



# Cycling Esports

## Rules and Regulations

Version 1.4.2 – April 6, 2023

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## Cycling Esports Rules & Regulations

### SUMMARY

This is a summary of the general principals behind the rules and regulations.

#### Governance:

- These rules only apply to pre-designated high-level events on MyWhoosh, not all racing on the platform.
- Disputes, complaints, or suggestions can be raised with [racecontrol@mywhoosh.com](mailto:racecontrol@mywhoosh.com).

#### Rules of Racing:

- Use your own MyWhoosh account in your legal name.
- Use your real and current height & weight.
- Spin down/calibrate your trainer and power meter prior to every race.
- Make sure your smart trainer/smart bike, heart rate monitor, power meter, and cadence sensor (if applicable) are in good working condition.
- All riders must connect their primary and secondary power sources to MyWhoosh directly.
- Follow the rules and regulations given in the specific event technical guide.

#### Performance Verification:

- You may be asked to provide additional information or performance verification data required to perform additional testing to help verify your performance in an event. You must provide this information or performance verification data within the time period stipulated in the applicable technical guide or race communication.
- All verification is subject to review before any decisions are finalized.

#### Results:

- If your performance cannot be verified for any reason, your result may be annulled.
- If you attempt to gain an unfair advantage, your result will be disqualified and you may receive a suspension or ban from future racing.
- If you repeatedly break the rules, or bring the sport into disrepute, you may receive a permanent ban.

#### Code of Conduct:

- Don't cheat.
- Respect your fellow racers.

## **PART I – GOVERNANCE**

### **1.1 Scope**

- 1.1.1 This ruleset governs races designated by MyWhoosh as MyWhoosh Cycling Esports events or series. It does not govern other events or races or series held on the MyWhoosh virtual cycling platform.
- 1.1.2 Additional event or series specific rules may also be provided by an event organizer. Where a rule in this ruleset conflicts with such additional rules, this ruleset shall take precedence.
- 1.1.3 Where an event or series is held in conjunction with the UCI or a National Cycling Federation, the rulesets of the UCI or National Cycling Federation shall also apply. Where a rule in this ruleset conflicts with that of the UCI or National Cycling Federation, that of the UCI or National Cycling Federation shall take precedence.

### **1.2 MyWhoosh Cycling Esports Race Commission**

- 1.2.1 The MyWhoosh Cycling Esports Race Commission (hereafter “The Commission”) shall be responsible for maintaining, implementing, enforcing, and communicating this ruleset.
- 1.2.2 The Commission shall consist of the following:
  - a) The Director of MyWhoosh Cycling Esports
  - b) A representative of the MyWhoosh Product team
  - c) A representative of the MyWhoosh Legal team
  - d) A representative of the MyWhoosh Data Analytics team
  - e) A representative of the MyWhoosh Performance Verification team
  - f) Any other members The Commission deems necessary to discharge its responsibilities.
- 1.2.3 The Commission shall have the power to modify or supplement these rules at any time. The latest version and any applicable changelog can be found at:  
<https://mywhoosh.com/ruleset>.

### **1.3 Modus Operandi**

- 1.3.1 The Commission reserves the right to investigate any infraction, or potential infraction, of this ruleset at any time. An objective violation of any rule in this ruleset or evidence found to support the following circumstances, regardless of when the infraction occurred, allows The Commission to apply any sanctions it deems necessary.
  - a) Riders whose data recorded for a MyWhoosh Cycling Esports event or series is not consistent with their power signature, or historical performances, or who fail to submit the data required in a timely manner for performance verification, or whose data is inconsistent in any way, shall be subject to results removal and any further necessary and appropriate sanctions.

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- b) Riders who exceed acceptable thresholds for World Tour level cyclists, or who exceed any other publicly available metric of world-class performances may be subject to additional performance verification and are subject to results removal and any further sanctions.
  - c) Riders who manipulate or exploit hardware, software, or connection deficiencies in order to gain an unrealistic, unfair, or inaccurate power signature are subject to results removal and any further sanctions.
  - d) Riders whose primary and secondary data fall outside of acceptable variances, and therefore cannot be fully verified, are subject to results removal and any further sanctions.
  - e) Riders who have a lack of historical riding data, either outdoors or on virtual platforms, and who cannot validate their performances through a video-recorded testing protocol at this Commission's request.
  - f) Any other finding that The Commission deems invalidates a rider's performance or gives them an unrealistic performance or unfair advantage over their competitors.
- 1.3.2 In the event The Commission opens a formal investigation, a competitor is suspended from competition until such a time that the investigation is concluded.
- 1.3.2.1 The Commission, upon concluding its investigation, will inform the rider of its findings and any applicable sanctions or steps to remedy the issue.
- 1.3.3 The Commission reserves the right to refuse entry to any participant due to concerns over data anomalies that, after consultation with coaching and medical experts, lead to questions regarding health and wellness.
- 1.3.3.1 Upon being informed of these concerns, a rider may only be allowed back into racing once they are cleared by a doctor or specialist in the field.

