



World Team Racing Championship 2010 (WTRC)

March 1 until April 25, 2010

Organizing Authority: ITBYC, www.itbyc.org



Hosting Authority: VSKFun, www.VSKFun.com



SAILING INSTRUCTIONS

SECTION A (GENERAL RULES)

1 RULES

- 1.1 The World Team Racing Championship 2010 will be governed by the rules as defined in the Racing Rules of Sailing 2009-2012 including **Appendix D for VSK5**, the Notice of Race and these Sailing Instructions including their respective appendices.
- 1.2 No national prescriptions will apply.
- 1.3 The event will be held using the Virtual Skipper 5 simulation software, boat class will be RC44. The latest compatible full version of VSK shall be used.
- 1.4 For participation a teams registration on www.VSKFun.com and on www.itbyc.org/vtc is needed.
A team including its members can only race in the WTRC when they are eligible to race at VTC.
- 1.5 While racing, boats shall display boat names not to be mistaken from what they are registered with at the official entry list on www.wtrc.VSKFun.com.

2 NOTICES TO COMPETITORS

- 2.1 Notices to competitors will be published on www.wtrc.VSKFun.com, in the WTRC 2010 forum on www.VSKFun.com or by e-mail. It is the responsibility of the participants to track these sources for new information.

3 CHANGES TO SAILING INSTRUCTIONS

- 3.1 The Sailing Instructions may be changed any time without prior notice. A change log can be found at the end of the Sailing Instructions.

4 FORMAT OF RACING

- 4.1 The regatta consists of team races. There will be an initial Round Robin, followed by Quarter Finals, Semi Finals, Petit Finals and Finals.
- 4.2 The best 2 (two) teams of each group will advance to the Quarter Finals.
- 4.3 The 4 (four) winning teams of the Quarter Finals will advance to the Semi Finals.
- 4.4 The 2 (two) winning teams of the Semi Finals will advance to the Finals.
- 4.5 The 2 (two) losing teams of the Semi Finals will sail in the Petit Finals.

5 SEEDING AND PAIRING

- 5.1 The teams will be seeded for the Round Robin according to their **rating at VTC** on February 23, 2010. Teams with no races at VTC will be seeded by chance below the other teams.
- 5.2 The teams will be assigned to groups A to D, under the up-and-down principle. Teams representing the same club will be placed in different groups, if possible.
- 5.3 In the Quarter Finals, the pairing will be
QF1: A1 vs D2,
QF2: B1 vs C2,
QF3: C1 vs B2,
QF4: D1 vs A2.
- 5.4 In the Semi Finals, the pairing will be
SF1: Winner QF1 vs Winner QF3,
SF3: Winner QF2 vs Winner QF4,
- 5.5 In the Petit Finals, the loser of SF1 will sail against the loser of SF2.
- 5.6 In the Finals, the winner of SF1 will sail against the winner of SF2.

6 SCHEDULE OF RACES

6.1 Dates of Racing:

6.1.1 Round Robin: March 1 until March 28, 2010

6.1.2 Quarter Finals: April 5 until April 10, 2010

6.1.3 Semi Finals: April 12 until April 17, 2010

6.1.4 Petit Finals and Finals: April 19 until April 25, 2010

6.2 Number of races, Knockout series

a) Round Robin: each flight for the Round Robin shall consist of three races.

b) Quarter Finals: The Quarter Finals shall consist of a "best of five" series.

c) Semi finals: The Semi Finals shall consist of a "best of five" series.

d) Petit Finals and Finals: The Petit Finals and Finals shall consist of a "best of seven" series.

e) In a "best of five" series, every race victory counts 1 point. The team with more points after five races wins. When one team leads the other by more points than races remain, the teams may chose not to sail the remaining races and the series will be awarded to the team with more points.

f) In a "best of seven" series, every race victory counts 1 point. The team with more points after seven races wins. When one team leads the other by more points than races remain, the teams may chose not to sail the remaining races and the series will be awarded to the team with more points.

6.3 Within the periods in SI 6.1 the teams may make appointments independently. Therefore a meeting room in the WTRC forum on www.VSKFun.com is available.

