

**FAST**  
**TEAMLEAGUE**  
INTERNATIONAL TEAM RACE CHAMPIONSHIP

**Organized by**



# **SAILING INSTRUCTIONS**

***Fast* TEAM LEAGUE**

**2018**

**ENGLISH** Version 1.0 date  
03.04.2018

## **1. FAIRPLAY AND EXEMPLARY CONDUCT**

### **1.1 CODE OF SPORTS ETHICS**

VSKITALIA and the Committees of Teamleague share, sign and promote the 'Code of sports ethics' set out in Recommendation R (92) 14 REV of Council of Europe.

### **1.2 BEHAVIOR**

VSKITALIA and the Committees of Teamleague complain and consider 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.

### **1.3 COMPLIANCE**

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.

### **1.4 SANCTIONS**

The violation of the above will result in:

(A) official warning and penalty point to the first occurrence, if minor;

(B) immediate exclusion from the event and the two subsequent editions and two penalty points at the second occurrence, or at the first occurrence, if severe.

## **2. GENERAL INFORMATIONS**

### **2.1 OFFICIAL LANGUAGE**

'English' is the official language of the event.

### **2.2 COMMUNICATIONS**

All notices shall be reported inside 'COMMITTEES COMMUNICATIONS' forum.

## 2.3 ABBREVIATIONS

The following abbreviations are on use:

FTL, FTL18, FTL2018 = the Fast Teamleague 2018 event

NOR = Notice of Race of FTL2018

SI = (Rule of) Sailing Instructions of FTL2018

RRS = Racing Rules of Sailing 2017-2020

R, D = RRS rule of Appendix D

TRCB = Call Book for Team racing 2017-2020

RC, PC = Race Committee, Protests Committee

## 2.4 TERMINOLOGY

'event': the whole FTL2018, since entries opening;

'participant': a skipper entered at the event;

'competitor' means a skipper in, or entitled to, or designated to, before, during and after racing;

'team': the set of participants entered at the event as a crew;

'captain' : means a participant identified as the 'person in charge' for his own team;

'flight': the turn of races both in RR and in KO series;

'meeting': the set of races planned or sailed between two teams;

'sailnumber': the shortened nickname that competitors shall use while racing (see SI 12.5).

## 2.5 EVENT ENTRY AND SITE REGISTRATION

(a) Registered username and event nickname shall be the same registered at VSKITALIA website.

Event nickname can not be changed during the event. Any difformity shall be reported to RC and arranged before entering deadline.

[NOTE: in this edition, since an automatic database linked to the site is not used, it is allowed that the boat name and the username are different, but in the forum communications it must be indicated = "account name" skipper of "boat name" .]

(b) Entry implies full and unconditional acceptance of the rules (see SI 4) governing the event.

(c) RC keeps the right to deny the entry of a skipper under motivated reason as prescribed in RRS 76.1.

## 2.6 DIFFERENCES BETWEEN SI AND NOR

If a conflict arises between NOR and SI, what stated in SI is prevalent.

## 2.7 NOT PROVIDED OCCURRENCES

Any significant occurrence for the event not covered by NOR, SI or other documents governing it, 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.

## 2.8 CHANGES TO SI

(a) The Sailing Instructions may be changed by RC anytime along the event; the effectiveness of a change to SI will be reported inside 'COMMITTEES COMMUNICATIONS' forum, and the change inside 'CHANGES TO SI' document.

## 3. AUTHORITIES AND COMMITTEES

### 3.1 ORGANIZING AUTHORITY

The organizing authority of the event is 'VSKITALIA'. The persons in charge for the event are:

(a) for VSKITALIA ( web tools & logistics ): LUPIN owner@vskitalia.com

(b) for VSKITALIA (technical organization and committees ): Sailgood davide.foti90@gmail.com

### 3.2 RACE COMMITTEE (RC)

The RC manages the event as a whole, particularly scheduling, rankings, organization of meetings, eligibility of participants, changes to SI and all occurrences not covered by the rules.

The RC has the most extensive autonomy in decisions regarding the event, including the faculty to order abandoning, resailing or redressing a race or a meeting, assign penalties and allowances and award disciplinary measures to a participant or a team.

