

# TEAMLEAGUE 2009

## SAILING INSTRUCTIONS (S.I.)

The following Rules and Definitions originate from "ISAF - The Racing Rules of Sailing for 2005-2009", with necessary adjustments and changes to comply with virtual event named TL2009.

TEAMLEAGUE 2009 Sailing Instructions (TL S.I.) are consist of definitions, rules, electronic forms to submit races results, protests and protests defences, and changes that Race Committee will consider proper to implement in any future.

### DEFINITIONS

A term used as stated below is shown in *italic type* or, in preambles, in ***bold italic type***.

#### ***Abandon***

A race that a race committee or protest committee *abandons* is void but may be resailed.

#### ***Clear Astern and Clear Ahead; Overlap***

One boat is *clear astern* of another when her hull and equipment in normal position are behind a line abeam from the aftermost point of the other boat's hull and equipment in normal position. The other boat is *clear ahead*. They *overlap* when neither is *clear astern*. However, they also *overlap* when a boat between them *overlaps* both. These terms do not apply to boats on opposite *tacks* unless rule 18 applies.

#### ***Finish***

A boat *finishes* when any part of her hull, or crew or equipment in normal position, crosses the finishing line in the direction of the course from the last *mark*, either for the first time or after taking a penalty under rule 31.2 or 44.2 or, under rule 28.1, after correcting an error made at the finishing line.

#### ***Interested Party***

A person who may gain or lose as a result of a protest committee's decision, or who has a close personal interest in the decision.

#### ***Keep Clear***

One boat *keeps clear* of another if the other can sail her course with no need to take avoiding action and, when the boats are *overlapped* on the same *tack*, if the *leeward* boat can change course in both directions without immediately making contact with the *windward* boat.

#### ***Leeward and Windward***

A boat's *leeward* side is the side that is or, when she is head to wind, was away from the wind. However, when sailing by the lee or directly downwind, her *leeward* side is the side on which her mainsail lies. The other side is her *windward* side. When two boats on the same *tack overlap*, the one on the *leeward* side of the other is the *leeward* boat. The other is the *windward* boat.

#### ***Mark***

An object the sailing instructions require a boat to leave on a specified side, and a race committee boat surrounded by navigable water from which the starting or finishing line extends. An anchor line and objects attached temporarily or accidentally to a *mark* are not part of it.

#### ***Obstruction (modified)***

An object that a boat could not pass without changing course substantially, if she were sailing directly towards it and one of her hull lengths from it. An object that can be safely passed on only one side and an area so designated by the sailing instructions are also *obstructions*. However, a boat *racing* is not an *obstruction* to other boats unless they are required to *keep clear* of her, give her *room*.

***Overlap*** See ***Clear Astern and Clear Ahead; Overlap***.

#### ***Party (modified)***

A *party* to a hearing: a protestor; a protestee; a boat requesting redress; a boat or a competitor that may be penalized; a race committee or an organizing authority.

***Postpone*** A *postponed* race is delayed before its scheduled start but may be started or *abandoned* later.

**Proper Course** A course a boat would sail to *finish* as soon as possible in the absence of the other boats referred to in the rule using the term. A boat has no *proper course* before her starting signal.

**Protest (modified)**

An allegation made by a boat, a race committee or a protest committee that a boat has broken a *rule*.

**Racing**

A boat is *racing* from her preparatory signal until she *finishes* and clears the finishing line and *marks* or retires, or until the race committee signals a general recall, *postponement* or *abandonment*.

**Room**

The space a boat needs in the existing conditions while manoeuvring promptly in a seamanlike way.

**Rule (modified)**

The rules in this book, including Definitions, VSK Race Signals and any future change that organization committee will implement;

- a) the rules of VSK5 game;
- b) the sailing instructions; and any other documents that govern the event.

**Start**

A boat *starts* when, having been entirely on the pre-start side of the starting line at or after her starting signal, and having complied with rule 30.1 if it applies, any part of her hull, crew or equipment crosses the starting line in the direction of the first *mark*.

**Tack, Starboard or Port**

A boat is on the *tack*, *starboard* or *port*, corresponding to her *windward* side.

**Two-Length Zone** The area around a *mark* or *obstruction* within a distance of two hull lengths of the boat nearer to it.

**Windward** See *Leeward and Windward*

## **BASIC PRINCIPLE**

### **SPORTSMANSHIP AND THE RULES**

Competitors in the sport of sailing are governed by a body of *rules* that they are expected to follow and enforce. A fundamental principle of sportsmanship is that when competitors break a *rule* they will promptly take a penalty, which may be to retire.

