



SURF LIFE SAVING

COMPETITION MANUAL

BOAT ■ CANOE ■ IRB

September 2025

In it for life.



START.

Lifesaving Sport has a long and proud history within the Surf Life Saving movement and continues to play a significant role in ensuring that our members have the ability and passion to meet the challenging environments within which Surf Life Saving delivers its essential lifesaving service.

From local surf carnivals to our national championships, Lifesaving Sport brings the membership together and provides opportunities for Nippers through to Masters to develop and compete across huge range of disciplines.

The purpose of this Manual is to provide a safe and fair framework that assists Officials, Coaches and Competitors to complete their roles accurately and easily and achieve the guiding principles of Lifesaving Sport.

A Great Experience
Aspirational
One Movement



SURF LIFE SAVING

START.

The original (source) document for this Manual is the electronic version located on SLSNZ'S website (www.surflifesaving.org.nz). The electronic version is SLSNZ's authorised reference document and is maintained with all authorised amendments.

SLSNZ may issue amendments when necessary to supplement this written publication. Amendments will be issued in accordance with the SLSNZ constitution and will be available from SLSNZ's Website <http://www.surflifesaving.org.nz/>.

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SURF LIFE SAVING



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INTRODUCTION.

INTRODUCTION

IN THIS SECTION YOU WILL FIND:		Page
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1.1. PURPOSE

- 1.1.1. The rules in this Manual are designed to assist in the conduct, control and management of all Competitions held by SLSNZ of it's clubs to provide a safe and fair framework within which surf lifesaving Competitions are regulated and conducted.
- 1.1.2. This Manual supersedes and replaces all previous SLSNZ Competition Manuals. This Manual may be amended by the Board at any time. Amendments will be issued in accordance with the Constitution and Regulations and will be available on the SLSNZ website.
- 1.1.3. SLSNZ will detail specific Entry requirements, responsibilities and accountabilities within Competition Circulars. These specific Entry requirements are deemed to be incorporated into this Manual.
- 1.1.4. SLSNZ, and/or its designated Event Managers and/or Event Referees, at their sole discretion, may adapt or amend the rules to meet the requirements of any legislation and the prevailing surf and other environmental conditions during Competition.
- 1.1.5. Any breach or failure to comply with the rules in this Manual will be dealt with in the manner set out in the protests and appeals section.
- 1.1.6. Clubs may use the rules set out in this Manual for Competitions held by them or on their behalf, and in doing so:
 - (a) May adapt or amend the rules for their own purposes;
 - (b) Must inform all Participants that the rules applied are the rules of the Club;
 - (c) Acknowledge and agree that the use of the rules set out in this Manual are not to be construed as an approval, endorsement or sanction of the Club's Competitions by SLSNZ;
 - (d) Must by resolution of its committee, agree that all references to SLSNZ in the Manual means "the Club", where relevant and applicable;
 - (e) Understand that the Club must have its own Referees, Officials and Competition Appeals Authority if the rules are used as a whole; and

- (f) Acknowledge and agree that SLSNZ takes no responsibility for the implementation of such rules by the Club.
- 1.1.7. These rules are issued in accordance with the Regulations, and are consistent with, but subject to, the Constitution, the Regulations and all policy directives of the Board.
- 1.1.8. The rules in this Manual (and any term in them) are to be interpreted in accordance with the Constitution and Regulations. To the extent that there is any inconsistency between this Manual and the Constitution or Regulations, the Constitution and Regulations (in that order) will prevail.

1.2. AGREEMENT TO BE BOUND BY THE MANUAL

- 1.2.1. Any member or other persons who enters/participates in a SLSNZ Competition agrees and acknowledges that by entering/participating in a Competition, they:
 - (a) Are bound by the Constitution, the Regulations and this Manual;
 - (b) Must comply with and observe the Constitution, Regulations, Policies, this Manual and any determination or resolution which may be made or passed by the SLSNZ Board;
 - (c) Understands that surf lifesaving can be inherently dangerous. Serious accidents can and often do happen which may result in Participants being injured or even killed. By entering Competitions, all Participants are assumed to have voluntarily read and understood this warning and accept and assume the inherent risks in surf lifesaving;
 - (d) Understands:
 - (i) That surf lifesaving Competitions and the conduct of, and participation in, Events can and will be affected by the surf conditions.
 - (ii) That there is often an element of the “luck of the prevailing conditions” in entering and competing in Events.

- (iii) That a protest or appeal on an incident is not available to them when the incident is caused by the prevailing conditions.
- (iv) That the Event Referee and/or relevant Official(s) have absolute discretion as to whether an incident has been caused by the luck of the Event or the prevailing conditions;
- (e) Will release SLSNZ from all Claims that they may have or may have had arising from or in connection with their membership and/or participation in any Competition; and
- (f) Will keep indemnified SLSNZ to the extent permitted by law in respect of any Claim by any person including another Member arising as a result of or in connection with their participation in any Competition.

1.3. INTELLECTUAL PROPERTY

- 1.3.1. The information in this Manual is protected by copyright, trademark and other intellectual property laws and rights, including, without limitation, content, text materials, graphics, tools, trademarks, service marks, names and logos.
- 1.3.2. All rights, title and interest in such intellectual property rights, copyright and trademark are owned, licensed and controlled by SLSNZ.
- 1.3.3. The information in this Manual may be used and reproduced in hard copy for personal reference only. All copyright and other proprietary notices must be retained as they appear in the original material.
- 1.3.4. Content in the Manual may not be modified nor may any modified content be presented from the Manual as official SLSNZ material.

1.4. DEFINED TERMS

“**Arena Referee**” means the Official who is responsible to the Event Referee for the control of a specific arena.

“**Board**” means the Board of SLSNZ as defined in the Constitution.

“**Chief Scrutineer**” means the Official responsible for ensuring all equipment used complies with the equipment specifications.

“**Claim**” means and includes any action, suit, proceeding, Claim, demand, damage, penalty, cost or expense however arising, including but not limited to negligence, but does not include a Claim against SLSNZ under any right expressly conferred by the Constitution or any Regulations.

“**Circular**” means a document described as such which is sent out by SLSNZ to Clubs prior to a Competition listing the Entry criteria and rules of that Competition.

“**Club**” means a Club as defined in the Constitution.

“**Competent**” means having the knowledge, skill, experience and physical ability to perform the identified task.

“**Competitive Season**” means 1 July to 30 June inclusive.

“**Competition**” means the total Competition, which may be made up of Events, Races and other supporting activities.

- (a) A Competition shall be deemed to start at the commencement of the official opening, manager’s meeting or pre-Event briefing immediately preceding the proceedings of the Competition (whichever is the earlier) and shall end at the conclusion of the official closing, prize giving or official SLSNZ function for the Competition (whichever is the latter); and

“**Competition Area**” is the area of the beach encompassed by a line or fence, or a direct line to the water from the extreme ends of a line or fence or other designated areas as specified by the Event Referee.

“**Competition Arena**” is the Competition area set for each event, age-group or gender.

“Competitor” means a person or team Member who has entered into an Event by completing the relevant Entry requirements and is competing in that Event.

“Competitor Liaison” means the Official who is responsible for providing guidance for Competitors, Coaches, Officials and Team Managers on protest and appeal procedures and the best method of approach to the Referee involved.

“Constitution” means the Constitution of SLSNZ.

“DNF” means Did Not Finish the race.

“DNS” means Did Not Start the race.

“DQ” means disqualified. A competitor disqualified from a race/event shall lose all standing from that race/event.

“Eliminated” means removed from a race/event. A competitor Eliminated from a race/event shall retain the point score and/or placing as at the time in the race/event.

“Entry” means the process by which Competitors, Participants and/or Clubs (whichever is applicable) have entered a Competition, Event or Race in accordance with the Competition Entry Circular.

“Event(s)” are the types of Events undertaken in Competitions e.g., ski paddling, board paddling, boat rowing, swim, wade, beach sprinting, beach flags, first aid, patrol competition, champion lifesaver, IRB, taplin relay, iron person, cameron relay, board rescue, lifesaver relay.

“Event Calendar” means the list of Events and the dates these are scheduled to take place each year (refer to www.surflifesaving.org.nz).

“Event Manager” means the person responsible for all aspects of the Competition.

“Event Management Committee” means the Event Manager, Event Referee, Event Safety Officer and any other person deemed appropriate responsible for the conduct of the Competition.

“Event Referee” means the Official responsible for leading and managing the officials to deliver a safe, efficient and fair competition across all arenas for all competitors.

“Event Safety Officer” means the person responsible for leading all health and safety aspects of the Competition.

“ILSF” means the International Life Saving Federation.

“Individual Events” An individual Event shall be contested by a single Competitor.

“IRB” means inflatable rescue boat.

“Manual” means the SLSNZ Competition Manual.

“Marshall” means the Official responsible for calling and processing Competitors at the start of an Event, which may also include ensuring Competitors are in the correct order and ready for the start of a Race.

“Member” means a Member of SLSNZ as defined in the Constitution.

“Notifiable Events” include: work related deaths; illness or injury sustained by someone, or incidents that exposed someone to serious risk.

“Notifiable Death” when a person has been killed as a result of work.

“Notifiable Incident” when a person's health and safety is seriously threatened or endangered as a result of a work situation.

“Notifiable Injury” when a person has suffered a serious injury, and the injury requires immediate treatment other than first aid.

“Notifiable Illness” A person has been made unwell as a result of work, i.e., if a person contracts an illness as a result of work and needs to be admitted to hospital for immediate treatment or needs medical treatment within 48 hours of exposure to a substance, then you MUST notify us.

“Official” means a person that works as part of the team that conducts the Competition Arena.

“Participant” means a person who is participating in some way in the Competition e.g., as a Competitor, coach, team Manager, SLSNZ Official or Club administrator.

“Race” is a round of an Event and includes heats, rounds, quarter and semi-finals, and final of an Event. A race is deemed to be legitimate if at the time of entries closing, two or more individuals/teams are entered or in the case of masters only one individual/team is entered.

“Regulations” means the Regulations of SLSNZ.

“SLSNZ” means Surf Life Saving New Zealand Incorporated.

“SLSNZ Award” means the award as detailed in the Competition Categories and Provisos.

“Team Events” A team Event is contested by more than one Competitor who may either complete an Event or Race together as a discrete unit (e.g., boat race, surf teams, etc.) or separately (e.g., relay events, etc).

1.5. MISCONDUCT

- 1.5.1. In addition to the SLSNZ Code of Conduct, any SLSNZ member who abuses any other person where it be a volunteer, competitor or public at an SLSNZ competition, may be excluded or disqualified from any Event(s), and/or the entire Competition at the discretion of either the Event Management Committee or SLSNZ Staff.
- 1.5.2. Abuse which is deemed of a serious nature will be elevated and dealt with by the SLSNZ Judiciary Committee in accordance with the Constitution.
- 1.5.3. Nothing in this Competition Manual prevents the Event Management Committee, SLSNZ Staff or any other person referring a matter to the NZ Police where appropriate.

1.6. CONTACT DETAILS

All enquiries should be direct to:

Surf Life Saving New Zealand

e. sport.support@surflifesaving.org.nz

www.surflifesaving.org.nz



SURF LIFE SAVING



GENERAL CONDITIONS.

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SURF LIFE SAVING

2.1 SLSNZ COMPETITIONS

- 2.1.1. Competitions are conducted by SLSNZ across a wide range of Events with single or multiple areas involving pool, ocean, lifesaving, boat, craft, swimming, and beach Events or multiple discipline Events.
- 2.1.2. All Events must be conducted by qualified SLSNZ Officials or other persons recognised by SLSNZ.
- 2.1.3. If an Event is a SLSNZ Event there is no requirement for Members to apply for permission to take part but they must complete the relevant Entry Registration. Non-members who wish to participate or compete in an Event must apply to SLSNZ for permission.

2.2 EVENT ELIGIBILITY

- 2.2.1. **General Eligibility Requirements for Competitors:** To compete in SLSNZ competitions, a participant must meet all of the following:
 - (a) Be an Active Member in the SLSNZ database (not marked "inactive").
 - (b) Have their Date of Birth (DOB) recorded in the SLSNZ Database.
 - (c) Have a Primary membership with the club they are representing (shown under the 'membership' tab in the SLSNZ database).
 - (d) Hold all required General and Specific Eligibility qualifications and requirements by the close of entry date and for the duration of the event as detailed in the Event Entry Circular.
 - (i) These must be submitted and approved by SLSNZ at least 5 working days before the close of entries.
 - (e) Substitutes in team events must either:
 - (i) Be registered in another event within the same competition, or
 - (ii) Be specifically registered as a substitute in the Event Entry System for that competition.

- (iii) Substitutes for specific positions like IRB Crewperson are required to hold the qualifications applicable for those disciplines.
- (f) Be at least 7 years old;
- (g) Have met their patrol commitments as required by their Club, and/or SLSNZ; or the equivalent overseas ILS Member country requirements.
- (h) Not be in default, or be under investigation, with their Club or SLSNZ (or overseas ILS Member Associations) in relation to their service, financial or discipline obligations.

2.2.2. Specific Eligibility Rules of Competitors - Disciplines and Age Groups

- (a) Senior Competition and Masters (Senior competition is for athletes that are 14+ years, Masters 30+ years)
 - (i) General Eligibility Rules 2.2.1.
 - (ii) Surf Life Guard Award Refreshers or newly qualified Surf Life Guard Award that is current for the duration of the event.
- (b) IRB Racing Competition
 - (i) General Eligibility Rules 2.2.1.
 - (ii) IRB Drivers must hold a Senior Lifeguard Award-IRB Driver Refresher or newly qualified Senior Lifeguard Award-IRB Driver that is current for the duration of the event.
 - (iii) IRB Crew Person must hold an IRB Crewperson Module.

2.2.3. Non-New Zealand Citizen Competing for their own Surf Life Saving Club:

- (a) **SLSNZ competitions are open to any International Life Saving Federation (ILSF) members.**

- (b) International competitors are required to contact the Event Manager at least two weeks prior to close of entries.
- (c) International competitors must provide clearance from their National Surf Life Saving organisation or similar (Branch, State, District, Region) verifying the following:
 - (i) That they are a member of a club that is affiliated to the International Lifesaving Federation.
 - (ii) That they are current/refreshed in their organisations equivalent award/qualification relevant to the specific type of competition they are entering.

2.2.4. Non-New Zealand Citizen Competing for a New Zealand Club: A non-New Zealand citizen who wishes to compete for a New Zealand Club is required to:

- (a) Show Proof of Residency in New Zealand for a period not less than thirty days immediately prior to the commencement of the event in which they wish to enter.
- (b) Be the holder of the appropriate award as prescribed in the General 2.2.1 and Specific 2.2.2 Rules detailed above.
- (c) Complete all Clearances and Transfers requirements as detailed in the regulations of SLSNZ and the overseas Life Saving authority that the member has left from.
- (d) SLSNZ recognises that some Nations have comparable standards to SLSNZ and any member who complies with the relative award and/or proficiency requirements of that Nation will have these awards recognised in New Zealand. For a list of comparable Nations recognised please contact SLSNZ.

2.2.5. Exceptional Circumstances: The Sport Manager (Regional or National depending on event type) at their sole discretion, may take into consideration any 'exceptional circumstances' that may have adversely affected an athletes registration into a single event, provided that:

- (a) The athlete, or their delegate e.g. club coach, advised the Sport Manager in writing (email will suffice) of the 'exceptional circumstance/s' prior to the close of **Entry**,

so long as any evidence in support of the claim for 'exceptional circumstance/s,' is provided to the SM prior to the close of **Entry**. The SM alone may decide whether the evidence provided supports the claim or not for 'exceptional circumstances', and their decision shall be final without any right of appeal, or

- (b) In the unlikely event that SLSNZ personnel have failed to progress an athletes awards or other eligibility criteria in the final **5** working days immediately preceding the close of **Entry** for an event, the SM may at their sole discretion allow an athlete entry, so long as the SM alone is satisfied that sufficient evidence exists, or
- (c) In the unlikely event that a club administrator has inadvertently genuinely failed to process a general or specific eligibility award e.g. Lifeguard refresher at least **5** working days prior to an event, the SM may alone decide to allow an athlete entry so long as the SM alone is satisfied that sufficient evidence exists. In this example, a high threshold of written evidence must be supplied to the SM immediately upon the SM request.
- (d) Athletes, and or their delegate, who falsely claim exceptional circumstances, particularly once granted, will be excluded from the event and may face further disciplinary action by SLSNZ. Furthermore, any approval for an athlete to register under exceptional circumstances, if found to be false after completion of the event, will result in all points, medals and trophies being returned to SLSNZ, for allocation to the rightful athlete and/or club. Additionally, those responsible for the false claim/s for exceptional circumstances may face disciplinary action by SLSNZ, which may result in forfeiture of all individual and club points, medals and awards for the entire event.

2.2.6. Dual Membership: In relation to dual or multi-Club membership, the following shall apply:

- (a) Any Member of a Club may be admitted as a Member of another Club or Clubs.
- (b) A Member or Participant shall not participate in any inter-Club Competition as a representative of more than one

Club during any one Competition Season until their “Competitive rights” have been transferred, as set out in the Regulations.

- (c) Any Member or Participant who is a Member of more than one Club shall be entitled to compete in intra-Club Events of all such Clubs.
- (d) Members may belong to a Club in both Australia and New Zealand and choose to compete for both Clubs (except at the same Competition) provided they meet the SLSNZ Award, refresher, patrol and membership requirements and all other obligations relevant to the country and Club for which they wish to compete.

2.2.7. Competitive Transfers: A Member of a Club who desires to transfer Competitive rights to another Club during the Competitive Season pursuant to the Regulations may do so under the following conditions:

- (a) Any Member of a Club may be admitted as a Member of another Club or Clubs provided the Member has complied with and completed the necessary transfer requirements as detailed in the Regulations, noting:
 - (i) Individuals are entitled to one transfer per season; and.
 - (ii) Individuals must not have already competed in a Regional or Nationals Championship competition in any age-grade during the same season.
 - (iii) **As per the regulation a ‘Competitive season’ means the period from July 1 to June 30.**
- (b) Any ILS rulings in respect of Competition transfers, international transfers and World Championship Events are complied with.

2.3 COMPETITION DIVISIONS

- 2.3.1. **Determining Divisions:** A Competitor's division will be determined by their gender and their age on 30 September annually, for the current Competition season (refer to Tables 2.1 and 2.2).
- 2.3.2. **Eligibility to Compete:** Competitors are eligible to contest Events in their division provided they hold the relevant Event Eligibility (2.2. Event Eligibility).
- 3.2.1. **Participation in Team Events:**
- (a) Competitors in the Under 19 division and above may compete in their own division in team Events, as well as any older division up to and including the Open Division, except in IRB competition where they must compete in one division only for any single team Event.
 - (b) Where specified (e.g., lifesaver relay), Competitors of different divisions may compete together as specified in the Event rules provided that each Competitor is of the correct age as outlined in the rules for that Event and is currently proficient in the appropriate SLSNZ Award for their division.
 - (c) In the Masters Divisions (refer to Table 2.2), Competitors must compete in their own division in team Events, unless there are insufficient starters to conduct the Event in their division, whereupon the Competitors may elect to contest the same Event in the next available younger division. This concession is without prejudice and does not prevent the Competitors returning to their own divisions for other Events. Additionally, Masters Competitors may contest Open Division Events.
 - (d) Where a Masters team Event consisting of three or more Masters Competitors is conducted, e.g., surf boat or canoe race, the combined ages of all Competitor shall determine the division in which the team must compete (refer to Table 2.2).
 - (e) In Masters Events, boat sweep oarsmen may be 15+ years, provided they meet the SLSNZ Award requirements for their age. They may compete in multiple Masters Age divisions as the sweep oarsman.

2.4 SUBSTITUTION OF COMPETITORS

- 2.4.1. In individual Events there shall be no substitution. Competitors shall compete in heats as drawn.
- 2.4.2. In Events where two or more persons comprise a team, substitution of up to and including half (50%) of the original team Members is permitted after the first round of the Event is completed, providing:
 - (a) Competitors to be substituted in each team must be suitably qualified Members of the same Club that are entered in the Competition.
 - (b) Any Competitor who competes in one team in an Event or is disqualified in that Event cannot compete or be substituted into another team in the same Event and age group at the same Competition.

2.5 COMPOSITE TEAMS

- 2.5.1. The purpose of composite teams is to increase participation opportunities for the SLSNZ membership primarily when clubs do not have the correct number of a particular age/gender to form a team.
- 2.5.2. Composite teams are not a means to promote performance and/or select teams made up of members from multiple clubs at the exclusion of their own club members. Instances where clubs are engaging with this process will be dealt with by the EMC
- 2.5.3. In general composite teams will be permitted as outlined below, with event circulars and/or EMC briefings outlining specific events, divisions and age groups as well as any restrictions on composite teams.
- 2.5.4. Composite teams are permitted at all local & regional events across all divisions.
- 2.5.5. No composite teams in Rescue Events, two person events and IRB competitions, excluding of sharing patients when permitted by the EMC.
- 2.5.6. When offered, composite teams will be eligible for medals but not overall points.

2.6 GENDER EQUITY

2.6.1. Female/male only Events may be conducted in designated Event categories as long as the following rules are applied:

- (a) No Event shall be conducted at a Competition which excludes a gender, i.e. if only one Event is to be conducted it shall be designated as open to both male and female Competitors. (U19 Men's canoe race) there must be a comparable event for females (U19 Women's canoe race).
- (b) Notwithstanding 2.4.1. (a) from a safety perspective, event officials are permitted to make decisions to run, or not run, events in light of the conditions that may affect male and female (and those in different age groups) in a different way.
- (c) SLSNZ Event can be considered gender equitable when the participants in both the men and women's programmes would accept as fair and equitable the overall programme of the other gender.
- (d) No individual should be discriminated against on the basis of gender identity, sexual orientation, race, physical/mental ability or ethnicity.