### 3.3 PROTESTS COMMITTEE (PC)

(a) The PC manages protests related to alleged violations of rules; it has no competence on occurrences not covered by the rules, even if related to incidents between the boats while racing.

(b) Under (a) sentence, the PC has the most extensive autonomy in decisions, including the faculty to order abandoning, resailing or redressing, assign penalties and allowances and award disciplinary measures.

### 3.4 PC OPERATIONS

(a) When possible, the definition of 'Interested Party' of RRS is also extended to when a PC member is a participant, if protest is related to other teams of the same group, or that could be opponents in next knock-out series.

(b) PC members that are interested party in a protest shall not keep the right of discuss and vote the protest.

(c) Decisions about protests are taken with the majority of votes; if PC is not able to express a majority about a protest, it will report the facts to the RC, detailing the different opinions expressed by PC members, and possible penalizations related or suggested.

## 4. RULES

For interpretations about some racing rules as they are applied to simulation see document 'INTERPRETATION OF RULES'

### 4.1 REGOLE

The event will be governed by: (a) the 'Code of sports ethics'; (b) the rules as defined in updated 'The Racing Rules of Sailing for 2017-2020, (c) the 'Appendix D - Rules for Team Racing'; (d) the 'Team Racing Call Book for 2017-2020', whose usage is limited to clarify a point of view of the parties or a decision of the PC; (e) the 'NOR' document; (f) the 'SI' document and its attachments (this document); (g) the forum sections concerning: official communications of the RC and the PC - Registration - appointments - results - protests / defenses; (i) adopted software simulator rules; (j) any other documents RC will state as governing the event.

### 4.2 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 VSK5 simulator rules.

### 4.3 VIRTUAL UMPIRE

(a) The VSK5 sail simulator implements some part the Racing Rules of Sailing 2005-2008 ('virtual umpire'); it is the responsibility of competitors to comply with complete RRS 2017-2020; it is not allowed to protest the consequences of poor or missing records due to an improperly call of the virtual umpire, or advices upcoming from ISAF panel.  
(b) Until proved otherwise, overlap calls of virtual umpire shall be considered valid.  
(c) Calls of the virtual umpire about rules of Parts 3, 4 and 5, and Appendix D, shall be considered valid and shall not be ground for a protest except as provided about asynchronies and lags (see SI 13.4).

### 4.4 AMENDED RULES

Changes to rules of RRS not withstanding to what stated in rule RRS 86.1 are inspired by the provisions of rule RRS 86.3.

The following rules of RRS are amended:

- (a) The sentence (b) of Rule RRS 14 is amended as follows: 'shall not be penalized under this rule, unless there is an avoidable contact.'

- (b) A mark of a different side of course, is to be considered as an obstruction under definition and under rule RRS 19.
- (c) Race signals prescribed in Rule RRS 26 and Appendix D are replaced with those provided by Virtualskipper®.
- (d) Postponing, Abandoning and General Recall signals prescribed in Rules RRS 27, 29, 32 are replaced with the action of resetting simulation to lobby condition.
- (e) Rule RRS 41 is changed as follows: 'A boat shall not receive help from an external source, whether that aid interferes with the race or other boats.' This amends also rule D1.2(b).
- (f) Rule RRS 42 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 '.
- (g) Penalties provided for in Rule RRS 44 are replaced as prescribed in rule SI 9.1 and SI 9.2.
- (h) Rule RRS 46 is changed as follows: 'The competitor is considered the person in charge designated for the boat (See Rule RRS 75)'.  
(i) Rule D1.2(a) is deleted.
- (j) Rules D2, D3, D4 are replaced by rules SI 8 and SI 9.

## 5. FORMAT

### 5.1 ROUND ROBIN SERIES

- (a) In Round Robin series meetings are made of five races. (b) Entered teams are shared in TWO groups by a draw (A, B).
- (c) Under motivated reason, RC may move a team from a group to another, also to avoid that teams belonging to the same sailing club meet together in this series.
- (d) A team will race one meeting against each other teams of its group.
- (e) At the end of Round Robin series, best TWO teams in each group will qualify final knock-out series.

