



**SURF LIFE SAVING®**  
NEW ZEALAND

# COMPETITION MANUAL



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# 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

The original (source) document for this Manual is the electronic version located on SLSNZ'S website ([www.surflifesaving.org.nz](http://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®**  
NEW ZEALAND



# INTRODUCTION

## SECTION 1.



# SECTION 1.

## INTRODUCTION

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# SECTION 1.

## INTRODUCTION

### 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 or under the control of SLSNZ 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 Event 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 Section 10.
- 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. Each Member and other persons who enter a SLSNZ Event agrees to be bound by this Manual and acknowledges and agrees that by entering an Competition, he or she:
- (a) Is bound by the Constitution, the Regulations and this Manual;
  - (b) Must comply with and observe the Constitution and Regulations, this Manual and any determination or resolution which may be made or passed by the Board;
  - (c) Will comply with the SLSNZ Code of Conduct and Anti-Doping Policy, which are available on the SLSNZ website;

- (d) Understands that only Members of SLSNZ or other persons who agree (by Entry) to be bound by the Manual may compete or participate (including officiating) in SLSNZ Competitions;
- (e) 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;
- (f) 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;
- (g) 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
- (h) 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.

“Competing unfairly” includes, but is not limited to:

- (a) Competing without Entry or for another Club without clearance or transfer;
- (b) Competing without being a Member of SLSNZ, having the appropriate SLSNZ Award, or proficiency or patrol hour obligation eligibility;
- (c) Impersonating another Competitor;
- (d) Attempting to defeat the ballot or draw for Events or positions;
- (e) Competing twice in the same individual Event;
- (f) Competing twice in the same Event in different teams;
- (g) Using equipment in Competition not meeting the SLSNZ Equipment Specification Policy;
- (h) Purposely interfering with a course to gain an advantage;
- (i) Jostling or obstructing another Competitor or handler so as to impede their progress;

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

- (a) Any national, regional, inter-Club or other SLSNZ Competition held by or under the auspices of SLSNZ as set out in the Event Calendar;
- (b) 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
- (c) Any international Competition, Event or activity at which the SLSNZ has a representative team; but does not include a Competition, Event or activity held by or on behalf of any Club unless it is notified in the Event Calendar.

“**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 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 Disqualification from a race.

“**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](http://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 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:

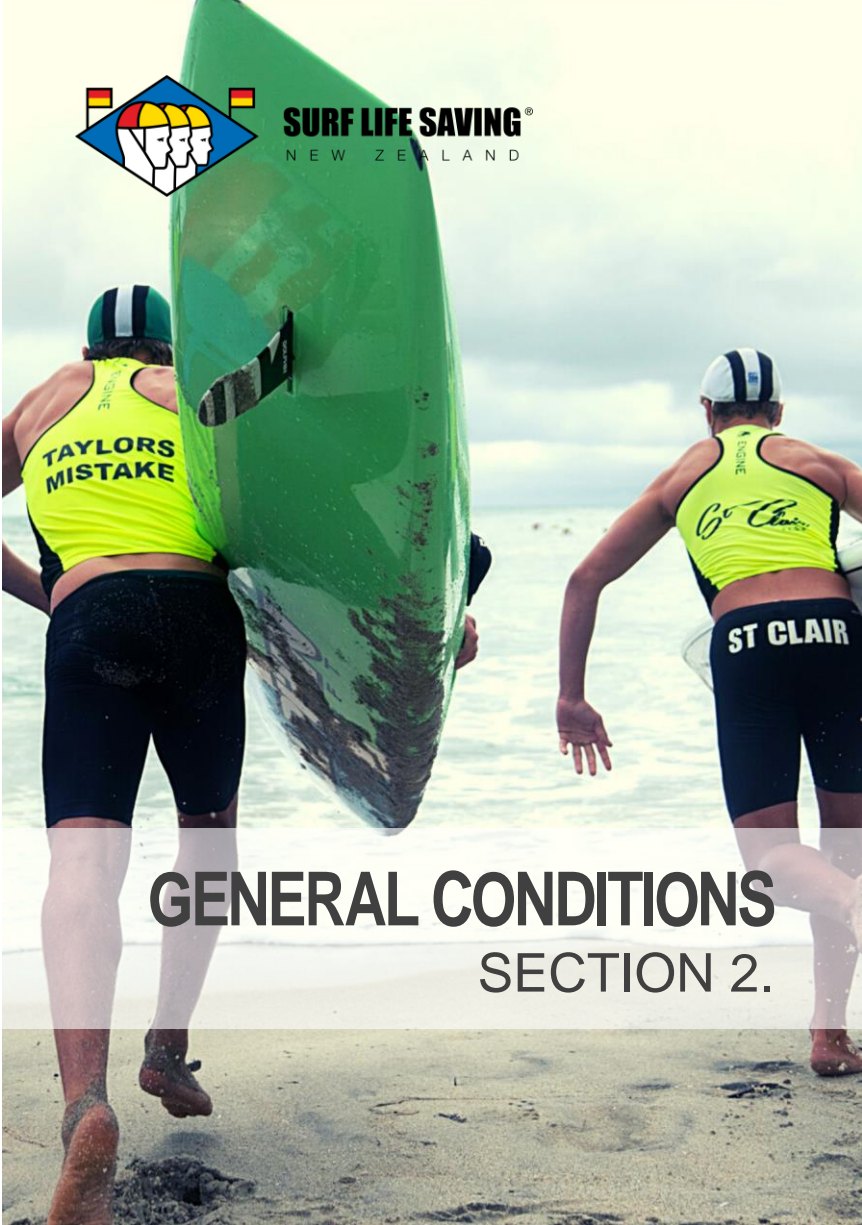
Surf Life Saving New Zealand

e. [sport.support@surflifesaving.org.nz](mailto:sport.support@surflifesaving.org.nz)

[www.surflifesaving.org.nz](http://www.surflifesaving.org.nz)



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# GENERAL CONDITIONS

## SECTION 2.

# SECTION 2.

## GENERAL COMPETITION CONDITIONS

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# SECTION 2.

## GENERAL COMPETITION CONDITIONS

### 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 duly accredited 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. **Event Qualification:** To be eligible to compete in any Event, a Participant must:
- 2.2.2. **General Eligibility Rules of Competitors for all events:** SLSNZ competitions are open to all active SLSNZ members who meet the following criteria in full. Failure to comply fully with the following criteria prevents members registering and competing in SLSNZ events.
  - (a) Active Member (i.e. must not be stored as an “inactive membership” on the SLSNZ Database (PAM); and
  - (b) Have a Date of Birth (DOB) recorded on the SLSNZ Database; and
  - (c) Have a Primary membership with the club they intend to compete for (membership status displayed in the ‘Membership’ tab of the individual in the Database);
  - (d) Hold all 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. All qualifications and requirements must be lodged with SLSNZ through the proper process at least 10 working days prior to the close entry as detailed in the Event Entry Circular to allow for loading into the SLSNZ PAM database.

- (e) All team Substitutes must either be registered in other events within the competition, or be registered as a substitute if available in the Event Entry System.
  - (i) If an athlete is already entered in any event(s) within the competition then they are not required to enter as a substitute.
  - (ii) Substitutes for specific positions like IRB Drivers or Crewperson are required to hold the qualifications applicable for those disciplines.
  - (iii) No substitutes are allowed in individual events.
- (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.

### **2.2.3. Specific Eligibility Rules of Competitors for Specific 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 2.2.2.
  - (ii) Surf Life Guard Award Refreshers or newly qualified Surf Life Guard Award that is current for the duration of the event.
  - (iii) Patrol Support Award Refreshers or newly qualified Patrol Support Award that is current for the duration of the event may compete non-water based events only and do not require 2.2.3. (ii) above.
- (b) Junior Surf Competition (Junior competition is for

athletes that are Under 14 years.)

- (i) General Eligibility Rules 2.2.2.
  - (ii) Where applicable hold a 200 Meter Safety Badge Refresher or newly qualified 200 Meter Safety Badge for water events beyond competitor's waist depth that is current for the duration of the event.
- (c) IRB Racing Competition
- (i) General Eligibility Rules 2.2.2.
  - (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.
  - (iv) All competitors must hold a Surf Life Guard Award Refresher or newly qualified Surf Lifeguard Award that is current for the duration of the event.
- (d) Pool Lifesaving Competition
- (i) General Eligibility Rules 2.2.2.
  - (ii) Competitors do not require a Surf Lifeguard Award to compete in this competition.

**2.2.4. Non-New Zealand Citizen Competing for their own Surf Life Saving Club:** SLSNZ competitions are open to any International Surf Life Saving members who meet the following criteria in full. Failure to comply fully with the following criteria prevents International Surf Life Saving members from registering and competing in SLSNZ events.

- (a) Have their National Surf Life Saving organisation or similar (Branch, State, District, Region) send a Clearance Letter verifying the following:
  - (i) All international competitors/teams must be Member(s) of an (ILSF) Affiliated Club. (ILSF = International Lifesaving Federation)
  - (ii) All international competitors/teams must hold their organizations refreshed (current) Equivalent Qualification to the specific type of competition they wish to enter. (e.g. IRB Drivers, Crewperson, Surf

Life guard Award).

- (iii) International competitors are required to contact the Event Manager at least two working days prior to close of registrations to be allocated an Entry System username and password.

**2.2.5. 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 and Specific 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.

**2.2.6. 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 registrations, so long as any evidence in support of the claim for 'exceptional circumstance/s,' is provided to the SM prior to the close of registrations. 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 10 working days immediately preceding the close of registrations 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. Life Guard refresher at least 10 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.

**2.2.7. 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.

**2.2.8. 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.
- (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).

**2.3.3. Participation in Individual Events:**

- (a) Competitors in the Under 8 to Under 15 Divisions may only compete in their own division.
- (b) Competitors in the Under 17 division and above may compete in their own division as well as the older divisions, up to and including the Open Division, except in pool competitions where they may only contest one

division for any single Event.

- (c) Competitors in the Masters Divisions (refer to Table 2.2.), must compete in their division. Masters Competitors may contest Open Division Events.

#### 2.3.4. Examples of Individual Division Determination:

**Example One;** a Competitor who turns 14 on 1 October (who was therefore 13 on 30 September in the same year) may compete in the Under 14 Division during the current Competition Season. (refer to Table 2.1.).

**Example Two;** a Competitor who turns 14 on 30 September must compete in the Under 15 Division during the current Competition Season (refer to Table 2.1.).

**Example Three;** A Competitor who turns 30 on 1 October (who was therefore 29 on 30 September in the same year) must compete in the Open Division during the current season. This athlete is not permitted to compete in the 30-34 Masters Division Events in the same season.

**Example Four;** a Competitor who turns 30 on 30 September may compete in the individual Masters 30-34 Division during the current Competition Season (refer to Table 2.2).

#### 2.3.5. Participation in Team Events:

- (a) Competitors in Under 8 to Under 15 team Events may compete in their own division, as well as the next immediate older division only, except in pool Events where they must compete in one division only for any single team Event.
- (b) Competitors in the Under 17 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 pool and IRB competition where they must compete in one division only for any single team Event.
- (c) 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.

- (d) Where a team Event consisting of two or more Competitors is conducted, e.g., double ski, the age of the older Competitor shall determine the division in which the team must compete.
- (e) 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.
- (f) Where a Masters team Event consisting of two Competitors is conducted, e.g., double ski, line throw the age of the younger Competitor shall determine the division in which the team must compete.
- (g) Where a Masters team Event consisting of three or more Masters Competitors is conducted, e.g., taplin relays, surf teams race, canoe race, the combined ages of all Competitor shall determine the division in which the team must compete (refer to Table 2.2).
- (h) 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 GENDER EQUITY

2.4.1. 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. (e.g. U19 Men's Ski Race) there must be a comparable event for females (i.e. U19 Women's Ski 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.

2.4.2. 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.

2.4.3. 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.

## 2.5 COMPETITORS WITH DISABILITIES

2.5.1. 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.

## 2.6 NATIONAL AND WORLD RECORDS

- 2.6.1. SLSNZ shall recognise national records in all pool Events conducted under the SLSNZ Pool Competition Manual. Such Events must be conducted in a 50m swimming pool and using equipment which complies with all SLSNZ specifications (refer to Section 12. Equipment Specifications Manual). National record holders must be current Members of a SLSNZ affiliated Club.
- 2.6.2. SLSNZ will facilitate the recognition of all world records with the ILS for Youth, Open and Masters men's and women's world records in all pool Events identified in the ILS Competition Rule Book. Such Events must be conducted in a 50m swimming pool and using equipment which complies with ILS standards detailed in Section 8 of the ILS Competition Rule Book. Record holders must be Members of an ILS Full Member organisation.
- 2.6.3. World records may be established at Lifesaving World Championships, multi-sport games (e.g., World Games), ILS regional championships, national championships, or pan-national championships (e.g., Commonwealth or European) and at any other championship or Competition conducted according to the ILS Competition Rule Book and sanctioned by ILS.

## 2.7 MEDALS AND POINTS

- 2.7.1. When supplied Medals will be allocated to 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place getters.
- 2.7.2. Competition points will be allocated as described in the Event Circulars. In general this is:
  - Individual Events:** Points awarded are: 3 points for 1st, 2 points for second, 1 point for 3<sup>rd</sup>.
  - Team Events:** Points awarded are: 5 points for 1st, 3 points for second, 1 point for 3<sup>rd</sup>.
  - IRB Events:** Points awarded are: 7 points for 1st, 6 points for 2<sup>nd</sup>, 5 points for 3<sup>rd</sup>, 4 points for 4<sup>th</sup>, 3 points for 5<sup>th</sup>, 2 points for 6<sup>th</sup>, 1 point for 7<sup>th</sup>.
- 2.7.3. For events that require rounds then alternative points systems will be used to progress teams through the rounds. If finals are

held following rounds then Team Events points will be used.

- 2.7.4. For special events alternative points system may be used. E.g. Representative Events.

## 2.8 REFUNDS FOR COMPETITION ENTRIES

- 2.8.1. 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.

