



Windsurfing Fleet Racing Rules 2021-2024

Racing Rules of Sailing
Appendix B



Windsurfing Fleet Racing Rules

Is is really different from 'standard' rules?

Most of the rules are the same as 'standard' rules, except some, which are stated in RRS Appendix B – Windsurfing Fleet Racing Rules;



sport / nature / technology



sport / nature / technology



RRS Windsurfing Fleet Racing Edition

[https://www.sailing.org/tools/documents/RRS20212024WindsurfEdition1Jan2021-\[27128\].pdf](https://www.sailing.org/tools/documents/RRS20212024WindsurfEdition1Jan2021-[27128].pdf)



Windsurfing Fleet Racing Rules

Changes to definitions

The definition Mark-Room is deleted and replaces by;

Mark-Room

Mark-Room for a board is room to sail her proper course to round or pass the mark.



Windsurfing Fleet Racing Rules

Changes to definitions

This part of definition Mark-Room is not changed!

Mark-Room

However, *mark-room* for a board **does not include room to tack** unless she is overlapped inside and to windward of the board required to give *mark-room* and she would be fetching the *mark* after her tack.



Windsurfing Fleet Racing Rules

Changes to definitions

- *The definition Tack, Starboard or Port is deleted and replaces by;*

Tack, Starboard or Port

A board is on the *tack, starboard or port*, corresponding to the competitor's hand that would be nearer the mast if the competitor were in normal sailing position with both hands on the wishbone and arms not crossed.

A board is;

- * on *starboard tack* when the competitor's right hand would be nearer the mast and;
- * on the *port tack* when the competitor's left hand would be nearer the mast.



Windsurfing Fleet Racing Rules

Changes to definitions

Zone

The definition ZONE is deleted.



Windsurfing Fleet Racing Rules

Add new definitions

- Add new definition *Rounding or Passing* as follows;

Rounding or Passing

A board is *rounding or passing a mark* from the time her *proper course* is to begin to manoeuvre to round or pass it, until the *mark* has been rounded or passed.



Windsurfing Fleet Racing Rules

Changes to definitions

- *Add new definition Capsized as follows;*

Capsized

A board is capsized, when she is not under control because;

- * her sail or
- * the competitor

is in the water.



Windsurfing Fleet Racing Rules

B1 Changes to the rules of Part 1

No changes.



Windsurfing Fleet Racing Rules

B2 Changes to the rules of Part 2

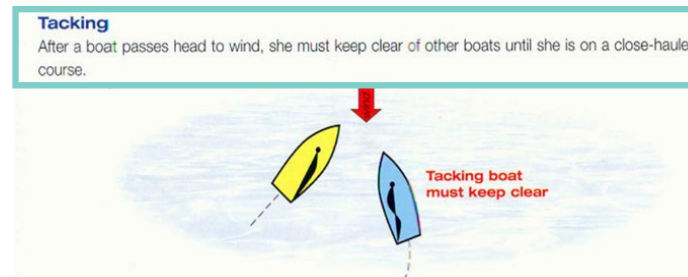
RRS B13 While Tacking

Rule 13 changed as follows:

After a board passes head to wind, she shall keep clear of other boards until her sail has filled.

During that time rules 10, 11 and 12 do not apply. If two boards are subject to this rule at the same time;

- * the one on the others port side or
- * the one astern shall keep clear.



Windsurfing Fleet Racing Rules

B2 Changes to the rules of Part 2

RRS B17 On the Same Tack Before a Reaching Start

Rule 17 changed as follows

When, at the warning signal, the course to the first *mark* is approximately 90 degrees from the true wind, a board *overlapped* to *leeward* of another board on the same *tack* during the last 30 seconds before her starting signal shall not sail above the shortest course to the first *mark* while they remain *overlapped* if as a result the other board would need to take action to avoid contact, unless in doing so she promptly sails astern of the other board.



Windsurfing Fleet Racing Rules

B2 Changes to the rules of Part 2

RRS B18 Mark-Room

Rule 18 is changed as follows

The first sentence of rule 18.1 is changed to;

Rule 18 applies between boards when they are required to leave a mark on the same side and at least one of them is rounding or passing it.



Windsurfing Fleet Racing Rules

B2 Changes to the rules of Part 2

RRS B18 Mark-Room

Rule 18.2(b) is changed as follows

- b) If boards are *overlapped* when the first of them is *rounding or passing* the *mark*, the outside board at that moment shall thereafter give inside board *mark-room*.

