



Technical Guide and Rules

2023/24 Season Dates

Round 1: Sept 12th to Oct 17th, 2023

Round 2: Nov 14th to Dec 19th, 2023

Round 3: Jan 16th to Feb 20th, 2024

Finals: March/April 2024

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1. SUMMARY

1.1. Governance

The following regulations exclusively apply to the Zwift Racing League within the context of the designated season. The Commission has been established with the primary objective of upholding the integrity of outcomes and will function as the authoritative entity for addressing possible violations of regulations. Results tabulation is managed by WTRL, utilizing event data provided directly by Zwift. Any inquiries arising from the event, or its outcomes should be formally lodged by the Club Manager or Team Captain only directly to WTRL via email to racecontrol@WTRL.racing.

1.2. Rules of Racing

The following regulations and Terms of Service for WTRL apply to anyone taking part in events they govern. It is the responsibility of each participant to read and understand them.

Zwift Racing Leagues is a Team competition consisting of both Open and Women's only Leagues with Division promotion and relegation at the end of each Round. The stated Season format consists of three Rounds and a Championship Finale.

Team registration is completed by the Club Manager and/or Team Captain. Team Captains receive race-specific correspondence and event access passes via email from WTRL and is responsible for sharing the information with their Squad (team members).

1.3. Eligibility and Verification

Individual participants (using their own Zwift accounts) may race for a total of two teams at or above their current Pace Group Category. The participant is responsible for entering correct biometrics (height, weight, date of birth, etc.) into their account and transmitting accurate data to the game using acceptable equipment.

The Commission may randomly select teams and/or riders for verification using historic and current Zwift race data and Strava as a third-party data source that may be used for verification if connected.

1.4. Races

Each 6-week Round of the Zwift Racing League shall consist of a combination of Scratch Races, Points Races, and Team Time Trials. Both Scratch and Points Races will have designated PowerUps awarded for tactical use throughout the course. Additionally, Points Races will award bonus points on designated intermediate/segment points on the course. The Team Time Trial challenges teams to work together for the fastest team time on the course.

End of Season Finals is the exclusive competition for eligible teams, consisting of two Semi-Final events that lead to the Final event. To be eligible teams must have completed all six races of a single Round and riders must have completed at least 3 races during a single Round for the team they wish to represent.

1.5. Results

Official Zwift Racing League results are published on WTRL's website. Results are processed by WTRL using event data directly from Zwift's game data. If a racer encounters technical problems during the race and believes they have finished it, and they have linked their WTRL Profile to their Strava Account, we recommend that these racers get in touch with WTRL. We will then investigate the situation to determine if it's possible to retrieve their race result.

All results are provisional while any performance inquiries are investigated and marked final once all investigations and verifications are completed.

1.6. Code of Conduct

Zwift and WTRL emphasize fair competition in a positive and social racing environment. Participants are expected to uphold sportsmanship, respect others, and follow guidelines. Unacceptable behaviours like cyberbullying, threats, discrimination, unfair advantage seeking, disruption, unauthorized equipment use, and tampering can lead to penalties such as racer bans or team disqualifications. This approach promotes a level playing field and an enjoyable experience for all racers involved in the Zwift Racing League.

Investigation into a potential breach of rules may lead to but is not limited to, disqualifications, points annulled, removal from the competition, temporary bans, etc.

1.7. Risk Mitigation

In the rare instances of force majeure events, WTRL is dedicated to ensuring fairness by providing support, including result recovery and potential race rescheduling to accommodate division teams.

2. GOVERNANCE

2.1. Scope

- 2.1.1. These rules apply only to the Zwift Racing League (ZRL), owned by Zwift, and managed by WTRL.
- 2.1.2. They do not cover any other competitions managed by WTRL or competitions of other organizers on the Zwift platform.