### 1.4 Sanctions

- 1.4.1 Any breaches of this ruleset may be subject to sanctions at the sole discretion of The Commission. To help set expectations, The Commission typically follows the below guidelines when determining a sanction to apply. The Commission reserves the right to apply different sanctions and recognizes other sanctions applied by the UCI, National Cycling Federations, or other such competent bodies.
- 1.4.2 Tier 1: No Intent to Gain an Advantage
- Examples include, but are not limited to, the following:
    - Unable to verify performance
    - Incorrectly calibrated or otherwise ineligible physical equipment
    - Failure to connect secondary power recording device
    - Malfunctioning equipment like smart trainer, power meter, cadence sensor or heart rate monitor
    - Bluetooth/ANT+/Internet interference or dropouts
    - Incorrectly defined device, bike dimension and user settings

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- Low data sampling rates
- Incorrect attire
- Incorrect virtual equipment
- Sanctions include, but are not limited to, the following:
  - If the issue is identified prior to the start of the event: Rider not permitted to start.
  - If the issue is identified after the start of the event: Event result annulled.
  - If the issue is identified during a stage race or series of events, a competitor will be allowed to participate in the next stage or race but will not be eligible for overall or general classification placements or awards, nor will their result from the annulled stage be counted towards any team classifications. However the competitor is eligible for all individual stage awards and prizes, except for the stage in which the annulment occurred.

*Note: Think of these issues like a road racing flat tire or mechanical issue. Even the most prepared esports participants will be impacted by these issues at one point or another, through no fault of their own. No ill-intent is assumed when these issues impact a participant, but the result must still be annulled.*

### 1.4.3 Tier 2: Intent to Gain an Advantage

- Examples include, but are not limited to, the following:
  - Race disruption
  - Incorrect rider height or weight
  - Exploiting disconnection/lag/dropout
  - Exploiting a bug in the MyWhoosh software
  - Failing to provide data or communication in a timely manner with the performance verification process
  - False accusations of cheating or improper behavior by a competitor to race organizers, competitors, or publicly on social media or other forums
  - Providing false, misleading, or incomplete information, data, or testimony to this Race Commission.
- Sanctions include, but are not limited to, the following:
  - First violation: Disqualification from event or series.
    - *Note: if this occurs during a stage race or series, that athlete's previous results will be marked as ANL prior to the DSQ and they will not be eligible for any classifications, awards, or prizes for the series or stage race in which they received the DSQ. Furthermore, none of their performances in the particular series or stage race will count towards any team classification(s).*
  - Second violation: Six month ban from MyWhoosh Cycling Esports events.
  - Third violation: One year ban from MyWhoosh Cycling Esports events.

### 1.4.4 Tier 3: Bringing the Sport into Disrepute

- Examples include, but are not limited to, the following:

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- Fabrication or modification of any data
  - Equipment modification or other external trainer control
  - Use of bots/simulated riders
  - Use of AI to manipulate data, simulate riding, disrupt a race, or gain unfair advantage
  - Identity fraud
  - Abusive, threatening, or intimidating communication or behavior towards race officials or competitors
  - Sanctions include, but are not limited to, the following:
    - First violation: Six month ban from MyWhoosh Cycling Esports events.
    - Second violation: One year ban from MyWhoosh Cycling Esports events.
    - Third violation: Lifetime ban from MyWhoosh Cycling Esports events.
- 1.4.5 The Commission reserves the right to impose sanctions, including but not limited to, suspensions from high-level esports racing for any duration, on any racer found to be in violation of the following.
- 1.4.5.1 Repeated and egregious objective failures of verification resulting in either
- a) 3 or more of the previous 10 races that the athlete participated in resulting in an annulment
  - b) 5 races resulting in an annulment over the previous 100 calendar days
  - c) 2 disqualifications in the past 365 days
- 1.4.5.2 Attempting to or successfully joining of a series while serving a DSQ for that same series
- 1.4.5.3 Entering into any high-level esports race on MyWhoosh while serving a suspension, either from this Race Commission or other respectable bodies in the cycling or esports realm.



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### PART II – RULES OF RACING

#### 2.1 Scope

- 2.1.1 This ruleset shall apply to and bind any individual who participates (whether personally, or through any other individual) in any event held in accordance with this ruleset.
- 2.1.2 All riders shall also agree to the [MyWhoosh Terms of Service](#) and may be disqualified from, or lose eligibility to compete in MyWhoosh Cycling Esports events by violating these terms, even if the violation takes place out-of-competition.
- 2.1.3 It is the responsibility of each individual to review and understand this ruleset, and any additional event or series specific rules, and participation in any MyWhoosh Cycling Esports event shall be deemed to indicate acceptance of them.