## 2.9 SWIM SUITS

- 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 and 2.11 PFD's.
- 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 impede buoyancy.
- 2.9.8. All participants are eligible to set New Zealand Pool Rescue Records if their swimwear satisfies these rules.
- 2.9.9. All participants seeking to achieve a World Record or International team selection will need to comply with the rules and regulations of the International Life Saving Federation.
- 2.9.10. 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. The Event Referee may authorise the wearing of wetsuits or “marine stinger suits” dependent upon weather, water or other marine conditions for swimming events and/or swim legs in team events. E.g. water temperature and/or wind chill are factors.
- 2.10.2. The only wetsuits approved for use in Events involving swimming shall have a maximum thickness of 5mm at any location on the wetsuit. Wetsuits cannot contain additional material to provide the wearer with flotation or buoyancy assistance.
- 2.10.3. It is not permitted to wear more than one wetsuit (i.e., one upon the other).
- 2.10.4. Except for the swimming legs of Events (unless specified in the Competition Entry Circular) other protective clothing (e.g., wetsuits, shorts, lycra tops, etc) may be worn by Competitors in both individual and team Events.
- 2.10.5. In addition, the following exceptions apply to particular Events:
  - (a) In surf boat Events, the sweep oarsman may wear

apparel (including wetsuits and booties) as the conditions warrant. The specifications for wetsuits shall not apply.

- (b) In IRB Events, Driver and Crewperson Competitors may wear apparel (including wetsuits, booties, gloves and hoods) in all Events. The specifications for wetsuits shall not apply.
- (c) All IRB patients are required to wear a full length (sleeves to wrist and legs to ankle) wet suit.

## **2.11 PERSONAL FLOATATION DEVICE (PFD)**

- 2.11.1. In craft events (board, ski, double ski, canoe, and boat), Competitors may wear endorsed buoyancy vests as the conditions warrant.
- 2.11.2. PFDs are compulsory for all IRB drivers, crew person and patients in Competition and Competition training.

## **2.12 HELMETS**

- 2.12.1. In craft events (board, ski, double ski, canoe, and boat), Competitors may wear endorsed helmets as the conditions warrant.
- 2.12.2. Helmets are compulsory for all IRB patients, crew person and drivers in Competition and Competition training.
- 2.12.3. The wearing of helmets can be made compulsory for competition (including warmups) in Surf Boats and Canoes Events following a risk assessment of conditions by the Event Management Committee. The wearing of helmets in Events will be directed by the EMC.
- 2.12.4. 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.

## **2.13 HIGH VISIBILITY VESTS**

- 2.13.1. To promote Competitor safety and assist with Competitor identification, Competitors and handlers entering the water beyond knee depth shall wear required high visibility vests.
- 2.13.2. These vests must be worn over the top of existing swim wear, including any protective clothing that may be allowed (i.e., wetsuit).
- 2.13.3. Competitors may be permitted to wear their own vest or Event organisers may supply vests that meet SLSNZ High Visibility Vest Specifications, Section 12 Equipment Specifications - 12.22.
- 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 High Visibility Vest Guidelines.

## **2.14 EYEWEAR**

- 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.

## **2.15 FOOTWEAR**

- 2.15.1. The wearing of footwear shall not be permitted in beach sprint, beach relay or beach flag Events unless specifically allowed by the Event Referee due to the prevailing beach surface conditions.
- 2.15.2. In addition, the following exceptions apply to particular Events:
  - (a) For 2km Beach Run and 2km Beach Relay, shoes and/or socks may be worn at the discretion of the Competitor.

## 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 unfavourable 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. An overview of the SLSNZ Equipment Specification Manual can be found in Section 12 of this 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 SETTING OF COMPETITION COURSES**

- 2.20.1. When setting courses, consideration must be given to ensure that, as far as possible, all Competitors have fair and equal conditions.
- 2.20.2. All distances for both beach and water Events should be measured wherever practicable.
- 2.20.3. 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).
- 2.20.4. 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.
- 2.20.5. 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.
- 2.20.6. 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.
- 2.20.7. Course protests are only permitted prior to the start of a Race.

## 2.21 DRAWS

- 2.21.1. The number of entries received for Events shall determine the necessity to conduct heats and further rounds prior to conducting a final.
- 2.21.2. The seeding of Competitors may occur at Competitions conducted by SLSNZ to ensure the fairness of Competition.
- 2.21.3. 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.
- 2.21.4. 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.
- 2.21.5. 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.
- 2.21.6. 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.
- 2.21.7. **Beach Positions**
  - (a) The No. 1 position shall be on the left (facing the water) for swimming, craft, surf boat, IRBs, multi-discipline and IRB Events.
  - (b) For all beach flags, sprints and relay events, the No. 1 position shall be on the left side of the starting line.

## 2.22 COMPETITOR NUMBERS PER EVENT

2.22.1. The Event Referee or Arena Referee shall decide whether Events shall be conducted in heats, rounds, quarter-finals, semi-finals or straight finals. The following numbers for individual or team Events are recommended but may differ taking into account safety aspects and the conditions as directed by the Event Management Committee.

Boat/Canoe/IRB Races	7 crews
Beach Flags/Sprints/Relay	9 individuals/teams
Tube/Board Rescue Races	9 teams
Surf Teams Races	12 teams
Ski Races/Relays	16 individual/teams
Board Races/Relays	16 individuals/teams
Cameron/Taplin/Lifesaver Relays	16 teams
Iron/Diamond person	16 individuals
Wading Race or any variations	16 individuals or teams
Grand Cameron	48 teams
Run Swim Run/Surf Race	48 individuals
Pool Events	numbers venue dependent
2km Run/Beach Relay	numbers condition dependent

## 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 SUBSTITUTION OF COMPETITORS

- 2.24.1. In individual Events there shall be no substitution. Competitors shall compete in heats as drawn.
- 2.24.2. 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.

## 2.25 STARTING OF EVENTS

2.25.1. 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.

2.25.2. 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., ski start), or as determined by the starter or the check starter.

2.25.3. 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.

2.25.4. In Events where a line is drawn (e.g., beach sprint), 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.

- 2.25.5. In board Events where a cord is used, and the board is held by the Competitor, a part of the craft may be over the line but must be at right angles to the line or at an angle to accommodate prevailing conditions. In Events where a board is placed on the beach, it shall be placed flat on the beach (i.e., no mounds underneath the board) at 90 degrees and with the nose of the board on the shoreward side of the start or change-over line.
- 2.25.6. In boat and/or ski Events, where a line of sight is used, the bow of the craft shall be on or behind the line, and at 90 degrees to the line or at an angle to accommodate the prevailing conditions.
- 2.25.7. 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.
- 2.25.8. 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.
- 2.25.9. With the exception of Events up to and including the Under 14 age category, the first Competitor who breaks shall be disqualified except in beach flag Events, where that Competitor shall be eliminated. 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.
- 2.25.10. In Events up to and including the age of Under 14, one false start per Race shall be allowed. The first Competitor who breaks after the first false start has been declared shall be disqualified except in beach flag Events where that Competitor shall be eliminated. If one Competitor false starts, others may follow. Any Competitor who follows is not deemed to have false started.

- 2.25.11. 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.
- 2.25.12. Competitors entering the water in swim, craft and multi-discipline 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.
- 2.25.13. 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.
- 2.25.14. If an error by an Official or starting apparatus causes or precedes a false start, the race will be restarted without eliminations or disqualifications.



## 2.26 COMPLETION OF COURSES

- 2.26.1. 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.
- 2.26.2. 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.
- 2.26.3. 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 this Manual for that Event, they may recover and correctly re-cross the finish line to record their placing.
- 2.26.4. 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.
- 2.26.5. 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 by the Event Referee or Arena Referee in accordance with the relevant section for that Event and section 12 of this Manual.

## 2.27 CHANGE-OVER (TAGGING) IN RELAY EVENTS

- 2.27.1. Unless otherwise provided (e.g., IRB teams, surf boat relay, lifesaver relay [boat to other legs only] and beach relay), relay Race change-overs shall be effected by a Competitor "tagging" the next team Member.
- 2.27.2. 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.
- 2.27.3. 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.

- 2.27.4. Competitors in taplin and cameron 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.

## 2.28 FINISH OF EVENTS

- 2.28.1. All Events shall be judged and placings decided by finish judges.
- 2.28.2. 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).
- 2.28.3. Where finishing disks indicating the allocated finish positions are issued to Competitors, it is the Competitor's responsibility to return the decal to the recording Official to have their name and finish placing recorded.
- 2.28.4. 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.
- 2.28.5. 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.
- 2.28.6. In Events such as skis and boats (wet finishes), the finish placing is judged when any part of the Competitor/team's craft correctly crosses the finish line.
- 2.28.7. In Events where Competitors finish or finish a leg of a team Event at a swim buoy:
- (a) The Competitor, on reaching their allotted buoy, shall place their hand or forearm over the top of the buoy and then signal their arrival by raising their other arm to a vertical position whilst remaining in contact with the buoy.
  - (b) The signal, subject to all conditions being fulfilled, shall be the determining factor in judging the Competitor's arrival at the buoy.
  - (c) Should a Competitor swim to an incorrect buoy and

signal they shall be disqualified.

- (d) On returning to the beach, place-getters should be informed of their finish position. The swimming buoy is defined as the buoy only and does not include any attaching ropes or straps.

**2.28.8.** 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.

#### **2.28.9. 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.

**2.28.10. 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) Should two or more teams be allotted equal points in surf teams Events, the team whose full complement of Competitors first completes the course shall be awarded the higher placing.
- (d) For beach flags, surf boat, champion lifesaver, patrol

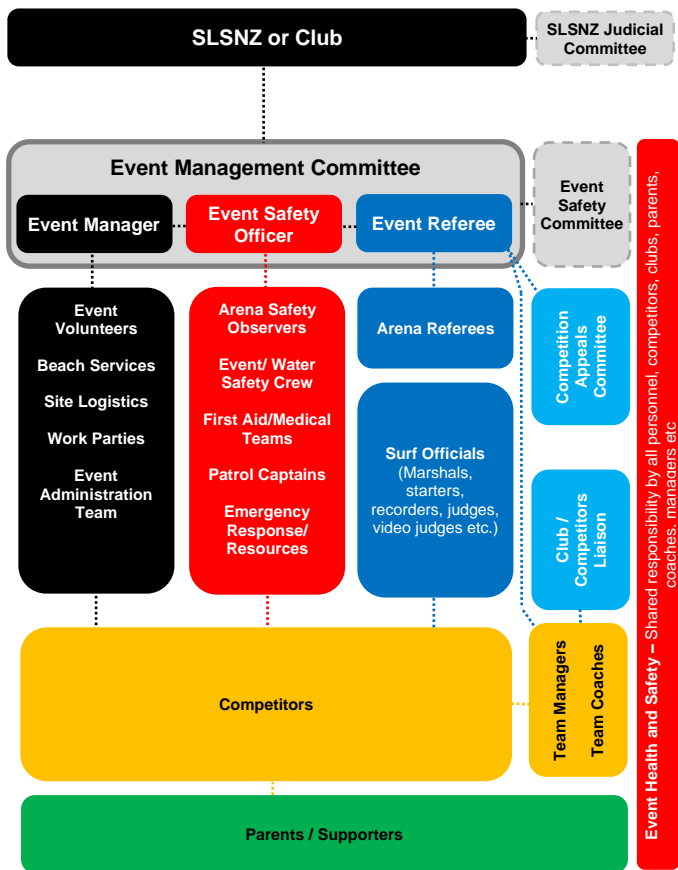
competition, and first aid Events, refer to the respective sections of this Manual.

## 2.29 COMPETITION SAFETY

2.29.1. 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](http://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.

## 2.30 COMPETITIONS MANAGEMENT STRUCTURE



## 2.31 DISQUALIFICATIONS CLASSIFICATIONS

2.31.1. 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. (See the Beach Flags event variations for specific placings and points allocations for events conducted in an elimination format. See also Surf Boat Events for "Round Robin" points allocations, disqualifications, elimination and did not finish classifications.) Competitors may protest or appeal any disqualification (see Section 10 for details).

- (a) Disqualification from competition: Examples of behaviour which may result in disqualification of individuals or teams from the competition, include: • Refusing to fulfil the conditions of entry. • Breach of the ILS code of conduct or rules. • The impersonation or use of unauthorised competitors. • Activities resulting in wilful damage to the venue sites, accommodation sites or the property of others. • Abuse of technical officials.
- (b) Disqualification from events: Examples of behaviour, which may result in disqualification of individuals or teams from an event, include: • Being absent at the start of an event. • 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 technical 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.

## **2.32 DID NOT FINISH CLASSIFICATION**

- 2.32.1.** Did not finish (DNF): Where a competitor does not finish a race for any reason.

## **2.33 USE OF CAMERAS AND VIDEO DEVICES:**

- 2.33.1.** Use of cameras and video devices is permitted by any SLSNZ club, member, competitor or SLSNZ approved contractor, or public at any SLSNZ event held in a public space, so long as the camera or video device remains outside of the competition zone (arenas), and so long as the images captured are not objectionable or used for objectionable purposes. Pools used exclusively for SLSNZ events, where public admission is not permitted, precludes the use of cameras and videos by the public, though legitimate supporters of competitors and or clubs are permitted to use such devices.
- 2.33.2.** Use of cameras and video devices within competition zones including pools, beach and water areas is not permitted unless the required application process has been followed and the applicant is approved by SLSNZ. SLSNZ or their event organisers alone reserve the right to provide or deny access into competition zones, to any or all applicants and is not required to give reasons for doing so.
- 2.33.3.** SLSNZ or their event organisers reserve the right to withhold or revoke access into competition zones at any stage if in the view of SLSNZ or their event organisers alone, a person is disrupting the operation of the event and/or there is inappropriate or objectionable use of the camera or video device.
- 2.33.4.** SLSNZ reserve the right to use any images captured by approved applicants unless a contract agreement is made prior to the approval of the applicant.
- 2.33.5.** After the conclusion of SLSNZ events, training or related activities, SLSNZ reserves the right to request that previously approved applicants immediately discontinue the use of images captured at a SLSNZ event, training or related activity,

if in the view of SLSNZ alone, the images compromise SLSNZ, it's brand, members or club, or are considered by SLSNZ alone to be objectionable.

2.33.6. 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 event personnel, so long as such images do not knowingly compromise any individual.

2.33.7. SLSNZ has the required approval to operate SLSNZ drones in and around all SLSNZ events. For safety reasons, SLSNZ reserves the right to request that any other drone operators in the vicinity of SLSNZ events, discontinue operating their drones in or around SLSNZ events, unless upon request of SLSNZ, evidence is immediately produced that approval to operate the drone in the vicinity of the SLSNZ event has been provided by the relevant authorities.