2.2. Zwift Racing League Commission

- 2.2.1. The Commission shall consist of the following:
 - Zwift
 - WTRL (Race Director)
 - Any other members The Commission deems necessary to discharge its responsibilities.
- 2.2.2. The Commission has the power to modify or supplement the rules at any time. The up-to-date version can be found at [Zwift Racing League - WTRL](#).
- 2.2.3. The Commission ensures the integrity of results at the community-level events of the Zwift Racing League.
- 2.2.4. The Commission shall act as the decision-making body on any matters regarding potential rule breaches.
- 2.2.5. The Commission shall have the power to update the results of events and apply further sanctions to racers, based upon but not limited to the following:
 - No Intent to Gain an Advantage
 - Intent to Gain an Advantage
 - Bringing the sport into disrepute

2.3. Race and Performance Data

- 2.3.1. Event data comes directly from Zwift's game data and is processed by WTRL's systems.
- 2.3.2. Participants must use their own Zwift and WTRL accounts, not shared accounts.
- 2.3.3. Participants must 'Opt-in' (and remain opted in at all times) to ZwiftPower from their [Zwift Profile](#).
- 2.3.4. It's suggested to link a free Strava account to your WTRL profile. This aids in retrieving results and completing verification to award full Racer Points when needed. [WTRL & Strava Integration Guide](#).
- 2.3.5. Participants are solely responsible for ensuring that any non-game verification data (e.g., dual recordings) is accurately recorded.
- 2.3.6. All information and data published on WTRL's website is subject to the [Terms of Service - WTRL](#).

2.4. Queries

- 2.4.1. Only the Club Manager and/or Team Captain can inquire about participants' conduct or performance in the ZRL. This should be done through the email option on the [Team Management](#) page.
- 2.4.2. Queries must be submitted within 24 hours after the race begins.
- 2.4.3. Only results published on the WTRL website are valid; other sources (which include ZwiftPower) are not considered valid.
- 2.4.4. When submitting an email query, include the following information:

- Team Name
- Links to the Zwift.com activity
- Racer ID number
- Event ID

2.4.5. Screenshots are not accepted as evidence.

2.4.6. Outcomes of queries involving other teams are not shared publicly or with the inquirer.

2.4.7. Decisions made by The Commission regarding queries are FINAL.

2.4.8. If your query pertains to a participant or race outside of the Zwift Racing League, please contact the relevant organizer or Zwift directly.

3. RULES and REGULATIONS OF RACING

3.1. Scope

3.1.1. These rules apply to anyone taking part in events governed by them.

3.1.2. All participants must agree to the Terms of Service of both [WTRL](#) and [Zwift](#). Breaking these terms, even outside of events, can lead to disqualification.

3.1.3. All participants are responsible for reading and understanding these rules and any event-specific rules.

3.2. Format

3.2.1. Zwift Racing League is a Team competition; there's no individual racing (general category).

3.2.2. The Season stated will consist of 3 Rounds and a Championship Finale.

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

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

3.2.5. Races will take place on Tuesdays.

3.2.6. Races will consist of Scratch Races, Points Races, and Team Time Trials.

3.2.7. Regional Leagues and Divisions.

3.2.8. Regions and League are structured as follows:

WOMEN'S COMPETITION			
LEAGUE	Oceania	Europe, Middle East & Africa (EMEA)	Americas

OPEN COMPETITION (Men's/Co-Ed)					
LEAGUE	Oceania	Atlantic	Europe, Middle East & Africa East (EMEAE)	Europe, Middle East & Africa West (EMEAW)	Americas

3.2.9. Each League is divided into Pace Groups: A, B, C, and D and MAY (where numbers permit) also includes an A+ division.

3.2.10. Pace Groups are organized into various Divisions (like B1, B2, B3) based on a team ranking system that considers recent team member race results and their power curves.

3.2.11. Racers involved in their team's ranking will be LOCKED to their team and cannot be removed.

3.2.12. Divisions consist of a maximum of 20 teams.

3.2.13. If a Division has 4 or fewer teams, 'Culling' might be turned off. Teams will still race within their Divisions for full points but can also see and compete with teams from other Divisions.

- 3.2.14. Every Division has its own set race start time that remains consistent for the Round. Please be aware that seasonal clock changes occur and take this into account when registering or organizing your team.
- 3.2.15. Racers must use the WTRL RacePass™ to participate in races; no other method of access is possible.

3.3. Promotion and Relegation.

- 3.3.1. Teams will only be promoted or relegated to another Division of the same category (e.g., B2->B1).
- 3.3.2. The 2 highest placed teams in the league at the end of each Round (in Division 2 and below) are promoted, while the 2 lowest placed teams in the league at the end of each round are relegated unless stated otherwise.

