



Cycling Esports Rules & Regulations

Summary of Changes to Cycling Esports Ruleset from v2.0.7 to v2.0.8 – May 9th, 2025

1. Update of Athlete Health and Responsible Weight Management

Summary of Changes to Cycling Esports Ruleset from v2.0.4 to v2.0.7 – April 25th, 2025

2. Update on approved smart trainer

Summary of Changes to Cycling Esports Ruleset from v2.0.2 to v2.0.4 – July 15 th , 2024

3. Update on approved Smart trainers
4. Update minimum age. Rider must be eighteen years of age by the event start date to be eligible to participate in any MyWhoosh Cycling Esports event or series.

Summary of Changes to Cycling Esports Ruleset from v2.0.2 to v2.0.3 – April 5 th , 2024

- 1.Update on approved Smart trainers and Power Meters

Summary of Changes to Cycling Esports Ruleset from v2.0.1 to v2.0.2 – January 1st, 2024

1. Effective January 1, 2024, only certain types of smart trainers/bikes will be approved for use in SRC events.
2. The eligibility criteria for new riders have been updated concerning team classification and prizes and/or prize money.

Summary of Changes to Cycling Esports Ruleset from v1.4.2 to v2.0.0 – September 1st, 2023

1. Modified Fair Play standards for international compliance and anti-cheating measures.
2. Monthly weigh-ins post-SRC finals, ensuring fairness and discouraging unhealthy practices.
3. Precise digital scales required; 10kg or more known weight for accuracy.
4. Additional Cycling history verification may be asked of rides which may involve Strava/TrainingPeaks links and results in real-world cycling.
5. Effective September 2023, all heart rate monitors must be chest type.
6. Effective September 2023, mandatory 1-hour Power Passport Test for all racers; all SRC racers to film and upload test to pre-verification form
7. Effective November 2023, teams must host a minimum of one weekly MyWhoosh socialride to qualify for team prize money.
8. Effective January 1, 2024, only certain types of smart trainers/bikes will be approved for use in SRC events.

Summary of Changes to Cycling Esports Ruleset from v1.4.1 to v1.4.2 – April 6th, 2023

1. Updated the pre-race protocol Appendix B to include smart equipment video steps.
2. Added in Clause 2.5.15 regarding new equipment usage.

Summary of Changes to Cycling Esports Ruleset from v1.4.0 to v1.4.1 – March 30th, 2023

1. Updated the equipment requirements for primary and secondary power sources.
2. Expanded categorization section to include more information.
3. Expanded sanctions section to include more scenarios where a rider may get sanctioned.
4. Updated tie-breaker rules.
5. Updated pre-race protocol to include the pre-verification form
6. Included the MyWhoosh Performance Verification Program in Appendix D

Summary of Changes to Cycling Esports Ruleset from v1.3.3 to v1.4.0 – March 29th, 2023

1. Updated the dual recording protocol to enforce new in-app dual recording rule.

Summary of Changes to Cycling Esports Ruleset from v1.3.2 to v1.3.3 – November 18th, 2022

1. Updated the pre-race protocol Appendix B to include height verification video steps.

Summary of Changes to Cycling Esports Ruleset from v1.3.1 to v1.3.2 – May 5th, 2022

1. Updated the weigh-in protocol Appendix B
2. Clarified the rules around categorization and categorized racing.

Summary of Changes to Cycling Esports Ruleset from v1.3.0 to v1.3.1 – April 8th, 2022

1. Removed reference to non-existent appendix pages.
2. Clarified the need for a dual recording to have no primary data pairing interference.

Summary of Changes to Cycling Esports Ruleset from v1.2.0 to v1.3.0 – March 1st, 2022

1. General typos and hyperlinks fixed.
2. Clarified the need for additional data being required for complete verification.
3. Added language to protect athletes from medical conditions.

Summary of Changes to Cycling Esports Ruleset from v1.1.0 to v1.2.0 – November 9th, 2021

1. Clarified the scope of the Race Commission to investigate previous infractions.
2. Clarified the status of an open investigation and its impact on current racing restrictions.
3. Clarified the consequences of an ANL in a multi-stage race.
4. Strengthened the language around threatening or intimidating behavior.
5. Established a number of ANL decisions that result in automatic suspensions.
6. Clarified the need for a dual recording to be recording on a head unit device.
7. Strengthened the protocol and consequences of the weigh-in video process.

Summary of Changes to Cycling Esports Ruleset from v1.0.6 to v1.1.0 – August 9th, 2021

1. Clarified governance structure and sanction structure.
2. Clarified standard of evidence for the Race Commission.

3. Clarified purpose and structure of dual recording.
4. Added in opportunity to race under an alias.
5. Included smart bikes in the approved equipment.
6. Further clarified usage of data in historical power signature verification.
7. Improved document formatting and readability while removing typos.

