Rules & Technical Guide

Round 1 - September 13 - October 18, 2022

Round 2 - November 8 - December 13, 2022

Round 3 - January 10 - February 14, 2023

Championships – March 2023

PART 1 - CONTENTS

PART 2 - SUMMARY

2.1 GOVERNANCE

2.1.1   These rules pertain solely to the Zwift Racing League and stated season.

2.1.2   Queries shall be raised by the Club Manager and/or Team Captain via email to WTRL at racecontrol@wtrl.racing.

2.2 RULES OF RACING

2.2.1   Use your own Zwift account in your own name.

2.2.2   Register with WTRL.

2.2.3   opt in to ZwiftPower on your Zwift Profile

2.2.4   Use your real height & weight, as measured in shorts and jersey within 24 hours of each event.

2.2.5   Spin down/calibrate your trainer and power meter. Make sure your cadence sensor and heart rate monitor are working.

2.2.6   Use the correct in-game virtual equipment and jersey.

2.2.7   We also recommend that you have a Strava profile that is connected to your Zwift & WTRL Profile. This aids with the recovery of results should any 'force majeure' events occur.

2.3 PERFORMANCE VERIFICATION

2.3.1   When asked, you must provide performance verification data within the period required in the applicable technical guide or instructions.

2.3.2   You may be asked to provide additional evidence to help verify your performance in an event.

2.4 SANCTIONS

2.4.1   If your performance cannot be verified your result may be annulled.

2.4.2   If you attempt to gain an unfair advantage, you may be disqualified and removed from future events.

2.4.3   If you repeatedly break the rules, or bring the sport into disrepute, you may receive a temporary ban.

PART 3 - GOVERNANCE

3.1 SCOPE

3.1.1 **This ruleset governs the Zwift Racing League (ZRL) that is operated by WTRL on behalf of Zwift.**

3.1.2 **It does not govern other events and/or series managed by WTRL, or other event organizers, which take place on the Zwift platform.**

3.2 ZWIFT RACING LEAGUE COMMISSION

3.2.1 **The Commission shall consist of the following:**

a. Zwift Race Director.

b. WTRL.

c. Any other members The Commission deems necessary to discharge its responsibilities.

3.2.2 **The Commission shall have the power to modify or supplement these rules at any time. The latest version can be found at Zwift Racing League - WTRL.**

3.2.3 **The Commission shall be responsible for ensuring the integrity of results at the community level events of the Zwift Racing League.**

3.2.4 **The Board shall act as the decision-making body on any matters regarding potential rule breaches.**

3.2.5 **The Board shall have the power to update the results of events, and apply further sanctions to racers, based upon but not limited to the following:**

a. No Intent to Gain an Advantage

b. Intent to Gain an Advantage

c. Bringing the sport into disrepute

3.3 RACE AND PERFORMANCE DATA

3.3.1 **Data for events and results processed by WTRL systems is sourced directly from Zwift's game data.**

3.3.2 **Participants must compete using Zwift / WTRL accounts registered in their own name and not shared with other users.**

3.3.3 **Participants must 'opt in' to ZwiftPower from their Zwift Profile**

3.3.4 **WTRL recommend that all participants utilize a free Strava account and connect their WTRL profile to it. This may be used to verify data, performance and may also be used to allow automatic dual recording of performance data if and when required.**

3.3.5 **Participants shall be solely responsible for ensuring that any non-game verification data (e.g. dual recordings) is accurately recorded.**

3.3.6 All information and data published on WTRL's website is subject to the Terms of Use. (Terms Of Service - WTRL).

3.4 QUERIES

3.4.1 Any queries regarding the conduct or performance of participants in the ZRL shall be submitted only by the Club Manager and/or Team Captain by email to racecontrol@wtrl.racing or a designated online form to submit queries. It is much easier for us to deal with a single email from a Club Manager and/or Team Captain than multiple emails from team racers. Help us to help you faster!

3.4.2 Queries should be submitted no later than 24 hours after the race in question starts.

3.4.3 Results are defined as race data published on the WTRL website. Event data from any other source is not considered valid.

3.4.4 Include in your email query the required primary information:

    a. Team Name

    b. Links to the Zwift.com activity

    c. Racer ID number

    d. Event ID

    e. Screenshots will not be accepted as secondary evidence.

