



**2025 CYCLING ESPORTS
WORLD CHAMPIONSHIPS**

**ABU DHABI
UAE**



POWERED BY **WHOOSH**

**2025 UCI CYCLING ESPORTS
WORLD CHAMPIONSHIPS
TECHNICAL GUIDE**





Welcome to the 2025 UCI Cycling Esports World Championships presented by MyWhoosh.

This Technical Guide outlines event information, key dates, processes and official regulations and guidelines, to ensure a fair, safe, and exciting event for all participating National Federations and riders. Please familiarize yourself with this Technical Guide in full. It is subject to change and evolution, with all updates being shared clearly and promptly with all relevant recipients.

MyWhoosh will host the 5th edition of the UCI Cycling Esports World Championships in three rounds.

Round 1: Qualifiers

18 July 2025 – 31 August 2025

Different racing formats.

National Federations and MyWhoosh Public Qualifiers – hosted virtually.

Round 2: Semi-Finals

3 October 2025

3 stage point scoring race format.

150 riders (per gender) – hosted virtually.

Round 3: Live Final

15 November 2025

3 stage point scoring race format.

20 riders (per gender) – hosted live in Abu Dhabi, UAE.

The 2025 UCI Cycling Esports World Championships events will be raced in a custom virtual world and use points-based scoring to ensure that riders of all specialties have an opportunity to win.

150 riders will compete in the semi-final round, with the top 20 riders from each gender making it to the live final in Abu Dhabi.

Both the semi-final and final will utilize a points-scoring system. Points are rewarded for different achievements, such as being the quickest on a segment, the first on a lap, or the first on a climb. MyWhoosh will work with National Federations to build and host any training rides or pre-qualifying events to assist the riders in understanding MyWhoosh and its dynamics. MyWhoosh will also work with National Federations to promote their events by

hosting community rides or any other events that help grow the sport. These events can be used with sponsor branding from the National Federations and will be offered free of charge to National Federations.



1. Qualifications

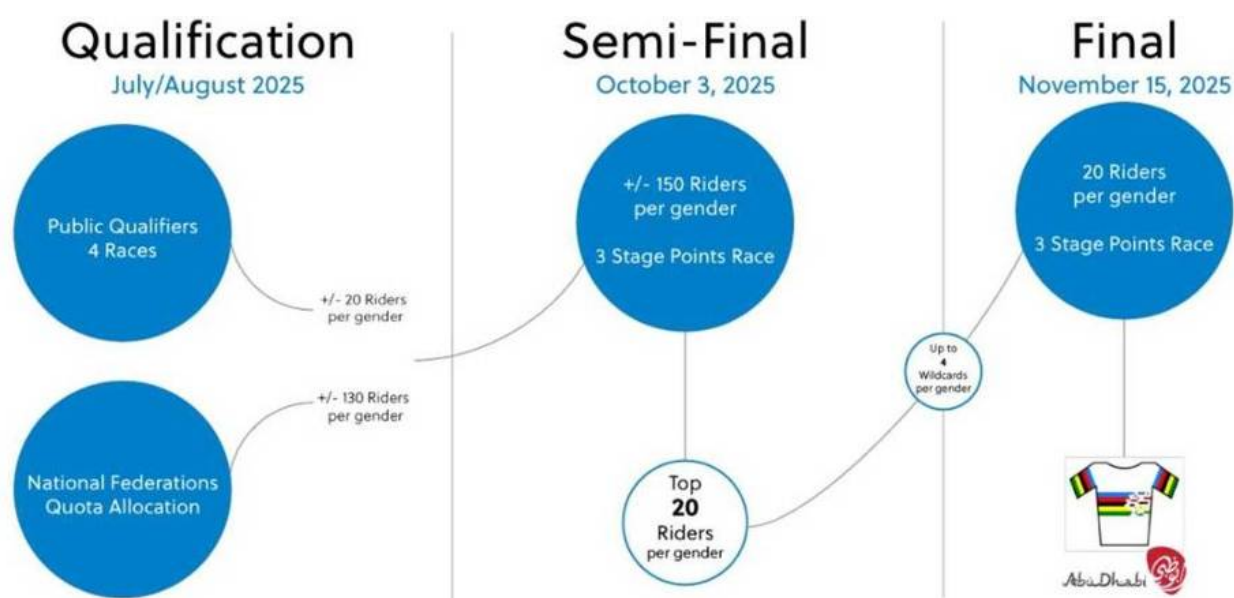
The 2025 UCI Cycling Esports World Championships Qualification System is designed to bring together the top 20 Cycling Esports riders for the on-site final in Abu Dhabi on 15 November 2025. As part of this qualification route, National Federations that have participated in previous editions of the UCI Cycling Esports World Championships will receive automatic quotas of riders for the semi-final, which will take place on 3 October.