If a board is clear ahead when she is rounding or passing the mark, the board clear astern at that moment shall thereafter give her mark-room.



Windsurfing Fleet Racing Rules

B2 Changes to the rules of Part 2

RRS B18 Mark-Room

Rule 18.2(c) is changed as follows

- c) When a board is required to give *mark-room* by rule B18.2(b), she shall continue to do so even if later an *overlap* is broken or a new *overlap* begins.



Windsurfing Fleet Racing Rules

B2 Changes to the rules of Part 2

RRS B18 Mark-Room

Rule 18.2(d) is changed as follows

- d) Rules 18.2(b) and (c) cease to apply if the board entitled to *mark-room* passes head to wind.

... leaving Zone is deleted!



Windsurfing Fleet Racing Rules

Part 2 Rules deleted

Rule 18.3 (Tacking in the Zone) is deleted.



Windsurfing Fleet Racing Rules

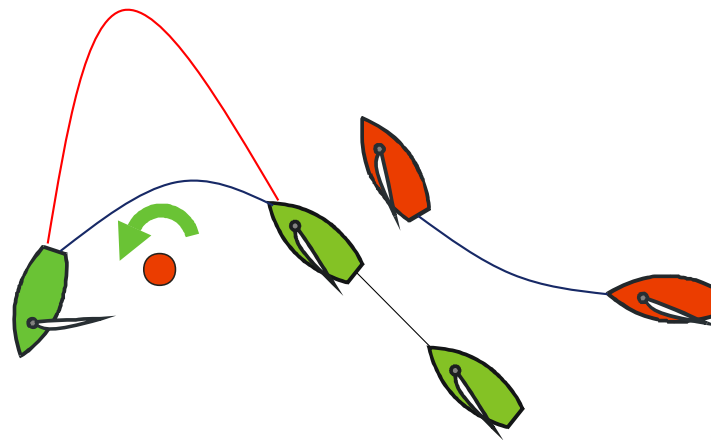
B2 Changes to the rules of Part 2

RRS B18.4 Gybing and Bearing Away

Rule 18.4 is changed as follows

When an inside *overlapped* right-of-way board must gybe or bear away at the mark to sail her *proper course*, until she gybes or bears away she shall sail no farther from the mark than needed to sail that course.

Rule 18.4 does not apply at a gate mark.



Windsurfing Fleet Racing Rules

B2 Changes to the rules of Part 2

RRS B22 Capsized; Aground; Rescuing

Rule 22 is changed to

- 22.1 If possible, a board shall avoid a board that is *capsized* or has not regained control after *capsizing*, is aground, or is trying to help a person or vessel in danger.
- 22.2 If possible, a board that is *capsized* or aground shall not interfere with another board.



Windsurfing Fleet Racing Rules

B2 Changes to the rules of Part 2

RRS B23 Interfering with Another Board; Sail Out of Water

Add new Rule B23.3:

23.3 In the last minute before her starting signal;

- * a board shall have her sail out of the water and
- * in a normal position,
- * except when accidentally capsized.



Windsurfing Fleet Racing Rules

B3 Changes to the rules of Part 3

RRS B26 Starting Races

Rule 26 is changed to:





B26.1 System 1 (for **Upwind Starts**)

Races shall be started by using the following signals.

Times shall be taken from the visual

signals; the absence of a sound signal shall be disregarded.

The warning signal for each succeeding class shall be made with or after the starting signal of the preceding class

Minutes before starting signal	Visual signal	Sound signal	Means
5*	Class flag	One	Warning signal
4	P  , I  , U  , or Black flag 	One	Preparatory signal
1	Preparatory flag removed	One long	One minute
0	Class flag removed	One	Starting signal

Windsurfing Fleet Racing Rules

B3 Changes to the rules of Part 3




RRS B26 Starting Races

Rule 26 is changed to:

B26.2 System 2 (for **Reaching Starts**)

Races shall be started by using the following signals.

Times shall be taken from the visual signals; the absence of a sound signal shall be disregarded.

