



**SURF LIFE SAVING®**  
NEW ZEALAND



# **PROTESTS & APPEALS**

## **SECTION 10.**

# SECTION 10.

## PROTESTS AND APPEALS

IN THIS SECTION YOU WILL FIND:	Page
CONDUCT	206
GENERAL RULES	206
COMPETING UNFAIRLY	207
PROTESTS	208
COMPETITION APPEALS COMMITTEE (CAC)	210
REFERRALS FROM THE CAC	212
COMPETITION APPEALS PROCESS	216
DISQUALIFICATION CODES / DNS / DNF	217



# SECTION 10.

## PROTESTS AND APPEALS

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### 10.1. CONDUCT

- 10.1.1. SLSNZ expects and requires of its Competitors, Participants, Officials, and Members, the highest standards of conduct and behaviour.
- 10.1.2. These expectations and requirements are reflected in the SLSNZ Constitution, Regulations and this Manual.
- 10.1.3. 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.
- 10.1.4. For the sake of clarity, this section 10 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 1.6, Misconduct of this manual.

### 10.2. GENERAL RULES

- 10.2.1. 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.
- 10.2.2. Competitors must adhere to the courses and the rules detailed in this Manual, Circulars and Entry Forms and as directed by the relevant Official for the conduct of Events.
- 10.2.3. 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.
- 10.2.4. Any other alleged breach of any rule in this Manual (not

covered under section 10.2.2) 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.

- 10.2.5. 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 10.3.

## 10.3. COMPETING UNFAIRLY

10.3.1. 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) Committing a doping or doping-related infraction.
- (b) Impersonating another competitor
- (c) Competing twice in the same individual event.
- (d) Competing twice in the same event in different teams.
- (e) Purposely interfering with a course to gain an advantage.
- (f) Competing without entry.
- (g) Competing for another club or nation without federation clearance.
- (h) Attempt to defeat the ballot or draw for events or positions.
- (i) Competing using equipment that does not meet ILS specifications.
- (j) Competing contrary to the specific direction of the Event Referee or designated official
- (k) Jostling or obstructing other competitors or handlers so as to impede their progress.
- (l) Receiving physical or material outside assistance (other than verbal or other direction except where specifically excluded by the rules of the event).

10.3.2. 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.

- 10.3.3. 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 and referral to the judicial committee.

## 10.4. PROTESTS

10.4.1. Protests from a Participant in relation to a decision by an Event Referee, Arena Referee, Chief Scrutineer or other appointed 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.

### 10.4.2. Lodging and Determining a Protest

To lodge a protest, the following rules 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 10.3.1(b)) against a Competitor or a team or against a decision 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) 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.

- (d) Protests in Beach Flags
  - (i) In Beach Flags events a protest against an elimination must be lodged with the Arena Referee, within 5 minutes or before the next run through of an event begins (whichever occurs first). If a Beach Flag 'snake' entry system is in use, the next run through shall mean where the eliminated athlete, would be expected to have been positioned, had they proceeded without elimination.
  - (ii) If a Beach Flag elimination or disqualification protest occurs, the Arena Referee shall immediately inform the Event Referee who in consultation with the Arena Referee and an on-beach CAC representative will immediately consider the protest and make a decision. The Event Referees decision is final and no further protest or appeal is permitted.
  - (iii) A beach flag disqualification shall be treated the same as a beach flag elimination, i.e. athletes eliminated or disqualified from a beach flag event shall retain the point score and/or placing as at the time in the Event.
- (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 lodgment of a protest, the Arena Referee or Event Referee may either adjudicate on the protest, as provided for in this clause 10.4, or refer the matter directly to the Competition Appeals Committee for consideration.
- (g) Where the Arena Referee or Event Referee considers (in their absolute discretion) that a protest is frivolous, or not of a serious nature, they may choose not to accept the protest.
- (h) Where the Arena Referee or Event Referee accepts the protest, they will adjudicate on the protest in such manner as they see fit, having regard to the interests of the

Participant making the protest, all other Participants and all Officials in the Event and also the conduct of the Competition itself.