Qualification Pathway

The 2025 UCI Cycling Esports World Championships maintains the qualification pathway from 2024, balancing National Federation qualifiers and MyWhoosh-hosted events:

- **National Federation Qualifiers (70%)**
 - Approximately 150 riders of each gender qualifying for the semi-final through National Federations based quota allocated by the UCI.
- **MyWhoosh Qualifiers (30%)**
 - 30-50 riders qualifying through MyWhoosh-hosted events.

Visual overview of the qualification system



1. National Federations Quota Allocation Process

The semi-finals quotas are calculated using a points system. The methodology used is outlined as follows:

1. The top 60 finishers in both genders in the 2023 UCI Cycling Esports World Championships were awarded points based upon their finish position in the race. These points are awarded using the respective genders UCI Road World Championships point tables.
2. Positions 21 through 60 in both genders in the 2024 UCI Cycling Esports World Championships Semi-Final were awarded points based upon their finish position in the Semi-Final. These points are awarded using the respective genders UCI Road World Championships point tables.
3. Positions 1 through 20 in both genders in the 2024 UCI Cycling Esports World Championships Final were awarded points based upon their finish position in the Final. These points are awarded using the respective genders UCI Road World Championships point tables.
4. Each nation's points are determined by aggregating the points accumulated by all its riders across the 2023 and 2024 UCI Cycling Esports World Championships.
5. Nations that had riders participate in the 2023 and 2024 UCI Cycling Esports World Championships, but who either did not finish or finished outside the top 60, will still be recognised and allocated quota.



6. Five groups were established based on the available spots for the 2025 edition, with each National Federation within a grouping receiving an equal number of quota.
 - **Group A:** The top 4 point-scoring National Federations from the 2023 and 2024 CEWC
 - i. 10 rider spots are allocated per Federation.

- **Group B:** The next 4 highest point-scoring National Federations (2023 and 2024 CEWC)
 - i. 7 rider spots are allocated per Federation.
- **Group C:** The following 4 highest point-scoring National Federations (2023 and 2024 CEWC)
 - i. 5 rider spots are allocated per Federation.
- **Group D:** The following 4 highest point-scoring National Federations (2023 and 2024 CEWC)
 - i. 4 rider spots are allocated per Federation.
- **Group E:** The remaining point-scoring National Federations (2023 and 2024 CEWC)
 - i. 3 rider spots are allocated per Federation.

As a result of the process outlined above, the following National Federations will be granted Men's and Women's rider quota for the semi-finals as follows:

Men					Women				
Rank	Nation	Points Total	Group	Quota	Rank	Nation	Points Total	Group	Quota
1	Germany	2480	A	10	1	Great Britian	2135	A	10
2	Denmark	2280	A	10	2	USA	1880	A	10
3	Belgium	1625	A	10	3	Sweden	1350	A	10
4	USA	895	A	10	4	Netherlands	1050	A	10
5	Australia	695	B	7	5	New Zealand	945	B	7
6	Finland	675	B	7	6	Switzerland	895	B	7
7	Norway	670	B	7	7	Brazil	715	B	7
8	South Africa	360	B	7	8	Germany	655	B	7
9	Poland	325	C	5	9	France	550	C	5
10	New Zealand	245	C	5	10	Norway	295	C	5
11	Canada	220	C	5	11	South Africa	195	C	5
12	France	205	C	5	12	China	190	C	5
13	Czech	160	D	4	13	Finland	180	D	4
14	Sweden	155	D	4	14	Canada	160	D	4
15	Great Britian	100	D	4	15	Australia	115	D	4
16	Ireland	90	D	4	16	Belgium	65	D	4

17	Japan	60	E	3	17	Denmark	55	E	3
18	Netherlands	55	E	3	18	Italy	30	E	3
19	Argentina	45	E	3	19	Slovenia	30	E	3
20	Italy	40	E	3	20	Turkey	30	E	3
21	Austria	15	E	3	21	Ireland	25	E	3
22	Turkey	15	E	3	22	Lithuania	15	E	3
23	Switzerland	5	E	3	23	Philippines	15	E	3
					24	Portugal	15	E	3
					25	Hong Kong	10	E	3
					26	Japan	5	E	3

7. 2024 UCI World Champions are automatically given an entry to the semi-final race, in addition to the National Federation allocated total listed above.

National Federations without Allocations

It is anticipated that there will be several additional National Federations that request places in the event. In 2025 we will enable a route into the UCI Cycling Esports World Championships for any National Federations in the following ways:

- Any National Federation will be able to propose up to 3 riders that will be automatically invited to the start line of the Semi-Finals.
- These riders must complete all necessary requirements outlined by the MyWhoosh Performance Verification team.
 - All riders must have completed at least one Sunday Race Club or Premium MyWhoosh event no more than 6 months prior to the Semi-Finals.

Confirming Allocated Quotas for Semi-Finals

National Federations are kindly requested to confirm their semi-final quotas to the UCI by no later than **31 August 2025 6pm CEST**. Please send an email to esports@uci.ch with MyWhoosh in copy (federations@mywhoosh.com). The email should include:

- A written indication of how many of the allocated quotas per gender the National Federation will accept.

