



# **REGULATION v.1.4 date 21-07-2014**

## **( single document N.o.R + S.I. )**

(any changes in red)

### **RULE 1: SIMULATOR, MODE , CLASSES, COURSES**

#### **Rule 1.1: Simulator**

Regattas will be sailed with the use of the simulator Virtualskipper VSK5 or 32ndAC + Patch editions.

#### **Rule 1.2: Mode of Race**

All contests will be fleets, conducted in tactical mode and automatic mode penalties.

#### **Rule 1.3: Classes planned and permitted**

The contests will be conducted using the boats of VSK classes :

*Orma\_v21 AC72\_v2*  
*IMOCA Wally esense*

#### **Rule 1.4: Courses**

Maps of Races will be realized in the most beautiful and important places in the editor of Virtualskipper, including locations: Nordic, tropical and world map.

Each race course will be available for download during the event directly from the "calendar" page of the event, in both "free" version (for training) and "locked" (for official races).

### **RULE 2: FORMAT, CALENDAR, RANKING**

#### **Rule 2.1: Format of the event**

The format of the tournament is based on 8 qualification ACTs (Regular Season), each consisting of a single race about 60 minutes length, followed by a semifinal phase consisting of two races and a final phase also constituted of two races.

#### **Rule 2.2: Calendar and any changes**

The race day chosen is Tuesday, starting from 09/23/2014. Any changes will be posted in advance by mail to the participants, with a notice on the forum of the event, and upgrading the page "calendar" with a symbol (!) red colored, near the new date, also red colored.

### **Rule 2.3: Ranking**

The ALTURA 2014/2015 Edition will draw the ALTURA WLRC Ranking, which is a score classification derived from the sum of all scores earned by the placings obtained in each race of each ACT. Top 32 skippers will enter the semi-finals ; the classification will be updated again at the end of this phase. The top 16 skippers resulting will enter the finals.

At the end of the qualifying round, the score of participants in the semi-finals will be reset to allow everyone to have a chance to win in equal measure, in the phase where all the best skippers will be in direct competition.

But at the same time, to reward those skippers severely committed in the regular season, the Race Committee will assign default scores based on the final standings of the qualifying stage, as shown in following table:

1 = 0 points  
2 = 1 point  
3 = 2 points  
4 = 3.5 points  
5 = 4 points  
6 = 4.5 points  
7 = 5 points  
8 = 5.5 points  
9 = 6 points  
10 = 6.5 points  
11 = 6.75 points  
12 = 7 points  
13 = 7.25 points  
14 = 7.50 points  
And so on ... (0.25 points) up to 36th place ...

The skipper, who has obtained the best score by adding the default score resulting at the end of the regular season ( as described above ) and the scores of the races of the semi-finals and final will be the winner of Altura edition 2014/2015.

## **RULE 3: SUBSCRIPTIONS**

### **Rule 3.1: Requirements for participation**

Participation in the tournament is subject to the event subscription. The Organizing Committee of ALTURA is required to verify the enrollment of all the skippers present at the start. If one or more skippers should not be enrolled members, the Committee has the duty to invite them to subscribe or to abandon the race itself before its start.

### **Rule 3.2: Exclusions**

The Organizing Committee of the event reserves the right to exclude, in a manner and time that will be evaluated, the skippers not started in a minimum number of races, or to suspend their inclusion in the starting groups just up to a new request is sent by the skipper himself.

### **Rule 3.3: Late registrations**

In the spirit of enabling participating in the event to all interested skippers, the managers of the event, in their sole discretion, may accept in special cases late entries too, informing all participants in the race by Championship website chat, by the Teamspeak 3, or by game chat directly on the starting room.

In the presence of extremely late entries, or if the situation does not permit it, the Organizing Committee can make the decision to reject the request; the skipper not accepted must leave the race ( could be allowed to grant the spectators game room ) and Hosts must also forcibly exclude him if he insists to stay connected, damaging other skippers regularly enrolled.

## **RULE 4: MEMBERS GROUPS**

### **Rule 4.1: Composition**

The composition of the groups (members groups) will be adjusted according to the procedures listed below:

up to 18 members - 1 group

from 19 to 36 members - 2 groups

from 37 to 54 members - 3 groups

from 55 to 72 members - 4 groups and so on.

### **Rule 4.2: Exceptions**

The Organising Committee can decide a different composition of the groups, both in number and distribution of the skipper, to optimize the single races for the most correct and sporty running of the event, and depending on the availability of hosts for the regattas management.