- (i) 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.
- (j) 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.
- (k) The result of the protest shall be noted in the Event result records and also on the Protest/Appeal Form.
- (l) 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.
- (m) 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.

## **10.5. COMPETITION APPEALS COMMITTEE (CAC)**

### **10.5.1. Powers**

- (a) The Competition Appeals Committee will deal with all protests referred to it by the Arena Referee or Event Referee under rule 10.3.2(e) and all appeals made by Participants under rule 10.3.2(g).
- (b) In considering protests and 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 protest or appeal and make a decision. It may uphold or dismiss a protest or appeal and impose penalties and/or refer the matter to the SLSNZ Judicial Committee as set out in rule 10.5.

- (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. A minimum 9 inch/228 mm (measured on the diagonal) tablet type device with high definition is generally considered to be the minimum size to properly adjudicate on an appeal.
- (d) The Competition Appeals Committee will advise the Participant and relevant parties of its decision and of any penalty (if relevant or appropriate) imposed.

#### 10.5.2. 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 a protest or 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) A Member of the Competition Appeals Committee who has made a decision which is the subject of an appeal cannot consider that appeal.
- (e) After hearing all available and relevant evidence, the Competition Appeals Committee shall consider its decision in private.



- (f) The decision shall be recorded on the Protest/Appeal Form.
- (g) The Arena Referee and the Participant lodging the appeal shall be informed of the decision by the Competition Appeals Committee as soon as practicable.

## 10.6. REFERRALS FROM THE COMPETITION APPEALS COMMITTEE

### 10.6.1. 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 protest or appeal may be referred to the SLSNZ Judicial Committee in accordance with the Constitution and relevant Regulations as detailed in Section 1.6, Misconduct, of this Manual.

10.6.2. Nothing in this section 10 prevents the Arena Referee or Competition Appeals Committee or any other person referring a matter to the NZ Police where appropriate.

10.6.3. [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: \_\_\_\_\_

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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: \_\_\_\_\_