## **1 SAFETY**

### **1.1 Helping Those in Danger (deleted)**

### **1.2 Life-Saving Equipment and Personal Buoyancy (deleted)**

## **2 FAIR SAILING (modified)**

A boat and her owner shall compete in compliance with recognized principles of sportsmanship and fair play. A boat may be penalized under this rule only if it is clearly established that these principles have been violated.

## **3 ACCEPTANCE OF THE RULES (modified)**

By participating in a race conducted under these racing rules, each competitor and boat owner agrees (a) to be governed by the *rules*;

(b) to accept the penalties imposed and other action taken under the *rules*, as the final determination of any matter arising under the *rules*.

#### **4 DECISION TO RACE**

The responsibility for a boat's decision to participate in a race or to continue *racing* is hers alone.

#### **5 BANNED SUBSTANCES AND METHODS (deleted)**

### **PART 2**

#### **WHEN BOATS MEET (modified)**

*The rules of Part 2 apply between boats that are sailing in or near the racing area and intend to **race**, are **racing**, or have been **racing**.*

### **SECTION A**

#### **RIGHT OF WAY**

*A boat has right of way when another boat is required to **keep clear** of her. However, some rules in Sections B, C and D limit the actions of a right-of-way boat.*

#### **10 ON OPPOSITE TACKS**

When boats are on opposite *tacks*, a *port-tack* boat shall *keep clear* of a *starboard-tack* boat.

#### **11 ON THE SAME TACK, OVERLAPPED**

When boats are on the same *tack* and *overlapped*, a *windward* boat shall *keep clear* of a *leeward* boat.

#### **12 ON THE SAME TACK, NOT OVERLAPPED**

When boats are on the same *tack* and not *overlapped*, a boat *clear astern* shall *keep clear* of a boat *clear ahead*.

#### **13 WHILE TACKING**

After a boat passes head to wind, she shall *keep clear* of other boats until she is on a close-hauled course. During that time rules 10, 11 and 12 do not apply. If two boats are subject to this rule at the same time, the one on the other's port side or the one astern shall *keep clear*.

### **SECTION B**

#### **GENERAL LIMITATIONS**

#### **14 AVOIDING CONTACT (deleted)**

#### **15 ACQUIRING RIGHT OF WAY**

When a boat acquires right of way, she shall initially give the other boat *room to keep clear*, unless she acquires right of way because of the other boat's actions.

#### **16 CHANGING COURSE**

**16.1** When a right-of-way boat changes course, she shall give the other boat *room to keep clear*.

**16.2** In addition, when after the starting signal a *port-tack* boat is *keeping clear* by sailing to pass astern of a *starboard-tack* boat, the *starboard tack* boat shall not change course if as a result the *port-tack* boat would immediately need to change course to continue *keeping clear*.

#### **17 ON THE SAME TACK; PROPER COURSE**

**17.1** If a boat *clear astern* becomes *overlapped* within two of her hull lengths to *leeward* of a boat on the same *tack*, she shall not sail above her *proper course* while they remain *overlapped* within that distance,

unless in doing so she promptly sails astern of the other boat. This rule does not apply if the *overlap* begins while the *windward* boat is required by rule 13 to *keep clear*.

**17.2** Except on a beat to windward, while a boat is less than two of her hull lengths from a *leeward* boat, she shall not sail below her *proper course* unless she gybes.

## SECTION C

### AT MARKS AND OBSTRUCTIONS

*To the extent that a Section C rule conflicts with a rule in Section A or B, the Section C rule takes precedence.*

### 18 ROUNDING AND PASSING MARKS AND OBSTRUCTIONS

*In rule 18, **room** is **room** for an inside boat to round or pass between an outside boat and a **mark** or **obstruction**, including **room** to tack or gybe when either is a normal part of the manoeuvre.*

#### 18.1 When This Rule Applies

Rule 18 applies when boats are about to round or pass a *mark* they are required to leave on the same side, or an *obstruction* on the same side, until they have passed it. However, it does not apply

(a) at a starting *mark* surrounded by navigable water or at its anchor line from the time the boats are approaching them to *start* until they have passed them, or

(b) while the boats are on opposite *tacks*, either on a beat to windward or when the *proper course* for one of them, but not both, to round or pass the *mark* or *obstruction* is to tack.

#### 18.2 Giving Room; Keeping Clear

##### (a) OVERLAPPED – BASIC RULE

When boats are *overlapped* the outside boat shall give the inside boat *room* to round or pass the *mark* or *obstruction*, and if the inside boat has right of way the outside boat shall also *keep clear*.

