

Yacht Racing Rules 2009-2012 Seminar Part IV Summary

Summary of Rules presented to get you safely around the course without incident, so that you can enjoy your racing experience.

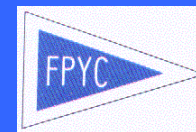
There are only about **four basic right-of-way rules** to know with **four limitations** of the rules,

Along with **one basic mark-rounding rule** and finally **one basic obstruction rule**.

Let us first review some definitions:

Seminar for:

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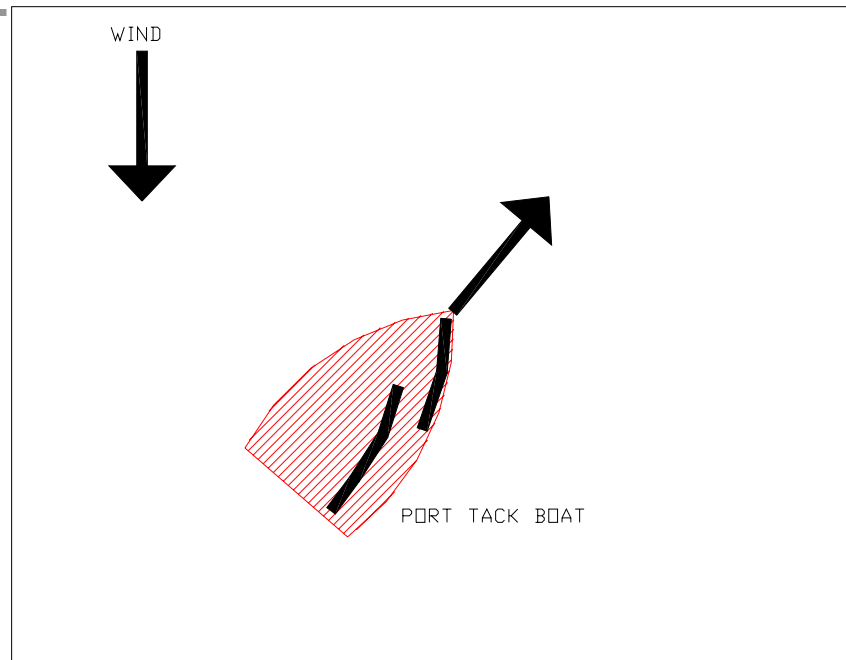
Definitions

to be discussed in following slides:

To understand the rules we must first review the main definitions used in racing:

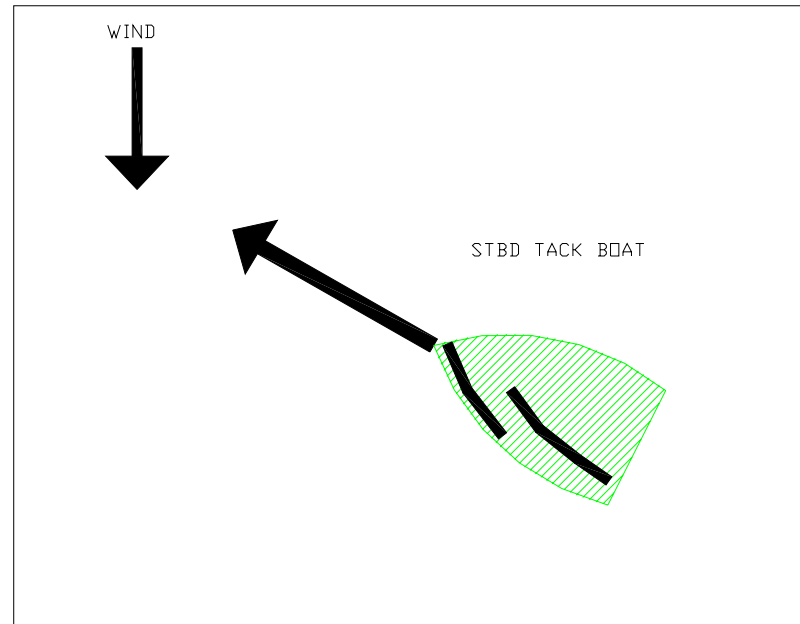
- Port Tack.
- Starboard (stbd.) Tack.
- Leeward/windward
- Clear Ahead and Clear Astern ; Overlap
- to Luff
- racing/finish
- 3-boat Zone
- Proper Course
- Obstruction
- Room

Definitions: port tack



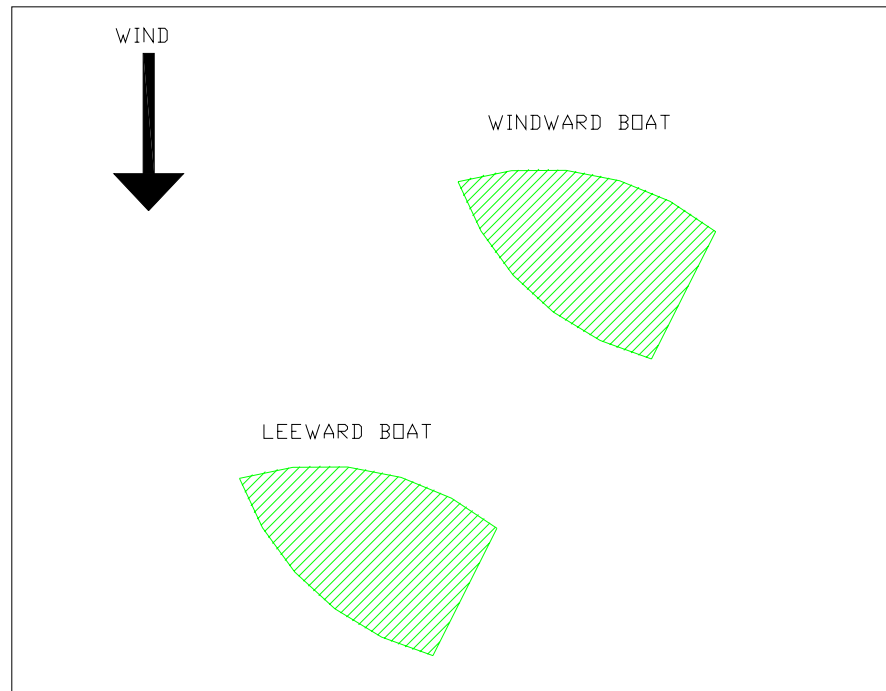
- Port Tack: the wind coming over the port *{left}* side (when the boom is on the starboard side)

Definitions: starboard tack



- Starboard (Stbd.) Tack: the wind coming over the stbd. *{right}* Side.
- (when the boom is on the port side)

Definitions: windward/leeward



- Leeward side of your boat is the side away from the wind. The other side is windward.
- A leeward boat is therefore the boat below you on your leeward side
- A windward boat is the boat above you on your windward side



