Team Racing

Respect, Roles, Rules

Version. Sept 06

Overview

*This PowerPoint aims to maximize competitor/official understanding

→ People see things from a different perspectives and this needs to be respected by all parties.

A little history

- Team Racing has been practised for more than 80 years
- → 'On water umpiring' was first implemented in the 1980's and has continued to develop since.
- → UK developed two tier penalty system in 1991
- → The Team Racing Call Book and Umpire Manual have only been official since 1999.
- → This aspect of our sport will continue to develop.

Team Racing Umpiring

- Main Objective allow racing to be self policing
- ◆Provide an "on water protest committee" when the incident is not resolved by the parties to the protest
- With rare exceptions, Team Race Umpires are not proactive
- → Role is to decide protests as racing continues

Umpire decision making process

- If there is doubt back to the 'last point of certainty'
- Still doubt? then apply guidelines in RRS for some scenarios (ie 18.2 (e) Overlap rights)
- → It is a principle of team racing umpiring that when the umpires disagree and it cannot be resolved quickly - a green flag is appropriate, even if contact (without damage) is observed.
- → It is usual practice to dismiss a protest against a boat that may have broken a rule than to give an incorrect penalty to a boat that has not broken a rule.

Boat allocation to umpires

- Umpires will be allocated boat numbers from one team
- ◆Umpires will observe their numbered boat and have responsibility for calls concerning incidents involving that boat
- Umpires may pass responsibility to another umpire

Competitors

- → When protesting (red flag) you are protesting the other boat, not the umpire - give the boat time and opportunity to take the penalty.
- ◆When it is apparent that the other boat is not responding to your protest, you may hail "umpire" (display yellow flag) - the protest decision is now in the hands of the umpire get on with the race!

Competitors

Do yourself a favour by:

- ◆ When unsure of a call, ask politely for the "umpire's view on how they saw the incident at" on completion of the race! You will get a lot more respect for this approach.
- → Respecting the umpires/officials. They are volunteers supporting your event and are providing an invaluable service

It's all a matter of perspective

You see a well dressed man is walking along a pavement, and a scruffy man running up and throwing him bodily against a wall. ...perception?

Step back and you see the well dressed man just about to be hit by a swinging crane...and saved by the scruffy man.

It is just perspective - the same thing was seen, but with different perspective the outcome was totally different. This is what can happen on the water!

- One boat can protest another for breaches of the following rules
 - → Rules of Part 2 (when boats meet)
 - → Rule 31.1 (Touching a mark)
 - → Rule 42 (Propulsion)
 - → Rule 44 (Taking a penalty (Failure to take a penalty correctly))

- *Boats cannot call for immediate ruling from the umpires for breaches of:
 - → Rule 2 (Fair Sailing)
 - → Rule 14 (Avoiding Contact)
 - → Rule 28 (Sailing a course)
 - → Rule D2.2(c) (Umpire penalty)

Note: App D 2.4c - There shall be no request for redress or appeal by a boat arising from a decision, action or non-action by an umpire.

*Boats may take a One Turn penalty for:

- → Breaches of rules of Part 2 (except Rule 14)
- → Breaches of rule 31.1 (Touching a Mark)
- → Breaches of rule 42 (Propulsion)

Boats cannot exonerate themselves for:

- → Breaches of rule 2 (Fair Sailing)
- → Breaches of rule 44 (Taking a penalty)
- → Gaining a significant advantage (Call M3)

Umpires

- Penalties initiated by umpires
 - → Breaches of rule 2 (Fair Sailing)
 - → Breaches of rule 31.1 (Touching a Mark)
 - → Breaches of rule 42 (Propulsion)
 - → Breaches of rule D2.2(c) (Umpire penalty)
 - When a team gains an advantage despite taking a penalty

Umpires

- +Black flag for:
 - → Breaches of rule 2 (Fair Sailing)
 - → Breaches of rule 14 (Avoiding Contact)
 - → Breaches of rule 28 (Sailing the course)
 - → Breaches of rule D2.2(c) (Umpire penalty)
 - → Gaining a significant advantage (Call M3)

It is not whether you win that is important, it is how you played the game.

Playing the game and Winning is awesome!

Have a great regatta

END