#### 2.2 Eligibility

- 2.2.1 Unless explicitly authorized by MyWhoosh, a rider shall have reached sixteen years of age by the event start date to be eligible to participate in any MyWhoosh Cycling Esports events or series. In no event or series shall a rider under sixteen years of age be eligible for any monetary prize.

#### 2.3 Data

- 2.3.1 Riders shall save any data generated by MyWhoosh at the end of each ride by selecting “End ride”, tapping the “MYWHOOSH’ button and hitting “UPLOAD”.
- 2.3.2 When applicable, riders must submit a dual recording of their power and cadence data. This dual recording must come from a secondary power source (pedal or crank based power meter, NOT the smart trainer) and must be connected to the MyWhoosh application in SETTINGS menu.
- 2.3.3 Riders shall be solely responsible for ensuring that race data is accurately recorded and stored, and that no signal interference or other noise source impedes the recording or storage of race data.
- 2.3.4 MyWhoosh reserves the right to immediately remove any riders from a live race or, annul their result following the completion of a race, for the following situations.
  - a) Any rider whose MyWhoosh client cannot maintain a stable connection to the MyWhoosh servers or their local internet during an event as determined by MyWhoosh in its sole discretion.
  - b) Any rider whose client device and trainer cannot maintain a constant and acceptable connection to ensure data integrity.
  - c) For any broadcast event, any rider whose video streaming connection negatively affects the broadcast as determined by MyWhoosh in its sole discretion.
- 2.3.5 By choosing to participate in a MyWhoosh Cycling Esports event or series, individuals shall agree that their image, power, heart rate, weight, height, racing history and other such data available to MyWhoosh through their participation, may be broadcast. In addition, participating



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individuals agree that such data may be distributed to and used by third parties for the purposes of the broadcast and subsequent distributions of the broadcast and derivatives thereof.

- 2.3.6 By choosing to participate in a MyWhoosh Cycling Esports event or series, individuals shall agree to make available additional data, and respond to queries sent to their email address registered with MyWhoosh in a timely manner when requested.

### 2.4 Game

- 2.4.1 Riders shall compete using an account registered in their own legal name, and not shared with other riders. An exception shall be made for account-sharing that makes up less than 5% of the account's cumulative time and is not used for the purposes of unlocking equipment or otherwise gaining an advantage in game.

2.4.1.1 A rider may apply to race under an alias by emailing [racecontrol@mywhoosh.com](mailto:racecontrol@mywhoosh.com) prior to the start of the event. Approval to race under an alias will be provided for i) riders wishing to use a common-sense nickname (i.e. Jake vs Jacob) ii) riders who need to protect their identity or iii) riders who need to use an alias for some other legitimate reason. Please remember that MyWhoosh, at its sole discretion, has the power to approve or deny the use of a racing alias. An alias cannot be used in an attempt to impersonate another rider or assume a different identity.

- 2.4.2 In-game profiles (name, nationality & gender) for riders who are members of a National Cycling Federation shall match their National Cycling Federation membership. In-game profiles for riders who are not members of a National Cycling Federation must match their passport or other government-issued identification document. National Cycling Federation membership and/or identification documents must be submitted to MyWhoosh upon request.

- 2.4.3 Riders shall use an in-game weight and height as measured In Real Life in accordance with the weight and height measurement instructions given to the athletes and found in Appendix B ("Pre Race Protocol").

- 2.4.4 Riders shall use the most recent public release version of the game.

### 2.5 Equipment

- 2.5.1 Your primary data source must record controllable (or resistance), power, cadence and heart rate data. These devices must be connected in the CONNECT DEVICES game menu once you log-in. These are the devices you can use:

**SMART TRAINER / SMART BIKE (BLUETOOTH / ANT+):** All riders must ride on a Bluetooth/ANT+ direct drive smart trainer or smart bike. You must select this as the CONTROLLABLE, POWER and CADENCE source in the MyWhoosh application.

**CADENCE SENSOR (BLUETOOTH / ANT+):** In case your smart trainer/smart bike does not record cadence, you should connect a separate Bluetooth/ANT+ cadence sensor to MyWhoosh.