3.4. Scoring

- 3.4.1. The most up-to-date Points tables can be found on the WTRL website [Zwift Racing League – WTRL](#).
- 3.4.2. **Scratch Races:** Allocation of Racer Points.
- Finish position points (FIN). Unique to position, no scoring groups.
- 3.4.3. **Points Races:** Allocation of Racer Points.
- Finish position points (FIN).
 - Intermediate points for predesignated intermediates and laps.
 - First Across the Line (FAL): Points are awarded to several racers for their position in the race when they cross the line on designated intermediate each lap.
 - Fastest Through Segment (FTS): Points awarded to several of the fastest times through the intermediate segment(s) for 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.
- 3.4.4. **Team Time Trial Races:**
- The team time is taken on the 4th racer across the finish line (no exceptions).
 - The team is awarded team points based on the finish time.
 - If a team uses an ineligible racer, they get 50% of the League points earned.
 - League points are awarded after each race to the team accumulating the highest total points in a Scratch Race, Points Race, and the fastest time in a Team Time Trial.
 - In the event of a tie the League points are ranked in the following order:
 - Total FIN Points
 - Total FAL Points
 - Total FTS Points
 - At the end of the ROUND, the team with the most League Points is declared the winner of the Division.
 - In the event of Total League Points being tied at the end of a Round, teams are then ranked in the following order.
 - League Points
 - Total FIN Points
 - Total FAL Points
 - Total FTS Points

- 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.

3.5. Registration

- 3.5.1. Register your team at www.WTRL.racing for the entire Season.
- 3.5.2. New Teams register before each Round starts.
- 3.5.3. Once a round has started, new teams that register will be able to participate in the next round (i.e. you cannot register for a Round in progress).
- 3.5.4. Each team needs a minimum of 4 confirmed racers before Round registration closes.
- 3.5.5. Teams with fewer than 4 confirmed racers after registration for the Round closes will not be allocated a division and will not be able to race.
- 3.5.6. Unless withdrawn by the team's management, each team will be registered for all future rounds in the season (this includes the team members).
- 3.5.7. Each team needs a Team Manager and a Team Captain:
 - They don't have to race for the teams they manage.
 - A Manager can handle multiple teams and race for 2.
 - A Captain can lead 1 team and race for 2.
- 3.5.8. Teams are required to select a team jersey that all racers in the team have access to wear during each ZRL race for the season. Individuals must ensure their avatars are wearing the jersey in-game before joining each race.
- 3.5.9. Changes to the jersey selection require permission from The Commission. Circumstances for change requests include
 - Multiple teams are wearing the same kit in a division.
 - The kit is not accessible to all racers.

3.6. WTRL RacePass™

- 3.6.1. RacePass™ is a system created by WTRL that signs riders up directly to a Zwift event and links racers to their race-day team. It acts like an access card for team entry.
- 3.6.2. Weekly event details and the RacePass™ are emailed to Team Captains. All team members can access the RacePass™ via the [Team Management](#) page on WTRL's website.
- 3.6.3. Each RacePass™ is specific to the Team's Zwift event. Any team member clicking a RacePass™ will undergo a brief verification by WTRL's AutoCat™ (ACE) system, be registered with the team for the event, and automatically signed in to the correct race and start pen.
- 3.6.4. Once in a Zwift event, AutoCat™ checks racers' compliance with power caps HOURLY. Racers whose metrics no longer meet the division maximums will be signed off from the event and removed from the team automatically.
- 3.6.5. Racers cannot join using RacePass™ if:
 - They haven't accepted a Team Invite.
 - Their performance exceeds their division's limits. Except where approved through race rule (4.2.10)
 - They were removed from the team for a code 7 or 8 disqualification in a previous race in the Round.
 - They didn't Opt-In to ZwiftPower via their Zwift Profile connections.
 - They are banned or sanctioned.