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

# 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

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

## 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.

\_\_\_\_\_

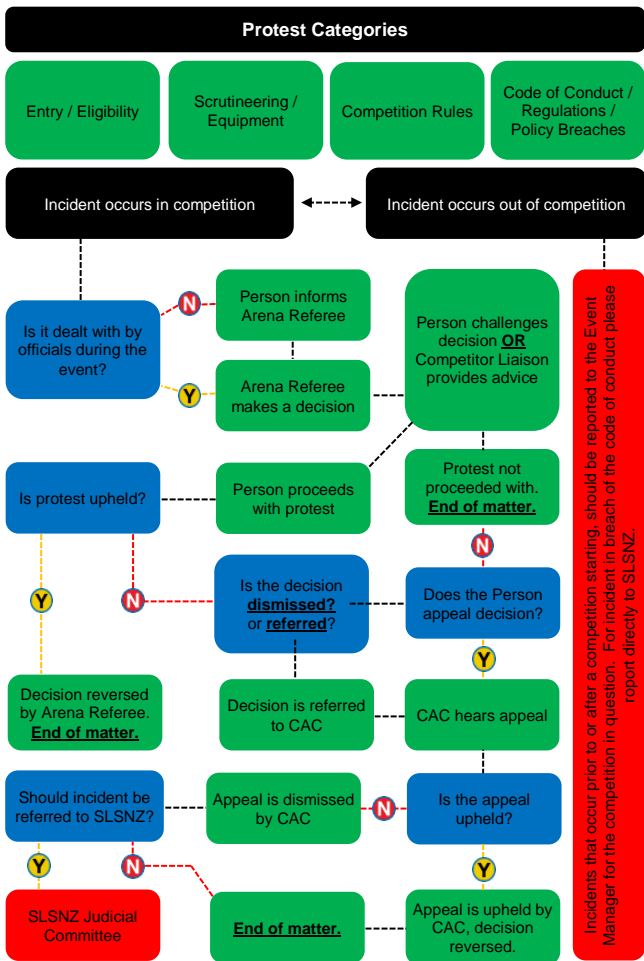
## PART 5 – ADVISING APPEAL DECISION

Decision advised by: \_\_\_\_\_ Position held: \_\_\_\_\_

Time protest decision advised to Competitor and/or Manager: \_\_\_\_\_

Protestor signature acknowledges receipt of decision: \_\_\_\_\_

## 10.7. COMPETITION APPEALS PROCESS



## 10.8. DISQUALIFICATION CODES / DNS / DNF

Num	Code	Type	Description
001	DQ	General	Not competing in accordance with the general rules.
002	DQ	General	<p>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" include:</p> <ul style="list-style-type: none"> <li>a) committing a doping or doping-related infraction</li> <li>b) impersonating another competitor</li> <li>c) attempting to defeat the ballot or draw for events or positions</li> <li>d) competing twice in the same individual event</li> <li>e) competing twice in the same event in different teams</li> <li>f) purposely interfering with a course to gain advantage</li> <li>g) jostling or obstructing another competitor handler so as to impede his or her progress</li> <li>h) receiving physical or material outside assistance (other than verbal or other direction)</li> </ul>
003	DQ	General	Late to marshalling: Competitors may not be permitted to start in an event if they are late reporting to the marshalling area.
004	DQ	General	A competitor or team absent from the start of an event shall be disqualified except for the A- or B-final.
005	DQ	General	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	DQ	General	Abuse of officials may result in disqualification from the competition.
007	DQ	General	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	DQ	General	Failing to comply with the starter's commands within a reasonable time.
009	DQ	General	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	DQ	General	Starting from a position other than the allotted position or lane.
012	DQ	General	Not completing the event and/or course as defined and described.
013	DQ	General	Incorrect change-over (Tagging) in relays events.
014	DQ	General	Interfering with the competition area or race while warming up.
015	DQ	General	Handler or Equipment impeding another competitor.
020	DQ	Pool General	Using sticky, tacky or adhesive substances (liquid, solid or aerosol) on hands or feet, or on the manikin or rescue tube to improve grip or push of the bottom of the pool.
021	DQ	Pool General	Taking assistance from the pool bottom except where specifically allowed (e.g., Obstacle Swim, 4 x 25 m Manikin Relay).
022	DQ	Pool General	Leaving the water after an event before permission is given by the official.
023	DQ	Pool General	Failure to touch the finish wall.
024	DQ	Pool General	Taking assistance from any pool fitting (e.g., lane rope, steps, drains or underwater hockey fittings) – not including the bottom of the pool where described.
025	DQ	Pool General	Assistance from a third competitor during the exchange between the incoming and outgoing competitors.
026	DQ	Pool General	Leaving the turning wall before the previous competitor has touched the wall/edge.
027	DQ	Pool General	A competitor re-entering the water after completing his or her leg of the relay.
030	DQ	Obstacle Events	Failure to touch the wall during the turn.
031	DQ	Obstacle Events	Passing over an obstacle without immediately returning over or under that obstacle and then passing under it.
032	DQ	Obstacle Events	Failure to surface after each obstacle.
033	DQ	Obstacle Events	Failure to surface after the dive entry or after a turn before passing under an obstacle.
037	DQ	Manikin	The fourth competitor grasping the manikin before the third competitor touching the pool wall/edge.
038	DQ	Manikin	A competitor in the Manikin Relay leaving the water after completing his or her leg of the relay and before the all clear signal is given
039	DQ	Manikin	Not surfacing before diving to the manikin.