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- HEART RATE MONITOR (BLUETOOTH / ANT+):** All riders must ride with a functioning Bluetooth/ANT+ heart rate monitor, connected to the MyWhoosh application.
- 2.5.2 Your secondary data source must record power and cadence data. This device must be connected to MyWhoosh directly in the SETTINGS menu. This data is used as back up data for performance verification purposes only. These are the devices you can use:
- CRANK/PEDAL BASED POWER METER (BLUETOOTH):** All riders must use a crank or pedal based power meter that records power and cadence as a secondary source of power data within the MyWhoosh application only via Bluetooth.
- 2.5.3 To avoid any doubt or potential confusion, the MyWhoosh application will not allow a rider to simultaneously use the the primary power source to be used for secondary power data capture as well. Different power-recording devices must be connected as primary and secondary devices.
- 2.5.4 Only those [direct-drive smart trainers, smart bikes, heart rate monitors or power meters](#) that are compatible with MyWhoosh shall be permitted in MyWhoosh Cycling Esports events.
- a) MyWhoosh reserves the right to prohibit the use of smart trainers or smart bikes for which the manufacturer does not currently provide product support. For purposes of this section, “product support” shall mean software or firmware updates, troubleshooting, and help instructions.
  - b) Wheel-on trainers and non-smart trainers may only be used if permitted by the applicable technical guide or race instructions.
- 2.5.5 The Trainer Difficulty setting in the game must be set to at least 50%.
- 2.5.6 All riders must use the default manufacturer slope settings on any power meter or trainer.
- 2.5.7 Riders shall be responsible for ensuring that accurate power, cadence, and heart rate data is accurately reported to the MyWhoosh application without signal interference or dropouts.
- 2.5.8 Riders shall not attempt to tamper with equipment, modify any data recorded or otherwise use any mechanical, electronic or other device which provides an unfair advantage or false result.
- 2.5.9 Riders shall be responsible for maintaining the accuracy of their equipment, including but not limited to, conducting a spin-down, zeroing or other calibration or offset procedure for both primary and secondary power sources like power meters or smart trainers immediately prior to an event.
- 2.5.10 Riders must submit video proof of the device ID or serial number of any piece of hardware used in any MyWhoosh race at the [pre-verification form](#) used in the races.
- 2.5.11 Riders shall use the most recent publicly available (not beta or testing) firmware for any equipment.
- 2.5.12 Riders must have the ability to live stream to a provided link.
- 2.5.13 Riders shall compete fully clothed.
- 2.5.14 In-game time trial bicycles cannot be used in races other than time-trial races or stages

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2.5.15 In case you are using new equipment that has never been used on MyWhoosh earlier (you may be a new user or you may be switching equipment), it will be mandatory to do a 30-minute free-ride/workout/event prior to participating in MyWhoosh Esports Cycling events.

### 2.6 Results

- 2.6.1 The results of a race shall be considered provisional until all performance verification processes have completed, and the time limit for any disputes to be raised has elapsed.
- 2.6.2 Where a result is annulled, or a rider is disqualified or receives a ban, all related results, classifications, points, prizes, trophies, medals, jerseys or other such awards achieved in the event or events in question shall be forfeited.
- a) Where such a rider contributed to a team result in the event or events in question, that contribution shall also be forfeited.
  - b) The placing of such a rider and/or team shall be taken by the next rider and/or team in the classification, such that all placings are occupied.
  - c) All benefits received by the rider and/or team, in particular any prize money and symbolic objects (trophies, medals, jerseys etc) must be returned to the event organizer within one month, who shall then redistribute it according to the amended classification.
  - d) The rider and/or team shall be automatically banned from MyWhoosh Cycling Esports events if the benefits have not been returned within one month of notification, and this shall remain in force until such time as the benefits are returned.

### 2.7 Categorization

- 2.7.1 When a race has separate categories, it is the responsibility of the rider to submit accurate and updated registration information to be properly categorized by MyWhoosh.
- 2.7.2 Some events use dynamic categorization that will change periodically to create fair and competitive racing groups based upon the available competitors. In this system, there are no set limits to each category, but an athlete's historic power profile and other data will be analyzed and then used to group them with similar ability athletes. Athletes may change categories periodically if their performance or the available competition field dictates a change.
- 2.7.3 Some events use a set categorization system where set w/kg limits will define the category of the rider according to their ability level.
- 2.7.4 For certain events, new entrants with no prior MyWhoosh racing history will be placed in the highest category level for a specified duration or till sufficient racing data is collected. Once this period is over, the collected data will be used to ascertain the ability level of the rider and place her/him in the appropriate category. Further steps like an FTP test may be required from any candidate for further data verification.
- 2.7.5 Failure to submit accurate registration information or intentionally deceiving or attempting to deceive the organizers or an event can result in a rider's re-categorization prior to the start of



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the event, the refusal of registration entirely, the adjustment of a rider's category post-race, complete removal of a rider's result, or any other sanctions, suspensions, and adjustments The Commission deems appropriate.

- 2.7.6 Where a rider completes the race registered in a certain category, but is moved to another category post-race, they will be eligible for all prizes and qualification of their new category, proving their performance passes performance verification.

