

# Modified Racing Rules

For club racing a basic set of rules has been adopted to make racing (especially for novices) more enjoyable and to do away with protests etc and have fun playing boats

## MODIFIED SAILING RULES (EXPLANATION)

### 1. Port keeps clear of starboard

A Yacht with the wind coming over the PORT SIDE (left) MUST GIVE WAY to a yacht with the wind coming over its STARBOARD SIDE (right) whether being called "Starboard" or not and must do so without colliding or causing any interference to the starboard tack yachts course (Penalty: a 360deg turn on that leg)

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### 2. Windward keeps clear of leeward

Whether sailing up or down wind the yacht to weather (up wind) must stay clear of the leeward yacht if any part of its hull is overlapping the windward boat (on the same course)

A leeward yacht has the right to LUFF a windward yacht to weather

EG: If a yacht is sailing up the start line on a starboard tack an overlapped leeward yacht on the same tack can luff it over the line causing it to have to restart ( good match racing tactics)

A windward Yacht CANNOT sail down on a leeward yacht

(Penalty: If a collision occurs the windward yacht must do a 360deg turn on that leg)

EXCEPTION See rule # 6 re- 4 boat length overlap at leeward mark ( 6 boat length Micros).

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### 3. Astern keeps clear of a boat ahead

Whether sailing up, or down wind the yacht astern must keep clear of the boat ahead.

If a collision Occurs (Penalty: 360deg turn on that leg)

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### 4. Keep clear while tacking or jibing

When tacking, or jibing allow time and room for the other boat to react. If in doubt call your intentions

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### 5. When you gain right of way, or when you change course, give other boats time to keep clear

Allow time and room for the other boat to react to you actions. If in doubt call your intentions

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### 6. Give room to (all) the inside boat(s) to round the mark.

(Buoy room can be called FOUR boat lengths from the mark)

At a "Wing" or "Leeward" Mark the "inside" yacht (if it has overlap) has right of way when within FOUR ( SIX for Micros) boat lengths of the mark. Exiting the mark, at the four boat length distance all rules apply

NOTE: At the weather mark RULE1 Port and Starboard rules apply (no overlap rule)

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7. Give water to a boat avoiding an obstruction (if requested)

If requested you must give way to a yacht who is in danger of running aground or colliding with any fixed object. If a yacht "Calls for Water" he must be given room and opportunity to manoeuvre out of danger

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8. Do not barge

Barging occurs at start lines and it applies to yachts forcing their way into positions they may legally be entitled to enter but don't allow other yachts time or room to manoeuvre

9. Where possible, at one minute before scratch start time, all yachts should be on start side of line.

The Start Line is the space between the two designated buoys and the extensions of that line  
No penalty if crossing the extensions

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10. Any yacht "starting early" shall go round a start mark and restart race (whether called or not).

Any Yacht crossing the Start Line after the 1-minute signal will be classed as a starter and must return around the end of the start line buoy

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11. Touching a course mark will incur a 360-degree penalty on the next leg, clear of all boats. Except for Micros no penalty.

12. A Yacht missing a mark shall return and round the mark correctly.

13. A penalty shall be a 360-degree turn at the earliest possible opportunity on that leg or extension thereof.

14. The finishing yacht call out number on passing finish line, return to shore or stay on finished side of line until all yachts have finished.