

# APPENDIX D

## TEAM RACING RULES

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*Team races shall be sailed under The Racing Rules of Sailing as changed by this appendix. If umpires will be used the sailing instructions shall so state.*

### **D1 CHANGES TO THE RACING RULES**

#### **D1.1 Changes to the Definitions and the Rules of Part 2**

- (a) In the definition *Zone* the distance is changed to two hull lengths.
- (b) The second sentence of rule 18.2(b) is changed to ‘If a boat is *clear ahead* when she reaches the *zone*, or she later becomes *clear ahead* when another boat passes head to wind, the boat *clear astern* at that moment shall thereafter give her *mark-room*.’
- (c) Rule 18.4 is deleted.
- (d) Add new rule 23.3: ‘A boat that has *finished* shall not act to interfere with a boat that has not *finished*.’
- (e) Add new rule 23.4: ‘When boats in different races meet, any change of course by either boat shall be consistent with complying with a *rule* or trying to win her own race.’

#### **D1.2 Other Additional Rules**

- (a) There shall be no penalty for breaking a rule of Part 2 when the incident is between boats on the same team and there is no contact.
- (b) Add to rule 41: ‘However, a boat may receive help from another boat on her team provided electronic communication is not used.’
- (c) A boat is not eligible for redress based on damage or injury caused by another boat on her team.
- (d) The first sentence of rule 45 is deleted.

## D2 PROTESTS AND PENALTIES

### D2.1 Protests and Exoneration

- (a) Rule 60.1(a) is changed to ‘protest another boat, but not for an alleged breach of a rule of Part 2 unless she was involved in the incident or the incident involved contact between members of the other team; or’.
- (b) The third sentence of rule 61.1(a) and all of rule 61.1(a)(2) are deleted.
- (c) A boat that, while *racing*, may have broken a rule of Part 2 (except rule 14 when she has caused damage or injury) or rule 42 may take a One-Turn Penalty under rule 44.2.
- (d) The sailing instructions may state that rule D2.4(b) applies to all *protests*.

### D2.2 Umpired Races

Races to be umpired shall be identified either in the sailing instructions or by the display of flag U no later than the warning signal.

- (a) When a boat protests under a rule of Part 2 or under rule 31, 42 or 44, she is not entitled to a hearing. Instead, when the protested boat fails either to acknowledge breaking a *rule* or to take the appropriate penalty, the protesting boat may request a decision by conspicuously displaying a yellow flag and hailing ‘Umpire’.
- (b) An umpire shall signal a decision as follows:
  - (1) A green and white flag or a green flag means ‘No penalty’.
  - (2) A red flag means ‘One or more boats are penalized.’ The umpire shall hail or signal to identify each boat to be penalized.
- (c) A boat penalized under rule D2.2(b)(2) shall take a Two-Turns Penalty under rule 44.2.
- (d) PENALTIES INITIATED BY UMPIRES  
An umpire may take action without a *protest* by another boat when
  - (1) a boat breaks rule 31 or 42, or a rule of Part 2 through contact with another boat on her team, and does not take a penalty;

- (2) a boat fails to comply with rule D2.2(c);
- (3) a boat commits a breach of sportsmanship;
- (4) a boat breaks rule 14 when damage or injury may have been caused; or
- (5) a boat or her team gains an advantage despite taking a penalty.

The umpire may impose a penalty of one or more turns, each including one tack and one gybe, signalled by displaying a red flag and hailing the boat accordingly, or report the incident to the protest committee, signalled by displaying a black flag, or both.

### **D2.3 Alternative Umpiring Rules**

*Each of these rules applies only if the sailing instructions so state.*

(a) SINGLE-FLAG PROTEST PROCEDURE

Rule D2.2(a) is replaced by

When a boat protests under a rule of Part 2 or under rule 31, 42 or 44, she is not entitled to a hearing. Instead, a boat involved in the incident may promptly acknowledge breaking a *rule* and take the appropriate penalty. If no boat takes a penalty, an umpire shall decide whether any boat has broken a *rule*, and shall signal the decision in compliance with rule D2.2(b).