## **RULE 5: STARTING PROCEDURES**

### **Rule 5.1: Starting Races**

(All times are CET or GMT +1)

The tests will be run via the following procedure and time:

22:10 Opening of the race server

22:25 prestart for verification of the enrolled members presence and skipper tests lag

22:30 valid start of the race

### **Rule 5.2: Restart**

NO RESTART WILL BE ALLOWED after the valid starting signal except in cases covered by Rule 5.4.

### **Rule 5.3: Using chat**

In order to avoid misunderstandings the chat of Virtuaskipper CANNOT BE USED during the starting procedure especially in the minute before the valid start if not strictly necessary for communications related to the starting procedure.

#### **Rule 5.4: General Recall**

The Host has the right to cancel and resume the starting procedure up to 2 minutes after the start signal, calling in chat General Recall – “GR” - (ISAF RRS 29.2), if in the last 10 seconds, a number of skippers equal to or greater than those shown in the following table should be over the start line in violation of the ISAF RRS Rule 30.1:

up to 10 participants - 3 skippers

11 to 14 participants - 4 skippers

15 to 18 participants - 5 skippers

For "participants" refers to the number of skippers present at the start.

#### **RULE 6: IN RACE PENALTY**

##### **Rule 6.1: Prohibition of cancellation**

The Regatta will run in TACTICAL mode and PENALTIES AUTOMATIC mode : are forbidden to DELETE penalties and / or any CANCELLATION REQUEST.

##### **Rule 6.2: Obligation to penalties execution**

The only judge is the judge's Virtual Virtualskipper during the race, so any penalty should be carried out, eventually declaring at the same time the desire to present a protest to the protest committee, protest be sent only after the conclusion of each race.

##### **Rule 6.3: Exceptions**

As a partial exception to the rule 6 are admitted to CANCELLATION REQUEST and to a CANCELLATION the following cases:

Case (a): Rule 17 - passing a cape or island, placed between two buoys

Case (b): Rule 17 - mark approach with several boats engaged

Case (c): exemption rules 10,15,13, where as a result of situations described and regulated by the rules 19 and 20, rules always active since the simulator Virtualskipper not "considers" the obstacles. The Committee will also consider also "space" given by regulation to a boat that acquires rights (in particular the rules 19 and 20) on the basis of:

1) the size of the boat

2) the characteristic time of the boat itself to tack or jibe

3) the possibility of the boat that tacked in right situation, to avoid the boat which acquired the obligation.

Even in these cases it is possible to elevate protest in accordance with Rule 8.2

##### **Rule 6.4: Penalties**

Who asks or grants for the annulment of a penalty during a race, even if not protested by the opponents, must be reported to the Race Committee, which will decide about a punishment that can be chosen from the following:

- Penalty points

- Disqualification from the race with a score of DNS

- Disqualification from the championship

#### **RULE 7: INCORRECT BEHAVIOUR**

At the discretion of the Race Committee a skipper guilty of having committed gross negligence and / or misconduct, such as to compromise the regularity of the event, will be sanctioned in the same manner required by Rule 6.4

## **RULE 8: PROTESTS**

### **Rule 8.1: protest committee**

To resolve disputes and protests and decreeing their eligibility is established a protest committee , whose members are:

-  
-  
-

### **Rule 8.2: Protests at the protest committee**

After the publication of the results by the staff, each participant can check the scores on the page of the site called " Ranking" . Any complaints must be submitted by posting on forums "Proteste/ Protests" , attaching Screenshots of protest call ( type on the chat of the game: "P " + nick of the protested boat ) and replay of the race in which the accident occurred , according to the following procedures :

- 1 ) Enter the protest through forums , within 24 hours of the end of the race in which the accident occurred .
- 2 ) Title of topic: Protest - Skipper A vs Skipper B
- 3 ) Add the precise timing of the start of the action under investigation , relative to the replay ; it could be better to provid a youtube video only of the same action.
- 4 ) From the publication of the protest, protested skipper has 24 hours to replicate the defense.
- 5 ) The Protest Committee lock the thread and publish its judgment by the day before the day of the next race .

We know very well that the physical models (particularly just in custom boats ) in the simulator VSK often differ from mathematical models , so it can happen that you get , for example, a pen for rule 10 although without evident contact .... All skippers know that extreme maneuvers can lead to these penalties , so it is recommended to maintain adequate distances from the opponents : such penalties **can not be canceled** (unless an exception under Rule 6.3).

### **Rule 8.3 : Assigning Rebates and Penalties following a protest**

Following a protest concerning a penalty assigned by Virtualskipper , later proved incorrect , the Protests Committee assign a rebate to the timing of the skipper unfairly penalized , classifying then , for the purposes of scoring, with the same score of the skipper that immediately precedes him in the correct time of arrival .

