

DIVISION 2

MATCH RACE RACING RULES

Racing Rules of sailing 2017-2020 will apply unless the present text state otherwise.

1.TERMINOLOGY

1a.Finish

A boat finishes when any part of her hull crosses the finishing line in the direction of the course from the last Mark after completing any penalties. However, when penalties are cancelled after one or both boats have finished each shall be recorded as finished when she crossed the line.

1b.Mark-Room

Room for a boat to sail her proper course to round or pass the mark on the required side

1c.Proper Course

A boat taking a penalty or manoeuvring to take a penalty is not sailing a proper course

1d.Zone

The distance is changed to two hull length.

1e.Equivalent equipment

Competitors in each pair shall race with equivalent equipment. That means rings shall be of the same type (A,B,C) and sails of the same surface.

1f. Last point of certainty

The umpires will assume that the state of a boat, or her relationship to another boat, has not changed, until they are certain that is changed .

1g.” Flight” means two or more matches starting in the same starting sequence.

2.CHANGES TO THE RULES OF PARTS 1,2,3 AND 4

2a. Rule 16.2 is deleted

2b. Rule 17 is deleted

2c. Rule 18 is changed to:

18.1 When Rule 18 Applies

Rule 18 applies between boats when they are required to leave a mark on the same side and at least one of them is in the zone. However, it does not apply between a boat approaching a mark and one leaving it.

18.2 Giving Mark-Room

(a) When the first boat reaches the zone

1. If boats are overlapped, the outside boat at that moment shall thereafter give the inside boat mark-room.

2. If boats are not overlapped, the boat that has not reached the zone shall thereafter give mark-room

(b) If the boat entitled to mark-room leaves the zone the entitlement to mark-room ceases and rule 18.2 (a) is applied again if required based on relationship of the boats at the time rule 18.2(a) is re-applied.

(c) If a boat obtained an inside overlap and, from the time the overlap began, the outside boat is unable to give mark-room, she is not required to give it.

18.3 Tacking or Gybing

(a) If mark-room for a boat includes a change of tack, such tack or gybe shall be done no faster than a tack or gybe to sail her proper course

(b) When an inside overlapped right-of-way boat must change tack at a mark to sail her proper course, until she changes tack she shall no farther from the mark than needed to sail that course. Rule 18.3(b) does not apply at a gate mark or a finishing mark and a boat shall not be penalized for breaking this rule unless the course of another boat was affected by the breach of this rule.

2d. Rule 22.3 is deleted

2e. Touching marks

While racing neither the sailor nor any part of the board shall touch a starting mark before starting or a mark that begins bounds or ends the leg. In addition a board shall not touch the committee vessel. In case that any competitor touches a mark he will be notified for penalty by the umpires.

2f. Pumping

After preparatory signal pumping is prohibited. In case that a competitor will be notified for pumping once he shall execute a penalty. If the notification will be repeated the competitor will be disqualified and the race will be awarded to the opponent.

3. MATCH RACE PAIRS SELECTION PROCEDURE

3a. The Division 2 Match Race will present 4 pairs (8 Division 2 boards) which will be selected by a qualification windward- leeward regatta to be

held prior of the main race.

- 3b.** The pairs will be selected by the ranking in the qualification regatta i.e. 1st- 8th, 2nd- 7th, 3rd-6th, 4th-5th
- 3c.** From the four winners of the first round two pairs will be selected by draw in order to compete in the second round for 1st-4th places (1st group) and from the four losers of first round two pairs will be selected also by draw in order to compete in the second round for the 5th-8th places (second group)
- 3d.** The two winners of the first group in the second round will compete in the final race in order to determine first and second winner of the race. The two losers of the first group in the second round will compete in the small final race in order to determine 3rd and 4th place.
- 3e.** The two winners of the second group in the second round will compete in order to determine 5th and 6th places and the two losers of the second group in the second round will compete in order to determine 7th and 8th places.
- 3f.** Alternatively if 8 or less competitors are registered or the programmed duration of the race is more than one day the race committee can decide to carry out a robin round instead of the above mentioned method.

4. MATCH RACE STARTING PROCEDURE

- 4a.** Starting line for the Division 2 Match Race will be between green flag on race committee boat at the starboard end and a buoy at the port end.

- 4b.** Racing boards will enter to the start area (the “box”, defined as a H made by the starting line and the 2 above marks) not earlier than the preparatory signal (4 minutes signal) and not later than 2 minutes after preparatory signal as is shown in the addendum 2. Before 4 minutes signal sailors must stay away from H inside zone. A Board that has not crossed the starting line 2 minutes before start gets a penalty. The selection of the competitor who enters from each side (right-left) will be done by draw. The board entering the port end of starting line is given a blue bib that it must display on its back while the board entering the starboard end is assigned a Yellow bib, also being worn on the back

- 4c.** Times, flags and sound signals for the starting procedure will be as follows:
 - 10 minutes: Attention signal up (F flag)
 - 6 Minutes: Attention signal down no sound signal
 - 5 minutes: Warning signal, pennant flags will raise, one sound signal
 - Within a flight numeral pennant 1 means Match 1, pennant 2 means Match 2 etc.
 - 4 minutes: Preparatory signal (Class flag P) is raised. One sound signal
 - Competitors can enter in the starting area
 - 2 minutes: competitors must have crossed starting line, one sound signal

Blue or yellow flag or both will be displayed if one or both competitors fail to cross the starting line, penalties will be given by the umpires as soon as possible.

