2027
Edition

Technical Regulations

ESPORTS

AUSCYCLING

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

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

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SECTION 1

General

1.00 Equipment

1.00.01 ~~Any bike that is manufactured for use with two wheels may be used~~. All smart trainers and smart bikes (listed on the approved equipment list of the respective indoor cycling platform being used for the competition) are also allowed. This can connect to the indoor cycling platform via Bluetooth, Wi-fi or direct connection.

1.00.02 Unless explicitly approved for the event, riders must compete using a power meter or smart trainer, paired together with a cadence sensor and heart rate monitor.

1.00.03 Riders shall be responsible for following any manufacturer's specification on maintaining the accuracy of their equipment including but not limited to conducting a spindown, zeroing or other calibration or offset procedure for power meters or smart trainers immediately prior to the race.

1.00.04 Riders shall not attempt to tamper with equipment, modify any data recorded or otherwise use any mechanical, electronic or other device which provides an unfair advantage or false result. This includes, but is not limited to, providing false calibration information, the modification of data files, and the use of third-party applications to control equipment, provide information not readily available to other riders or otherwise interfere with the running of a race.

1.01 Age Categories

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

1.02 Ability Categories

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

1.03 Esports Platforms

1.03.01 Any software used for the running of a race is the responsibility of an Event Platform provider and the Event Platform provider shall take all reasonable steps to ensure that any software used is free from any defects that may interrupt the running of any Event or otherwise produce an unfair result.

1.03.02 AusCycling accepts no liability for any software defects, downtime, server disruptions, lagging or technical issues that may affect any events. In the event that such an outcome has a material effect on the result of an event, The Event Organiser will have the final decision.

1.03.03 AusCycling cannot be held responsible for any defects as described above that lead to any losses.

1.03.04 Event Platform providers shall ensure that their software generates and retains sufficient metrics and data to allow Officials to perform their duties and ensure that any

instances of alleged infringements can be investigated and acted upon. Such information shall be available to review upon request both during and after a race.

1.03.05 Event Platform providers should use reasonable endeavours to ensure that their software is compatible with a wide range of equipment which may be used by any riders. It is however the rider's responsibility to ensure that any equipment they use is compatible with the Event Platform they choose to race on.

1.03.06 Event Platform providers may impose additional rules and regulations for the use of their software as long as they do not contradict other rules and regulations of AusCycling.

1.04 General Regulations

1.04.01 A rider's weight and height and any other data used to calibrate equipment shall be measured as per pre-race protocol of the respective esports platform. In venue events: Accurate measures of athletes height and weight will be recorded between 30 and 60 minutes prior to the start of the race. Such measurement should be measured when clothed in shorts and jersey.

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

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

1.04.04 Where an Event Organiser provides any equipment all such equipment must be the same for all riders.

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

1.04.06 For in-person events, the Event Platform Provider and Event Organiser will endeavour to minimise server disruptions, software defects, lagging or other technical issues. However, if such issues do occur, they will be considered to be a "hazard of the sport" similar to flats, mechanicals, and crashes in traditional road races. ~~AusCycling~~ The Event Organiser in consultation with the PCP will determine the fairest course of action in response to any significant technical mishap, including whether a restart or other remedial action is required. The PCP ~~commissaire~~ will have final ruling on such matters ~~issues~~.

1.05 Event Formats

1.05.01 The event format can be defined by the Event Organiser.

1.06 Event Lengths

1.06.01 Maximum time lengths for events are as follows:

U13 and below	30 minutes
U15	45 minutes
U17	60 minutes

J19	90 minutes
Elite, U23	2 hours
Masters	2 hours