2.6.2. Boat sweep oarsmen, IRB patients, and other handlers are to be considered as gender neutral with respect to their participation in male and female Events.

2.6.3. Some team Events may be designated as mixed and therefore contain a mixture of male and female Competitors. Unless specified, mixed teams should contain an equal number of males and females.

2.7 COMPETITORS WITH DISABILITIES

- 2.7.1. Upon application to the Event Management Committee, an allowance may be considered for a Competitor with a limiting disability but only if there is no disadvantage to other Competitors in the Event. The decision of the Event Management Committee shall be final and shall not be subject to protest.

2.8 MEDALS AND POINTS

- 2.8.1. When supplied, Medals will be allocated to 1st, 2nd and 3rd place getters.
- 2.8.2. In situations where individuals/teams are representing a non-New Zealand club and/or are a composite team (comprised of multiple clubs) they will be eligible for all placings and medals i.e. the next best legitimate New Zealand club individual/team does not receive a medal and there are no additional 'visitors' or alternate medals.
- 2.8.3. In situations where individuals/teams are representing a Region, State, National or similar organisation, they will NOT be eligible for placings and medals. The next best individual/team will receive the placing and medal.
- 2.8.4. Competition points for Regional & National Championships in individual and team events points will be 6 to 1 for 1st through to 6th:
 - (a) Variances to this may be implemented for other competitions, round robin racing, and be determined by organising committee of those particular competitions and will be described in the Event Circulars.
- 2.8.5. In situations where individuals/teams are representing a non-New Zealand club, are a composite team (comprised of multiple clubs) and/or are representing a Regional, State, National or similar organisation, they will NOT receive Championships points - these will be awarded to the next best legitimate club team.
- 2.8.6. Where a finish is determined to be a tie, the same placing and/or points will be given to both athletes/teams and then void the next placing and/or points allocation.

2.9 SWIMSUITS

- 2.9.1. The swimwear of all participants shall be modest, in good taste and must not be transparent.
- 2.9.2. Swimwear must be of textile material (i.e., permeable textile open mesh materials such as cotton, nylon, lycra and the like) with no application of surface treatment closing the open mesh structure. Swimwear must not contain any non-textile material such as polyurethane or neoprene.
- 2.9.3. Participants may choose a swimwear style that covers additional body surfaces including the legs, arms and/or head, but not the face.
- 2.9.4. There is no limit to the number of pieces the swimwear is made from and competitors may wear additional layers over a traditional swimwear. Refer to rules 2.10 Wetsuit's, 2.11 PFD's and 2.13 High Visibility Garments.
- 2.9.5. Notwithstanding any other clause, any style of swimwear may be worn to accommodate a participants individual needs and preferences, including in respect of modesty, religious or cultural purposes, gender identity or physical disability.
- 2.9.6. Swimwear which may be capable of unfairly enhancing performance will not be permitted, this includes compression swimwear that may be tight-fitting and/or increase buoyancy.
- 2.9.7. Swimwear which may present a genuine safety risk to the wearer or other swimmers will not be permitted, this includes swimwear that may cover the face, prohibit the body from moving freely and/or impedes buoyancy.
- 2.9.8. If a style of swimwear is in dispute, The Event Management Committee may ask the participant or their representatives to inspect the swimwear for approval to ensure they comply with these rules. In instances where the Event Management Committee is unsure whether the swimwear meets the requirements, the swimmer will be allowed to participate, with the issue referred to the Competition Appeals Committee for a decision.

2.10 WETSUITS

- 2.10.1. Masters competitors may wear a wetsuit for any Event.
- 2.10.2. Senior competitors may wear wetsuits for any Event, except for swimming races and/or swimming legs in team events unless authorised by the Event Referee.
- 2.10.3. The only wetsuits approved for use in Events involving swimming shall have a maximum thickness of 5mm at any location on the wetsuit.
- 2.10.4. Tri-suits' or similar cannot be worn and wetsuits cannot contain any additional material to provide the wearer with flotation, buoyancy or performance assistance.
- 2.10.5. More than one wetsuit cannot be worn at a time.

2.11 PERSONAL FLOATATION DEVICE (PFD)

- 2.11.1. In craft events (canoe and boat), Competitors may wear endorsed buoyancy vests or PFDs as the conditions warrant.
- 2.11.2. PFD's are required to be worn for all IRB Events by patient's, crewperson's and driver's.
- 2.11.3. No additional items shall be worn over top of PFDs, i.e. Hi-Vis Vests.
- 2.11.4. Refer to the equipment specifications manual for further guidance.

2.12 HELMETS

- 2.12.1. In craft events (boat and canoe), Competitors may wear endorsed helmets as the conditions warrant.
- 2.12.2. Helmets are required to be worn for all IRB Events by patients, crewpersons and drivers.
- 2.12.3. All helmets used are to be in Club colours and design or have a Competition cap fixed on top of the helmet and conform to Club rules regarding the wearing of caps.
- 2.12.4. Refer to the equipment specifications manual for further guidance

2.13 HIGH VISIBILITY VESTS

- 2.13.1. All Competitors (except in IRB events) entering the water must wear high visibility vest/rash tops that meet the colour and branding specifications described below.
- 2.13.2. Vests/rash tops must be worn over the top of all existing swim wear, protective clothing and wetsuits.
- 2.13.3. The supplier of the vest (club or event organiser) is responsible of ensuring that vests/rash tops are fit for purpose and meet the prescribed specifications.
- 2.13.4. The EMC may at their sole discretion direct individuals, teams or Clubs to remove and replace vests that do not meet the prescribed specifications.
- 2.13.5. Technical Colour Standards:
 - (a) Fluorescent Yellow. (PMS #13-0630)
 - (b) Fluorescent Pink (PMS #16-2130)
 - (c) Fluorescent Green (PMS#13-0340)
 - (d) Fluorescent Red (PMS#485C)
- 2.13.6. Fluorescent Orange (PMS# 15-1360-TN) is NOT to be used as this is for in-water searches.
- 2.13.7. Branding:
 - (a) Logos and other branding are to cover a maximum of 30% of the garment surface.
 - (b) Chest logos/pictures are to be a maximum of 30cm².
 - (c) Front/back logos/pictures are to be a maximum of 200cm².
- 2.13.8. Equipment Handlers.
 - (a) All equipment handlers must wear any high visibility garment e.g. vest/jacket/shirt as long as they meet the prescribed specifications.

2.14 EYEWEAR AND JEWELLERY

- 2.14.1. Sunglasses or optical glasses may be worn in all Events provided that any eye protection or optical glasses worn are suitably designed for that Event and that the eye wear does not pose a hazard to the wearer or any other person.

- 2.14.1. The wearing of jewellery, including necklaces, watches, earrings, and bracelets, is not permitted in any Beach Flags arena.
- 2.14.2. At the discretion of the EMC, earrings and bracelets may be permitted only if they are securely taped and have been inspected prior to entry into the arena.

2.15 FOOTWEAR

- 2.15.1. The wearing of footwear shall not be permitted in large craft Events unless specifically allowed by the Event Referee due to the prevailing conditions.

2.16 COMPETITION CAPS

- 2.16.1. Competition caps, colours and designs, must be approved and registered with SLSNZ. Only registered colours and caps shall be permitted to be worn. In team Events, Competitors from the same team must wear matching caps. A register of Club caps can be found on the SLSNZ website and applications for changes are to be made to the Sport Manager directly.
- 2.16.2. Caps, securely fastened under the chin, must be worn on the head at the start (including the start of each leg in team Events) of all Events. The wearing of rubber or silicone type swim caps is permitted under Competition caps.
- 2.16.3. A Competitor/team shall not be disqualified if a cap is inadvertently displaced or lost after the start of an Event, provided that Officials can identify that the Competitor correctly completed the course/Race.
- 2.16.4. Competitor's caps are to remain on their heads until placings have been recorded for that Race and/or the Official in charge of the finish of the Event gives permission.
- 2.16.5. The wearing of registered Competition caps or an equivalent rubber or silicone type swim cap is permitted in pool rescue Events and the simulated emergency response Events. These caps are to be the same or as similar as possible as those registered with SLSNZ.

2.17 IDENTIFICATION

- 2.17.1. Caps, rash shirts/vests and/or arm markings identify an individual Competitor and/or team as required.
- 2.17.2. Where a Club enters more than one team in an Event, the Competitors in each team shall either:
 - (a) All wear caps with distinguishing numbers or letters; or
 - (b) All wear distinguishing numbers or letters marked on their upper arms; or
 - (c) All wear rash shirts/vests with distinguishing colours or distinguishing numbers or letters.

2.18 SPONSOR IDENTIFICATION

- 2.18.1. SLSNZ shall, in accordance with its Constitution, issue from time to time Regulations and other policies which shall apply to sponsorship identification in relation to general display, dress, SLSNZ equipment, etc.
- 2.18.2. The Event Management Committee may order the removal or covering of any sign writing, logos, or corporate identification on either clothing or equipment of any Participant or Club which is deemed not in “good taste”, or is in conflict with the Intellectual Property and Commercial Partnership Regulation.
- 2.18.3. **“Not in good taste”** means: portrays, or has the potential of portraying SLSNZ in a detrimental, prejudicial or unfavorable manner or in a manner which degrades or has the potential to degrade the reputation, values or the fundamental integrity and identity of any Participant, SLSNZ and surf lifesaving in general.
- 2.18.4. Refusal to comply with the EMC’s direction to cover or remove such items shall result in the equipment or Competitor/s being banned from the Competition Arena.

2.19 GEAR SPECIFICATIONS & USAGE

- 2.19.1. To be eligible for Events, all boards, skis, boats, canoes, rescue tubes, fins, IRBs/motors and other equipment must conform to the SLSNZ Equipment Specification Manual.
- 2.19.2. All equipment used in Events may be subject to scrutineering by the delegated Officials.
- 2.19.3. **Scrutineering**
 - (a) Scrutineering of surf craft and/or equipment may be conducted at any time before, during and after use in Events. Scrutineering is to ensure that all surf craft and/or equipment used in an Event is safe and otherwise complies with the current specifications approved by SLSNZ.
 - (b) Penalties for surf craft and/or equipment not meeting SLSNZ specifications will include removal of the craft and/or equipment from the Competition, disqualification from the Event if the craft or equipment has been used in the Event, and/or other penalties deemed appropriate by the EMC.

2.20 COMPETITOR NUMBERS PER EVENT

- 2.20.1. The Event Referee or Arena Referee shall decide whether Events shall be conducted in heats, rounds, quarter-finals, semi-finals or straight finals.

2.21 SETTING OF COMPETITION COURSES

- 2.21.1. When setting courses, consideration must be given to ensure that, as far as possible, all Competitors have fair and equal conditions.
- 2.21.2. All distances for both beach and water Events should be measured wherever practicable.
- 2.21.3. Buoy distances shall normally be measured from the water's edge (taking into account varying conditions such as sandbars, exclusion of holes and rips, surf conditions, prevailing winds and safety factors).

- 2.21.4. The setting of beach positions, start lines, turning and finish flags and judging stands shall take into account sand, surf and water conditions and prevailing winds to ensure that, as far as possible, a fair and equal course for all Competitors is established.
- 2.21.5. Courses may be adjusted at any time during Competition to address safety, account for significant tidal, sea and beach condition changes and maintain compliance and course fairness.
- 2.21.6. Prior to commencement of each Race, the Event Referee or Arena Referee shall check courses for compliance with the rules of the Event and this Manual.
- 2.21.7. Course protests are only permitted prior to the start of a Race.

2.22 DRAWS

- 2.22.1. The number of entries received for Events shall determine the necessity to conduct heats and further rounds prior to conducting a final.
- 2.22.2. The seeding of Competitors may occur at Competitions conducted by SLSNZ to ensure the fairness of Competition.
- 2.22.3. The initial draw for heats and beach positions including seeding of Competitors may be conducted as directed by SLSNZ or nominated Officials and supplied to Clubs. The method used shall be approved by the Event Management Committee.
- 2.22.4. The draw for subsequent rounds, seeding and beach positions shall be conducted as directed by SLSNZ or nominated Officials and supplied to Clubs. The methods used shall be approved by the Event Management Committee.
- 2.22.5. Vacancies created in qualifying to further rounds of an Event due to the withdrawal or disqualification of a Competitor or team shall only be filled by the next place getter who participated in the same Race.
- 2.22.6. In the Events up until a final, should a Competitor be disadvantaged due to performing a rescue during that Event, and have his or her chances of qualifying through to the next round disadvantaged, the person may be allowed to proceed through to the next round. However, should the rescue take

place in a final, it will be subject to the Event Referee's discretion, but generally unless the Race is stopped, the Race results shall stand.

2.22.7. Beach Positions

- (a) The No. 1 position shall be on the left (facing the water) for large craft Events.

2.23 MARSHALLING

- 2.23.1. Each Competitor is responsible for monitoring the reporting and starting times and ensure that they are present for the marshalling of their particular Event(s). Competitors failing to report to marshalling may be eliminated from the Event at the sole discretion of the Arena Referee. Competitors who do not report to marshalling and either confirm they are racing or withdrawn from the Event, may be subject to additional fees being applied as advertised from the Event Management Committee.
- 2.23.2. The Marshall shall assemble the Competitors for Events, check their names against Event entries, and position the Competitors into heats (and any subsequent rounds) according to the progressions.
- 2.23.3. It is the Competitor's responsibility to be ready to compete, and to present themselves with their equipment and Event attire when called by the Marshall. Failure to comply with directions of the Marshall may render Competitors liable for disqualification by the Event Referee.
- 2.23.4. At the close of marshalling, any Competitor that has failed to show and or respond to the Marshall's call of their name shall be eliminated from the Event.
- 2.23.5. Any Competitors warming up after the start of the first heat who interfere in any way with the conduct of any aspect of the Competition shall be disqualified from that Event.
- 2.23.6. Competitors who fail to show for their assigned heat shall be eliminated from the Event.

2.24 STARTING OF EVENTS

- 2.24.1. The process of starting Events shall be confirmed by the Event Management Committee at the start of the Event. Start procedures must include at least a signal or command that indicates that Competitors are in the starter's hands and a signal or command to start the race, e.g., "you are in the starters hands" followed by a whistle, gun, or alternative acoustic signal. Alternatively, start procedures may include a signal or command that indicates "ready" followed by a signal or command that indicates "set" and then followed by a signal or command that indicates "a start", e.g., 1. "take your marks", pause until Competitors are ready, "set", followed by a whistle, gun, or alternative acoustic signal, e.g., 2. "Competitors ready", pause, "heads down", followed by a whistle. If, for any reason, the starter has to speak to any Competitor after the commencement of any of the commands, the start process shall recommence.
- 2.24.2. Start lines shall be established in the following manner and Competitors must cross the start line to commence their Race:
- (a) A designated line marked by a cord between two poles and/or with flags.
 - (b) A designated line drawn on the sand between two poles.
 - (c) A line of sight between two poles or straight line in the water (e.g., surf boat start), or as determined by the starter or the check starter.
- 2.24.3. In Events where a cord is used, Competitors' toes shall be on or behind the line but other parts of the body may overhang the line.
- 2.24.4. In Events where a line is drawn, toes and fingers shall be on or behind the line except where an upright starting position is adopted. In such circumstances, the Competitors' toes shall be on or behind the line but other parts of the body may overhang the line.
- 2.24.5. Whilst every endeavor should be made by the starter to effect an even start, the decision to "go" on the start signal rests with the Competitor or team. If there is no recall by the starter or the check starter(s) or the Event Referee, no protest shall be allowed on the start.

- 2.24.6. The first Competitor to leave their position on the starting line mark after the command “ready” and before the signal to commence, shall be considered to have made a starting break infringement and a false start declared.
- 2.24.7. With the exception of Events up to and including the Under 14 age category, the first Competitor who breaks shall be disqualified. If one Competitor false starts, others may follow. Any Competitor who follows is not deemed to have false started. If two or more Competitors break simultaneously, then all those that false started simultaneously may be disqualified, excluding those that followed. However, if in the eyes of the Officials alone, it is not possible to determine which athlete broke first, then both (all) Competitors that broke may be permitted to restart the Race.
- 2.24.8. Irrespective of whether a false start occurred, if in the opinion of the starter or the check starter, the start was not fair because of a technical defect or other matter not caused by Competitors, the starter must recall the Competitors and recommence the starting process.
- 2.24.9. Competitors entering the water in large craft Events may do so at their own discretion providing there is no interference to other Competitors. The Competitor entering the water in second or subsequent legs shall be deemed to be at fault if the progress of a Competitor coming from the water is impeded.
- 2.24.10. The team shall not be disqualified if a Competitor crosses the start line and then returns to the correct position to correctly await the arrival signal or tag from their team.
- 2.24.11. If an error by an Official or starting apparatus causes or precedes a false start, the race will be restarted without eliminations or disqualifications.

2.25 COMPLETION OF COURSES

- 2.25.1. Competitors/teams must compete fairly and adhere to the courses and the rules as detailed in this Manual, the relevant Entry Form and Circular or as directed by the relevant Official for the conduct of Events. Where available, electronic equipment (including video) may be utilised to assist the judging process.
- 2.25.2. If a Competitor/team misses a turning buoy or turning flag they may, without penalty, alter their direction and return by their most direct route to correct the course error and continue to the finish of the Event.
- ~~2.25.3. In Events where it is required to cross a line to finish, should a Competitor or team not correctly cross the finish line as prescribed in 2.27.5 for that Event, they may recover and correctly re-cross the finish line to record their placing.~~
- 2.25.4. Once a Competitor has been judged to have correctly crossed the finish line, they will be deemed to have completed that Race. As such, a Competitor will then not be permitted to then re-enter the course to correct any previous Race errors.
- 2.25.5. Where a Competitor fails to correctly complete the prescribed course, compete fairly or in any other way breaches or fails to follow a rule in this Manual, they may be disqualified.

2.26 CHANGE-OVER (TAGGING) IN RELAY EVENTS

- 2.26.1. Unless otherwise provided (e.g., IRB teams, surf boat relay, lifesaver relay [boat to other legs only]), relay Race change-overs shall be effected by a Competitor “tagging” the next team Member.
- 2.26.2. Tagging is defined as the incoming Competitor, after completing the course, using either hand, visibly touching the ongoing or outgoing Competitor on the hand or other part of the body.
- 2.26.3. The ongoing or outgoing Competitor shall be positioned with toes on or behind the shoreward side of the change-over line, but other parts of the body may overhang the line.
- 2.26.4. Competitors in relay Events must commence their leg of the Event from the (correct) position as allotted by the Marshall. If

the Competitor does not comply with the allocated position, the team shall be disqualified by the Event Referee.

2.27 FINISH OF EVENTS

- 2.27.1. All Events shall be judged and placings decided by finish judges.
- 2.27.2. Where available, electronic equipment (including video) may be utilised in the judging process. The finish position placings will be decided by the finish judge(s).
- 2.27.3. Where finishing disks indicating the allocated finish positions are issued to Competitors, it is the Competitor's responsibility to return the disk to the recording Official to have their name and finish placing recorded.
- 2.27.4. Video playback and electronic recording is for use only by appointed SLSNZ Officials. Viewing of video playback or other electronic recordings made by a competitor or a team manager will only be permitted at the Event Referee's discretion.
- 2.27.5. In Events where Competitors run to and across a finish line, the finish of the Race is judged when the Competitor crosses the line, upright on their feet. The finish is judged on the chest of the Competitor when crossing the finish line. Falling across the line is not deemed to have finished the Race.
- 2.27.6. Should a Competitor or team not correctly cross the finish line as prescribed in 2.27.5 for that Event (e.g. falling across the finish line), they may recover and correctly re-cross the finish line to record their placing.
- 2.27.7. In Events such as surf boat long course (wet finishes), the finish placing is judged when any part of the Competitor/team's craft correctly crosses the finish line.
- 2.27.8. The Event Referee may authorise the wearing of electronic finish tags to aid the judging and recording of Races:
 - (a) Competitors must place tags as directed (e.g., around a specified ankle or wrist, or other appropriate location on the Competitor's swim suit or vest, or on a designated part of their craft/boat).
 - (b) The result of such Races shall then be determined by the order of the finish of the tags across the finish line.

- (c) In the Event of failure of the electronic tags, all placings in a race shall be visually judged as per traditional methods.

2.27.9. Time Limits

- (a) When warranted, the Event Referee or Arena Referee shall fix a time limit for Races. Such a time limit shall be advised to Competitors prior to the commencement of the Event.
- (b) Where practicable, disqualifications due to the time limit being exceeded shall be advised to the Competitor by the Event Referee or Arena Referee or a course judge.

2.27.10. Dead Heats: In the Event of a dead heat, the following shall apply:

- (a) In finals, unless otherwise provided, a dead heat shall be declared as such, and trophy allocation shall be as decided by the Event Management Committee.
- (b) Qualifying dead heat Competitors in preliminary heats, rounds, quarter-finals or semi-finals shall be entitled to compete in the next round or final unless otherwise decided by the Event Management Committee.
- (c) **For count-back requirements to determine the crews to progress refer to the respective sections of this Manual.**

2.28 COMPETITION SAFETY

2.28.1. The provision for the safe operation and delivery of all competitions is vital. The Event Management Committee must ensure that a Competition Safety Plan has been completed prior to the commencement of the Competition in keeping with the requirements of the SLSNZ Competition Safety Manual.