Similarly, the Committee has the right to apply a time penalty to the skipper unfairly favored by the allocation of the penalty , classifying then , for the purposes of scoring, with the same score of the skipper that immediately follows it in the correct time of arrival .

Rebates and burdens will be calculated according to the following table depending on the boat used in the relevant race :

| Boat         | Upwind  | Downwind |
|--------------|---------|----------|
| Orma_v21     | 15 sec. | 18 sec . |
| Imoca        | 13 sec. | 13 sec.  |
| AC72_v2      | 20 sec. | 25 sec.  |
| Wally esense | 23 sec  | 18 sec.  |

#### **Rule 8.4 IMPORTANT! : Inadequate Protests**

Following a protest concerning any ISAF rule, in case this was judged by the protest committee ( and at its sole discretion ) clearly unreasonable , to the skipper Protestant will be imposed a penalty under rule 8.3

Who protest as prescribed by regulation , has plenty of time after the race to see if his speculations are true or if there is a real margin of doubt in the episode under investigation . We will not tolerate obvious attempts to " theft of time " against the Protest Committee .

#### **RULE 9.0: SCORE**

##### **Rule 9.1: Race Score**

Points will be allocated according to the order of arrival in accordance with Appendix A of the ISAF RRS 2009/2012, regardless of the number of competitors, however, under no circumstances the members number cannot exceed 20 boats in a single race unless authorization of the Race Committee.

Even taking into account the rule 10 of Appendix A (RRS A10), the WLRC Protests Committee, reserves the right to decide, from time to time, mode and value of the repairs and sanctions, with reference to the initial Rules 6.4 and 8.3 of the this Regulation.

The skippers disconnected (DNS and DNF) will receive a score equal to the last skipper arrived in the race, increased by one point.

The skipper did not attend the race or late (DNC), will receive a score equal to the maximum number of skippers planned for that race increased by one point.

##### **Rule 9.2: Discards**

The ALTURA WLRC Ranking is subject to the Discard Rule which makes possible for skippers to eliminate from the total score the two (2) worse results, thereby fueling their ranking using 6 useful results on 8. The races of the semi-final and final, of course, cannot be discarded.

Both discards cannot be applied at the end of regula season, but will be applied in the following manner:

| Races           | Discard                         |
|-----------------|---------------------------------|
| From # 1 to # 4 | 1 (to choose between races 1-4) |
| From # 5 to # 8 | 1 (to choose between races 5-8) |

**WARNING : in any case each skipper CANNOT discard two results of races with the SAME Boat.**

The disconnection (DNS, DNF) and the non-presence to Start signal (DNC) are considered discarded score as normal placings.

#### **RULE 10: DISCONNECTIONS**

##### **Rule 10.1: Disconnecting or No Host**

In case of Host absence or his disconnection during the race, for whatever reason, the race will be restarted, by the same or different host; the starting board will show the "vice-Host" and he will replace the official Host in case of replacement.

In the absence of the vice-Host, the organizer of the event on the directive of the Race Committee, will choose, among present skippers , the one who will act as new host, who will be responsible, subject to their own consent, to launch the regatta with the projected map.

In any case, at the end of the race, the Host must send the arrival order and the list of any missing boats (DNC), to the Race Committee at [altura\\_rc@vskitalia.com](mailto:altura_rc@vskitalia.com)

The Race Committee will add points earned by each boat in the ranking.

**Rule 10.2: Host disconnection when large part of the path is traveled.**

If the Host disconnection in the race occurs over 25 minutes from the start signal (start), the race will be considered valid, and the situation of ranking at the time of disconnection ( or at the last mark passed after 25 min of race ) will be considered as the arrival classment; if it is impossible to reconstruct the position of all the skippers in the race, or if the majority of participants (50% +1) vote for repeating the test, it is necessary to proceed under Rule 10.1

**Rule 10.3: Skippers disconnections - DNS - DNF**

The skipper, who disconnects during the prestart can participate in the race, and not be classified DNF if and only if it is able to rejoin within the limit of two minutes before the start signal (start) provided by Virtualskipper.

In any other case of disconnection the skippers will still be classified DNF, regardless of the time of disconnection.

**ADDENDA: Organizing Committee**

The organizing committee of the Championship called "Altura - Long Race World Championship 2014/15" (abbreviated WLRC14) is formed by a group of virtual skippers spontaneously associated; they dedicate freely and spontaneously their work for this event.

Vskitalia provides the web structures.

We thank Molox (I-Team) for the design of the website.