Other parts of rule 18 contain exceptions to this rule.

##### (b) OVERLAPPED AT THE ZONE

If boats were *overlapped* before either of them reached the *two-length zone* and the *overlap* is broken after one of them has reached it, the boat that was on the outside shall continue to give the other boat *room*. If the outside boat becomes *clear astern* or *overlapped* inside the other boat, she is not entitled to *room* and shall *keep clear*.

##### (c) NOT OVERLAPPED AT THE ZONE

If a boat was *clear ahead* at the time she reached the *two-length zone*, the boat *clear astern* shall thereafter *keep clear*. If the boat *clear astern* becomes *overlapped* outside the other boat, she shall also give the inside boat *room*. If the boat *clear astern* becomes *overlapped* inside the other boat, she is not entitled to *room*. If the boat that was *clear ahead* passes head to wind, rule 18.2(c) no longer applies and remains inapplicable.

##### (d) CHANGING COURSE TO ROUND OR PASS

When after the starting signal rule 18 applies between two boats and the right-of-way boat is changing course to round or pass a *mark*, rule 16 does not apply between her and the other boat.

##### (e) OVERLAP RIGHTS

If there is reasonable doubt that a boat obtained or broke an *overlap* in time, it shall be presumed that she did not. If the outside boat is unable to give *room* when an *overlap* begins, rules 18.2(a) and 18.2(b) do not apply.

#### 18.3 Tacking at a Mark

If two boats were approaching a *mark* on opposite *tacks* and one of them completes a tack in the *two-length zone* when the other is fetching the *mark*, rule 18.2 does not apply. The boat that tacked

(a) shall not cause the other boat to sail above close-hauled to avoid her or prevent the other boat from passing the *mark*, and

(b) shall give *room* if the other boat becomes *overlapped* inside her, in which case rule 15 does not apply.

#### 18.4 Gybing (deleted)

### **18.5 Passing a Continuing Obstruction**

While boats are passing a continuing *obstruction*, rules 18.2(b) and 18.2(c) do not apply. A boat *clear astern* that obtains an inside *overlap* is entitled to *room* to pass between the other boat and the *obstruction* only if at the moment the *overlap* begins there is *room* to do so. If there is not, she is not entitled to *room* and shall *keep clear*.

## **19 ROOM TO TACK AT AN OBSTRUCTION (modified)**

**19.1** When approaching an *obstruction*, a boat sailing close-hauled or above shall tack as late as possible. It is on responsibility of the other boat keep clear to avoid VSK game assigns a penalty to boat who is forced to tack.

**19.2** Rule 19.1 does not apply at a starting *mark* surrounded by navigable water or at its anchor line from the time boats are approaching them to *start* until they have passed them or at a *mark* that the hailed boat can fetch. When rule 19.1 applies, rule 18 does not.

## **SECTION D**

### **OTHER RULES**

*When rule 20 or 21 applies between two boats, Section A rules do not.*

## **20 STARTING ERRORS; PENALTY TURNS; MOVING ASTERN**

**20.1** A boat sailing towards the pre-start side of the starting line or its extensions after her starting signal to *start* or to comply with rule 30.1 shall *keep clear* of a boat not doing so until she is completely on the prestart side.

**20.2** A boat making a penalty turn shall *keep clear* of one that is not.

**20.3** (modified)

A boat moving astern shall *keep clear* of one that is not.

## **21 CAPSIZED, ANCHORED OR AGROUND; RESCUING (deleted)**

## **22 INTERFERING WITH ANOTHER BOAT**

**22.1** (deleted)

**22.2** A boat shall not change course if her only purpose is to interfere with a boat making a penalty turn or one on another leg or lap of the course.

**22.3** A boat that finished shall not interfere with a boat that has not yet finished

**22.4** (deleted)

## **PART 3**

### **CONDUCT OF A RACE**

#### **25 NOTICE OF RACE, SAILING INSTRUCTIONS AND SIGNALS (modified)**

The notice of race and sailing instructions shall be made available to each boat before the event begins. The meanings of the visual and sound signals are those of VSK game.

#### **26 STARTING RACES (modified)**

Races shall be started as stated by VSK5 game and in Notice of Race.

#### **27 OTHER RACE COMMITTEE ACTIONS BEFORE THE STARTING SIGNAL (deleted)**

## **28 SAILING THE COURSE**

**28.1** A boat shall *start*, leave each *mark* on the required side in the correct order, and *finish*, so that a string representing her wake after *starting* and until *finishing* would when drawn taut pass each *mark* on the required side and touch each rounding *mark*. She may correct any errors to comply with this rule. After *finishing* she need not cross the finishing line completely.