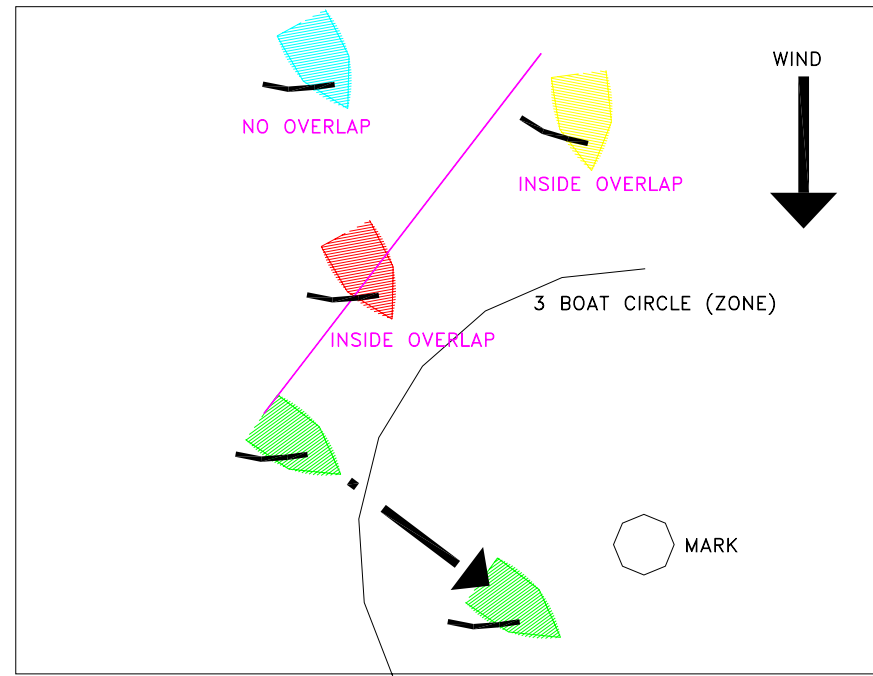
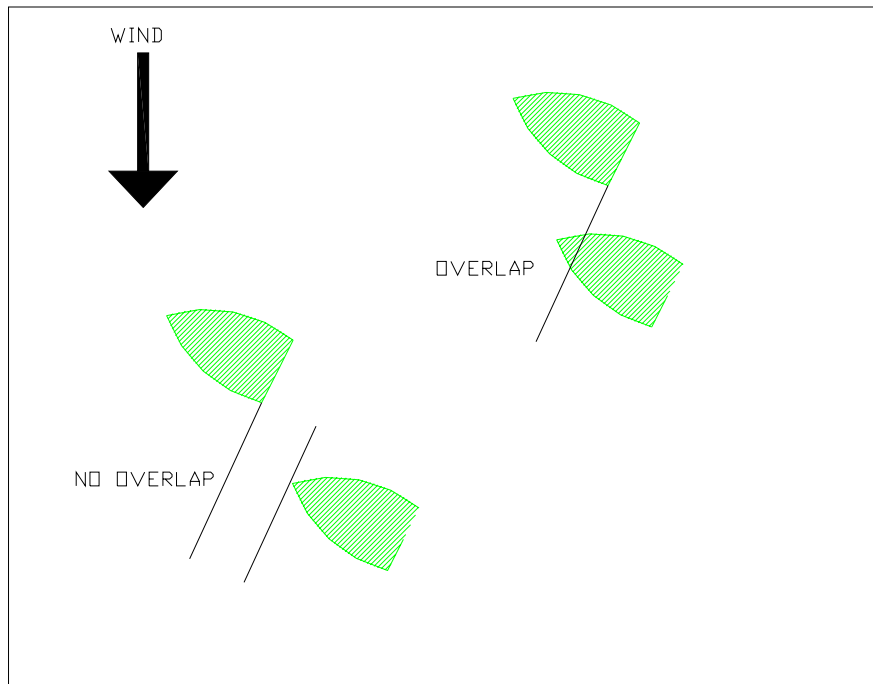
Definitions: Clear Astern

- Clear Astern: Clear Ahead;

One boat is clear ahead of another when her hull and equipment are behind a line drawn abeam (perpendicular to the centreline) from the aftermost point of the other boat and equipment.

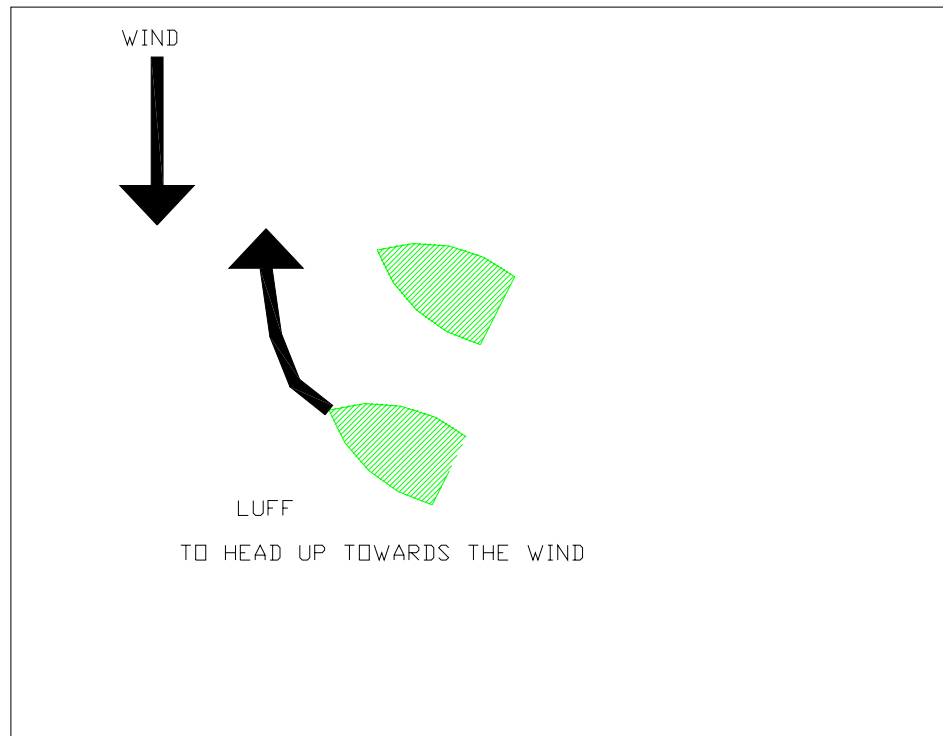
Also see 'overlap' definition

Definitions: Overlap




- Two boats are overlapped when neither boat is clear astern.