6.4 In the event of one team being short handed at an agreed race appointment, representatives of each team shall resolve the appointment in the following order of precedence:

6.4.1 Teams agree to sail at the appointed time using one or more reserve members in accordance with NoR 2.2 and the VTC rules;

6.4.2 Teams agree to re-schedule their appointment to a new agreed time;

6.4.3 Teams agree to start the appointment with one team short handed;

6.4.5 The short handed team will have scored the race as lost if a solution is not found under any of the previous points. Please note the Race Committee will require notification from both teams on this instance to confirm that scoring the race as lost for the short handed team has been agreed by both teams.

6.5 In case of an unsailed or incomplete flight by both teams:

a) No agreement was reached in the appropriate forum and both teams showed the same effort to make an appointment: result will be scored 0-0

b) No agreement was reached in the appropriate forum and one team showed more effort to make an appointment than the other team: all unsailed races will be scored as won for the team showing more effort.

c) The last appointment documented in the appropriate forum was failed by a team: all unsailed races will be scored as lost for the team failing the appointment.

6.6 If a team has done less than 50% of their races in Round Robin, all results with this team shall be deleted for the other teams.

7 THE COURSES

- 7.1 On www.wtrc.VSKFun.com a link to the WTRC 2010 courses pack is available in download section on www.VSKFun.com.
- 7.2 All races shall be held on the provided maps. There shall be no exceptions.
- 7.3 The following courses will be sailed:
 - 7.3.1 Round Robin - teams can choose from the following maps for every race:
Pure,
Trapani I,
Marseille,
Vancouver,
Scandinavian
 - 7.3.2 Quarter Finals - teams can choose from the following maps for every race:
Trapani II,
Napoli
 - 7.3.3 Semi Finals:
Maps will be published during the Quarter Finals.
 - 7.3.4 Petit Finals and Finals:
Maps will be published during the Semi Finals.
- 7.4 The team colours for Round Robin are shown in the group tables. The team listed first in a flight of a knock-out round shall be team Red during that flight. The other team shall be Blue.
- 7.5 Team Red will choose the wind for the races 1-3-5-7 , team Blue will choose the wind for the races 2-4-6 for each round. Teams may not choose a wind that is used before in the flight, except in series of five or more races, where the 5th and following race(s) will have a wind already used once.

8 SKIN USING AND HOSTING INSTRUCTIONS; WHILE RACING

- 8.1 All boats shall use the team skins identified in the official entry list. Teams without a personalised skin or where there may be confusion during racing due to skin colour may use the ITBYC skins.
 - 8.1.1 A team assigned to red colour shall not use a skin with blue as dominating colour.
A team assigned to blue colour shall not use a skin with red as dominating colour.
- 8.2 Teams shall use only skins that provide sufficient transparency to recognize other boats and assess the situation the boats are in.
 - 8.2.1 Teams shall use only skins that allow all other boats to spot and recognize their boats at ease.
 - 8.2.2 Every member of a team shall race with the same skin.
 - 8.2.3 Mipmaps in skins shall have identical content.
- 8.3 Try to use locator files for skins, to reduce bandwidth lag to a minimum.
- 8.4 All participants should save replays of all races. The Race Committee or Protest Committee may request a copy to resolve any incidents from each team member.
- 8.5 Each team should have the ability to host a race, including a backup host.
- 8.6 Hosting instructions
 - Game name: WTRC2010 <Team A> vs. <Team B>
 - Password: wtrc10
 - Password for spectators: vskfun
 - Maximum of Players: 6 (note: this is the same as the number of spawn points designed in the courses)
 - Minimum of Spectators: 10More spectators can be allowed if the host is confident it will not increase race lag. 1 spectator slot shall be reserved for the Race Committee in order to allow broadcasting the race via livestream.
 - Rules: Team Race
 - Game Type: Tactical
 - Ladder mode: No Ladder
 - Allow race download: Yes
 - Course selection: In accordance with SI 7.3 leave all settings to default.
 - Penalty mode: automatic
- 8.7 Between the preparation signal and the finish of the last boat, spectators shall make no use of the ingame chat.

SECTION B (RESULTS AND DISCONNECTS, PARTS OF THE BOAT)

9 SUBMITTING RESULTS

- 9.1 After finishing a flight, both teams shall send results to the Race Committee by email (wtrc.results@vskfun.com).
If both teams agree, results may be sent by only one team, with the opponent teams captain in copy.
- 9.2 Results are to be reported in as follows:
Group <x> (in Round Robin only)
<Team A> vs. <Team B>
Flight 1: Points <Team A> – Points <Team B>
Flight 2: Points <Team A>– Points <Team B>
Flight 3: Points <Team A> – Points <Team B>
Final Summary: Flights won by the <Team A> - Flights won by <Team B>
Notes: any notes (protests and comments)
- 9.3 Finishing screenshots and races replays shall always be attached to the message.
- 9.4 If teams mediate on a protest after a flight, the corrected points shall be submitted as well as a comment about the mediation in the summary section.
When the result is official (after protests are mediated or decided by the Protest Committee), the result shall be submitted at the VTC database.