**28.2** A boat may leave on either side a *mark* that does not begin, bound or end the leg she is on. However, she shall leave a starting *mark* on the required side when she is approaching the starting line from its prestart side to *start*.

## **29 RECALLS (deleted)**

## **30 STARTING PENALTIES**

### **30.1 Round-an-End Rule**

If flag I has been displayed, and any part of a boat's hull, crew or equipment is on the course side of the starting line or its extensions during the minute before her starting signal, she shall thereafter sail from the course side across an extension to the pre-start side before *starting*.

**30.2 (deleted)**

**30.3 (deleted)**

## **31 TOUCHING A MARK**

**31.1** While *racing*, a boat shall not touch a starting *mark* before *starting*, a *mark* that begins, bounds or ends the leg of the course on which she is sailing, or a finishing *mark* after *finishing*.

**31.2** A boat that has broken rule 31.1 may, after getting well clear of other boats as soon as possible, take a penalty by promptly making one turn including one tack and one gybe. When a boat takes the penalty after touching a finishing *mark*, she shall sail completely to the course side of the line before *finishing*. However, if a boat has gained a significant advantage in the race or series by touching the *mark* her penalty shall be to retire.

## **32 SHORTENING OR ABANDONING AFTER THE START (deleted)**

## **33 CHANGING THE NEXT LEG OF THE COURSE (deleted)**

## **34 MARK MISSING (deleted)**

## **35 SCORES (modified)**

All boats that finish having sailed the course as required by rule 28.1 shall be scored according to their finishing places unless the race is abandoned.

## **36 RACES RESTARTED OR RESAILED (modified)**

If a race is restarted or resailed, a race committee or an organizing committee states also taking into account who are the participants, their possible penalizations and as it concerns the whole way the race will be restarted or resailed.

## **PART 4**

### **OTHER REQUIREMENTS WHEN RACING**

*Part 4 rules apply only to boats racing.*

## **40 PERSONAL BUOYANCY; HARNESSSES(deleted)**

## **41 OUTSIDE HELP (modified)**

A boat can receive help from any other boat belonging to the same team.

## **42 PROPULSION (deleted)**

### **43 COMPETITOR CLOTHING AND EQUIPMENT (deleted)**

### **44 PENALTIES FOR BREAKING RULES OF PART 2**

A penalty assigned by VSK game shall be considered as correctly assigned until when a cancellation request occurs.

#### **44.1 Taking a Penalty (modified)**

A boat that may have broken a rule of Part 2 while *racing* may take a penalty at the time of the incident. Her penalty shall be that as assigned by the game or a One-Turn penalty if game did not assigned any.

If she gained a significant advantage in the race or series by her breach her penalty shall be to retire.

A penalty performance not recognized by VSK game (as not performed as stated by VSK game requirements) shall be considered as un-performed.

##### **44.1.1**

Penalty shall be performed at the first reasonable opportunity. A boat performing a penalty shall not interfere with any other boat and shall not be reason for any other boat to take a penalty.

##### **44.1.2**

Before and after she started a boat shall not change her course to interfere with a boat performing a penalty, unless new course:

- a) is headed to get a better position at start line or;
- b) is her proper course

##### **44.1.3**

A breach of rule of part 2 will not result in taking a penalty if boats of same team are involved, and contact did not occurred.

**44.2 (deleted)**

**44.3 (deleted)**

#### **44.4 Limits on Penalties (modified)**

(a) When a boat intends to take a penalty as provided in rule 44.1 and in the same incident has touched a *mark*, se shall take the penalty provided in rule 31.2.

(b) (deleted)

**45 (deleted)**

**46 (deleted)**

**47 (deleted)**

**48 (deleted)**

**49 (deleted)**

**50 (deleted)**

**51 (deleted)**

**52 (deleted)**

**53 (deleted)**

**54 (deleted)**

## **PART 5 (modified)**

### **PROTESTS**

#### **60 RIGHT TO PROTEST**

**60.1** A boat may protest another boat, but not for an alleged breach of a rule of Part 2 unless she was involved in or saw the incident.

#### **61 PENALTY CANCELLATION REQUEST**

A boat assuming to be wrongly charged by a VSK game penalty can ask for cancellation.

Any VSK-assigned penalty cancellation request shall be accepted.

Rejecting a cancellation request shall result in a 10-points addition to race Team actual score.  
Boat accepting cancellation earns rights to submit a protest to Race Committee by writing “P” in VSK game chat immediately after cancellation.