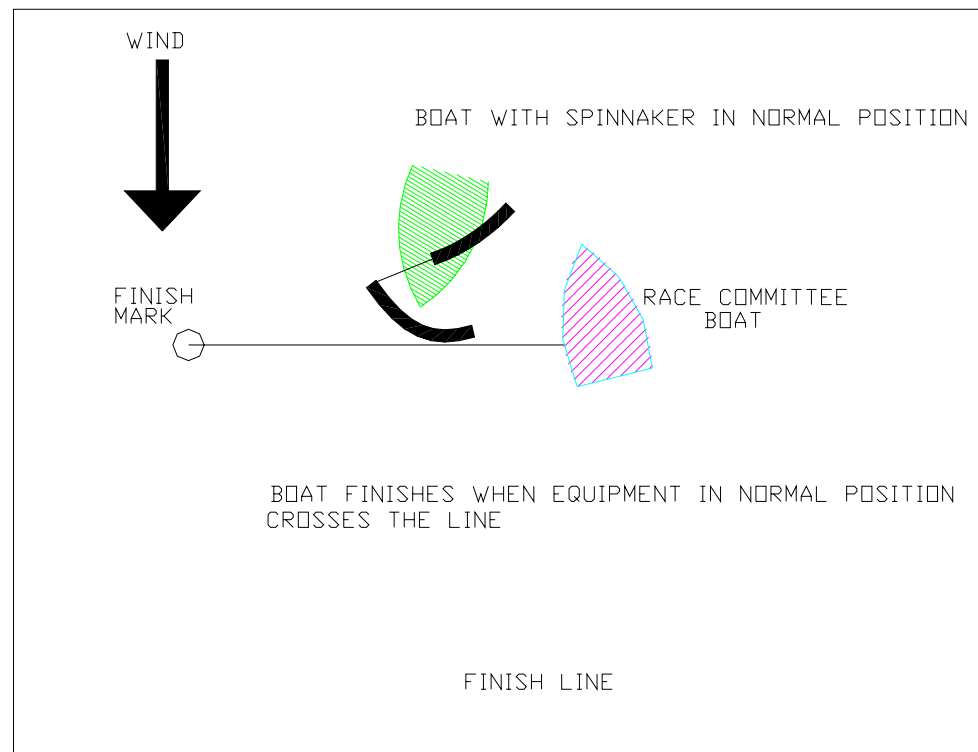
Definitions: Luffing / to Luff



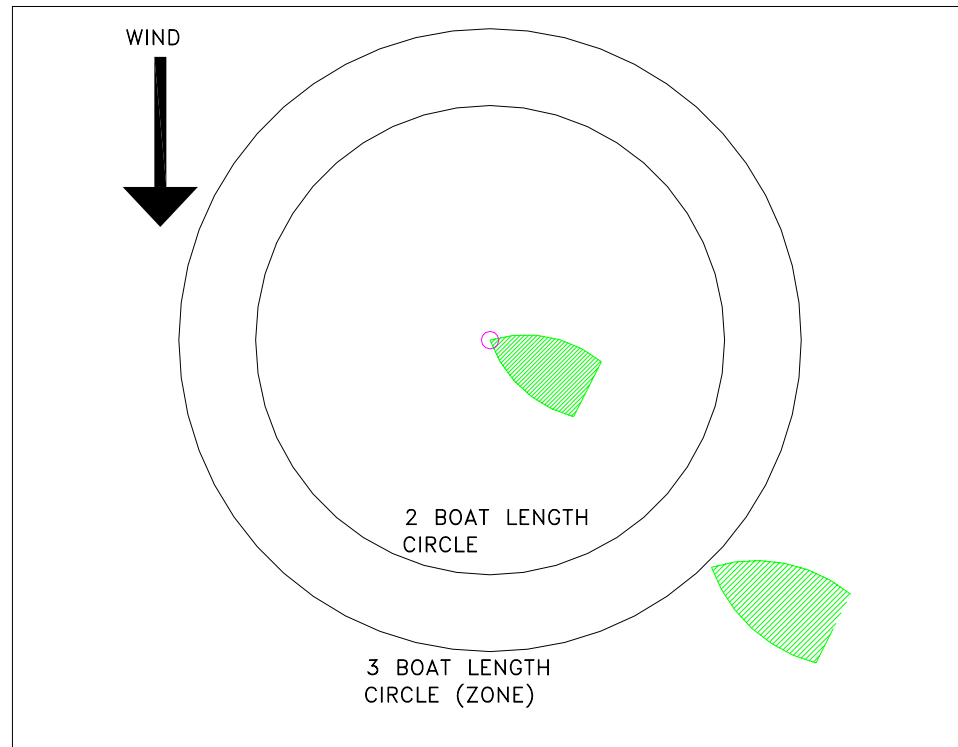
- Luffing is the act of turning the boat towards the wind. The effect of a leeward boat luffing, is to force the windward boat to turn upwind also. (see rule 11 'windward boat keep clear', and rule 17 'limitations on luffing rights')

Definitions: Racing /Finish

- A boat is racing from the Preparatory signal  until she finishes
- The finish is when any part of a boat or equipment (in its normal position) crosses the line



Definitions: 3 boat zone



- The three (3) boat **zone**, is the area around a mark, within 3 boat lengths from the mark (the length of the nearest boat to mark).
- (previously this was the 2-boat zone, but has been changed by recent rules update)



Definitions: proper course

- **A proper course: a course you might sail to finish as soon as possible after the start gun in the absence of other boats.**
- *Proper course only applies after the starting gun.*



Definitions: Obstruction

- An obstruction is an object that requires you to make a substantial change in course to pass it.
- Note: obstructions can be land, islands, reefs, rocks, other boats that are 'right of way' boats etc.



Definitions: Room

- The space a boat needs to manoeuvre promptly in a seamanlike manner

'Room' is referred to in rounding marks ('mark-room'); sailing a proper course around a mark.

and also providing room for other boats while tacking or changing course etc.



Basic Rules when boats meet:

From the definitions we have just reviewed we can now look at basic rules when boats meet:
These will be discussed in the following slides:

The four main right of way rules:

- Boats on opposite tack, and on same tack
- Boats clear astern.
- Keeping clear while tacking.

The four limitations to the right of way rules:

- Avoiding contact.
- Acquiring right of way.
- Changing course.
- Luffing limitation.

Mark Room:

- 3-boat zone, mark-room.

Obstructions:

- Passing obstruction, tacking at obstruction.

