

Goals:

The primary goals of the group are to provide a close community so that the members can enjoy the game with like minded virtual sailors. We can compete, be creative and teach each other more about virtual sailing. The name of our group is the No Money Sailors (NMS).

Rules:

1. Rule:

- 1.1. The single rule that started this group is that no real money is allowed to be spent on any boat registered in this group.
- 1.2. The group will grow and the complexities may grow. We have decided that we need to be specific about what is allowed and what isn't. This set of rules is meant to be simple and fair to all sailors.
- 1.3. Currently the NMS group consists of the Ranking Engine; the "Volvo Ocean Race Game 2014-15 - The No Money Sailors" Facebook group; the "No Money Sailors" Virtual Regatta group and the twitter feed @vor2014nms.
 - 1.3.1. For scoring in the NMS group participation the Ranking Engine (by registration as described in Rule 6) is needed. Participation in the Facebook group and the Virtual Regatta group are optional.
- 1.4. Notices to sailors
 - 1.4.1. The Race Committee will communicate changes to the rules and notices to sailors on the Facebook group, Virtual Regatta group and twitter feed.

2. Races:

- 2.1. Primary Race
 - 2.1.1. The Primary race will use the exact same course as described in the Virtual Regatta(VR) leg briefings
 - 2.1.2. The Primary Race will use the same rules as in the VR except as they are amended in this document
- 2.2. Alternative Races
 - 2.2.1. Rules for the Alternate Races are described in the separate document No Money Sailors Alternate Rules.
 - 2.2.2. There may be multiple races within each leg – only applies if there are Alternate races

An example, in the last Volvo Ocean Race(VOR) there was an alternate races such as the greatest DTF (Distance to Finish)race.

3. Boats:

- 3.1. Only one boat per skipper is allowed to be officially registered in any given race within the NMS group. This primary boat will be tracked and ranked amongst the other NMS boats registered in the race.
- 3.2. Each skipper will be allowed to register 1 boat in each of the Alternate races if held.

- 3.3. You may have as many boats outside this group as you want either Pro boats or NMS boats

4. Sails:

- 4.1. No Credits (bought or given) may be spent on sails. This includes both pro and special sails. Only a jib and spinnaker may be used as supplied by Virtual Regatta (VR).
- 4.2. Sponsored or gifted sails.
 - 4.2.1. If any sponsored sails are given, and all players receive the sail(s) it will fall within the rules to use them
 - 4.2.2. If a boat happens to receive free sails that all other boats have not received then those sails may not be used during the race.

5. Credits:

- 5.1. No credits can be used on options, such as auto TWA, auto heading, waypoints, etc.
- 5.2. If gifted options from someone else they cannot be used on an NMS boat.
- 5.3. If any sponsored options are given, and all players receive them it will fall within the rules to use them.
- 5.4. If a boat happens to receive free options that all other boats have not received then those option may not be used during the race.

6. Race Registration:

- 6.1. To register for the NMS Volvo race a sailor must fill in the registration form located at <http://www.heartbeat-development.nl/nmsvorg2014-2015/registration.html>, and tick the box that states he or she agrees with, and will abide by the rules.
- 6.2. This information will be used to track and rank your NMS boats in our ranking system that is updated on a regular basis

7. Registration Deadlines:

- 7.1. The registration period for leg 1 through leg 7 will be up to 72 hours after the start of the leg.
 - 7.1.1. Any boat registering prior to the start of the leg will be registered immediately.
 - 7.1.2. Any boat that registers within the registration period after the start of the leg that has no purchased options will be registered for the leg immediately.
 - 7.1.3. Any boat that registers within the registration period of the leg **with purchased options will be classified as Rookie for that leg and clause 7.3.1. will apply.**
- 7.2. The registration period for legs 8 and 9 will be from the registration deadline of the previous leg until the start of the leg.
- 7.3. Any boat registering during a leg but after the registration period for that leg will be classified as a Rookie
 - 7.3.1. Rookies will be tracked in the database and be scored a DNS for that leg.
- 7.4. Any boat registered in a leg will automatically be registered for all the following legs

- 7.4.1. Any boat with purchased options will be classified as Rookie for that leg and clause 7.3.1. will apply
- 7.5. If a boat is disqualified(DSQ) from a leg; the skipper must contact the RC, stating he/she intends to race within the NMS, and requires to be ranked in all the remaining legs.
 - 7.5.1. If a skipper fails to do this, the boat will be removed from the ranking engine.
- 7.6. Boats attached to the Pilot Boat 72 hours after a leg start will receive a DNS for the leg. The grace period for legs 8 and 9 is reduced to 24 hours.

