



**BRITISH UNIVERSITIES & COLLEGES SPORT & THE BRITISH UNIVERSITIES
SAILING ASSOCIATION
TEAM RACING CHAMPIONSHIP FINALS 2016**

SAILING INSTRUCTIONS

1 RULES

- 1.1 Racing will be governed by the rules as defined in the *ISAF Racing Rules of Sailing 2013 - 2016* including Appendix D, Team Racing Rules.
- 1.2 The right of appeal is denied in accordance with rule 70.5(a).
- 1.3 The single flag protest procedure will be used in accordance with rule D2.2.
- 1.4 When boats are provided by the Organizing Authority, they shall be deemed to conform to their class rules.

2 ELIGIBILITY

- 2.1 To become eligible to race, a team shall enter as required in the Notice of Race and register on arrival at the event during the times specified by the Race Committee or otherwise with its permission.
- 2.2 After registration, no team member may be changed without the prior written permission of the Race Committee.

3 NOTICES TO COMPETITORS

Notices to competitors will be posted on the Official Notice Board located in the clubhouse for the event unless a different location is specified in Appendix 1 to these Sailing Instructions.

4 CHANGES TO SAILING INSTRUCTIONS

Changes to the Sailing Instructions will be signalled by Flag L from the shore signal position. Such changes will be posted on the Official Notice Board not less than 10 minutes before the warning signal of the first affected race.

5 SIGNALS MADE ASHORE

- 5.1 The shore signal position is the club flagpole unless a different location is specified in Appendix 1 to these Sailing Instructions.
- 5.2 When displayed ashore Flag AP with two sound signals (one sound signal when lowered) means “Races not started are postponed”. The warning signal of the next race will be made not less than ten minutes after Flag AP is lowered. This amends Race Signal AP.

6 EVENT FORMAT AND SCHEDULE OF RACES

- 6.1 The format of the event is described in Appendix 2 of these Sailing Instructions. The format may be modified during the event in a fair and practical way by the Race Committee taking into account the entries, weather conditions, time constraints and any other relevant factor.
- 6.2 The schedule of races will be displayed on the Official Notice Board. Any changes to the schedule will be displayed not less than 10 minutes before the start of the next affected race.
- 6.3 Every race will be assigned a race number in the schedule. Unless otherwise specified in Appendix 1 to these Sailing Instructions, the race number will be displayed on the Start Boat between the preparatory signal and the start signal for that race. When the race number is displayed in this way, it overrides all prior communications, schedules or instructions. The Race Committee may at any time remove a particular race from the schedule and run it at a later time.

7 THE COURSE AND TIME LIMIT

- 7.1 Unless otherwise specified in Appendix 1 to these Sailing Instructions:
- 7.1.1 the starting line will be between the mast of the Start Boat and a starting mark; and
 - 7.1.2 the finishing line will be between the mast of the Finish Boat and a finishing mark.
- 7.2 The course will be the standard team racing digital “N” course, with Marks 1 and 2 left to starboard and Marks 3 and 4 left to port.
- 7.3 Unless otherwise specified in Appendix 1 to these Sailing Instructions, the time limit for each race will be 30 minutes. Boats failing to finish within 10 minutes after the first boat finishes will be scored DNF. This amends rule 35.

8 THE START

- 8.1 Races will be started using the following signals. Times shall be taken from the start of each sound signal and any failure of a visual signal shall be disregarded. This amends rule 26.

<i>Signal</i>	<i>Minutes before starting signal</i>	<i>Sound</i>	<i>Alternative visual signals</i>	
Warning	3	1	Class flag or cone shape up	3 battens
Preparatory	2	1	Flag P or ball shape up	2 battens
One-minute	1	1	Flag P or ball shape down	1 batten
Start	0	1	Class flag or cone shape down	No battens

The visual signals to be used will be specified in the Appendix to these Sailing Instructions or on the Official Notice Board.

- 8.2 When a boat is subject to rule 29.1, flag X need not be displayed for more than 1 minute after the starting signal. This amends rule 29.1. The Race Committee may hail the sail numbers and/or the total number of premature starters.
- 8.3 A boat that fails to start within 2 minutes of her starting signal will be scored DNS without a hearing. However if a boat was OCS at her starting signal, she shall be scored in accordance with rule D3.1(b). This amends rules A4 and A5.
- 8.4 After a general recall, succeeding races may be delayed for the recalled race. Attention is drawn to SI 6.3.
- 8.5 Attention may be drawn to an imminent warning signal by a series of short sound signals. If flag AP has been flown, these signals may be used in place of the standard 1 minute interval. This amends Race Signal AP.