### 5.2 KNOCK-OUT SERIES

In Knock-Out series each meeting will consist of a best-of-seven series.

#### Semifinals

Qualified teams will meet as follows in Semifinals: SF1 semifinal 1: 1° Group "A" – 2° Group "B" SF2 semifinal 2: 1° Group "B" – 2° Group "A"

#### Finals

Teams will meet as follows in Finals:

FF2 Petit Final (3rd and 4th place): loser SF1 - loser SF2

FF1 Grand Final (1st and 2nd place): winner SF1 - winner SF2

(g) the winner of Grand Final will be awarded the title of "Fast Teamleague 2018 Champion".

## 6. MEETINGS AND COURSES

### 6.1 OFFICIAL COURSES

- (a) All races shall be disputed on official event courses, available in download area of FTL18 homepage.
- (b) It is not allowed any change in courses settings.
- (c) First three races of a meeting shall be raced under different wind strenght.

### 6.2 SIGNALS

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

### 6.3 ARRANGE A MEETING

- (a) The races will be raced in accordance with the official SCHEDULING and any amendment and addition.
- (b) Teams may arrange for dates others than official scheduling, but in accordance with the official time limit of current meeting.
- (c) The scheduling of races will be arranged in the relevant section of the 'MEETING FORUM'; any different way of communication will not be recognized in the assessment of availability to race on decisions about undisputed races or raced out of time.
- (d) Single races of a meeting may be raced separately in different days and times.
- (e) Requests for exceptions to the scheduling will be submitted to RC before time limit of current meeting:
  - (1) application of single team may be accepted or rejected, also without motivation;
  - (2) application of both teams will be accepted if teams arranged a final date for the meeting, and that date does not affect the following part pf the event.
  - (3) if a postponement is allowed for a meeting, no further postponements shall be allowed for that meeting.

### 6.4 MANAGE A MEETING

- (a) Official SCHEDULING reports which team is identified as "team A" for the meeting; the opponent team is identified as "team B".
- (b) Team "A" will grant a proper host for the meeting.
- (c) Team "A" chooses its skin; if necessary team "B" will change its skin with its secondary skin.
- (d) The courses of the races are chosen alternatively by team A (odd flights) and by team B (even flights).
- (e) Courses choice will be made before the beginning of first race of the meeting.

## 6.5 HOST A MEETING

It is suggested that the host is not an interested party. If a disconnection of host occurs, see SI 13.

- (a) The host will open a server as prescribed in 'RACE PARAMETERS' document, loading chosen courses for the planned races.
- (b) The host will launch a test start before the first race.
- (c) The host will launch official races only after checking absence of troubles and "ready" state of teams.
- (d) When a team says himself "ready" it means that all settings of simulation and team composition have been checked, and are no more ground for discussion.
- (e) The race shall be postponed if a disconnection occurs before preparatory signal.
- (f) The race may be postponed if all boats of same team are on the same side of startline when simulation begins.

## 7. RESULTS SUBMISSION

### 7.1 SUBMIT THE RESULT OF A SINGLE RACE

- (a) The result of a single race shall be submitted by RESULT FORUM, from FTL18 homepage. Mandatory data to fill in are detailed in "facsimile" post at the beginning of the forum.
  - (b) The result will be submitted by a *participant* .
  - (c) The result of the single race shall be reported by a member of "A" team (not necessarily the winning team) within two hours, since last boat finished the last race of the day. After expiration of this term, the result may be also submitted by the "B" team. This will involve a warning to the team "A" of the meeting. The continuous violation of this rule shall lead to 1 point of penalty on meeting score to defaulting team.
  - (d) Under responsibility of team "A", teams may agree about which of them will report the result. (e) In any case, the deadline for reporting the result of a race is set at 12 hours after the end of the round of racing as stated in official scheduling; races whose results will not be reported as prescribed shall be considered as undisputed.
- RC may reschedule undisputed races and may also impose a penalty to teams.