2.33.8. Any camera or video devices attached to craft must comply with Section 12, Equipment Specification Manual.

**2.33.9. Application for the use of Cameras and Video Devices at events.**

- (a) Applications need to be made to the Event Manager at least 10 working days prior to the start of the event.
- (b) Only applications from Surf Life Saving Members and/or recognised media agencies and learning institutions will be considered by event organisers. (No public or non-members will be given access to arenas to take photos, this includes parents of members who are not individual members)
- (c) Use of cameras or video devices attached to craft or competitors require the approval of event organisers prior to the start of the event or day of the event if the event is multiple days. The event organisers will maintain a register of requests and approvals. Approvals must meet the following criteria;
  - (i) Must be a current member of Surf Life Saving NZ;
  - (ii) Images will remain the property of SLSNZ and/or a previously approved contractor or approved personnel.

### 2.33.10. Inappropriate use of Cameras and Video Devices at events.

- (a) Event organisers reserve the right to ban anyone found to be using cameras or video devices inappropriately at any events, trainings or activities.
- (b) Event organisers will notify the appropriate authority(s) (police) if they suspect that a person is using cameras or video devices inappropriately.
- (c) SLSNZ reserve the right to cancel any membership held within the organisation if a person is charged with the miss use of cameras and/or video devices including drones by the appropriate authority(s) (police).



Table 2.1

## SLSNZ JUNIOR - OPEN DIVISIONS

Individual and Team – Ocean, Pool and Beach Divisions		
Age in years	Individual Division	Team Division
7 years	Under 8	Under 10
8 years	Under 9	
9 years	Under 10	
10 years	Under 11	Under 12
11 years	Under 12	
12 years	Under 13	Under 14
13 years	Under 14	
14 years	Under 15	Under 17
15-16 years	Under 17	
17-18 years	Under 19	Under 19
15+ years	Open	Open
Boat Divisions		
Age in years	Division	
15-18 years	Under 19	
15-22 years	Under 23	
15+ years	Open	
Canoe Divisions		
Age in years	Division	
14-18 years	Under 19	
15+ years	Open	
IRB Divisions (Driver and Crewperson)		
Age in years	Division	
15-18 years	Under 19	
15-22 years	Under 23	
15+ years	Open	

Table 2.2

## SLSNZ MASTERS DIVISIONS

Individual and 2 Person Team – Ocean, Pool and Beach Divisions (2 person Team Events – Line Throw, Double Ski)	
Age in years	Division
30-34 years	Age of youngest competitor
35-39 years	
40-44 years	
45-49 years	
50-54 years	
55-59 years	
60-64 years	
65-69 years	
70-74+ years	
75+ years	
3 Person Team – Ocean, Pool and Beach Divisions (Board Relay, Ski Relay, Surf Teams, Taplin)	
Age in years	Division
Combined ages - 3 person	90-119 years
Combined ages - 3 person	120-149 years
Combined ages - 3 person	150-179 years
Combined ages - 3 person	180+ years
4 Person Team – Ocean, Pool and Beach Divisions (Beach Relay, Surf Boat, Surf Canoe, Obstacle Relay, Manikin Relay, Medley Relay)	
Age in years	Division
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
IRB Divisions (Driver and Crewperson)	
Age in years	Division
30+ years	30+ Years

**Table 2.3**  
**EVENTS FOR AGE DIVISIONS**

Events/Age Groups	U8/9	U10	U11	U12	U13	U14	U15	U17	U19	U23	Open	Masters
Sprints	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y
Flags	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y
Beach Relay	Y	Y	Y	Y	Y	Y		Y	Y		Y	Y
2km Run							Y	Y	Y		Y	
2km Beach Relay						Y						
Wading Race	Y	Y										
Wading Relay	Y	Y										
Run Swim Run		Y	Y	Y	Y	Y	Y	Y	Y		Y	Y
Surf Race		Y	Y	Y	Y	Y	Y	Y	Y		Y	Y
Surf Teams								Y	Y		Y	Y
Body Board	Y	Y										
Body Board Relay	Y	Y										
Board Race		Y	Y	Y	Y	Y	Y	Y	Y		Y	Y
Board Relay	Y	Y	Y	Y	Y	Y		Y	Y		Y	Y
Diamond		Y	Y	Y	Y	Y	Y					
Iron Race								Y	Y		Y	Y
Cameron Relay	Y	Y	Y	Y	Y	Y						
Grand Cameron				Y		Y						
Taplin Relay								Y	Y		Y	Y
Ski Race							Y	Y	Y		Y	Y
Ski Relay								Y	Y		Y	Y
Double Ski									Y		Y	Y
Tube Rescue						Y		Y	Y		Y	
Board Rescue						Y		Y	Y		Y	
Boats									Y	Y	Y	Y
Canoes									Y		Y	Y
IRB									Y	Y	Y	



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NEW ZEALAND

**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)



Worser Bay  
(WOR)



Tologa Bay  
(TLG)



Waikanae  
(WKN)



Papamoa  
(PAP)



United North Piha  
(UNP)



NPOB  
(NPB)



Pacific  
(PAC)



Bethells  
(BTL)



Far North  
(FNR)



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)



Baylys 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®**  
NEW ZEALAND



# SWIMMING EVENTS

## SECTION 3.

# SECTION 3.

## SWIMMING EVENTS

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# SECTION 3.

## SWIMMING EVENTS

### 3.1. GENERAL CONDITIONS

- 3.1.1. Swimming ability is a prime factor in surf lifesaving. Rescue tube rescue and rescue tube Events are “simulated” rescues. Surf, run-swim-run and wading Events are more direct tests of physical ability in and around the surf environment. Swimming Events have been designed to encourage Members to keep fit for lifesaving duties.

### 3.2. SURF RACE

- 3.2.1. **The Course** layout shall be as detailed in Figure 3.1

- (a) If it is necessary to lay special turning buoys for surf swimming Events, then not less than two buoys shall be laid (a minimum distance of 10m apart).

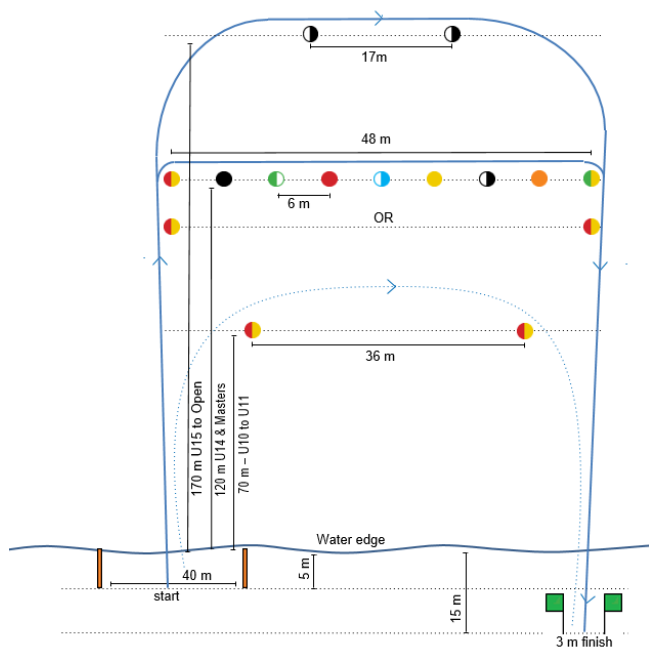
3.2.2. **Procedure**

- (a) Competitors in swimming Events shall assemble in the marshalling area and, when names are checked and placed in drawn order, the Competitors shall file onto the Competition Area in order as directed.
- (b) At the given signal, the Competitors shall commence from the start line, enter the water without impeding any other Competitors in the Event, swim to and around the designated buoys, and return to shore and finish between the two green finish flags.
- (c) Competitors may be positioned after the finish in either of the following ways:
  - (i) On a straight line drawn at approximately a 30-degree angle from the finishing line and up the beach.

- (ii) On a series of lines approximately 10m behind and at right angles to the finishing line and 5m apart.

**Figure 3.1**

## **SURF RACE & SURF TEAMS RACE**



### 3.3. SURF RACE VARIATIONS

#### 3.3.1. Surf Teams Race

- (a) Teams shall consist of four Members who shall be marshalled as a team, i.e., four Members, one behind the other facing the water's edge in their drawn positions. The next team shall be lined up beside the first team, and so on. When all teams are assembled, a direction shall be given to face the Competition Area. On the direction of an Official, the line nearest the water's edge shall file onto the Competition Area followed by the second, third and fourth lines. This procedure spreads Competitors from each team evenly over the starting line.
- (b) All Members of a team must swim to and around the buoys, return to shore and finish between the two green finish flags. Points are allotted as follows – 1 for 1st, 2 for 2nd, 3 for 3rd, 4 for 4th. The team scoring the least number of points shall be declared the winner. In surf teams Events, should two or more teams be allotted equal points, the team whose full complement of Members first completes the course shall be awarded the higher placing.
- (c) All Competitors who finish shall be recorded as they are placed and the points will be calculated. Should any teams be disqualified or a team fail to complete the course, then the surf teams' finish places shall be reallocated and points then re-calculated.
- (d) When surf Race and surf teams Events are combined, swimmers not in teams shall be eliminated from the points allotment for the purpose of determining the surf teams Race result.
- (e) The Event Management Committee may, by way of Entry Circular, vary the number of team Members, age groups or gender competing within a surf teams Event.
- (f) If there are over 48 Competitors competing in the surf teams Race, then the Event shall be conducted as heats then a final only.

### 3.4. RESCUE TUBE RESCUE RACE (4 PERSON)

3.4.1. **The Course** layout shall be as per Figure 3.2. The start/finish line shall be as close as possible to the water's edge.

#### 3.4.2. Procedure

- (a) The Event shall consist of four persons in each team – a patient, rescue tube swimmer and two rescuers.
- (b) Competitors in the rescue tube rescue Event shall assemble in the marshalling area. When entries have been checked, the Marshall shall notify each of the teams of their buoy number and colour.
- (c) After marshalling, the Event Referee, Arena Referee or their deputy (e.g., the Marshall or announcer) shall give the command for the teams to file into the Competition Area and proceed to their allotted position on the start line facing the water.
- (d) On the starting signal, the patients enter the water and swim to their allotted buoy. On reaching their allotted buoy, the patient shall place their hand or forearm over the top of the buoy and then signal their arrival by raising the other arm to a vertical position whilst remaining in contact with the buoy. The said signal, subject to all conditions being fulfilled, shall be the determining factor in judging the patient's arrival at their buoy.
- (e) The patient must then release contact with the swimming buoy and retire to the seaward side of the swimming buoy and await arrival of the tube rescue swimmer.
- (f) Should a Competitor swim to a wrong buoy and signal, the team shall be disqualified.
- (g) The swimming buoy is described as the buoy only and does not include any attaching ropes or straps.
- (h) The rescue tube swimmer shall await the patient's signal. The rescue tube swimmer will be in their allocated position on the shoreward side of the start line and may have their toes on or behind the start line.
- (i) The rescue tube swimmer may wear the rescue tube neck strap (harness) and hold the rescue tube and swim fins in their hands or place them on the sand on the shoreward side of the start/finish line. The wearing of the

swim fin/s prior to the starting signal is not permitted.

- (j) Fibreglass fins may be used except for Under 14 Events, and must comply with the Equipment Specification Manual:
- (k) On the patient's arrival signal, the rescue tube swimmer will cross the start line, don the rescue tube harness (if not already being worn) and swim fins at their own discretion and swim seaward to make the rescue of their patient. The rescue tube swimmer swims to the left-hand side of the designated buoy (viewed from the beach) to the awaiting patient on the seaward side of the buoy.
- (l) The team shall not be disqualified if the rescue tube swimmer crosses the start line and then returns to the correct position to correctly await the patient's arrival signal.
- (a) The rescue tube swimmer and/or the patient will secure the rescue tube around the patient's body under both arms and clipped to an O-ring. The patient and rescue tube swimmer must remain behind the buoy line during the 'clip in' process. With the patient clipped into the rescue tube, the rescue tube swimmer continues (clockwise) around the buoy towing the patient back to the beach.
- (m) The two rescuers must remain on the shoreward side of the start line until the tow has commenced. At their own discretion, they then may cross the start line and enter the water, and assist the rescue tube swimmer to bring the patient back to the beach.
- (n) The patient is permitted to assist by sculling with arms under the surface of the water and kicking, but must not swim with an out-of-water arm recovery. The patient must be towed on their back and the patient cannot be towed in any other way than clipped into the rescue tube.
- (o) Only the rescue tube swimmer is permitted to use swim fins. Rescuers shall not use any equipment or swim fins; they will simply assist with the rescue.
- (p) On return to the beach, the rescuers must drag or carry the patient to the finish line. The finish is judged on the chest of the first team Member of the carrying party

crossing the finish line, between their beach position markers, in an upright position on their feet (the rescue tube need not be attached to the patient).

- (q) The patient is not permitted to assist the carrying party by walking or running.
- (r) Teams should continue to drag or carry the patient well past the finish line to assist with judging of other teams in the Event.

### 3.5. RESCUE TUBE RACE (2 PERSON)

3.5.1. **General Conditions:** The rescue tube race Event shall be conducted under the general rules of swimming Events as set out in this section.

3.5.2. **The Course** layout shall be as per Figure 3.2.