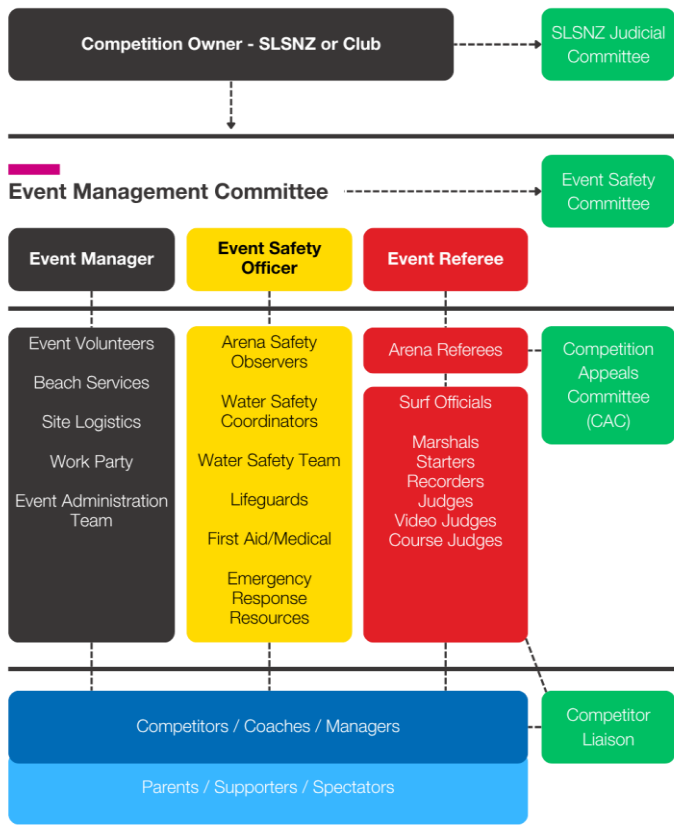
- (a) The Event Management Committee must ensure that all the required resources and services for the safe operation of the Competition are available and ready for immediate deployment if required. If in any doubt, safety must take precedence over the objective to complete any single Race or, if necessary, the entire competition.
- (b) Event Managers are responsible for developing a Competition Safety Plan for each competition in line with

HSWA Act 2015.

- (c) Competition Safety Plans must be peer reviewed by someone of the same or higher safety/risk level training/experience prior to each competition.
- (d) The SLSNZ Competition Safety Manual template will be reviewed annually to ensure it provides a comprehensive approach to effectively managing safety at competitions and can be found at www.surflifesaving.org.nz
- (e) The expectation is that to be recognised as a sanctioned surf life saving competition it is mandatory to have a completed Competition Safety Plan developed for your competition.
- (f) The CEO of SLSNZ, or their delegate must be informed of any Notifiable Injury, Incident or Death and they in turn shall notify Work Safe NZ.
- (g) Clubs are responsible for entering their members into events. As a condition of entry, Clubs are responsible for ensuring that all entrants are competent to participate in the events in which they are entered.

2.29 COMPETITIONS MANAGEMENT STRUCTURE

The below is an example of a competition management structure. This may vary for different competitions depending on number of participants, arenas and available resources.



Health and Safety is a shared responsibility by all personnel, competitors, clubs, parents, coaches, managers, competition volunteers and staff.

2.30 DISQUALIFICATIONS CLASSIFICATIONS

2.30.1. Competitors or teams may be disqualified from an event or from the entire competition. Where a competitor is disqualified for any reason, in a round or a final, the place he or she would have held shall be awarded to the competitor who finished next and all lower placing competitors shall be advanced one place. Competitors may protest or appeal any disqualification.

- (a) Disqualification from competition: Examples of behaviour which may result in disqualification of individuals or teams from the competition, include:
 - (i) Refusing to fulfil the conditions of entry.
 - (ii) Breach of SLSNZ constitution, regulations or policies.
 - (iii) The impersonation or use of unauthorised competitors.
 - (iv) Activities resulting in willful damage to the venue sites, accommodation sites or the property of others.
 - (v) Abuse of officials, volunteers or SLS staff.
- (b) Disqualification from events: Examples of behaviour, which may result in disqualification of individuals or teams from an event, include:
 - (i) Being absent at the start of an event.
 - (ii) Infraction of the “General conditions” for events or infraction of event rules.
- (c) Competitors shall be notified of their disqualification from an event by the Chief Judge or appropriate Judge, at the completion of the race. Competitors shall not leave the designated competition area until dismissed by the Event Referee or appropriate official.
- (d) If an error by an official causes a fault by a competitor, the fault by the competitor may be expunged at the Event Referee’s discretion.

- (e) Competitors must compete under their own name at all times. Failure to comply may result in disqualification from all Events entered under their own name as well as under any other assumed name or alias. Competitors are not permitted to compete in more than one team in the same Event. Failure to comply will result in disqualification of the teams in all Events contested.

2.31 COMMUNICATION, PHOTOGRAPHY & VIDEOGRAPHY DEVICES

- 2.31.1. The use of communication devices is NOT permitted by competitors during racing
- 2.31.2. Appropriately sized video devices may be mounted on craft or helmets.
- 2.31.3. The weight of any permanent mounting device are included in the overall weight of the craft
- 2.31.4. Use of photography and videography devices (including drones) within the event area is NOT permitted unless the required application process has been completed by the user and approved by SLSNZ.
- 2.31.5. SLSNZ or their event management reserve the right to deny or revoke access to the event area to any or all applicants in particular if behaviour or imagery is considered to be inappropriate, objectionable or used for objectionable purposes.
- 2.31.6. Any competitor, member or club registering for a SLSNZ event is deemed to have given approval for images of them to be used by SLSNZ and or approved contractors, so long as such images do not knowingly compromise any individual.
- 2.31.7. SLSNZ reserves the right to use images captured by approved applicants unless a contract agreement is made prior to the approval of the applicant.

2.32 REFUNDS FOR COMPETITION ENTRIES

2.32.1. The following may be applied in relation to refunds of entry fees for SLSNZ competitions:

- (a) If a member enters and subsequently withdraws prior to the start of the competition, they may receive a 50% refund.
- (b) If a competition is cancelled prior to the start of first event, members may receive a 75% refunded.
- (c) If a competition is cancelled after the start of first event, no refunds will be given.

Table 2.1
SLSNZ SENIOR DIVISIONS

Age in years at 30 September	Division
Surf Boat Divisions - Rowers	
14-18 years	Under 19
14-22 years	Under 23
15+ years	Open
Surf Boat Divisions - Sweep	
15+ years	Any Division
Surf Canoe Divisions	
14-18 years	Under 19
15+ years	Open
IRB Divisions - Driver and Crewperson	
15-18 years	Under 19
15-22 years	Under 23
15+ years	Open
IRB Divisions - Patients	
14+ years	Any Division

Table 2.2
SLSNZ MASTERS DIVISIONS

Age in years at 30 September	Division
4 Person Team – Surf Canoe, Surf Boat (no including boat sweep)	
Combined ages - 4 person	120-159 years
Combined ages - 4 person	160-199 years
Combined ages - 4 person	200-239 years
Combined ages - 4 person	240+ years
Surf Boat Divisions - Sweep	
15+ years	Any Division
IRB Divisions - Driver and Crewperson	
30+ years	30+ years
IRB Divisions - Patients	
14+ years	30+ years

Table 2.3
EVENTS FOR AGE DIVISIONS

Events offered at a competition will be outlined in the respective competition circulars.

Events/Age Groups	U19	U23	Open	Masters
Surf Boat Short Course	Y	Y	Y	Y
Surf Boat Long Course	Y	Y	Y	Y
Surf Boat Relay			Y	
Surf Canoe Short Course	Y		Y	Y
Surf Canoe Long Course	Y		Y	Y
Surf Canoe Relay			Y	
IRB Single & Mass Rescue	Y	Y	Y	Y
IRB Assembly & Tube Rescue	Y	Y	Y	Y
IRB Team Rescue			Y	

Table 2.5
COMPETITION CAPS



Kaka Point
(KKP)



Mangawhai Heads
(MAN)



North Beach
(NTB)



Mount Maunganui
(MTM)



Omaha
(OMH)



Whangarei Heads
(WGH)



Raglan
(RAG)



East End
(ESE)



Ocean Beach Kiwi
(OBK)



Rarangi
(RRG)



Oreti
(ORT)



Red Beach
(RDB)



Kotuku
(KOT)



Palmerston North
(PLN)



Omanu
(OMN)



Midway
(MID)



Tairua
(TAI)



Sumner
(SUM)



Kariaotahi
(KAR)



Waimarama
(WMM)



Buller
(BLL)



Hot Water Beach
(HWB)



Lyall Bay
(LLB)



Fitzroy
(FTZ)



Nelson
(NEL)



Wainui
(WNU)



Waipu Cove
(WPU)



Worsler Bay
(WOR)



Tologa Bay
(TLG)



Waikanae
(WKN)



Papamoa
(PAP)



United North Piha
(UNP)



NPOB
(NPB)



Pacific
(PAC)



Bethells
(BTL)



Far North
(FRN)



Ruakaka
(RUK)



Mairangi Bay
(MAI)



Maranui
(MAR)



Pukehina
(PUK)



Westshore
(WST)



Riversdale
(RIV)



Whakatane
(WKT)



Sunset Beach
(SUN)



Taylors Mistake
(TAY)



Onemana
(ONE)



Piha
(PHA)



Bayllys Beach
(BBH)



Whangamata
(WGM)



Orewa
(ORW)



Whanganui
(WNG)



Warrington
(WAR)



Waihi Beach
(WHB)



Waikuku
(WKK)



Waimairi
(WMR)



Foxton
(FOX)



St Clair
(STC)



Maketu
(MAK)



Kare Kare
(KAR)



Levin Waitarere
(LVW)



Titahi Bay
(TTB)

No Cap
Registered

Buller
(BLL)

No Cap
Registered

Ngati Porou
(NGA)



Otaki
(OTK)



New Brighton
(NWB)



Paekakariki
(PAK)



Opotiki
(OPO)



Muriwai
(MUR)



St Kilda
(STK)



Pauanui
(PAU)



Whiritoa
(WHI)



Brighton
(BRI)



Opunake
(OPU)



Spencer Park
(SPP)



South Brighton
(STB)



SURF LIFE SAVING



SURF BOAT EVENTS.

SURF BOAT EVENTS

IN THIS SECTION YOU WILL FIND:	Page
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SURF LIFE SAVING

3.1. GENERAL CONDITIONS

- 3.1.1. Details of rules relating to surf boats Events are described in this section and Circulars which may be issued from time to time.
- 3.1.2. A boat crew shall consist of five Competitors, four of whom shall be rowers and the fifth shall control the boat by a sweep oar and shall be known as the sweep oarsman (“sweep”). A crew must commence each Race with all five Competitors.
- 3.1.3. The sweep may compete in different age **divisions**, but can only compete in a particular **age division** Event once, irrespective of whether they are sweeping or rowing.
- 3.1.4. In all Events, the sweep may be of an older age or of a different gender, i.e., crews may utilise a suitably qualified male or female Club Member as their sweep.
- 3.1.5. A “warm-up” area may be provided for boats crews, but strict observance of the Event Referee’s directions relating to its use shall be observed. Encroachment onto the Competition Area or interference with any Race may result in disqualification.
- 3.1.6. A Boat Rowers Panel may be appointed to discuss boat racing conditions at Competitions with the Event Referee, and to represent Competitors. The Boat Rowers Panel may contain representatives from different Clubs, depending on the nature of the Competition. The Event Management Committee shall endorse the Members of the Boat Rowers Panel for that Competition. The Boat Rowers Panel shall act as a communication link between the Competitors and Officials and act under the following guidelines:
 - (a) The representatives of the Boat Rowers Panel shall liaise directly with the Event Referee on matters pertaining to the conduct of the Event.
 - (b) The Boat Rowers Panel may assist the Event Referee in setting Competition courses prior to the commencement of Event.

- (c) Any protests regarding surf boat Events shall be dealt with in accordance with section 10 of this Manual and the relevant Circular and Entry Form.
- (d) The Boat Rowers Panel representatives shall abide with any decision of the Event Referee or Competition Appeals Committee.

3.1.7. A seventh buoy shall be laid and may be used at the discretion of the Event Referee.

3.2. SURF BOAT RACING

3.2.1. The Course

- (a) The course shall be as detailed in Figure 3.2.
- (b) The boat turning buoys and the gate buoys should be of distinctive colours in the following order from left to right:
 - No. 1 red and yellow
 - No. 2 black
 - No. 3 green and white
 - No. 4 red
 - No. 5 blue and white
 - No. 6 yellow
 - No. 7 white and black
- (c) The turning buoys should be set at a minimum of 400m from the water's edge, depending on prevailing surf conditions, and should be set in such a position to allow the boats to clear other course buoys by taking a straight course to and from their respective turning buoys.
- (d) The turning buoys should be set so as to provide a course which is as fair as possible and which will give all crews the same distance to row, regardless of which position they are allocated.

- (e) The gate buoys, which are optional at the Event Referee's discretion for usage on the return journey, should be:
 - (i) Set in line with the turning buoys on the seaward side of the break area and inshore from the turning buoys.
 - (ii) Negotiated as directed by the Event Referee.
- (f) The finishing line shall be a line of sight drawn between two orange and blue diagonal flags (or other colour(s) as determined by the Event Referee) on poles positioned far enough apart to correspond with the number of buoys laid (see Figure 3.2) and to allow all boats to finish afloat.
- (g) As an alternative to the above, there is also an option for dry starts and finishes in any combination with wet starts and wet finishes.
- (h) Large elevated markers in the corresponding buoy colours may be positioned on the beach behind each position to assist sweeps returning to the beach to determine their position relative to their buoy position.
- (i) When it is not possible to provide a fair course over the full number of positions, the Event Referee at their discretion may reduce the number of crews in each Race, including the finals, to improve the fairness of racing.
- (j) If it is clearly evident that the turning buoys are not parallel to the beach and therefore not fair for all crews, the buoys may be adjusted immediately at the discretion of the Event Referee.

3.2.2. Pre-Start

- (a) For each Race, the boat crews shall be marshalled to their allocated positions on the beach near the water's edge.
- (b) At the appropriate time for a wet start, the check starter shall direct the crews to float and hold their boats in their allocated positions approximately 23m apart, in readiness for a Race start.

- (c) Starts may be wet or dry and will be decided by the Event Referee. In the Event of a dry start being utilised, coloured markers corresponding with the buoy colours will be placed in line on the beach, approximately 10m from the water's edge. A crew Member from each crew shall line up behind their allocated marker in readiness for a Race start. The remaining four crew Members plus a handler, if required, shall hold the boat either floating in the water or at the water's edge under the direction of the check starter.
- (d) A handler shall not be considered to be a Competitor but shall be required to:
 - (i) Be a Member of the same Club as the crew (exemption may be given by the Event Referee for a Member of another Club to be a handler).
 - (ii) Wear a Competition cap.
 - (iii) Comply with all instructions of the Officials.
 - (iv) Make every effort to ensure that they, or the equipment that they are handling, does not impede another Competitor, otherwise both they and their crew may be subject to disqualification.
 - (v) Handle the boat and/or oar as directed by the relevant Official.
- (e) The check starter shall hold a flag aloft when the crews are in line and ready to race. At the discretion of the sweep, a crew may draw their boat back from the line if they so wish, provided the boat is stationary at the time of the start. If crews disregard the directions of the check starter or starter they may be disqualified.
- (f) When the check starter raises his flag, this signals to the starter, who should be in an elevated position approximately mid-field on the beach, that the crews are ready to race.

- (g) Prior to the start, if a crew has a problem, the sweep may raise their arm to indicate that his crew is not ready to race. If this situation occurs, the check starter may lower his flag and the starter may lower his gun. Once the problem has been rectified, the start process may recommence. If a crew disregards the further directions of the check starter, they may be disqualified.

3.2.3. The Start

- (a) The starter shall make every effort to ensure that all crews are given a fair and even start. However, the decision for the crew to “in and away” is ultimately the responsibility of the sweep/rowers and crews cannot protest the start. If the Event Referee, starter or check starter is not satisfied that the start has been fair for all crews, the Race shall be recalled by way of a second shot from the gun or by a whistle blast.
- (b) For a dry start, when the start signal is given, a crew Member shall run to the boat. When they visibly touch any part of the boat (not the oars) the crew may board the boat and commence rowing. Failure by the runner to visibly touch any part of the boat (not the oars) before the crew boards may result in disqualification.

3.2.4. The Seaward Journey

- (a) On the starting signal, the boats shall be rowed to sea. Crews should endeavor to steer a straight course to their allocated turning buoy. Failure to steer a straight course to their allocated turning buoy may result in a penalty or disqualification if another crew is impeded or disadvantaged by such action.
- (b) During the seaward journey, if a boat is swamped and overturns, the crew may right and empty the boat and continue the Race. To achieve this, it may be necessary for the crew to return the boat to shore. If a time limit has been advised and it is clearly evident that a restarting crew will not complete the course in the allowed time, the Event Referee should withdraw the crew from the Race to prevent delays to the programme.

- (c) Boats, oars, rowlocks and other gear/equipment may be replaced only during the seaward journey of a Race by other Club Members. Club Members may place replacement gear for collection by the crew at the water's edge and adjacent to the starting line as directed by the relevant Officials.
- (d) It is permitted for any crew Member(s) to assist in removal of damaged or lost boats and/or gear from the Competition Area to assist in maintaining safe Competition.
- (e) It is not permitted for any non-crew Member to recover lost boats and/or gear and place the recovered boats and/or gear on the start line for reuse by a crew during a Race.
- (f) If a crew runs aground whilst steering a straight line to their allotted turning buoy, the Event Referee may halt the Race and re-run that particular heat of the Race or place the crew in another heat or round of the Race.
- (g) If a crew Member is ejected from the boat during the Race, they are permitted to climb back into the craft as long as they complete the full course.

3.2.5. The Turn

- (a) Turns are usually made from left to right (right hand in). However, this may change at the discretion of the Event Referee after giving due consideration to the sea conditions applicable at the time of that round. If a decision is made to change from "left to right" to "right to left", all crews must be informed of this change. Failure to make the turn in the correct direction may result in disqualification.
- (b) The turn shall be effected giving due consideration to other competing crews. The turn should be kept as tight as is required, so as not to impede other competing crews. This applies when approaching and departing the turning buoys (see Figure 3.3). Impeding another crew may result in penalty or disqualification.

- (c) If a crew overturns its boat after completing the turn and before crossing the finishing line (or in the case of a dry finish, the runner completing the course), the crew may be permitted to continue in the Race after ensuring the safety of all crew Members who rounded the buoys in the boat.
 - (i) This is to be demonstrated by all crew Members who rounded the buoys regaining physical contact with their boat before the crew crosses the finish line (or in the case of a dry finish, the runner completing the course). Once this contact has been completed, the crew may proceed to complete the Race as described in rule 3.5.3 of this Manual.
 - (ii) Only those crew Members who rounded the buoy in the boat are eligible to assist their boat to finish the Race.
 - (iii) Should a boat in a Race cause another boat to overturn, the Event Referee may assess the circumstances and shall decide whether the affected crew may progress to the next round. However, there shall not normally be a re-run of a final in such circumstances.

3.2.6. The Return Journey

- (a) After completing the turn, crews should make every effort to steer a straight course to the finish line. Failure to do so may result in penalty or disqualification if another competing crew is impeded or disadvantaged by such action.
- (b) Boats taking a wave must keep clear of boats in front of them and may pass other boats on either hand. Failure to comply may result in a penalty or disqualification if another crew is impeded by such action.
- (c) When gate buoys are in use, crews must pass through their allocated gate as decided by the Event Referee. The Event Referee shall advise crews of the boat buoy usage. Any changes made during the Event shall also be advised to crews. Failure to negotiate the correct gate shall result in disqualification. If another crew cannot

pass through their gate buoy as a result of failure by another crew to correctly negotiate their correct gate, the matter shall be adjudicated upon by the Event Referee.

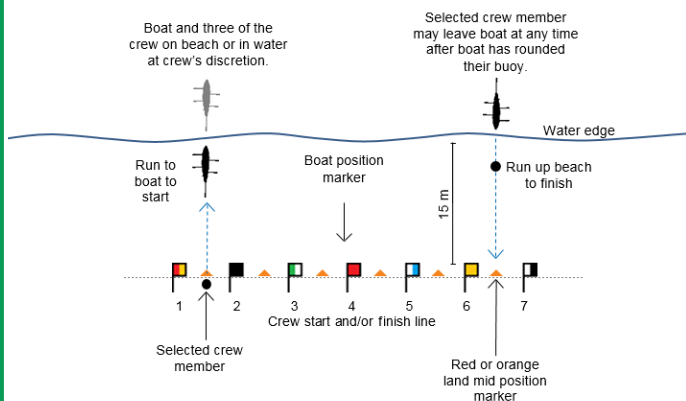
- (d) Should a boat on the return journey, when close to the finish line be stopped by grounding, this boat shall be deemed to have finished the Race provided that the boat is properly equipped and under control. This boat may be allocated a placing as decided by the finish judges.

3.2.7. The Finish

- (a) A wet finish placing shall be determined when any part of the hull of the boat crosses the finish line under the control of the crew and properly equipped from the seaward side between the finishing flags, or when a boat runs aground. The crew may recover a boat that has crossed the finish line not under the control and/or properly equipped and then again cross the finish line correctly to record a finish placing result.
 - (i) “Under control” is defined as a boat being in an upright position with a crew of at least three Members in contact with the boat and the boat moving in a direction towards the finish line.
 - (ii) “Properly equipped” is defined as a boat equipped with a rescue tube, a minimum of three rowing oars or two rowing oars and a sweep oar which shall be in the boat or in the rowlocks.
- (b) A dry finish is determined when a crew Member leaves the boat and runs to their allocated position marker and crosses the line. The crew Member may leave the boat at any time after the turn has been completed and must cross the line whilst remaining in an upright position on their feet.
- (c) An alternate to crossing the line to finish may be prescribed by the Event Referee. In such circumstances the crew Member leaves the boat as described and then is required to touch the crew’s finish marker whilst remaining on their feet.

- (d) Any boat that dislodges a judging stand so as to impede judging shall be disqualified. If one boat causes another boat to dislodge a judging stand then the matter shall be adjudicated upon by the Event Referee.