## 7.2 SCREENSHOT

- (a) The screenshot showing the arrival or agreed conclusion of the race must be preserved and transmitted by the RC request.
- (b) In the absence of the screenshot, upon reporting by the opposing team or requested by the RC, the result of the race will be approved only after investigation and confirmation by the other team and this shall involve a warning to the team reporting the result of the race. The continuous violation of this rule shall lead to 1 point of penalty on series score to defaulting team.
- (c) In the absence of the screenshot a possible time penalty shall be commuted in disqualification.

## 7.3 RESULTS BOARD

- a) the transmitted results will be visible, for convenience, also in a series of tables accessible via links from the home page.

## 8. SCORING RACES AND MEETINGS

ADVICE: In knock-out series it shall not be allowed to wait protests solving and then complete a meeting if its deadline is past.

It is suggested, when protests are upcoming, to run as many races as it is necessary to achieve the full meeting score.

After protest solving, races not useful to determine the winner of the meeting will be abandoned.

### 8.1 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 team gave victory to opponent by writing "WD" in race chat or other equivalent formula.
- (c) RC awards victory to a team, whatever the reason.

### 8.2 SCORING A RACE

(a) Each boat finishing a race, whether or not rule RRS 28.1 has been complied with, shall be scored points equal to her finishing place. All other boats shall be scored points equal to the number of boats entitled to race. It applies the following table (Classification: points):

1°: 1 point 2°: 2 pts. 3°: 3 pts. 4°: 5 pts.

ADVICE: VSK5 scoring system is not relevant

### 8.3 SCORING A MEETING

- (a) Each won race grants 1 (one) point to the winning team. (b) In undisputed races 0 (zero) points will be awarded.
- (c) In case of valid protest for unavailability (walkover) of the opponent, victory will be awarded to protesting team.
- (d) In knock-out series, if series is not completed, the team who won the greatest number of races shall be qualified for the following series; each undisputed race shall outcome in 1 (one) penalization point in the following series score.

### 8.4 TIES IN THE SERIES

- When necessary, ties in a series will be broken using, in order, (a) the number of races won when the tied teams met;
- (b) the points scored when the tied teams met;
  - (c) if two teams remain tied, the last race between them;
  - (d) total points scored in all races against common opponents; (e) a sail-off if possible, otherwise
  - (f) a game of chance.

If a tie is partially resolved by one of these, then the remaining tie shall be broken by starting again at (a).

### 8.5 WALKOVERS

- (a) RC shall NOT assign any walkover in the absence of an official request, made exception of what stated about 'Withdrawal of a team'.
- (b) a team may ask for being awarded a walkover in a single race or in a whole meeting by sending a mail to RC and in copy for knowledge to the opponent.
- (c) When assessing applications for about walkovers, the RC will consider:
  - (1) the willingness of the applicant, in terms of dates and times offered, also in consideration of nationality and timezone of teams.
  - (2) the correspondent willingness of the counterparty;
  - (3) any other element aiming to assess the willingness of the parties, but not the number of components of a team.
- (d) Upon an application for walkover, the RC may:
  - (1) assign to one of team one or more victories for unavailability in relation to races not raced, up to a maximum equal to the total amount of races not raced;
  - (2) assess the responsibility equivalent of both teams and declare the races officially not disputed.

## 9. PENALTIES AND PROTESTS IN RACING

### 9.1 VIOLATION AND PENALTIES

As stated in Appendix D, the races of FTL2018 event are partially umpired by virtual umpire (VSK umpire), implemented into simulation in rules mode 'Full-Complete (Auto)'. Anyway:

- (a) A boat that, while racing, breaks a rule of Part 2 or rule RRRS 31.1, shall take a One-Turn Penalty (360°) or a Two-Turns Penalty (720°) under rule R44.2 when she gained a significant advantage in the race or series by her breach.
- (b) A boat, while racing, may protest another boat only for an alleged breach of rule RRS 2 or a rule of Part 2.
- (c) A boat that intend to protest shall inform the other boat as soon as possible by writing 'P' in simulation chat to ask a One-Turn Penalty, or 'PX' to ask a Two-Turns Penalty, followed in both cases by the nickname of the protested boat or by an abbreviation that allows a sure identification of protested boat.
- (d) Protested boat may accept (Y) or deny (N); missing or late answering to a penalty request is equivalent to a denial.
- (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.
- (f) Accepted penalties shall be performed as soon as possible, but anyway immediately after the incident. Delayed executions shall not be held as valid.