#### 3.5.3. Procedure

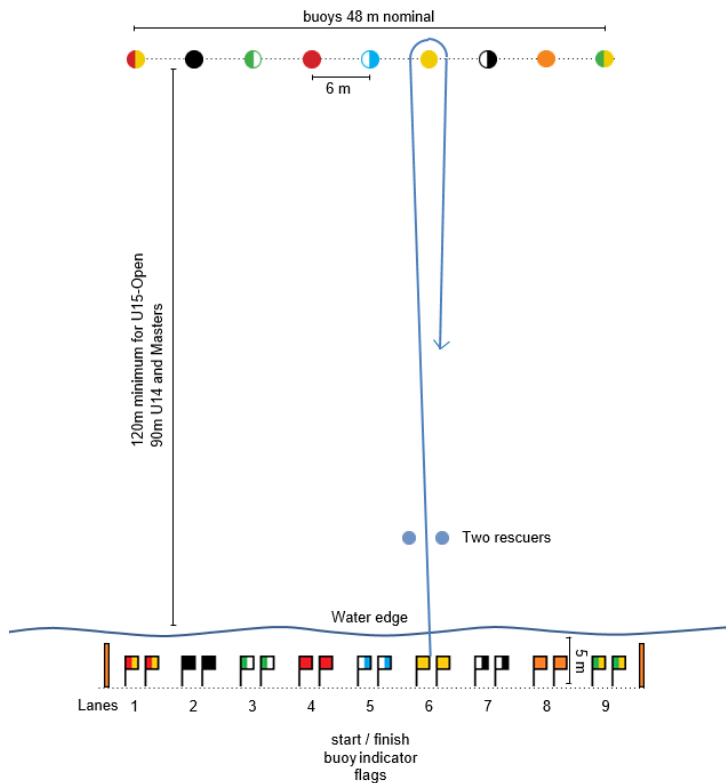
- (b) Competitors in the rescue tube race Events shall assemble in the marshalling area. When entries have been checked, the Marshall shall notify each Competitor of their buoy colour and buoy peg.
- (c) After marshalling, the Event Referee, Arena Referee or their deputy (e.g., the Marshall or announcer) shall give the command for the Competitors to file into the Competition Area and proceed to their nominated buoy peg.
- (d) The patients will then take up their positions on the starting line.
- (e) On the starting signal the patient shall enter the water and swim to their allotted buoy. On reaching their allocated buoy, the patient shall place their hand or forearm over the top of the buoy and signal their arrival by raising their other arm to the vertical position while remaining in contact with the buoy. This signal, subject to all conditions being fulfilled shall be the determining factor in judging the patient's arrival at their buoy.
- (f) The patient must then release contact with the swimming buoy and retire to the seaward side of the swimming buoy and await arrival of the rescue tube swimmer.
- (g) Should a Competitor swim to a wrong buoy and signal,

the team shall be disqualified.

- (h) The swimming buoy is described as the buoy only and does not include any attaching ropes or straps.
- (i) The rescue tube swimmer shall await the patient's signal. The rescue tube swimmer will be in their allocated position on the shoreward side of the start line and may have their toes on or behind the start line.
- (j) The rescue tube swimmer may wear the rescue tube neck strap (harness) and hold the rescue tube and swim fins in their hands or place them on the sand on the shoreward side of the start/finish line. The wearing of the swim fin/s prior to the starting signal is not permitted.
- (k) Fibreglass fins may be used except for Under 14 Events, and must comply with the Equipment Specification Manual:
- (l) On the patient's arrival signal, the rescue tube swimmer crosses the start line, dons the rescue tube harness (if not already being worn) and swim fins at their own discretion and swims seaward to make the rescue of their patient.



**Figure 3.2**  
**TUBE RESCUE RACES**



- (m) The team shall not be disqualified if the rescue tube swimmer crosses the start line and then returns to the correct position to await the arrival signal from their patient.
- (n) The rescue tube swimmer swims to the left-hand side of the designated buoy (viewed from the beach) to the waiting patient on the seaward side of the buoy.
- (o) The rescue tube swimmer and/or the patient secures the rescue tube around the patient's body under both arms and clipped to an O-ring. The patient and rescue tube swimmer must remain behind the buoy line during the 'clip in' process. With the patient clipped into the rescue tube, the rescue tube swimmer continues (clockwise) around the buoy, towing the patient to the beach.
- (p) The patient is permitted to assist by sculling with arms under the surface of the water and kicking, but must not swim with an out-of-water arm recovery. The patient must be towed on their back and the patient cannot be towed in any other way than clipped into the rescue tube.
- (q) Porpoising is not permitted by the patient.
- (r) Only the rescue tube swimmer is permitted to use the swim fins.
- (s) On return to the beach, the patient and rescuer shall stand, leave the water and conclude the Event by finishing between their beach position finish markers. The patient must remain clipped into the rescue tube and the rescuer must be wearing the neck strap (harness) until the team as finished as per the rule: (s) below.
- (t) The finish is judged on the chest of the first Competitor of the team to cross the finish line on their feet and in an upright position. If a team (or Members of a team) run through the incorrect finishing gate the team will be disqualified.

## 3.6. TUBE RESCUE RACES VARIATIONS

### 3.6.1. Start / Finish Line Course Variation

- (a) The start/finish line shall be a brightly coloured cord stretched between two poles. Poles are situated approximately 48m apart and shall be located at the water's edge. The start/finish layout shall be as per Figure 3.3.
- (b) Alignment of the start line to the buoys may be altered at the discretion of the Event Referee, depending on prevailing sea conditions.
- (c) The start line will also be the finish line. This line will be removed once Competitors are in line and prior to the start to ensure the tube cannot catch it.
- (d) All team Members must start from their allotted positions at the start/finish line.
- (e) Rescue tube swimmers and the two rescuers, who have previously crossed over the start line (for whatever reason), will not be disqualified provided they return to the shoreward side of the start line prior to beginning their leg of the Event.
- (f) At the start, rescue tube swimmers may place the rescue tubes and fins on the shoreward side of the start/finish line or may hold their fins and rescue tubes in their hands. The rescue tube lanyard may be donned.

**Figure 3.3**

### TUBE RESCUE RACES START / FINISH LINE VARIATIONS



### **3.7. RUN-SWIM-RUN**

**3.7.1. The Course** shall be as detailed in Figure 3.4

**3.7.2. Procedure**

- (a) Competitors shall commence from the start line, run along the beach to the green and yellow turning flag, pass around the flag, enter the water, swim to and around the buoys, return to shore, again rounding the green and yellow flag, and return to the finish line marked by two green flags.

### **3.8. WADING RACE**

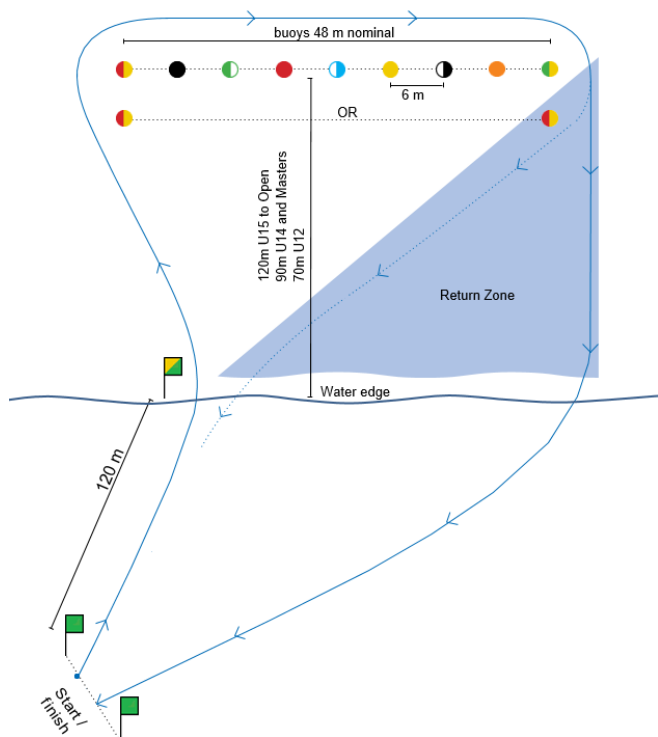
**3.8.1. The Course**

- (a) The course shall be as detailed in Figure 3.5.
- (b) An Official with a turning flag shall stand in appropriate depth to the conditions, size and age division of Participants.

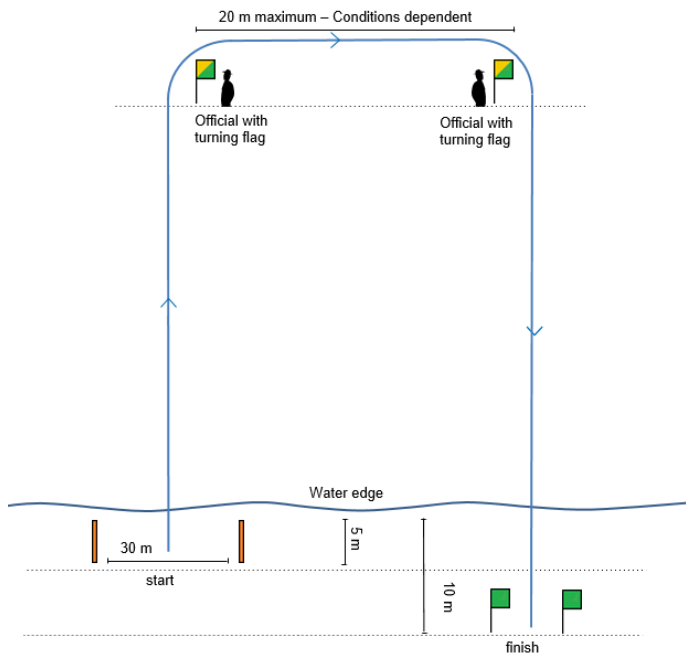
**3.8.2. Procedure**

- (a) The Competitors shall be positioned on the start line.
- (b) On the starter's signal, the Competitors shall enter the water and round the turning flags from left to right, return to shore and cross the finish line.
- (c) Competitors may wade, dive or swim their way around the water section of the course, return to shore and finish between the two green finish flags.

**Figure 3.4**  
**RUN SWIM RUN**



**Figure 3.5**  
**WADING RACE**



## 3.9. WADING RELAY

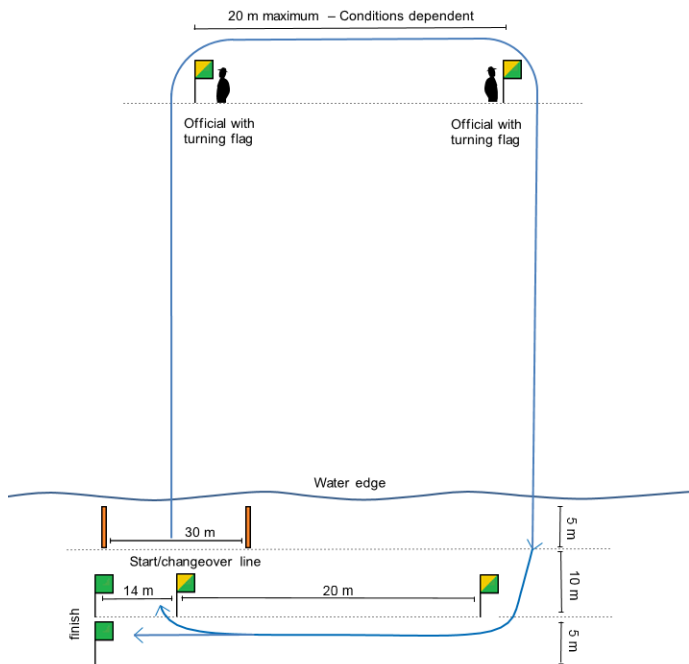
### 3.9.1. The Course

- (a) The course shall be as detailed in Figure 3.6.
- (b) An Official with a turning flag shall stand in appropriate depth to the conditions, size and age division of Participants

### 3.9.2. Procedure

- (a) A wading relay shall consist of four Competitors.
- (b) The No. 1 Competitor of each team shall stand on the start line and the remaining team Members shall be lined up adjacent to the starting line.
- (c) On the starting signal, the No. 1 Competitor shall enter the water, round the turning flags from left to right, return to shore, round the two green and yellow flags and return to the start change over line where the No. 2 Competitor of their team will have been marshalled into position.
- (d) The No. 2 Competitor shall be tagged by the No. 1 Competitor. The No. 2 Competitor shall enter the water, round the turning flags from left to right, return to shore, round the two green and yellow flags and return to the start/change-over line where the No. 3 Competitor of their team will have been marshalled into position.
- (e) The No. 3 Competitor shall be tagged by the No. 2 Competitor. The No. 3 Competitor shall enter the water, round the turning flags from left to right, return to shore, round the two green and yellow flags and return to the start/change-over line where the No.4 Competitor of their team will have been marshalled into position.
- (f) The No.3 Competitor shall tag the No.4 Competitor, who shall enter the water, round the turning flags from left to right, return to shore, round the first green and yellow flag and run past the second green and yellow flag, and run between the two green flags to finish.

**Figure 3.6**  
**WADING RELAY**





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# **SURF BOAT EVENTS**

## **SECTION 4.**

# SECTION 4.

## SURF BOAT EVENTS

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# 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 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.

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

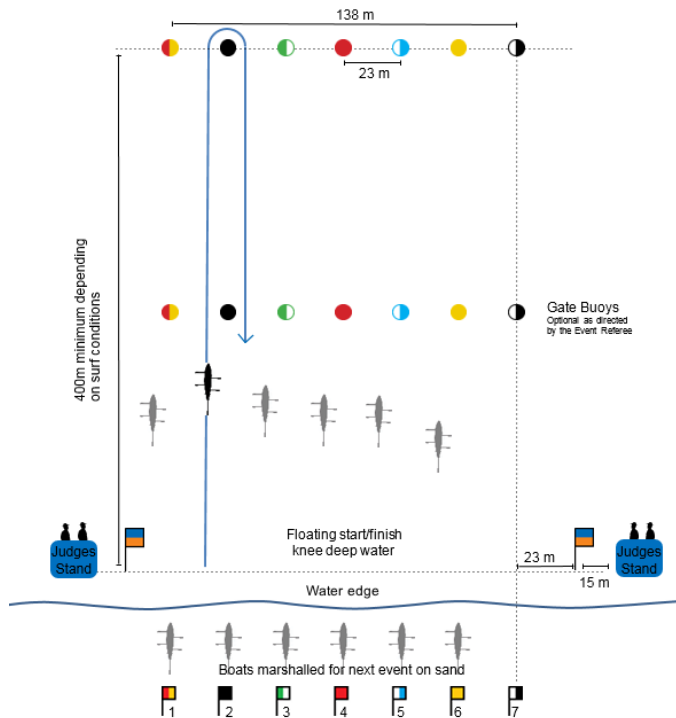
## 4.2. SURF BOAT RACING

### 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.

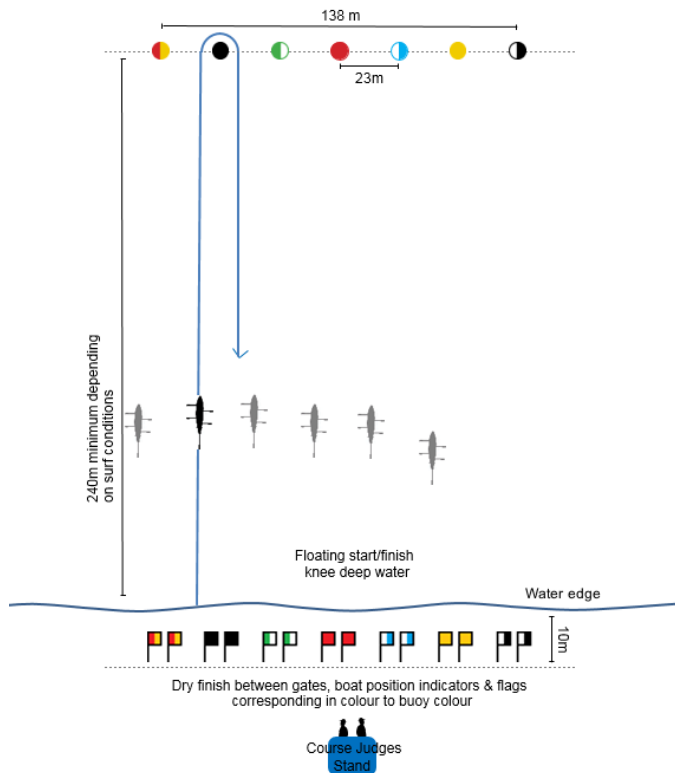
- (f) When the check starter raises his flag, this signals to the starter, who should be in an elevated position approximately mid-field on the beach, that the crews are ready to race.
- (g) Prior to the start, if a crew has a problem, the sweep may raise their arm to indicate that his crew is not ready 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.