9 PROTESTS AND PENALTIES

- 9.1 Protests and requests for redress that have not been decided afloat shall be notified to the Race Office within 10 minutes after the relevant incident or, if the incident is afloat, within 10 minutes after coming ashore.
- 9.2 The Protest Committee may refuse to hear a protest or request for redress unless its outcome is relevant to progress, but not seeding, to the next stage of the event. This amends rule 63.1.
- 9.3 When rule D2 applies and the race umpires together with one other umpire (when available) decide that a boat has broken rule 14 and there is damage or injury, they may penalise her team by half a race win without a hearing. The boat will be informed as soon as practical and may request a hearing at the time of being so informed. Any penalty after a hearing will be in accordance with rule D3.1(d). This amends rule 63.1.
- 9.4 When the Protest Committee decides that a breach of a rule has had no significant effect on the outcome of a race, it may make any arrangement it decides is equitable, which may be to order a re-sail or to impose no penalty. This amends rule 64.1 and D3.1.

10 BOATS

- 10.1 For each race the Race Committee will allocate boats to the participating teams. Helms and crews may be required by the Race Committee to race in specific boats within a flight.
- 10.2 Spinnakers, trapezes and the gear specifically provided for the utilisation of these shall not be used.
- 10.3 Standing rigging shall not be altered nor any gear removed without the permission of the Race Committee.

BREAKDOWNS

- 10.4 When a supplied boat suffers a breakdown, rule D5 applies.
- 10.5 Competitors are responsible for inspecting their boats before racing. Competitors shall report any defects, damage or breakdown to the Race Committee at the first reasonable opportunity.
- 10.6 When to continue racing after damage or a breakdown risks further damage to the boat, the boat shall retire immediately.
- 10.7 The Race Committee may postpone a resail indefinitely and score each team half a race win unless the result is relevant to progress, but not seeding, to the next stage of the event.
- 10.8 Race Committee decisions on breakdown requests are final and shall not be grounds for redress (amending rule 62.1).

CONTINUITY

- 10.9 Before starting and after finishing or retiring, boats shall sail to minimise any delay to the race schedule and without interfering with any race in progress.
- 10.10 A boat shall remain the responsibility of the team until handed over to the Race Committee or the next team to use that boat. Boats shall be handed over as empty of water as practical and in racing trim.

11 RISK STATEMENT

- 11.1 Rule 4 states: "*The responsibility for a boat's decision to participate in a race or to continue racing is hers alone.*" Nothing in the Notice of Race or these Sailing Instructions changes this fundamental principle.
- 11.2 Sailing is by its nature an unpredictable sport and therefore inherently involves an element of risk. By taking part in the event, each competitor agrees and acknowledges that:
 - 11.2.1 they are aware of the inherent element of risk involved in the sport and accept responsibility for the exposure of themselves, their crew and their boat to such inherent risk whilst taking part in the event;

- 11.2.2 they are responsible for the safety of themselves, their crew, their boat and their property whether afloat or ashore;
- 11.2.3 they accept responsibility for any injury, damage or loss to the extent caused by their actions or omissions;
- 11.2.4 their boat is in good order, equipped to sail in the event and they are fit to participate;
- 11.2.5 the provision of a race management team, patrol boats, umpire boats and other officials and volunteers by the Organising Authority and Host Club does not relieve them of their own responsibilities; and
- 11.2.6 the provision of patrol boat and umpire boat cover is limited to such assistance, particularly in extreme weather conditions, as can practically be provided in the circumstances.