Virtual Kit Design Submission

All National Federations must submit their virtual kit design for review and approval by the UCI and final artwork for inclusion on the MyWhoosh platform by **1 August 2025**. Nations without a design are encouraged to contact MyWhoosh (federations@mywhoosh.com).

- Attach or send via secure file transfer the National Federation logo in vector/.ai format, any brand guidelines, and their jersey/shorts designs to federations@mywhoosh.com.

UCI Point of Contact

The UCI is responsible for the National Federation quota and for providing feedback to National Federations. All correspondence in this regard should be sent to esports@uci.ch.

Raising Clarification Questions

National Federations are invited to submit any questions they may have regarding the 2025 UCI Cycling Esports World Championships esports@uci.ch by close of business (CEST) on **15 July 2025**. All questions and answers will be anonymized and consolidated into one document and distributed to all National Federations on or before **1 August 2025**.

General Timeline for Semi-Finals

Dates (2025)	Key Milestones
15 June	<ul style="list-style-type: none"> • Information shared with National Federations
15 July	<ul style="list-style-type: none"> • Deadline for National Federations to submit any clarification questions to the UCI • Deadline for National Federations to confirm kit design
1 August	<ul style="list-style-type: none"> • UCI to distribute answers to questions from all National Federations
31 August	<ul style="list-style-type: none"> • Deadline for National Federations to indicate participation and how many allocated places they will fulfil in the semi-final racing

2. Public Qualification Pathway

The open qualifiers provide riders around the world a chance to qualify for the 2025 UCI Cycling Esports World Championships.

Riders can participate in any or all of the 4 open qualifiers in the schedule provided. The top riders from each qualifier and gender category will be offered a place in the 2025 UCI Cycling Esports World Championships semi-finals. The number of slots for each race will be announced before the first race.

Schedule for Public Qualifiers

EVENT	FORMAT	DATE	GENDER	TIME UTC	TIME CET	TIME GST	TIME CDT	TIME AEST
Open Q 1 Asia-Pacific & Europe	1 stage points based	Wednesday 6-Aug-25	Women	9:00	11:00	13:00	4:00	19:00
			Men	11:00	13:00	15:00	6:00	21:00
Open Q 2 Europe & Americas	1 stage points based	Friday 8-Aug-25	Women	17:00	19:00	21:00	12:00	3:00
			Men	19:00	21:00	23:00	14:00	5:00
Open Q 3 Asia-Pacific & Europe	1 stage points based	Friday 22-Aug-25	Women	9:00	11:00	13:00	4:00	19:00
			Men	11:00	13:00	15:00	6:00	21:00
Open Q 4 Europe & Americas	1 stage points based	Wednesday 27-Aug-25	Women	17:00	19:00	21:00	12:00	3:00
			Men	19:00	21:00	23:00	14:00	5:00

Time Zones:

CET – Central European Time

GST - Gulf Standard time (+2 from CET)

CDT - Central Daylight time (-7 from CET)

AEST – Australian Eastern time (+8 From CET)

Public Qualification Ruleset

All participating riders must follow the allocated **ruleset** and **pre-verification** process before registering for the open qualifiers.

This event will be governed by the [UCI Cycling Esports Regulations](#) and for any areas specific to Cycling Esports that the existing UCI Cycling Esports Regulations do not already cover, this Technical Guide and the MyWhoosh Cycling Esports Rules and Regulations shall apply.



All riders must have completed at least one Sunday Race Club or Premium MyWhoosh event, in addition to the public qualifier race, no more than 6 months prior to the Semi-Finals as part of pre- verification.

Public Qualification Race Format

Distance: 32.4km

Profile: Undulating terrain with sharp climbs

Challenge: AlUla stage is designed for all-round riders. This though rolling hills course will allow riders with all abilities to qualify.

Two sprint segments and climb segments (KOM) will assign points to the rider who crosses the line first. The top 20 will be rewarded in each segment.

The stage will conclude with a final sprint to the line, where both raw power and astute positioning will be key to securing victory and vital points.