### 9.2 PENALTIES AWARDED BY VIRTUAL UMPIRE

- (a) A penalty awarded by the virtual umpire is considered as a request of a One-Turn Penalty; protesting boat may ask for an aggravation of the penalty.
- (b) Request of cancel for a penalty awarded by the virtual umpire is considered as a denial.
- (c) A penalty awarded by the virtual umpire for an infringement of rule R31 can not be canceled, 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 a Two-Turns Penalty, or a Three-Turns Penalty where she gained a significant advantage from the incident.
- (e) The deletion of a penalty is MANDATORY under request of penalized boat; the denial of deletion of a penalty awarded by the virtual umpire is considered a violation of rule R2 and 'Basic Principle', and it shall be sanctioned forcing the defaulting competitor team to defeat with the score of 3-8.
- (f) The delayed deletion of a penalty, if affecting the race, shall be managed and sanctioned as a denial of deletion.
- (g) If a requested penalty is accepted and solved, the right to submit protests to the PC for the same incident is denied.

## 9.3 SPECIAL CASES

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

Where a third penalty is awarded by virtual umpire, the boat is disconnected from race; if one or more penalties should result wrong, PC shall inform the RC who may state a resailing of the race, and resailed race order of arrival shall be redressed by 25" each unsolved penalty in abandoned race.

### (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 RC from replay.

### (c) Compensation of penalties

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

## 10. MEDIATION AND RIGHT TO PROTEST TO PC

### 10.1 MEDIATION

A mediation mandatory phase is a prerequisite to the submission of protests to the Protest Committee. The mediation may include incidents related to different situations and races, and may originate multiple protests, submitted by both parties. Protests submitted in the absence of mediation will be rejected without examination.

### 10.2 MODALITY OF MEDIATION

The mediation phase consist of opening a discussion in the 'MEDIATION ROOM'. Opening up the thread of the mediation shall be borne by the party wishing to protest.

The counterpart is notified by declaration in race chat, proved by a screenshot, or by other means, the proof of which is borne by the party who wishes to protest.

The participation of the other party to the mediation is a proof and allows the counterpart itself to introduce its own protests to the Protest Committee.

The counterpart is not required to respond unless it wishes to submit an own protest, but missing participation will be evaluated by PC under rule 10.7.

The thread of mediation must be opened as soon as possible after transmitting the result of the race (see rule SI 7) but not more than two hours after.

### 10.3 CONTENT OF MEDIATION

The party wishing to protest must describe the facts, its interpretation, the rules consistent with the incident and its proposal for a preliminary agreement. Mediation must be proactive: the parties shall support their point of view with an objective interpretation of the incident, and a logical and consistent application of rules and any other reference. The parties must demonstrate, when possible, a mediation effort, aimed at resolving the dispute during the mediation. Inside of the text of the protest or defense must be reported a link to the thread of mediation.

### 10.4 EFFECTS OF MEDIATION

If the mediation process originates a result of the race that is other than one transmitted in RESULTS FORUM, both parties must communicate and confirm the decision at the foot of the mediation itself, so that the RC can eventually update the results, as it already happens after the resolution of the protests. In the absence of confirmation by a party, the RC does not validate mediation, and may choose to modify the arrival order, and also to impose sanctions.

### 10.5 SECURITY AND EXEMPTION

In each race the first protest filed by each party, if properly mediated, is free of charge; further protests, if submitted by the same party, involve the application of following penalties:

- (a) for each protest filed a penalty of 0.25 points is given to the party who filed the protest. (b) for each protest filed, the losing party is awarded an additional penalty of 0.25 points. These penalties only find application inside the series round which they are applied to.

