



# **IRISH SCHOOLS TEAM RACING ASSOCIATION** **(I.S.T.R.A.)**

**The Leinster Schools Team Racing**

**Championships 21<sup>st</sup> April 2024**

**Hosted by Royal Saint George Yacht Club**

**(the “Organising Authority” in association with I.S.T.R.A.)**

## **Sailing Instructions**

### **1. Rules**

- 1.1 Racing will be governed by the rules as defined in the Racing Rules of Sailing (RRS) including Appendix D, Team Racing Rules.
- 1.2 Addenda A, B and C to these sailing instructions (SI's) always apply. Other addenda apply only when so stated.
- 1.3 R.R.S. D2 Applies. Races will be umpired.
- 1.4 A boat capsized after her starting signal so that her mast has touched the water shall retire to the change-over area promptly.
- 1.5 RRS 40, always applies when afloat or on pontoons.
- 1.6 The wearing of wet or dry suits is strongly advised. Crews of capsized boats without these may be required to go ashore and may not be allowed to sail until wearing adequate dry clothing.

### **2. Eligibility and Registration**

- 2.1 To become eligible a team shall register as required by the Notice of Race.
- 2.2 After registration, no team member may be changed without the prior written consent of the race committee which will be given only in exceptional circumstances.

### **3. Event Format and Schedule of Races**

- 3.1 The intended format of the event is described in SI Addendum B. The format may be modified

during the event in a fair and practical way as solely determined by the Organising Authority (OA) and considering the entries, weather conditions, time constraints and any other relevant factors. The format choice to be sailed will be determined by the OA before racing on a given day.

- 3.2 The schedule of races will be advised to competitors through the link <https://patient-waterfall-15082.pktriot.net/rresults.html>
- 3.3 Every race will be assigned a race number in the race schedule
- 3.4 The race committee may at any time postpone a race and reschedule it later.
- 3.5 The number of the next race to start will be displayed on the starting vessel from before, or promptly after, the warning signal until the starting signal. The race committee may at any time postpone a race and reschedule it at a later time.
- 3.5 When a race has been abandoned and the result would not affect which teams qualify for a further stage, the race committee may cancel the race.

#### **4. Protests, Requests for Redress and Penalties**

- 4.1 Protests and requests for redress that have not been decided afloat shall be notified to the race office within 10 minutes after the relevant incident or, if the incident is afloat, within 10 minutes after coming ashore.
- 4.2 When the outcome of a protest or request for redress would not affect which teams qualify to a later stage, the protest committee may refuse to hear it. This amends RRS 63.1.
- 4.3 When RRS D2 applies and the race umpires together with one other umpire (when available) decide that a boat has broken RRS 14 and there is damage or injury, they may penalise her team by half a race win without a hearing. The boat will be informed as soon as practical and may request a hearing. Any penalty after a hearing will be in accordance with RRS D3.1(e). This amends RRS 63.1.
- 4.4 When a boat is scored NSC (did not sail the course), six points shall be added to her score. This amends RRS A5.2.
- 4.5 When the race committee decides that a competitor has broken RRS 40 it shall penalise the competitor's team one race win. This amends RRS A5.2.
- 4.6 When the protest committee decides that a breach of a rule, other than a rule of RRS Part2, has had no effect on the outcome of a race, it may make any arrangement it decides is equitable, which may be to impose no penalty. This amends RRS 64.2 and D3.1(e).

#### **5. Risk Statement**

- 5.1 Rule 3 of the Racing Rules of Sailing states: "The responsibility for a boat's decision to participate in a race or to continue racing is hers alone."
- 5.2 Sailing is by its nature an unpredictable sport and therefore inherently involves an element of risk. By taking part in the event, each competitor agrees and acknowledges the risk statement as included in the Notice of Race.

#### **6. Code of Conduct**

- 6.1 Competitors shall comply with any reasonable request from any official, including attendance at official functions, cooperation with event sponsors and shall not behave to bring the event into disrepute.
- 6.2 Competitors shall oversee the boats and equipment with proper care and seamanship.
- 6.3 Participants are expected at the event to conduct themselves appropriately both on and off the water. Any hailing on the racecourse shall be done in a reasonable manner and compliant with the Racing Rules of Sailing. Any miscalling such as hailing 'Protest' without a red flag to intimidate a competitor or calling for 'Room' when clearly not entitled to it or calling in a threatening manner will be considered by the umpires as a breach of sportsmanship and will result in an immediate two turns penalty per RRS D2.3g. Persistent breaches may result in further action by a Protest Committee up to disqualification from the event.
- 6.4 The penalty for breaking instruction 6.1 and 6.2 is at the discretion of the protest committee and may include exclusion from further participation in the event, the withdrawal of any prize or the withholding of deposits.
- 6.5 In the event of damage to boats being unreported and identified ashore the cost of repair will be distributed between all teams deposits.