3.4.5 The outcome of queries against teams other than your own will not be published or posted back to the individual or team submitting the query.

3.4.6 WTRL and Zwift's decision around queries are FINAL.

3.4.7 Should your query relate to any racer or race outside of the Zwift Racing League, please contact the relevant organizer or contact Zwift directly.

PART 4 - RULES & REGULATIONS OF RACING

4.1 SCOPE

4.1.1 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.

4.1.2 All racers shall agree to both the WTRL (Terms of Service - WTRL) and Zwift Terms of Service (Terms of Service (zwift.com)) and may be disqualified from or lose eligibility to compete in the ZRL events by violating these terms, even if the violation takes place out-of-competition.

4.1.3 It is the responsibility of everyone to review and understand this ruleset, and any additional event specific rules.

4.2 FORMAT

4.2.1 Zwift Racing League is a Team competition.

4.2.2 The 2022/23 Season will consist of 3 Rounds and a Championship Finale.

4.2.3 Each Round will be 6 weeks / 6 races in length.

4.2.4 Both Open (men's and mixed gender teams) and Women's Leagues will be available.

4.2.5 Races will take place on Tuesday's.

4.2.6 Races will consist of Team Points Races and Team Time Trials.

4.2.7 Leagues and Divisions

4.2.8 Regions & League are structured as follows:

WOMEN'S COMPETITION		
LEAGUE	Asia Pacific (APAC)	Europe, Middle East & Africa (EMEA)	Americas

OPEN COMPETITION (Mixed / Co-Ed)				
LEAGUE	Oceania	Asia Pacific (APAC)	Europe, Middle East & Africa (EMEA)	Atlantic	Americas

4.2.9 League Regions may be divided into several Leagues.

4.2.10 Leagues will be divided into Divisions and will consist of Divisions A, B, C & D.

4.2.11 Divisions will consist of approx. 15 teams.

4.2.12 Where there are 4 or less teams in a division 'Culling' may be disabled. Teams will race and score in their respective Divisions BUT will be able to see and race with teams of other divisions.

4.2.13 Full points will be available for each division regardless of culling.

4.2.14 Each Division will have its own allocated event race start time that will remain consistent throughout the Round. Please be aware that seasonal clock changes occur and to take this into account when registering or organizing your team.

4.2.15 Racers must use the WTRL RacePass to enter races. There is no other means to access them.

4.2.16 Racers are not permitted to race in other ZRL races apart from those associated with their teams.

4.3 PROMOTION AND RELEGATION.

4.3.1 Team(s) will only be promoted or relegated to another Division of the same category (e.g. B2->B1).

4.3.2 Unless otherwise stated, the top 2 teams from each Division 2 and below will be promoted and the bottom 2 from each division relegated.

4.4 SCORING

4.4.1 The ZRL is centered around teams of racers, there is no General Category (GC) League for individual racers and there and all races are team focused.

4.4.2 Points Races: Allocation of Racer Points.

　　a. Finish position points (FIN).

　　b. Intermediate points for predesignated intermediates and laps.

　　　　i **Fastest Through Segment (FTS)**: points awarded to a number of the fastest times through the intermediate segment(s) each event (not per lap). Note that a single racer may score multiple times on each segment if it is traversed more than once in the same race.

　　　　ii **First Across the Line (FAL)**: points awarded to a number of racers for their position in the race when they cross the finish line on designated intermediate each lap.

4.4.3 Team Time Trial:

　　a. Team time is taken on the 4th racer across the finish line (no exceptions).

　　b. The team is awarded team points based on the finish time.

　　c. If a team fields an ineligible racer in a Team Time Trial, the team will be awarded 50% of the League points they will otherwise have earned.

4.4.4 Maximum points are awarded after each race to the team accumulating the highest total points in a Points Race or the fastest time in a Team Time Trial.