Figure 3.1
ALTERNATIVE START & FINISH



3.3. ROUND ROBIN RACING

3.3.1. SLSNZ may conduct surf boat Events in either elimination or “round robin” format.

3.3.2. The Event Management Committee or Event Referee shall decide if there are to be any variations to the standard format for round robin racing and shall advise Competitors accordingly prior to the commencement of the first Race of the Event.

3.3.3. Round robin surf boat racing procedures

- (a) Surf, beach, weather, time constraint issues and conditions permitting, “round robin” racing may be conducted over rounds to determine qualifiers to further rounds in boat Events, or to determine medal winners. Progression into further rounds and finals shall then be by elimination. The conditions detailed are not to be subject to protest.
- (b) Qualifiers to further rounds of the Event, or medal winners, will be determined based on total points gained in the round robin rounds (unless otherwise disqualified from the Event). The points available in each of the rounds of the round robin will be determined by the Event Management Committee.
- (c) In the Event of a dead heat in an individual round of the round robin, equal points shall be allocated for the placing achieved.
- (d) If a count back is required to determine the crews to progress to further rounds of the Event, or the medal winners, the following shall apply in this order:
 - (i) All the results from the round robin will be compared between the crews involved in a count back with the crew with the most first places will be declared the winner. If there is still a tie then the most second, then third down to sixth (or seventh) place will be compared.
 - (ii) If crews cannot be separated after comparing all placing points in all rounds, then crews will be compared on any head-to-head results, with the winner of the head-to-head qualifying to the next

(elimination) round of racing.

- (iii) If crews cannot be separated after (i) and (ii) then both crews will qualify to the next (elimination) round of racing.
- (e) Prior to the first round of an Event commencing, the Event Referee shall advise the number of qualifiers to progress to the elimination rounds of each division of the Event or the finals (as appropriate).
- (f) If a crew is disqualified from the Event, they cannot compete in further rounds of that category of boat Competition from which they are disqualified and lose all standing in that Event.

Figure 3.2
SURF BOAT LONG COURSE

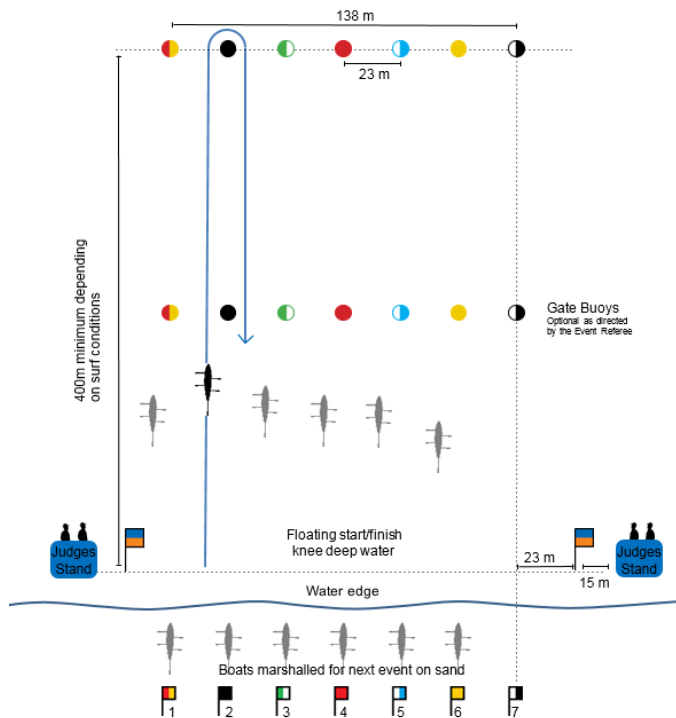
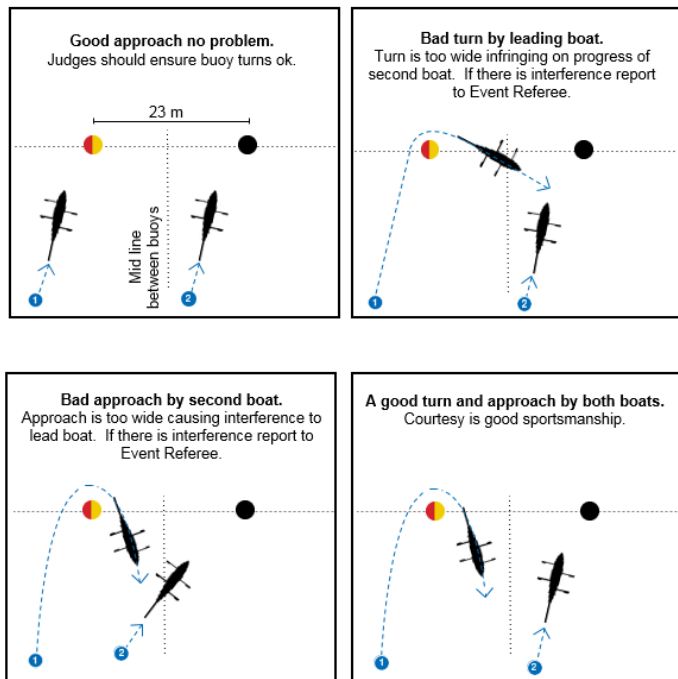


Figure 3.3

SURF BOAT TURNS AT BUOYS

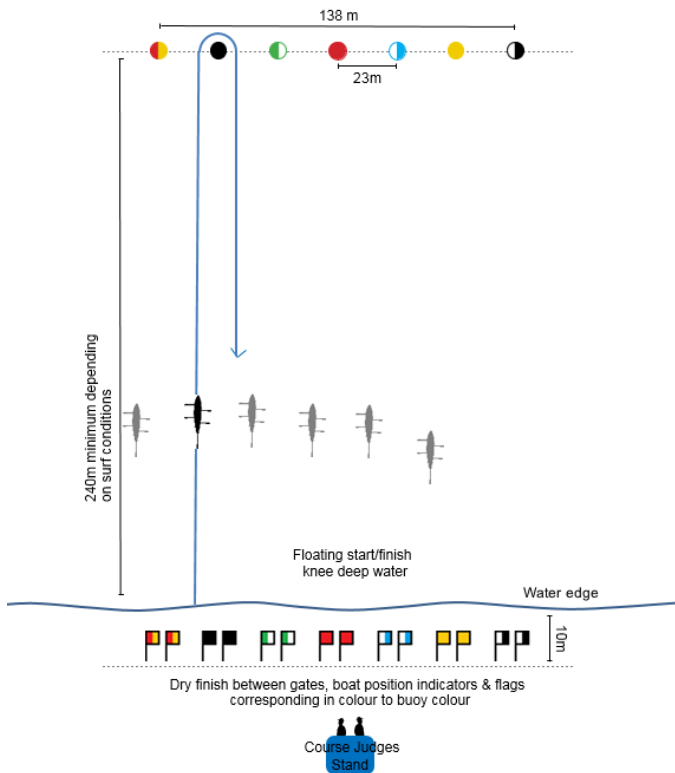


3.4. SHORT COURSE BOAT EVENTS

3.4.1. The surf boat rules set out in this section 3 will apply except where varied as follows:

- (a) Race distances will be a minimum of 240m from the water's edge depending on prevailing surf conditions, and should be set in such a position to allow the boats to clear other course buoys by taking a straight course to and from their respective turning buoys.
- (b) At any point after having successfully rounded their buoy, one Member of the crew may leave their craft. The sweep in a boat Race Event is not allowed to be the crew Member that exits the craft to complete the finish of the Race.
- (c) The crew Member must then run up the beach and, whilst remaining on their feet:
 - (i) Run through the beach markers indicating their team's beach position on the finish line or,
 - ~~(ii) Run through the electronic finishing gate that will be located on the finish line.- Gates will be identified by the team's buoy colour.~~
 - (iii) During the short course, one Member of the crew is to finish through the finish gates. The sweep cannot be a runner in the short course Event.
 - (iv) If a Competitor goes through the wrong finish gate it will be deemed a disqualification.

Figure 3.4
SURF BOAT SHORT COURSE



3.5. SURF BOAT RELAY

3.5.1. Procedure

- (a) **The General Rules of Racing, as described in section 3.1 General Conditions, shall apply except where varied by these rules.**
 - (i) Relay teams shall consist of three crews. And must include a minimum of one female crew. A U23 or U19 crew must be included in the team makeup.
 - (ii) Rowers are permitted to row only in one leg of the relay Race.
 - (iii) Sweeps may participate in more than one leg of the Race.
 - (iv) Crews are permitted to row in any order.

3.5.2. Equipment

- (b) Relay teams may use up to three boats unless advised otherwise by the Event Management Committee.
- (c) Replacement of a surf boat, oars and gear may also occur in each leg in accordance with the standard rules for surf boat Events.

3.5.3. Course

- (a) In surf boat relay Events, there is an increased potential for boats on the course interfering with others in a Race because of the three legs that comprise each Race.
- (b) Unless very favourable weather and water conditions exists, the maximum number of teams to compete in any one heat, round or final of the relay Race in each Race shall be four teams. Teams shall use alternate buoy positions, i.e., positions 1, 3, 5, and 7.
- (c) If favourable weather and water conditions permit, the Event Referee or boat referee may, based on their assessment, allow up to a maximum of seven teams to compete in any one heat, round or final of the relay Race.

- (d) Each racing position shall have two beach flags (corresponding to the colour of the team's turning buoy) positioned 15m from the water's edge and approximately 5m apart. The beach flags shall be the start/finish line for each leg of the Race and finish point for the Race for each team. The flags for all teams should normally be placed in a straight line across the whole of the area.
- (e) The standard boat in-water finishing flags shall be placed in the water at either side of the course as per conventional Races. All surf boats must start and cross within these flags for the finish of each leg of the relay Race.

3.5.4. **Start**

- (a) The first crew shall float their boat in the water as with a wet start for an individual Race, approximately adjacent to the team's allocated beach flags.
- (b) One Member of the crew is positioned between their respective beach flags with their toes on or behind a line between the two beach flags, and awaits the starter's signal before running to the boat. The balance of the crew remains with the boat.
- (c) On the starter's gun, the crew Member runs to the boat. The crew is not permitted to enter the boat until the runner has touched any part of the boat (not the oars).
- (d) The crew then rows the course as per the standard rules for surf boat Races and as described in this section.

3.5.5. **Change Over's Between Relay Legs**

- (a) A minimum of three rowers, or two rowers and the sweep, must be in control of the properly equipped surf boat until any part of it passes through the in-water finishing flags positioned on either side of the course.
 - (i) "Under control" is defined as a boat being in an upright position with a crew of at least three Members in contact with the boat and the boat moving in a direction towards the in-water finish line.

- (ii) “Properly equipped” is defined as a boat equipped with a rescue tube, a minimum of three rowing oars, or two rowing oars and a sweep oar, which shall be in the boat or in the rowlocks.
- (b) After the first part of the boat has passed through the in-water finish flags one or more runners release contact with the boat and run to and through the team’s allocated beach flags. The first runner then tags a Member of the second crew who is waiting with their toes on or behind the start/change-over line.
 - (i) Only crew Members in contact with the boat as it crosses the in-water finish flags may run to and through the teams allocated beach flags to tag the second crew’s Competitor.
 - (ii) The second runner’s feet cannot cross the line to commence the second crew’s leg of the Race until after the tag has been effected, but the tag may be effected on the seaward or shoreward side of the line.
- (c) The runner from the second crew then runs to the balance of the crew who are waiting with their boat on the sand or in the water behind the in-water finish flags. The crew competing in the next leg cannot enter the boat until the runner touches any part of the boat (not the oars).
- (d) The same processes then apply to the second and third crews, except that the third crew finishes the Race as described in rule 3.5.11.

3.5.6. **Boat Management**

- (a) Unless specifically approved by the Event Referee, only the crews involved in the boat relay Event may handle the equipment inside the Competition Arena after the commencement of a Race, and until all teams in the Race have completed the Race or withdrawn.

When handling boats within the Competition Area during the Event, team Members shall:

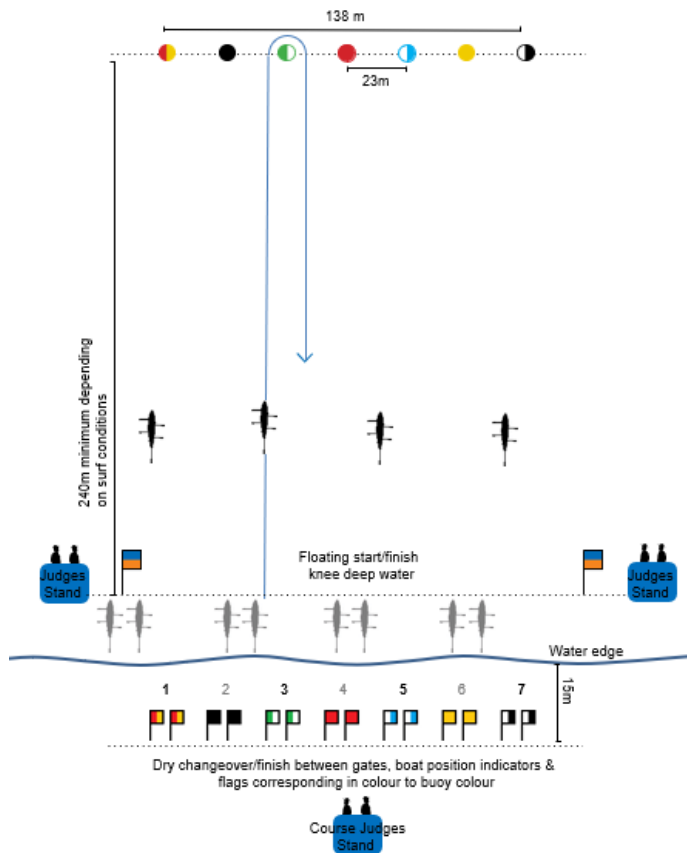
- (i) Comply with all instructions of Officials.

- (ii) Make every effort to ensure that they and/or the boat they are handling do not impede another team, otherwise their team may be disqualified and the team the subject of disciplinary action.
 - (iii) Hold the boat as directed by the relevant Official.
 - (iv) This will assist with the safe moving and controlling of boats and the fair conduct of Competition.
- (b) Handlers not in the Race may assist to move boats and gear to the in-water finish line prior to the commencement of a Race, and assist by bringing any other replacement boats and/or gear to the start/finish line only. These handlers must also comply with all instructions of Officials.

3.5.7. **Finish**

- (a) A minimum of three rowers, or two rowers and the sweep, must be in control of the properly equipped surf boat until any part of it passes through the in-water finishing flags positioned on either side of the course.
- (b) After the first part of the boat has passed through the in-water finish flags, one or more runners release contact with the boat and run to the team's allocated beach flags and across the team's allocated start/finish line.
- (c) An alternate finish may be prescribed by the Event Referee.

Figure 3.5
SURF BOAT RELAY



3.6. PENALTIES AND DISQUALIFICATIONS

- 3.6.1. In the event of a rule infringement in any of the Events set out in this section 3, a crew may be either penalised or disqualified as determined by the Event Referee or Arena Referee.
- 3.6.2. If a penalty is applied in an elimination round, a crew may be allocated a placing and can continue in the Event or be eliminated, based on the placing allocated.
- 3.6.3. If a penalty is applied in a round robin, the crew may be allocated a placing (and/or placing points) and shall be permitted to continue in the round robin to determine progression to the next round of the Event.
- 3.6.4. If a crew is disqualified in elimination round, they cannot compete in further rounds of that category of the Event from which they are disqualified and lose all standing in that Event.
- 3.6.5. If a crew is disqualified in a round robin Race for a matter other than “abuse/inappropriate behaviour” or competing unfairly, they will lose all standing in that Race (i.e. placing/points) but may continue in the “round robin”.



SURF LIFE SAVING



SURF CANOE EVENTS.

SURF CANOE EVENTS

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SURF LIFE SAVING

4.1. GENERAL CONDITIONS

- 4.1.1. Details of Events relating to surf canoe Events are described in this section and Circulars which may be issued from time to time.
- 4.1.2. A canoe crew shall consist of four Competitors, A crew must commence each Race with all four Competitors.
- 4.1.3. A “warm-up” area may be provided for canoe crews but strict observance of the Event Referee’s directions relating to its use shall be observed. Encroachment onto the Competition Area or interference with any Race may result in disqualification.
- 4.1.4. Canoes shall be paddled with single bladed paddles.
- 4.1.5. A Canoe Paddlers Panel may be appointed to discuss canoe racing conditions at Competitions with the Event Referee and to represent Competitors. The Canoe Paddlers Panel may contain representatives from different Clubs, depending on the nature of the Competition. The Event Management Committee shall endorse the Members of the Canoe Paddlers Panel for that Competition. The Canoe Paddlers Panel shall act as a communication link between the Competitors and Officials, and act under the following guidelines:
 - (a) The representatives of the Canoe Paddlers Panel shall liaise directly with the Event Referee on matters pertaining to the conduct of the Event.
 - (b) The Canoe Paddlers Panel may assist the Event Referee in setting Competition courses prior to the commencement of the Event.
 - (c) Any protests regarding surf canoe Events shall be dealt with in accordance with section 10 of this Manual and the relevant Circular and Entry Form.
 - (d) The Canoe Paddlers Panel representatives shall abide with any decision of the Event Referee or Competition Appeals Committee.
- 4.1.6. A seventh buoy shall be laid and may be used at the discretion of the Event Referee.

4.2. SURF CANOE RACING

4.2.1. The Course

- (a) The course shall be as detailed in the Figure 4.2.
- (b) The canoe turning buoys and the gate buoys should be of distinctive colours in the following order from left to right:
 - No. 1 red and yellow
 - No. 2 black
 - No. 3 green and white
 - No. 4 red
 - No. 5 blue and white
 - No. 6 yellow
 - No. 7 white and black
- (c) The turning buoys should be set at a minimum of 400m from the water's edge depending on prevailing surf conditions, and should be set in such a position to allow the canoes to clear other course buoys by taking a straight course to and from their respective turning buoys.
- (d) The turning buoys should be set so as to provide a course which is as fair as possible and which will give all crews the same distance to paddle, regardless of which position they are allocated.
- (e) The gate buoys, which are optional at the Event Referee's discretion for usage on the return journey, should be:
 - (i) Set in line with the turning buoys on the seaward side of the break area and inshore from the turning buoys.
 - (ii) Negotiated as directed by the Event Referee.
- (f) The finishing line shall be a line of sight drawn between two orange and blue diagonal flags (or other colour(s) as determined by the Event Referee) on poles positioned far enough apart to correspond with the number of buoys laid (see Figure 4.2), and to allow all canoes to finish afloat.
- (g) As an alternative to the above, there is also an option for dry starts and finishes in any combination with wet starts and wet finishes.

- (h) Large elevated markers in the corresponding buoy colours may be positioned on the beach behind each position to assist crews returning to the beach to determine their position relative to their buoy position.
- (i) When it is not possible to provide a fair course over the full number of positions, the Event Referee at their discretion may reduce the number of crews in each Race, including the finals, to improve the fairness of racing.
- (j) If it is clearly evident that the turning buoys are not parallel to the beach and therefore not fair for all crews, the buoys may be adjusted immediately at the discretion of the Event Referee.

4.2.2. Pre-Start

- (a) For each Race the canoe crews shall be marshalled to their allocated positions on the beach near the water's edge.
- (b) At the appropriate time for a wet start, the check starter shall direct the crews to float and hold their canoes in their allocated positions approximately 23m apart, in readiness for a Race start.
- (c) Starts may be wet or dry and will be decided by the Event Referee. In the event of a dry start being utilised, coloured markers corresponding with the buoy colours will be placed in line on the beach, approximately 10m from the water's edge. A crew Member from each crew shall line up behind their allocated marker in readiness for a Race start. The remaining three crew Members (plus a handler, if required), shall hold the canoe either floating in the water or at the water's edge under the direction of the check starter.

- (d) A handler shall not be considered to be a Competitor but shall be required to:
 - (i) Be a Member of the same Club as the crew (exemption may be given by the Event Referee for a Member of another Club to be a handler).
 - (ii) Wear a Competition cap.
 - (iii) Comply with all instructions of the Officials.
 - (iv) Make every effort to ensure that they, or the equipment that they are handling, does not impede another Competitor, otherwise their crew may be subject to disqualification.
 - (v) Handle the canoe and/or paddle as directed by the relevant Official.
- (e) The check starter shall hold a flag aloft when the crews are in line and ready to race. At the discretion of the paddlers, a crew may draw their canoe back from the line if they so wish, provided the canoe is stationary at the time of the start. If crews disregard the directions of the check starter or starter they may be disqualified.
- (f) When the check starter raises his flag, this signals to the starter, who should be in an elevated position approximately mid-field on the beach, that the crews are ready to race.
- (g) Prior to the start, if a crew has a problem, the paddlers may raise their arm to indicate that their crew is not ready to race. If this situation occurs, the check starter may lower his flag and the starter may lower his gun. Once the problem has been rectified the start process may recommence. If a crew disregards the further directions of the check starter they may be disqualified.

4.2.3. The Start

- (a) The starter shall make every effort to ensure that all crews are given a fair and even start. However, the decision for the crew to “in and away” is ultimately the responsibility of the paddlers, and crews cannot protest the start. If the Event Referee, starter or check starter is not satisfied that the start has been fair for all crews, the Race shall be recalled by way of a second shot from the gun or by a whistle blast.
- (b) For a dry start, when the start signal is given, a crew Member shall run to the canoe. When they visibly touch any part of the canoe (not the paddles) the crew may board the canoe and commence paddling. Failure by the runner to visibly touch any part of the canoe (not the paddles) before the crew boards may result in disqualification.