## **Index to SI Addenda**

### **A. Event Related Rules**

### **B. Event Format**

### **C. Courses**

## Addendum A – Event Related Rules Event Program

Sunday	0800 - 0850	Competitor registration/ rigging – (Club Room for registration and forecourt for rigging)
	0845	Competitors briefing – RSGYC forecourt
	0915	Boats launch for racing
	0930	Start of racing
	1700	Racing will finish by this time or a later time if racing does not commence on time. The addition to the later time shall be the delay in starting racing subject to a maximum addition of one hour.

### A1 Additional Rules

A1.2 RRS 20 is changed. The Arm Signals in RRS D1.1(e) are required.	No
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### A2 Other Rules for Boats

#### A2.1 Continuity

A boat shall not be sailed in a manner that is likely to cause damage.

Before starting and after finishing or retiring, boats shall sail to minimise any delay to the race schedule and without interfering with any race in progress.

The race committee may move a mark at any time. RRS 27.2 and RRS 33 are

deleted. The time limit for a race will be 30 minutes.

Where one team has two boats that have crossed the finish line and completed the course and have finished in a first and a second position, the race committee may instruct the remaining boat of that winning team and the three boats of the opposing team to stop racing and proceed immediately to the changeover area. This is to maintain continuity of racing and does not impact on tie-breaks or standings as average points will not be used.

#### A2.2 Breakages

- a) In the case of a breakdown that is through no fault of either the teams about to race and signalled before the one-minute signal of the race, the race committee may decide to sail a race with only two boats per team. The race committee's decision will be communicated to teams either verbally ashore or by the race umpires.
- b) When the race committee decides to run a 2-boat per team race, D.3.1(d) is modified to read "The team with the lower total points wins the race. If the totals are equal, the team that did not have the last-place boat wins."
- c) When the race committee decides to run a 2-boat per team race and when D4.2 (b) or (d) apply, the boats that did not race will be considered to have scored points equal to fifth place.

## **A2.3 Electronic Devices And Communications While Racing**

- a) The use of electronic instruments is prohibited other than compass, watches, and small video devices such as Go-Pros.
- b) boats shall not transmit on any electronic communication device (including mobile phones) except in an emergency, or in response to a request from the race committee. See also RRS D1.1(g).

## **A2.4 When Leaving Or Returning To The Slipway Or Pontoon**

Boats shall comply with local regulations, including speed restrictions and navigation marks, while leaving or returning to the slipway or pontoon.

## **A2.5 Required Actions At End Of The Day**

- a) At the end of the sailing day, the crew shall complete the following tasks:
  - Sails shall be rolled, bagged, and placed, as directed.
  - The boat shall be left in the same state of cleanliness as when first boarded that day.
- b) The crew shall comply with any directions posted on the boats or otherwise given to the crew by the race committee.
- c) The boat shall be returned to the deck or other notified location and secure it safely in accordance with any local instructions.

## **A3 Communications with Competitors**

### **A3.1 Notices to Competitors**

Notices to competitors will be posted to Team Captains, the School Representatives and the OA on WhatsApp Official Notice Board. Results and the schedule of races will be advised to competitors through the link <https://patient-waterfall-15082.pktriot.net/rresults.html>.

### **A3.2 Changes To Sailing Instructions**

Such changes will be posted on the WhatsApp Official Notice Board not less than 10 minutes before the warning signal of the first affected race. Oral instructions may be given on the water by the race committee and/or the umpires prior to the warning signal. Any changes to the starting time of the first race of the day will be posted by 19.00 on the day before it will take effect.

### **A3.3 Signals Made Ashore**

Signals made ashore will be displayed on the Club flagpole.

## **A4 Courses, Marks, Starting & Finishing Lines, Obstructions and Time Limits**

### **A4.1 Racing Area**

The racing area will be outlined during the umpire briefing.

### **A4.2 Course**

The course will be course as described in SI Addendum C.