4.4.5 At the end of the ROUND, the team with the most League Points is declared the winner of the Division.

4.4.6 In the event Total League Points being tied at the end of a Round, teams are then ranked in the same way as the weekly rankings.

　　a. League Points

b. Total FIN Points

c. Total FAL Points

d. Total FTS Points

4.4.7 **If a team's total points are still tied, the position of each tied team's best racer across the finish line shall determine the tied team's ordering, with the team with the higher placed racer placing higher.**

4.4.8 **The most up-to-date Points tables can be found on the WTRL website Zwift Racing League – WTRL.**

4.5 REGISTRATION

4.5.1 **Team registration can be made at www.WTRL.racing and will be valid for all Rounds in a Season.**

4.5.2 **Registration is open before each Round though teams are not permitted to register for a Round already in progress.**

4.5.3 **Captains of returning teams will receive an email invitation and instructions to register for the following Round.**

4.5.4 **Each team is required to designate a Team Manager and a Team Captain.**

a. Neither the Captain nor Manager are required to race for teams they manage.

b. A Team Manager may manage any number of Teams but may only physically race for 2 teams.

c. A Team Captain may only captain 1 team but may race for up to 2 teams.

4.5.5 **All teams are required to select a team jersey that all racers in the team have access to and all racers should wear during each ZRL race for the season.**

4.5.6 **Team kits may be changed with permission from The Commission. Circumstances for a kit change include:**

a. Multiple teams wearing the same kit in a division

b. Kit not accessible to all racers

4.5.7 **Once registered you will receive an initial confirmation email containing important information relating to the preseason period and once the Round commences, the Team Captain will receive a weekly email with race information that they may share with their team.**

4.5.8 **All teams are required to have a minimum 4 racers confirmed with their team prior to registration closing for the Round they intend to race in. Note that teams with fewer than 3 confirmed racers, at the time of closure, may be automatically withdrawn from the competition.**

4.6 WTRL RACEPASS

4.6.1 **RacePass is a concept designed by WTRL to facilitate ensuring racers are linked to their race day team with out the need for forms, name tagging or other means to identify and authorize access as well as to place the racers in the correct races and paddocks.**

4.6.2 **Each RacePass is Team specific and relates to a specific race of a specific competition and should be treated like an access card for racers to gain access to your team. Anyone who clicks it that our system then authorizes, will be a member of your race day team.**

4.6.3 **Team Captains will receive the event details and RacePass via email and all members of the team have access to the RacePass link via the Team Management page on WTRL's website.**

4.6.4 **On clicking a Race Pass link, confirmed Team Members will undergo brief verification by WTRL's AutoCat (ACE) system -> registered with the team for the race -> automatically signed up to the correct race and paddock for that team. This process takes 2 to 5 seconds.**

4.6.5 **Once a racer is signed up to the Zwift event, Autocat will periodically revalidate racers to ensure they are still within the scope of the divisions power caps.**

4.6.6 **2.1.2   Racers attempting to join events with a RacePass link will not be permitted to sign-on if.**

   a. Racer has not accepted or declined a Team Invitation.

   b. Racer's performance is considered beyond the scope of the division they are trying to race in (unless approved through the 50% Race rule).

   c. Racer has been removed from the team under a code 7 or code 8 disqualification in any previous race during the season.

   d. Any racer not Opted In via their Zwift Profile Connections for ZwiftPower.

   e. Any racer who has been banned or sanctioned.

4.6.7 **If a Racer changes team, either they, the team's captain or the team's manager should use the Remove racer from event button in Team Management. They may then click the RacePass of the other team.**

4.6.8 **Team Car, Directeur Sportif (DS) and any other support crew are encouraged to spectate via Fan View.**

4.6.9 **We are committed to ensuring races have no more than 100 people present in each paddock to ensure all racers enjoy the best possible racing experience.**

4.6.10 **WTRL may restrict the maximum number of team members in the race paddocks to 6 if over-crowding becomes an issue.**

4.6.11 **Anyone added to the Team Support slot who clicks the RacePass will be signed up in the E paddock. You must remove yourself from this slot (enter 0 in the form box). If you are planning to race with the team instead, you must then click the RacePass to be transferred to the correct Race paddock (A to D).**

4.6.12 **The Team Management portal allows everyone in the team to see event information, RacePasses, team members and stats for the Round. Note that not all stats will update prior to the start of Round.**

PART 5 - SQUADS, TEAMS & RACERS

5.1 ELIGIBILLITY – SQUADS & TEAMS

5.1.1   A Squad (roster) can be comprised of up to 12 nominated racers of which a minimum of 4 to a maximum of 6 racers can be selected each week to form the racing team in the event.