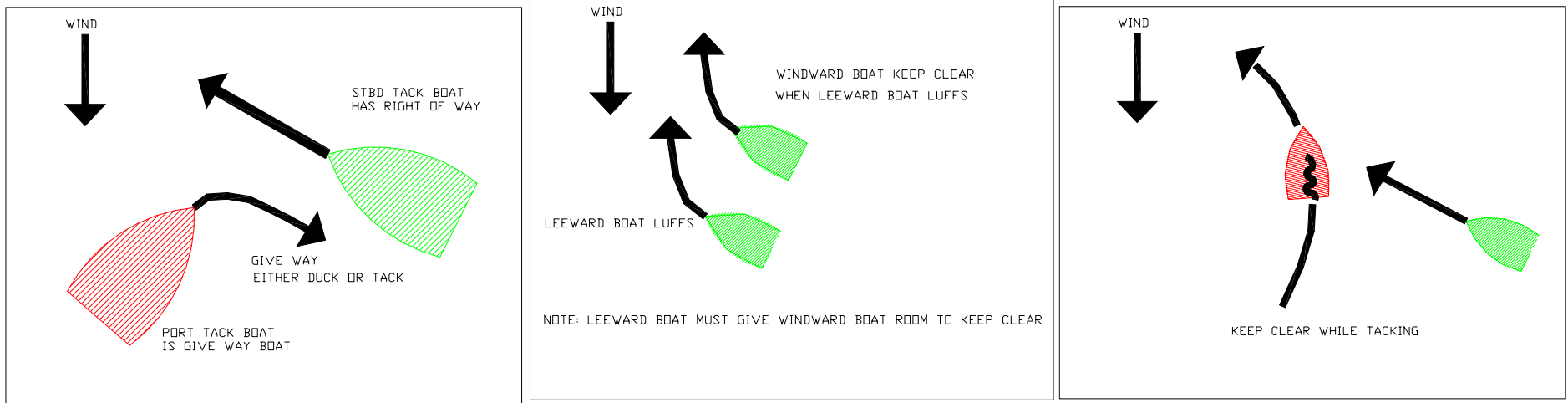
Penalties, Protests:

Basic Rules:

There are only 4 basic rules for right of way of sail boats

- There are **only 4 basic rules** in the **right of way** of sail boats, namely:
- Rule(10) **port** tack boats shall keep clear of **starboard** tack boats; (i.e. starboard tack has right-of-way over port tack boats)
- Rule(11) windward boats shall keep clear of leeward boats on the same tack while overlapped. (i.e. a boat to leeward has right-of-way of a boat to windward on the same tack)
- Rule(12) a boat clear astern shall keep clear of a boat clear ahead; when on same tack and not overlapped
- Rule(13) while tacking keep clear from other boats from head to wind to new close hauled course. (if two boats tacking at the same time, the one on the **port** side, or astern shall keep clear)

Basic Rules : Right of way



- The rules when boats meet apply, such as 'STBD' tack boat has right of way over 'PORT' tack boat
 - boats on same tack, overlapped, windward boat keep clear (remember how the overlap was established)
 - Overtaking boat to keep clear of boat ahead
 - keep clear while tacking until close hauled on new course
- (TIP: do not tack too close, as the other boat can protest if he has to alter course. Stay at least two boat lengths away to avoid a penalty)



Basic Rules:

There are only 4 basic rules limitations:

- There are only 4 limitations to the basic rules in the right of way of sail boats, namely:
 - Rule(14) avoid contact with another boat. (even if you are the right-of-way boat !).
 - Rule(15) when acquiring right-of-way, you shall initially give the other boat room to keep clear.
 - Rule(16) when changing course give the other boat room to keep clear.
 - Rule(17) If a boat clear astern becomes overlapped to leeward of a boat on the same tack (*within 2 boat lengths*), she shall not sail above her proper course.



When boats meet :No Contact

- No Contact is allowed between boats even if you are the right of way boat {rule 14}
- (file a protest, and take note of witnesses and other boats to support your protest, but do **not** hit another boat otherwise you will lose the protest, and you will be found at fault if there is damage)

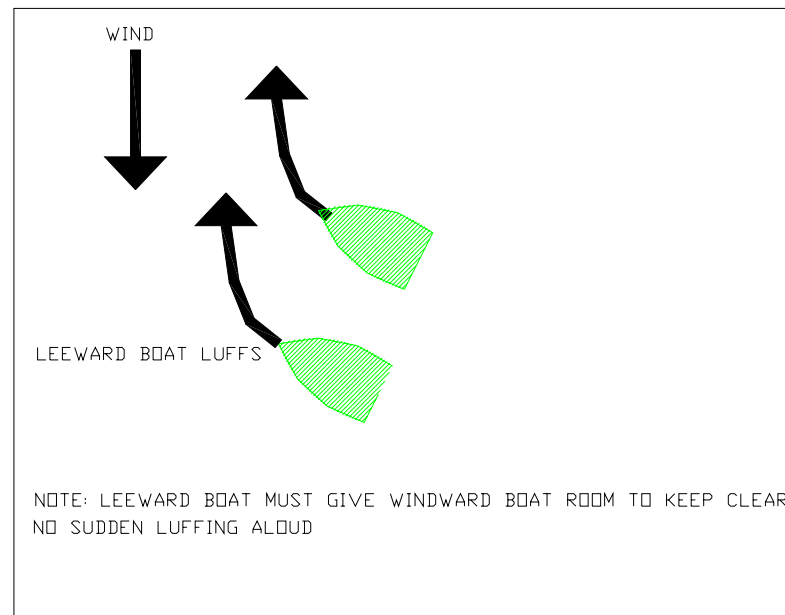
When boats meet

: When you acquire right of way

- When you acquire right of way, you must initially give the other boat room to keep clear {rule 15}
- So remember if you move into a position of right-of-way ; such as tacking onto the starboard tack from port tack, you need to give other boats room and time to keep clear even if you have right-of-way after your tack is completed.

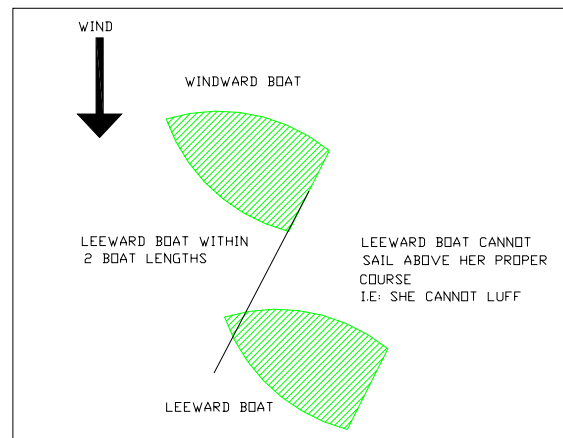
When boats meet :Changing Course

- When you change course you must give the other boat room to keep clear {rule 16}



When Boats Meet :Refinement of Rules

- Luffing and proper course
- Luffing is allowed up to head to wind before the start
- After the start you may luff a windward boat until the overlap is broken, **except** as follows:
 - If you are the leeward boat and you get an overlap on a windward boat within two (2) boat lengths, you cannot sail above your proper course while overlapped {rule 17}.