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### APPENDIX A – CODE OF CONDUCT

MyWhoosh firmly believes in fair competition conducted in an environment that enables people to enjoy racing. Any participant engaging in conduct that is unsporting or otherwise inconsistent with this aim shall be subject to sanction under this ruleset. Such behavior includes, but is not limited to, the following:

- Taking any actions, including use of language, that could be considered as threatening, discriminatory or otherwise could be deemed abusive or cause offence to others.
- Attempting to use, showing others how to use, or colluding with another person who is using, any method to gain an unfair advantage, such as:
  - Disrupting a race, including inappropriately reporting, distracting or otherwise impeding the performance of other riders.
  - Using in-game equipment that has either not been earned solely by the in-game effort of the rider, or has not been authorized by MyWhoosh as a result of a current sponsorship deal or other such association with the equipment manufacturer.
  - Deliberately mis-calibrating or otherwise tampering with equipment or software configuration such as in-game height or weight.
  - Submitting false or misleading information.
  - Use of mechanical or electronic devices that provide an unfair advantage, such as motors, devices that alter equipment signals, devices that control the smart trainer resistance, devices that broadcast simulated data or devices that interfere with broadcast data.
  - Use of PowerMatch, or other similar functionality to control the output of a smart trainer from data provided by another device.
  - Use of bots or other means of simulating riding.
  - Use of AI to manipulate data, simulate riding, disrupt a race, or gain unfair advantage
  - Exploiting connectivity issues or bugs in the MyWhoosh software.
  - Modifying the MyWhoosh software, data files or memory values, or otherwise using methods to gain access to game elements, or alter game play, beyond the normal operation of the game.
  - Altering data transmissions between MyWhoosh clients and servers.
- Gambling, or passing on information to others for the purpose of gambling, on any races you take part in, or have inside information on.

Additionally, riders and any other individuals who have been invited by MyWhoosh to participate in any MyWhoosh Cycling Esports events or series must not conduct themselves in a way that is inconsistent with representing the MyWhoosh brand in their actions in relation to the events or series. Such behavior includes, but is not limited to, the following:

- Breaching any confidentiality agreements.
- Using any material that is unlicensed or relates to any competitor of MyWhoosh.

## APPENDIX B – PRE-RACE PROTOCOL

The full protocol for a rider measuring their height, weight, and equipment is as follows. Height and weight measurement videos and a video showing your smart equipment which you are using for the event must be conducted prior to each event and submitted to MyWhoosh upon registration for the event via our [pre verification form](#).

Videos must be filmed no more than 48 hours prior to the start of the race and must be submitted for final review no less than 12 hours prior to the start of the race. In case the respective event's technical guide stipulates a different time period, kindly follow the technical guide.

Please do not edit or trim the videos. The entire non-stop recording is required, with sound. A breach of any of the above may result in a refusal of registration or an immediate annulment of the athlete's performance within the event that the video was submitted.

### WEIGH-IN VIDEO

The full protocol for a rider measuring their weight is as follows:

- Before starting the test:
  - Set up scales suitable for measuring body weight in the middle of a room on a hard, even surface, with nothing nearby to hold on to.
  - Find a heavy weight (approx 10kg) that you can comfortably carry.
  - Make sure you are wearing cycling shorts and a cycling jersey.
  
- During the test:
  - Start recording a video on any device; for example, a cell phone.
  - Show your face on the video and say your name.
  - Show yourself performing a live internet search for the current time and date, and the results that it gives. Screenshots of mobile phone clocks or computer desktop clocks will not be accepted.
  - Show the scales in the middle of an empty space, further than arm's reach from any tables, counters, or walls.
  - Additionally show the bottom of the scales.
  - Zero the scales.
  - Show the zero reading.
  - Place the weight on the scales and show the reading.
  - Take the weight off and show the zero reading.
  - Stand on the scales yourself (without the weight) and show the reading.
  - Show yourself freely standing on the scale, without support, either by turning the camera around and raising it up in the air or by showing your reflection in a mirror.
  - Take yourself off and show the zero reading.
  - Stand on the scales with the weight and show the reading.

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- Take yourself off and show the zero reading.
- Stop recording.
- After the test:
  - Upload as an unlisted video to YouTube
    - Please note that weight measurement videos must not be shared publicly. Publication of weight measurement videos, or otherwise sharing them with third parties, is a violation of these rules.
  - Send the link to the video to MyWhoosh using the [pre-verification form](#) provided in the applicable registration form, technical guide, or race instructions.
  - Weight as shown in weight recording video must be entered into the MyWhoosh application and used in-game.
    - The game currently only accepts whole numbers (no decimal places) so if your weight is .0 through .4 please round down to the nearest whole kilogram. If your weight is .5 through .9, please round up to the nearest whole kilogram.