5.1.2   Racers may join a maximum of 2 teams per Round preferably in different division numbers.

5.1.3   The ability to invite team members can be reached by using the green button in your team management page.

5.1.4   Only the team's Manager and Captain may invite team members.

5.1.5   A minimum of 4 racers must be nominated for the team before registration closes.

5.1.6   New racers can be added at any time up to the maximum of 12 racers per Squad.

5.1.7   New racers must be added prior to participating in an event.

5.1.8   A racer can be removed from a team by the manager, captain, or themselves if they have not raced for the team.

5.1.9   Once a racer has started at least one race for the team, they cannot be removed during the Round.

5.1.10 Teams must be made up of racers at or below the division category threshold the team is competing in. Divisions and racer limits are found on the WTRL website.

5.1.11 Women's Leagues will use women specific categories.

5.1.12 Open League's will use mixed categories.

5.1.13 To assist broadcasts of events, Teams are asked to identify themselves in-game by adding the [Team Name]* to the end of the individual racer's Zwift profile so that it shows up on screen in.

*E.g.: John Johnson [Team Name].

This is for ease of identifying racer's during Live Broadcast coverage by Zwift Community Live.

5.2 ELLIGIBILLITY - RACERS

5.2.1   The minimum age for Zwift Racing League is 16.

5.2.2   Racers and The Commission reserve the right to request government issued identification clearly showing the participants date of birth and may not allow the participant to continue until this documentation has been provided.

5.2.3   Racers must race in divisions at or above their race category and not below.

5.2.4   A "B" category racer can race for a Division A or B team; they may not race in a Division C or D team.

5.2.5 A racer who races in a higher category team than their race category can move back down to a team in their category if they remain eligible for the lower category team and have not exceeded riding for a maximum of 2 teams already.

5.2.6 A useful guide to understanding categories can be found here but note there are FTP watt-based limits as well as FTP wkg bandings.

5.2.7 Racers found to be exceeding the limits in any race and receive a Code 7 or 8 disqualification will be removed from that team and will not permitted to race with that team for the remainder of the Round. Racers receiving a Code 7 or 8 are encouraged to consider riding for a team in a higher division or category.

5.2.8 Racers without a valid race category or recent race history are requested to participate in and finish a minimum of 2x Zwift race events with a duration of at least 30 minutes each prior to Race 1 of the Round to achieve an accurate category. This helps both humans and computers determine the most suitable and competitive division to place a new team in.

5.2.9 Racers must have accurate height and weight entered in-to their Zwift profile, either through Companion app or Zwift.com.

5.2.10 Racers are not permitted to change their height, weight, or other biometric information from the point they enter the paddock to when they exit the race.

5.2.11 Racers must ensure they are opted in to sharing their game data with ZwiftPower on their Zwift Profile. This acts as an approval process for WTRL to access your race data and provide scores and results.

5.2.12 Racer improvement is expected during each Round and Season and a racer whose race category upgrades prior to completing (finished) 3 events in the current Round will need to race for a team in a division matching their upgraded race category.

5.2.13 Racers who receive a category upgrade may continue racing within the same Division if they have completed 3 events. (The 50% rule)

5.2.14 Racers are subject to the power and other limits always placed on each division during ZRL races.

5.2.15 WTRL may marginally fluctuate the absolute limit of a division to suit the racecourse. This is based on many individual factors and is never published.

5.3 EQUIPMENT REQUIREMENTS

5.3.1 **WTRL recommends that racers have a free Strava profile connected to their WTRL profile, so we able to recover results, verify HRM or power data to issue full Racer Points should the need arise.**

5.3.2 **Division A & B racers MUST transmit power information to the game (Zwift). Suitable equipment includes:**

   a. Smart turbo trainer.

   b. Smart bike.

   c. Classic 'dumb' trainer with separate power meter.

5.3.3 **Division C & D racers may use any equipment including ZPower (non-smart trainers) though a power meter or smart trainer is heavily recommended for racers to enjoy the most beneficial experience.**

   a. Racers on ZPower will be awarded 50% of points earned in the event.

   b. Racers on ZPower may only make up 40% of the team during a Team Time Trial event.