8. Scoring:

8.1. Leg Scoring

- 8.1.1. Registered boats will receive points equal to their finishing position within the NMS fleet they are racing in
 - 8.1.1.1. The primary race and alternative race(s) will be scored separately.
 - 8.1.1.2. Finishing position in the primary race will be determined by the VOR Leg Rank
- 8.1.2. Ranking. (The points system referred to below are the NMS points, not the VR points.)
- 8.1.3. In the primary race, registered boats who do not finish before the cut off time will receive a score equal to their position within the NMS fleet they are racing in.
- 8.1.4. Boats that were not registered for a particular leg of the race, or classified as Rookie, will receive a DNS with points equal to the total number of boats in the NMS fleet + 1.
 - 8.1.4.1. The total number of boats in the NMS is the number of boats which have registered in any leg of the VOR.
- 8.1.5. Race scoring for any alternative race will be announced at least 48 hrs prior to the VOR start of that leg

8.2. Overall Race Scoring

- 8.2.1. The overall score will consist of the combined scores from the best 6 scores of the 9 legs.
 - 8.2.1.1. When 3 to 5 races are completed, 1 race score will be excluded. When 6 to 8 races are completed two race scores will be excluded. When 9 races are completed three race scores will be excluded. The excluded legs will always be the poorest results, and may change as more legs are raced.
- 8.2.2. Ties Breaks
 - 8.2.2.1. If there is a series-score tie between two or more boats, each boat's race scores shall be listed in order of best to worst, and at the first point(s) where there is a difference the tie shall be broken in favour of the boat(s) with the best score(s). No excluded scores shall be used.
 - 8.2.2.2. If a tie remains between two or more boats, they shall be ranked in order of their scores in the last race. Any remaining ties shall be broken by using the tied boats' scores in the next-to-last race and so

on until all ties are broken. These scores shall be used even if some of them are excluded scores

8.3. Team Races

- 8.3.1. The race committee will organise areas of the world into teams, in such a way that each team has a reasonable number of members.
- 8.3.2. Team leg score does consist of the combined scores of the top three members of each team.
- 8.3.3. Overall team race scoring will be scored similar to Rule 8.2. The Race Committee can decide between different legs of the race to rearrange team composition and subsequent overall team scoring.

9. Prizes:

9.1. Leg Prizes

- 9.1.1. In the last event, it was agreed the winner of each leg in each race receives a postcard from the other members of the group; we will like this to continue for this year.
- 9.1.2. There may be other ad hoc competitions or spurts of creativeness that may also be rewarded with postcards.
- 9.1.3. A file keeping track of winners and addresses so members can send postcards will be maintained and can be found here
<http://www.heartbeat-development.nl/nmsvorg2014-2015/nmsresults.pdf>
- 9.1.4. It is highly recommended that each member keep a stock of postcards since we will need to be sending out at least 9 over the course of the race.

9.2. Overall Prize

- 9.2.1. As for the last event, we will have to think of a prize for the overall winner.
- 9.2.2. If members have any good designs to be cast in stone please let the race committee know

10. Sportsmanship:

- 10.1. All members are expected to act within the general rules of good sportsmanship
 - 10.1.1. This applies to all areas of the group as defined in 1.3.
 - 10.1.2. The protest committee reserves the right to exclude any member from the NMS group who breaks this rule.
- 10.2. There is no way that we can police everyone's actions in this group so all members are expected to act upon their honour in obeying these NMS group rules.