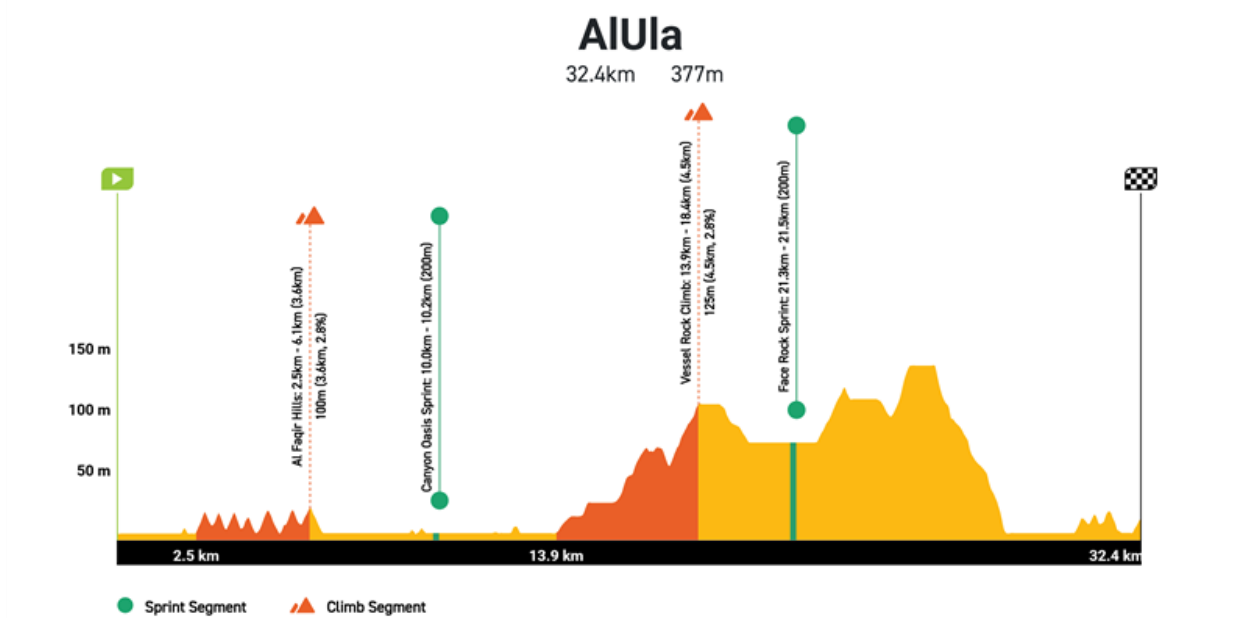
Race Overview

Total Laps: 1

Total Race Distance: 32.4 km

Elevation gain: 377m

Sprints: 4 segments and finish.



Points allocation

Place	KOM 1	Sprint 1	KOM 2	Sprint 2	Finish
1	40	40	40	40	40
2	38	38	38	38	38
3	36	36	36	36	36
4	34	34	34	34	34
5	32	32	32	32	32
6	30	30	30	30	30
7	28	28	28	28	28
8	26	26	26	26	26
9	24	24	24	24	24
10	22	22	22	22	22
11	20	20	20	20	20
12	18	18	18	18	18
13	16	16	16	16	16
14	14	14	14	14	14
15	12	12	12	12	12
16	10	10	10	10	10
17	8	8	8	8	8
18	6	6	6	6	6
19	4	4	4	4	4
20	2	2	2	2	2

Public Qualifications Results

- Overall finish positions are calculated based upon cumulative point scoring throughout the race.
- In case riders have the same points, the position at the finish line will determine the higher placing.
- Results can be found at MyWhoosh Race Results.
- All riders will be verified following the standard post-race verification process on MyWhoosh.
- Once verified, the qualified riders will receive confirmation of qualification and an invitation to the semi-final directly from MyWhoosh via email notification.
- Riders that qualify for the semi-finals must have a valid UCI registered license as issued by their National Federation and participate in at least one Sunday Race club or Premium MyWhoosh event before 31 August 2025 to race the semi-finals.
- Riders will be added to their existing National Federation team and will be expected to follow all rules and regulations moving forward to the semi-finals.

Event Instructions for Public Qualifiers

1. Review the Roadbook and Ruleset

- Read through the entire Technical Guide, UCI Cycling Esports Regulations and MyWhoosh Ruleset.
- Ensure understanding of all rules and guidelines.

2. Complete the Power Passport Test (PPT)

- Complete and submit PPT according [MyWhoosh Sunday Race Club Ruleset](#).

3. Register for the Event

- Registration for the event will be done on the website. Before you can register for a premium event you must ensure you have a verified account. This is important if you are a new user.
- Complete the registration on the Events page. SRC users use the weight from the latest final, new riders the weight from the ppt.
- Ensure you meet all technical requirements (smart trainers, power meters, etc.). (See the MyWhoosh Ruleset).

4. Fill Out the Pre-Verification Form

- Complete the [pre-verification form](#) with all necessary details.
- Upload unlisted YouTube links for the PPT test video, weigh in video, height video, and equipment video.
- Weigh-in process for semi-finals will be communicated closer to the event date.
- Provide Strava link and details of primary and secondary power sources.
- Ensure consistency of weight and height details across all profiles and videos.

5. Post-Race Requirements

- Upload your activity to the MyWhoosh app immediately after each race stage.
- Report any performance concerns regarding other riders within 24 hours via email to racecontrol@mywhoosh.com.
- Follow all communication protocols with race control for any questions or concerns.