5.3.4 **All racers are encouraged to dual record power data for each race.**

   a. Dual recording is the capture of power data from 2 separate power meters.

   b. Racers are encouraged to connect their WTRL Profile to their Strava profile. This allows any recording from your secondary power meter to be configured to upload automatically to Strava. Should the need arise, WTRL will be able to use both the Zwift-transmitted data and the secondary power meter data sent to Strava automatically for verification purposes without the racer needing to do anything further.

   c. This is a recommendation, NOT a requirement.

   d. WTRL will never make any non-Zwift based data (i.e. Strava) public.

5.3.5 **All racers are encouraged to pair and wear a heart rate monitor (HRM) to Zwift whilst racing in the Zwift Racing League.**

5.3.6 **HRMs offer safety and guidance on your personal health and performance and may also be referenced for verification purposes.**

   a. Racers not transmitting HRM data directly to the game will be awarded 50% Racer Points earned in Points Races.

   b. If your HRM fails to transmit to the game, we may be able to validate your HRM through a secondary recording on your Strava profile if connected to WTRL.

   c. HRMs are not a requirement for Team Time Trial events.

5.3.7 **Power Meter Zero-offset – please refer to your owner's manual for recommended frequency and methods.**

5.3.8 **Smart Trainer Calibration / Spin Down – wheel on trainers require tire pressure checks before every use and should be warmed up for 10 minutes before a spin down is performed. This should be performed before EVERY race.**

5.3.9   Please refer to the user manual for all other smart trainers to determine the recommended frequency. Most are bi-weekly (every 2 weeks) or if picked up and moved. There are some that self-calibrate and do not require frequent spin downs.

5.4 TEAM AND RACER VERIFICATION

5.4.1   The Commission may randomly select any teams to verify their in game biometric data by means of a standard height and weight video.

5.4.2   The team(s) selected will be notified not less than 1 week before this is due.

5.4.3   Within the WTRL Team Management is our Verification system (PaVer). If you are required to go through any verification steps, you will see notification in Team Management and via email.

5.4.4   All height and weight verification videos MUST remain private. and should not be made public or posted to a public platform.

5.4.5   Videos should be saved to a private location (e.g., private YouTube or Dropbox account)

a. Height should be entered and maintained to the nearest 1cm (approx. ½ inch)

b. Weight should be entered and maintained to the nearest 100 grams / 0.1 kg (0.25 lb)

5.4.6   Videos submitted by male participants are reviewed by male verifiers of WTRL and female participants videos are reviewed by female verifiers of WTRL.

5.4.7   Some elements of the Zwift Racing League may require all participants to verify. This would usually be required for any Season Final or Playoff race. Verifying hundreds of people does take considerable time and we ask you to ensure that any dates, dials or number videoed are easily readable.

5.4.8   If a team is selected to verify, they will only be required to submit their verification once in any Round.

5.4.9   If a racer or team is exhibiting unusual results or above average or normal performance for their history, WTRL may request to verify your racing.

5.4.10   This generally involves comparing dual recordings (if available) and/or comparing metrics against other races performed on your trainer.

5.4.11   Should any form of verification checks be required, WTRL will reach out via email to both the racer in question and the Teams Manager.

PART 6 - RACE SPECIFIC RULES

6.1 POINTS RACES

6.1.1   Points Races are mass start.

6.1.2   All teams of the same division will start in the same paddock (usually paddock 1 of any given paddock location) to ensure all teams race the same distance.

6.1.3   All in-game legitimately earned equipment may be used with the <u>exception</u> of TT bikes.

6.1.4   Each race will have several designated Power Ups that are distributed throughout the race at specific locations.

6.1.5   The Powerup will either be a random allocation of the race designated Powerups OR a specific Powerup at a specific location.

6.1.6   Please see the Schedule at https://www.wtrl.racing/zwift-racing-league/#schedule for more details.

6.1.7   Each Team Member's individual score is combined to a team total and then ranked against the other teams in the division.

6.1.8   The team scoring the highest combined racer points is awarded maximum League Points for that race.

6.1.9   Intermediate / segment times are recorded by the game and only these recorded times will count for points scoring.

6.1.10 Teams with at least the minimum required number of team members confirmed on the team, who only field 3 racers on the day (either through lack of availability or technical issues), will be ranked under all other teams in the division who do field the required number of racers (or more) and then by total rider points, finish points, FAL points and FTS points in that order.

