

# UCI Cycling Esports Regulations

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## Chapter I GENERAL PROVISIONS

### § 1 Cycling esports platform

- 1.1 A cycling esports event is held on a cycling esports platform. A cycling esports platform is a software that, when coupled with certain hardware, allows individuals to participate in cycling races in a virtual environment. The cycling esports platform must at minimum provide a form of continuous feedback to the participants as to their progress within the competition as related to other participants.
- 1.2 Without prejudice to additional requirements defined by these regulations, the minimum requirements to participate in a cycling esports event are defined by the cycling esports platform provider holding the cycling esports event.
- 1.3 Cycling esports platform providers are responsible for taking all reasonable steps to ensure that the software used is free from any defects that may interrupt the running of the event or otherwise produce an unfair result.
- 1.4 Cycling esports platform providers shall ensure that their software generates and retains sufficient data obtained from each cycling esports event to allow any commissaire and/or official to proceed to performance verification and ensure that any instances of alleged infringements can be investigated and acted upon. Such data shall be available on demand after each race.
- 1.5 Cycling esports platform providers must make reasonable endeavours to ensure that their software is compatible with a wide range of equipment which may be used by any riders. It remains the responsibility of the riders to ensure that any equipment they use is compatible with the event platform they choose to race on.

### § 2 Categories of riders

- 1.6 Participation in races is organised on the basis of the age and gender categories set out in articles 1.1.034 to 1.1.037 of the UCI Regulations.

### § 3 Race types

- 1.7 Two types of cycling esports races may be held:
  - a) In real life races, in which all participants and the necessary equipment are verified by a commissaire at the race location.
  - b) Remote races, in which participants and the necessary equipment are not verified by a commissaire at the race location(s).

### § 4 Eligibility of participants

- 1.8 Each participating rider must have a valid license with UCI ID code from the national federation of their country of residence, in accordance with the UCI Regulations.
- 1.9 All other eligibility criteria for participating in a cycling esports event are defined by the organiser of the said cycling esports event.

## **§ 5 Commissaires**

- 1.10** The UCI may appoint commissaires to officiate each in real life cycling esports event. The minimum number of commissaires to be appointed shall be specified in connection with the competition guide for the cycling esports event.
- 1.11** Any commissaire appointed to officiate during an in real life cycling esports race shall have the same powers and responsibilities as described by Part 1 of the UCI Regulations.

## **§ 6 Calendar**

- 1.12** Cycling esports events sanctioned by the UCI are entered on the UCI cycling esports calendar.
- 1.13** Every entity organising a UCI-sanctioned cycling esports event shall conduct the event in strict compliance with the UCI Constitution and UCI Regulations.

## **Chapter II EQUIPMENT**

- 2.1** Subject to any applicable competition guide and applicable UCI Regulations, bicycles used for cycling esports races shall be (i) bicycles as defined in part 1 of the UCI Regulations in combination with a smart trainer compatible with the cycling esports platform, or (ii) smart bicycles or other equipment compatible with the cycling esports platform.
- 2.2** Unless explicitly specified in the competition guide for a race, riders must compete using a power meter or smart trainer, paired together with a cadence sensor and heart rate monitor.
- 2.3** Riders shall be responsible for following any manufacturer's specifications on maintaining the accuracy of their equipment including but not limited to using up-to-date firmware versions and conducting a spin-down, zeroing or other calibration or offset procedure for power meters or smart trainers immediately prior to a race.

## **Chapter III PERFORMANCE VERIFICATION**

- 3.1** The organiser of a cycling esports event is required to have a performance verification system.
- 3.2** The Commissaire may request the verification of any performance.
- The Commissaire may ask a rider for any reasonable data which will aid in verification including but not limited to outdoor ride data, video weight verification, live-streamed calibration and performance tests.
- 3.3** Before the start, or after the conclusion of any race, any equipment used by a rider may be subject to inspection by a commissaire in order to ascertain compliance with these regulations.

## **Chapter IV SPECIFIC REGULATIONS FOR CYCLING ESPORTS EVENTS**

- 4.1** The organiser of a cycling esports event shall draw up a set of regulations specific to each race. The regulations shall inter alia cover sporting aspects particular to the event. These specific regulations shall comply fully with the present regulations.

- 4.2** The specific regulations shall be published in connection with the competition guide for the event.
- 4.3** A competition guide shall be defined for each cycling esports event and made available to all participants. At minimum, the following topics must be included in the competition guide:
- a) The date and time of the competition.
  - b) A statement of the classification level of the competition.
  - c) A list of the competition categories, including any specific participation requirements, including equipment. This may also include a qualification system, or some other limit on the maximum number of participants.
  - d) The specific rules for the type of competition. In case an overall result taken from multiple competition types defines the overall winner such as, for example a stage race or omnium, then the applicable procedures and rules used to compile the overall results and break ties must also be defined.
  - e) Specific performance verification measures and requirements.
  - f) The prizes and/or titles to be awarded, if any.
- 4.4** In the absence of any specific regulations concerning the format of a race, the cycling esports platform's regulations will be used.
- 4.5** In the event of any conflict between the event platform's regulations and the regulations of the UCI, the regulations of the UCI will prevail.

