

**CYCLING
CYCLISME
CANADA**



2024 ESPORTS WORLD CHAMPIONSHIPS SELECTION POLICY

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All programming subject to change.

Updates from last version highlighted in blue



SECTION A – GENERAL INFORMATION

This document lays out the criteria to be used for selection to the Canadian team for the 2024 UCI Esports World Championships Semifinals, to be held on the MyWhoosh platform on Sept. 6, 2024.

The 2024 Esports world championships are in a new format and on a new platform. The most notable change is that the finals will be held in person.

Athletes must qualify for the finals through a semifinal, which will be held virtually and is limited to 150 riders per gender. The top 20 riders per gender from the semifinals will be invited to attend the finals person in Abu Dhabi, UAE, on Oct. 26, 2024, and restricted to just 20 athletes per gender. Flights and accommodation for the world championships will be paid by MyWhoosh.

Canada has been awarded a quota of 5 women and 7 men for the semifinals; these positions will be allocated according to the specific criteria in Section C.

Cycling Canada will provide riders selected to the semifinal with administrative support, invitations to any preparation rides and events that Cycling Canada will host, and a jersey and bib shorts to be worn during the semifinal and, if they qualify, the World Championships.

Here is a calendar of important dates:

Date	Time	Event	Notes
July 3, 2024	20:30 ET	Cycling Canada test event	Hosted by Cycling Canada on MyWhoosh
July 13, 2024	12:00 ET	Cycling Canada test event	Hosted by Cycling Canada on MyWhoosh
July 16, 2024	20:30 ET	Cycling Canada qualifier #1	Hosted by Cycling Canada on MyWhoosh
July 27, 2024	12:00 ET	Cycling Canada qualifier #2	Hosted by Cycling Canada on MyWhoosh
Sept. 6, 2024	TBD	UCI World Championship Semifinal	150 riders per gender, racing as part of their National Teams. Hosted by the UCI on MyWhoosh
Oct. 26, 2024	TBD	UCI Esports World Championship	20 riders per gender, racing as part of their National Teams. Hosted in person by the UCI

Athletes must meet the Eligibility Criteria in Section B to be considered for selection.

Selection decisions are based on the Specific Criteria in Section C.

Unless expressly stated in the Specific Selection Criteria, selections are subject the General Selection Policy found on the Cycling Canada website.



SECTION B – ELIGIBILITY CRITERIA

To be eligible for selection to the Canadian team, an athlete must:

- Be a Canadian citizen.
- Have a valid Canadian passport that does not expire before the date required by the consular authorities of the country in which the event is being held.
- Be in compliance with all relevant CC and UCI requirements for eligibility.
- Hold a valid UCI license indicating nationality as Canadian.
- Sign, submit and comply with the CC National Team Agreement.
- Have completed all relevant UCI, WADA and CCES anti-doping requirements.
- Have signed the consent form agreeing to be bound by the Universal Code of Conduct to prevent and address Maltreatment in Sport (UCCMS).
- Minors must have parental permission to participate in training programs and competitions.
- Have competed at the most recent Canadian Esports Championships.

Additional eligibility requirements may be detailed in the Specific Selection Criteria below.

To be considered valid for selection, all results must be in the top half of the field, where the field size is defined by the number of athletes listed in the official results, including DNF, DNS and DSQ.



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SECTION C – SPECIFIC SELECTION CRITERIA

Project		UCI Esports World Championships Semifinal
Competition date:	Sept. 6, 2024	
Competition location:	MyWhoosh virtual platform	
Category:	U23 and Elite (born 2005 and earlier)	
Team size:	5 Women 7 Men	
	<i>The team size is based on the quota allocated to Canada by the UCI. Cycling Canada reserves the right to modify the team size per Section 5 of the General Selection Policy.</i>	
Performance validation:	Athletes are subject to any applicable performance validation requirements of Cycling Canada, of the UCI, and of MyWhoosh.	
Selection dates:	<ul style="list-style-type: none"> July 28, 2024 – Team selection determined by Head Coach and DHPS and submitted to HPC Aug. 1, 2024 – Selection decision approved; athletes informed; appeal period starts* Aug. 9, 2024 – Appeal deadline <p>* Anyone not named in the selection decision must appeal by the deadline or they lose their right to appeal.</p>	
Selection panel:	Selection decision made by: <ul style="list-style-type: none"> Head Coach Director of High-Performance Services High Performance Committee 	
Selection criteria:	Athletes will be selected in the following order of priority until the quota is filled or there are no further athletes to be recommended: <ul style="list-style-type: none"> Priority 1: The 2024 Canadian Esports Champion Priority 2: Athletes participating in the Cycling Canada Esports qualifiers, in the order of ranking using the points scales in Appendix A <p>One or more alternates may be named using the same criteria.</p> <p><i>If fewer athletes meet the selection criteria than quota spots available in each category, or if a rider declines selection, Cycling Canada reserves the right to add athletes to the team, at its discretion.</i></p>	
Self-funding:	Athletes are responsible for any fees and costs as outlined in the Athlete Fees Policy published on the Cycling Canada website. These costs will be communicated to the athlete at the time of selection. All outstanding project fees must be paid prior to the beginning of the project.	



APPENDIX – CYCLING CANADA ESPORTS QUALIFIER POINTS SCALES

Cycling Canada is hosting two Esports Qualifiers.

The first will be held on the same 8.9 km course that will be used in the second leg of the Esports World Championships; the second will be held on the same course that will be used in the third leg of the Esports World Championships, consisting of four laps of a 4 km circuit.

Participants will be ranked based on points allocated to the finishers of each race as follows:

Finishing place	Points
1	40
2	38
3	36
4	34
5	32
6	30
7	28
8	26
9	24
10	22
11	20
12	18
13	16
14	14
15	12
16	10
17	8
18	0
19	6
20	2

Any ties will be broken by the athletes' finishing order in the second race.