10 DISCONNECTIONS

- 10.1 A test prestart to check connections and skin presences is strongly recommended; therefore the hosting team will write in game chat "test start".
- 10.2 Every boat disconnected before the third minute before the start is entitled to a restart. 5 minutes is the time available for the boat to re-join the race.
After a boat has disconnected, the race shall be put into lobby mode as soon as possible.
- 10.3 If the host disconnects, the teams may find an agreement they please to continue, but shall consider the positions of the boats in the discontinued race.

11 PARTS OF THE BOAT, CONTACT

- 11.1 Parts of the boats are only the hull and mast.
- 11.2 If the VSK Umpire gives a penalty according to RRS 11, 12, 15, 16 or 18, it shall be assumed there was contact.
- 11.3 If there was alleged contact not visible in both replays, contact shall only be assumed if the right of way boat got a significant disadvantage, except when VSK gives a penalty for the rules listed in SI 11.2.
- 11.4 Information derived from the VSK umpire (ISAF panel) with regards to overlap, zone entry and what tack a boat is on, shall be considered correct.

APPENDIX I - PROTEST PROCEDURE

I.1 MEDiate A PROTEST AT THE END OF THE RACE

- I.1.1 If there are outstanding protests after a race or a flight, teams or their captains shall watch the replay together and analyze the incidents in question in order to determine responsibility and rule infringements.
If consensus is reached, the results of the race in question shall be modified respectively and submitted as described in SI 9.4.
- I.1.2 To start the mediation process, a new topic in the mediation forum shall be opened within the mediation time limit, so that the Protest Committee can evaluate if the teams are doing a good effort solving the case on their own before involving the Protest Committee.
- I.1.3 The mediation time limit is 6 hours after the last boat finished the last race of that day.

I.2 APPEAL TO THE PROTEST COMMITTEE

- I.2.1 The appeal to the Protest Committee is to be considered as the last resource due to the fact it was impossible to find an agreement that is acceptable for both teams.
- I.2.2 Protest submission and requirements:
 - a) To submit a protest to the Protest Committee, the protestor shall create a new thread in the WTRC protest submission forum within the protest time limit.
 - b) The protestor shall completely fill the posting template.
 - c) To file a valid protest, the protest thread shall include a replay of the race the incident took place in and a screenshot showing the protest hail. The screenshot shall be a still frame picture, taken ingame, including the chat window containing the protest hail as required under SI D2.1(b), or a video, taken ingame, clearly showing the chat window containing the protest hail as required under SI D2.1(b). A video shall be viewable without installing any additional software or codec. This amends RRS 61.2.
 - d) Only one incident shall be contained per protest thread.
 - e) The protest time limit is 24 hours after the mediation thread was started. This changes RRS 61.3.
 - f) However, no protest shall be filed after the round the races took place in has ended under SI 6.1.
- I.2.3 If a boat claims room to tack under RRS 20, a screenshot showing the hail "RTT" has to be taken right after the hail and shall be submitted together with the screenshot showing the protest hail.
- I.2.4 The protestee may answer in the protest thread and give his description of the situation as well as his replay.
- I.2.5 The decision of the Protest Committee may not be appealed.
- I.2.6 For technical reasons related to VSK5, which records only the last 2 minute in pre-start, it is the skippers responsibility to provide video proof for incidents that happened before VSK starts recording (e.g. with Fraps). Protests in this time frame are only available for alleged violations of rule 2.
- I.2.7 If a protest clearly should have been avoided, the Protest Committee will deduct half a point from the number of wins of the responsible teams score.
- I.2.8 In case a protest was submitted incompletely or with wrong attachments, the Protest Committee will close the protest.
- I.2.9 A protest shall only be submitted if upholding the protest would change the race winning team.
- I.2.10 A request to withdraw a protest will only be accepted before the first opinion or vote by a judge was given in the discussion thread.
- I.2.11 The Protest Committee will consider deducting half a point from the number of wins in case a protest was submitted without making good effort to solve the issues in a mediation thread as described in SI I.1.