Minutes before starting signal	Visual signal	Sound signal	Means
3	Class flag or heat number	One	Attention signal
2	Red flag, attention signal removed	 One	Warning signal
1	Yellow flag, Red flag removed	 One	Preparatory signal
1/2	Yellow flag removed		30 seconds
0	Green flag	 One	Starting signal

Windsurfing Fleet Racing Rules

B3 Changes to the rules of Part 3

RRS B26 Starting Races

Rule 26 is changed to:

B3.26.3 System 3 (for **Beach Starts**)

- a) When the starting line is on the beach, or so close to the beach that the competitor must stand in the water to *start*, the start is a beach start.
- b) The starting stations shall be numbered so that station 1 is the most windward one. Unless the

sailing instructions specify some other system, a board's starting station shall be determined

- 1) by ranking (the highest ranked board on station 1, the next highest on station 2, and so on), or
- 2) by draw.

Windsurfing Fleet Racing Rules

B3 Changes to the rules of Part 3

RRS B26 Starting Races

Rule 26 is changed to:

B3.26.3 System 3 (for **Beach Starts**)

- c) After boards have been called to take their positions, the race committee shall make the preparatory signal by displaying a red flag with one sound. The starting signal shall be made, at any time after the preparatory signal, by removing the red flag with one sound.
- d) After the starting signal each board shall take the shortest route from her starting station to the water and then to her sailing position without interfering with other boards. Part 2 rules will apply when both of the competitor's feet are on the board.

Windsurfing Fleet Racing Rules

Part 3 Rules deleted

Rule 30.2 (Z Flag Rule) is deleted.



Windsurfing Fleet Racing Rules

B3 Changes to the rules of Part 3

RRS B31 Touching a Mark

Rule 31 is changed as follows

A board may touch a mark but shall not hold on to it.



Windsurfing Fleet Racing Rules

B4 Changes to the rules of Part 4

RRS B42 Propulsion

Rule 42 is changed as follows;

A board shall be propelled only;

- * by the action of the wind on the sail, and
- * by the action of the water on the hull.

However, pumping and fanning the sail is permitted.

The board shall not be propelled by paddling, swimming or walking.



Windsurfing Fleet Racing Rules

B4 Changes to the rules of Part 4

RRS B44 Penalties at the Time of an Incident

Rule 44 is changed to:

B44.1 Taking a Penalty

A board may take a 360°-Turn Penalty when she may have broken one of more rules of Part 2 in an incident while *racing*. The sailing instructions may specify the use of some other penalty. However, if the board caused injury or serious damage or, despite taking a penalty, gained a significant advantage in the race or series by her breach, her penalty shall be to retire.

B44.2 360°-Turn Penalty

After getting well clear of other boards as soon after the incident as possible, a board takes a 360-Turn Penalty by promptly making a 360° turn with no requirement for a tack or a gybe. When a board takes the penalty at or near the finishing line, her hull shall be completely on the course side of the line before she *finishes*.

Windsurfing Fleet Racing Rules

Part 4 Rules deleted

Rules 45, 48.2, 49, 50.1(c), 50.2, 51, 52, 54, 55 and 56.1 are deleted.



Windsurfing Fleet Racing Rules

B5 Changes to the rules of Part 5

RRS B60 Right to Protest; Right to Request Redress or Rule 69 Action

Rule 60.1(a) is changed by deleting “OR SAW”

Rule 60.1(a) becomes (without “saw”);

Rule 60.1(a) A board may protest another board, but not for alleged breach of a rule of Part 2 or rule 31 unless she was involved in the incident.

Which means;

She may protest another board, if she was involved in the incident for a breach of a rule of Part 2 or rule 31.

Windsurfing Fleet Racing Rules

B5 Changes to the rules of Part 5

RRS B61 Protest Requirements

The rule 61.1(a) is changed to:

The protesting board shall inform the other board at the first reasonable opportunity.

When her protest will concern an incident in the racing area, she shall hail “Protest” at the first reasonable opportunity.

She shall also inform the race committee of her intention to protest as soon as practicable after she *finishes* or retires. However.

- (1) ...
- (2) no red flag need be displayed
- (3) ...
- (4) ...

Windsurfing Fleet Racing Rules

B5 Changes to the rules of Part 5

RRS B61.2 Protest Contents

Add to rule 61.2:

This rule does not apply to a race in an elimination series that will qualify a board to compete in a later stage of an event.

Windsurfing Fleet Racing Rules

B5 Changes to the rules of Part 5

RRS B62 Redress

Rule 62.1(b) is changed to:

- b) injury, physical damage or capsize because of the action of
 - 1) a board that broke a rule of Part 2 and took the appropriate penalty or was penalized, or
 - 2) a vessel not racing that was required to keep clear.