(b) RACES WITH LIMITED UMPIRING

Rule D2.2 applies, except that when a boat complies with rule D2.2(a) and either there is no decision signalled or an umpire displays a yellow flag signalling he has insufficient facts to decide, the protesting boat is entitled to a hearing.

### **D2.4 Additional Protest and Redress Rules When Races Are Umpired**

- (a) Neither the race committee nor the protest committee shall protest a boat for breaking a rule listed in rule D2.2(a). However, upon receipt of a report from any source, the protest committee may protest a boat under rule 14 when damage or injury is alleged.
- (b) *Protests* and requests for redress need not be in writing. The protest committee may take evidence in any way it considers appropriate and may communicate its decision orally.

- (c) There shall be no request for redress or appeal by a boat arising from a decision, action or non-action by an umpire. The protest committee may decide to consider giving redress when it believes that an official boat, including an umpire boat, may have seriously interfered with a competing boat.

### D3 SCORING A RACE

- D3.1** (a) Each boat *finishing* a race, whether or not rule 28.1 has been complied with, shall be scored points equal to her finishing place. All other boats shall be scored points equal to the number of boats entitled to *race*.

- (b) In addition, a boat's points shall be increased as follows:

<i>Rule broken</i>	<i>Penalty points</i>
Rule 28.1 when as a result she or her team has gained an advantage	10
Any other <i>rule</i> broken while <i>racing</i> for which a penalty has not been taken	6

- (c) After a hearing the protest committee may penalize as follows:
- (1) When a boat has broken a *rule* and as a result her team has gained an advantage, it may increase that boat's points.
  - (2) When a boat has broken rule 1 or 2, rule 14 when she has caused damage or injury, or a *rule* when not *racing*, it may penalize the boat's team by half or more race wins, or it may impose no penalty.
- (d) The team with the lower total points wins the race. If the totals are equal, the team that did not have the first-place boat wins.

- D3.2** When all boats on one team have *finished*, retired or failed to *start*, the race committee may stop the race. The other team's boats *racing* at that time shall be scored the points they would have received had they *finished*.

### D4 SCORING A SERIES

- D4.1** When two or more teams are competing in a series, the winner shall be the team scoring the greatest number of race wins. The other teams shall be ranked in order of number of race wins.

- D4.2** When necessary, ties in a completed series shall be broken using, in order,
- (a) the number of races won when the tied teams met;
  - (b) the points scored when the tied teams met;
  - (c) if two teams remain tied, the last race between them;
  - (d) total points scored in all races against common opponents;
  - (e) a sail-off if possible, otherwise a game of chance.

If a tie is partially resolved by one of these, then the remaining tie shall be broken by starting again at rule D4.2(a).

- D4.3** If a series is not completed, teams shall be ranked according to the results from completed rounds, and ties shall be broken whenever possible using the results from races between the tied teams in the incomplete round. If no round has been completed, teams shall be ranked in order of their percentages of races won. Other ties shall be broken as provided in rule D4.2.

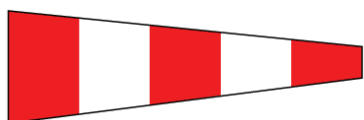
## **D5 BREAKDOWNS WHEN BOATS ARE SUPPLIED BY THE ORGANIZING AUTHORITY**

- D5.1** A supplied boat suffering a breakdown, and seeking redress as a result, shall display a red flag at the first reasonable opportunity and, if possible, continue *racing*. The race committee shall decide redress as provided in rules D5.2 and D5.3.
- D5.2** When the race committee decides that the boat's finishing position was made significantly worse, that the breakdown was through no fault of the crew, and that in the same circumstances a reasonably competent crew would not have been able to avoid the breakdown, it shall make as equitable a decision as possible. This may be to order the race to be resailed or, when the boat's finishing position was predictable, award her points for that position. Any doubt about a boat's position when she broke down shall be resolved against her.
- D5.3** A breakdown caused by defective supplied equipment or a breach of a *rule* by an opponent shall not normally be determined to be the fault of the crew, but one caused by careless handling, capsizing or a breach by a boat on the same team shall be. Any doubt about the fault of the crew shall be resolved in the boat's favour.