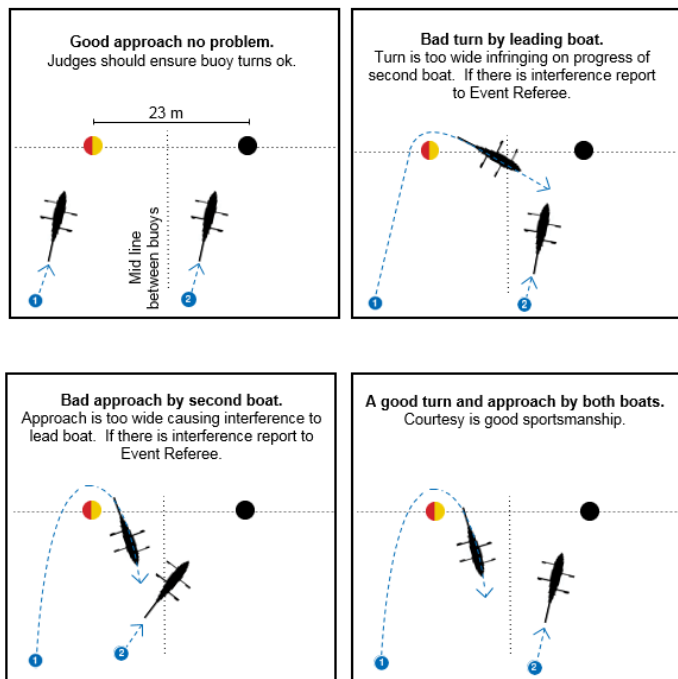
- (ii) Only those crew Members who rounded the buoy in the boat are eligible to assist their boat to finish the Race.
- (iii) Should a boat in a Race cause another boat to overturn, the Event Referee may assess the circumstances and shall decide whether the affected crew may progress to the next round. 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

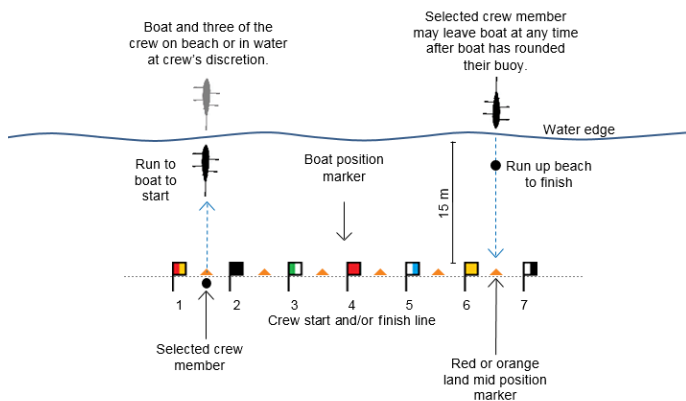
- 4.3.1. SLSNZ may conduct surf boat Events in either elimination or “round robin” format.
- 4.3.2. The Event Management Committee or Event Referee shall decide if there are to be any variations to the standard format for round robin racing and shall advise Competitors accordingly prior to the commencement 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.
- (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.

**Figure 4.4**

## **ALTERNATIVE START & FINISH**



- (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. 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. 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”.





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**SURF CANOE EVENTS**  
SECTION 5.

# SECTION 5.

## SURF CANOE EVENTS

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# SECTION 5.

## SURF CANOE EVENTS

### 5.1. GENERAL CONDITIONS

5.1.1. Details of Events relating to surf canoe Events are described in this section and Circulars which may be issued from time to time.

5.1.2. A canoe crew shall consist of four Competitors, A crew must commence each Race with all four Competitors.

5.1.3. Canoe Races may be conducted in the following Events:

Under 19

Open

Masters

5.1.4. 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. (refer to rule 2.23.5 Marshalling). Encroachment onto the Competition Area or interference with any Race may result in disqualification.

5.1.5. Canoes shall be paddled with single bladed paddles.

5.1.6. 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.

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

## 5.2. SURF CANOE RACING

### 5.2.1. The Course

- (a) The course shall be as detailed in the Figure 5.1.
- (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 5.1), 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.

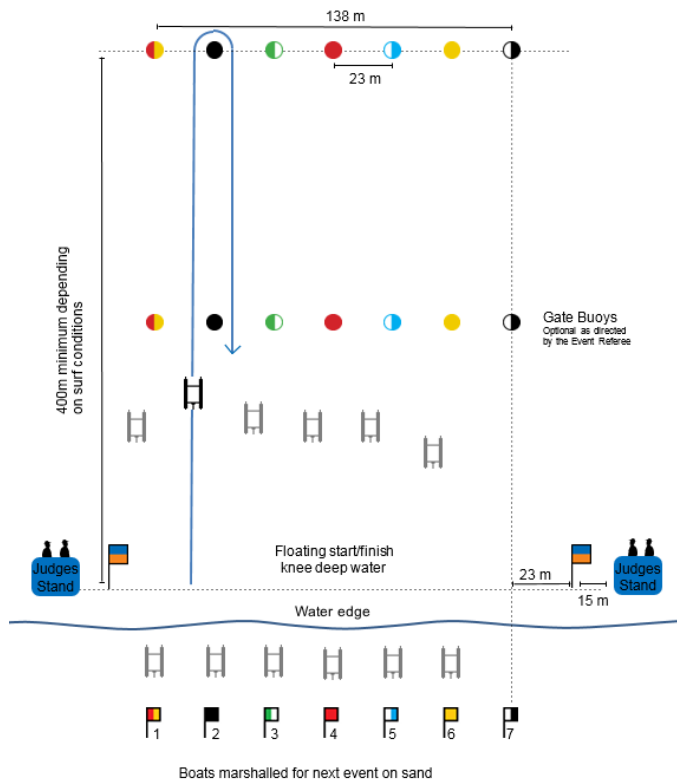
### 5.2.2. Pre-Start

- (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

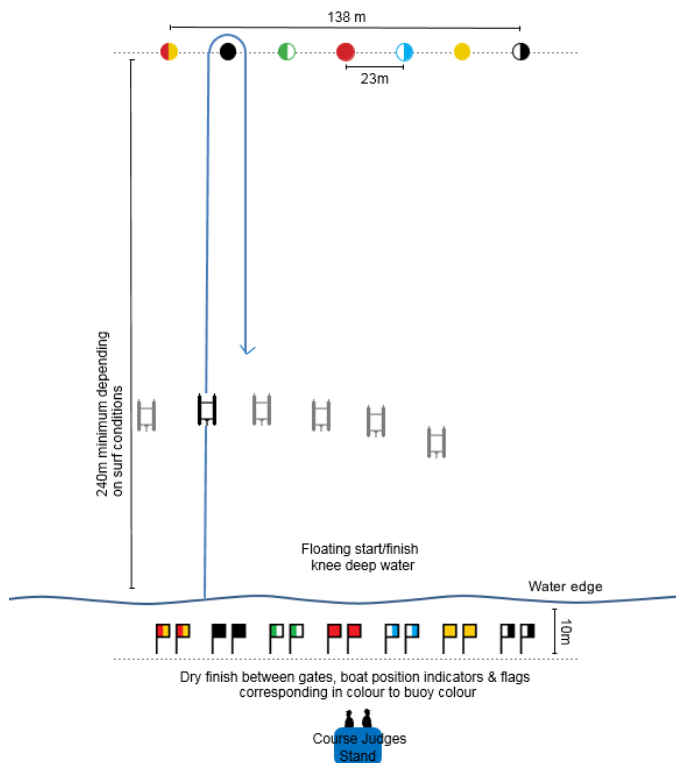
water or at the water's edge under the direction of the check starter.

- (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.

**Figure 5.1**  
**SURF CANOE LONG COURSE**



**Figure 5.2**  
**SURF CANOE SHORT COURSE**



### 5.2.3. 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.

### 5.2.4. 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.

#### 5.2.5. The Turn

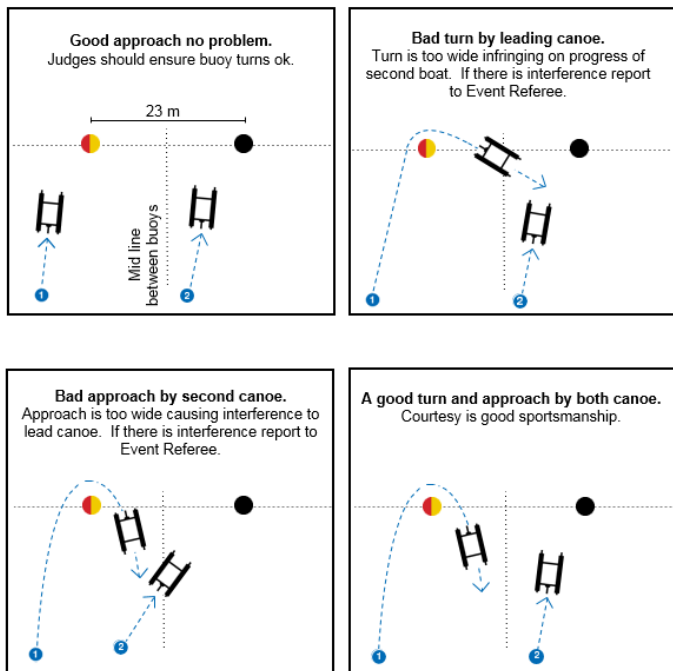
- (a) Turns are usually made from left to right (right hand in). However, this may change at the discretion of the Event Referee after giving due consideration to the sea conditions applicable at the time of that round. If a decision is made to change from "left to right" to "right to left", all crews 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 5.3). 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 5.2.7 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.



**Figure 5.3**

## **SURF CANOE TURNING AT BUOYS**



### 5.2.6. 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.

### 5.2.7. 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.

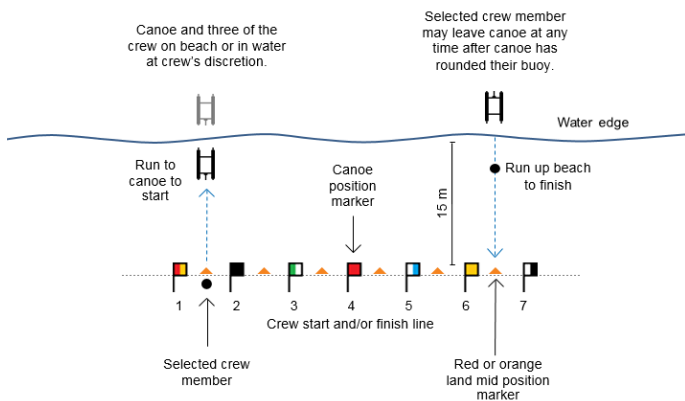
- (b) A dry finish is determined when a crew Member leaves the canoe and runs to their allocated position marker and crosses the line. The crew Member may leave the canoe at any time after the turn has been completed and must cross the line whilst remaining in an upright position on their feet and have 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 5.4**  
**ALTERNATE START & FINISH**



## 5.3. ROUND ROBIN RACING

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

5.3.2. 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.

### 5.3.3. 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) 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 canoe Competition from which they are disqualified and lose all standing in that Event.

## 5.4. SHORT COURSE CANOE EVENTS

5.4.1. The surf canoe rules set out in this section 5 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.

## 5.5. PENALTIES AND DISQUALIFICATIONS

- 5.5.1. In the event of a rule infringement in any of the Events set out in this section 5, a crew may be either penalised or disqualified as determined by the Event Referee or Arena Referee.
- 5.5.2. 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.
- 5.5.3. 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.
- 5.5.4. 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.
- 5.5.5. 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”.





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# SKI & BOARD EVENTS

## SECTION 6.

# SECTION 6.

## SKI & BOARD EVENTS

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# SECTION 6.

## SKI & BOARD EVENTS

### 6.1. GENERAL CONDITIONS

- 6.1.1. Rules contained in this section 6 shall only apply to the single ski, double ski and paddle board Events.
- 6.1.2. No artificial means of propulsion may be used in paddle board Events, i.e., rigid paddles, hand webs, wetsuit sleeves, arm boards.
- 6.1.3. Paddle board and surf ski Competitors may pass through the buoys not related to their course on their craft. Should impediment occur as a result, the onus is on the Competitor that chose that direction.
- 6.1.4. Replacing craft and/or paddles (as appropriate) is permitted during a Race provided such replacement is effected before the Competitor rounds the last course buoy. Team or Club Members shall be permitted to assist a Competitor in replacing equipment, but only to the extent of placing the nose of the replacement ski and/or paddle at the water's edge and adjacent to the start line or the board on or behind the start/changeover line.
- 6.1.5. To assist with the safe conduct of Events, it is permitted for any team Member to assist in the removal of any damaged or abandoned equipment from the Competition Arena.
- 6.1.6. The required use of paddle boards in relation to age groups is detailed in 6.7.