Windsurfing Fleet Racing Rules

B5 Changes to the rules of Part 5

RRS B63 Hearings

Add to Rule 63.6:

However, for an elimination series race that will qualify a board to compete in a later stage of an event, protests and requests for redress need not be in writing;

They shall be made orally to a member of protest committee as soon as reasonably possible following the race.

The protest committee may take evidence in any way it considers appropriate and may communicate its decision orally.

Windsurfing Fleet Racing Rules

B5 Changes to the rules of Part 5

RRS B64 Decisions

Rule 64.4(b) is changed to:

- (b) When the protest committee is in doubt about a matter concerning the measurement of a board, the meaning of a class rule, or damage to a board, it shall refer its questions, together with the relevant facts, to an authority responsible for interpreting the rule. In making its decision, the committee shall be bound by the reply of the authority.

Windsurfing Fleet Racing Rules

B5 Changes to the rules of Part 5

RRS B65 Informing the Parties and Others

Add to Rule 65.2:

This rule does not apply to a race in an elimination series that will qualify a board to compete in a later stage of an event

Windsurfing Fleet Racing Rules

B5 Changes to the rules of Part 5

RRS B70 Appeals and Requests to a National Authority

Rules 70.5 and 70.5(a) are changed to:

There shall be no appeal from the decisions of an international jury constituted in compliance with Appendix N, and no appeal from the decision of the protest committee for a race in an elimination series that will qualify a board to compete in a later stage of an event.

Furthermore, if a Notice of Race or

Sailing Instructions so state, the right of appeal may be denied provided that

- (a) It is essential to determine promptly the result of a race that will qualify a board to compete in a subsequent event (a National Authority may prescribe that its permission is required for such a procedure);

Windsurfing Fleet Racing Rules

B6 Changes to the rules of Part 6

RRS B78 Compliance with Class rules; Certificates

Add to rule 78.1:

When so prescribed by World Sailing, a numbered and dated device on a board and her centreboard, fin and rig shall serve as her measurement certificate.

Windsurfing Fleet Racing Rules

B7 Changes to the rules of Part 7

RRS B90 Race Committee; Sailing Instructions; Scoring

The last sentence of rule 90.2(c) is changed to:

Oral instructions may be given only if the procedure is stated in the sailing instructions.

Windsurfing Fleet Racing Rules

B8 Changes to Appendix A

RRS B8 A1 Number of Races; Overall Scores

Rule A1 is changed to:

The number of races scheduled and the number required to be completed to constitute a series shall be stated in the Notice of Race or Sailing Instructions.

If an event includes more than one discipline or format, the Notice of Race or Sailing Instructions shall state how the overall scores are to be calculated.

Windsurfing Fleet Racing Rules

B8 Changes to Appendix A

RRS B8 A2.1 Series Scores

Rule A2.1 is changed to:

Each board's series score shall, subject to rule 90.3(b), be the total of her race scores excluding her

- a) worst score when from 5 to 11 races have been completed, or
- b) two worst scores when 12 or more races have been completed.

However, the Notice of Race or Sailing Instructions may make a

different arrangement. A race is completed if scored; see rule 90.3(a.)

If a board has two or more equal worst scores, the score(s) for the race(s) sailed earliest in the series shall be excluded.

The board with the lowest series score wins and others shall be ranked accordingly.

Windsurfing Fleet Racing Rules

B8 Changes to Appendix A

RRS B8 A8 Series Ties

Rule A8 is changed to:

A8.1 If there is a series-score tie between two or more boards, each board's excluded race scores shall be listed in order of best to worst, and at the first point(s) where there is a difference the tie shall be broken in favor of the board(s) with the best excluded race score(s).

A8.2 If a tie remains between two or more boards, each board's race scores, including excluded scores, shall be listed in order of best to worst, and at the first point(s) where there is a difference the tie shall be broken in favour of the board(s) with the best score(s). These scores shall be used even if some of them are excluded scores.

Windsurfing Fleet Racing Rules

B8 Changes to Appendix A

RRS B8 A8 Series Ties

Rule A8 is changed to:

A8.3 If a tie still remains between two or more boards, they shall be ranked in order of their scores in the last race.

Any remaining ties shall be broken by using the tied boards' scores in the next-to-last race and so on until all ties are broken.

These scores shall be used even if some of them are excluded scores.

Any questions?



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