1 minute: flag P will drop down, one long sound signal Sailors cannot longer cross above starting line for dial up.

Start: pennant will drop down, one sound signal.

4d. If more than one match will be sailed (in a Flight), the starting signal for match shall be warning signal for the next match.

4e. If both of the competitors are starting premature the general recall flag will be raised with two sound signals and the starting procedure will be repeated.

4f. In the race signal AP the last sentence is changed to: The attention signal will be made 1 minute after removal unless at that time the race is postponed again or abandoned.

In the Race signal N the last sentence is changed to: The attention signal will be made 1 minute after removal unless at that time the race is postponed again or abandoned.

5. THE COURSE FOR THE DIVISION 2 MACH RACE

5a. The course will be in windward-leeward form as is shown in the addendum A

5b. The marks will be left on the right (starboard)

5c. The course may be sailed once or twice depending of race committee decision. In the case that will be sailed twice competitors shall turn from downwind to windward leg by passing the gate defined by marks R2 and L2 as illustrated in addendum A and letting either mark R2 to left or mark L2 to right.

6.FINISH LINE

6a. The finishing line will be green flag in the comity boat at the starboard end and a buoy at the port end

7.PENALTIES

7a. Competitor receiving a penalty by the umpires for breaking racing rules is obligated to execute a 360 turn, by gybing first when he is in upwind leg or

tacking first when he is in downwind leg, in any moment before finishing. However no part of a penalty may be taken inside the zone of a rounding mark.

- 7b. Competitor receiving notice for premature start, or being in front of starting line and his extensions the last minute before starting signal must return, cross below starting line and restart properly in order to avoid disqualification.
- 7c. Umpires will notify port end entered competitor for a penalty by raising blue flag and one long sound signal and starboard end entered competitor by raising yellow flag and one long sound signal. One short sound means "A penalty is now completed" and the blue or yellow flag will be dropped down. Short repeated sounds and blue or yellow flag remaining raised means the penalty is no longer taken by the competitor and the penalty remains.
- 7d. Umpires will notify port end entered competitor for a premature start by raising blue flag and a sound signal immediately after the start signal. The blue flag will remain raised until the competitor restarts properly or two minutes after start, whichever happens first.
- 7e. Umpires will notify starboard end entered competitor for a premature start by raising yellow flag and a sound signal immediately after the start signal. The yellow flag will remain raised until the competitor restarts properly or two minutes after start, whichever happens first.
- 7f. A red flag with or soon after a blue or yellow flag with one long sound means "The identified boat shall take a penalty as soon as reasonably possible, but not before starting."
- 7g. Black flag with a blue or yellow flag and long sound signal means the identified boat is disqualified and the match will be awarded to the opponent.
- 7h. If a boat has more than two outstanding penalties, the umpires shall signal her disqualification by raising black and blue flag for the port tack entered competitor and black and yellow for the starboard tack entered competitor. In that case the match is terminated and it is awarded to the opponent.
- 7i. There will be no request for redress or an appeal from a decision of umpires or decisions of protest judgement.
- 7j. If a boat has one or two outstanding penalties and the other boat in her match is penalized, one penalty for each boat shall be cancelled except that a red-flag penalty shall not cancel or be cancelled by another penalty.

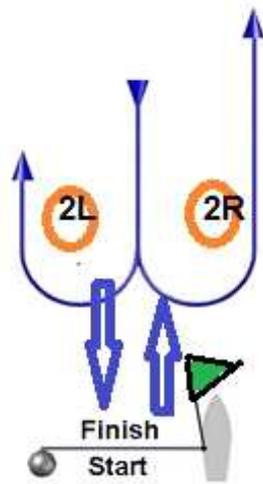
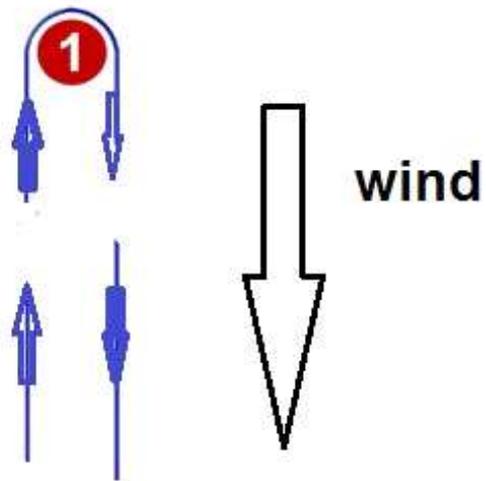
8. PROTESTS AND REQUEST FOR REDRESS BY BOATS

- 8a. A boat may not protest another boat under rule 31 or 42
- 8b. Competitor who has the intention to protest against another boat shall declare it verbally to the umpires the soon possible but no later than two minutes after finishing or retiring.
- 8c. Competitor who loses the judgment of protest made from another boat is

disqualified and the match is awarded to the opponent.

ADDENDUM A

ILLUSTRATING THE COURSE



start-1-2L/2R-1-finish

ADDENDUM B

STARTING PROCEDURE