### 10.6 ACTION OF PC

Mediation is an integral part of the protest, all the opinions and arguments are treated as texts of protest and defense by the Protest Committee. The Protest Committee does not consider directly the inconsistency, simplicity, or instrumentality of the submitted protest; however, these issues are an integral part of the assessment about the proactivity of the mediation. When the violation or the lack of violation or the object of protest are of obvious interpretation, that is when the Protest Committee deems that one or both of the parties are missing a serious effort at mediation, or if inconsistency, simplicity, or instrumentality of the protest filed are apparent, the Protest Committee may assess that the mediation was not proactive and penalize the defaulting party or parties with an additional penalty of 0.25 points, combined with the provided above penalties, subject to the decision on the merits of the protest.

## 11. PROTESTING TO COMMITTEES

### 11.1 SUBMIT A PROTEST

(a) A protest must be presented via the PROTEST FORUM in accordance with the facsimile displayed in the same forum. The protest form can be submitted only by a participant who was registered as allowed to submit official data in 'entry section' and supplied a valid email address. The captain of the team is allowed to Protest submission by default.

(b) It is a good rule of Fair Play to warn the opposing party of a possible protest presentation; in any case, the members of the teams are required to monitor the "RESULTS FORUM", "PROTESTS FORUM" and "COMMITTEES COMMUNICATIONS FORUM".

[NOTE (1): it is possible that the BOAT NAME and the ACCOUNT NAME in VSKITALIA, do not coincide; in this case, at the head of the protest post, it must be written = "NAME ACCOUNT" skipper of "BOAT NAME"]

### 11.2 VALIDITY OF A PROTEST

(a) The protest post must be completed and published no later than 24 hours after the transmission of the result of the race, viewable in RESULTS FORUM.

(b) The mandatory data to be included in the protest post are listed in detail in the "Protest Facsimile" in the PROTEST FORUM.

(c) The protest shall anyway include one or more screenshots from which it can establish with certainty that the procedure of protest while racing was complied with.

(d) If complying with protest procedure while racing can not be certainly assumed, the protest shall be dismissed.

(e) Protests not properly filled or received after the deadline may be rejected, at the discretion of PC.

### 11.3 DEFENSE

The team that sees a protest of the opposing party in relation to a match, can present defense by responding to the protest post in the same thread of the protest forum. The mandatory and optional data to be included in the defense are listed in detail in the "Defence Facsimile" at the beginning of the PROTEST FORUM. The Defense post must be compiled and submitted no later than 48 hours after the transmission of the result of the race, viewable in RESULTS FORUM.

Defenses not properly filled or received after the deadline may be rejected, at the discretion of PC.

## 11.4 LIMITATIONS TO PROTESTS AND DEFENSES

- (a) Additional and further counterclaims are not allowed.
- (b) Materials other than the screenshots and replays shall not be used as evidence, but may be submitted to clarify a point of view.  
[Note: 'materials' are assumed to be, for example, drawings, animations, and screenshots taken from replays]
- (c) Opinions of third parties are not allowed.
- (d) Submission of written evidence of a witness is allowed, only if submitted by e-mail to PC by the witness itself.
- (e) Calls of TRCB are not binding for PC, but are permitted as arguments to support a thesis.

## 1.5 WITHDRAW A PROTEST

- (a) Protesting party may withdraw the protest within defense time limit, responding to its own protest post inserting the simple phrase "PROTEST RETIRED".
- (b) In the case of a withdrawal, the same protest can no longer be filed.