## 6.2. SINGLE SKI RACE

### 6.2.1. The Course

- (a) The course shall be as detailed in Figure 6.1.
- (b) The centre of the start line is to be in line with the first turning buoy but may vary, dependent on surf conditions, at the discretion of the Referee.
- (c) The finish line for the single ski Events shall be between two coloured flags as advised by Officials. The centre of this line is to be relative to the third turning buoy or offset to allow for the prevailing surf conditions.

### 6.2.2. Procedure

- (a) The start shall be effected by having skis afloat and in line, with each Competitor holding the ski ready to push off. A check starter should be positioned in the water and shall signal when the Competitors are in line and ready to start. Any Competitor who disregards the starter or check starter's directions shall be disqualified. The distance between skis at the start should be approximately 1.5m.
- (b) On the starting signal from the starter, the Competitor should paddle their ski around all designated buoys appropriate to the Race and return to the finish line in the direction advised by Officials (Clockwise, anti-clockwise conditions dependent).
- (c) A wet finish placing shall be determined when any part of the ski crosses the finish line being ridden, gripped, or carried by the Competitor.
- (d) If the conditions warrant it, the referee may authorise a dry start, a dry finish, or both.
- (e) To correctly complete a Race, a Competitor must have (or have regained) their ski and paddle and cross the finishing line from the seaward side whilst maintaining contact with their ski and paddle.
- (f) A Competitor may lose contact or control of their ski and/or paddle without disqualification and may recover a ski and/or paddle that has crossed the finish line, and then again cross the finish line from the seaward side with their

ski and paddle to correctly record a finish placing result.

- (g) A dry finish shall be determined when a Competitor leaves their ski and paddle and runs across the finish line which is placed on the beach. The Competitor may leave their craft and paddle at any time after the final buoy turn has been completed and must cross the line whilst remaining in an upright position on their feet.
- (h) A Competitor must paddle their ski (including paddle) clockwise around all the course buoys but shall not be disqualified if they lose control or contact with their craft after the last course buoy on the return journey.
- (i) At the finish of the Event, Competitors may be assisted by a handler. A handler shall not be considered to be a Competitor but shall be required to:
  - (i) Be a Member of the same Club or team as the Competitors (exemption may be given by the Event Referee for a Member of another Club or team 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 their Competitor and the handler may be subject to disqualification.

## 6.3. DOUBLE SKI RACE

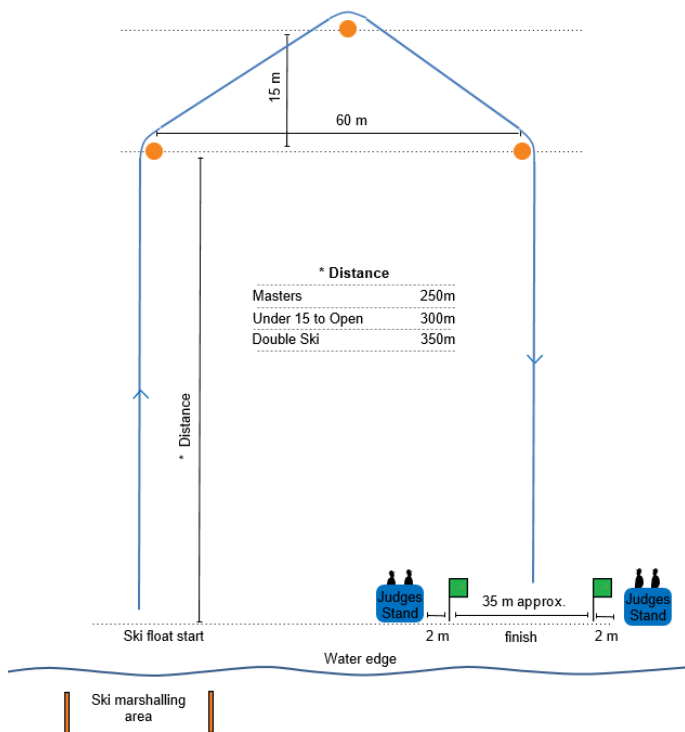
### 6.3.1. The Course

- (a) The course shall be as detailed in Figure 6.1.
- (b) The centre of the start line is to be in line with the first turning buoy, but may vary dependent on surf conditions, at the discretion of the Event Referee.
- (c) The finish line for the double ski Event shall be between two coloured flags corresponding to the buoy colours. The centre of this line is to be relative to the third turning buoy or be offset to allow for the prevailing surf conditions.

### 6.3.2. Procedure

- (a) The start shall be effected by having skis afloat and in line, with each team holding the ski ready to push off. A check starter should be positioned in the water and shall signal when the Competitors are in line and ready to start. Any team who disregards the starter or check starter's directions shall be disqualified. The distance between skis at the start should be approximately 1.5m.
- (b) If conditions are such that the starter cannot provide a fair start, a dry start is to be effected.
- (c) On the starting signal from the starter, the Competitors shall paddle their ski clockwise around the appropriate buoys and return to the finish line.

**Figure 6.1**  
**SKI & DOUBLE SKI RACE**



- (d) A wet finish placing shall be determined when any part of the ski crosses the finish line being ridden, gripped, or carried by the Competitors.
- (e) Competitors must paddle their ski (including both paddles) clockwise around all of the course buoys but shall not be disqualified if they lose control or contact with their craft after the last course buoy is rounded on the return journey.
- (f) To correctly complete a Race, both Competitors must have (or have regained) their ski and at least one paddle and crossed the finishing line from the seaward side whilst maintaining contact with their ski and at least one paddle.
- (g) Competitors may lose contact or control of their ski and/or paddle(s) without disqualification and may recover a ski and/or paddle(s) that has crossed the finish line, and then again cross the finish line from the seaward side with the ski and at least one paddle to correctly record a finish placing result.
- (h) A dry finish shall be determined when one Competitor from a team leaves their ski and paddle and runs across the finish line which is placed on the beach. Competitors may leave their craft and paddle(s) at any time after the final buoy turn has been completed and one Competitor must cross the line whilst remaining in an upright position on their feet, without their paddle.
- (i) To assist with judging, only one Competitor from each team is permitted to cross the finish line while the place judging process is in progress. A team may be disqualified if both Competitors from the team cross the finish line while the place judging is in progress.
- (j) At the finish of the Race, one Competitor is responsible for the handling of the ski and paddles and to ensure that they and their craft do not impede another team. The Competitor may also be assisted by a handler. A handler shall not be considered to be a Competitor but shall be required to:
  - (i) Be a Member of the same Club or team as the Competitors. (exemption may be given by the Event Referee for a Member of another Club or team 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 their Competitor and the handler may be subject to disqualification.

## **6.4. PADDLE BOARD RACE**

### **6.4.1. The Course**

- (a) The courses shall be as detailed in Figure 6.2.
- (b) The centre of the start line is to be in line with the first turning buoy, but may vary dependent on surf conditions, at the discretion of the Referee.
- (c) The finish line for paddle board Events shall be between two coloured flags corresponding to the buoy colours. The centre of this line is to be relative to the third turning buoy but may be offset to allow for the prevailing surf conditions.

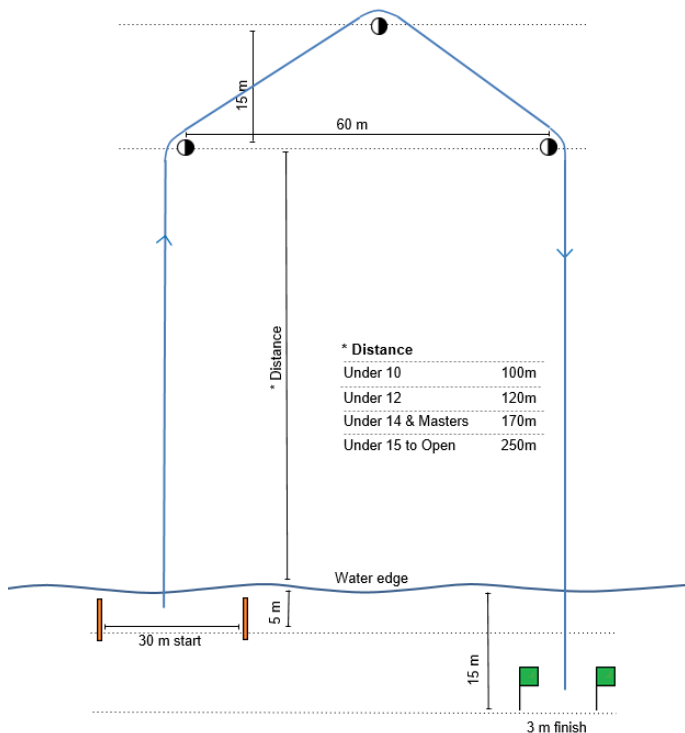
### **6.4.2. Procedure**

- (a) The start shall be effected by having each Competitor standing on or behind the start line with their paddle boards.
- (b) The distance between Competitors at the start should be approximately 1.5m.
- (c) On the starting signal from the starter, the Competitors shall enter the water with their paddle boards and paddle clockwise around the appropriate buoys and return to the beach.
- (d) Competitors may lose contact and control of their paddle board without disqualification.
- (e) A Competitor must paddle their paddle board clockwise around all the course buoys but shall not be disqualified if they lose control or contact with their craft after the last course buoy on the return journey.
- (f) If a Competitor deliberately impedes the progress of another Competitor, they may be disqualified.

- (g) To complete the Race, a Competitor must have (or have regained) their paddle board and cross the finish line from the seaward side whilst maintaining contact with the whole of their paddle board.
- (h) The finish is judged on the chest of the Competitor crossing the finish line on their feet while being in control of the paddle board.
- (i) To assist with the safe conduct of Competition it is permitted for any team Member to assist in the removal of any damaged or abandoned equipment from the Competition Arena.



**Figure 6.2**  
**BOARD RACE**



## **6.5. BODYBOARD RACE (U8-U10)**

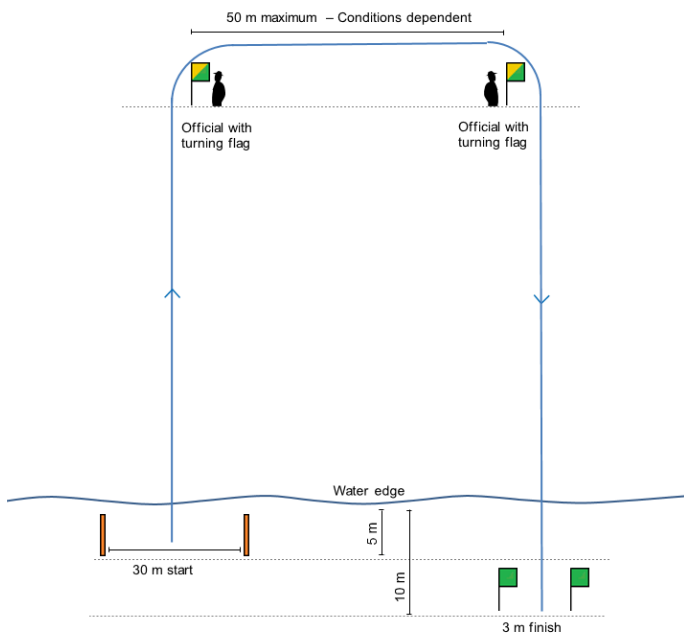
### **6.5.1. The Course**

- (a) The course shall be as detailed in Figure 6.3.
- (b) The course can be adjusted to suit the ability of Competitors and conditions on the day.
- (c) Competitors may only use bodyboards in the bodyboard Race.
- (d) Two water safety personnel shall stand in waist depth water (measured at the water safety personnel's median waist depth level at the time the Race is being conducted).

### **6.5.2. Procedure**

- (a) The Competitors shall be positioned on the start line with all Competitors having leashes attached to their wrist.
- (b) On the starter's signal, the Competitors shall enter the water with their bodyboard and paddle round the two turning flags from left to right, return to shore and cross the finish line in contact with their bodyboard.
- (c) The finish is judged on the chest of the Competitor crossing the finish line on their feet while being in control of the bodyboard. Fins are not required in this Race.

**Figure 6.3**  
**BODYBOARD RACE**



## **6.6. PADDLE BOARD/SURF SKI RELAY**

### **6.6.1. General Conditions**

- (a) The rules of the paddle board and surf ski Events shall apply to paddle board relay and surf ski relay Events unless varied as follows.
- (b) Teams shall consist of three Competitors.
- (c) Team Members may use the same craft. No Member of a team shall be permitted to complete more than one leg of a Race.
- (d) The first and third Competitor in each team shall commence from the team's drawn starting position. However, the drawn starting position is reversed for the second Competitor in each team. For example, in a 16 Competitor Race in which a team has drawn position No.1; the first Competitor in the team commences from position No.1, the second team Member commences from position No. 16 and the third team Member from position No.1.
- (e) Control of craft – A Competitor can lose control or contact with their craft on the way out, provided they regain the craft and round the last course buoy in contact with the craft. A Competitor must paddle their ski (including paddle) or paddle board (as applicable) around the last course buoy and shall not be disqualified if they lose control or contact with their craft after the last course buoy on the return journey

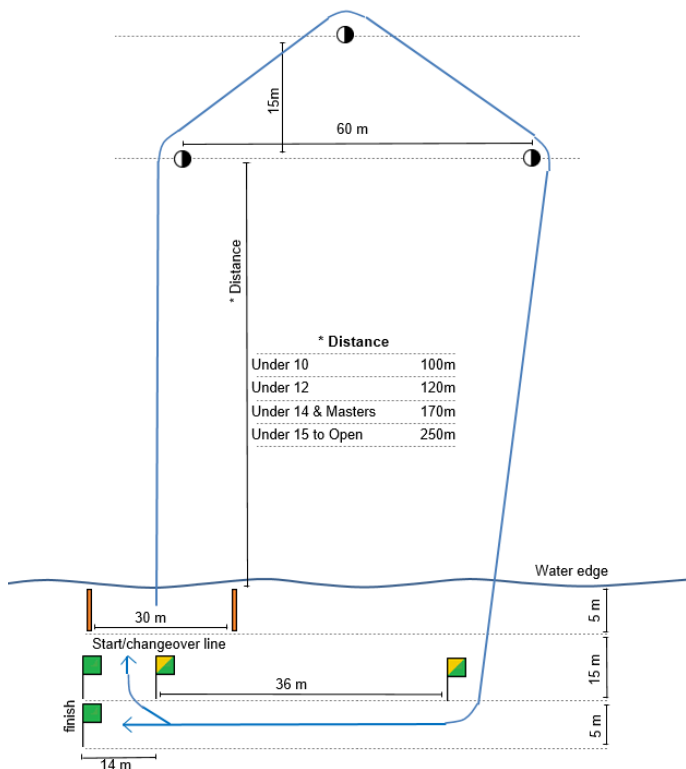
### **6.6.2. The Course**

- (a) The course for paddle board relay Events shall be as detailed in Figure 6.4 and the course for surf ski relay Events shall be as detailed in Figure 6.5.