11. Protests:

- 11.1. All Protests will be heard by the protest committee.
- 11.2. The protest committee's job will be to decide on disagreements between entities of this group. These decisions should be based first on this rules document and for disagreements that this document does not cover should be based on basic rules of fairness and sportsmanship.

- 11.3. Right to Protest
 - 11.3.1. All boats have the right to protest any other boat in the “No Money Sailors” Group.
 - 11.3.2. All boats have the right to protest the Race Committee of the “No Money Sailors” Group.
 - 11.3.3. The Race Committee also has a right to protest any boat in the “No Money Sailors” Group
 - 11.3.4. The Ranking engine is a tool of the Race Committee and may protest any boat on behalf of the Race Committee.
- 11.4. Procedure for Boats or the Race Committee filing a protest against another boat or against the Race Committee.
 - 11.4.1. Responsibility of entity filing the protest
 - 11.4.1.1. To file a protest a skipper must send an email to pc@heartbeat-development.nl Only a protest made through this email address will be filed. All communications, to the PC must use this method.
 - 11.4.1.2. The protest must be filed before the close of the leg where the protest occurred.
- 11.5. Responsibility of Skipper being Protested
 - 11.5.1. Once the Skipper of the boat being protested is notified of the protest, he will have 48 hours to respond to the Protest Committee and give his/her viewpoint on the protest.
- 11.6. Responsibility of the Protest Committee
 - 11.6.1. After the protesting skipper responds the Protest Committee may make a decision or ask more questions of the parties and giving appropriate (24 hours) time for response to those questions

If after 48 Hours if there was no contact/response, and all evidence supports the protest, the protest committee will disqualify the Boat in question
 - 11.6.2. When the Protest Committee receives a protest from a skipper they have 24 hours to do the following:
 - 11.6.2.1. Send a response back to the protesting skipper that the protest has been received and is being processed.
 - 11.6.2.2. Notify the skipper being protested with all details of the protest, and attempt all available means of contact.
 - 11.6.2.3. Notify the Facebook Group that there is a pending protest.
 - 11.6.2.4. Record the protest in the Protest Log document of the group. The log can be viewed here www.heartbeat-development.nl/nmsvorg2014-2015/vorgzero.html
- 11.7. Procedure for the Rankings Engine filing a protest on behalf of the Race Committee.
 - 11.7.1. The Ranking Engine may file a protest in the following situations.
 - 11.7.1.1. A skipper that raises a sail not specifically allowed by the NMS Rules

- 11.7.2. When the Ranking Engine recognizes a violation it must mark the boat “RED” in the rankings and put the word “Protest” in the entry for that boat
- 11.7.3. The Protest Committee should then take a screendump of the protested boat and mark other data such as time and location of the offense.
- 11.8. Cumulative DSQ. After 3 proven DSQs a boat will be removed from the rankings for the rest of the VOR.
- 11.9. Conflict of Interest
 - 11.9.1. If a member of the Protest Committee is being protested he or she may not participate in on the Committee.
- 11.10. Quorum
 - 11.10.1. The protest Committee must have at least 3 votes to decide any case put before it.
- 11.11. Protest Committee deliberations
 - 11.11.1. All discussion by the Protest Committee should take place in private. No members from the general group or the RC should be allowed to listen to or read the Race Committee deliberations.
- 11.12. Appeals
 - 11.12.1. There are no appeals of the Protest Committee decisions
- 11.13. Protest Committee Members
 - Glenn Beavis Chairman
 - Danny Cheart
 - Jacob Jensen
 - Thei Jaegers
 - Gon Revisions
- 11.14. Email address for Protest Committee is: pc@heartbeat-development.nl

12. Race Committee:

- 12.1. The race committee currently consists of:
 - Commodore Keith
 - Klamer Schutte
 - Shaun English
 - Sur Song
- 12.2. Email address for Race Committee is: rc@heartbeat-development.nl

Final Words

These rules have come about because of the high level of competitiveness we have seen in the group so far, but let's not forget that this is meant to be a FUN game and the reason for this group is to make the game even more fun

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