## 11.6 PC DECISIONS

- (a) The PC will consider any protest after the deadline of defense submitting and will issue its decision within 4 days.
- (b) If multiple protests have been submitted and related to the same race, the PC will take them into consideration, according to the timeline of events in race.
- (c) On an application for a protest PC may:
  - (1) Reject a protest as ineligible.
  - (2) Reject a protest as invalid.
  - (3) State that no rule was broken.
  - (4) State that one or more rule(s) were broken and related penalties properly solved.
  - (5) State that one or more rule(s) were broken and related penalties improperly solved or unsolved at all.
  - (6) Submit the matter to RC under SI 3.3(a) (no competence) and SI 3.4(c) (missing majority).
- (d) Decision about a valid protest under c.(5) shall include a possible penalization awarded to one or more competitors or to a team or both teams in its whole, as follows:
  - (1) for every rule broken and related penalty not solved, 6 (six) points shall be added to the race score of defaulting competitor;
  - (2) if penalization prescribed in sentence d(1) is not relevant for race outcome, an official warning shall be also awarded to the defaulting team;
  - (3) if a second official warning occurs, defaulting team shall be awarded 1 (one) point of penalization on series score;
  - (4) for every rule broken and related penalty not solved, if a significant advantage was gained, defaulting team shall be declared as the loser of the race, with scoring (3-8);
  - (5) if more than an incident is related to the same race, scoring penalties may be compensated.
- (e) The decision will be published via post following the relating to protest one and possible defense; the thread will then be closed by the RC.
- (f) All PC decisions shall be motivated and shall include a clear upgraded scoring of involved race. (g) The decision of the PC is final in force of RRS 70.5(a).

## 11.7 OTHER PROTESTS

- (a) Protests not related to a specific race may be submitted sending a mail to PC, and if possible a copy for knowledge to the counterpart, not later than 48 hours since alleged breach was effective or known.
- (b) This procedure is open to any participant against: (1) a participant or a team entered at the event (2) a spectator of a race
- (3) a host of a race
- (4) Committees and their components, but not if related to decision about protests or official communications.
- (c) The opponent party may present a defense, sending a mail to PC not later than 48 hours since protest submitting, or since its publishing in 'COMMITTEES COMMUNICATIONS'.
- (c) PC reserves the right to evaluate if protest is allowable or not.
- (d) PC may delegate the matter to RC as it concerns both the admissibility and the substance of the matter.
- (e) If the protests concerns the PC or a member of PC, it shall be examined by the RC.

## 12. MANAGE A TEAM

### 12.1 COMPOSITION OF A TEAM

- (a) Any team entered to the event shall be made of no less than two members and no more than four.
- (b) A team shall comply the lower limit of two members at any time during the event.
- (c) At any time, a participant shall be identified as the captain and the person in charge for the team. (d) No other limitation is set to the composition of the team.
- (e) At any time of the event a team may register additional members up to the upper limit of four.

### 12.2 REPLACEMENTS AND TRANSFERS

- (a) A team may replace a component at any time during the event. Replacements shall not be motivated, and may also occur as a result of withdrawal or disqualification of a component. There are no limitations on the number of possible replacements.
- (b) A participant may move from a team to another provided that the original syndicate agrees with the transfer of membership.
- (c) Participants involved in replacements and transfers shall not have raced in the event as competitors of another team.
- (d) Replacements and transfers shall be reported to the same section of the Entry forum used for the entry of the team, and also reported by mail to the RC; they come into force when RC confirms the entry in the same forum.

## 12.3 WITHDRAW OF A TEAM OR A COMPONENT

(a) A team or a component may withdraw at any time by sending an email to the RC. No motivation is required.

The withdraw is effective and irrevocable since communication is delivered to RC. The withdraw of a team may be only reported by the captain of the team. The captain of a team may withdraw a component of own team.

(b) RC shall consider a team as withdrawn in Round Robin stage when actually raced less than 50% of planned races, or when a component withdraws or is disqualified, whenever the team is unable to comply with the lower limit of three members.

(c) If a team withdraws or is considered as withdrawn, all races sailed or planned shall be abandoned, and their score shall be erased, but if a team withdraws after actually having raced more than 50% of planned races, their score will be deemed valid, and the remaining races will be considered as sailed and lost.

## 12.4 TEAM SKIN(S)

(a) Always in accordance with rule 13.2 (c) about transparency, skippers are allowed to use personal or team skins. In the case of a dispute, two official (blue - red) skins are provided, authorized by the RC and the PC, which can be used in any case. Skins will be available in download before the event starts

## 2.5 SAILNUMBER

(a) It is prescribed that every competitor, while racing, is identified by a shortened nickname or sailnumber, in the following shape:

XXX-YYY, where XXX identifies the single competitor and YYY identifies the team. Colours and fonts are free, but it is suggested they are the same for all the members of the same team.

