ItalianWhoopLeague 2025/2026
Rev. September 2025

A.1. CLASS
The Whoop class is recognized for the ItalianWhoopLeague championship.

A.2. EVENTS
ItalianWhoopLeague is based on a series of six events, one per month from October to April, with a break in January.

A.3. PARTICIPANTS
a. The championship is held in Teams made up of three pilots each.
b. Anyone can participate in the ItalianWhoopLeague after registering for the championship.
c. Both complete teams and individual pilots are allowed to register. If the latter are not linked to any existing Team, a Team called "Lone Wolf" will be set up.
d. Team "Lone Wolf" will keep the score for the entire season.
e. The three pilots of Team "Lone Wolf" will be assigned in order of registration to each individual event.

A.4. TEAMS
a. Each Team must have its own name, which must not contain in any form offensive or inappropriate words in any language.
b. Each Team must have and provide the organization with its own logo in vector graphic format.
c. Each team must appoint a Team Manager (TM), responsible for receiving communications from the organization and ensuring that the regulations are respected.
The TM can be a pilot of the Team or an external member.
d. Teams cannot change logos or name after registration; all data must remain unchanged for the entire championship.
e. The organization will assign a color to each Team at the beginning of the championship, which will remain unchanged for the entire season.
f. The maximum number of teams admitted for each event is twelve (12).
g. The Team's registration for the event is valid if at least two of the three pilots are present.

A.5. REGISTRATION
A.5.1. REGISTRATION TO THE CHAMPIONSHIP
a. At the beginning of the season, Teams register for the championship on the official website italianwhoopleague.eu submitting details of the three official pilots and the Team Manager.

A5.2. EVENT REGISTRATION
b. Ten days before each event, registrations are opened on the official website and will be closed seven days before the event.

A.6. POINTS ALLOCATION
At each event, each Team will obtain a score based on the sum of the points obtained in the various phases.

A.7. RANKING
a. The sum of the scores obtained by each Team in the various phases, generates the final ranking of the event.
b. The sum of the scores obtained by each Team in each event composes the general ranking of the entire championship.
c. At the end of the championship, the Team leading the general ranking will win the current edition of the ItalianWhoopLeague.
d. If, when evaluating the ranking, there is a tie in points between two or more Teams, the average of the positions obtained in all the qualifying rounds of all the concluded events will be considered. The Team with the lowest average will have priority.
Es: Team A: 1°, 1°, 3°, 2°, 1°, 4°, 1°, 4°, 3°, [...] → Average 2,22
  Team B: 2°, 4°, 4°, 1°, 3°, 4°, 2°, 1°, 4°, [...] → Average 2,77
- Team A wins over Team B
e. If the average also results in a tie, the teams with equal points will face each other in a direct clash to determine their positions in the ranking.

A.8. AWARDS
a. At the end of each event, all the pilots of the Teams classified 1st, 2nd, 3rd will be awarded with medals and any technical products.
b. At the end of the championship, a special award will be given to the winning team of the current edition of the ItalianWhoopLeague.

A.8.1 WINTER PRIZE
The "Winter Prize" may be established, which is obtained by the Team that is the leader of the classification after the first three events.
a. The "Lone Wolf" Team cannot obtain the Winter Prize.
b. The three official pilots of the winning Team are considered winners of the Winter Prize; in the case of an experience, only these can participate.

A.9. ORGANIZATION
Management, analysis of results, calculation of the ranking and assignment of prizes are handled by SpeedyPizzaDrones® and any other collaborators.

A.10. COMMUNICATION
a. The communication of the events calendar, match results, news, etc. will be made through the official website italianwhoopleague.eu and social channels.
b. Each event will be live streamed on the ItalianWhoopLeague social channels.

RULES

ItalianWhoopLeague events consist of several multirotor model aircraft that fly together through a closed race circuit.

Nota: *A multirotor is a rotary-wing radio-controlled model aircraft equipped with at least three propulsion devices.*

In this document, the generic term "Whoop" will be used, which refers to the multirotor category of this championship.

Each Whoop is controlled by an FPV (First Person View) pilot who is considered the competitor.
The pilot must have a visor that shows him in real time the images of the on-board camera of his Whoop, allowing him to pilot.
The FPV pilot can be assisted by a single helper who remains next to him for the entire flight; the helper monitors the flight environment and warns the pilot of any problems, especially for safety.
In the event of a failure, he can ask to land or turn off the engines and, if necessary, can activate the flight termination device (e.g. dis-arm switch).