- 3.6.6. If a Racer changes teams, the Manager, Captain, or the racer themselves should use the "Remove Racer from Event" button in Team Management. Then the racer must click the RacePass™ for the other team.
- 3.6.7. Support Car, DS, and other support can watch via [Fan View](#).
- 3.6.8. The Support Car will be signed into the E-start pen when clicking the RacePass™. To edit the Support Car participant, enter 0 (zero) in the field for no participant or the Zwift ID for a new participant. If the participant is switching from the Support Car to a race participant, they must click the RacePass™ after being removed from the Support Car.
- 3.6.9. The Team Management portal allows all team members to see event information, RacePass™, team members, and stats for the Round. Note that not all stats will update before the start of the Round.

4. TEAMS, SQUADS, and RACERS

4.1. Eligibility – Teams and Squads

- 4.1.1. Teams must consist of racers at or below the division category threshold of the team's competition. Division. Pace Group Category boundaries information is available on the [WTRL website](#).
- 4.1.2. Pace Group Categories.
 - Women's Leagues will use women-specific.
 - Open Leagues' will use mixed Pace Group Categories.
 - [WTRL's Guide to Zwift's Pace Group Categories](#); note there are FTP watt-based limits as well as FTP W/kg bandings.
- 4.1.3. Only the team's Manager and Captain have the authority to invite team members. Use the green button on the team management page to invite team members.
- 4.1.4. Teams MUST have a minimum of 4 racers accepted into their team when registration closes for a Round. Teams with fewer than 4 will not be allocated a division for the upcoming Round but their registration will still be valid for future rounds in the same season.
- 4.1.5. Teams may change up to 40% of their core racers between Rounds. If more than 40% are changed the team will be re-ranked for its League Divisions.
- 4.1.6. Additional racers can be added at any time up to the maximum of 12 racers per Squad.
- 4.1.7. For each event, the racing team should be formed by selecting 4 to 6 racers from the squad.
- 4.1.8. Racers are allowed to join a maximum of 2 teams per round, preferably in different division numbers.
- 4.1.9. New racers must be invited and accept the invitation before they can participate in an event.
- 4.1.10. The Manager, Captain, or the racer themselves can remove a racer from a team if:
 - they haven't raced for the team
 - haven't been locked to the team during the ranking process.
 - haven't been removed as a result of not meeting division requirements (age, power, category, etc).
- 4.1.11. Team Jersey Selection
 - Every team will select a jersey at Team registration.
 - Only 1 team will be permitted to use each jersey in each division# in a league (e.g. EMEA West B1).

- Team members are required to wear the jersey associated with their team in each ZRL race as shown in Team Management.
 - Any team member found wearing the wrong jersey during a ZRL race will have their results annulled.
- 4.1.12. Racers should make every effort to add an agreed team tag to their IN-GAME surname. For instance: 'A. Rider [My Team]'.

4.2. Eligibility - Racers

- 4.2.1. The minimum age for the Zwift Racing League is 16. The Commission reserves the right to request government-issued identification clearly showing the participant's date of birth and may not allow the participant to continue until this documentation has been provided.
- 4.2.2. Participants must use their own Zwift and WTRL accounts, no shared accounts.
- 4.2.3. Racers are responsible for entering accurate height, weight, and date of birth into their Zwift profile.
- 4.2.4. Racers must ensure they are opted into sharing their game data with ZwiftPower on their [Zwift Profile](#).
- 4.2.5. Racers must have an active Pace Group Category listed on their Zwift profile unless they are joining an A Division team. E = no active category and the racer will need to complete a minimum of two Zwift race events with a duration of at least 30 minutes each to achieve an accurate category before being added to the team.
- 4.2.6. A racer's Pace Group Category is always the highest one achieved during a Round.
- Example: A racer's Pace Group Category REDUCES to C from B during a ZRL Round. Their Pace Group Category remains as 'B' as far as ZRL is concerned.
- 4.2.7. Racers must race in divisions at or above their Pace Group Category and not below. For example, a "B" category racer can race for a Division A or B team; they may not race in a Division C or D team.
- 4.2.8. A racer who races in a higher category team than their Pace Group 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.
- 4.2.9. 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 be 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 if they have not exceeded riding for a maximum of 2 teams already.
- 4.2.10. Racer improvement is expected every Round and Season. When a racer moves up to a higher race Pace Group Category before finishing 3 events in the current Round, they must join a team in a division matching their updated category.
- 4.2.11. When a racer upgrades after finishing 3 events in the current Round they may continue racing within the same Division if they have completed 3 events with that specific team. (The 50% rule)
- 4.2.12. Racers are subject to the power and other limits always placed on each division during ZRL races.
- 4.2.13. 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.