2 SEMI-FINALS

The semi-finals, hosted virtually on 3 October 2025 will consist of the three stages, with racers competing from anywhere as long as they are fully verified and using equipment that meets the [MyWhoosh Cycling Esports Rules and Regulations](#).

Riders will need to be part of their National Federation and available to join a streaming service for the event.

Race Format

The race will be point-based, with the top 20 points-scoring riders in the semi-final qualifying for the Live Final in Abu Dhabi. The race format will be the same between the semi-finals and the finals.

Note: the exact points allocation is subject to change prior to the semi-final or the finals and will be communicated clearly.

Stage 1: The Sprinter's Paradise - Reign Supreme in the Loop of Fire!

Distance: 12km (8 laps of a 1.5km circuit)

Peak elevation: 17m, Elevation gain 25m per lap

Profile: Flat and Fast

Sprints: Points awarded on each of the 8 laps.

Challenge: Pure speed and explosive power will be the name of the game in this electrifying opening stage. Riders will contest a sprint for valuable points at the conclusion of every 1.5km lap. The intensity will build with each passing loop, culminating in a final, high-stakes sprint where even more points are up for grabs.

A race consisting of 8 laps on a 1.5km circuit, featuring a sprint on every lap. The system is designed to reward aggressive and consistent riding throughout the race, with a particular emphasis on the final lap, and to ensure that points are awarded to the top 20 finishers in that decisive final sprint.

Points Allocation System

The total points accumulated by each rider is a combination of all sprints (intermediate sprints on laps 1-7 and the final sprint on lap 8).

Intermediate Sprint (Laps 1, 2, 3, 4, 5, 6, and 7)

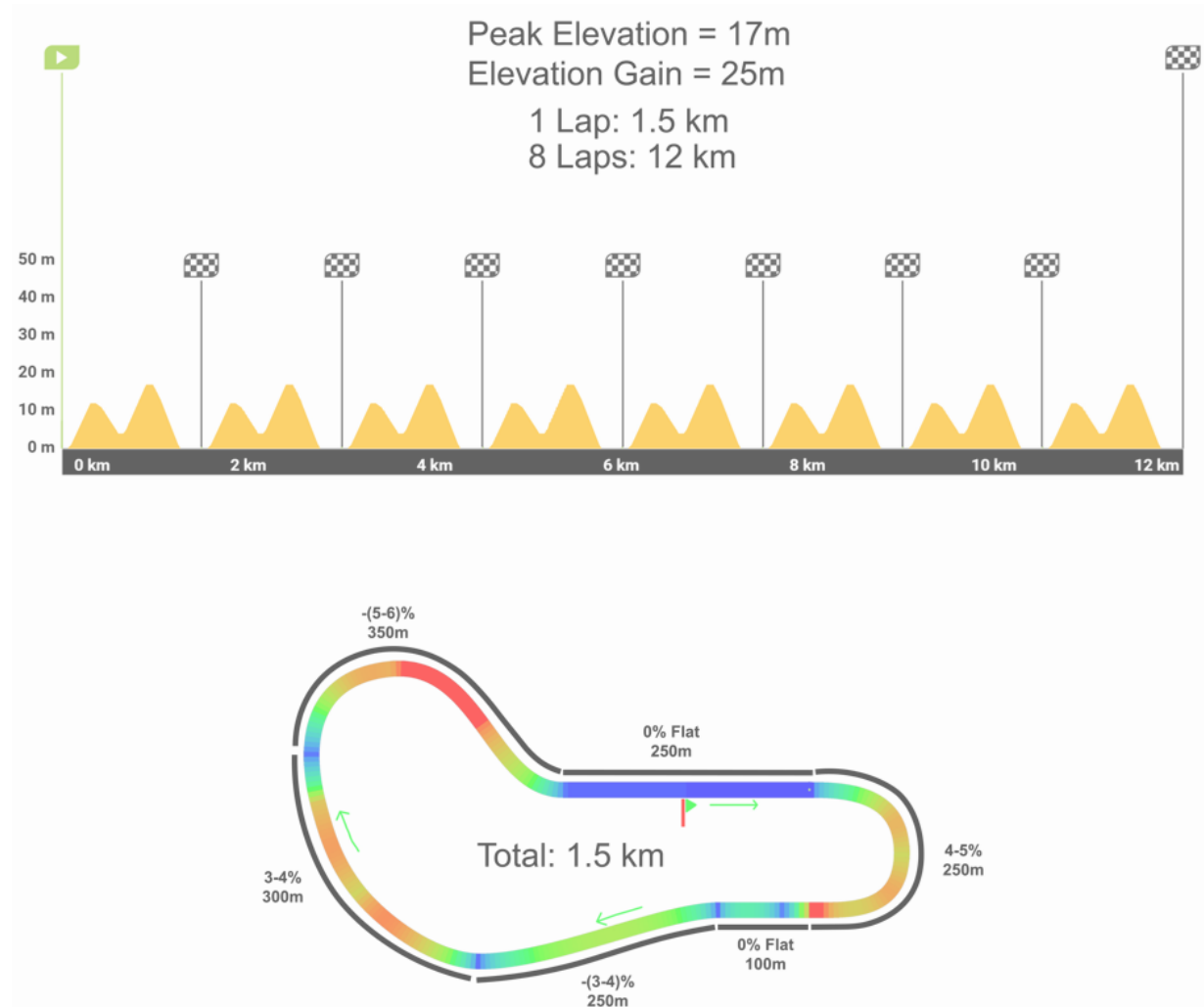
For each of the first seven laps, points will be awarded to the first 20 riders to cross the finish line, 20 points for the first placed rider, and 1 point for the twentieth placed rider.