## **62 ON-WATER PROTEST PROCEDURE**

**62.1** The boat willing to claim a protest shall inform protested boat at first reasonable opportunity. If protest is related to an incident occurred in racing area where she was sailing, she shall

- a) write “P” in VSK game chat every time VSK assigned a penalty and both protesting and protested boats are those involved in VSK call; or
- b) write “P boatname” or “P + first three letters of boatname” in VSK game chat in any other case;
- c) when protesting boat is willing to ask for penalty turns in addition to those assigned by VSK she shall replace “P” with “PX” in VSK game chat.

**62.2** A boat intentionally breaking a rule can be charged by an extra-penalty in addition to the ordinary penalty. A boat willing to protest complying with rule 62.2 can ask an extra-penalty by writing “PX” in VSK game chat

## **63 AFTER RACE (SHORE) PROTEST PROCEDURE**

### **General Rule.**

Race Committee is only competent to judge the protests submitted by competitors for the events occurring on water. Race Committee judges following the rules of this regulation and, in cases not covered by this, judges following the highest principles of sportsmanship and fair play.

**When a boat correctly protested on-water, and protested boat did not give reason to her by taking corresponding penalty or penalties, she can ask for a Race Committee attendance.**

Protesting party is assumed to submit to committee (one time only) all probing materials on which protest is based, as stated and limited in protest submitting procedure.

Protested party can submit her defence (one time only) and is assumed to submit probing materials on which defence is based, as stated and limited in defence submitting procedure.

Protest Committee can ask involved Teams for further details, if considered useful.

Timing and modes of protest and defence procedures will be stated in related forms.

No protest will be considered if on-water protest procedures were not observed. Propriety of on-water protest procedure shall be demonstrated by protesting boat by means of usual probe materials: VSK game chat screenshots, fraps video, and so on.

### **63.1 FORMS**

Protests and defences shall be submitted on forms set on purpose, strictly complying with it is stated in terms of way and time limits. No protest or defence will be taken into account if

- Result form has not yet been filled
- Protest form is uncorrectly/uncompletely filled

**63.2** Race Committee will consider only protests whose outcome will influence race final score or series final score.

## **64. PROTEST COMMITTEE DECISIONS**

If a protest is evaluated as founded, protested boat will be charged of 10-6 points in addition to her actual race score, as stated in rule 66.1.

**64.1** Race Committee decisions are NOT subjected to redress.

## 65 PROTEST PENALTY

If a protest submitted to protest committee is considered:

- Clearly unfounded;
- Showing a gross unknowledge of ISAF rules or;
- Showing a gross unknowledge of TL event rules or;
- Underlining manifest willing of protesting party to change reality or;
- Not Testifying the best effort to complain skills of a valid protest as it concerns shapes, ways and times;

will result in a 2-points penalty assigned by Protest Committee to protesting party in addiction to her actual event score.

## 66 SCORING

### 66.1 SCORING A RACE

(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:

#### *Rule broken Penalty points*

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

**66.2** When a boat has broken a rule and as a result her team has gained an advantage, it may increase that boat's points.

**66.3** 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.

**66.4** 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.

## 67. RESULTS

### 67.1 SUBMITTING RESULT OF A RACE

When a race has finished, winning Team, or loser Team also, if interested, shall send result of race carefully filling form set on purpose.

**67.2** If form is uncompletely or uncorrectly filled or sent above time limit, races will be considered as not played.

## 68. Added Rules

**68.1** Sails and boom are not to be considered in evaluating situations like overlapping or keeping clear and other similar.

**68.2** VSK ISAF Panel info regarding overlapping and tack are to be considered as correct.

If difference occurs, and exhaustive probe of it is supplied, it will be predominant on VSK ISAF Panel. Race Committee will consider submitted protest evaluating the events logical sequence.

### **68.3 Gross Misconduct**

When a protest committee, from its own observation or a report received from any source, believes that a competitor may have committed a gross breach of a rule, good manners or sportsmanship, or may have brought the sport into disrepute, it may

(1) warn the competitor or

(2) impose a penalty by excluding the competitor and, when appropriate, disqualifying a boat, from a race or the remaining races or all races of the series.

### **68.4 lags and asynchronous.**

It 'possible that the parties involved in a protest see different images on their screens during the race by means of technical problems such as lags, lack of synchronism and so on. This situation, confirmed by the replay of the parties involved in protest, will be assessed by the RC in accordance with the principles of fair play and sportsmanship that govern the tournament. In most relevant cases the Committee may provide that the race is resailed.

### **ATTACHMENTS:**

It is part of the actual sailing instructions Annex "Use of automatic Forms page. "

\*\*\*\*\* END \*\*\*\*\*