### HEIGHT VIDEO

The full protocol for a rider measuring their height is as follows:

- Before starting the test:
  - Set up a standard tape measure against a solid, vertical surface such as a wall or door-frame.
- During the test:
  - Start recording a video on any device; for example, a cell phone.
  - Show your face on the video.
  - Stand against the vertical surface.
  - Show yourself marking the tape measure (using a pencil or piece of tape) at the same height as the top of your head.
  - Show the marking to highlight your measured height.
  - Step back to show the entire tape in the picture.
  - Stop recording.
- After the test:
  - Upload as an unlisted video to YouTube.
  - Please note that height measurement videos must not be shared publicly. Publication of height measurement videos, or otherwise sharing them with third parties, is a violation of these rules.
  - Send the link to the video to MyWhoosh using the [pre-verification form](#) provided in the applicable technical guide or race instructions.
  - Heights must be entered in the applicable form in centimeters to the nearest 1 cm. Exactly the same height must be entered into the MyWhoosh application and used in-game.

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### EQUIPMENT VIDEO

The full protocol for a rider showing us their hardware and equipment is as follows:

- Before the test
  - Make sure all your equipment (primary and secondary) is at one location
  - Make sure a device which runs with MyWhoosh is available at the same location
  - Kindly ensure that these devices are not already paired with MyWhoosh
- During the test
  - This video should cover all the equipment you use for MyWhoosh Esports Cycling events. This includes both your primary data sources (such as smart trainer or smart bike, heart rate monitor and your cadence sensor in case your smart trainer or bike does not record cadence) and your secondary power source (such as your pedal or crank based power meter).
  - You should do a full 360-degree rotation video showing all angles of the smart equipment.
  - You should clearly display the serial number of the device you are using. If the device serial number is not visible on the device itself, it may be found in the mobile app that accompanies the device like a power meter.
  - You should then open up MyWhoosh, log in to your profile, and pair your devices to MyWhoosh (both your primary and secondary devices). Once this is done, you can open up a free ride, workout or event and pedal for a while, and show that MyWhoosh is reading all the data (primary and secondary power, cadence, heart rate) from your equipment.
  - In case you are using new equipment that has never been used on MyWhoosh earlier (you may be a new user or you may be switching equipment), it will be mandatory to do a 30-minute free-ride/workout/event prior to participating in MyWhoosh Esports Cycling events.
  - All these steps should be clearly visible in the video.
- After the test:
  - Upload as an unlisted video to YouTube.
  - Please note that equipment videos must not be shared publicly. Publication of equipment videos, or otherwise sharing them with third parties, is a violation of these rules.
  - Send the link to the video to MyWhoosh using the [pre-verification form](#) provided in the applicable technical guide or race instructions.



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### APPENDIX C – RESULTS LANGUAGE & COMMUNICATION

MyWhoosh will make every attempt possible to ensure quick, accurate, and consistent results across all Cycling Esports Events. MyWhoosh is committed to the following:

- Sharing provisional results with competitors as quickly as possible following the completion of the event.
  - Note that any results shared on the in-game screen and/or in a broadcast are subject to change prior to provisional results being officially posted.
- Completing performance verification in a thorough and timely manner in an effort to post final results as quickly as possible.
- Expected timelines for both provisional and final results will be published in the race or series relevant technical guide prior to the event or series commencing and may differ from one event or series to the next.
- MyWhoosh reserves the right to suspend or ban any competitor from future events or series.

Provisional and final results will be published at our [Results page](#), and may also be communicated directly with competitors and teams.

Every effort will be made to avoid 2 or more competitors from being assigned the same finish time, or a tie.

- MyWhoosh servers and the finish time counted on these servers will serve as the first tie break, currently down to tenths (00.1) of a second.
- In the event the MyWhoosh servers have the same finish time for 2 or more competitors, the official broadcast stream from MyWhoosh Headquarters will serve as the “photo-finish” camera angle, regardless of any multiplayer client’s differing view.
  - The foremost edge of the virtual bicycle wheel will be deemed the determining edge in any such cases.
  - If 2 or more competitors’ finish times are the same, but there is a clear and reasonable visual representation of differing finish positions, riders will be given different finish positions in all results but will be given the same finish time, or SFT.
- In the event that neither of these tools can differentiate between the finish positions of 2 or more competitors, other tie-breakers may be used, as designated by the event-specific technical guide.
- In case there is no way to arrive at a valid tie-breaker, a tie will be awarded and any prizes will be split between competitors designated as “tied”.

### APPENDIX D – MYWHOOSH PERFORMANCE VERIFICATION PROGRAM

The MyWhoosh Performance Verification Program is a collection of data analysis tests that run synchronously to produce a PASS/FAIL result.