040	DQ	Manikin	Not having the manikin in a correct carrying position before the top of the manikin's head passes the 5 m line. (for carries without fins)
041	DQ	Manikin	Using an incorrect carrying technique (as described in 13.5 Manikins and Bricks)
042	DQ	Manikin	Towing the manikin face down below the surface.
043	DQ	Manikin	Releasing the manikin before touching the finish wall or the turn wall.
044	DQ	Manikin	Surfacing after turning and before lifting the manikin.
045	DQ	Manikin	Not having the manikin in the correct carrying position before the top of the manikin's head passes the 10 m line. (for carries with fins)
046	DQ	Manikin	At 50 m / 150 m, not touching the pool wall before touching manikin.
047	DQ	Manikin	The manikin changing hands: before or beyond the designated changeover zone and before the second competitor touches the pool wall.
048	DQ	Manikin	Releasing the manikin before the next competitor has grasped it (i.e., one had of each competitor must be in contact with the manikin).
049	DQ	Manikin	The third competitor releasing contact with the wall/edge or grasping the manik
050	DQ	Manikin Handlers	Manikin handler not releasing the manikin immediately after the competitor has touched the turn wall.
051	DQ	Manikin Handlers	Manikin handler pushing the manikin towards the competitor or the finish wall.
052	DQ	Manikin Handlers	Manikin handler intentionally entering the water during the event, or entering the water and interfering with the performance of another competitor or interfering with the judging of the event.
053	DQ	Manikin Handlers	Manikin handler positioning the manikin incorrectly or making contact with the manikin after the competitor has touched the turn wall/edge.
060	DQ	Pool Tube Rescue	Incorrect securing of the rescue tube around the manikin (i.e., not around body and under both arms and clipped to an O-ring).
061	DQ	Pool Tube Rescue	The rescue tube and manikin become separated after the rescue tube has been secured correctly around the manikin.
062	DQ	Pool Tube Rescue	Competitor clipping the rescue tube into the ring before touching the turn wall/edge.
063	DQ	Pool Tube Rescue	Not securing the rescue tube around the manikin within the 10 m pick-up zone (judged at the top of the manikin's head).



064	DQ	Pool Tube Rescue	Pushing or carrying, instead of towing the manikin.
065	DQ	Pool Tube Rescue	The line of the rescue tube not becoming fully extended before the top of the manikin's head passes the 10 m line.
066	DQ	Pool Tube Rescue	Not towing the manikin with the line of the rescue tube fully extended beyond the 10 m line.
067	DQ	Pool Tube Rescue	The rescue tube and manikin become separated after the rescue tube has been secured correctly around the manikin.
070	DQ	Medley Relay	The fourth competitor touching the rescue tube harness, line or any part of the rescue tube before the third competitor touches the turn wall/edge.
071	DQ	Medley Relay	The competitor clipping the rescue tube into the ring.
072	DQ	Medley Relay	The victim helping with arm movements, or not holding the rescue tube with both hands.
073	DQ	Medley Relay	The victim losing the rescue tube after crossing the 10 m line.
074	DQ	Medley Relay	The fourth competitor towing the victim without the line of the rescue tube fully extended beyond the 10 m line.
080	DQ	Line Throw	Victim not keeping a grasp on the crossbar from the starting signal and until gras
081	DQ	Line Throw	Line thrower exiting the throw zone at any time after the start and before the 45-second acoustic completion signal.
082	DQ	Line Throw	Victim exiting the water before the 45-second acoustic completion signal.
083	DQ	Line Throw	Victim grasping the throw line outside his or her lane.
084	DQ	Line Throw	Victim not on his or her front while being pulled to the finish wall/edge.
085	DQ	Line Throw	Victim not holding the throw line with both hands while being pulled to the finish wall (victim may release the line with one hand for the sole purpose of touching the wall).
086	DQ	Line Throw	Victim "climbing" the throw line hand-over-hand.
087	DQ	Line Throw	Line thrower executing practice throws.
090	DQ	Beach Flags	Picking up or blocking more than one baton – e.g., lying on a baton or covering a baton from sight.
091	DQ	Beach Flags	Deliberate impedence: Deliberate use of hands, arms, feet or legs to impede another Competitor's progress and may also include forcing a Competitor outside of the designated arena.