4.2.4. The Seaward Journey

- (a) On the starting signal the canoes shall be paddled to sea. Crews should endeavor to steer a straight course to their allocated turning buoy. Failure to steer a straight course to their allocated turning buoy may result in a disqualification if another crew is impeded or disadvantaged by such action.
- (b) During the seaward journey, if a canoe is swamped and overturns, the crew may right and empty the canoe and continue the Race. To achieve this, it may be necessary for the crew to return the canoe to shore. If a time limit has been advised and it is clearly evident that a restarting crew will not complete the course in the allowed time, the Event Referee should withdraw the crew from the Race to prevent delays to the programme.
- (c) Canoes, paddles, and other gear/equipment may be replaced only during the seaward journey of a Race by other Club Members. Club Members may place replacement gear for collection by the crew at the water's edge and adjacent to the starting line as directed by the relevant Officials.
- (d) It is permitted for any crew Member(s) to assist in removal of damaged or lost canoes and/or gear from the Competition Area to assist in maintaining safe Competition.

- (e) It is not permitted for any non-crew Member to recover lost canoes and/or gear and place the recovered canoes and/or gear on the start line for reuse by a crew during a Race.
- (f) If a crew runs aground whilst steering a straight line to their allotted turning buoy, the Event Referee may halt the Race and re-run that particular heat of the Race or place the crew in another heat or round of the Race.
- (g) If a crew Member is ejected from the canoe during the race they are permitted to climb back into the craft as long as they complete the full course.

4.2.5. The Turn

- (a) Turns are usually made from left to right (right hand in). However, this may change at the discretion of the Event Referee after giving due consideration to the sea conditions applicable at the time of that round. If a decision is made to change from “left to right” to “right to left”, all crews must be informed of this change. Failure to make the turn in the correct direction shall result in disqualification.
- (b) The turn shall be effected giving due consideration to other competing crews. The turn should be kept as tight as is required, so as not to impede other competing crews. This applies when approaching and departing the turning buoys (see Figure 4.3). Impeding another crew may result in penalty or disqualification.
- (c) If a crew overturns its canoe after completing the turn and before crossing the finishing line (or in the case of a dry finish, the runner completing the course), the crew may be permitted to continue in the Race after ensuring the safety of all crew Members who rounded the buoys in the canoe.
- (d) This is to be demonstrated by all crew Members who rounded the buoys regaining physical contact with their canoe before the crew crosses the finish line (or in the case of a dry finish, the runner completing the course). Once this contact has been completed the crew may proceed to complete the Race as described in rule 4.3.3 of this Manual.

- (e) Only those crew Members who rounded the buoy in the canoe are eligible to assist their canoe to finish the Race.
- (f) Should a canoe in a Race cause another canoe to overturn, the Event Referee may assess the circumstances and shall decide whether the affected crew may progress to the next round. However, there shall not normally be a re-run of a final in such circumstances.

4.2.6. The Return Journey

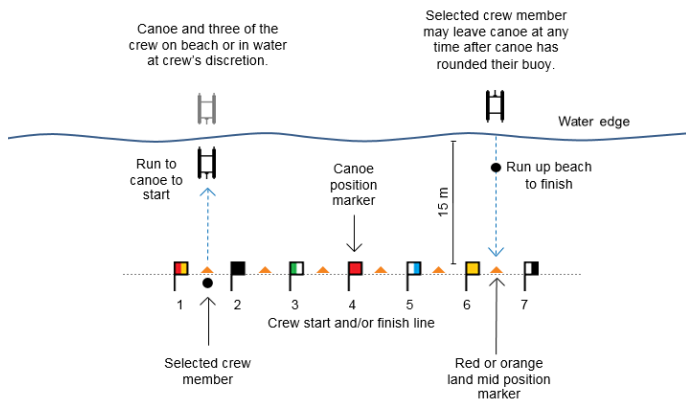
- (a) After completing the turn, crews should make every effort to steer a straight course to the finish line. Failure to do so may result in penalty or disqualification if another competing crew is impeded or disadvantaged by such action.
- (b) Canoes taking a wave must keep clear of canoes in front of them and may pass other canoes on either hand. Failure to comply may result in a penalty or disqualification if another crew is impeded by such action.
- (c) When gate buoys are in use, crews must pass through their allocated gate as decided by the Event Referee. The Event Referee shall advise crews of the canoe buoy usage. Any changes made during the Event shall also be advised to crews. Failure to negotiate the correct gate shall result in disqualification. If another crew cannot pass through their gate buoy as a result of failure by another crew to correctly negotiate their correct gate, the matter shall be adjudicated upon by the Event Referee.
- (d) Should a canoe on the return journey, when close to the finish line be stopped by grounding, this canoe shall be deemed to have finished the Race provided that the canoe is properly equipped and under control. This canoe may be allocated a placing as decided by the finish judges.

4.2.7. The Finish

- (a) A wet finish placing shall be determined when any part of the hull of the canoe crosses the finish line under the control of the crew and properly equipped from the seaward side between the finishing flags, or when a canoe runs aground. The crew may recover a canoe that has crossed the finish line not under control and/or properly equipped, and then again cross the finish line correctly to record a finish placing result.
- (i) "Under control" is defined as a canoe being in an upright position with a crew of at least two Members in contact with the canoe and the canoe moving in a direction towards the finish line.
 - (ii) "Properly equipped" is defined as a canoe equipped with a rescue tube, a minimum of two paddles which shall be in the canoe or being held by the two Competitors finishing the Race.
- (b) A dry finish is determined when a crew Member leaves the canoe and runs to their allocated position marker and crosses the line. The crew Member may leave the canoe at any time after the turn has been completed and must cross the line whilst remaining in an upright position on their feet and have dropped their paddle prior to crossing through the finishing gates.
- An alternate to crossing the line to finish may be prescribed by the Event Referee. In such circumstances, the crew Member leaves the canoe as described and then is required to touch the crew's finish marker whilst remaining on their feet.
- (c) Any canoe that dislodges a judging stand so as to impede judging shall be disqualified. If one canoe causes another canoe to dislodge a judging stand then the matter shall be adjudicated upon by the Event Referee.

Figure 4.1

ALTERNATE START & FINISH



4.3. ROUND ROBIN RACING

4.3.1. SLSNZ may conduct surf canoe Events in either elimination or “round robin” format.

4.3.2. The Event Management Committee or Event Referee shall decide if there are to be any variations to the standard format for round robin racing and shall advise Competitors accordingly prior to the commencement of the first Race of the Event.

4.3.3. Round robin canoe racing procedures

- (a) Surf, beach, weather and time constraint issues conditions permitting, “round robin” racing may be conducted over rounds to determine qualifiers to further rounds in canoe Events or to determine medal winners. Progression into further rounds and finals shall then be by elimination. The conditions detailed are not to be subject to protest.
- (b) Qualifiers to further rounds of the Event, or medal winners, will be determined based on total points gained in the round robin rounds (unless otherwise disqualified from the Event). The points available in each of the rounds of the round robin will be determined by the Event Management Committee.
- (c) In the event of a dead heat in an individual round of the round robin, equal points shall be allocated for the placing achieved.
- (d) If a count back is required to determine the crews to progress to further rounds of the Event, or the medal winners, the following shall apply in this order:
 - (i) All the results from the round robin will be compared between the crews involved in a count back with the crew with the most first places will be declared the winner. If there is still a tie then the most second, then third down to sixth (or seventh) place will be compared.
 - (ii) If crews cannot be separated after comparing all placing points in all rounds, then crews will be will be compared on any head-to-head results, with the winner of the head-to-head qualifying to the next (elimination) round of racing.

- (iii) If crews cannot be separated after (i) and (ii) then both crews will qualify to the next (elimination) round of racing.
- (e) Prior to the first round of an Event commencing, the Event Referee shall advise the number of qualifiers to progress to the elimination rounds of each division of the Event or the finals (as appropriate).
- (f) If a crew is disqualified from the Event, they cannot compete in further rounds of that category of canoe Competition from which they are disqualified and lose all standing in that Event.

Figure 4.2
SURF CANOE LONG COURSE

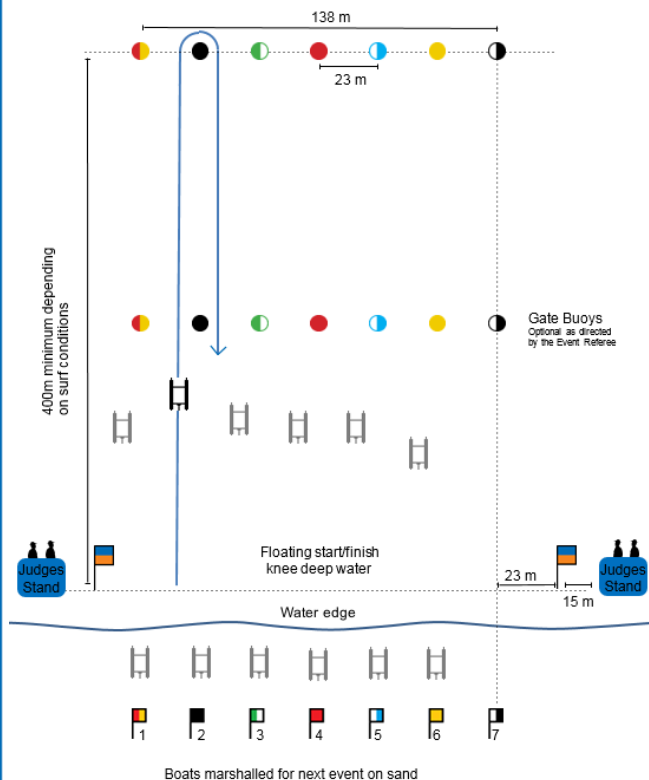
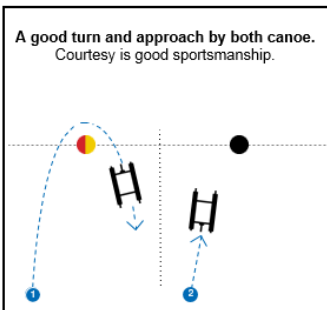
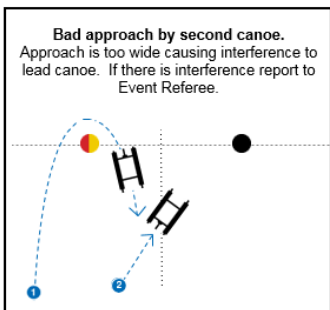
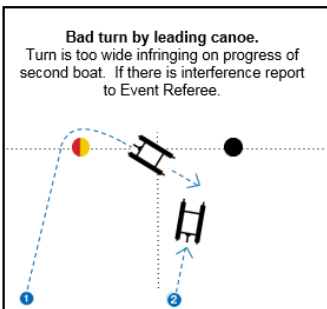
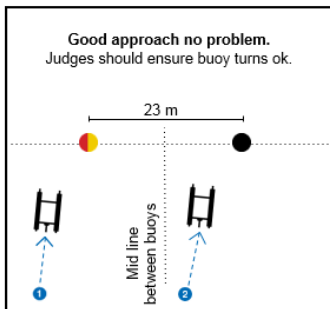


Figure 4.3

SURF CANOE TURNING AT BUOYS

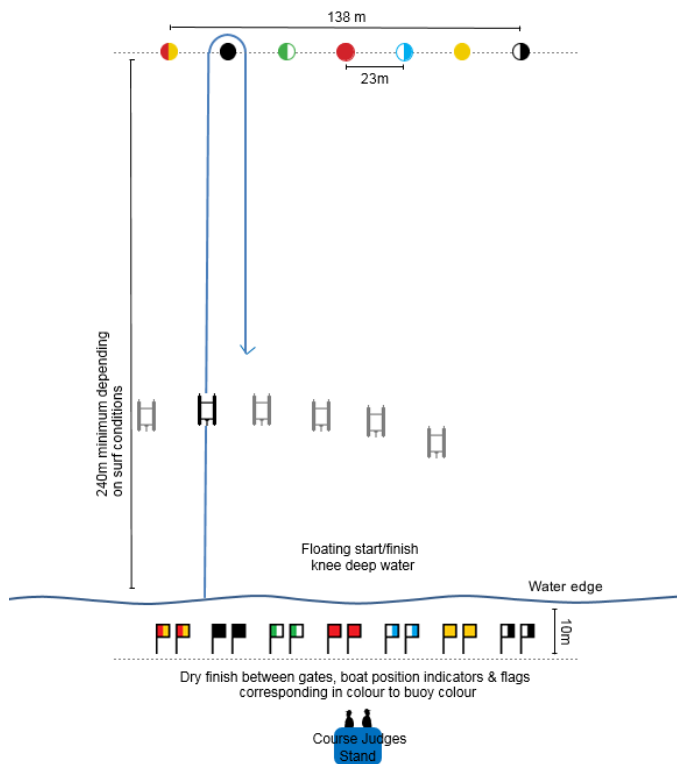


4.4. SHORT COURSE CANOE EVENTS

4.4.1. The surf canoe rules set out in this section 4.2 will apply, except where varied as follows:

- (a) Race distances will be a minimum of 240m from the water's edge depending on prevailing surf conditions, and should be set in such a position to allow the canoes to clear other course buoys by taking a straight course to and from their respective turning buoys.
- (b) At any point after having successfully rounded their buoy, one Member of the crew may leave their craft.
- (c) The crew Member must then run up the beach and, whilst remaining on their feet, discard their paddle prior to crossing through the finishing gates and either:
 - (i) Run through the beach markers indicating their team's beach position on the finish line or,
 - ~~(ii) Run through the electronic finishing gate that will be located on the finish line. Gates will be identified by the team's buoy colour.~~
 - (iii) During the short course, one Member of the crew is to finish through the finish gates.
 - (iv) If a Competitor goes through the wrong finish gate it will be deemed a disqualification.

Figure 4.4
SURF CANOE SHORT COURSE



4.5. SURF CANOE RELAY

4.5.1. Procedure

- (a) The General Rules of Racing, as described in section 4.1 - General Conditions, shall apply except where varied by these rules.
 - (i) The race will consist of two long course legs
 - (ii) The relay team will consist of one male and one female crew.
 - (iii) The order of racing will be female crew followed by male crews.
 - (iv) Paddlers are only permitted to participate in one leg of the relay.

4.5.2. Equipment

- (a) Relay teams may use up to two canoes, unless advised otherwise by the Event Management Committee. Crews may use the same or different canoes for each leg.
- (b) Replacement of a canoe, paddles and gear may also occur in each leg in accordance with the standard rules for surf canoe Events.

4.5.3. Course

- (a) If conditions dictate, as there is an increased potential for course interference with others in a Race, The Event Referee may determine that teams need to use alternating buoy positions.
- (b) Each racing position shall have two beach markers e.g. flags corresponding to the colour of the team's turning buoy, positioned approximately 10m from the water's edge and approximately 5m apart.
- (c) The beach markers shall be the start, change-over and finish line.
- (d) The markers for all teams should normally be placed in a straight line across the whole of the arena.

4.5.4. **Start**

- (a) The first crew shall float their canoe in the water as with a wet start for a standard Race, approximately adjacent to the team's allocated beach markers.
- (b) One Member of the crew, 'the runner' is positioned between their respective beach markers with their toes on or behind the start line between the two beach markers.
- (c) The balance of the crew and the runner's paddle remains with the canoe.
- (d) On the starter's signal, the runner runs to the canoe.
- (e) The crew is not permitted to enter the canoe until the runner has touched any part of the canoe (excluding the paddles).
- (f) The crew then paddles the course as per the standard rules for surf canoe Races as described in the Surf Canoe section of the competition manual.
- (g) At any time after rounding their designated turning buoy, any crew Member may leave the canoe and make their way to their teams allocated beach markers. At least two crew Members must remain in control of the properly equipped canoe and continue safely towards the shore.
- (h) A Member of the crew proceeds towards the beach markers and must safely drop their paddle before tagging (Hand visibly touching any part of the body) the Member of the second crew who is waiting with their toes on or behind the change-over line.

4.5.5. **Change Over & Second Leg**

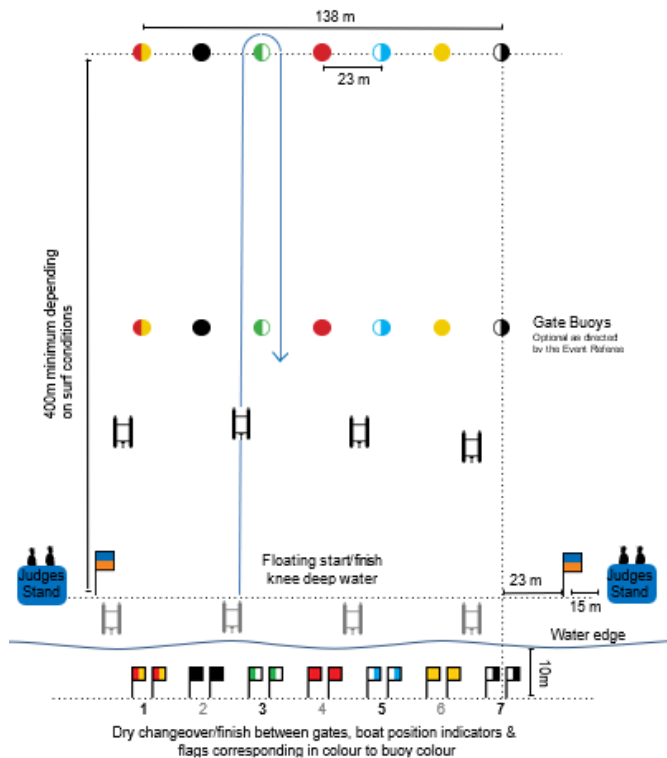
- (a) The second crew's runner's feet cannot cross the line to until after the tag has been completed
- (b) The runner from the second crew then runs to the balance of the second crew who are waiting with canoe in the water as per the First Leg.
- (c) The crew proceeds around the course as per the First leg.

- (d) The runner completes the Second Leg by passing through their designated beach markers.

4.5.6. **Canoe Management**

- (a) Unless specifically approved by the Event Referee, only the crews involved in the canoe relay Event may handle the equipment inside the Competition Arena after the commencement of a Race, and until all teams in the Race have completed the Race or withdrawn.
- (b) When handling canoes within the Competition Area during the Event, team Members shall:
 - (i) Comply with all instructions of Officials.
 - (ii) Make every effort to ensure that they and/or the canoe they are handling do not impede another team, otherwise their team may be disqualified and the team the subject of disciplinary action.
 - (iii) Handlers not in the Race may assist to move canoes and gear to the in-water finish line prior to the commencement of a Race and assist by bringing any other replacement canoes and/or gear to the start/finish line only. These handlers must also comply with all instructions of Officials.

Figure 4.5
SURF CANOE RELAY



4.6. PENALTIES AND DISQUALIFICATIONS

- 4.6.1. In the event of a rule infringement in any of the Events set out in this section 4, a crew may be either penalised or disqualified as determined by the Event Referee or Arena Referee.
- 4.6.2. If a penalty is applied in an elimination round, a crew may be allocated a placing and could continue in the Event or be eliminated, based on the placing allocated.
- 4.6.3. If a penalty is applied in a round robin, the crew may be allocated a placing (and/or placing points) and shall be permitted to continue in the round robin to determine progression to the next round of the Event.
- 4.6.4. If a crew is disqualified in an elimination round, they cannot compete in further rounds of that category of the Event from which they are disqualified and lose all standing in that Event.
- 4.6.5. If a crew is disqualified in a round robin Race for a matter other than “abuse/inappropriate behaviour” or competing unfairly, they will lose all standing in that Race (i.e., placing/ points) but may continue in the “round robin”.



SURF LIFE SAVING



IRB EVENTS.

IRB EVENTS

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5.1. GENERAL CONDITIONS

5.1.1. Equipment

- (a) All IRB equipment used in Competition must comply with the Equipment Specification Manual.
- (b) Only SLSNZ sealed engines are to be used in Competition.
- ~~(c) No engine may be removed from the beach prior to the completion of the day's Competition without the clearance of the Event Referee.~~

5.1.2. Scrutineering

- (a) Pre-competition scrutineering will include a general compliance and safety check on all IRB equipment. During scrutineering, IRB equipment reference numbers will be recorded. The Chief Scrutineer will advise the Event Referee on any safety concerns and the Event Referee's decision on safety aspects will at all times be considered final.
- (b) Further IRB equipment scrutineering, including technical scrutineering and engine fuel testing, may take place during and post Competition at the discretion of the Event Referee.
- ~~(c) IRB Assembly Rescue requirements are as per the Equipment Specification Manual, Section 12 of this Manual.~~
- (d) Technical scrutineering may consist of a total disassembly of the engine and will be carried out by a suitably qualified Outboard Engine Technician appointed by the Event Manager.
- (e) The Team Manager (or representative) must be in attendance when any IRB equipment is requested for scrutineering during/post Competition.
- (f) Clubs refusing to hand over to the Chief Scrutineer or Referee any IRB equipment required for scrutineering will be disqualified forthwith from the Competition. Any places and or points won prior to this Club expulsion will be void and any medals won be returned to the Referee. The Club may also be referred to SLSNZ for further action.
- (g) Any IRB equipment (including engine fuel if applicable) that

fails scrutineering will result in disqualification of the Club using that IRB equipment from all Competition. In addition, all costs resulting from that scrutineering will be recovered by SLSNZ from the Club owning/using the disqualified IRB equipment.

- (h) Medals will be presented to place getters as recorded by the judges on the day of Competition. In the event of a later disqualification as a result of scrutineering, medals will be recalled and re-presented as may be required by that disqualification. Any trophies so affected by a disqualification will also be returned and re-presented to the appropriate teams/Clubs.
- (i) In the event of a dispute arising over the result of IRB equipment scrutineering disqualification, an appeal committee will adjudicate on the dispute. The committee will consist of:
 - (i) The Event Manager
 - (ii) SLSNZ appointed technical representatives.
- (j) The decision of the committee shall be final.