APPENDIX 1: RULES

Section 1: *Additional Rules*

1.1	Races will be umpired. Rule D2 applies.	YES
1.2	Races with Limited Umpiring applies as per rule D2.6.	NO
1.3	Rule D1.1(d) (arms signals for 'room to tack') does <u>not</u> apply	YES
1.4	A boat capsized at or after her starting signal, so that her masthead is in the water, shall retire immediately.	YES
1.5	A boat capsized at or after her starting signal, so that both her gunwales are touching the water or her mast is stuck in the bottom of the lake or sea, shall retire immediately.	N/A
1.6	Provided the flag remains on the buoy there shall be no penalty when a boat touches any part of a flag that does not surround the staff of a mark. This amends rule 44.1.	YES
1.7	Wetsuits/drysuits must be worn unless otherwise decided by the Race Committee each day.	YES
1.8	Personal flotation devices must be worn at all times while afloat. This changes rule 40.	YES

Section 2: *Alterations to Sailing Instructions*

The starting system visual signals will be battens or flags and will be used in accordance with SI 8.1

APPENDIX 2: EVENT FORMAT

- 1 The intended format of the event is Swiss League and knockout stages. Rule D4 is amended by these Sailing Instructions.
- 2 On Monday 28 March, the Race Officer and one of the BUSA Technical Delegates will conduct a random draw for the order teams will be entered into the first round. A notice will then be posted to inform teams of the allocation.

Swiss League round robin

- 3 The round robin will be a computer-generated Swiss League. The random draw will determine the first round.
- 4 The second round will use the order of the original draw, the first winner against the second winner and so on, except the first loser will sail the last loser or the last winner.
- 5 Rounds will then be scheduled at the conclusion of a round for the next round but one by ordering the teams, using the tie-breakers below, and then matching them as far as possible in order of their places (the first team will sail the second team and so on), except that teams will not be matched if they have met within eight rounds of the round being scheduled.
- 6 If the final round in the round robin cannot be completed, its results will be ignored.
- 7 Races that cannot be sailed in order, or for which results are not entered or complete, will be ignored for scheduling purposes. Subsequently corrected or altered results will not affect a published schedule.
- 8 A drop-out is a team unlikely, in the opinion of the Race Committee, to take any further part in the event. The decision to designate a team as a drop-out will be posted, after which its races will continue to be scheduled but will not be sailed and opponents will be scored a win. Drop-outs will be scheduled from the first unscheduled round after dropping out, first against each other and then, where possible, against the lowest-placed team it has not met. Drop-out teams may re-join the event at the discretion of the Race Committee whose decision will be final and shall not be grounds for redress (amending rule 62.1).
- 9 Any other missing team is a no-show and the opposing team will be given a walk-over result after at least one of its boats has started and sailed for two minutes.
- 10 Resails will be sailed between two rounds. They will be sailed without breaks between the preceding and the succeeding races. The race committee will allocate the resails within a slot and they will not necessarily be in the same boats as the original race. Resails will be sailed at the end of the next available round.
- 11 Half-win penalties will be applied after the end of the round robin and before tie-breaks are applied. Teams carrying half-win penalties will be displayed on the league tables with an asterisk next to their numbers of wins.

Tie-breaking

12 Rule D4.4 is deleted and replaced with:

“Ties will be broken, in order of precedence, in favour of the team(s) that has:

- 1. if the tie is between two teams only, won the last race between them.*
- 2. sailed more races against teams that have a higher place.*
- 3. sailed fewer races against teams that have a lower place.*
- 4. the lowest sum of the places of the teams the tied teams have beaten.*
- 5. the lowest sum of the places of the teams to which the tied teams have lost.*
- 6. beaten the highest-placed team the tied teams have individually beaten.*
- 7. not been beaten by the lowest-placed team to which the tied teams have individually lost.*

Step 1 will be applied whenever a step leaves a tie between two teams. Steps 2 to 7 will be repeated until no more ties can be broken when remaining ties will be broken:

- 8. by the draw for the first round; ties in odd-numbered rounds will use the draw, ties in even-numbered rounds will use the draw inverted.”*

Termination of round robin

13 A new round in the round robin will not be started after 12.45hrs on Thursday 31 March and a new round robin race will not be started after 13.45hrs. The best-placed teams will qualify for the knock out stages as set out below.

Knock out stages

14 Quarter finals will be 1 v 8 (A), 2 v 7 (B), 3 v 6 (C) and 4 v 5 (D). The semi-finals will be A v D and B v C. The winner of a quarter- or semi-final will be the first team to score two race wins.

15 The winner of the final will be the first team to score three race wins. The team placed highest in the Swiss league will draw for boat colour within the flight. Teams will not swap boats.

16 The knock out stages will be sailed in the flights of boats determined by the Race Committee.