Final Sprint (Lap 8 - Race Finish)

The final lap (Lap 8) will carry the most weight, with points awarded to the top 20 riders crossing the finish line, but with a higher value.

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

Stage 1 Course & Profile





Stage 2: The Puncher's Playground - Conquer the Rolling Hills!

Distance: 12km (1 lap)

Peak elevation: 88m, Elevation gain 290m

Profile: Undulating terrain with sharp climbs

Sprints: 4 segments and finish.

Challenge: Stage two is designed for the strong and explosive riders – the punchers. This rolling hills course will test their ability to repeatedly surge over short, sharp ascents.

Two designated sprint segments and climb segments (KOM) will award points to the riders first 20 riders.

The stage will conclude with a final sprint to the line, where both raw power and astute positioning will be key to securing victory and vital points.

For a 12km race with 4 KOM's (2 intermediate sprint segments, 2 climb segments - fastest time) and a final sprint.

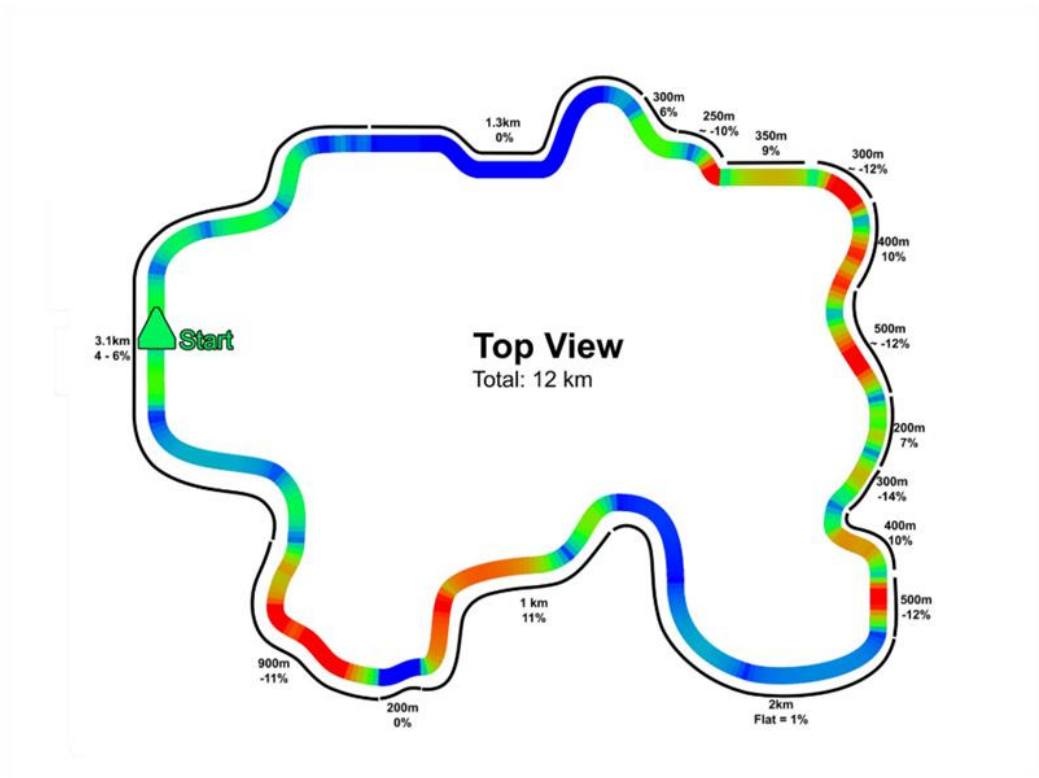
General points principles for this stage:

KOM's (fastest segment): These should offer decent points to encourage tactical racing and have non-climbers also give chance to collect points by going fast through the segments.