B.1. WHOOP GENERAL SPECIFICATIONS
The Whoop must be equipped with a fail-safe system which, when activated, instantly stops the rotation of the engines.
Recovery modes such as "Flip over after crash" (also known as "turtle mode") which allow the pilot to bring the Whoop back to level after a crash are permitted, unless otherwise communicated by the organization.
When a Whoop cannot continue the race due to a technical problem or Turtle Mode not working, it must remain on the ground with the engines off until the end of the race in progress, preferably activating the Pit Mode function to deactivate the VTx.

B1.1. WEIGHT AND DIMENSIONS
a. The total weight of the model, ready for take-off, must not exceed 40 grams.
b. The distance between the axes of the motors must be less than or equal to 65 mm, measured on the diagonal of the opposite axes.
c. The maximum overall dimensions of the model must fit into a square of 85 x 85 mm.

B1.2. MOTORIZATION
a. The motors must be oriented perpendicular to the horizontal flight line of the frame.
b. Only electric motors are allowed, both brushed and brushless, without KV limitations.
c. The number of motors for each Whoop must be = 4.

B1.3. BATTERY

a. The maximum voltage allowed for each battery is 4.35 Volts (1S HV).
b. The only battery technology allowed is Li-Po.

B.1.4 PROPELLERS

a. The maximum diameter allowed is 31 mm.
b. Only propellers made of plastic material are allowed.
c. The number of propellers for each Whoop must be = 4.

B.1.5. FRAME

a. All frames must be entirely made of plastic material (PC, PET, PP, ABS,...) and have "ducts" to protect the propellers.
b. Materials such as carbon, synthetic fibers, aramid or metal alloys are not allowed.
c. Exposed parts must be free of sharp or sharp edges.
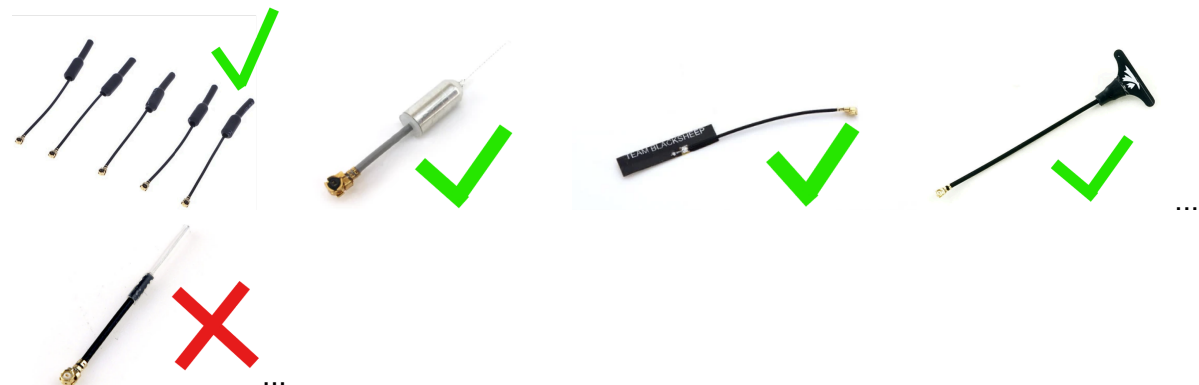
B.1.6. RADIO EQUIPMENT (Tx)

a. Radio control systems must use frequencies and power compliant with Italian regulations: 2.4GHz 100mW - 868MHz 25mW.
b. In case of use of prohibited frequencies/powers or beyond the limits, disqualification will be applied for the entire current event.
c. It is recommended to keep radio controllers turned off in the Pilots Pit to avoid potential interference with the pilots in the race.

B.1.7. VIDEO EQUIPMENT (VTx)

a. 5.8GHz analog and HDzero® digital video systems are only allowed.
b. The maximum power is 25mW with offset set to ZERO.
c. In case of use of prohibited frequencies/powers or beyond the limits, disqualification will be applied for the entire current event.
d. The pilot is solely responsible for their own video transmission. The use of hardware that violates the regulations and/or causes interference to other competitors will result in the pilot's immediate suspension from the current heat. In case of recurrence in subsequent heats, the pilot will be disqualified from the event.
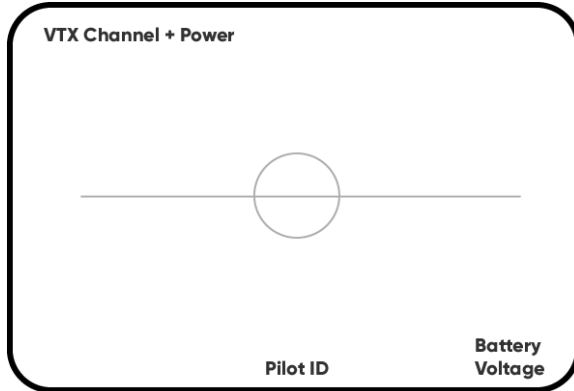
B.1.8. ANTENNAS

a. Polarized RHCP or linear <u>dipole</u>, any other type of antenna remains prohibited including single wire "antennas".