Basic Rules:

Mark Rounding:

There is only 1 basic rule for rounding marks

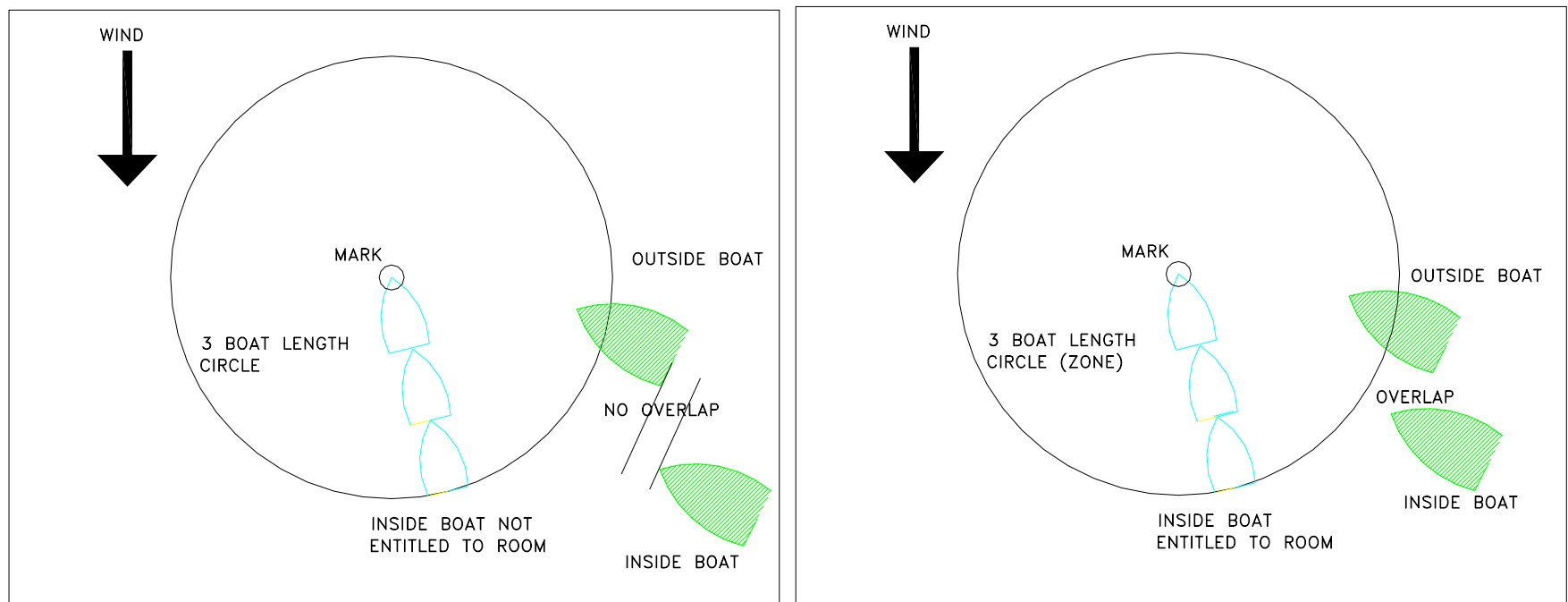
- Rule(18.2): (a) when overlapped an **outside boat shall give inside boat mark-room** {unless (b) applies}
- (b) if a boat is clear ahead at the zone, the boat clear astern must thereafter give her mark-room.
- (c) if a boat is required to give mark-room in (b), she shall continue to do so even if overlap is broken, or a new overlap begins; however if either boat passes head to wind, rule (b) does not apply.
- (18.4): When an inside overlapped boat is gybing at a mark, she must sail a proper course and gybe and sail no further from the mark than needed.

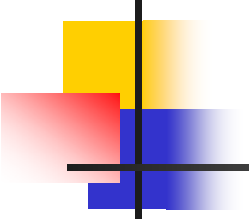
Footnotes:

- *(d) if there is reasonable doubt that a boat obtained or broke an overlap in time; it is presumed she did not.*
- *(e) If an inside boat obtained an overlap from clear astern, and the outside boat has not been able to give mark-room, she is not required to give it.*
- *Rule(18) does not apply to boats on opposite tacks on a beat to windward.*
- *Rule(18) does not apply if one of the boats proper course is to tack at the mark.*
- *Rule(18) does not apply to one boat approaching and one leaving a mark.*
- *Rule (18) does not apply while approaching the start line to start.*
- (18.3): If you tack in the '3-boat **zone**' , you must give mark room to other boats, and you cannot cause another boat to alter course. ***(Do NOT approach windward mark on PORT tack)***

When boats meet :3-boat Zone at Mark

- When overlapped at the 3 boat zone at a mark the outside boat must give the inside boat room to round the mark {rule 18.2 Giving Mark-Room}
- Note: if the overlap is established after the outside boat has reached the 3-boat zone, the inside boat is NOT entitled to room.
- The overlap must be established before the lead boat enters the zone in order for the inside boat to obtain room.





Basic Rules: Obstructions:

There are only 2 basic rules for obstructions:

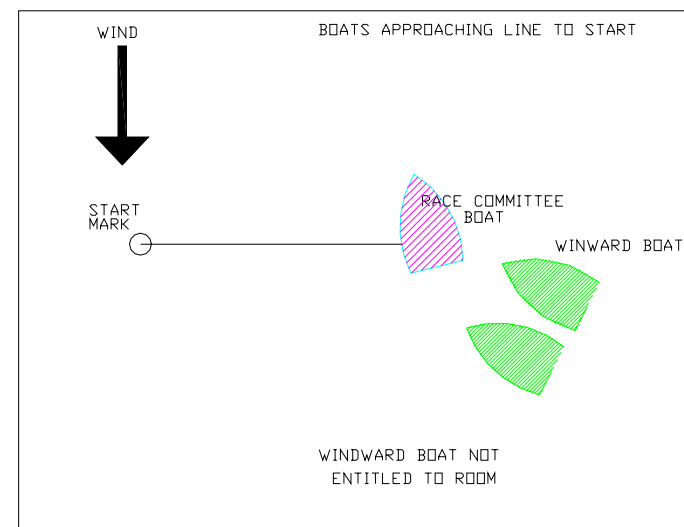
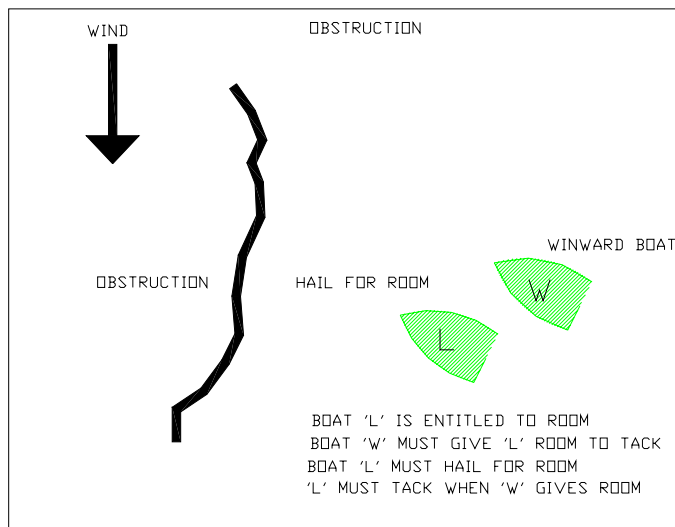
Rule (19); room to pass an obstruction:

Rule (20); room to tack:

- Rule(19): **room to pass**: applies between boats at an obstruction, except when it is a mark, which is to be passed on the same side.
- A right-of-way boat may choose which side to pass an obstruction.
- When overlapped the outside boat shall give the inside boat room to pass. *(unless at the time of the overlap she was unable to do so)*
- *While passing a continuing obstruction if a boat that was clear astern becomes overlapped between the obstruction and the boat ahead, she is not entitled to room if there was no room when the overlap began.*
- Rule(20): **room to tack at an obstruction**: when approaching an obstruction when close-hauled, you may hail another boat on the same tack to “tack”.
- The hailed boat shall tack, or reply “you tack”, and provide room to tack, and avoid her.
- When the hailed boat responds, the hailing boat must tack as soon as possible.

When boats meet :Obstruction

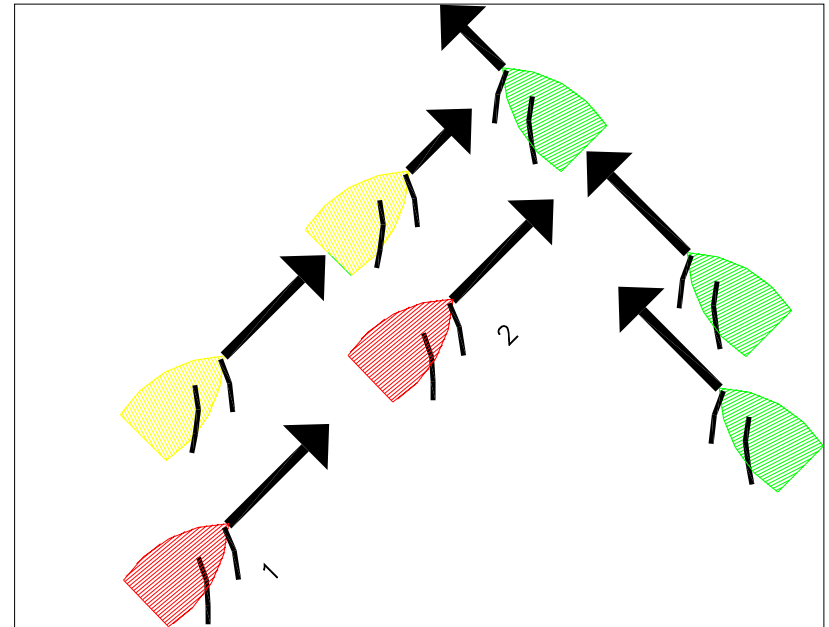
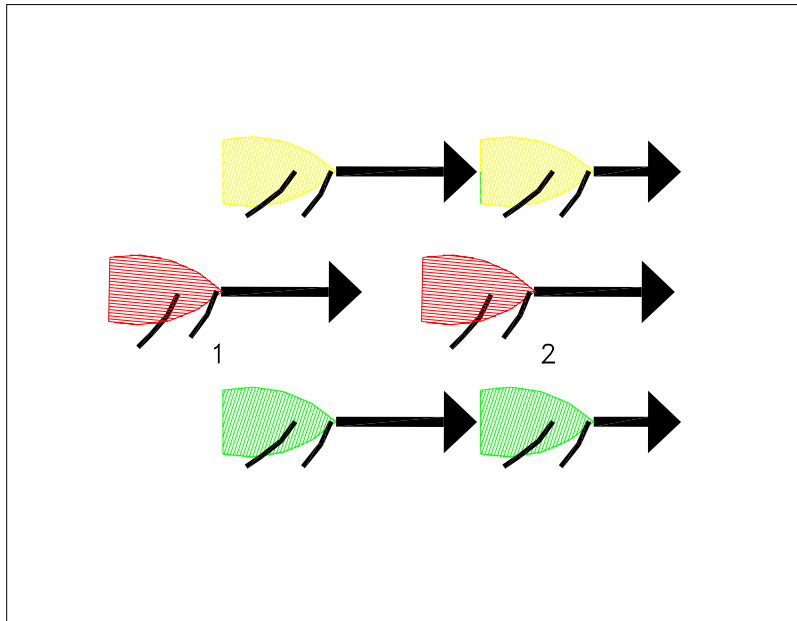
- At an obstruction give boat on same tack room to tack to keep clear {rule 20}
- The boat requiring room must hail for room and give the other boat time to keep clear.
- This rule does not apply at the starting mark when approaching the line to start. (ie a boat cannot barge or squeeze between you and the Committee boat at the start. The windward boat keep clear rule applies)
- [it is recommended NOT to put yourself in this windward position at the start]



When boats meet

:Room to pass Obstruction

- When overlapped outside boat shall give inside boat room to pass an obstruction, unless she was unable to do so when the overlap began {rule 19.2}
- Rule 19 applies between boats at an obstruction except when it is also a mark.
- A leeward boat can be an obstruction if a number of boats are travelling on the same course. Green is an obstruction to yellow and red. Once overlapped, yellow must give room to red.
- Also a line of boats on stbd tack can be an obstruction, and yellow must give room to red to tack.





