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吐露港海岸賽艇賽 The Tolo-Harbour Regatta 2018 Sunday, 25 February 2018

Race Course and Rule of Racing

The Tolo-Harbour Regatta is an open-water race in coastal rowing boats. The race course and rules of racing are listed as follows for your perusal.

1. Race Course

It is an approximate 3.8km race course and it shown in following map.



2. Rules of Racing

The FISA Coastal Rowing Regulations shall apply, except as modified below.

3. Race Start

Boats should line up behind the Start Line. It is the responsibility of each crew to ensure that it does not obstruct or interfere with any other crew waiting to start and to ensure that its boat is not over the start line when the start signal is given. Crews will be given a time penalty for clashes or interference with other crews and for causing a false start.

The starting procedure is as follows:

3.1 Crews must be in the vicinity of the start line and under the control of the Starter three minutes before the starting time of their race.

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- 3.2 Crews must ensure that no part of their boat is over the Start Line at the time the start signal is given. The Judge at the Start will not give any instructions to crews in this regard prior to the start signal being given. After giving the 3-minute, 2-minute and 1-minute signals the Starter may start the race at the given time without reference to the position of any crew.
- 3.3 Three minutes before the start, the Starter shall verbally notify all crews with the words “THREE MINUTES!” and shall sound a hooter in 3 clear, very short blasts. (At the expiry of the 3 minutes after this signal the start will be given even if some boats are not ready.)
- 3.4 Each crew must be aware of the time remaining before the start. Crews must not interfere with other crews near the start line and must not cause a false start. There will be no instructions given to crews concerning alignment.
- 3.5 Two minutes before the start time, the Starter shall verbally notify all crews with the words “TWO MINUTES!” and shall sound a hooter in 2 clear, very short blasts.
- 3.6 One minute before the start, the Starter shall verbally notify all crews with the words “ONE MINUTE!” and shall sound a hooter in 1 clear, very short blast.
- 3.7 Standing clearly visible behind the Start line, the Starter shall raise a red flag 10 seconds before the Start time. The Start will be designated by the Starter dropping in one downward motion the start flag and simultaneously sounding a hooter in one long blast. The start signal shall be given exactly 3 minutes after the above three-minute signal. **The official start of the race is the moment the flag starts to be dropped.**
- 3.8 False Start: any crew which is over the start line when the start signal is given shall have caused a false start and shall be allowed to continue with the race but shall be subject to a time penalty. Where wind, wave or other conditions make it so appropriate, the Umpires might at their sole discretion permit a crew that was over the start line when the start signal is given to continue racing without penalty or apply a penalty other than a time penalty to such crew (for example, to require the crew to stop rowing for a given period such as to allow otherwise disadvantaged boats to recoup their disadvantage).

4. Racing: Interference & Overtaking

- 4.1. All crews shall compete in accordance with the rules. If a crew does not comply with the rules, including if it impedes or interferes with another boat or gains any advantage thereby, it may be penalized by the Umpires.
- 4.2. A crew, which for any reason does not complete the full course as designated by the Organizing Committee, including not rounding all or any of the turning markers, is responsible to declare this to the Finish Judge or other Umpire or to the Organizing Committee at the end of the race. In particular, all visible rocks surrounding Round Island are regarded as turning markers and all crews must stay clear of and outside these rocks.
- 4.3. **Interference**
A crew causes interference to another crew if it changes course to prevent another crew from passing, if it does not give way when required under this regulation, or if it causes a collision with another crew through not giving way when required by this regulation.

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4.4. **Collisions**

In case of collisions (of boats or oars), the Umpires may decide who is at fault and may impose a penalty on the boat responsible for the collision.

4.5. **Overtaking**

All crews have a responsibility to avoid collision whether they are overtaking, or being overtaken. Coxswains and Steers should in principle maintain that which they consider to be their best course. An overtaking crew should establish its intended overtaking line as early and as clearly as possible, stick to that line, and not push out the slower crew. A slower crew is expected to give way to a faster overtaking crew where it can do so without endangering itself or other crews and without having to take excessive evasive action, and **MUST NOT** actively impede or move towards the course of an overtaking crew. Crews may be penalized for causing obstruction or interference, either by the awarding of a time penalty, excluding the crew, or by taking other appropriate measures as allowed under the rules.

4.6. **Rounding of a Turning Marker**

At the turning marks no crew is permitted to collide with or obstruct another crew while turning around a turning marker. If two or more crews are at risk of collision or obstruction, all crews must take due and reasonable care to avoid collision or obstruction. If a crew causes or irresponsibly contributes to a collision or obstruction in whatever manner, the Umpires may penalize the crew by awarding a time penalty, or may exclude the crew or take other appropriate measures under the rules. It is the responsibility of all crews not to collide with other boats.

In order to be placed in the final ranking for the event, all crew must round all turning markers and must complete the full course.

5. **Race Finish**

There will be a hooter sound as each boat crosses the finish line. Times will be taken for each crew and adjusted for any time penalties.

6. **Penalties**

The Umpires may penalize a crew for any contravention of the rules. Penalties shall include reprimand, time penalty, exclusion, disqualification.

The standard time penalty for a false start is 1 minute.

The standard time penalty for causing a collision, obstruction or interference is 1 minute.

The Umpires shall apply their discretion in applying alternative time penalties.

7. **Forced Withdrawal**

The Umpires reserve the right to require a boat to withdraw from a race if the boat is slow to the degree that the race schedule would be delayed by the boat continuing or if there would be a risk to safety from the boat continuing.

8. **Stoppage of Race**

The Umpires and / or Organizing Committee reserve the right to stop a race for reasons of safe

Organizing Committee
The Tolo-Harbour Regatta 2018
12 January 2018