

AUSTRALIAN CYCLING TEAM

# *DISCIPLINE SPECIFIC SELECTION CRITERIA*

Esport



**Cycling**  
AUSTRALIA



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## DISCIPLINE SPECIFIC SELECTION CRITERIA

### 2020 UCI Esports World Championships

8-9 December, 2020

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#### 1. GENERAL

- 1.1. **Athletes** will be required to earn UCI Esports World Championships Team selection in accordance with clause 1 of the *Cycling Australia Selection Policy and Appeals Process for UCI World Championships* and this discipline specific document of the Cycling Australia (CA) selection criteria.
- 1.2. **Objectives:** see clause 1 of the *Cycling Australia Selection Policy and Appeals Process for UCI World Championships*.
- 1.3. **Performance Time Period:** 1 January 2020 – 1 September 2020
- 1.4. **Team size:** Refer to clause 3.3 of the *Cycling Australia Selection Policy and Appeals Process for UCI World Championships*.

#### 2. SELECTIONS

- 2.1. Subject always to the *Cycling Australia Selection Policy and Appeals Process for UCI World Championships*, consideration for selection to the 2020 UCI Esports World Championships Team will be based upon the absolute discretion of the National Selection Panel in determining which Athlete(s), and the number of Athletes, will be selected for the UCI Esports World Championships Team.
- 2.2. The National Selection Panel may use absolute discretion in determining which Athlete(s), and the number of Athletes, will be selected as a protected Athlete(s) or support Athlete(s) for the 2020 Esports World Championships Team. A protected Athlete will be supported by a team of Athletes, who will be required to implement specific roles in order to increase the probability that the race strategy is met.

#### 3. SELECTION EVENTS AND PERFORMANCE STANDARDS

- 3.1 Athletes may be nominated based in line with clause 2.2 of the *Cycling Australia Selection Policy and Appeals Process for UCI World Championships* and on any, all, or none of the following factors, at the absolute discretion of the National Selection Panel, which may or may not be exercised:
  - a. Performance in Esports events with conditions similar to those expected at the 2020 UCI Esports World Championships during the performance time period indicated at clause 1.3, such as;

- Virtual Tour of France
  - Tour for All Pro Stage Race
- b. Performance history at UCI Road competitions at category level 1.1/2.1 or higher during the performance time period indicated at clause 1.3;
  - c. Capacity to fulfil role as protected leader;
  - d. Capacity to fulfil support roles.

The National Selection Panel will use absolute discretion in selecting athletes for this event.

**3.2** To be eligible for selection, athletes must meet the following UCI requirements for the 2020 Esports World Championships:

- a. Have their name listed on the UCI Registered Testing Pool or be listed, or be eligible to be listed, on the Sport Integrity Australia Registered Testing Pool;
- b. Have an account on Zwift that has progressed to at least level 5.

**4. SCHEDULE FOR 2020 UCI Esports WORLD CHAMPIONSHIPS TEAM SELECTION**

- Monday, 14 September 2020 (5PM AEST) – Cycling Australia releases Expression of Interest
- Monday, 21 September 2020 (5PM AEST)- Expression of Interest closes
- Thursday, 24 September 2020 (5PM AEST) – National Selection Panel meets
- Monday, 28 September 2020 (5PM AEST) – Final 2020 UCI Esports World Championships team selection to Cycling Australia CEO for review
- Wednesday, 30 September 2020 (5PM AEST) – Final UCI 2020 Esports World Championships team, including any reserves, announced by Cycling Australia
- Friday, 2 October 2020 (5PM AEST) – Closing date for appeals against non-selection into the final 2020 UCI Esports World Championships team (refer to the *Cycling Australia Selection Policy and Appeals Process for UCI World Championships*, clause 7)
- Tuesday, 6 October 2020 – Week scheduled for appeal hearings, if required