### **A4.3 Marks**

The marks on the course will be shown at the umpire briefing. The race committee may move marks of the course at any time. RRS 27.2 and RRS33 will not apply.

### **A4.4 Obstructions**

Obstructions will be marked by buoys, and local obstructions will be outlined at the umpire briefing.

### **A4.5 Starting Line**

The starting line will be between the striped pole on the committee vessel and the nearby starting mark. An inner limit mark may be laid adjacent to the start boat. No boat shall pass between this mark and the start boat.

### **A4.6 Finishing Line**

The finishing line will be between Blue Flag on the committee vessel and the nearby finishing mark. An inner limit mark may be laid adjacent to the finish boat. No boat shall pass between this mark and the finish boat.

### **A4.7 Time Limits**

The time limit for each race shall be 20 minutes.

## A5 Starting Procedure

### A5.1 Starting Signals

Races will be started by using the signals and timing selected in the following table. Times shall be taken from the start of each sound signal; the failure of a visual signal shall be disregarded. Visual signals may not be provided. This amends RRS 26.

Signal	Time before Starting Signal	
Warning	3 mins	Three Long
Preparatory	2 mins	Two Long
One-Minute	1 min	One Long
	30 secs	Three Short
	20 secs	Two Short
	10 secs	One Short
	5, 4, 3, 2, 1 sec(s)	One short every second
Starting	0	One Long

Attention may be drawn to an imminent warning signal by a series of short sound signals.

Rolling starts, where the starting signal of one race will serve as the warning signal for the following race, will be used as much as possible.

### A5.2 Recall Signals

When a boat is subject to RRS 29.1, flag X need not be displayed for more than 2 minutes after the starting signal; this amends RRS 29.1. The race committee may hail the sail numbers or the total number of premature starters at its sole discretion.

### A5.3 Time Limit For Starting

A boat that fails to start within 2 minutes of her starting signal shall be scored RET (retired). This amends RRS 63.1 and D3.1(a).

## Addendum B - Event Format

	Description	Format Rules
1	Swiss League	Number of fully completed rounds at the discretion of the race committee
2	Knock-out (KO)- Quarter Finals	<p>Quarterfinals may be scheduled at the discretion of the race committee</p> <p>Quarter-Final 1</p> <p>1<sup>st</sup> in Swiss League Vs 8<sup>th</sup> in Swiss League</p> <p>Quarter-Final 2</p> <p>4<sup>th</sup> in Swiss League Vs 5<sup>th</sup> in Swiss League</p> <p>Quarter-Final 3</p> <p>2<sup>nd</sup> in Swiss League Vs 7<sup>th</sup> in Swiss League</p> <p>Quarter-Final 4</p> <p>3<sup>rd</sup> in Swiss League Vs 6<sup>th</sup> in Swiss League</p> <p>Number of races to be sailed will be designated by the O.A. verbally on the day</p>
3	KO – Semi-Finals	<p>Where quarter finals have been completed</p> <p>Semi-Final 1</p> <p>Winner Quarter -Final 1 vs. Winner Quarter -Final 4</p> <p>Semi-Final 2</p> <p>Winner Quarter -Final 2 vs. Winner Quarter -Final 3</p>



		<p>Where quarter finals have not been completed</p> <p>Semi-Final 1</p> <p>1<sup>st</sup> in Swiss League Vs 4<sup>th</sup> in Swiss League</p> <p>Semi-Final 2</p> <p>2<sup>nd</sup> in Swiss League Vs 3<sup>rd</sup> in Swiss League</p> <p>Number of races to be sailed will be designated by the O.A. verbally on the day</p>
4	KO – Finals	<p>Final</p> <p>Winner Semi-Final 1 vs. Winner Semi-Final 2</p> <p>Number of races to be sailed will be designated by the O.A. verbally on the day</p>

## Swiss League

The Swiss League is a computer-generated league designed to qualify teams for the knock-out stages from a large group of teams of diverse ability. It provides good racing by matching up teams of similar capability, and can be terminated at any time to start the knock-out stages.