Final Sprint: This should be the most crucial for the overall race classification

Place	Sprint 1	KOM 1	Sprint 2	KOM 2	Finish
1	40	40	40	40	40
2	38	38	38	38	38
3	36	36	36	36	36
4	34	34	34	34	34
5	32	32	32	32	32
6	30	30	30	30	30
7	28	28	28	28	28
8	26	26	26	26	26
9	24	24	24	24	24
10	22	22	22	22	22
11	20	20	20	20	20
12	18	18	18	18	18
13	16	16	16	16	16
14	14	14	14	14	14
15	12	12	12	12	12
16	10	10	10	10	10
17	8	8	8	8	8
18	6	6	6	6	6
19	4	4	4	4	4
20	2	2	2	2	2

Stage 2 Course & Profile





Stage 3: The Mountain's Verdict - The Last Rider Standing!

Distance: 8.2km

Elevation gain: 554m

Challenge: The third stage is an uncompromising and decisive elimination race. On this relentlessly steep and challenging course, the rider at the back of the pack will be eliminated if caught by the Chaser.

Starting Procedure & The Chaser:

- **Head Start:** All riders will begin the race simultaneously, receiving a **2 minutes** head start on the Pacemaker or Chaser.
- **The Chaser:**
 - The Chaser will start **2 minutes** after the riders.
 - The Chaser will act like a real rider with certain power throughout the entire course.

Race Dynamics & Elimination:

- **The Chase:** The core dynamic of the race is the pursuit of the riders by the Chaser.
- **Elimination:** Any rider who is overtaken (caught) by the Chaser at any point on the course is immediately eliminated from the race.

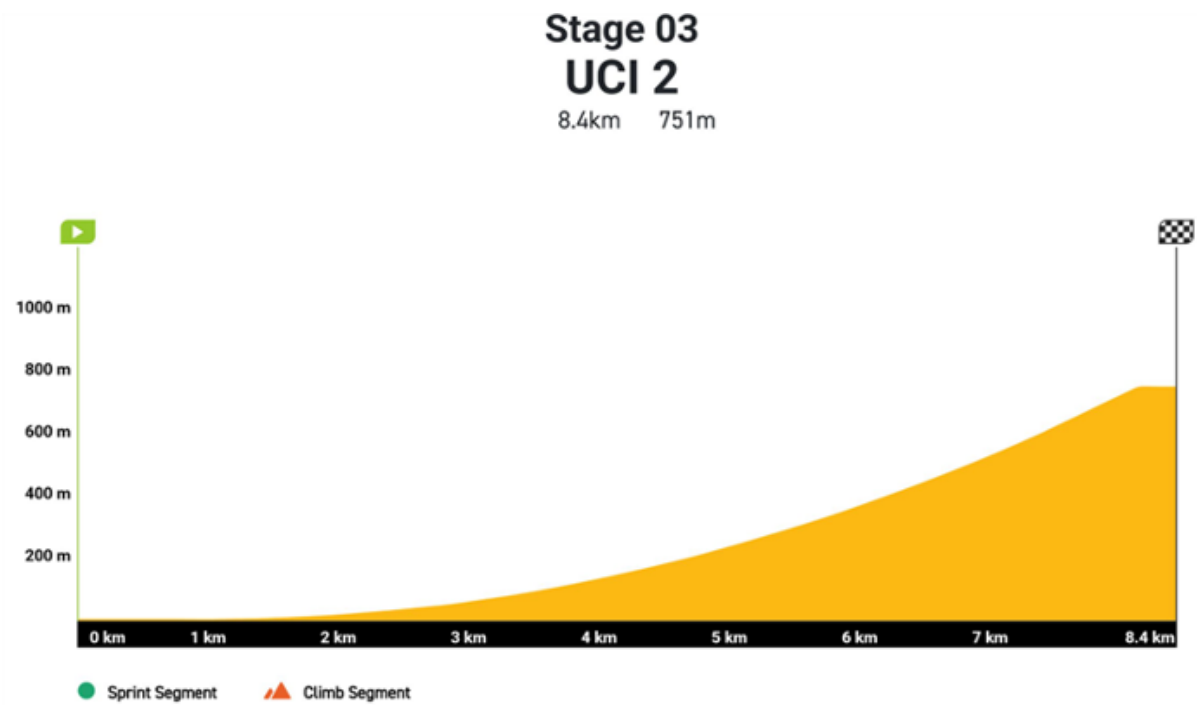
Scoring and Determining the Winner

Last Rider Standing Principle: The primary objective is to be the last rider remaining on the course who has not been caught by the Chaser.