5.1.3. Event Participation

- (a) A driver or crew person can only compete in a particular Event once and only compete in one division.
- (b) A driver who has competed in an Event cannot be replaced for subsequent rounds of that Event.
- (c) Up to 50% of the balance of a team (crew person or patients) can be replaced in an Event in accordance with rule 2.4. of this Manual.
- (d) Teams are required to use patients from their own Club. The Event Referee may, at their discretion, allow a team to compete with a patient(s) from another Club.
- (e) Patients cannot become crewpersons during a race

5.1.4. IRB Handlers

- (a) Depending on conditions, and to assist the starter to maintain a fair start line, up to three IRB handlers may assist each IRB at the start of each Race. Handlers may only secure the IRB in a starting position and let go as soon

as the driver or crew makes contact with the IRB. They shall not assist crews by:

- (i) Holding the bow or IRB aloft once the signal to start has been given; or
- (ii) Assist with turning or dragging the IRB.

5.1.5. The Start

- (a) At the start of each Race, with the exception of the Assembly Rescue, all IRB's shall be positioned directly in front of their respective start/finish marker, with the bow on the IRB start line (nominally between the water's edge and 5m from the water's edge) facing up the beach. The engine will be in neutral gear.
- (b) The crew is to be positioned behind the start/finish line approximately 10m up the beach from the bow, in line with their IRB.
- (c) When a Race is underway, the IRB engine must not be started until the IRB is facing out to sea (IRB has moved through at least 90 degrees of its starting turn) and in the water. The turn requirement is not applicable to the assembly rescue.
- (d) **At all times, the driver must maintain control of the throttle arm tiller whilst the motor is running and in gear.**
- (e) In certain conditions (heavy shore break) the Event Referee may allow engines to be started immediately prior to the IRB and engine entering the water.

5.1.6. The Course

- (a) The course for IRB Events will be as detailed in Figures 5.1, 5.2 and 5.3.
- (b) All IRB turns will be anti-clockwise (right to left).
- (c) Initial contact with a patient(s) must be made on the seaward side of the buoy line.
- (d) At all times, the leading IRB will retain the right of way over all IRB's following. If the IRB's are regarded as being level, then the IRB on the right-hand side (driver's perspective) will have the right of way. Crews must observe the 7.5m allowance either side of their nominated IRB turning buoy

and not impede the progress of other IRB's.

- (e) IRB's, on returning to shore, must finish within 7.5m (either side) of the crew's nominated start/finish position.
- (f) Any crew displaying dangerous or reckless driving techniques will be liable to disqualification by the Event Referee. Such things might include, but not exclusively:
 - (i) Driving at excessive speed into oncoming surf causing the driver, crew person or patient(s) to be ejected from the IRB.
 - (ii) Running over a patient at the IRB turning buoys during patient pickup.
 - (iii) Loss of control of the IRB when the engine is started in gear.
 - (iv) Failure to observe the safety of other IRB's/crews in a Race.

5.1.7. The Finish

- (a) On returning to shore, the crew person and patient(s) shall be secure within the IRB until the driver has left the IRB.
- (b) Prior to leaving the IRB, the driver will **complete the engine shutdown procedure. This is switching the Kill Switch to the off position.**
- (c) From a seated position only, the driver will then exit the port (left) side of the IRB, (regardless of the direction the IRB slews upon beaching), and run to and cross the finish line. The driver must exit and be grounded (minimum one foot on the sand) before passing the front of the IRB. The driver must not step on top of, or launch from, the pontoon during the exit. The driver must ensure they run between the two gates that mark their finish line.
- (d) Once the driver has left the IRB and has their feet on the ground, the crew person and patient(s) may exit the IRB and either secure the IRB or move away, being sure not to impede the progress of any other crews or impede the finish line judging of the Race.
- (e) Finish judging will be based on the chest of the first driver who crosses the finish line on their feet.
- (f) ~~In Events where electronic finish gates are used, crews~~

~~must be aware at all times they can only cross the start/finish line between the gates at the finish of Races. This is particularly relevant in the team rescue and mass rescue Events. Crews who, during the normal course of a Race, set off the electronic finish system other than at the finish will be deemed to not have completed the course properly and consequently risk being disqualified from that Race.~~

- (g) Crews will be disqualified if:
- (i) The driver crosses the finish line and the engine switch is not in the off position or the engine is still running.
 - (ii) The driver is not in a seated position when exiting the IRB from the port side (left side).
 - (iii) The crew person or patient(s) makes contact with the ground prior to the driver doing so. The crew person or patient(s) interferes with the engine during or after engine **shutdown** procedures.

5.2. SINGLE RESCUE EVENT

5.2.1. Team Composition

One driver, crewperson and patient.

5.2.2. The Procedure.

- (a) Each team will have one patient positioned in the water on the seaward side of their nominated IRB turning buoy.
- (b) On the starter's signal, the crew launch the IRB, proceed through the surf and pick up their patient.
- (c) The crew return to shore and complete the Race by the driver completing engine **shutdown** procedures, exiting the IRB and running through the start/finish line.

5.3. MASS RESCUE EVENT

5.3.1. Team Composition

One Driver, crewperson, and two patients.

5.3.2. The Procedure

- (a) ~~Each team will have one~~ The first patient is positioned in the water on the seaward side of the nominated IRB turning buoy and a second patient positioned on the shore side and in front of the respective buoy until required on the seaward side of the buoy for the second pickup.
- (b) On the starter's signal, the crew launch the IRB, proceed through the surf, pick up one of their patients, and return to shore.
- (c) The Driver and Crewperson may exit the IRB once the Driver has completed the shutdown procedure.
- (d) When the driver has left the IRB on the first return to the beach, the patient shall exit the IRB. The crewperson shall reposition the IRB for restart. The patient is permitted to assist the crewperson to reposition and hold the IRB. The crewperson or patient is not permitted to make any contact with the engine.
- (e) The driver, on exiting the IRB, runs up the beach, rounds the turning marker positioned approximately 2m on the seaward side of the start/finish line, and returns to the IRB. Should the patient have assisted the crewperson to reposition the IRB, the patient must release contact when the driver makes contact with the IRB. The driver must not start the engine until the patient is clear of the IRB. The patient must not impede the progress of any other crews in the race. The crew relaunch and proceed through the surf and pick up the remaining patient.
- (f) The crew return to shore and complete the Race by the driver switching off the engine, exiting the IRB and running through the start/finish line.

5.4. TEAM RESCUE EVENT

5.4.1. Team Composition

Two drivers, two crew persons and one patient.

5.4.2. The Procedure

- (a) The patient is positioned **in the water** on the seaward side of the nominated IRB turning buoy.
- (b) Both drivers and first crewperson line up on the start/finish line, adjacent to their beach position marker. The second driver must be behind the start/finish line.
- (c) On the starter's signal, the first crew launch the IRB and proceed through the surf to their patient. The first crewperson exits the IRB on the seaward side of the IRB turning buoy and on the inside of the turn as the IRB rounds the buoy.
- (d) The driver completes the buoy turn and returns to shore.
- (e) Once the first crew have left the shore, the second crewperson shall move down to the water's edge to secure the IRB when the first driver returns to shore. The crewperson cannot make any contact with the engine.
- (f) The first driver, on return to shore, switches off the engine, exits the IRB and runs to the start/ finish line and tags the second driver, who must remain behind the start/finish line until the tag is made. The tag must be made behind the start line.
- (g) The second crew then relaunch the IRB, proceed through the surf, pick up their patient and the first crewperson, and return to shore.
- (h) The driver will then switch off the engine, exit the IRB and run through the finish line.

5.5. THREE PERSON TEAM RESCUE EVENT

5.5.1. Team Composition

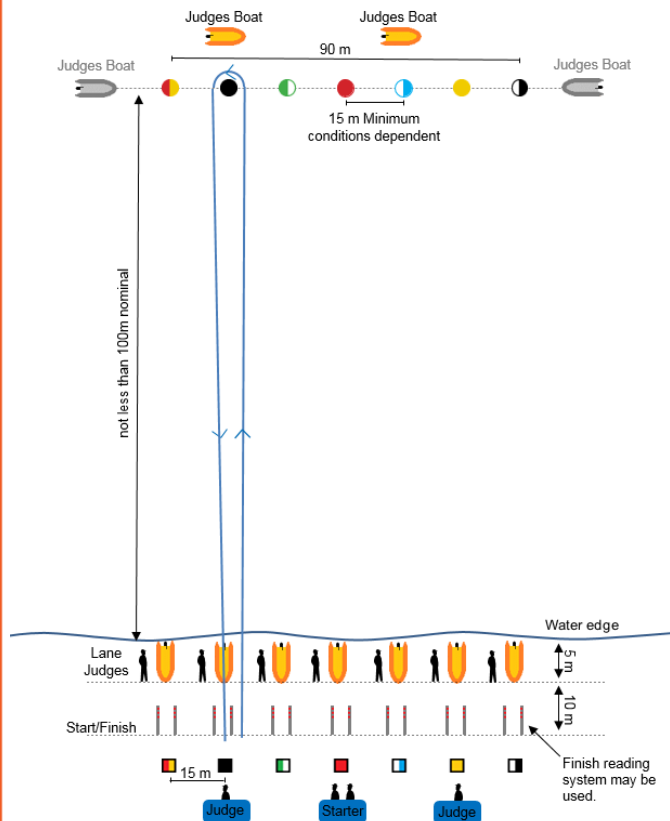
One driver, one crewperson and one patient

5.5.2. The Procedure

- (a) **No patient will be positioned at the buoy at the start.**
- (b) On the starter's signal, the crew launch the IRB and proceed through the surf. The first crew person/patient exits the IRB on the seaward side of the IRB turning buoy and on the inside of the turn as the IRB rounds the buoy.
- (c) The driver completes the buoy turn and returns to shore.
- (d) Once the first crew have left the shore, the second crew person/patient shall move down to the water's edge to secure the IRB when the driver returns to shore. The second crew person/patient cannot make any contact with the engine.
- (e) The driver will switch off the engine before exiting the IRB.
- (f) Once the driver has exited the IRB, the second crew person/patient shall reposition the IRB for a restart.
- (g) The driver, on exiting the IRB, runs up the beach, rounds the turning marker positioned approximately two metres on the seaward side of the start/finish line, returns to the IRB and re-launches it. The crew proceed through the surf and pick up the first crew person/patient.
- (h) The crew return to shore and complete the Race by the driver completing engine **shutdown** procedures, exiting the IRB and running through the start/finish line.

Figure 5.1

IRB SINGLE, MASS, TEAM & THREE PERSON TEAM RESCUE



5.6. ASSEMBLY RESCUE EVENT

5.6.1. Team Composition

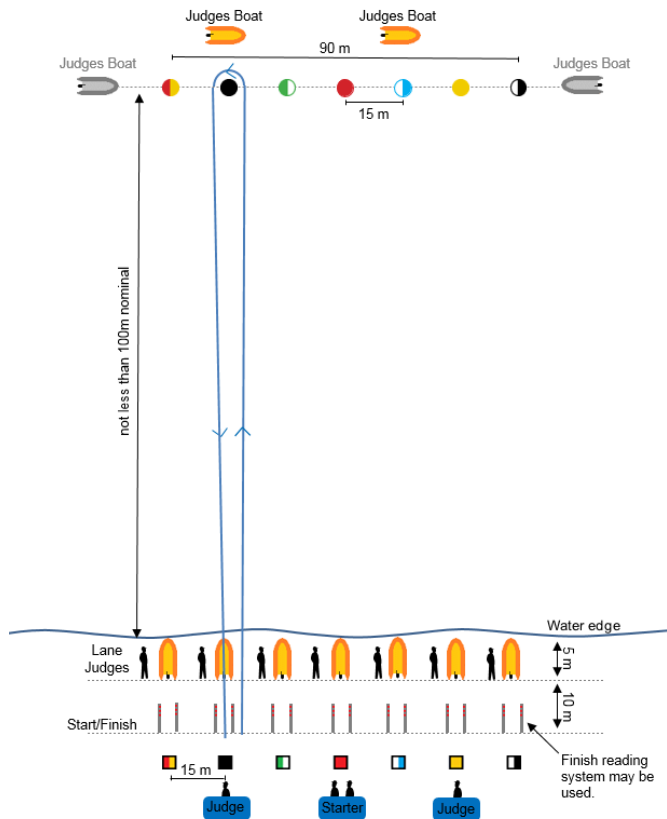
One driver, crew person and patient.

5.6.2. The Procedure

- (a) The patient is positioned **in the water** on the seaward side of the nominated IRB turning buoy.
- (b) The IRB shall be facing seaward for the start of this Event with the transom placed on the IRB starting line.
- (c) The engine, completely removed from the transom including the safety stop, is positioned vertically at the rear of the IRB. A handler may support the engine in an upright position by placing two hands on the engine cover. The entire fuel bladder is to be positioned behind the line at the commencement of the start.
- (d) For the start, the crew Member who is to fit the engine over the transom shall be positioned behind the crew's start/finish line while the crew Member who will retrieve the bladder, shall be positioned behind the IRB starting line, immediately adjacent to the IRB.
- (e) On the starter's signal, the crew shall proceed to assemble the IRB. To complete the assembly the crew must:
 - (i) Secure the fuel bladder with all four clips clipped to the appropriate floor loops.
 - (ii) Connect the fuel line bayonet correctly to the engine.
 - (iii) Ensure the safety stop is correctly fitted.
 - (iv) Securely fit the engine to the transom.
- (f) The crew will then launch the IRB, proceed through the surf, and proceed to pick up their patient. ~~and return to shore. The driver will then switch off the engine, exit the IRB and run through the start/finish line.~~

- (g) In completing a patient pickup, IRB's must go around the IRB turning buoy in an anti-clockwise direction. Initial contact with a patient(s) must be made on the seaward side of the buoy line.
- (h) On returning to shore, the crew person and patient(s) shall be secure within the IRB until the driver has left the IRB.
- (i) Prior to leaving the IRB, the driver will **complete the engine shutdown procedure. This is switching the Kill Switch to the off position.** From a seated position only, the driver will then exit the port (left) side of the IRB, (regardless of the direction the IRB slews upon beaching), and run to and cross the finish line. The driver must exit and be grounded (minimum one foot on the sand) before passing the front of the IRB. The driver must not step on top of, or launch from, the pontoon during the exit. The driver must ensure they run between the two gates that mark their finish line.
- (j) Once the driver has left the IRB and has their feet on the ground, the crew person and patient(s) may exit the IRB and either secure the IRB or move away, being sure not to impede the progress of any other crews or impede the finish line judging of the Race.
- (k) Finish judging will be based on the chest of the **first** driver when **crossing through the finish gates or finish line** on their feet.
- (l) Crews will be disqualified at the end of the Race if:
 - (i) Failure to complete the assembly properly before launching the IRB. **will result in disqualification.**
 - (ii) One full turn or more is obtained from either clamp screws.
 - (iii) One or more fuel bladder clips are not clipped in.
 - (iv) The safety stop is not attached to the transom, at the end of the Race.

Figure 5.2
IRB ASSEMBLY RESCUE



5.7. TUBE RESCUE EVENT

5.7.1. Team Composition

One driver, crew person and patient.

5.7.2. **The Course** is as detailed in Figure 5.3 with a second set of buoys (the patient pickup buoys) set in line approximately 25m on the seaward side of the IRB turning buoys. For the tube rescue Event only, the rescue tube may be secured in the normal stowage position or in the bow of the boat with the harness looped over the crew person's bow rope at the commencement of the Race.

5.7.3. No swim fins, webbed gloves (or other non-approved aids) can be used by the crew person or patient.

5.7.4. The Procedure

- (a) The patient is positioned **in the water** on the seaward side of the second set of buoys (furthest from the water's edge) behind the nominated buoy.
- (b) On the starter's signal, the crew launch the IRB, proceed through the surf and make a turn around their respective IRB turning buoy (the closer of the two sets of buoys).
- (c) The crew person shall put on the rescue tube shoulder strap in a safe manner. This may be done at any time between launching the IRB and the crew completing the turn around the IRB turning buoy.
- (d) The crew person, with the rescue tube shoulder strap on and the rescue tube held in a secure grip (but not clipped in any manner), shall exit the IRB. On exiting the IRB, the crew person shall:
 - (i) Enter the water from the port side pontoon;
 - (ii) On the inside of the turn; and
 - ~~(iii) On the beach side of the IRB turning buoy, after the IRB has rounded the buoy.~~
 - (iv) The crew person is only permitted to leave the IRB once the entire IRB is on the shoreward side of the buoy line, marking the IRB turning buoys.

- (e) The crew person must exit the IRB with the IRB Turning buoy on their left side and proceed out to the patient positioned on the seaward side of the patient buoy. The crew person shall swim around the patient buoy with the buoy on their left-hand side. The rescue tube must then be clipped around the patient and under both arms by the crewperson and/or patient. The patient may clip themselves into the tube unaided. The crewperson does not have to break stroke during this process as long as the clip on the rescue tube is secured to an o-ring prior to the patient crossing to the shoreward side of the rescue tube patient buoy.
- (f) With the patient clipped into the rescue tube, the crew person continues anti-clockwise around the buoy and tows the patient to the IRB maintaining the patient pick up buoy on their left-hand side.
- (g) The patient is permitted to assist by kicking and sculling with their arms under the surface, but must not swim with an out-of-the-water arm recovery. The patient must not be towed on their stomach.
- (h) While the crew person is rescuing the patient, the IRB must remain entirely on the beach side of the allocated IRB turning buoy until the start of the patient lift into the IRB. If surf conditions require the driver to move away from the allocated IRB turning buoy then they must avoid any interference with other IRB's.
- (i) The crew person must swim across the IRB turning buoy line with the IRB turning buoy on their left-hand side.
- (j) Once the driver makes physical contact with the patient (not the rescue tube harness) on the beach side of the IRB turning buoy line, the patient pick-up is deemed to have commenced and the IRB driver shall then drive the IRB anti-clockwise around the nominated turning buoy and return to shore.
- (k) The crew person and patient are both required to enter the IRB from the port side. The method of entry into the IRB is at the discretion of the crew. The driver may assist with this.

- (l) During the return journey the rescue tube shall remain clipped up around the patient. The crew person shall remove the shoulder strap and hand it to the patient.
- (m) The patient must keep a secure grip and/or wear the lanyard/harness over the head and shoulders to ensure they do not snag anything within the IRB, extend past the transom or pass through either of the self-bailers.
- (n) Prior to leaving the IRB, the driver will **complete the engine shutdown procedure. This is switching the Kill Switch to the off position.** From a seated position only, the driver will then exit the port (left) side of the IRB, (regardless of the direction the IRB slews upon beaching), and run to and cross the finish line. The driver must exit and be grounded (minimum one foot on the sand) before passing the front of the IRB. The driver must not step on top of, or launch from, the pontoon during the exit.
- (o) Finish judging will be based on the chest of the **first** driver when **crossing through the finish gates or finish line** on their feet.
- (p) The patient shall retain the tube around their torso until the finish judge has inspected the tube.

Figure 5.3
IRB TUBE RESCUE

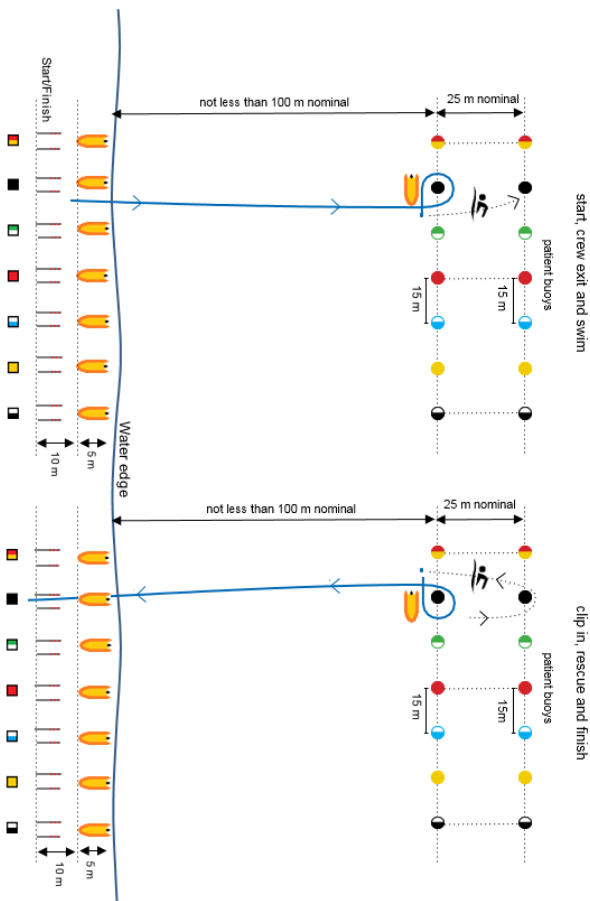
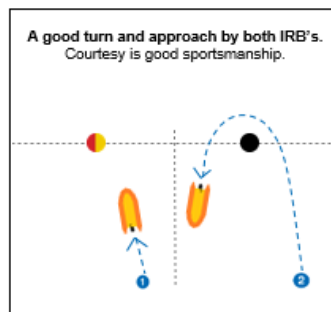
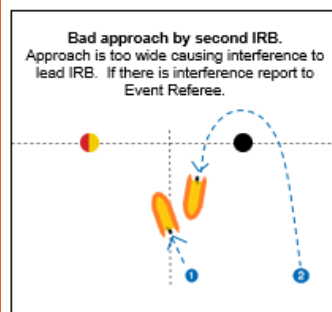
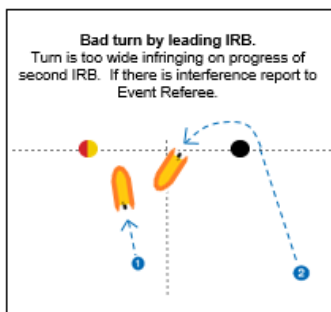
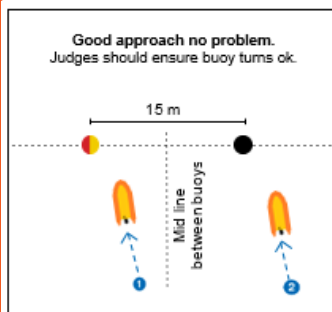


Figure 5.4
IRB TURNS AT BUOYS



5.8. ROUND ROBIN RACING

5.8.1. SLSNZ may conduct IRB Events in either elimination or “round robin” format.

5.8.2. The Event Management Committee or Event Referee shall decide if there are to be any variations to the standard format for round robin racing and shall advise Competitors accordingly prior to the commencement of the first Race of the Event.

