



SURF LIFE SAVING®
NEW ZEALAND

A group of four surfers are in a red and white surf boat, navigating a large, white-capped wave. The surfers are wearing bright green wetsuits and white helmets with blue and red accents. The boat is splashing through the water, and the background is a clear blue sky. The text 'SURF BOAT EVENTS SECTION 4.' is overlaid on the bottom half of the image.

SURF BOAT EVENTS SECTION 4.

SECTION 4.

SURF BOAT EVENTS

IN THIS SECTION YOU WILL FIND:

- GENERAL CONDITIONS
- SURF BOAT RACING
- ROUND ROBIN RACING
- SURF BOAT RELAY
- SHORT COURSE BOAT EVENT
- PENALTIES AND DISQUALIFICATIONS



SECTION 4.

SURF BOAT EVENTS

4.1. GENERAL CONDITIONS

- 4.1.1. Details of rules relating to surf boats Events are described in this section and Circulars which may be issued from time to time.
- 4.1.2. 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.
- 4.1.3. Boat Races may be conducted in the following Events:
Under 19, Under 23, Open and Masters
- 4.1.4. The sweep may compete in different age categories, but can only compete in a particular Event once, irrespective of whether they are sweeping or rowing.
- 4.1.5. 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.
- 4.1.6. 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.
- 4.1.7. 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 Committee 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 12 of this Manual and the relevant Circular and Entry Form.
- (d) The Boat Sweeps Committee representatives shall abide with any decision of the Event Referee or Competition Appeals Committee.

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

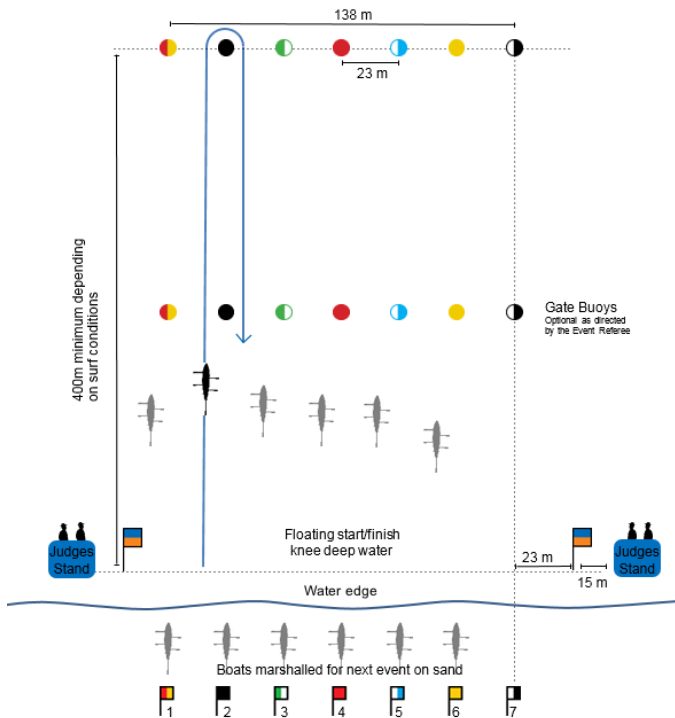
4.2. SURF BOAT RACING

4.2.1. The Course

- (a) The course shall be as detailed in Figure 4.1.
- (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:
 - (iii) Set in line with the turning buoys on the seaward side of the break area and inshore from the turning buoys.
 - (iv) 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 4.1) 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.

Figure 4.1
SURF BOAT LONG COURSE



- (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 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

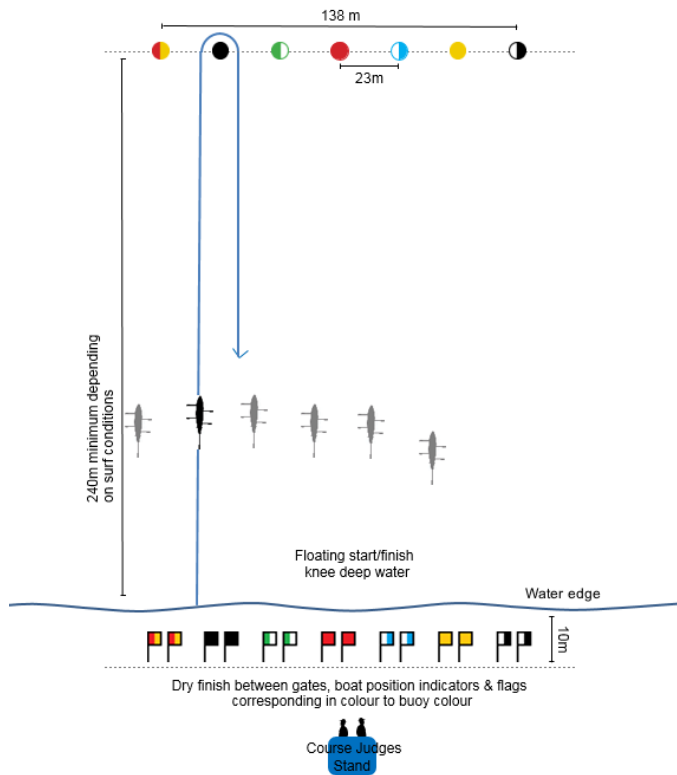
starter they may be disqualified.