4.3. Equipment Requirements

- 4.3.1. Linking a free Strava profile to your WTRL profile, helps us recover and validate missing results, heart rate monitor, and/or power data for awarding full Racer Points if necessary. [Help article link here.](#)
- 4.3.2. Divisions A and B are required to transmit power data to the game (Zwift). Suitable equipment includes
 - Smart turbo trainer.
 - Smart bike.
 - Classic 'dumb' trainer with a separate power meter.
- 4.3.3. Divisions C and D can use any equipment, including ZPower (non-smart trainers). However, it's strongly recommended that racers use a power meter or smart trainer to get the best experience.
 - Racers on ZPower will be awarded 50% of points earned in the event.
 - Racers on ZPower may only make up 40% of the team during race events.
- 4.3.4. Cadence MUST be broadcast to the game at all times.
 - Racers not broadcasting will be awarded 50% of points earned in the event.
- 4.3.5. It is recommended that all racers dual record power data for each race (NOT a requirement).
 - Dual recording is the capture of power data from 2 separate power meters.
 - [Connect your WTRL Profile to your Strava account](#) so recorded secondary power meter data can be automatically uploaded to Strava. If necessary, WTRL can use both Zwift-transmitted data and secondary power meter data from Strava for verification without requiring any additional action from the racer.
 - WTRL will never make any non-Zwift-based data (i.e., Strava) public.
- 4.3.6. Racers are advised to use a heart rate monitor (HRM) for health and safety, and potential verification.
 - Division A racers are required to transmit HRM data to the game.
 - Divisions B, C, and D racers not transmitting HRM data directly to the game will be awarded 50% Racer Points earned in Scratch and Points Races.
 - 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.
 - HRMs are not a requirement for Team Time Trial events.
- 4.3.7. Racers are responsible for updating all equipment software and calibration prior to every race.
 - Power Meter Zero Offset is the procedure to remove residual torque that can build up in the crank arm over time. Refer to your owner's manual for recommended frequency and methods.
 - Smart trainers/bikes. Most are bi-weekly (every 2 weeks) or if picked up and moved. Some self-calibrate and do not require frequent spin downs. Refer to your owner's manual for recommended frequency and methods.
 - Wheel-on trainers require tire pressure checks before every use and should be warmed up for 10 minutes before a spin-down is performed.

4.4. Team and Racer Verification

- 4.4.1. WTRL's proprietary verification system is referred to as PaVer.
- 4.4.2. The Commission can randomly select teams for in-game biometric data verification using standard [height](#) and [weight](#) videos.
- 4.4.3. Notifications to teams for verification are issued via email.

- 4.4.4. Teams selected for verification will only need to submit once in any Round.
- 4.4.5. All requested verification information must be clearly presented..
- 4.4.6. Height and weight verification videos must remain private and not be publicly shared. Videos should be stored privately, like on a personal YouTube or Dropbox account.
 - Height should be accurate to the nearest 1cm (about ½ inch).
 - Weight should be accurate to the nearest 100 grams (0.1 kg or 0.25 lb).
 - Videos must clearly show measurements or will be deemed invalid.
- 4.4.7. Male participants' videos are reviewed by male WTRL verifiers, and female participants' videos are reviewed by female verifiers.

4.5. Banned Racing Techniques

- 4.5.1. The use of unconventional cadence techniques is strictly prohibited and will lead to results annulment. Further information about these techniques can be found in the [WTRL Support Centre](#).
- 4.5.2. A key banned cadence technique is defined as follows:
 - Cadence and power are seen to increase to >100 RPM and > % of zFTP for up to 4 seconds.
 - Cadence and Power are then seen to fall to <40 RPM and < % of zFTP for up to 4 seconds.
 - This cycle is seen to repeat 4 or more times per minute.