6.2 TEAM TIME TRIALS

6.2.1   Team Time Trials require a very different set of skills and team work to most other forms of racing. WTRL has run its Team Time Trial weekly on Zwift for close to 4 years now and you are highly advised to practice in a prebooked time of your choosing on Thursdays.

6.2.2   All ZRL Team Time Trials will take place using the Team Time Trial conveyor belt start system.

6.2.3   Teams are allocated a specific time and Row that their race will start, and they must ensure they are at the start line prior to this time. In most cases the 1st placed team in the division will start first, but The Commission reserve the right to alter the start order if required.

6.2.4   For those returning from previous seasons of ZRL:

a. You do not need to be in the start paddock at the event's start time. Your start time will be visible at www.WTRL.racing in team management and as a separate line on the Companion App event header once signed up.

b. You will not be allocated a Start Delay – just a Row Number and physical start time.

c. You will be required to join the start paddock BEFORE your allocated start time.

d. You will no longer need to operate a stopwatch – the game will release your Row at the allocated time.

6.2.5 **In exceptional circumstances, WTRL may allow a team to start at a different time but within the same race.**

6.2.6 **Rows depart at 1‑minute intervals.**

6.2.7 **Racers in any team may use any in-game bike of their choosing. Please note that TT bikes DO provide draft to other racers in a WTRL Team Time Trial event.**

6.2.8 **Individuals or teams drafting off or deliberately interfering with another team is strictly prohibited and is the only method by which a whole team's results may be annulled.**

6.2.9 **A key feature of TTTs is that not all team members will finish. If a racer drops from the team, they are not permitted to rejoin their team without catching back up. This includes:**

a. Waiting at any point on a circuit involving laps for your team to come back around again and rejoining them.

b. Waiting at the foot of climbs for your team to return to rejoin your team and give your team a boost the 2nd or 3rd time around.

c. Waiting at the starting paddocks to rejoin your team on the 2nd or 3rd lap etc.

This would be considered unsporting conduct and results in the entire team being disqualified.

6.2.10 **The 'Team Finish Time' will be taken from the 4th racer to cross the finish line. This means at least 4 of your 6 Raceday team members must finish. There are no exceptions to this rule.**

6.2.11 **If a team suffers because of any of its racers TTT results being annulled, the team will be awarded HALF (50%) of the league points that would have been awarded if the racers result wasn't annulled.**

6.3 END-OF-SEASON CHAMPIONSHIPS

6.3.1 **Further details will be updated here as they become available. Here is what we know so far.**

6.3.2 **Teams accrue League Points during each Round. League Points total to produce a Season League Points Total.**

6.3.3 **Teams who are promoted or relegated between rounds will carry their League Points with them to their new divisions.**

6.3.4 **Divisions will be divided based on Season Points Totals to form at least a 2‑week Championship Competition consisting of a Team Time Trial and Points Race.**

6.3.5 **Riders used in Championship races will be expected to have completed at least 50% of the total races from all rounds.**

PART 7 - RESULTS

7.1.1 **WTRL will publish results after each race at www.WTRL.racing.**

7.1.2 **Results will include:**

    a. Racer names, flags, represented teams, power overviews, race times and detailed scoring information.

    b. Segment tables detailing intermediate times and scores for FTS and FAL.

    c. League Tables detailing scoring and information.

    d. Basic racer stats can also be found in Team Management.

7.1.3 **In almost all cases, results will be publicly visible a few minutes after the racer completes their race, but results can take up to 1 hour to populate at times.**

7.1.4 **Results are marked provisional while any requests are investigated and are marked final once all investigations and any verification is complete.**

PART 8 - CODE OF CONDUCT

8.1.1 **Zwift & WTRL firmly believe in fair competition conducted in an environment that enables people to enjoy racing and the social element that it brings. Any participant engaging in conduct that is unsporting or otherwise inconsistent with this aim shall be subject to sanction under this ruleset.**

8.1.2 **Racers are encouraged to exhibit the highest possible sportsmanship and behave respectfully towards their team members, competitors, supporters, WTRL, Zwift and any other individual or organization involved with the Zwift Racing League.**

8.1.3 **The following is a list of behaviors that may result in investigation and penalty:**

a. Behaviors associated with cyber-bullying, bullying, harassment, stalking, and trolling are not acceptable in any form. Action will be taken against perpetrators which may result in a racer ban and/or team disqualification from the competition.

