

the Maui Race Series

Racing Rules



GENERAL PRINCIPLES

1. SPORTSMANSHIP AND SAFETY

Racers will conduct themselves to ensure the safety of other racers. They will do nothing to endanger other racers, and will sacrifice their rights under these rules to avoid dangerous situations. This principle takes precedence over all racing rules.

2. SLALOM ARENA

These rules are not to be utilized by a racer for the purpose of moving another racer from the Slalom Arena, which is the area bounded by the start boat, the buoys, and the finish line. Sailors must follow a Proper Course which will allow them to finish the race as soon as possible.

3. MISHAPS

When there is accidental or incidental contact or interference which does not significantly hamper a racer's progress, racing should continue without assigning blame.

RULES

1. SAILING ON REACHES

a. **CLEAR AHEAD/ASTERN** – A **Clear Astern** board must **Keep Clear** of a **Clear Ahead** board.

b. **OVERLAPPED** – In general, when boards become **Overlapped**, the windward board must **Keep Clear** of the leeward board.

1. **LUFFING UP** – The leeward board may luff up a board **Overtaking** to the windward until the bow of the windward board passes the bow of the leeward board.

c. **OPPOSITE TACKS** – When boards approach on opposite tacks, the starboard tack board is entitled to hold its course. The port tack board must **Keep Clear**. (A board not racing must **Keep Clear** of a board racing.)

2. JIBING AT THE MARKS

The positions of the boards as **Overtaking/Overlapped** or **Clear Ahead** are determined at the start of the jibe, and apply throughout the jibe.

a. **CLEAR AHEAD/ASTERN** – In general, a board which is **Clear Astern** at the **Start** of the **Jibe** must **Keep Clear** of the **Clear Ahead** board throughout the jibe.

1. If a **Clear Astern** board attempts to overtake on the outside, it must **Keep Clear** of the inside board.

2. If a **Clear Astern** board attempts to overtake on the inside, the **Clear Ahead** board is not required to **Keep Clear**.

b. **OVERLAPPED/OVERTAKING** – In general, when boards are **Overlapped** at the start of the jibe, the inside board is entitled to **Room** to jibe.

1. The inside board must give the outside board **Room** to maintain a **Proper Course** in rounding the mark.

2. If an outside board passes astern of the inside board and attempts to overtake on the inside, it must **Keep Clear** of the board being overtaken.

DEFINITIONS

1. BOARD POSITION

There are two imaginary lines perpendicular to the centerline of the board, one at the bow and one at the stern. These lines determine the position of the board relative to other boards, as follows:

a. **CLEAR AHEAD/CLEAR ASTERN** - When the (line at the) stern of the forward board is ahead of the (line at the) bow of the trailing board, it is **Clear Ahead**. When the bow of the trailing board is behind the stern of the forward board, it is **Clear Astern**.

b. **OVERTAKING/OVERLAPPED** - When the bow of the trailing board passes the stern of the leading board, it is **Overtaking**. The boards are then **Overlapped**.

2. KEEP CLEAR

One board **Keeps Clear** of another if the other can sail its course without taking action to avoid contact.

3. ROOM

Room is the space a board needs to maneuver properly.

4. START OF THE JIBE

A jibe starts when a sailor's back foot comes out of the strap.

START FLAG SEQUENCE



UP at 2 minutes to start
DOWN at 1 minute to start



UP at 1 minute to start
DOWN at 30 seconds to start



UP at start



RAISED BLACK FLAG Racers over early will be disqualified and unable to clear
DISQUALIFICATION
Racer flagged disqualified from current heat

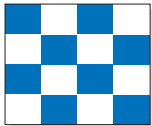
3. OTHER RULES

- a. BOARDS NOT RACING** – A board not racing must Keep Clear of boards which are racing.
- b. OVER EARLY** – An over-early board must Keep Clear of boards on course and racing.
- c. DIP STARTS** – Dip Starts (a board crosses the start line from the race course side, jibes, and re-enters the race course) are not allowed, except for an over-early board which can do so without interfering with other boards racing.
- d. CAPSIZED BOARDS** – Boards under way must attempt to Keep Clear of capsized and water starting boards. There is no violation for failure to Keep Clear of a board which capsizes immediately in front of another board. Interference because of capsizing is not a violation.
- e. ACTIVATION OF THE RULES** – The technical rules go into effect at the 2-minute flag. The Sportsmanship and Safety rule goes into effect when boards leave the beach.
- f. HAILING** – When a board is about to start a maneuver that may impact another board, the sailor must call out ("jibing", "overlapped", etc.) to alert the other sailor.



POSTPONE

Next heat starts 1 minute after flag drops



ABANDON Heat voided

ABANDON DOWN

1 minute to yellow flag restart



RECALL (Individual only)

Racers flagged were over early, must re-start