092	DQ	Beach Sprints / Relay	Crossing into another competitor's lane.
093	DQ	Beach Relay	Receiving runner's body or hands cross the change-over line before receiving the baton.
094	DQ	Board/Tube Rescue	Swimming to an incorrect buoy and signalling.
095	DQ	Surf Boat / Canoe	Wet finishes: Not finishing under control of crew or properly equipped.
096	DQ	Surf Boat / Canoe	Dry Finish: A competitor goes through the wrong finish gate.
097	DQ	Surf Boat / Canoe	Dislodging a Judging stand.
098	DQ	Surf Boat / Canoe	Dry Start – Failure to visibly touch and part of the boat (not oars) before the crew boards.
099	DQ	Surf Boat / Canoe	Course impediment of another crew
100	DQ	Surf Boat / Canoe	Failure to negotiate the correct gate.
105	DQ	IRB General	Incorrect or non-wearing of helmet, high vis vest or lifejacket, by driver, crewperson
106	DQ	IRB General	All IRB patients, including the first crew person in teams are required to wear an approved helmet, approved PFD and a full (sleeves to wrist and legs to ankle) wet suit. 9.1.1 (c) or (d)
107	DQ	IRB General	Just doing dumb shit
110	DQ	IRB Start	Motor not in neutral gear at start of event. 9.1.5 (a)
111	DQ	IRB Start	Handler(s) did not let go of IRB as soon as driver or crew person made contact with IRB. 9.1.5 (d)
112	DQ	IRB Start	Driver starts motor before IRB is facing out to sea. 9.1.5 (f)
113	DQ	IRB Start	Loss of control of the IRB when the engine is started in gear. 9.1.5 (o) (iii)
114	DQ	IRB Start	Failure to observe the safety of other IRB/crews in a race. 9.1.5 (o) (iv)
115	DQ	IRB Start	Teams: the 2nd driver not behind the start line at the start of the race 9.4.2 (b)
120	DQ	IRB Course	Driving in a dangerous or reckless manner causing driver, crewperson or patient(s) to be ejected from the IRB. 9.1.5 (o) (i)
121	DQ	IRB Course	Running over a patient at the turning buoy during patient pick up 9.1.5 (o) (ii)
122	DQ	IRB Course	Wide turn over 7.5 metres, at turning or patient pick-up buoys which impedes progress of another crew 9.1.5 (e)
123	DQ	IRB Course	IRB turning around "incorrect buoy or buoys".

124	DQ	IRB Course	Leading IRB has right of way; trailing IRB(s) did not take evasive action. 9.1.5(e)
125	DQ	IRB Course	IRB returning to shore not keeping IRB turning buoy to the left-hand side of the IRB.
126	DQ	IRB Course	Crew member or patient losing contact with the IRB during the course of an event. 9.1.5 (o) (i)
127	DQ	IRB Course	Loss of control by the driver and/or crew even if still in contact with the IRB. 9.1.5 (o) (iii)
130	DQ	IRB Patient Pick-Up	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 9.3.2 (a)
131	DQ	IRB Patient Pick-Up	Initial contact with patient(s) not made on the seaward side of the buoy line. 9.1.5 (h)
132	DQ	IRB Patient Pick-Up	Driver, crew or patient losing contact with IRB. 9.1.5 (o) (i)
133	DQ	IRB Patient Pick-Up	IRB passes around incorrect turning or patient pick-up buoy.
134	DQ	IRB Patient Pick-Up	IRB passes around turning or patient pick-up buoy in a clockwise (right hand in) direction. 9.1.5 (h)
135	DQ	IRB Patient Pick-Up	Initial contact with a patient(s) must be made on the seaward side of the buoy line. 9.1.5 (h)
140	DQ	IRB Tube Rescue	IRB not rounding its turning buoy before crew entered water.
141	DQ	IRB Tube Rescue	Crewperson left the IRB before the entire IRB was on the shoreward side of the buoy line, marking the IRB turning buoys. 9.6.4 (d) (iv)
142	DQ	IRB Tube Rescue	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. 9.6.4 (d) (i) (ii) or (iii)
143	DQ	IRB Tube Rescue	The crewperson not entering the water before crossing over the line marking the IRB turning buoys. 9.6.4 (d) (iv)
144	DQ	IRB Tube Rescue	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. 9.6.4 (e).
145	DQ	IRB Tube Rescue	IRB not remaining on beach side of the turning buoys until patient lift commenced 9.6.4 (h)
146	DQ	IRB Tube Rescue	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. 9.6.4 (e)