b. Any actions, including use of language, which could be considered threatening, discriminatory, or otherwise deemed abusive or cause offence or undue mental upset to any individual.

c. Attempting to use, showing others how to use, promoting, or colluding with another person/people/team, any method to gain an unfair advantage.

d. Disrupting a race, including inappropriately reporting, distracting or otherwise impeding the performance of other racers.

e. Using in-game equipment that has either not been earned solely by the in-game effort of the racer or has not been authorized by Zwift because of a current sponsorship deal or other such association with the equipment manufacturer.

f. Deliberately mis-calibrating or otherwise tampering with equipment or software configuration such as in-game height or weight.

g. Submitting false or misleading information.

h. 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.

i. Use of bots or other means of simulating riding.

j. Exploiting connectivity issues or bugs in the Zwift software.

k. Utilizing techniques that exploit a networked game such as 'Sticky Watts'.

l. Modifying the Zwift 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.

m. Altering data transmissions between Zwift clients and servers mechanically or via scripts and software.

8.2 INVESTIGATION PROCEDURE

8.2.1 **WTRL will only investigate performance related infringements within Zwift Racing League races. Other events may be used for supporting evidence if required.**

8.2.2 Any form of abusive behaviour in any ZRL race or utilizing any WTRL or Zwift owned/provided domain will be investigated.

8.2.3 If the Race Director or WTRL feel that a team or racer may be in breach of the rules the following will apply:

8.2.4 For simple out-of-category or power related offences:

   a. Racers are automatically issued with a Code 7 or 8 disqualification. This annuls all racer points in a Points Race and in a Team Time Trial race, would cause the teams League Points to be halved. Note the latter is a rule amendment - previously the team scored 0.

   b. Racers may appeal this automatic decision with WTRL but MUST provide supporting evidence of their case.

8.2.5 For suspected offences detailed in the Code of Conduct:

   a. WTRL may freeze the result of the suspected team(s) or racer(s).

   b. WTRL will contact the racer or racers in question, including team managers, to advise what we are investigating, why and what has been found.

   c. Racers will have 24 hours in which to respond with their case including any supporting information they feel is pertinent to the investigation.

   d. WTRL maintain a history file on all investigations which is shared with Zwift.

8.3 PENALTIES

8.3.1 The general procedure is as follows:

   a. First Infringement: After investigation, Racer will receive a warning and their results annulled for that race.

   b. Second-Infringement: Racer will be removed from the Round with specific Round results annulled.

   c. Third Infringement: Racer will be removed from the season, all previous ZRL Season results annulled and not permitted to return to any ZRL race for that Season.

8.3.2 If a team or racer is found to have deliberately breached the rules, penalties may include (but are not limited to):

   a. Annulment of racer/team results for that race.

   b. Subtraction of league points.

   c. Removal of racers or teams from the Round.

   d. Removal of racers or teams from the Season.

   e. Temporary removal of individual(s) from WTRL social media groups.

   f. Temporary disqualification of all results within ZwiftPower.

   g. Temporary in-game shadow ban that will impact the Zwift-users' experience.

PART 9 - RISK MITIGATION

9.1.1 **On rare occasions, racers may experience technical difficulties with their software, cycling equipment, weather, children/pets, internet, or power suppliers. This is considered 'force majeure' and usually occurs beyond anyone's control. Example scenarios include:**

   a. A high proportion of racers are unable to access the start paddocks and miss their race.

   b. Game updates.

   c. A racer is not issued with a result by the Zwift Platform because of internet disconnect or latency.

   d. Delays to data availability or processing.

9.1.2 **In the event of 'force majeure', WTRL will do all that it can to assist and ensure fairness.**

   This may include:

   a. Recovery of lost results.

   b. Rearranging a race to suit as many teams in the division as possible. This may include racing after the Round at the usual time.

   c. Notifying teams of any delay to results via our website, ZRL Noticeboard, email, and social media with an ETA for when services will be available again.

9.1.3 **Where an issue affects multiple people, WTRL will communicate via our public domains and for individuals or smaller groups, teams will be contacted by email.**

9.1.4 **Any decision made / solution provided by WTRL, or the Zwift Race Director will be final.**