CHANGELOG

24.02.2010 SI 6.5 revised
SI 6.6 inserted
Attachment A inserted
SI 8.2.3 revised
SI 7.4 revised
SI 7.5 inserted
SI 1.4 revised

28.02.2010 SI 8.2.2 renamed
SI 8.2.2 inserted

05.03.2010 SI 6.5c revised
SI 8 revised
SI 8.7 inserted
SI I.2.9 inserted
SI I.2.10 inserted

16.03.2010 SI links changed to target to _blank now
SI 11.3 revised
SI I.2.11 inserted

02.04.2010 SI 6.2 revised
SI 8.7 revised
SI I.1.2 revised
SI I.1.3 inserted
SI I.2.2 revised
SI I.2.8 revised

APPENDIX D FOR VSK5, 2009-2012

TEAM RACING RULES

VSK5 Team races shall be sailed under The Racing Rules of Sailing as changed by this appendix.

D1 CHANGES TO THE RACING RULES

D1.1 Changes to the Definitions and the Rules of Part 2

- (a) In the definition *Zone* the distance is changed to two hull lengths.
- (b) The second sentence of rule 18.2(b) is changed to ‘If a boat is *clear ahead* when she reaches the *zone*, or she later becomes *clear ahead* when another boat passes head to wind, the boat *clear astern* at that moment shall thereafter give her *mark-room*.’
- (c) Rule 18.4 is deleted.
- (d) Rule 14 does not apply for a boat with right of way, or a boat entitled to *room* or *mark-room*.
- (e) Rule 20.1 is changed to ‘When approaching an *obstruction*, a boat sailing close-hauled or above may hail for *room* to tack (‘RTT’) and avoid another boat on the same tack. After the boat hails,
 - (a) she shall give the hailed boat time to respond;
 - (b) the hailed boat shall respond either by tacking as soon as possible, or if she is able to, wait until the hailing boat begins her tacking maneuver and then giving the hailing boat *room* to tack and avoid her; and
 - (c) when the hailed boat responds, or has been given time to respond, the hailing boat shall tack as soon as possible.

D1.2 Other Additional Rules

- (a) There shall be no penalty for breaking a rule of Part 2 when the incident is between boats on the same team and there is no contact.
- (b) Add to rule 41: ‘However, a boat may receive help from another member of her team.’
- (c) If VSK assigns a penalty of which was a consequence of another boat on the same team breaking a *rule*, the boat that got the VSK penalty will be considered as the one breaking a *rule*. She will not be exonerated under rule 64.1(c) unless the other boat on the same team is exonerated.
- (d) A boat that has broken a *rule* just before or after crossing the finish line, and is unable to take a penalty turn due to being classified as *finished* by VSK, will have her *finishing* position adjusted as if she promptly would have taken one or more penalty turns.

D2 PROTESTS AND PENALTIES

D2.1 Protests and Exoneration

- (a) Rule 60.1(a) is changed to ‘protest another boat, but not for an alleged breach of a rule of Part 2 unless she was involved in the incident or the incident involved contact between members of the other team; or’.
- (b) Rule 61.1 is changed to ‘A boat intending to protest shall inform the other boat at the first reasonable opportunity. When her protest concerns an incident in the racing area that she is involved in or sees, she shall
- (1) hail ‘P’ in the VSK chat for a situation where VSK assigned a penalty, and the protestor and the protestee are the two boats referred to in the VSK call, or
 - (2) hail ‘P *Boatname*’ in the VSK chat for any other protest
- at the first reasonable opportunity for each. There is no need to hail for a VSK assigned penalty of which is not cancelled, as this will be considered as a valid hail for protest by default. If a boat is requesting additional penalty turns, the ‘P’ in the protest hail should be replaced by ‘PX’, or she should after the ordinary hail supplement by hailing ‘PX’ in the VSK chat. The ‘PX’ hail is necessary in order to be able to utilize rule D3.1(c)(1)’
- (c) A boat that, while *racing*, may have broken a rule of Part 2 may take a One-Turn penalty under rule 44.2.

