Technical Regulations

ESPORT

AUSCYCLING

These Technical Regulations have been developed to ensure the safety of all participants and to encourage fair competition. AusCycling Regulations marked with an (A) may be modified by the event organiser in conjunction with the PCP.

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

Table of Contents

SECTION 1

General

1.00   Equipment

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

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

1.01.01   Age Categories will be defined by the organiser. In the case of Championship events they must follow Annexure 5 of the AusCycling Technical Regulations – Annexure 5.

1.02   Ability Categories

1.02.01   Ability Categories will be defined by the organiser. Where Abilities categories are conducted maximum Event Lengths (Section 1.06) must still be observed.

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   It is the responsibility of the rider to complete all pre-race requirements and data information sharing prior to competing. These requirements will be set out in the events/series regulations.

1.04.03   AusCycling reserves the right to verify any performances. Rider that produces an unverifiable, unusual inconsistent or unrealistic result shall be disqualified unless evidence can be provided to demonstrate otherwise that the performance was valid.

1.04.04   Where an event organiser provides any equipment all such equipment must be the same for all riders.

1.04.05   In person Esport competitions are required to have a Commissaire to validate riders measurements and rule on any technical issues.

1.04.06   For In Person events, the Event Platform Provider and event organiser will endeavour to minimise server disruptions, software defects, lagging or other technical issues. However, if such issues do occur, they will be considered to be a "hazard of the sport" similar to flats, mechanicals, and crashes in traditional road races. AusCycling commissaire will have final ruling on such issues.

1.05   Event Formats

1.05.01   The event format can be defined by the event organiser.

1.06   Event Lengths

1.06.01   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