(b) The team may choose its sailnumbers; missing this, RC itself will assign sailnumbers.

## 13. SIMULATOR

### 13.1 SOFTWARE

(a) The event is sailed inside "Virtualskipper®" (VSK5) regatta simulator software upgraded to the latest available update.

(b) Competitors are required to lawful possession of an official copy of the VSK5 software, in one of its full versions. The RC may ask the participant for demonstrate compliance with (b) sentence, under penalty of exclusion from the event.

### 13.2 NICK, AVATAR, SKIN

The following restrictions on the characteristics of the nick, avatars and skins are prescribed:

(a) non-competitors spectators are subject to restrictions about possible offensive or discriminatory content of nicks and avatars.

- (b) competitors are subjected to same restrictions also extended to the content of the skin.
- (c) Rule limiting sails transparency levels applies; a transparency level greater than or equal to 50% is required,; moreover, completely transparent sails are not allowed.

### 13.3 DISCONNECTIONS

(As a general rule, the responsibility of the quality and continuity of a connection is awarded to the individual competitor)

#### (a) Disconnection of the competitor

The disconnection of a competitor while racing is considered as equivalent to a mechanical failure of the boat, and it shall drive to a DNS or DNF classification of the boat.

#### (b) Disconnection of the host

(1) After preparatory signal and before starting signal: the race is postponed.

(2) After starting signal: the race is abandoned if teams agree to restart, or shortened at the previous mark if teams agree to consider the race as finished. Missing agreement, each team may submit an application to RC to ask for assessing the finishing order or state a resailing.

(c) The malicious disconnection of host occurred anytime shall be sanctioned with an official warning and the defeat with a score of 3-8 of the team that benefited from the infringement and the exclusion of the host, if participant, from the event; a second warning will result in the exclusion of the team from the event.

### 13.4 ASYNCHRONY AND LAG

(a) "Asynchrony" means the situation in which two boats appear as to be in different positions at different observers and can be detected only under consideration of different replays.

(b) "Lag" means the sudden realignment of synchrony between different boats, detectable by a discontinuity of the state speed/position of a boat even to real time observer.

(c) In case of repeated or heavy lags or asynchronies of one or both competitors, the race may be abandoned:

(1) by agreement between teams, if none of the boats finished; or

(2) by assessment of RC under application of a team..

(3) The resailing, unless otherwise agreed between the teams will be held without regard to what happened in the abandoned race, made exception for possible protests for alleged infringements of rules RRS 2 and 42.

### 13.5 RACE CHAT

(a) When lobby, 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 use of chat in violation of this rule shall include the following measures, taken individually or cumulatively, depending on the gravity of documented breach:

(1) spectators that are not participants of the event: permanent banning from the race and reporting to the RC.

- (2) spectators that are participants of the event: warning and possible penalty for repeated violation.
- (3) competitors: warning, penalty, disqualification.
- (e) If the RC considers that the smooth running of the race has been altered by inappropriate use of chat race it shall:
  - (1) determine the repetition of the race
  - (2) determine the redefinition of the order of arrival
  - (3) determine any other measure aimed at realigning the situation with the state of thing there was effective prior to incident.

## 13.6 SPOKESMAN

It is allowed that a team may delegate to a single spokesman, spectator or competitor, but a member of the same team, the management of its chat communications, provided this is done before the preparatory signal, and it is clearly marked in race chat by the spokesman himself. From that time until the race ends, for the application of this rule, all the other members of team are considered spectators and the spokesman is considered a competitor.

## 13.7 ABBREVIATIONS IN RACE CHAT

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 opponents understands them. The RC shall possibly read chat messages in most favourable way to competitors.

**P** = protesting other boat while racing

**PX, PR** = claiming for an extra penalty

**Y** = accept a penalty or confirm execution

**N** = rejecting a penalty or dispuyte execution

**360** = start taking an agreed penalty

**DONE** = notice of agreed penalty taken

**RTT or ROOM**= claiming room

**WD** = give victory to opponents