### 6.6.3. Procedure

- (a) Competitors for the first leg of the relay shall start as per the relevant individual Event and proceed around the appropriate buoys. When the first Competitor has rounded the last turning buoy, the Competitor may leave their ski (including paddle) or board (as applicable) at their discretion, round the two green and yellow turning flags and tag the second Competitor at the designated ski or board (as appropriate) change-over line.
- (b) The second Competitor then proceeds around the appropriate buoys. When the second Competitor has rounded the last turning buoy, the Competitor may leave their ski (including paddle) or board (as applicable) at their discretion, round the two green and yellow turning flags and tag the third Competitor at the designated ski or board (as appropriate) change-over line.
- (c) The third Competitor will then proceed around the appropriate buoys. When the third Competitor has rounded the last turning buoy, the Competitor may leave their ski (including paddle) or board (as applicable) at their discretion, round the green and yellow turning flag and pass the other green and yellow flag on the shoreward side to finish between the two green finish flags.

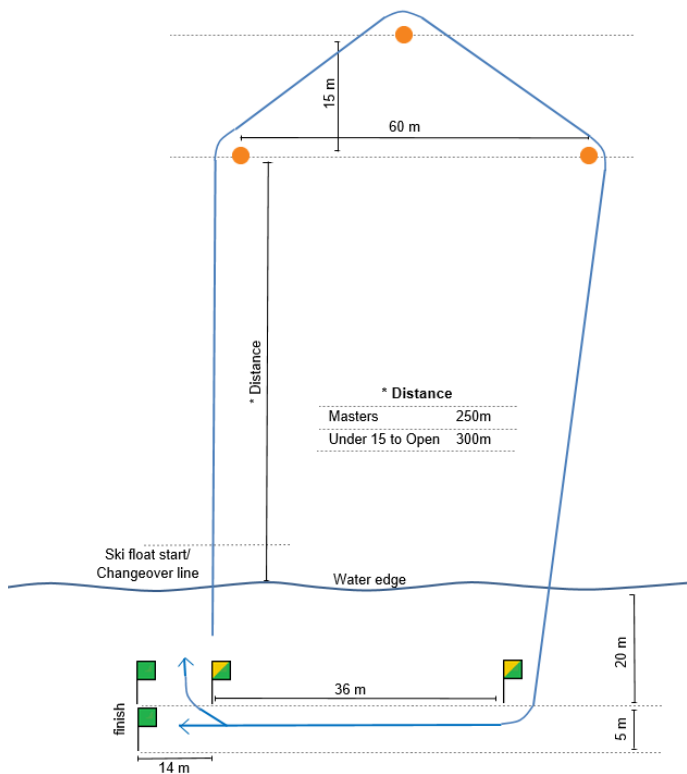
**Figure 6.4**  
**BOARD RELAY**



- (d) The second and third leg Competitors in the paddle board relay Event shall be positioned with their toes on or behind the change-over line or on the shoreward side of the change-over line. In the ski relay Event, the start/change-over line will be located in the water.
- (e) Competitors in the paddle board and surf ski 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 Officials' direction, their team may be disqualified.
- (f) Members of the team or other Members authorised by the Event Referee shall ensure that any craft used by any of the other team Members does not cause any interference to another team or Competitor in the Race. The craft shall be removed as soon as possible from the course to avoid congestion and possible damage.
- (g) If a Competitor deliberately impedes the progress of another team, the Competitors in the offending team may be disqualified.
- (h) To assist with the safe conduct of the Event, it is permitted for any team Member to assist with the removal of any damaged or abandoned equipment from the Competition Arena.



**Figure 6.5**  
**SKI RELAY**



## 6.7. PADDLE BOARD SIZES

- 6.7.1. The following details shall apply for SLSNZ Paddle Board usage in relation to age groups. For full details of paddle board specifications refer to the Equipment Specification Manual in Section 12 of this Manual.

**Table 6.6**

### PADDLE BOARD SIZES

Division	Description	Length	Min. Weight
All age groups	Bodyboards	70cm Min (27")	NA
All age groups	Nipper Boards (soft)	2.1m Max (6'6")	NA
Under 10 Under 11 Under 12	Cadet Board	2.7m Max (8'10")	4.5kg
Under 13 to Open	Composite Board	3.2m Max (10'6")	7.6kg
Masters	Composite Board	3.2m Max (10'6")	7.6kg



**SURF LIFE SAVING®**  
NEW ZEALAND



# MULTI-DISCIPLINE EVENTS

## SECTION 7.



# SECTION 7.

## MULTI-DISCIPLINE EVENTS

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# SECTION 7.

## MULTI-DISCIPLINE EVENTS

### 7.1. GENERAL CONDITIONS

- 7.1.1. Events where multiple Events are undertaken are termed “Multi-Discipline” and include iron person, diamond person taplin relay, lifesaver relay, cameron relay and board rescue Events.
- 7.1.2. Rules contained in this section 7 shall only apply to multi-disciplined Events.
- 7.1.3. The different Events within the multi-discipline are referred to as “legs”.
- 7.1.4. Order of legs is as follows:
  - (a) For the iron person and taplin/cameron relay legs, one ballot shall be taken at the commencement of each Competition to determine the order for the swim, the paddle board and surf ski legs (where applicable). If the result of the ballot requires the ski leg to be the first leg, Competitors will start that leg as a typical “in water start”.
  - (b) The order for the lifesaver relay is the surf boat first, and then the same order as that drawn for the iron person and taplin/cameron relay, with the beach sprint section conducted last.
  - (c) For the board rescue leg, the order shall be swim, board.
- 7.1.5. Conditions of racing of each leg are as required for the individual conditions of that Event with differences as detailed in this section.
- 7.1.6. Starting Positions – Iron person Competitors must commence craft legs from the correctly allotted beach positions.

- 7.1.7. The starting positions are reversed for the board and ski legs. For example, in a 16 Competitor Race in which a Competitor has drawn position 1; the Competitor commences the initial craft leg from position 1 but commences the other craft leg from position 16.
- 7.1.8. The required use of paddle boards in relation to age groups is detailed in Table 6.6 of this Manual.

## 7.2. IRON

### 7.2.1. General Conditions

- (a) **Legs** – The multi-discipline Event shall be conducted over a course which shall include a swim leg, a paddle board leg, a surf ski leg, and finish with a beach sprint leg.
- (b) **Control of craft** – A Competitor can lose control or contact with their craft on the way out to the buoys provided that they regain the craft and round the last course buoy in contact with the craft. A Competitor must paddle their ski (including paddle) and/or board around all the course buoys including the last course buoy (i.e., the green and yellow swimming buoy) but shall not be disqualified if they lose control or contact with their craft after the last course buoy on the return journey.
- (c) **Replacing of skis, paddles and paddle boards** – a handler or Participants shall be permitted to assist in replacing equipment during an Event, but only to the extent of placing the nose of the replacement ski or paddle at the water's edge and adjacent to the start line or board on or behind the start line.
- (d) A handler shall not be considered to be a Competitor but shall be required to:
  - (i) Be a Member of the same Club or team as the Competitors (exemption may be given by the Event Referee for a Member of another Club or team to be a handler provided that the handler is entered at the Competition).

- (ii) Wear a Competition cap and high visibility vest.
  - (iii) Comply with all instructions of the Officials.
  - (iv) Make every effort to ensure that they, or the equipment that they are handling, do not impede another Competitor, otherwise both their Competitor and the handler may be subject to disqualification.
- (e) To assist with the safe conduct of Events it is permitted for any team Member to assist with the removal of any damaged or abandoned equipment from the Competition course.

**7.2.2. The Course** shall be as detailed in Figure 7.1.

**7.2.3. The Procedure**

For the purpose of this description the ballot will be board, ski, swim and the course direction is clockwise.

- (a) Board Course – The board leg is conducted from the start/change-over line, around the swimming buoys and the two black and white buoys, return to the beach and around the two green and yellow turning flags.
- (b) Ski Course – The ski leg is conducted from the second green and yellow turning flag with take-over of the ski and paddle from a floating position in the water as per the diagram, around the swimming buoys, the two black and white buoys and the three orange buoys, return to the beach and around the two green and yellow turning flags.
- (c) Swim Course – The swim leg is conducted from the second green and yellow turning flag, around the swimming buoys and return to the beach.
- (d) To finish, a Competitor rounds one green and yellow turning flag, passes the other green and yellow flag on the shoreward side and finishes between the two green finish flags.
- (e) The Competitor shall cover all legs of the course as laid down in Figure 7.1 and may be assisted by a handler or Participant.
- (f) A handler or Participant shall:

- (i) Hold the ski/paddle in a floating position as per the diagram or as directed by the relevant Official.
- (ii) Place the board flat on the beach (i.e., no mounds underneath the board) at 90 degrees with the nose of the board on the shoreward side of the start/change-over line or as directed by the relevant Official.
- (iii) Comply with all instructions of the Officials.

## **7.3. IRON ELIMINATOR VARIATION**

### **7.3.1. Event Description**

The Eliminator format is an alternate format to conduct the traditional Oceanman and Oceanwoman and the Ocean M Course events. Qualification for the Elimination Event final is determined by heats and further rounds (where applicable) to arrive at a final of 20 competitors. The final is conducted over three Eliminator races as follows:

- (a) Race 1 eliminating the last 8 athletes
- (b) Race 2 eliminating the last 6 athletes
- (c) Race 3 (Final) 6 remaining athletes

**7.3.2.** In some circumstances it may be possible to have greater or less than 20 competitors in the first race of an Eliminator final. However, the second elimination race is to start with 12 competitors.

**7.3.3.** Should there be less than 13 competitors starting the Referee shall advise the number of competitors to be eliminated in the first two races.

**7.3.4.** There will be 5 minutes rest between each race with the time commencing from the race winner crossing the finish line. This time can be subject to the organiser's discretion based on conditions and advised prior to the Eliminator final commencing.

**7.3.5.** Rules for the Eliminator finals format shall be as per the traditional Iron Person or Ocean M as appropriate except where varied below:

- (a) Final placing and point score points shall be dependent on point where a competitor is eliminated.
- (b) Dependent on event promotion, are set up and/or conditions there may be longer or shorter courses and/or run legs for either format.

7.3.6. When racing occurs at “flat-water” venues an alternate course may be considered particularly when the events are conducted at standalone competitions. In such circumstances the course shall be advised by way of entry circular and should include a course diagram and the approximate distances for each leg.

7.3.7. Competitors who fail to complete the course correctly (including missing a turning buoy or mark) shall be subject to the following:

- (a) If an error occurs in the first race of the eliminator round then the competitor would be disqualified and allocated last place and any relevant points.
- (b) If the error occurs in the second or third race of the eliminator then the competitor would be disqualified and allocated last place in that round. This is because the competitor has already qualified above those who have already been eliminated.

7.3.8. The event winner is the competitor who correctly finishes first in the third (final) elimination race irrespective of what qualifying place they achieved in the first two eliminator races.

## 7.4. DIAMOND

### 7.4.1. Variations include

The rules of the iron legs shall apply to all diamond unless varied as follows.

- (a) The diamond race is a multi-discipline Event consisting of a swim leg, a board leg and a beach sprint finish”
- (b) The procedure is as per the iron person with the order of legs being the swim followed by the board.

## 7.5. SIX PERSON TAPLIN RELAY

### 7.5.1. General Conditions

- (a) **Teams** – Teams shall comprise six Competitors (2 swimmers, 2 board paddlers, and 2 ski paddlers) who shall complete the Event.
- (b) **Placing of Gear** – Items of gear shall be placed adjacent to the respective starting areas of the various craft by team Members.
- (c) **Craft** – Each team shall provide at least one board and one ski. It is permissible for team Members to use the same board and ski.
- (d) **Control of craft** – A Competitor in the taplin relay Event can lose control or contact with their craft on the way out to the buoys and on return from the buoys provided they regain the craft and round the last course buoy in contact with the craft. Competitors must paddle their ski (including paddle) or board (as applicable) around all the course buoys including the last course buoy (i.e., the swimming buoy) but shall not be disqualified if they lose control or contact with their craft after the last course buoy on the return journey.
- (e) **Replacing of skis, paddles and boards** – Equipment may be replaced during an Event. A handler or Participants shall be permitted to assist in replacing equipment during an Event, but only to the extent of placing the nose of the replacement ski or paddle at the water's edge and adjacent to the start line or board on or behind the start line.
- (f) To assist with the safe conduct of Events, it is permitted for any team Member to assist with the removal of any damaged or abandoned equipment from the Competition Arena.
- (g) **Starting Positions** – Six person taplin Competitors must commence craft legs of the Event from the correctly allotted beach position. The starting positions are reversed twice for the board and ski legs. For example, where 16 teams are involved, in which a Competitor's team has drawn position 1; the first craft Competitor in the team commences the initial craft leg from position 1 and the next team Competitor for the same craft (board or ski)

commences from position 16. This order is then again reversed for the next type of craft leg (board or ski).