- 1 A draw will determine the first round.
- 2 The second round will be using the order of the original draw, the first winner against the second winner and so on, except the first loser will sail the last loser or the last winner.
- 3 Rounds will then be scheduled at the conclusion of a round for the next round but one by ordering the teams, using the tie-breaks below, and then matching them as far as possible in order of their places (the first team will sail the second team and so on), except that teams shall not be matched if they have met within 8 rounds.
- 4 If the final round is not completed, its results will be ignored.
- 5 Races that cannot be sailed in order, or for which results are not entered or complete, will be ignored for scheduling purposes. Subsequently corrected or altered results shall not affect a published schedule.
- 6 A 'drop-out' is a team unlikely, in the opinion of the race committee, to take any further part in the event. The decision to designate a team as a drop-out will be posted, after which its races will continue to be scheduled but will not be sailed and opponents shall score a win. Drop-outs will be scheduled from the first unscheduled round after dropping out, first against each other and then, where possible, against the lowest-placed team the drop-out has not met. Drop-outs may re-join the event at the discretion of the race committee whose decision will be final.
- 7 Any other missing team is a no-show and the opposing team shall be given a walk-over after at least one of its boats has started and sailed for two minutes.
- 8 Resails will be scheduled at the end of the next available round using the original race number. They will not necessarily be in the same boats as the original race.

9 Half-win penalties shall be applied after the end of the round and before tie-breaks are applied.

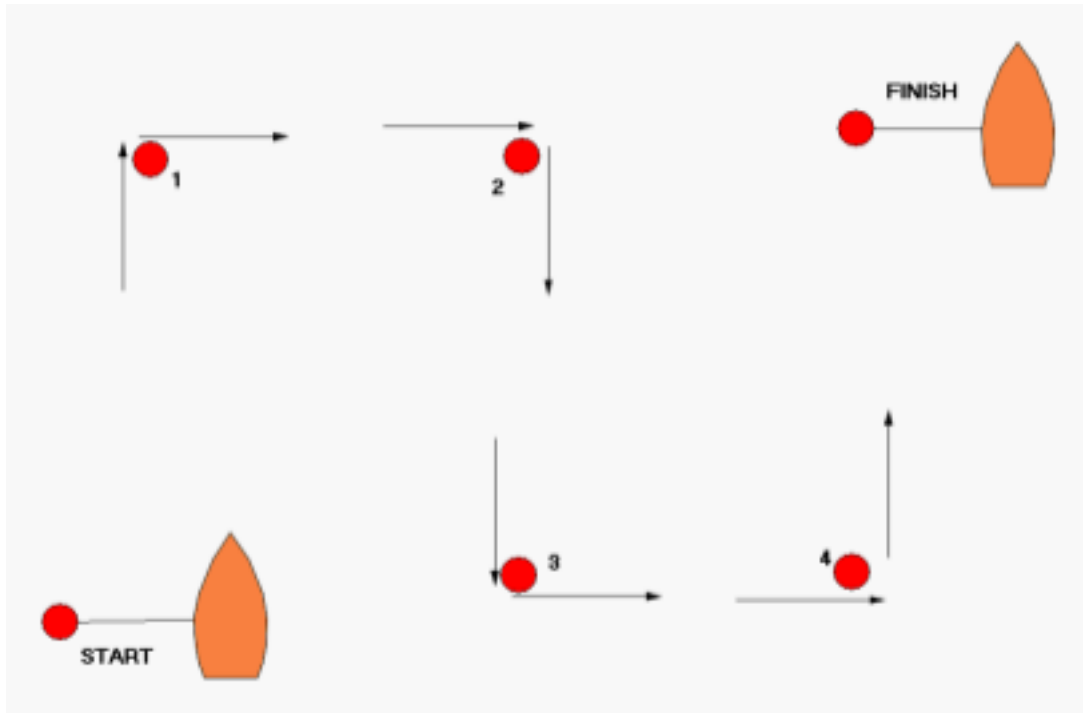
10 Ties shall be broken, in order of precedence, in favour of the team(s) that has:

1. if the tie is between two teams only, won the last race between them;
2. sailed more races against teams that have a higher place;
3. sailed fewer races against teams that have a lower place;
4. the lowest sum of the places of the teams the tied teams have beaten;
5. the lowest sum of the places of the teams to which the tied teams have lost;
6. beaten the highest-placed team the tied teams have individually beaten;
7. not been beaten by the lowest-placed team to which the tied teams have individually lost.

Step (1) shall be applied whenever a step leaves a tie between two teams.

Steps (2) to (7) shall be repeated until no more ties can be broken. Any remaining ties shall then be broken by the draw for the first round; ties in odd-numbered rounds shall use the draw, ties in even-numbered rounds shall use the draw inverted.

## Addendum C - Courses



**Course:** Start, round marks 1 then 2 to starboard, round marks 3 then 4 to port, finish.