## **Chapter V DATA**

- 5.1** The organiser of a cycling esports event shall be responsible to comply with all relevant data protection laws.

## **Chapter VI SPECIFIC INFRINGEMENTS FOR CYCLING ESPORTS**

- 6.1** Commissaires shall be responsible for determining any infringements related to cycling esports, including infringements of any rulesets specified in any applicable competition guide.
- 6.2** All infringements related to cycling esports are sanctioned as set out in the table of race incidents defined in article 6.2, in accordance with article 12.4.001.

### 6.3 Table of infringements for cycling esports

INFRINGEMENT	SANCTION
<b>1. Ineligible Physical Equipment</b>	Refusal to start, elimination or disqualification
<b>2. Incorrect Virtual Equipment</b> Any in-game equipment on the cycling esports platform that is prohibited in connection with the competition guide.	
<b>3. Ineligible Rider</b>	
<b>4. Out-of-date Firmware</b>	
<b>5. Out-of-date Software</b>	
<b>6. Other Equipment Violation (No Intent to Gain Advantage)</b>	
<b>7. Failed Performance Verification (No Intent to Gain Advantage)</b>	
<b>8. Disconnection/Lag (Unintentional)</b> Involuntarily disconnecting from the cycling esports platform server for more than one consecutive minute.	
<b>9. Disconnection/Lag (Intentional)</b> Voluntarily disconnecting from the cycling esports platform server for any length of time for the purpose of altering the outcome of a race.	

<p><b>10. Race Disruption</b></p> <p>10.1. Disrupting or conspiring to disrupt the race or impede the performance of other riders.</p> <p>10.2. Attempting to remove a rider from an event by disconnecting him/her from the cycling esports platform's servers or by flagging the rider without cause.</p> <p>10.3. Inappropriately distracting other riders.</p> <p>10.4. Tampering with or interfering with the normal operation of another rider's equipment.</p> <p>10.5. Tampering with or interfering with the information sent between the platform server a rider's client software, or between any rider's equipment and the platform.</p>	<p><u>First violation:</u> Refusal to start, elimination or disqualification + 200 CHF fine</p> <p><u>Second violation:</u> One-year suspension + 1000 CHF fine</p> <p><u>Third violation:</u> Lifetime suspension + 5000 CHF fine</p>
<p><b>11. Incorrect Rider Height/Weight</b></p> <p>Providing inaccurate information about height or weight. Any information varying by more than 5% from the real measure shall be considered incorrect.</p>	
<p><b>12. External Trainer Control</b></p> <p>Using any software or hardware device to control trainer resistance besides that provided by the platform.</p>	
<p><b>13. Use of Bots / Simulated Riders</b></p> <p>Using bots or simulated riders either in-competition or out-of-competition for any reason. This includes the use of simulAnt or any other ant+ or Bluetooth data simulation software or device as well as any other means of controlling a rider in-game in any way except the use of a human rider.</p>	<p><u>First violation:</u> Refusal to start, elimination or disqualification + 200 CHF fine</p> <p><u>Second violation:</u> One-year suspension + 1000 CHF fine</p> <p><u>Third violation:</u> Lifetime suspension + 5000 CHF fine</p>
<p><b>14. Unfair Collusion</b></p> <p>Colluding or attempting to collude with another rider who is knowingly cheating or ineligible to race to gain an unfair advantage. Unfair</p>	

<p>advantage through collusion may include but is not limited to actively and knowingly cooperating with a rider who is using inaccurate weight or a miscalibrated power source, teams entering ineligible riders in races to aid eligible riders- for instance cooperating with non-resident teammates in a national championship race.</p>	
<p><b>15. Lying to or Misleading Race Officials</b></p>	
<p><b>16. Use of Another Rider’s Account for Racing</b></p>	
<p><b>17. Fabrication or Modification of Data Submitted to the Performance Verification Entity</b></p>	<p><u>First violation:</u> One-year suspension + 1000 CHF fine</p>
<p><b>18. Miscalibration / Data Modification / Tampering with Equipment</b></p> <p>18.1. Tampering with or attempting to tamper with any trainer, power meter, heart rate monitor or cadence sensor with intent to gain advantage</p> <p>18.2. Altering or attempting to alter data transmissions involving equipment used in cycling esports racing or performance verification in any way.</p>	<p><u>Second violation:</u> Lifetime suspension + 5000 CHF fine</p>
<p><b>19. Mechanical / Electronic Fraud</b></p> <p>Using any mechanical or electronic device that provides an unfair advantage in-race. This includes but is not limited to, electronic motors, devices which alter equipment signals (power meter, cadence monitor, or heart-rate monitor), devices which broadcast simulated rider data, or devices that interfere with broadcast data.</p>	
<p><b>20. Hacking / Game Modification</b></p> <p>20.1. Modifying the game or gameplay experience in any way. This includes but is not limited to, altering game data files or altering memory values.</p>	<p><u>First violation:</u> One-year suspension + 1000 CHF fine</p> <p><u>Second violation:</u> Lifetime suspension + 5000 CHF fine</p>

20.2. Using any methods to gain access to game elements that are not publicly available.

20.3. Using a third-party application that provide an unfair advantage in cycling esports racing.