#### DATA ALIGNMENT TEST

- The Data Alignment test ensures that a single person is competing in the event.
- The Data Alignment test makes comparisons between the primary and secondary devices that are used for competition to make a determination as to whether or not the devices have produced enough valid data to prove that they were used by a single person for the performance.
- Common reasons for failure include but are not limited to incorrectly defined device and user settings; data transmission interference; low data sampling rates.
- An annulment from the Data Alignment test typically can be avoided by double checking to be sure that the intended devices are accurately paired and that any device settings that may be available to edit by the rider have been defined to reflect the real environment experienced during the competition.

#### POWER COMPARISON TEST

- Every model of power meter, heart rate, cadence device measures and handles data differently, and there is not a global standard for which a manufacturer can calibrate the device. Because of this, it is expected that the values received from different devices will never be the same. It is also expected that device models will produce data in a predictable way, even though sometimes predictability means we expect inconsistent or inaccurate data. Manufacturers make it very easy to adjust the way a device reports and handles data by including features like slope adjustment and power multipliers. These features may be helpful for training, but they are very detrimental to racing and should NEVER be adjusted to any value other than the default value.
- The Power Comparison test examines the relationship between primary and secondary power and heart rate data received during the competition in order to make a determination as to whether or not the discrepancies found between valid, matched pairs of primary and secondary data fall within the expected window of offset for a given device model and also relative to observed historic offset of the individual.
- Common reasons for failure include but are not limited to adjusting the slope or power multiplier settings of the power meter or trainer; incorrectly or not performing a zero offset or spin down calibration; incorrectly defining bike dimension settings like weight and crank arm length; incorrectly defining rider physiology settings like height and weight; allowing for too great of a change in room temperature throughout the test; utilizing data matching, bridge, or pass through features on a smart trainer.
- Strive to maintain consistency in the configuration of your racing environment and how you maintain your equipment. If possible, avoid taking your bike off the trainer between races or making

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adjustments to the trainer position. Perform a trainer spin down and power meter zero offset following a 10min+ warm up period of riding prior to every race. Never interfere with the manufacturer's recommended procedure for trainer spin down or power meter zero offset. After you have spun down or zeroed your devices, do not make any adjustments to the device position prior to the race or during the race. Doing so would require an additional calibration sequence to ensure accurate readings. Invest in the highest quality power measurement device possible. Manipulating your device in an attempt to align power readings will most often trigger Power Comparison tests failure versus simply using your device the way it came from the factory, even if the difference between the two seems large to you.

### **DATA INTEGRITY TEST**

- Since every device measures and handles data differently, we must normalize the data that is received from various devices in order to perform accurate analysis. Dropped signals, wireless transmission interference, misaligned timestamps, corrupt and duplicate data points; these are examples of common occurrences that can interfere with the quality of data in virtual races. We made this test to ensure that the data we receive meets our standards of integrity and can be accepted for the PVP.
- The Data Integrity test cleans and labels data to create multiple buckets into which data is grouped. The test considers the volume of data contained in each bucket to ensure it meets standards for inclusion.
- Why would I not Pass? Some examples of reasons you might fail the Data Integrity test include but are not limited to Bluetooth or ant+ signal interference or dropouts; internet dropouts; electrical interference; low device batteries; malfunctioning equipment; data sampling rates of anything other than 1 per second.
- Ensure that all of your data source devices are only paired to a single data capture device. Your smart trainer must always be paired for primary power, controllable, and cadence. Your power meter must always be paired for secondary power and cadence. Do not utilize any type of data bridge, pass through, or power match feature from your device. Turn off any unnecessary devices that transmit or capture wireless data.

### **HARDWARE**

- We maintain a database with descriptive details about all of the hardware that is used in competition. This allows us to accurately accommodate and adjust PVP criteria whenever someone changes their equipment.
- The Data Source Hardware test is a straightforward method of confirming that the hardware used to create the performance data is permitted for use.
- This test will fail if the data we receive does not identify the device being used to create the data. The test will also fail whenever someone uses a new device for the first time without registering it with our device database.

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- Any time you acquire a new device be sure to test it first by going for a ride on MyWhoosh at least 24 hours prior to using the device in a race. Following the test ride, you will need to contact MyWhoosh customer support and confirm if the device has been accepted for racing. The test ride can be any type of activity lasting 20 minutes or longer.