Penalties

- Touching a mark
- right-of-way penalties
- protest
- over the line early

TIP

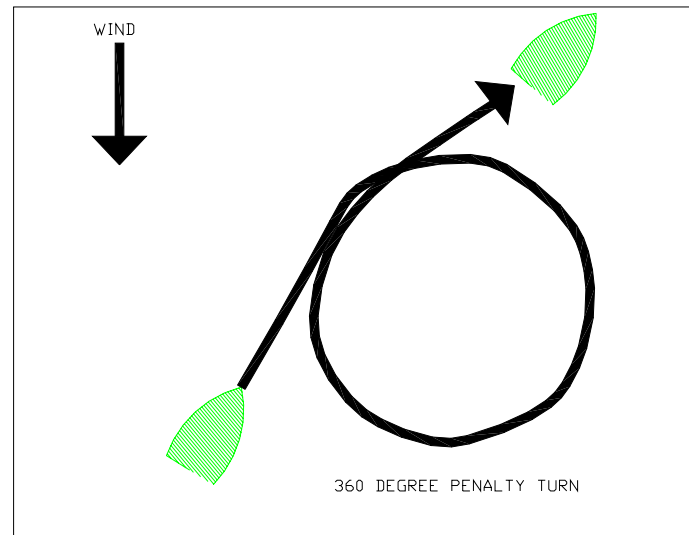
Avoid any contact between boats even if you are the right-of-way boat.

You can file a protest if the other boat made a mistake.

Penalties

:touching a mark

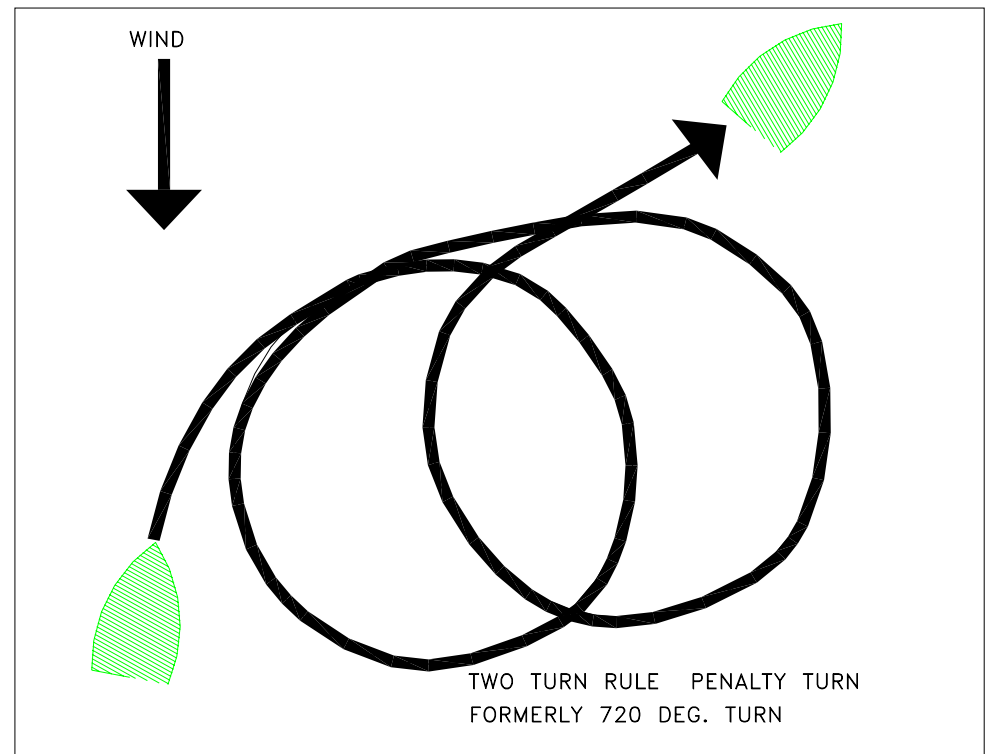
- If you touch a mark you can exonerate yourself by doing a ONE turn including a tack and a gybe (keep clear of other boats) {rule 31}
- If you touch a finish mark, return to the course side of the line before doing the penalty turn.




Penalties

:right of way penalties

- If you break any of the rules in part 2 of the rules (when boats meet) you must do a 2-turn penalty including 2 tacks and 2 gybes. {rule 44}
- Formerly called 720 deg. penalty
- You do not have to turn a complete 720 deg. but you must complete 2 tacks and 2 gybes in the same direction.



Protests

- If you feel another boat has broken a rule you may protest. You must inform the boat at the earliest possible time, and hail 'protest' and fly a red flag from your backstay. {rule 61} 
- Inform the Race Committee boat after the finish
- file your protest once ashore (usually within 1 hour but depends on the local sailing instructions)



Over the Line Early

- If you are over the line early you must return behind the start line to restart. {rule 29}
- (There are variations of this rule depending on the Yacht Club and what flag the Race Committee (RC) boat is flying. Check the local sailing instructions (SI's) of the race).

Summary

Basic Rules:

Boats on opposite tacks: **Starboard** tack has right-of-way. **Port** tack have to give-way. (rule 10)

Boats on same tack: Windward boat keep clear of leeward boat when overlapped. (rule 11)

Overtaking boat on same tack: Overtaking boat keep clear. (rule 12)

While tacking you must keep clear from head to wind until you are on a new course. (rule 13)

when two boats are tacking at the same time; the one on the others port side or the one clear astern must keep clear (rule 13)

Giving room at an obstruction; when boats overlapped outside boat give inside boat room, unless she has been unable to do so from when the overlap began (rule 19); {note: no barging in at the RC boat at start}

At an obstruction, give boat on same tack room to tack. (rule 20)

No contact allowed. Contact between boats must be avoided even if you have the right of way (rule 14)

When a right of way boat changes course she shall give the other boat room to keep clear (rule 16)

At mark rounding: {round marks so that you pass them on your port (left) side}. Within a 3 (three) boat length circle at mark, a boat that is overlapped inside (between you and the mark) must be given room to round the mark.(rule 18, 18.2); does not apply if both boats are on opposite tacks on a beat to windward or when one boat has to tack to round the mark(rule 18.1)

Note: **do not approach the windward mark on port tack within the 3 boat zone**, since you have no rights to room. (see rule 18.3).

Gybing: when gybing at a mark, an inside overlapped right-of-way boat must gybe at a mark and sail no farther from the mark than needed.(rule 18.4)

Refinement of Rules

Luffing up to head to wind is allowed before the start

After the start you may luff a windward boat until the overlap is broken, except as follows:

If you are clear astern and become overlapped within 2 boat lengths to leeward of a boat on the same tack, you cannot sail above your proper course while you remain overlapped.(rule 17)

Penalties

Touching a mark:

A vessel can absolve herself by doing one penalty turn including one gybe and one tack (keep clear of other boats during this manœuvre).(rule 31)

Right -of-way penalties:

If you break a right-of-way penalty, you can absolve yourself by doing a 2-turn penalty (turn in the same direction 2 tacks and 2 gybes). (rule 44)

Protest: If you think a boat has broken a rule, you must inform them as soon as possible and fly a red protest flag. (rule 61)

Summary



Basic Rules (continued):

Starting Signals

Warning: 5 minutes to start: Fleet identification flag up: 1 sound signal.

Preparatory: 4 minutes to start: 'P' flag up: 1 sound signal.