D3 SCORING A RACE

- D3.1 (a) Each boat *finishing* a race 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*.
- (b) In addition, a boat's points shall be increased as follows:

Classification	Penalty points
Any refused request to cancel a penalty, when the requester had not broken a <i>rule</i> or is exonerated under rule 64.1(b)	10
Any <i>rule</i> broken while <i>racing</i> for which a penalty has not been taken	6
Any hail for protest at situations where the opponent clearly didn't break any <i>rule</i>	1

- (c) After a hearing the protest committee may additionally penalize as follows:
- (1) When a boat has broken a *rule* and as a result her team has gained an advantage, it may increase that boat's points.
 - (2) When a boat has broken rule 1 or 2, or a *rule* when not *racing*, it may penalize the boat's team by half or more race wins, or it may impose no penalty.
- (d) The team with the lower total points wins the race. If the totals are equal, the team that did not have the first-place boat wins.

- D3.2 When all boats on one team have *finished*, retired or failed to *start*, the host may stop the race. The other team's boats *racing* at that time shall be scored the points they would have received had they *finished*.

D4 SCORING A SERIES

D4.1 When two or more teams are competing in a series, the winner shall be the team scoring the greatest number of race wins. The other teams shall be ranked in order of number of race wins.

D4.2 When necessary, ties in a completed series shall 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 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 rule D4.2(a).

D4.3 If a series is not completed, teams shall be ranked according to the results from completed rounds, and ties shall be broken whenever possible using the results from races between the tied teams in the incomplete round. If no round has been completed, teams shall be ranked in order of their percentages of races won. Other ties shall be broken as provided in rule D4.2.

Attachment A – WTRC 2010 Groups for Round Robin

Group A

	Canaglie Racing Team	Team Lupidimare	OnDe Rock	RUSTeam	Warriors Sailing Team	Kozak Team	Euro Stars Fulmini
Canaglie Racing Team		TLD	ODR	RUS	WST	KT	ESF
Team Lupidimare	CRT		ODR	RUS	WST	KT	ESF
OnDe Rock	CRT	TLD		RUS	WST	KT	ESF
RUSTeam	CRT	TLD	ODR		WST	KT	ESF
Warriors Sailing Team	CRT	TLD	ODR	RUS		KT	ESF
Kozak Team	CRT	TLD	ODR	RUS	WST		ESF
Euro Stars Fulmini	CRT	TLD	ODR	RUS	WST	KT	

Group B

	Team Extra Dry	CRT2	Ghost Challenge	Team Illusion	Euro Stars Aqua	CS-Team	RKN-Team
Team Extra Dry		CRT2	GC	TI	ESA	CST	RKN
CRT2	TED		GC	TI	ESA	CST	RKN
Ghost Challenge	TED	CRT2		TI	ESA	CST	RKN
Team Illusion	TED	CRT2	GC		ESA	CST	RKN
Euro Stars Aqua	TED	CRT2	GC	TI		CST	RKN
CS-Team	TED	CRT2	GC	TI	ESA		RKN
RKN-Team	TED	CRT2	GC	TI	ESA	CST	

Group C

	VSK-USA	Team Nano Denmark	VSK Fun	Team One Australia	Euro Stars Ghiaccio	H2O	Rebels Yacht Club Black
VSK-USA		TND	Fun	TOA	ESG	H2O	RYB
Team Nano Denmark	USA		Fun	TOA	ESG	H2O	RYB
VSK Fun	USA	TND		TOA	ESG	H2O	RYB
Team One Australia	USA	TND	Fun		ESG	H2O	RYB
Euro Stars Ghiaccio	USA	TND	Fun	TOA		H2O	RYB
H2O	USA	TND	Fun	TOA	ESG		RYB
Rebels Yacht Club Black	USA	TND	Fun	TOA	ESG	H2O	

Group D

	Team Aussemite	Union of 2005	ScioScio Team	Team Europe	VSKFun Greenhorns	Rebels Yacht Club Red	Euro Stars Fuoco
Team Aussemite		U05	SST	EUR	FG	RZR	ESF
Union of 2005	TA		SST	EUR	FG	RZR	ESF
ScioScio Team	TA	U05		EUR	FG	RZR	ESF
Team Europe	TA	U05	SST		FG	RZR	ESF
VSKFun Greenhorns	TA	U05	SST	EUR		RZR	ESF
Rebels Yacht Club Red	TA	U05	SST	EUR	FG		ESF
Euro Stars Fuoco	TA	U05	SST	EUR	FG	RZR	

Team A Blue
 Team B Red