5.8.3. Round robin IRB racing procedures

- (a) Surf, beach, weather and time constraint issues conditions permitting, “round robin” racing may be conducted over rounds to determine qualifiers to further rounds in canoe Events or to determine medal winners. Progression into further rounds and finals shall then be by elimination. The conditions detailed are not to be subject to protest.
- (b) Qualifiers to further rounds of the Event, or medal winners, will be determined based on total points gained in the round robin rounds (unless otherwise disqualified from the Event). The points available in each of the rounds of the round robin will be determined by the Event Management Committee.
- (c) In the event of a dead heat in an individual round of the round robin, equal points shall be allocated for the placing achieved.
- (d) If a count back is required to determine the crews to progress to further rounds of the Event, or the medal winners, the following shall apply in this order:
 - (i) All the results from the round robin will be compared between the crews involved in a count back with the crew with the most first places will be declared the winner. If there is still a tie then the most second, then third down to sixth (or seventh) place will be compared.
 - (ii) If crews cannot be separated after comparing all placing points in all rounds, then crews will be compared on any head-to-head results, with the winner of the head-to-head qualifying to the next (elimination) round of racing.

- (iii) If crews cannot be separated after (i) and (ii) then both crews will qualify to the next (elimination) round of racing.
- (e) Prior to the first round of an Event commencing, the Event Referee shall advise the number of qualifiers to progress to the elimination rounds of each division of the Event or the finals (as appropriate).
- (f) If a crew is disqualified from the Event, they cannot compete in further rounds of that category of IRB Competition from which they are disqualified and lose all standing in that Event.



SURF LIFE SAVING



PROTESTS & APPEALS.

PROTESTS & APPEALS

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6.1. CONDUCT

- 6.1.1. SLSNZ expects and requires of its Competitors, Participants, Officials, and Members, the highest standards of conduct and behaviour.
- 6.1.2. These expectations and requirements are reflected in the SLSNZ Constitution, Regulations and this Manual.
- 6.1.3. In the conduct of Competition, situations may arise that may give a reason for protests and/or appeals. This section applies to all protests or appeals matters, except as otherwise provided in the Constitution or Regulations.
- 6.1.4. For the sake of clarity, this section of the Manual only relates for situations that may give rise to protests and/or appeals matters that occur at Competitions. All other matters will be dealt with as detailed in Section 1.5, Misconduct of this manual.

6.2. GENERAL RULES

- 6.2.1. The rules in this Manual are made in the best interests of surf lifesaving, Competition and Competitors. The purpose of the rules is to establish and maintain a safe and fair system in which Competitions can be conducted.
- 6.2.2. Competitors must adhere to the courses and the rules detailed in this Manual, Entry Circulars and as directed by the relevant Official for the conduct of Events.
- 6.2.3. Where a Competitor fails to adhere to the prescribed course, or breaches or fails to follow a rule in this Manual, they may be disqualified by the Event Referee or Arena Referee as set out in the relevant section in this Manual for that Event.
- 6.2.4. Any other alleged breach of any rule in this Manual (not covered under section 6.2.2.) and a breach of the Code of Conduct during a Competition, shall be reported by an Official to the Arena Referee or Event Referee in the first instance who shall then investigate the circumstances and make a decision.

- 6.2.5. Competitors who consider they have been disadvantaged or have been subjected to a breach of the rules may protest to the Arena Referee or Event Referee in the manner prescribed in rule 6.3.
- 6.2.6. A Competitor Liaison may be appointed for certain Events to provide advice to Competitors and their managers prior to lodging a protest. That person only provides advice to the Competitor, he or she does not uphold or consider a protest. After the advice, the Participant decides if they wish to continue with a protest.

6.3. COMPETING UNFAIRLY

- 6.3.1. Competitors or teams who are deemed to have competed unfairly may be disqualified from an event or expelled from the championships. The Event Referee may refer the competitor or team to the disciplinary committee for consideration of further penalty. Examples of competing unfairly include:
- (a) Being ineligible for Competition
 - (b) Committing a doping or doping-related offense.
 - (c) Impersonating another competitor
 - (d) Competing twice in the same individual event in the same division.
 - (e) Competing twice in the same event in different teams in the same division.
 - (f) Purposely interfering with a course to gain an advantage.
 - (g) Competing without entry.
 - (h) Competing for another club without clearance or transfer.
 - (i) Attempt to defeat the ballot or draw for events or positions.
 - (j) Competing using equipment that does not meet SLSNZ specifications.
 - (k) Competing contrary to the specific direction of the Event Referee or designated official
 - (l) Jostling or obstructing other competitors or handlers so as to impede their progress.

- (m) Receiving physical or material outside assistance (other than verbal or other direction except where specifically excluded by the rules of the event).
- 6.3.2. The Event Referee, Arena Referee and/or the relevant official(s) shall have absolute discretion in determining whether a competitor, team or handler has competed unfairly.
- 6.3.3. SLSNZ may, in its absolute discretion, investigate and take action on any matter of “competing unfairly” prior to, during or following competition. This includes, but is not limited to, the return of medals, **loss of points** and referral to the judicial committee.

6.4. PROTESTS

- 6.4.1. Protests from a Participant in relation to a decision by an Official, fall broadly into the following categories:
- (a) Protests arising from Competition Entry procedures or Entry eligibility.
 - (b) Protests arising from scrutineering or equipment eligibility.
 - (c) Protests arising during participation in an Event and/or from a breach of rules.
- 6.4.2. No protest shall be accepted against the actions of another competitor or team in the same race except where that competitor or team has suffered direct interference

6.4.3. Lodging and Determining a Protest

A Competitor Liaison may be appointed for certain Events to provide advice to Competitors and their managers prior to lodging a protest. That person only provides advice to the Competitor, he or she does not uphold or consider a protest. After the advice, the Participant decides if they wish to continue with a protest. To lodge a protest, the following process must be adhered to:

- (a) A protest against the conditions under which a Race or an Event is to be conducted must be made verbally to the Arena Referee or Event Referee prior to an Event or Race (as appropriate) commencing. The Arena Referee, Event

Referee or appointed Official shall then inform the Competitors in that Event or Race, prior to its start, of such a protest. A protest against the conditions under which an Event or Race is to be conducted cannot be accepted if it is made at any time other than prior to the Event or Race.

- (b) A protest (other than a protest under clause 8.3.1) against a Competitor or a team or against a decision or action of an Official (including the declaration of a result) must be lodged verbally with the Arena Referee or Event Referee within five minutes of the completion of the Event or Race (as appropriate) or the announcement of the result of the Event or Race (as appropriate).
- (c) No protest shall be accepted against the actions of another competitor or team in the same event except where that competitor or team has suffered direct interference e.g. if an official takes an action or no action against a competitor or team, another competitor or team cannot protest unless they are in the same race and there is direct interference involved.
- (d) A written protest must then be lodged with the Arena Referee or Event Referee within 15 minutes of the verbal protest being lodged on the protest form provided by SLSNZ. Alternatively, if a protest form is not available, a written protest on plain paper shall be acceptable.
- (e) Where a protest is lodged, the result of the Race or Event (as appropriate) shall be withheld until the protest is decided. If a protest is upheld, placings and trophies (where relevant or required) shall be adjusted to reflect the amended result.
- (f) Immediately after the correct lodgement of a protest, the Arena or Event Referee may, taking into account the interests of the protester, all other participants, officials and the conduct of the event itself, either:
 - (i) Accept the protest.
 - (ii) Not accepted or dismiss the protest on the grounds of it being incorrect, frivolous or not of a serious nature.
- (g) Where the Arena Referee or Event Referee refuses to accept a protest or dismisses a protest, the decision may

be appealed by the Participant or their nominee, to the Competition Appeals Committee. Such an appeal must be lodged with the Event Referee in writing within 15 minutes of the Arena Referee advising the Participant of their decision.

- (h) A fee may be imposed by the Competition Appeals Committee for lodging an appeal. However, if an appeal is upheld, any appeal fee paid shall be returned.
- (i) The result of the protest shall be noted in the Event result records and also on the Protest/Appeal Form.

6.5. COMPETITION APPEALS COMMITTEE (CAC)

6.5.1. Powers

- (a) The Competition Appeals Committee will deal with all appeals made by Participants under rule 8.4.3(g).
- (b) In considering appeals, the Competition Appeals Committee shall allow all relevant parties a reasonable opportunity to state their respective case and bring forward relevant evidence to the Competition Appeals Committee. The Competition Appeals Committee shall consider the appeal and make a decision. It may uphold or dismiss a appeal and impose penalties and/or refer the matter to the SLSNZ Judicial Committee as set out in rule 8.6.
- (c) The assistance of video or other electronic equipment may be used to consider appeals. However, the onus is on the protester to provide proof of authenticity and any clearly viewable evidence and viewing mechanisms at the time that the appeal is heard.
- (d) The Competition Appeals Committee will advise the Participant and relevant parties of its decision and of any penalty (if relevant or appropriate) imposed.

6.5.2. Structure and Functions

The structure and functions of the Competition Appeals Committee are as follows:

- (a) SLSNZ shall appoint a person of suitable experience and practical knowledge to act as a Convener of the Competition Appeals Committee relative to the

- Competition.
- (b) SLSNZ shall appoint a Competition Appeals Committee of no less than three persons.
 - (c) In the event of an appeal arising over the result of an engine scrutineering disqualification the Competition Appeals Committee will consist of:
 - (i) The Event Manager
 - (ii) Two SLSNZ appointed technical representatives.
 - (d) After hearing all available and relevant evidence, the Competition Appeals Committee shall consider its decision in private.
 - (e) The decision shall be recorded on the Protest/Appeal Form.
 - (f) The Arena Referee, Event Referee and the Participant lodging the appeal shall be informed of the decision by the Competition Appeals Committee as soon as practicable.

6.6. REFERRALS FROM THE COMPETITION APPEALS COMMITTEE

6.6.1. In the event that the:

- (a) Competition Appeals Committee considers the breach of the rules of a serious nature; or
- (b) The matter is considered to not be within the jurisdiction of the Competition Appeals Committee, then the appeal may be referred to the SLSNZ Judicial Committee in accordance with the SLSNZ Constitution, Regulations and/or Policies.

6.6.2. Nothing in this section prevents Officials or Competition Appeals Committee or any other person referring a matter to the NZ Police where appropriate.

6.6.3. [SLSNZ Protest/Appeal Form](#) is available from the Event Manager or from the SLSNZ website and the example following:

PART 1 – PROTEST INFORMATION

Protests must be lodged in accordance with the SLSNZ Surf Sports Competition Manual and/or SLSNZ Event Circulars. Protests may arise from entry procedures or entry eligibility; from scrutineering or equipment eligibility; or during participation in the competition and/or breach of rules.

Date: _____ Event #: _____ Event Name: _____

Heat _____ QF _____ SF _____ F _____ [circle relevant race & Insert race number]

Club Lodging Protest: _____ Manager Name: _____

Competitor(s)/Team lodging the protest: _____

I/We formally protest against: _____

Grounds for this protest are found in the SLSNZ Surf Sport Competition Manual on the SLSNZ Website:

Page: _____ Section: _____ Rule Reference#: _____

The circumstances leading to the protest were: _____

The following **Parts 2-5** are for Referees and/or Competition Appeals Committee use only.



SURF LIFE SAVING
NEW ZEALAND

PROTEST FORM

PART 2 – LODGING DETAILS

Verbal protest received by (name and forename):	
Verbal protest received at (time):	
Protest Form received by (name and forename):	
Protest Form received at (time):	
Protest Fee received:	

PART 3 – REFEREES ADJUDICATION

Referee Name: _____

Referees Notes: _____

Referees Decision (please tick):

Upheld (agree with protest)

Dismissed (rule against protest)

Referred to Appeals

Referred to SLSNZ Judicial

PART 4 – COMPETITION APPEALS COMMITTEE

CAC Names: _____

CAC Notes: _____



PROTEST FORM

CAC's Decision (please tick):

Upheld (agree with protest)
Dismissed (rule against protest)
Referred to SLSNZ Judicial

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

CAC Recommendations to the Referee: _____

Signed by the Competition Appeals Committee (CAC) who heard this protest.

PART 5 – ADVISING APPEAL DECISION

Decision advised by: _____ Position held: _____

Time protest decision advised to Competitor and/or Manager: _____

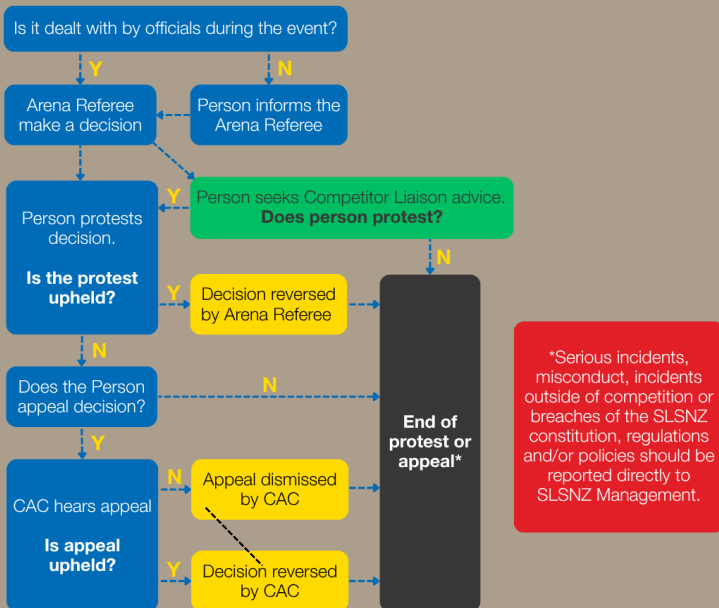
Protestor signature acknowledges receipt of decision: _____

6.7. PROTEST AND APPEALS PROCESS

Protest Categories



Incident occurs in competition



6.8. DISQUALIFICATION CODES / DNS / DNF

6.8.1. General Disqualification (Code DQ)

001	Not competing in accordance with the general rules.
002	Competed unfairly: A competitor or team may be disqualified if a competitor, team or handler is deemed to have competed unfairly. Examples of competing unfairly can be found under 6.3.1
003	Late to marshalling: Competitors may not be permitted to start in an event if they are late reporting to the marshalling area.
004	A competitor or team absent from the start of an event shall be disqualified except for the A- or B-final.
005	Activities that result in wilful damage to the venue sites, accommodation sites or the property of others will result in disqualification of the individuals involved from competition.
006	Abuse of officials may result in disqualification from the competition.
007	False Start: All competitors who start (i.e., commence a starting motion) before the starting signal has been given shall be disqualified – except for Beach Flags in which the competitor(s) shall be eliminated.
008	Failing to comply with the starter's commands within a reasonable time.
009	A competitor who, after the starter's first command, disturbing others in the race through sound or otherwise may be disqualified (or eliminated in Beach Flags).
010	Starting from a position other than the allotted position or lane.
012	Not completing the event and/or course as defined and described.
013	Incorrect change-over (Tagging) in relays events.
014	Interfering with the competition area or race while warming up.
015	Handler or Equipment impeding another competitor.

6.8.2. Surf Boat and Surf Canoe (Code DQ)

- 095 Wet finishes: Not finishing under control of crew or properly equipped.
-
- 096 Dry Finish: A competitor goes through the wrong finish gate.
-
- 097 Dislodging a Judging stand.
-
- 098 Dry Start – Failure to visibly touch and part of the boat (not oars) before the crew boards.
-
- 099 Course impediment of another crew
-
- 100 Failure to negotiate the correct gate.

6.8.3. IRB General (Code DQ)

- 105 Incorrect or non-wearing of helmet or PFD, by driver, crewperson or patient.
-
- ~~106 Incorrect or non-wearing of helmet, PFD and a full (sleeves to wrist and legs to ankle) wet suit by the patient.~~

6.8.4. IRB Start (Code DQ)

- 110 Motor not in neutral gear at start of event.
-
- 111 Handler(s) did not let go of IRB as soon as driver or crew person made contact with IRB.
-
- 112 Driver starts motor before IRB is facing out to sea.
-
- 113 Loss of control of the IRB when the engine is started in gear.
-
- 114 Failure to observe the safety of other IRB/crews in a race.
-
- 115 Teams: the 2nd driver not behind the start line at the start of the race
-
- ~~116 Driver does not have contact of tiller arm whilst engine is both started and in gear.~~

6.8.5. IRB Course (Code DQ)

120	Driving in a dangerous or reckless manner causing driver, crewperson or patient(s) to be ejected from the IRB.
121	Running over a patient at the turning buoy during patient pick up.
122	Wide turn over 7.5 metres, at turning or patient pick-up buoys which impedes progress of another crew.
123	IRB turning around "incorrect buoy or buoys".
124	Leading IRB has right of way; trailing IRB(s) did not take evasive action.
125	IRB returning to shore not keeping IRB turning buoy to the left-hand side of the IRB.
126	Crew member or patient losing contact with the IRB during the course of an event.
127	Loss of control by the driver and/or crew even if still in contact with the IRB.
128	Driver does not have contact of tiller arm whilst engine is both started and in gear.

6.8.6. IRB Patient Pick-Up (Code DQ)

130	Patient (or second patient in mass/teams event) did not remain on the shore side in front of their respective buoy until required for pick up.
131	Initial contact with patient(s) not made on the seaward side of the buoy line.
132	Driver, crew or patient losing contact with IRB.
133	IRB passes around incorrect turning or patient pick-up buoy.
134	IRB passes around turning or patient pick-up buoy in a clockwise (right hand in) direction.
135	Initial contact with a patient(s) not made on the seaward side of the buoy line.

6.8.7. IRB Tube Rescue (Code DQ)

- 140 IRB not rounding its turning buoy before crew entered water.
-
- 141 Crewperson left the IRB before the entire IRB was on the shoreward side of the buoy line, marking the IRB turning buoys.
-
- 142 Crew not entering the water from the port side pontoon on the inside of the turn on the beach side of the turning buoy, after the IRB has rounded the buoy.
-
- 144 The crewperson not exiting the IRB with the IRB turning buoy on their left hand side and proceeding out to the patient positioned on the seaward side of the patient buoy. The crewperson not swimming past the patient buoy line with the buoy on their left hand side.
-
- 145 IRB not remaining on beach side of the turning buoys until patient lift commenced.
-
- 146 The crewperson and/or patient not securing the tube around the patient's body and clipping to the o-ring. The patient ~~and-crewperson~~ not remaining behind the patient buoy line during the "clip in" process.
-
- 147 The crewperson & patient clipped in did not swim anti clockwise around the buoy to the IRB with the patient buoy on their left hand side.
-
- 148 Crew/patient not boarding the IRB on the portside.
-
- 149 Patient not having a secure grip or wearing the rescue tube lanyard over the head & shoulders. The patient not remaining in the IRB until the finish judge has inspected the tube around the patients torso.
-
- 150 IRB driver ~~not driving~~ the IRB anti-clockwise around the nominated turning buoy ~~before~~ return to shore.
-
- 151 ~~Once the driver makes physical contact with the patient (not the rescue tube harness) on the beach side of the IRB turning buoy line, the patient pick-up is deemed to have commenced.~~
IRB crosses to the seaward side of the buoy line before the patient makes physical contact with IRB driver. (patient pick-up commencement)
-
- 152 Gear failure – Rescue Tube broken.

6.8.8. IRB Mass and Teams Rescue (Code DQ)

- 160 Driver does not switch off the engine before **either driver or crew exits** IRB at race transition.
-
- 161 During the changeover, the boat hits the beach with such force that it causes the driver, crew and/or patient to become dislodged from the IRB.
-
- 162 Crewperson or patient made contact with engine on mass transition or team rescue.
-
- 163 Teams: The 2nd driver is not behind the start line at the start of the race.
-
- 164 Teams: the 2nd crewperson moved down to the shore line before the first crew have left the shore line.
-
- 165 Teams: the tag not made behind the start/ finish line.

6.8.9. IRB Assembly Rescue (Code DQ)

- 170 Failure to secure fuel bladder with all 4 clips.
-
- 171 Failure to connect fuel bayonet correctly to engine.
-
- 172 Failure to correctly connect safety strap to the transom.
-
- 173 Failure to securely fit engine to transom – more than 1 full turn on either of the toggles.
-
- 174 Part of the fuel bladder is over the line at start.
-
- 175 Handler not holding motor in an upright position with 2 hands on the cover.

6.8.10. IRB Finish (Code DQ)

- 180 Driver exits IRB incorrectly, not from a seated position on the port (left) side of the IRB. (regardless of the direction the IRB slews upon beaching).
-
- 181 **The driver grounding incorrectly from exit.** Minimum one foot on the sand before passing the front of the IRB.
-
- 182 The driver either stepped on top of or launched from the pontoon during the exit.
-
- 183 Driver beaches IRB out of their respective lane, over 7.5 metres.

