest may object that a specific member of PC is appointed to evaluate that protest. No motivation is required. That member shall not allowed to discuss and vote the protest. This allowance is limited to one objection for each submitted protest.
- (d) Within defense time limit, protested party may submit own protests to the PC. In this case, further 24 hours are allowed to the opponent for possible defenses.



### **8.5 Withdrawing a protest**

Protesting party may withdraw the protest within time limit of defense submitting sending a mail message to PC; the same protest shall no longer be submitted again.

### **8.6 PC decisions**

- (a) The PC will consider any protest after the deadline of defense submitting and shall publish motivated decision in the appropriate section of event forum within 3 days since that limit, made exception for special cases that will be motivated.
  - (b) If different protests have been submitted and related to the same race, the PC will take them into consideration, if valid, according to the timeline of events in race.
  - (c) On an application for a protest PC may:
    - (1) Reject the protest as not admissible or not valid (matters that are not ground for protest, or not compliance with procedure).
    - (2) Dismiss the protest as no rule was broken (green flag), or one or more rule(s) were broken but related penalties properly solved.
    - (3) State that one or more rule(s) were broken and related penalties improperly solved or unsolved at all.
    - (4) Submit the matter to RC
  - (d) a decision on a valid protest under c(3) shall include the following measures: for every rule broken and related penalty not accepted, defaulting boat shall be classified as DSQ; further protests, according to timeline of events, shall be dismissed as not relevant.
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## **PART 9 : REOPENINGS AND APPEALS**

### **9.1 Re-openings**

The parties cannot task for reopening an hearing at the PC of VwmRT. This amends rule R66.

### **9.2 Appeals**

The decisions of the PC are final in force of R70.5(a) and cannot be appealed.

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## **PART 10 : SAILING SIMULATOR**

### **10.1 Software and Connection**

- (a) The event is sailed inside "Virtualskipper®" (VSK5) sailing simulator.
- (b) VwmRT RC may authorize the usage of a different sailing simulation software.
- (c) RC may ask the participant for demonstrate, under penalty of exclusion, the lawful possession of an official copy of the adopted sailing simulator software.

### **10.2 Nick, Avatar, Skin**

- (a) Nicks, Avatars and Skin not strictly complying under any aspect what prescribed by part 2 of these SI are forbidden.
- (b) As it concerns the transparency level of sheets, a transparency level greater than or equal to 50% is required; moreover, completely transparent sails are not allowed.
- (c) In any case, the sails must allow transparency in the view of buoys, boats and other obstacles from any angle, and the shape of the sails must be identified with certainty from any angle and in any light and weather conditions of the simulation.

### **10.3 Loosing of connection**

- (a) As a general rule, the responsibility for quality and continuity of a connection is awarded to the individual competitor and to the host of the race; anyway, if a disconnection occurs:
  - (1) a competitor may give victory to opponent; or
  - (2) race may be abandoned and sailed again with the agreement of the parties; or
  - (3) the race may be neutralized to recreate conditions occurring before the loosing of connection; or
  - (4) each party may ask RC for evaluating the outcome of the race on disconnection.
- (b) RC will evaluate the development of the race until disconnection, making use of supporting evidences submitted, as replays, screenshots and testimonies; where it is possible to reach a reasonable certainty about the likely outcome of the race, the RC will award the victory to one party; in other cases, RC will abandon the race.

### **10.4 Asynchrony and Lags**

- (a) In case of repeated or heavy lags or asynchronies of one or both competitors clearly affecting the race, the race may be abandoned.
- (b) In the presence of asynchronisms, in cases of protests, players will eventually be penalized on the basis of their own replay if provided to the committee, if not on the basis of the host or opponent replay.



### 10.5 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) It is allowed that a team may delegate to a single the management of its chat communications, provided this is done before the preparatory signal, and it is clearly marked in race chat. From that time until the race ends, for the application of this rule, the competitor is considered a spectator and the spokesman is considered a racing competitor.
- (d) If the RC considers that the smooth running of the race has been altered by inappropriate use of chat race it shall determine the repetition of the race , or redressing the order of arrival or any other measure aimed at realigning the situation with the state of thing there was effective prior to incident.
- (e) 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. The RC shall possibly read chat messages in most favorable way to competitors.

**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

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