



# Cycling Esports

## Rules and Regulations

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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 cadence and heart rate monitor are in good working condition.
- Follow the rules and regulations given in the specific event technical guide.

#### Performance Verification:

- You must provide performance verification data within the time period stipulated in the applicable technical guide or race communication.
- You may be asked to provide additional information or required to perform additional testing to help verify your performance in an event.
- 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://service20.mywhoosh.com/mywhoosh-ruleset>.

### 1.3 Modus Operandi

- 1.3.1 The Commission reserves the right to investigate any infraction or potential infraction of this ruleset. An objective violation of any rule in this ruleset or evidence found to support the following circumstances allows The Commission to apply the 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 who's 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) 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 The Commission, upon concluding its investigation, will inform the rider of its findings and any applicable sanctions or steps to remedy the issue.

### 1.4 Sanctions

- 1.4.1 Any breaches of this ruleset may be subject to sanction 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
    - Malfunctioning cadence sensor or heart rate monitor
    - 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.

*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

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- Failing to provide data or communication in a timely manner with the performance verification process
  - Sanctions include, but are not limited to, the following:
    - First violation: Disqualification from event or series.
    - 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:
    - Fabrication or modification of any data
    - Equipment modification or other external trainer control
    - Use of bots/simulated riders
    - Identity fraud
    - Abuse of 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.

## 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 (<https://mywhoosh.com/terms-and-conditions>) 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.

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### 2.3 Data

- 2.3.1 Riders shall save any data generated by MyWhoosh at the end of each ride by selecting “End ride” from the pause screen, and then “Save” with “public” setting applied.
- 2.3.2 When applicable, riders must submit a dual recording. This dual recording shall be recorded to a separate device (i.e. a cycling computer head unit), and include a secondary power source (pedals or crank based power meter, NOT the smart trainer). Heart rate and cadence must be recorded in the dual recording as well, but may be the same signal as the primary source connected to the game.
- 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 for the following situations. Such riders will have their event results automatically annulled.
  - a) Any rider whose MyWhoosh client cannot maintain a stable connection to the MyWhoosh servers during an event as determined by MyWhoosh in its sole discretion.
  - b) 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 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.

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- 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 (“Weight In Protocol”).
- 2.4.4 Riders shall use the most recent public release version of the game.

### 2.5 Equipment

- 2.5.1 Riders shall compete using a direct-drive smart trainer or smart bike, cadence sensor, and heart rate monitor. Smart trainer or smart bike, cadence sensor, and heart rate monitor must be connected to the MyWhoosh game client. The smart trainer or smart bike must be the primary power data source and must also be connected to the MyWhoosh game client as the controllable device.
- 2.5.2 Riders must record a second source of power data (e.g., power meter), with cadence, and heart rate, in addition to the primary source paired with the game client (e.g., smart trainer). The secondary power data source must be recorded to a cycling computer. Data recorded using the secondary recording device must be recorded at one second intervals. This data is used as back up data for performance verification purposes only.
  - 2.5.2.1 This secondary data must be submitted to [verification@mywhoosh.com](mailto:verification@mywhoosh.com) within 4 hours of the completion of the race. It must be submitted in the .fit file format. Any other file formats, files submitted through different avenues (other emails or messages), or files submitted outside of the 4-hour time period will be disregarded and the riders result will be treated the same as if they never submitted a secondary recording, meaning they are subject to results removal and additional sanctions.
- 2.5.3 Only those direct-drive smart trainers or smart bikes 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.
- 2.5.4 The Gradient Feel/Trainer Difficulty setting in the game must be set to at least 50%.
- 2.5.5 Riders shall be responsible for ensuring that accurate power, cadence, and heart rate data is recorded to the game client for at least 95% of the rider’s race time.



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- 2.5.6 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.
- 2.5.7 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 power meters or smart trainers immediately prior to an event.
- 2.5.8 Riders must submit photographic or video proof of the device ID or serial number of any piece of hardware used in any MyWhoosh race at the request of [verification@mywhoosh.com](mailto:verification@mywhoosh.com).
- 2.5.9 Riders shall use the most recent publicly available (not beta or testing) firmware for any equipment.
- 2.5.10 Riders shall compete fully clothed.

### 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.

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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.
  - 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.

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### APPENDIX B – WEIGH IN PROTOCOL

The full protocol for a rider measuring their weight is as follows. Weight measurements must be conducted prior to each event and submitted to MyWhoosh upon registration for the event via a private YouTube link or directly into the registration form provided for the race.

- 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.
  - 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.
  - Zero the scales.
  - Show the zero reading.
  - Place the heavy 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.
  - Take yourself off and show the zero reading.
  - Stand on the scales with the weight and show the reading.
  - Take yourself off and show the zero reading.
  - Stop recording.
  
- After the test:
  - Upload as an unlisted video to YouTube or submit the video file directly to the proper registration form.
    - Please note that weight measurement videos must remain private. 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 form provided in the applicable 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.

Please do not edit or trim the video. The entire non-stop recording is required.

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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 in a public forum like a website or on social media, and may also be communicated directly with competitors and teams. Exact locations of results publication will be shared in the relevant technical guide for each event or series and may differ from one event or series to the next.

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, a tie will be awarded and any prizes will be split between competitors designated as “tied”.

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### APPENDIX D – 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.

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### 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, 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, will be marked as DSQ in all results.