- | | |
|-----|--|
| 184 | Crewperson or patient makes contact with the ground prior to the Driver having grounded at least 1 foot on the sand. |
| 185 | Driver fails to cross the finish line on their feet. |
| 186 | At the finish of the event, the boat hits the beach with such force that it causes the driver, crew and/or patient to become dislodged from the IRB. |
| 187 | The driver crosses the finish line without switching off the engine, or the engine is still running. |
| 188 | The crewperson or patient interferes with engine during or after engine shutdown procedure. |
| 189 | Crew & boat left finish line before boat checked by a surf official. |

6.8.11. Did Not Start (Code DNS)

- | | | |
|-----|-------------------|---|
| 200 | Unsafe Conditions | Participant is not racing due to conditions that are too advance for their skill level or they feel unsafe. |
| 201 | Injury | Participant has an injury and cannot compete safely. |
| 202 | Equipment Failure | Participant cannot compete due to equipment failure/breakages. |
| 203 | Programme Clash | Participant cannot compete due to a programme clash which the other event is priority. |

6.8.12. Did Not Finish (Code DNF)

- | | | |
|-----|-------------------|--|
| 205 | Conditions | Participant could not complete the course due to the conditions. |
| 206 | Equipment Failure | Participant could not complete the course due to equipment failure, breakage or lost. |
| 207 | Injury | Participant could not complete the course due to sustaining an injury (refer to first aid for assessment). |



SURF LIFE SAVING



SURF OFFICIALS ROLES.

SURF OFFICIALS ROLES

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7.1. SURF OFFICIAL ROLES & RESPONSIBILITIES

7.1.1. All Surf Officials should:

- (a) Have knowledge of the rules relevant to the role(s) they are performing for a particular competition.
- (b) Be responsible for their own and others Health, Safety & Welfare
- (c) Facilitate the competition fairly & equitably in accordance to the rules.
- (d) Observe the races for compliance to the rules and breaches of the rules and report any breaches of the rules to the Chief Judge, and or Arena Referee i.e. Observe, Record, Report.
- (e) Communicate effectively
- (f) Enjoy themselves!

7.1.2. Level One Surf Officials roles include:

- (a) Marshal
- (b) Check Marshal
- (c) Starter
- (d) Course Judge
- (e) Judge
- (f) Finish Judge
- (g) Video Judge
- (h) Recorder

7.1.3. Level Two Surf Officials roles include:

- (a) Arena Referee
- (b) Starter
- (c) Chief Judge
- (d) Competitor/Club Liaison
- (e) Competition Appeals Committee (CAC).

7.1.4. Level Three Surf Officials roles include:

- (a) Deputy Referee
- (b) Event Referee

7.2. MARSHAL

7.2.1. Purpose - ensure that the right competitors are in the right place at the right time, in the right order.

7.2.2. You are the key to participant satisfaction and usually interface between Officials and the competitors. How competitors perceive the skill and attitude of all Surf Officials may depend upon you. Competitors can be excused for having “nerves” or being tense before an event. This must be taken into account during the marshalling process. You must remain calm and in control at all times.

7.2.3. Duties of a Marshal

- (a) Pre-event - familiarise yourself with the **competition management system** for marshalling.
- (b) Ensure that you have a fully charged **phone/ipad** and backup power pack, or alternatively the correct marshalling sheets to conduct the event/s.
- (c) Liaise with the Arena Referee to confirm the number of athletes per heat, quarter, semi and final and that these comply with the maximum numbers permitted for the event.
- (d) If available, check the sound system is functioning and appropriately located.
- (e) Position yourself so that you can be seen and heard, as you conduct athletes through the marshalling process.
- (f) Let competitors know where to marshal
- (g) Let competitors know what heat and lane they are in. If known let the athletes know how many will progress from each round.
- (h) Let competitors know when the marshalling for their race is complete.
- (i) Advise the Arena Referee and or Chief Judge of any infringements or irregularities arising during marshalling.
- (j) Maintain discipline of competitors in the marshalling area.
- (k) Liaise with the Announcers, Recorders, Chief Judge and Timekeepers regarding entries and draws.

- (l) Report any safety concerns to the Arena Referee.
- (m) Hand heats over to the Check Marshal for processing.

7.2.4. **Tips for Marshalling**

- (a) Ensure you have entry draws and order of events.
- (b) Check with the Arena Referee for any programme changes.
- (c) Treat athletes with courtesy.
- (d) Work as a team with your Check Marshal/s
- (e) Think and plan ahead

7.2.5. **So in summary:** The Marshal is responsible for ensuring competitors entries are in order and competitors are marshalled correctly before proceeding to the start line, which means 'organise the athletes into their heats/races.'

7.3. Check Marshal

7.3.1. **Purpose** – guide and or direct individual heats from the marshalling area to the start line in the correct arena and re-check the number of competitors and names to be sure we know who is in the race and therefore who should finish the race.

7.3.2. Duties of a Check Marshal

- (a) Pre-event - familiarise yourself with the **competition management system** for marshalling.
- (b) Ensure that you have a fully charged **phone/ipad** and backup power pack, or alternatively the correct marshalling sheets to conduct the event/s.
- (c) Assist the Marshal to assemble the competitors into heats as drawn.
- (d) Liaise with the Marshall to confirm communications and procedures for the handing over of athletes from Marshalling to Check Marshalling.
- (e) Assemble and stack heats of competitors into numerical order and when ready, direct heats to their designated arena.
- (f) If a **competition management system** is used, check the competitors 'checked in' against their designated heat, immediately before they start their event.
- (g) Advise the Chief Judge and or Arena Referee of any infringements or irregularities.
- (h) Report any safety concerns to the Arena Referee.

7.3.3. Tips for Check Marshalling

- (a) Ensure you have entry draws and order of events.
- (b) Communicate regularly with your Marshall at all times.
- (c) Treat athletes with courtesy.
- (d) Work as a team with your Marshal, and fellow Check Marshal/s.

7.3.4. **So in summary** - The Check Marshal is responsible for assisting the Marshall and ensuring competitors are moved from marshalling area to the start line in the correct arena and

positioned in the correct starting positions, which means ‘move athletes from marshalling to their start arenas in the correct order.’

7.4. Course Judge

7.4.1. **Purpose** – observe races to ensure that competitors correctly proceed around the course according to rules.

7.4.2. Duties of a Course Judge

- (a) As far as possible, be located in a suitable position which may include in an elevated position, or in a boat, as the case may be, to obtain a constant view of the athletes and event.
- (b) Report any safety concerns to the Arena Referee.
- (c) Observe, record and report any breaches of the competition rules to the Chief Judge or Arena Referee.
- (d) Check the alignment of all buoys before the commencement of and during the progress of the competition.
- (e) In IRB events, also observe the driving and crew techniques comply with Driving and Crew Safety Procedures.
- (f) Where a driver and/or crew’s techniques are considered to be a cautionary matter, the Course Judge(s) shall have the authority to caution the driver and/or crew members of the correct safety techniques. These breaches will be reported to the Referee.
- (g) Where driving or crew techniques are considered to be unsafe or dangerous the matter shall be reported to the Chief Judge or Event Referee.
- (h) ‘**Cautionary matter**’ is considered as a matter where the crew breaches the standard expected of them when put into a situation where common sense and skill are ignored or where they endanger their own safety.
- (i) ‘**Unsafe or dangerous**’ is considered as a matter where a crew causes or places either their own safety, their IRB, other competitors and their IRB’s at risk of injury or collision.

7.4.3. Tips for Course Judging

- (a) Position yourself in an alleviated location where you can observe the entire race.
- (b) For tube and board rescue events, a Judge shall be positioned behind each team's lane marker.
- (c) On water course judges should report to the Arena Referee/Chief Judge at least 30 minutes before the start of the competition to receive instructions, and
- (d) In events where competitors have to round all buoys, be stationed on the inside of the line of buoys, sea conditions permitting, and
- (e) In Rescue Tube Races, be stationed immediately to the side/s of and /or on in line with the swimming buoy.
- (f) As a guide for IRB events an 'on water' Course Judge shall:
- (g) Position their IRB in line with the buoys in such a way the Judges(s) can readily observe that the various Crews comply with the conditions of the competition and the various event rules.
- (h) The crew shall remain in the vicinity of the buoys until all patients are recovered.

7.4.4. **So in summary** – The Course Judge observes all competitors to ensure they correctly and fairly negotiate the course to the rules of the event and report any breaches of the rules, which means 'observes the conduct of athletes throughout the course for compliance to the rules.'

7.5. Judge/Lane Judge

7.5.1. **Purpose** – observe and assist with the conduct of events according to rules.

7.5.2. Duties of a Judge

- (a) Under the direction of the chief judge, observe the event from the prescribed location for compliance to the rules and where necessary record and report any breaches of the rules to the Chief Judge or Arena Referee.
- (b) Report any safety concerns to the Arena Referee.

7.5.3. Tips for a Judges

- (a) Work with other Surf Officials to ensure all aspects of the course are covered.
- (b) Ensure you're positioned to safely observe the event from your designated location.
- (c) Avoid facing into the sun (if possible).
- (d) Ensure clothing (hats, sunglasses) don't impede your view.

7.5.4. **So in summary** – A Judge/Lane Judge is required to observe the progress of athletes throughout the race for compliance to the rules and report any breaches of the rules, which means 'observe competitors and record and report any breaches of the rules'.

7.6. Finish Judge

7.6.1. **Purpose** – observe competitors approach to and progress over the finish mark/s in accordance with the rules to determine the finish order of competitors.

7.6.2. Duties of a Finish Judge

- (a) Determine the finishing order of competitors.
- (b) Report any breach of rules to the Chief Judge and or Arena Referee.
- (c) Be positioned on either side of the finish line away from the finishing poles to ensure the best-uninterrupted view of the finish of the event. Refer to judging aids (e.g. video) if necessary, to determine a finish. Record the result and notify the Chief Judge of any finishing issues or anomalies.
- (d) Where possible issue finish place tags to competitors.
- (e) Report any safety concerns to the Arena Referee.
- (f) When judging multiple lines for events like Board Rescue, position yourself on the finish line in the middle or the arena back to back with the other finish judge.

7.6.3. Tips for a Finish Judge

- (a) Ensure that all athletes are in your range of view.
- (b) Work with other Surf Officials so everyone has an effective view.
- (c) Ensure you're positioned to observe the event's start and finish
- (d) Be prepared to assist with the judging of relays transitions where these are adjacent to the finish area.
- (e) Avoid facing into the sun (if possible)
- (f) Ensure clothing (hats, sunglasses) don't impede your view

7.6.4. **So in summary** – The Finish Judge is required to observe the approach of athletes towards and across the finish line of a race in order to decide the order of finishers in accordance with rules, which means 'observe and correctly record the finish order of athletes in a race.'

7.7. Video Judge

7.7.1. **Purpose** – observe competitors approach to the finish mark/s and video the progress over the finish mark/s to capture the finish order of competitors.

7.7.2. Duties of a Finish Judge

- (a) Determine the finishing order of competitors via video.
- (b) Report any breach of rules to the Chief Judge and or Arena Referee.
- (c) Be positioned on the finish line away from the finishing poles to ensure the best-uninterrupted view of the finish for videoing of the event. Record the result and notify the Chief Judge of any finishing issues or anomalies.
- (d) Report any safety concerns to the Arena Referee.

7.7.3. Tips for a Video Judge

- (a) Ensure that all athletes are in your range of view on the device for the finish.
- (b) Ensure you're positioned to observe the event's finish
- (c) Be prepared to assist with the judging of relays transitions where these are adjacent to the finish area.
- (d) Avoid facing into the sun (if possible)
- (e) Ensure clothing (hats, sunglasses) don't impede your view of the video device screen.

7.7.4. **So in summary** – The Finish Judge is required to observe the approach of athletes towards and across the finish line of a race in order to decide the order of finishers in accordance with rules, which means 'observe and correctly record the finish order of athletes in a race.'

7.8. Recorder

7.8.1. **Purpose** – maintain an accurate record of the competitors in each race including disqualifications, and forward these results in a timely manner to the results team and or Marshalls for the continuation of the events.

7.8.2. Duties of a Recorder

- (a) Pre-event - familiarise yourself with the **competition management system** for results.
- (b) Ensure that you have a fully charged **phone/ipad** and backup power pack, or alternatively the correct recording sheets to record the results.
- (c) Maintain a record of results/disqualifications and ensure results are passed onto the Results team and or the Marshal/s.
- (d) Liaise with the Marshal and assist with draws and pass on results and draws to the Announcers.
- (e) Report any safety concerns to the Arena Referee.

7.8.3. Tips for a Recorder

- (a) Do not assume you know the athlete's name.
- (b) Double check which event you are recording.
- (c) Wherever possible, have the athletes report to you in the order that they finish.
- (d) Have pen (pencil) and paper available as a back up to the Competition Management System system.
- (e) Carry a clear plastic bag (zip lock type) to shield your recordings/**phone/ipad** in the event of wet cold conditions.

7.8.4. **So in summary** – The Recorder is required to accurately record the finish order of athletes across the finish line of a race in accordance with the rules and report any breaches of the rules, which in means *'correctly record the finish order of athletes in a race.'*

7.9. Starter

7.9.1. **Purpose** – an official that gives the signal to commence a race at a time when conditions allow for the fairest start for all competitors.

7.9.2. Duties of a Starter

- (a) Inspect starting equipment and area for safe and effective operation. Starting equipment may comprise of a starting gun/pistol, air horn or whistle. Report and safety concerns to the Arena Referee.
- (b) Liaise with the Arena Referee, Marshalls and Check Marshalls to facilitate the safe and smooth operation of race starts.
- (c) Monitor the surf and other conditions, and then consider and practice starting procedure to maximise the opportunity to provide a safe and fair start for all competitors.
- (d) Receive the competitors from the Check Marshal including confirmation of the number of competitors starting the race.
- (e) Ensure that the check starter is correctly positioned and ready.
- (f) Assemble the competitors and provide a briefing for the race and course in keeping with the competition rules and any amendments as approved or required by the Arena Referee and or Event Referee.
- (g) Ensure that all athletes are advised of any safety concerns and actions required of them, e.g. “there are potential ankle breaking holes in the sand during the wade sections of the race course. Please slow down and take care when crossing these sections to prevent injury.”
- (h) Advise competitors of the ‘starter calls’ and back up call should the ‘gun’ fail or competitor recall be required due to a false or unfair start.
- (i) Refer questions pertaining to event conditions to the Referee.
- (j) Line the competitors up in their allocated lanes in preparation for a start.
- (k) Ensure competitors, judging boats, Judges, equipment and

water safety craft are correctly positioned before starting the event.

- (l) When conditions permit start the race.
- (m) Use ear protection when using starting devices with caps and or ammunition.
- (n) Disqualify or eliminate a competitor for breaking the start, or for willfully disobeying the starters orders, or for any other obstruction during the start.
- (o) Notify the Arena Referee of all disqualifications.
- (p) Inform the Chief Judge and Finish Judge of the number of starters.

7.9.3. Tips for Starters

- (a) Assess and monitor conditions for fair and safe starting options.
- (b) Communicate regularly with the Arena Referee about any concerns and guidance regarding the required interval between starts.
- (c) Liaise with the Check Starter and Check Marshalls to ensure that competitors are efficiently managed and supported as they assemble for their race.
- (d) Stand in an elevated position wherever practicable.
- (e) Where surf conditions are challenging, brief the competitors on how you anticipate starting the race, and keep talking to them as you assess and prepare for the start, to avoid any surprises.
- (f) When surf conditions prevent a safe and or fair start e.g. ski races, use a dry start and brief the competitors that they can enter the water at any time 'after' the gun goes, not necessarily 'when' the gun goes.
- (g) Ensure you are able to be heard by all competitors.
- (h) Ensure that the Check Starter is correctly positioned and can observe all competitors prior to the start commands commence.
- (i) Ensure competitors, safety boats, Judges, equipment and in IRB events the patients, are correctly positioned before starting the event.

7.10. Arena Referee (AR)

7.10.1. **Purpose** – Safely manage a designated arena and officials, in order to conduct fair events for all competitors.

7.10.2. Duties of the Arena Referee

- (a) Implement the rules and regulations governing the competition in the assigned arena.
- (b) Be aware at all times of the safety and welfare of competitors, officials and other persons involved in that arena.
- (c) At the Event Referees discretion, consider and adjudicate on protests.
- (d) Ensure all appointed officials are aware of their positions and responsibilities.
- (e) Provide reports and recommendations to the Event Referee and to SLSNZ on the conduct of the arena, when requested.
- (f) Liaise with the Results personnel, Marshalls and Announcers regarding entries and draws.
- (g) Conduct briefings of Officials on the conduct and programme for the Event including conditions, timetables, arena layouts, special events, emergency and safety arrangements.
- (h) In consultation with the Event Referee, make alterations to the programme that may be necessary and communicate these changes without delay to all affected parties. Any alterations should take into consideration the safety and welfare of the competitors and officials.
- (i) Consider and adjudicate on reports, unbecoming conduct, protests, breaches of rules and on all matters relating to the conduct of officials, competitors, managers, coaches and events.
- (j) Conduct pre and post competition briefings as considered necessary with the officials, managers, coaches and competitors.
- (k) When requested report to SLSNZ personnel on the conduct of the competition together with any appropriate

recommendations.

7.11. Chief Judge (CJ)

7.11.1. **Purpose** – is responsible to the Arena Referee for the following duties.

7.11.2. Duties of a Chief Judge

- (a) Supervise and assists in the setting up of courses for events.
- (b) Roster, rotate, define position and allocate duties and responsibilities for Judges.
- (c) Manage, locate and position Judges to best determine the finish and recording of event results.
- (d) In consultation with the Arena Referee, adjudicate on the observations and recordings of Judges' and Recorder where necessary.
- (e) Report any breach or infringements of rules to the Arena Referee.
- (f) Co-ordinate results and authorise disqualifications in consultation with the Arena Referee.

7.12. Competitor Liaison Officer:

7.12.1. **Purpose** - Liaise with competitors, coaches, team managers and officials so as to provide assistance and communicate any rules and queries related to the conduct of the events.

7.12.2. Duties of a Competitor Liaison Officer

- (a) Be positioned so as to be accessible to competitors, coaches and team managers.
- (b) Advise the Area Referee, Deputy Referee or Event Referee of any concerns raised by competitors, coaches and team managers relating to event conduct, courses or safety issues.
- (c) Provide guidance for competitors, coaches and team managers on protest and appeal procedures and the best method of approach to the Event Referee involved. Note: Liaison Officers are, at all times, to execute their duties without bias and to demonstrate the maintenance of an open, neutral position in all dealings with officials, competitors, coaches and team managers.
- (d) Be aware at all times of the safety and welfare of competitors, officials and other personnel involved in the competition and immediately report any concerns to the Event Safety Officer and Event Referee or their delegate.

7.13. Competition Appeals Committee (CAC):

7.13.1. **Purpose** - Competition Appeals Committee members shall be responsible for adjudicating on all appeals.

7.14. Deputy Event Referee (DER)

7.14.1. **Purpose** – The DER leads and manages the officials to deliver a safe, efficient and fair competition across arenas as allocated by the Event Referee.

7.14.2. Duties of the Deputy Event Referee:

Pre Competition

- (a) Support the ER in the development of the Event Programme.
- (b) In conjunction with Arena Referees and where applicable the Deputy Event Referee/s, lead and manage the appointment of all other officials from the list of applicants.
- (c) Participate in pre-competition safety preparedness briefings / activities
- (d) In conjunction with the ER liaise with event registration personnel to ensure that event entries are appropriately managed and uploaded and operating correctly in Waves, the event management system.

During Competition

- (a) Attend event briefings for officials and team managers.
- (b) Lead, manage and support Arena Referees in their roles.
- (c) Monitor the performance of Arena Referees and other officials.
- (d) Execute agreed Competition Health & Safety Plan.
- (e) Continually assess conditions and liaise with the Event Referee regarding any changes to risk levels.
- (f) Monitor the operation and delivery of the event to ensure compliance to planned time lines, agreed performance levels and health and safety requirements.
- (g) Where the competition is a multi-day format, participate in the daily Event Management Committee debrief meeting.

Post Competition

- (a) Participate in the competition debrief including reviewing any incidents that may have occurred and reflect on how they were managed; and
- (b) Provide any safety / risk management learning's to the

Event Referee in for continued improvement.

7.15. Event Referee (ER)

7.15.1. Purpose – The ER leads and manages the officials to deliver a safe, efficient and fair competition across all arenas for all competitors. The ER is supported by the ESO, EM DER and AR to provide effective safety management in all arenas before, during and after the competition.

7.15.2. Duties of the Event Referee:

7.15.3. Pre Competition

- (a) Develop the Event Programme in consultation the Event Manager and other event personnel as necessary.
- (b) Appoint (in consultation with the Referees Selection Panel where required) Arena Referees as required for the competition.
- (c) Liaise with the Event Manager to ensure that all competition equipment and infrastructure is organised.
- (d) Review and endorse the Competition Safety Plan develop through a collaborative approach with the Event Management Committee. This may include:
- (e) Provide input to ensure appropriate safety and risk considerations are factored in to the competition.
- (f) Liaise with people with local knowledge on the venue and hazards.
- (g) Arrange provision of agreed safety resources for officials.
- (h) Participate in pre-competition safety preparedness briefings/activities
- (i) Liaise with event registration personnel to ensure that event entries are appropriately managed and uploaded and operating correctly in Waves, the event management system.

7.15.4. During Competition

- (a) Conduct event briefings for officials and team managers.
- (b) Lead, manage and support Arena Referees in their roles.

- (c) Monitor the performance of Arena Referees and other officials
- (d) Execute agreed Competition Health & Safety Plan
- (e) Continually assess conditions and liaise with the Event Manager and Event Safety Officer regarding any changes to risk levels.
- (f) Monitor the operation and delivery of the event to ensure compliance to planned time lines, agreed performance levels and health and safety requirements.
- (g) Where the competition is a multi-day format, participate in the daily Event Management Committee debrief meeting

7.15.5. Post Competition

- (a) Participate in the competition debrief including reviewing any incidents that may have occurred and reflect on how they were managed; and
- (b) Provide any safety / risk management learning's to the Event Manager in for continued improvement.

7.16. SLSNZ Sport Resources

For access to our sport resources on our website www.surflifesaving.org.nz, scan the below QR code.

This page has Competition Documents, Sport Updates, Officials Documents, Competition Manuals and Coaching Resources.



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