5. RACE-SPECIFIC RULES

5.1. Scratch and Points Races

- 5.1.1. Scratch and Points Races are a mass start.
- 5.1.2. All teams of the same division will start in the same paddock to ensure all teams race the same distance.
- 5.1.3. All in-game legitimately earned equipment may be used except for TT bikes.
- 5.1.4. Each race will have designated PowerUp(s) which is distributed throughout the race at specific locations.
- 5.1.5. The PowerUp will either be a random allocation of the race-designated PowerUps OR a specific PowerUp at a specific location. Please see the [Schedule](#) for more details.
- 5.1.6. Each Team Member's individual score is combined into a team total and then ranked against the other teams in the division.
- 5.1.7. The team scoring the highest combined racer points is awarded maximum League Points for that race.
- 5.1.8. **Points Races Only:** Intermediate/segment (FAL and FTS) times are recorded by the game and only these recorded times will count for points scoring.
- 5.1.9. 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.

5.2. Team Time Trials

- 5.2.1. Team Time Trials require a very different set of skills and teamwork from most other forms of racing. For an opportunity to practice this with your team prior to the ZRL event, you can sign up for the weekly [WTRL Team Time Trial](#) which runs every Thursday on Zwift.

- 5.2.2. All ZRL Team Time Trials will take place using the Team Time Trial conveyor belt start system with rows departing at 1-minute intervals.
- 5.2.3. Teams are allocated a specific time and Row that their race will start from, 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 reserves the right to alter the start order if required.
- 5.2.4. In exceptional circumstances, WTRL may allow a team to start at a different time but within the same race.
- 5.2.5. Racers may use any in-game bike of their choosing including TT bikes. **Please note that TT bikes DO provide a draft to other racers in a Team Time Trial event.**
- 5.2.6. Individuals (for example a dropped rider) or teams drafting or deliberately interfering with another team is strictly prohibited and is the only method by which a whole team's results may be annulled.
- 5.2.7. 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:
- Waiting at any point on a circuit involving laps for your team to come back around again and rejoin them.
 - 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.
 - Waiting at the starting paddocks to rejoin your team on the 2nd or 3rd lap etc. This would be considered unsporting conduct and result in the entire team being disqualified.
- 5.2.8. The 'Team Finish Time' will be taken from the 4th racer to cross the finish line. This means at least 4 of your possible 6 race-day team members must finish. There are no exceptions to this rule.
- 5.2.9. If a team suffers because of any of its racer's TTT results being annulled, the team will be awarded HALF (50%) of the league points that would have been awarded if the racer's result were not annulled.
- 5.2.10. Team overtaking team procedure:
- Before overtaking another team, the 'overtaking team' should group up and if possible, send an onscreen message to let the team they are approaching know they intend to overtake.
 - As soon as the overtaking team hits the draft of the rear rider of the team being overtaken, they MUST increase their power to avoid the game's sticky draft and allow a clean pass.
 - The overtaken team should be seen to physically reduce their power and allow the overtaking team to pass.
 - Once the overtaking team is past, they should make a noticeable effort to pull away from the team they have just overtaken and the overtaken team should not tag on to the back of the overtaking team nor try and overtake the overtaking team.
- 5.2.11. Dropped rider overtaking procedure:
- Dropped riders are effectively eliminated from the race. WTRL & Zwift would prefer to allow any dropped rider wanting to complete the route to be able to do so. Dropped riders should NEVER attempt to ride or interfere with another team.
 - A dropped rider is responsible for ensuring they do not interfere with another team's race.
 - The overtaking team MAY issue an onscreen message stating that they are approaching with the intention to overtake.

- When being overtaken, it is mandatory for a dropped rider to reduce their power to 0W and allow the overtaking team through. If necessary - please allow your avatar to come to a complete stop.
- The dropped rider should not make any effort to try and join the overtaking team or tag on to the back of the team and MUST continue to ride solo or with other dropped riders they may come across.

5.3. **End-of-Season Finals**

To be held in March/April of 2024. Further details will be released at a later date.