B.1.9. OSD
a. The OSD configuration must necessarily reflect what is shown in the image below. However, additional data is allowed.
b. The font must necessarily be the one called "Betaflight" in the font list.
c. Logos are not allowed in the OSD except only in the Whoop startup phase.

B.1.10. LED
a. It may be requested to install programmable RGB LEDs to identify the team color. If requested, the colors to be made available are all the Betaflight colors.

B.2. RACE CIRCUIT
a. The race circuit must be indoor.
b. The race circuit is a volume that defines a 3D flight path formed by a starting area, at least 10 obstacles to cross or avoid and a Crash Gate after the final QR-Gate that determines the finish.
c. The "Gate" obstacles must have a minimum passage opening of 50x50cm
c. The area in which the race circuit is built must be at least 50m2.
d. The organization will publish the circuit at least 8h before the event on social media.
e. The starting area does not necessarily have to be on the track of the circuit but must ensure a straight start.

B.3. EVENT ORGANIZATION
Each event is organized in three phases:

PRACTICE PHASES
a. Each Team has six minutes to familiarize themselves with the race circuit.
b. If there are six or fewer teams, the time available is ten minutes.
c. Each pilot flies in only one practice session.
d. At the end of the time available, the pilots complete the current lap and land immediately.
e. The organization establishes the order of the teams randomly and communicates it to the Team Managers before the event.

QUALIFYING PHASES
a. Rounds are randomly generated by the organization, in which four teams compete in three races 1 vs 1 vs 1 vs 1.

b. The race ends when the pilot completely passes through the crash gate and remains inside after completing three laps. If the driver bounces out, the race is not considered finished.

c. The lap time count ends at the last QR-Gate.

d. Points awarded:

1° Place +4 points

2° Place +3 points

3° Place +2 points

4° Place +1 point

Race not finished 0 points

BONUS (See B.4.2. BONUS)

DOUBLE ELIMINATION PHASES

a. The first eight Teams in the ranking after completing the qualifying phases enter this phase.

b. From the ninth Team onwards, no other race is scheduled, thus maintaining the score obtained during the qualifying stage.

c. The qualified Teams choose and communicate to the organization the order of the pilos at the beginning of the stage. All Team members must race at least once before a pilot can race again.

d. The race ends when the pilot completely passes through the crash gate and remains inside after completing three laps. If the pilot bounces out, the race is not considered finished.

e. During the final, if more than one Team retires, the finishing positions are determined by the Whoop that has traveled the furthest.

f. The first two Teams of "Race 1" and "Race 2" advance to the next round, earning +1 point each, while the two eliminated Teams form "Race 4 - Double Elimination". The elimination phases continue according to the table below.

g. When a team enters the "Double Elimination" round, they must re-deploy the pilot who participated in the previous Elimination Round, after which this pilot will no longer be able to race. All team members must race at least once.
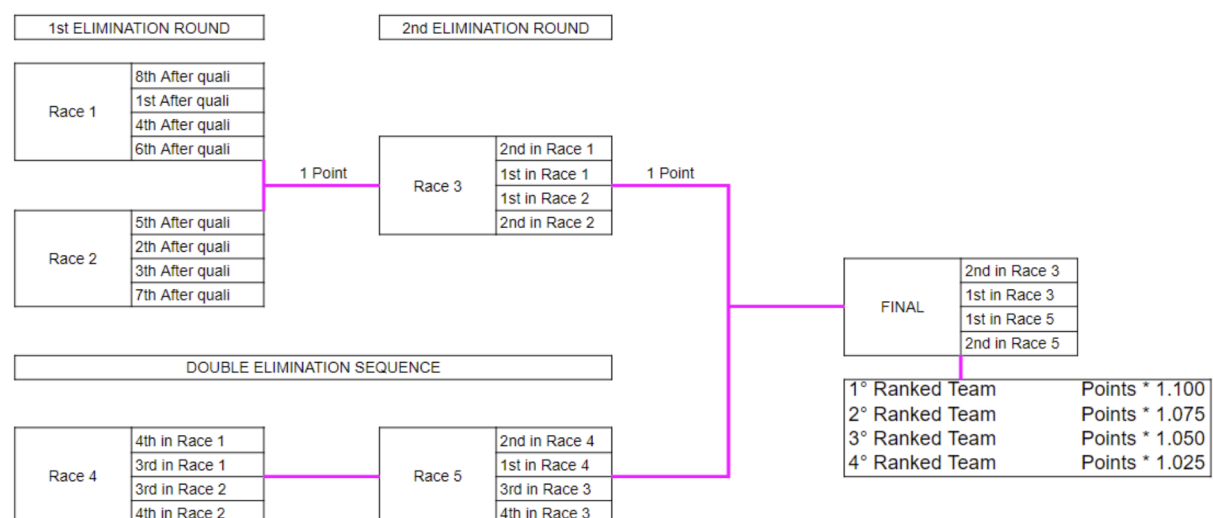
h. The final will award extra points to the first four teams:

1° Classified Team: Event Points x 1,100

2° Classified Team: Event Points x 1,075

3° Classified Team: Event Points x 1,050

4° Classified Team: Event Points x 1,025

1st ELIMINATION ROUND		2nd ELIMINATION ROUND		

Race 1	8th After quali
	1st After quali
	4th After quali
	6th After quali

1 Point

Race 3	2nd in Race 1
	1st in Race 1
	1st in Race 2
	2nd in Race 2

1 Point

Race 2	5th After quali
	2th After quali
	3th After quali
	7th After quali

FINAL	2nd in Race 3
	1st in Race 3
	1st in Race 5
	2nd in Race 5

DOUBLE ELIMINATION SEQUENCE

1° Ranked Team	Points * 1.100
2° Ranked Team	Points * 1.075
3° Ranked Team	Points * 1.050
4° Ranked Team	Points * 1.025

Race 4	4th in Race 1
	3rd in Race 1
	3rd in Race 2
	4th in Race 2

Race 5	2nd in Race 4
	1st in Race 4
	3rd in Race 3
	4th in Race 3

B.4. PENALTIES AND BONUSES

During the event and the race phases, there is the possibility of incurring penalties and/or bonuses.

B.4.1. PENALTIES

a. If a pilot, during the "qualification" or "double elimination" phases, should jump an obstacle on the race circuit, a penalty of -2 points will be applied to the Team's score for the current race.

b. In the event of a false start, the pilot is disqualified for the current race.

c. If a pilot uses inappropriate language, the Team to which he belongs may be sanctioned with -1 point by the organization.

d. Turning on the VTx during a race in progress entails a penalty of -1 point for the Team, -3 points if repeated, and disqualification for the third infringement.

B.4.2. BONUSES

a. A QR-Bonus gate may be installed off-trajectory on the race circuit. If it is crossed by all the Team's pilots in the same Qualifying Round, a bonus of +1 point will be assigned to the relevant Team.

b. The pilot who records the fastest lap of the day brings +1 point to the Team he belongs to. Lap times are considered in the Qualifying and Double Elimination phases

c. If a whole Team shows up with coordinated and/or fun clothing that it uses during the entire event, it will receive a bonus of +1 point.

d. If every whoop of the team, at all stages of the event, is equipped with at least one LED external to the AIO, the team will receive a +1 point bonus.

B.5. COMPLAINTS

Each Team may request a re-run up to three times during the event.
If the same team submits more than three protests, one point will be deducted from the team score if the protests are not considered valid by the organization.

B.5.1. VIDEO PROBLEMS

a. The race is re-run if the organization deems that the video problem was out of the control of the pilot and his equipment is working properly.

b. The race may be re-run if the organization is unable to receive a clear and sharp video signal.

B.5.2. RACE REPEATS

a. During the race repetition, all pilots must redo the session, canceling any previous results.

b. Construction errors or Whoop failures are not considered valid reasons for the repetition; collisions during the races with related failures do not lead to the repetition of the race.

c. The organization evaluates the repetition of the race in the event of an unexpected cause or danger that led to the stop of the race.

B.6. BEHAVIOR

a. The organization may warn the Team for inappropriate behavior of its members and expel a pilot if it persists. If a pilot compromises safety with irregular maneuvers, the entire Team will be disqualified.

b. The use of any substance falling into the Doping category and which may alter the psychophysical state of the pilot is prohibited.

B.7. CONTACTS

Telegram Chat: https://t.me/+Cdw_3OvyLfswZTZk
Website: https://italianwhoopleague.eu/