- (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.

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 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.

Figure 4.2
SURF BOAT SHORT COURSE



4.2.4. 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.

4.2.5. The Turn

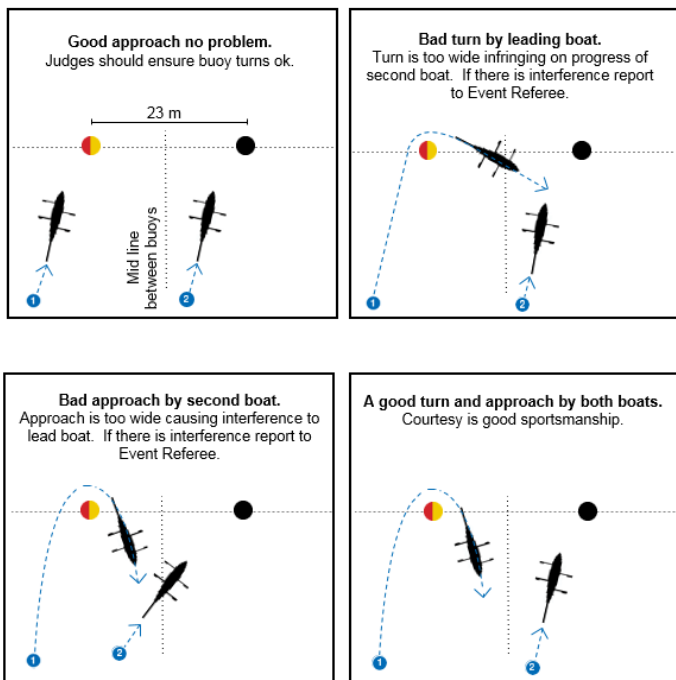
- (a) Turns are usually made from left to right (right hand in). However, this may change at the discretion of the Event Referee after giving due consideration to the sea conditions applicable at the time of that round. If a decision is made to change from “left to right” to “right to left”, all crews must be informed of this change. Failure to make the turn in the correct direction 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 4.3). 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 4.2.7 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.

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) 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.

Figure 4.3
SURF BOAT TURNS AT BUOYS



4.2.7. 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.

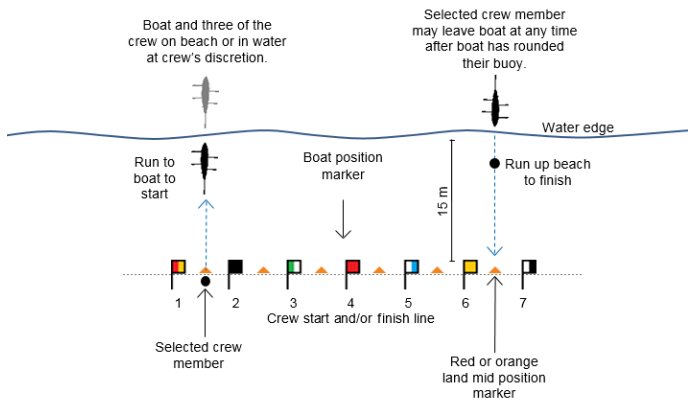
4.3. ROUND ROBIN RACING

- 4.3.1. SLSNZ may conduct surf boat 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 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.

Figure 4.4
ALTERNATIVE START & FINISH



- (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) The crew with the most first places will be declared the winner.
 - (ii) The crew with the worst result shall be declared second.
 - (iii) The crew that has the best result in the last Race shall be declared the winner.
- (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.

4.4. SURF BOAT RELAY

4.4.1. Procedure

- (a) Surf boat Event rules will apply as set out in this section 4, except where varied as follows:
 - (i) Relay teams shall consist of three crews. These crews shall be one (any age or grade) male crew, one (any age or grade) female crew and an Under 19 (not gender specific) crew.
 - (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. A rower may row in one leg and sweep other legs of the Event.
 - (iv) Crews are permitted to row in any order.
 - (v) The General Rules of Racing, as described in section 4.1 (Surf boat Events – General Conditions), shall apply except where varied by these rules.

4.4.2. Equipment

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

4.4.3. 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.

4.4.4. 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.

4.4.5. 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 4.4.7.

4.4.6. **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.

4.4.7. 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.

4.5. SHORT COURSE BOAT EVENTS

4.5.1. The surf boat rules set out in this section 4 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.

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 can 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 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”.