6. RESULTS

6.1. **Results Publishing**

- 6.1.1. WTRL will publish results after each race at www.WTRL.racing and include
- Racer names, flags, represented teams, power overviews, race times, and detailed scoring information.
 - Segment tables detailing intermediate times and scores for FAL and FTS.
 - League Tables detailing scoring and information.
 - Penalty codes. A list of the codes can be found on the [results page](#) by clicking on the information icon.
- 6.1.2. Basic racer stats can also be found in Team Management.
- 6.1.3. 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.
- 6.1.4. Results are marked provisional while any penalty and/or performance queries are investigated and are marked final once all investigations and any verification are complete.

7. CODE OF CONDUCT

7.1. **Code of Conduct and Behaviour**

- 7.1.1. Zwift and WTRL firmly believe in a 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.
- 7.1.2. 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.
- 7.1.3. The following is a list of behaviours that may result in investigation and penalty:
- Behaviors associated with cyberbullying, bullying, harassment, stalking, and trolling are unacceptable. Action will be taken against perpetrators which may result in a racer ban and/or team disqualification from the competition.
 - Any actions, including the use of language, that could be considered threatening, discriminatory, or otherwise deemed abusive or cause offense or undue mental upset to any individual.

- Attempting to use, showing others how to use, promoting, or colluding with another person/people/team, any method to gain an unfair advantage.
- Disrupting a race, including inappropriately reporting, distracting, or otherwise impeding the performance of other racers.
- 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.
- 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 bots or other means of simulating riding.
- Exploiting connectivity issues or bugs in the Zwift software.
- Utilizing techniques that exploit a networked game such as 'Sprint-coast.'
- Modifying the Zwift software, data files, or memory values, or otherwise using methods to gain access to game elements, or alter gameplay, beyond the normal operation of the game.
- Altering data transmissions between Zwift clients and servers mechanically or via scripts and software.

7.2. Investigation Procedure

- 7.2.1. WTRL will only investigate performance-related infringements within Zwift Racing League races. Other events may be used for supporting evidence if required.
- 7.2.2. Any form of abusive behaviour in any ZRL race or utilizing any WTRL or Zwift owned/provided domain will be investigated.
- 7.2.3. If WTRL feels that a team or racer may be in breach of the rules the following will apply:
- 7.2.4. For simple out-of-category or power-related offenses:
 - Racers are automatically issued with code 7 or 8 disqualification. This annuls all racer points in a Scratch race, Points race, and a Team Time Trial race, which would cause the team's League Points to be halved.
 - Racers may appeal this automatic decision with supporting evidence of their case to WTRL.
- 7.2.5. For suspected offenses detailed in the Code of Conduct:
 - WTRL may freeze the result of the suspected team(s) or racer(s).
 - WTRL will contact the racer or racers in question, including team managers, to advise what we are investigating, why, and what has been found.
 - Racers will have 24 hours in which to respond with their case including any supporting information they feel is pertinent to the investigation.
 - WTRL maintains a history file on all investigations which is shared with Zwift.

7.3. Penalties

- 7.3.1. The general procedure is as follows:
 - First Infringement: After investigation, the racer will receive a warning and their results annulled for that race.

- Second Infringement: Racer will be removed from the Round with specific Round results annulled.
 - Third Infringement: The 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.
- 7.3.2. If a team or racer is found to have deliberately breached the rules, penalties may include (but are not limited to):
- Annulment of racer/team results for that race.
 - Subtraction of league points.
 - Removal of racers or teams from the Round.
 - Removal of racers or teams from the Season.
 - Temporary removal of individual(s) from WTRL social media groups.
 - Temporary disqualification of all results within ZwiftPower.
 - Temporary in-game shadow ban that will impact the Zwift users' experience.

8. RISK MITIGATION

8.1. Help Us Help You

- 8.1.1. 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 high proportion of racers are unable to access the start paddocks and miss their race.
 - Game updates.
 - A racer is not issued with a result by the Zwift Platform because of internet disconnect or latency.
 - Delays to data availability or processing.
- 8.1.2. In the event of 'force majeure,' WTRL will do all that it can to assist and ensure fairness. This may include:
- Recovery of lost results. Please connect your [WTRL profile to a free Strava account](#) to assist with this.
 - Rearranging a race to suit as many teams in the division as possible. This may include racing after the Round at the usual time.
 - 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.
- 8.1.3. 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.
- 8.1.4. Any decision made/solution provided by WTRL will be final.