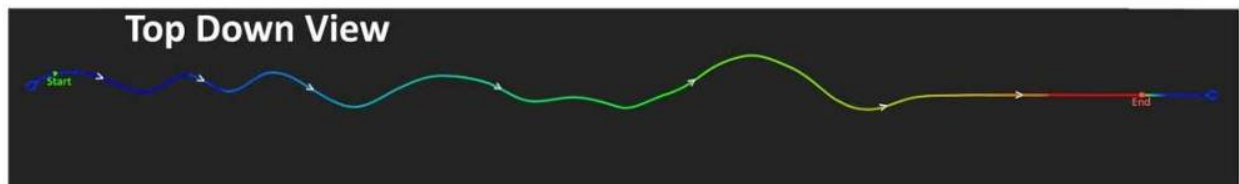
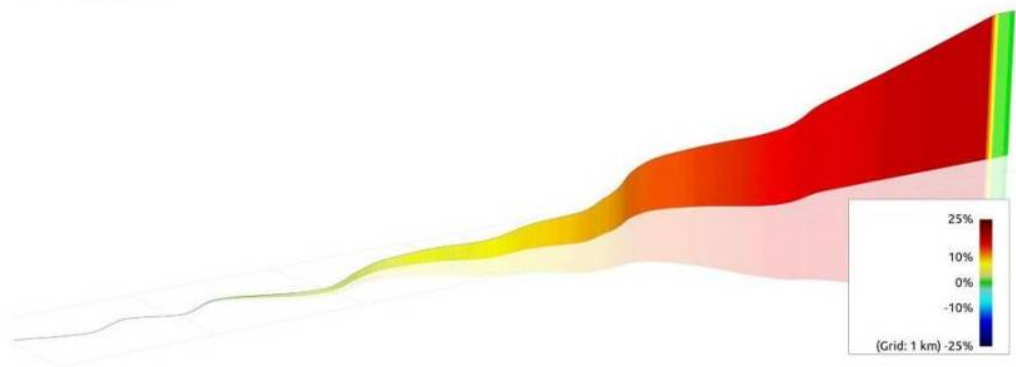
Points Allocation: World Championship points will be allocated based on the time they stay ahead of the Chaser.

One (1) point will be awarded for every five (5) seconds from the start of the stage, based on their endurance and how long they managed to stay ahead of the Pacemaker.

Stage 3 Course & Profile



3D View



3 FINALS

At the conclusion of the Semi-Final, MyWhoosh and the UCI will verify all the riders before announcing the 20 riders invited to the finals. Riders and National Federations will be notified before the public announcement, with riders having 48 hours to accept their place in the Live Final.

If a rider does not accept the invitation, the replacement will be based on the finishing position in the semi-final through a roll-down system. All places granted for the Live Final will be for an individual rider nature, not slots for federations.

MyWhoosh and the UCI will be engaging with potential Wildcard riders. The UCI reserves the right to grant a maximum of 3 Wildcards per gender directly to the Live Final.

For all Wildcard riders, they shall be a part of their National Federations. From there on, these riders will be ‘officially’ part of National Federation squads under the guidance of each National Federation.

A wildcard entry may be applied for by emailing esports@uci.ch with the reasoning for the request and a rider’s achievements. These applications will be reviewed by the UCI.

All finalists will be invited to Abu Dhabi for the Live Final and will have their air tickets and accommodation covered by MyWhoosh. Riders should expect to be in Abu Dhabi for a minimum of 4 days.

In the Live Final, all riders will start with zero points and the UCI World Champion will be the person with the most accumulated points from the final three stages.

All point values subject to change prior to the event.

4 RULES AND REGULATIONS

All the events (Qualifications, Semi-Finals and Finals) of the 2025 UCI Cycling Esports World Championships will be governed by the UCI Cycling Esports Regulations and for any areas specific to Cycling Esports that the existing UCI Cycling Esports Regulations do not already cover, this Technical Guide and the MyWhoosh Cycling Esports Rules and Regulations shall apply.

MyWhoosh reserves the right to make any modifications to the MyWhoosh platform and/or rider accounts to enable any aspect of the UCI World Championships. Any changes post 3 October 2025 will be communicated to riders.

4.1 Anti-Doping Requirements

Anti-Doping Requirements will be under governance of the UCI.

4.2 Equipment Regulations

For the semi-finals, riders will use their own smart trainers, which will need to meet the requirements of the MyWhoosh Ruleset for CAT1.

4.3 Race Regulations

Fair Play and good sportsmanship are of utmost importance to us. We expect all participants to compete with honesty, integrity, and respect for fellow cyclists. Any form of unsportsmanlike behavior, including harassment, cheating, and/or abuse, will not be tolerated and may result in disqualification and/or annulment from the race. We refer to the Fair Play principles and Code of Conduct in the MyWhoosh Rules and Regulations.

4.4 Verification

All riders competing in the Semi-Final Stage of the UCI World Championships on MyWhoosh must undergo MyWhoosh's independent verification process and have satisfactorily completed a MyWhoosh Power Passport test prior to the event. This Power Passport test is available in the MyWhoosh workouts section and takes approximately 60 minutes to complete. The test will be validated by the MyWhoosh team before being accepted as a verified test.

4.5 Results

All results shall be deemed provisional until the UCI and the UCI International Commissaire deem them official, regardless of any reply, camera angle, or individual screen. The finish line placement accuracy will be determined by the official source onsite. All riders that participate are subject to anti-doping and performance verification processes, including post-event verification. In the event there is a tie in points, the riders shall be ranked according to their finish place in the final stage of the race.

5 CONTACT INFORMATION

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