### **RELATIVITY**

- The Relativity Test makes a determination as to whether or not a rider's performance falls within a probable range of what is expected from the rider based on their historic data. This is important in situations where a person outperforms anything they've ever done in the past, thereby setting new personal bests on MyWhoosh. When a personal best exceeds the projected limits that have been defined by the PVP for the individual, the implication is that the rider is gaining an unfair advantage that is likely caused by hardware or system malfunctions.
- MyWhoosh is able to make highly accurate predictions about the capabilities of an individual based on the history of performance data we are able to analyze. When a single performance exceeds a predicted performance indicator, the Relativity Test first makes a determination as to whether or not the rider was advantaged in the race, and then considers the validity of the performance relative to numerous factors including but not limited to the rider's acute and chronic performance history on MyWhoosh; the physiological profile of the competitors; and context from which the performance can be compared versus a broadly-defined peer group.
- Riders who are new to MyWhoosh and have not accumulated enough historic performance data are at higher risk of Relativity Test failure whenever they produce an outstanding race result. Over time, with more rides on MyWhoosh, the Relativity Test's predictions will become increasingly mature, and the risk of failure is reduced. It is still possible for someone with a long history of data with MyWhoosh to fail the Relativity Test in instances where a hardware or system malfunction has created an anomaly in the data; or if the rider has acquired brand new equipment.
- If you're great at a certain type of effort, maybe a sprint, or power climb, or time trial; make sure you record some rides on MyWhoosh that demonstrate your capabilities! It doesn't only need to be during a race. You can ride on MyWhoosh any way you'd like and have fun being as strong as you can! If you show us how strong you are by riding on MyWhoosh with validated equipment, the Relativity Testing model will adjust itself to accommodate for your unique strengths. Sometimes we are asked if someone can submit data from other platforms or from outdoor rides to prove their ability. We don't accept any data other than MyWhoosh data as being valid for reference towards the Relativity Test.

### **DATA MANIPULATION**

- It is very common that the data from a single power source is incorrectly captured by both the primary and secondary inputs. It is also common for individuals to adjust settings on their power meter or smart trainer in order to produce inflated data values or two streams of data that match each other. While capturing the same data source twice is often an unintentional error made by the rider,

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adjustments to the way a power meter produces data is an intentional method of data manipulation or data obfuscation.

- The Duplicate and Adjusted Data test detects instances where a single power source is recorded to both the primary and secondary receivers for any amount of time. The test also detects adjustments that have been made to a power source that might alter the default power measurement calculation of a power meter or smart trainer, such as changes to power meter slope settings or power multiplier settings. The test also detects when smart trainer “data pass through” features are in use. These features are designed to override or relay the data produced by one device with that of another device.
- If you have adjusted any settings on any of your hardware or if you have made any modification to the hardware itself or have interfered in anyway with the standard use of the hardware with the express intention of trying to produce inflated or closely matching data between the two devices, in all likelihood you will fail this test and be disqualified from competing on MyWhoosh. This test will also fail if a single power source is replicated and used as both the primary and secondary data source.
- Never adjust the default slope, multiplier, or sync settings defined for your power meter or smart trainer. When applicable, perform a spin-down and zero offset calibration for both the smart trainer and power meter prior to every race and according to the manufacturer’s recommended procedure.

## APPENDIX E – IN VENUE EVENTS

MyWhoosh may designate some Cycling Esports events as being held “In Venue” where riders all compete in the same physical location, or across a small set of locations. Details of these events will be defined in event specific regulations, but to help set expectations, the following general principles will apply.

Prior to the event:

- Selected riders will be invited by MyWhoosh to attend.
- All invites are subject to verification of past performances and eligibility.
- If riders fail to respond to invites or requests for information in a timely manner, MyWhoosh may choose to offer their place to another rider.
- Unless otherwise notified, riders will be responsible for their own travel and accommodation.

At the event:

- Riders will be supplied a trainer, display, computer and sensors which they must use in the event.
- Riders need only supply their own bicycle, clothing and nutrition. It will be the responsibility of riders to ensure that:
  - their bicycles are compatible with the trainer provided.
  - their clothing is suitable for broadcasting to an audience of all ages - riders may not be permitted to participate if the clothing worn is not considered by MyWhoosh (in its sole discretion) to be appropriate.
- All equipment calibration, selection of in-game settings and other such actions will be performed by the event organizers.

## GLOSSARY

Provisional and final results may include, but are not limited to, the glossary of language below:

- DNS – Did not start.
  - A competitor that is on the registered and publicized starting list but does not start the event, for any reason, will be marked as a DNS in all results.
- DNF – Did not finish.
  - A competitor that never completed the entirety of the course, for any reason, will be marked as DNF in all results.
- SFT – Same finish time.
  - Any 2 or more competitors that are given the same finish time but differing finish positions, for any reason, will be marked as SFT in all results.
- TIE – Tie.
  - Any 2 or more competitors that are given the same finish time **and** position, for any reason, will be marked as TIE in all results.
- ANL – Annulled or annulment.
  - An athlete that has their result removed due to an objective clear violation of the rules, with no intent to gain an advantage, or has their result removed due to a failure in performance verification, with no intent to gain an advantage will be marked as ANL in all results.
- DSQ – Disqualified.
  - An athlete that has their result removed due to an objectively clear violation of the rules, with an intent to gain an advantage, or has their result removed due to a failure in performance verification, with an intent to gain an advantage will be marked as DSQ in all results.

-----CONCLUSION OF RULESET-----



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