1 minute to start: 'P' flag down: 1 long sound signal.

start: fleet identification flag down: 1 sound signal. (rule 26)

The 5 minute sequence is repeated for required number of fleets starting.

(Note: times are taken from visual signals and not sound signals)

If you are over the start line early, you must return completely to the pre-start side of the line. (rule 29)

Definitions

Proper Course: Any course that you sail to finish as soon as possible (after the starting signal).

Finish: When any part of the boat or equipment (in its normal position) crosses the line.

Racing: A boat is racing from the Preparatory signal until she finishes.

three-Length Zone: The area around a mark etc. within a distance of three boat lengths (the length is that of the boat nearest the mark).

Leeward: Leeward is the side of your boat that is away from the wind; the other is your windward side. When sailing down wind, your leeward side is the side your boom is on.

Clear Astern: When your boat is completely behind an imaginary line projected abeam of (perpendicular to) the aftermost part of the other boat. (then the other boat is clear ahead).

Overlapped: Two boats are overlapped when neither boat is clear astern.

To Luff: Luffing a boat is the act of turning the boat towards the eye of the wind. In the case of a Leeward boat, luffing will force a boat to windward to do the same. (see limitations Rule 17).

Port Tack: the wind is over your port (left) side, (usually the boom is on starboard (right) side)

Starboard Tack: the wind is over your starboard side, (usually the boom is on port side)

Note: These are only a brief summary of the rules for introduction. The complete rules should be consulted as published by the CYA.

Yacht Racing Rules

2009-2012 important changes from 2005-2008



Summary:

Rule 17.2 deleted: sailing below proper course no longer restricted. Only sailing higher than proper course in certain circumstances (see rule 17)

Rule 18: mark rounding has been simplified, and there is now a **three(3) boat zone** at marks. The term 'Mark-room' is now applied. Rule 18 applies at the zone, and not specifically at mark rounding. If a boat sails outside the zone after being overlapped previously in the zone, she will lose rights under rule 18 as if she is approaching the zone the first time.

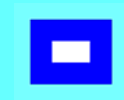
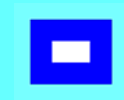
Rule 19: at obstructions if boats are overlapped, outside boats give inside boats room. This can also apply on the race course when passing between a windward(W) and leeward(L) boat on the same course. (W) is required to provide room provided rule 15 has been complied with. Obstructions no longer have zones.

Rule 51: sails cannot be moved as ballast

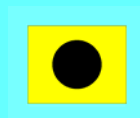
Rule 23.2: a boat can interfere with another boat (doing a penalty turn), as long as she is on a proper course

Starting Signals:

- Warning: Fleet identification flag up : 5 minutes to start
- Preparatory: 'P' flag up : 1 sound signal : 4 minutes to start
- 'P' flag down : 1 long sound signal : 1 minute to start
- Start: 'fleet' flag down : 1 sound signal : start
- the 5 minute sequence is repeated for the number of fleet starts needed by the race committee and the Club Sailing Instructions.
- *Note: Visual signals govern over sound signals.*



The preparatory flag can be replaced by the 'I' flag which means you have to return around the ends if you are over early in the final minute



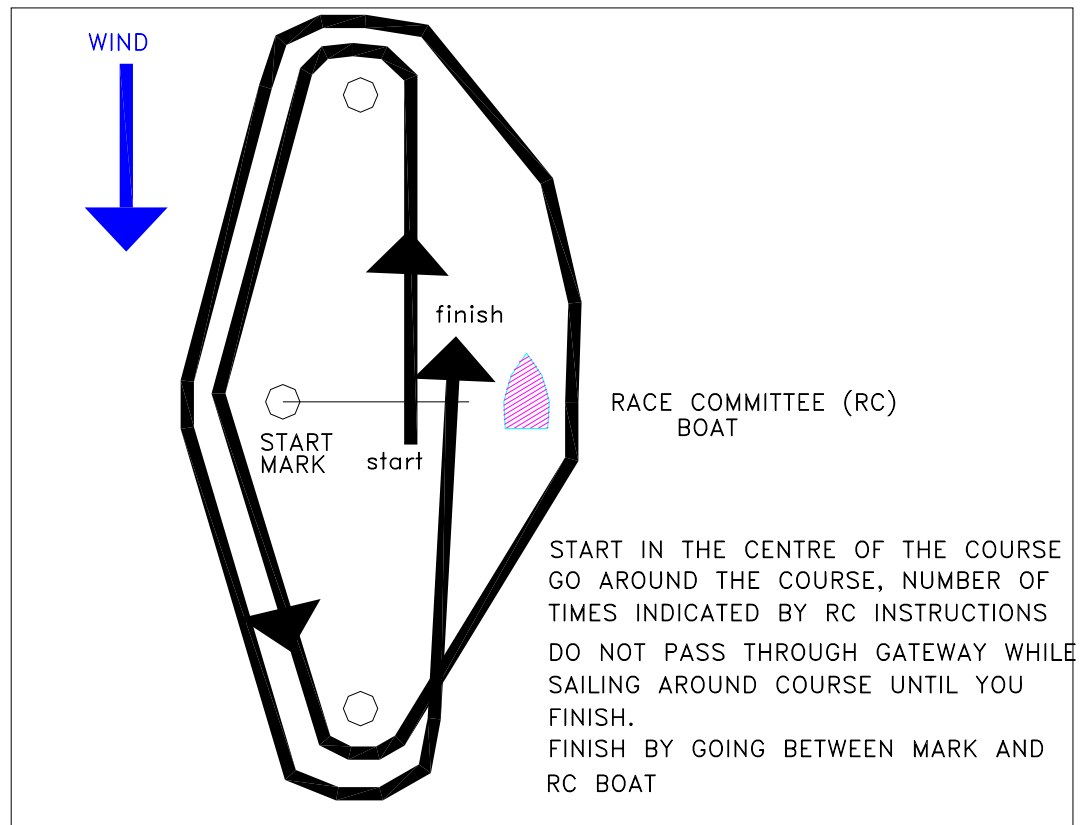
Or the 'black' flag, which means you are disqualified if over early in the final minute.



Course: windward/leeward with 'start/finish gateway'

(as used by FPYC on Wednesday night racing)

- Windward leeward course with 'start/finish gateway'
- Start **through** 'start/finish gateway'
- You **cannot** pass through 'start/finish gateway' until you finish, otherwise you will be disqualified
- You can go **around** either end of the 'start/finish gateway' during each leg of the upwind/downwind course
- Finish **through** 'start/finish gateway', from direction of **last** mark.



Yacht Racing Rules

2009-2012

Seminar (2009-5-8)

- Thank you for coming out.
- See you on the race course.
- and have fun!