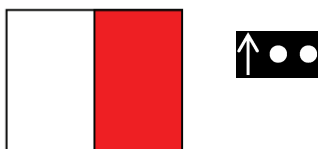
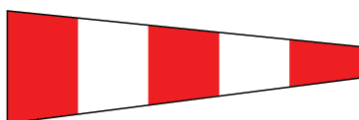
# RACE SIGNALS

The meanings of visual and sound signals are stated below. An arrow pointing up or down (↑↓) means that a visual signal is displayed or removed. A dot (•) means a sound; five short dashes (-----) mean repetitive sounds; a long dash (—) means a long sound. When a visual signal is displayed over a class flag, the signal applies only to that class.

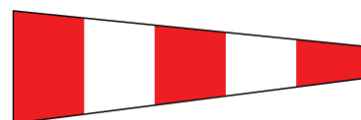
## Postponement Signals



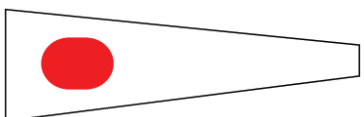
**AP** Races not started are *postponed*. The warning signal will be made 1 minute after removal unless at that time the race is *postponed* again or *abandoned*.



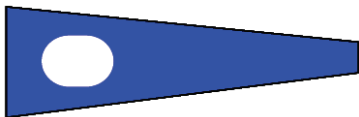
**AP over H** Races not started are *postponed*. Further signals ashore.



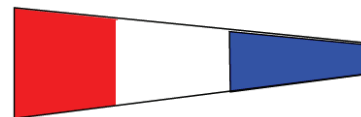
**AP over A** Races not started are *postponed*. No more racing today.



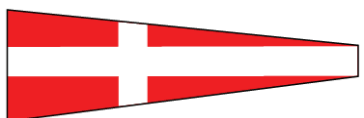
**Pennant 1** ↑ • • ↓ •



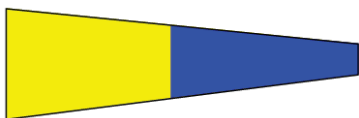
**Pennant 2** ↑ • • ↓ •



**Pennant 3** ↑ • • ↓ •



**Pennant 4** ↑ • • ↓ •



**Pennant 5** ↑ • • ↓ •



**Pennant 6** ↑ • • ↓ •

**AP over a numeral pennant 1–6** *Postponement* of 1–6 hours from the scheduled starting time.

## Abandonment Signals



**N** All races that have started are *abandoned*. Return to the starting area. The warning signal will be made 1 minute after removal unless at that time the race is *abandoned* again or *postponed*.



**N over H** All races are *abandoned*. Further signals ashore.

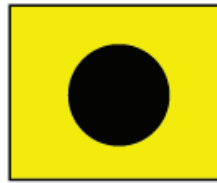


**N over A** All races are *abandoned*. No more racing today.

## Preparatory Signals



**P** Preparatory signal.



**I** Rule 30.1 is in effect.



**Z** Rule 30.2 is in effect.

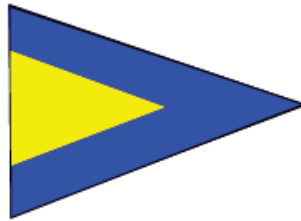


**Black flag.** Rule 30.3 is in effect.

## Recall Signals



**X** Individual recall.



**First Substitute** General recall. The warning signal will be made 1 minute after removal.

## Shortened Course

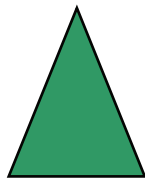


**S** The course has been shortened. Rule 32.2 is in effect.

## Changing the Next Leg



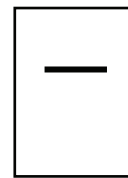
**C** The position of the next *mark* has been changed:



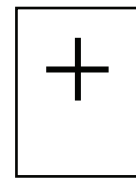
to starboard;



to port;



to decrease the length of the leg;

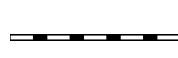


to increase the length of the leg.

## Other Signals



**L** Ashore: A notice to competitors has been posted.  
Afloat: Come within hail or follow this boat.



**M** The object displaying this signal replaces a missing *mark*.



**Y** Wear a personal flotation device.



(no sound)

**Blue flag** or shape. This race committee boat is in position at the finishing line.