



## World Team Racing Championship 2012 (WTRC)

February 6 until April 1, 2012

Organizing Authority: ITBYC, [www.itbyc.org](http://www.itbyc.org)



Hosting Authority: VSKFun, [www.VSKFun.com](http://www.VSKFun.com)



### SAILING INSTRUCTIONS

v2.3.1

#### SECTION A (GENERAL RULES)

##### 1 RULES

- 1.1 The World Team Racing Championship 2012 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**.
- 1.6 No special characters are allowed in the boat name which results in the colour code of the boat name and the colour flag for the assigned team not being shown correctly.

## 2 NOTICES TO COMPETITORS

- 2.1 Notices to competitors will be published on **www.wtrc.VSKFun.com**, in the WTRC 2012 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 Number of races, Knockout series

- a) Round Robin: each flight for the Round Robin in groups of five teams shall consist of three races, in groups with four teams, each flight shall consist of five 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.
- 4.3 The best 2 (two) teams of each group will advance to the Quarter Finals.
- 4.4 The 4 (four) winning teams of the Quarter Finals will advance to the Semi Finals.
- 4.5 The 2 (two) winning teams of the Semi Finals will advance to the Finals.
- 4.6 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 4, 2012. Teams with no races at VTC will be seeded by the RC 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, nation or continent may 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,  
SF2: 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: February 6 until March 4, 2012

6.1.2 Quarter Finals: March 12 until March 17, 2012

6.1.3 Semi Finals: March 19 until March 24, 2012

6.1.4 Petit Finals and Finals: March 26 until April 1, 2012

6.1.5 Races in final rounds may be started earlier than scheduled, if the flight already is defined on the **race table**.

6.2 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.

6.3 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:

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

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

6.3.3 If the teams cannot agree to 6.3.1 or 6.3.2, teams shall start the appointment with one or both teams short handed. Missing boats shall be scored points for the 6th rank.

6.4 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.

6.5 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 All races will be raced on maps provided and created for the WTRC 2012. No other maps shall be used. No changes to map parameters are allowed.

7.2 The provided courses will be created in "packs" with each pack consisting of one course shape, at the same location and with the same weather parameters, with one course provided for each wind strength F3 to F6. Links will be added to these packs when made available.

7.3 There are no restrictions on which packs are used in course selection SI7.4.

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.

7.4.1 Team Red will choose the courses for races 1-3-5-7 as required in the flight.

7.4.2 Team Blue will choose the courses for the races 2-4-6 as required in the flight.

7.4.3 Teams may not choose a wind strength 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 strength already used once.

7.4.4 No wind strength shall be used more than twice in any flight.

## 8 SKIN USING AND HOSTING INSTRUCTIONS; WHILE RACING

- 8.1 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 including their sails 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 from each team member to resolve any incidents.
- 8.5 Each team should have the ability to host a race, including a backup host.
- 8.6 Hosting instructions
  - Server name: WTRC2012 <Team A> vs. <Team B>
  - Password: wtrc12
  - 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: 10

More 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.
- 8.8 Boats shall make a good effort to keep complying with the rules even after finishing.

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

### **9 SUBMITTING RESULTS**

- 9.1 After finishing a flight, the winning teams shall post results in the result submission forum. Should the opposing team dispute the posted result, they have 48 hours from the posting of the result in which to file a clearing request, otherwise the result will stand.
- 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 <Team A> - Flights won by <Team B>  
Notes: any notes (protests and comments)
- 9.3 Finishing screenshots or result files in xml format 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 any 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 6 hours after the last boat finished the last race of that day, 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.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 complete GUI and the chat window containing the protest hail as required under SI D2.1(b), or a video, taken ingame, clearly showing the complete GUI and 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) To file a valid request for redress based on an incident during a race, the thread shall include a replay of the race the incident took place in. This amends RRS 62.2.

e) Additional evidence the parties deem relevant shall be provided in the thread.

f) Only one incident shall be contained per protest thread.

g) The protest time limit is 24 hours after the mediation thread was started. This changes RRS 61.3.

h) 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 VSK, 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 The Protest Committee will consider deducting half a point from the number of wins in case a protest was submitted incompletely or with wrong attachments.

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

03/03/2012 6.1.5 - added

## APPENDIX D FOR VSK5, 2009-2012

### TEAM RACING RULES

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*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 that 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 that 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.