147	DQ	IRB Tube Rescue	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. 9.6.4 (f)
148	DQ	IRB Tube Rescue	Crew/patient not boarding the IRB on the portside. 9.6.4 (k).
149	DQ	IRB Tube Rescue	Patient not having a secure grip or wearing the rescue tube lanyard over the head & shoulders 9.6.4 (m). The patient not remaining in the IRB until the finish judge has inspected the tube around the patients torso 9.6.4 (n)
150	DQ	IRB Tube Rescue	The IRB driver shall drive the IRB anti-clockwise around the nominated turning buoy and return to shore. 9.6.4 (j)
151	DQ	IRB Tube Rescue	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. 9.6.4 (j)
152	DQ	IRB Tube Rescue	Gear failure – Rescue Tube broken. 9.1.1
160	DQ	IRB Mass / Teams	Driver does not switch off the engine before exiting IRB at race transition. 9.3.2 (c) or 9.4.2(f)
161	DQ	IRB Mass / Teams	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. 9.1.5 (o)
162	DQ	IRB Mass / Teams	Crewperson or patient made contact with engine on mass transition 9.3.2 (d) or team rescue 9.4.2 (e)
163	DQ	IRB Mass / Teams	Teams: The 2nd driver is not behind the start line at the start of the race 9.4.2 (b).
164	DQ	IRB Mass / Teams	Teams: the 2nd crewperson moved down to the shore line before the first crew have left the shore line 9.4.2 (e)
165	DQ	IRB Mass / Teams	Teams: the tag not made behind the start/ finish line 9.4.2 (f)
170	DQ	IRB Assembly	Failure to secure fuel bladder with all 4 clips. 9.5.2 (h) (ii)
171	DQ	IRB Assembly	Failure to connect fuel bayonet correctly to engine 9.5.2 (e) (ii)
172	DQ	IRB Assembly	Failure to correctly connect safety stop to the transom 9.5.2 (e) (iii)
173	DQ	IRB Assembly	Failure to securely fit engine to transom – more than 1 full turn on either of the toggles 9.5.2 (h) (i)
174	DQ	IRB Assembly	Part of the fuel bladder is over the line at start 9.5.2 (c)
175	DQ	IRB Assembly	Handler not holding motor in an upright position with 2 hands on the cover 9.5.2 (c)

180	DQ	IRB Finish	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). 9.1.5 (j)
181	DQ	IRB Finish	The driver must exit and be grounded (minimum one foot on the sand) before passing the front of the IRB. 9.1.5 (j)
182	DQ	IRB Finish	The driver either stepped on top of or launched from the pontoon during the exit. 9.1.5 (j)
183	DQ	IRB Finish	Driver beaches IRB out of their respective lane, over 7.5 metres. 9.1.4 (c)
184	DQ	IRB Finish	Crewperson or patient makes contact with the ground prior to the Driver having grounded at least 1 foot on the sand. 9.1.5 (k)
185	DQ	IRB Finish	Driver fails to cross the finish line on his or her feet. 9.1.5 (l)
186	DQ	IRB Finish	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. 9.1.5 (o)
187	DQ	IRB Finish	The driver crosses the finish line without switching off the engine, or the engine is still running. 9.1.5 (n) (i)
188	DQ	IRB Finish	The crewperson or patient interferes with engine during or after engine closedown procedure 9.1.5 (n) (iii)
189	DQ	IRB Finish	Crew & boat left finish line before boat checked by a surf official.
200	DNS	Unsafe Conditions	Participant is not racing due to conditions that are too advance for their skill level or they feel unsafe.
201	DNS	Injury	Participant has an injury and cannot compete safely.
202	DNS	Equipment Failure	Participant cannot compete due to equipment failure/breakages.
203	DNS	Programme Clash	Participant cannot compete due to a programme clash which the other event is priority.
205	DNF	Conditions	Participant could not complete the course due to the conditions.
206	DNF	Equipment Failure	Participant could not complete the course due to equipment failure, breakage or lost.
207	DNF	Injury	Participant could not complete the course due to sustaining an injury (refer to first aid for assessment).
208	DNF	Line Throw	In the Line Throw event failure to get the victim to the finish wall/edge before the 45-second acoustic completion signal.