

TECHNICAL REGULATIONS: ESPORTS

Version 1.0 | 1 November 2020



These Regulations have been developed to ensure safety of all participants and to encourage fair competition.

Where any ambiguity or lack of a clear ruling exists the UCI regulations will take precedence.

Contents

ESPORTS		3
1.00	EQUIPMENT	3
1.01	AGE CATEGORIES	3
1.02	ABILITY CATEGORIES	3
1.03	ESPORTS PLATFORMS	3
1.04	GENERAL REGULATIONS	3
1.05	EVENT FORMATS	4

LET'S RIDE TOGETHER

1.00 EQUIPMENT

1.00.01 Any bike that is manufactured for use with two wheels.

- 1.00.02 Unless explicitly approved for the event riders must compete using a power metre or smart trainer, paired together with a cadence sensor and heart rate monitor.
- 1.00.03 Riders shall be responsible for following any manufacturer's specification on maintaining the accuracy of their equipment including but not limited to conducting a spindown, zeroing or other calibration or offset procedure for power metres or smart trainers immediately prior to the race.
- 1.00.04 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. This includes but is not limited to, providing false calibration, information, the modification of data files, and the use of third-party applications to control equipment, provide information not readily available to other rides or other interfere with the running of a race.

1.01 AGE CATEGORIES

Age Categories will be defined by the organiser.

1.02 ABILITY CATEGORIES

Ability Categories will be defined by the organiser.

1.03 ESPORTS PLATFORMS

- 1.03.01 Any software used for the running of race is the responsibility of an Event Platform provider and the Event Platform provider shall take all reasonable steps to ensure that any software used is free from any defects that may interrupt the running of any Event or otherwise produce an unfair result.
- 1.03.02 AusCycling accepts no liability for any software defects, downtime, sever disruptions, lagging or technical issues that may affect any events. In the event that such outcome has a material effect on the outcome of an event AusCycling will have the final decision.
- 1.03.03 AusCycling cannot be held responsible for any defects as described above that lead to any losses.
- 1.03.04 Event Platform providers shall ensure that their software generates and retains sufficient metrics and data to allow Officials to perform their duties and ensure that any instances of alleged infringements can be investigated and acted upon. Such information shall be available to review upon request both during and after a race.
- 1.03.05 Event Platforms providers should use reasonable endeavours to ensure that its software is compatible with a wide range of equipment which may be used by any riders. It is however the rider's responsibility to ensure that any equipment they use is compatible with the Event Platform they choose to race on.
- 1.03.06 Event Platform providers may impose additional rules and regulations for the use of their software as long as they do not contradict other rules and regulations of AusCycling.

1.04 GENERAL REGULATIONS

- 1.04.01 A rider's weight and height and any other data used to calibrate equipment shall be measured between 30 and 60 minutes prior to the start of the race. Such measurement should be measured when clothed in shorts and jersey.
- 1.04.02 AusCycling reserves the right to verify any performances. Rider that produce an unverifiable, unusual inconsistent or unrealistic result shall be disqualified unless evidence can be provided to demonstrate otherwise that the performance was valid.
- 1.04.03 Where an event organiser provides any equipment all such equipment must be the same for all riders.

1.05 EVENT FORMATS

The event format can be defined by the event organiser.

1.06 EVENT LENGTHS

Maximum time lengths for events are as follows:

U13 and below	30 minutes
J15	45 minutes
J17	60 minutes
J19	90 minutes
Elite, U23	2 Hours
Masters	2 Hours

LET'S RIDE TOGETHER