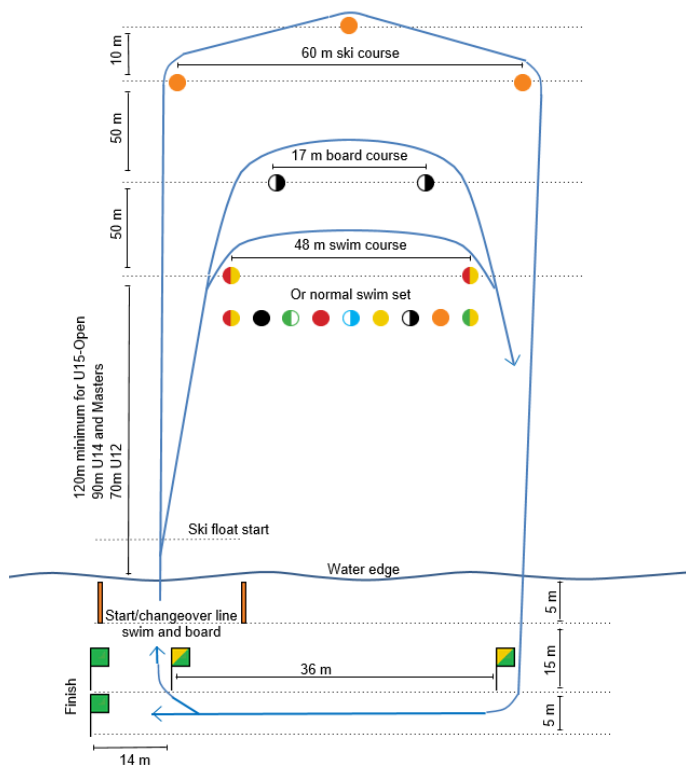
**7.5.2. The Course** shall be as detailed in Figure 7.1.

**7.5.3. Procedure**

For the purpose of this description, the ballot will be swim, board, ski and the course direction is clockwise.

- (a) On the starting signal, the first swimmer shall enter the water, round the swimming buoys and return to the beach, round the two green and yellow turning flags and tag the second swimmer who is waiting with their toes on or behind the start/change-over line. The second swimmer completes the swimming course, rounds the two green and yellow turning flags and then tags the first board paddler who shall be waiting, with their board, with their toes on or behind the start/change-over line or on the shoreward side of the start/change-over line.

**Figure 7.1**  
**IRON, DIAMOND & TAPLIN RELAY**



- (b) When the first board paddler has completed the course, the board may be left at the water's edge and the paddler will round the two green and yellow turning flags and tag the second board paddler who is waiting, with their board, and with their toes on or behind the start/change-over line.
- (c) The second board paddler completes the course, rounds the two green and yellow turning flags, then tags the first ski paddler, who shall be waiting at approximately knee depth water with their ski and paddle.
- (d) When the first ski paddler has completed the course, the ski paddler may leave the ski and paddle, round the two green and yellow flags and tag the second ski paddler who is standing at approximately knee depth in the water with their ski and paddle. After the second ski paddler completes the course, they may leave their ski and paddle, round one green and yellow turning flag, pass the other green and yellow flag on the shoreward side, and continue to the finish between the two green finish flags.
- (e) Removal of craft from the Competition Arena during the Event is permitted by a team Member or other person(s) authorised by the Arena Referee, provided they do not impede the progress of other Competitors.
- (f) First Competitors in the taplin relay must commence their leg of the Event from the (correct) position as allotted by the Marshall. If the Competitor does not comply with this, the team may be disqualified.

#### **7.5.4. Taplin Relay Variations**

- (a) Three person taplin relay is as per the six person taplin relay except that the relay is conducted with one swimmer, one board paddler and one ski paddler.
- (b) Four person taplin relay is as per the six person taplin relay except that the relay is conducted with one swimmer, one board paddler, one ski paddler and a beach sprinter, who is always the last Competitor in the leg. The third Competitor tags the beach sprinter. The tag can be effected anywhere between the last turning buoy of the third Competitor and the seaward side of the first green

and yellow turning flag. The beach sprinter proceeds around the first green and yellow turning flag and past the second green and yellow turning flag on the shoreward side, and finishes between the two green flags.

- (c) Competitors must commence their leg of the Event from the correctly allotted beach position. The starting positions are reversed for the board and ski legs. For example, in a 16-team Race in which a team has drawn position 1; the initial craft leg is commenced from position 1 and the other craft leg is commenced from position 16.

## **7.6. LIFESAVER RELAY**

### **7.6.1. General Conditions**

- (a) Team composition – Teams shall comprise of nine Competitors all of whom must be currently refreshed SLSNZ Award holders (one surf boat crew, one swimmer, one board paddler, one ski paddler and one beach sprinter).
- (b) Within each team there must be at least one female Competitor, one Under 19 Competitor and one Under 17 Competitor (as determined by their age for participation in individual legs). The gender/age of these Competitors shall not be 'doubled up', e.g., an Under 19 female could be nominated as the Under 19 Competitor or the female Competitor, but not both.
- (c) Under no circumstances shall a team compete unless they have at least one Competitor from each of the age divisions.
- (d) Legs – This multi-discipline Event shall be conducted over a course which shall include a surf boat leg, surf ski leg, board leg, swim leg and a beach sprint leg.
- (e) The surf boat leg shall be the first leg of the course and the beach sprint leg shall be the last leg. The order of the swim, board and surf ski legs will be decided by the same ballot as for other multi-discipline Events (refer to rule 7.1).
- (f) Placing of gear – Items of gear shall be placed adjacent to the respective starting areas of the various craft by

team Members.

- (g) The starting positions for board and ski legs (only) will be reversed. For example, in a 9-team Race in which a team has drawn position 1 for the surf boat leg, the proceeding board or ski leg will also start from position 1 with the next board or ski leg reversing to position 7.

Starting position	1	2	3	4	5	6	7
– Surf Boat							
1st Leg starting position – Craft	1	2	3	4	5	6	7
2nd Leg starting position – Craft	7	6	5	4	3	2	1

- (h) Control of craft:
- (i) The boat crew must row their boat around their designated turning buoy but shall not necessarily be disqualified if they overturn or lose control or contact with the boat on the way out to the buoys and/or on return from the buoys, provided the boat is regained and rounds the buoy “properly equipped” (refer section 4 of this Manual).
- (ii) The board and ski Competitors in the lifesaver relay can lose control or contact with their craft (and paddle as applicable) on the way out to the buoys and/or on return from the buoys provided they regain the craft (and paddle) and round the last course buoy in contact with the craft (and paddle). Each craft Competitor in the lifesaver relay Event must paddle their ski (including paddle) or board (as applicable) around all the swim and craft course buoys including the last course buoy (i.e., the green and yellow swimming buoy) but shall not be disqualified if they lose control or contact with their craft after the last course buoy on the return journey.
- (i) Replacing of surf boats, oars, skis, paddles and paddle boards – The handler or Participant shall be permitted to assist in replacing equipment, but only to the extent of

placing replacement equipment at the start/change-over line.

- (j) To assist with the safe conduct of Events, it is permitted for any team Member to assist in the removal of any damaged or abandoned equipment from the Competition Arena.

**7.6.2. The Course** shall be as detailed in the Figure 7.2.

### **7.6.3. Procedure**

For the purpose of this description, the ballot will be ski, board and swim (with the surf boat first and beach sprint last).

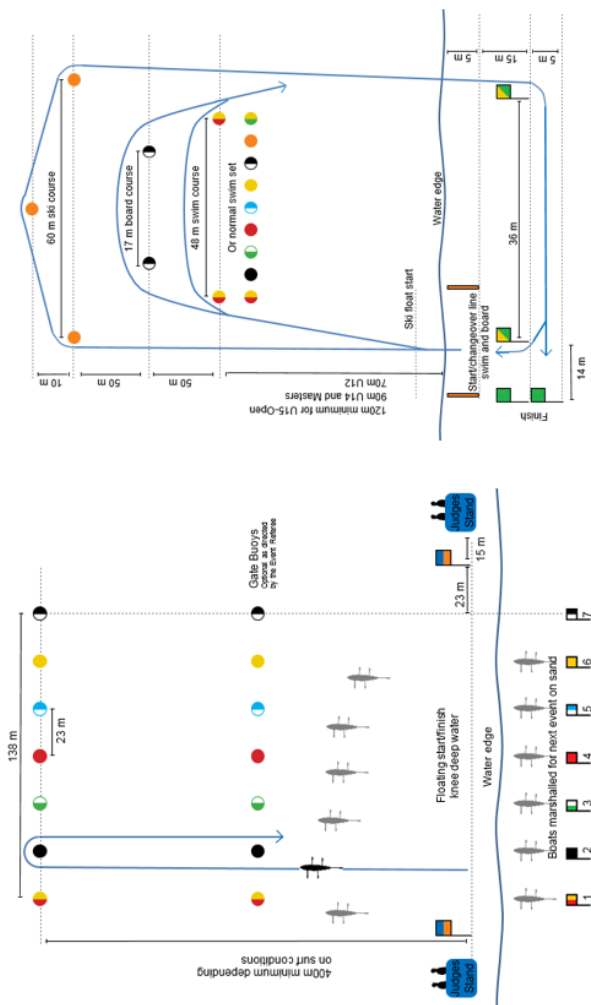
- (a) **Surf Boat Course** – The rules of surf boat Events under section 4 of the Manual apply unless otherwise noted below. The surf boat is positioned in the team's allocated position on the water's edge. One crew person is positioned in the team's allocated position on the surf boat start/finish line with their toes on or behind the surf boat start/finish line or on the shoreward side of the surf boat start/finish line. On the starting signal, a crew person runs from the surf boat start/finish line to the boat. Upon touching any part of the surf boat (not the oars) the crew then gets into the boat, rows to and around their designated turning buoy as instructed by the designated Official, and returns to shore. At any time after rounding the turning buoy, a crew person may leave the boat and proceed to shore, cross the surf boat start/finish line to their designated beach position, where a flag has been placed 5m behind the start/finish line. The crew person then raises that flag above their head to signal the start of the next leg.
- (b) **Ski Course** – Upon the raising of the flag by the surf boat crew person, the ski paddler, who is waiting in approximately knee depth water with their ski and paddle, then completes the ski course. Once the ski paddler has rounded all buoys with their ski and paddle, the ski paddler may leave their craft, return to the shore, round the two green and yellow turning flags and then tag the board paddler who is waiting with their board and with their toes on or behind the start/change-over line.
- (c) **Board Course** – When the board paddler has rounded all

board course buoys with their board, the paddler may leave their craft and round the two green and yellow turning flags and tag the swimmer who is waiting with their toes on or behind the start/change-over line.

- (d) Swim Course – The swimmer then completes the swim course and tags the beach sprinter. The tag can be effected anywhere between the last turning buoy and the seaward side of the first green and yellow turning flag.
- (e) Beach Sprint Course – The beach sprinter proceeds around the first green and yellow turning flag and past the second green and yellow turning flag on the shoreward side, and finishes between the two green flags.
- (f) Competitors in the lifesaver relay must commence their leg of the Event from the (correct) position as allocated by the Marshall. If the Competitor does not comply with this, the team may be disqualified.



**Figure 7.2**  
**LIFESAVER RELAY RACE**



## 7.7. CAMERON RELAY

### 7.7.1. General Conditions

- (a) A team shall consist of four Competitors: a swimmer, two runners and a board paddler.
- (b) The sequence of legs of the swim and board legs shall be by ballot.
- (c) Control of craft – The paddle board Competitor can lose control or contact with their paddle board on the way out to the buoys and on return from the buoys provided they regain the paddle board and round the last course buoy in contact with the paddle board. The paddle board Competitor must paddle their paddle board around all the course buoys including the last course buoy (i.e., the green and yellow swimming buoy) but shall not be disqualified if they lose control or contact with their craft after the last course buoy on the return journey.
- (d) Replacing of paddle boards – a handler or Participants shall be permitted to assist in replacing equipment during a leg, but only to the extent of placing the nose of the replacement board on or behind the start line.
- (e) To assist with the safe conduct of the Event, it is permitted for any team Member to assist in the removal of any damaged or abandoned equipment from the Competition Arena.

7.7.2. **The Course** shall be as detailed in the Figure 7.3.

### 7.7.3. Procedure

For the purpose of this example, the sequence of legs will be swim, run, board, and run.

- (a) Swim and paddle board Competitors shall position themselves in their allocated lane on the start/change-over line. Runners shall position themselves on the water side of the green and yellow turning flag.
- (b) On the starting signal, the swimmer shall enter the water, round the swimming buoys and then tag the first runner. The tag can be effected anywhere between the last turning buoy and the seaward side of the first green and yellow turning flag.
- (c) The first runner shall then proceed around the green and

yellow turning flags and tag the paddle board paddler who is waiting, with their paddle board, and with their toes on or behind the start/change-over line or on the shoreward side of the start/change-over line.

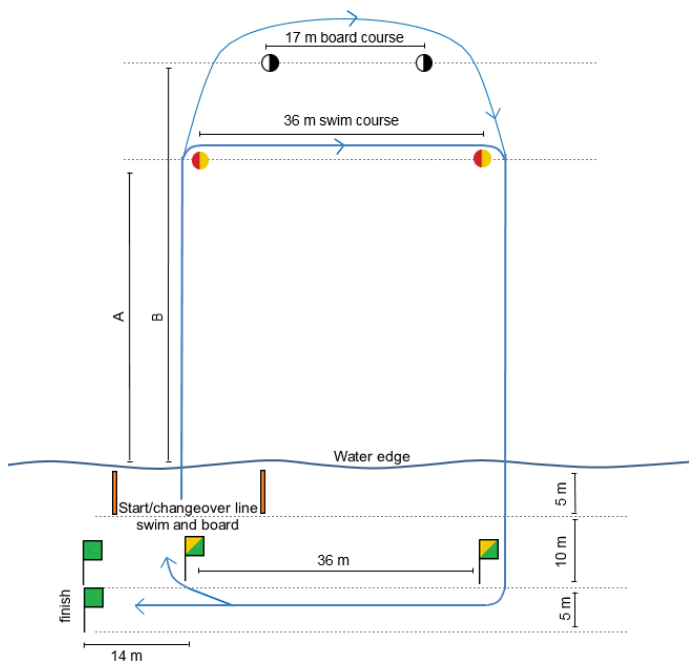
- (d) The board paddler shall then paddle around the board course and tag the second runner. The tag can be effected anywhere between the last turning buoy and the seaward side of the first green and yellow turning flag.
- (e) The second runner shall then proceed around the first green and yellow flag, past the second green and yellow flag on the shoreward side and finish between the two green flags.
- (f) Competitors in the cameron relay must commence their leg of the Event from the (correct) position as allotted by the Marshall. If the Competitor does not comply with this the team may be disqualified.



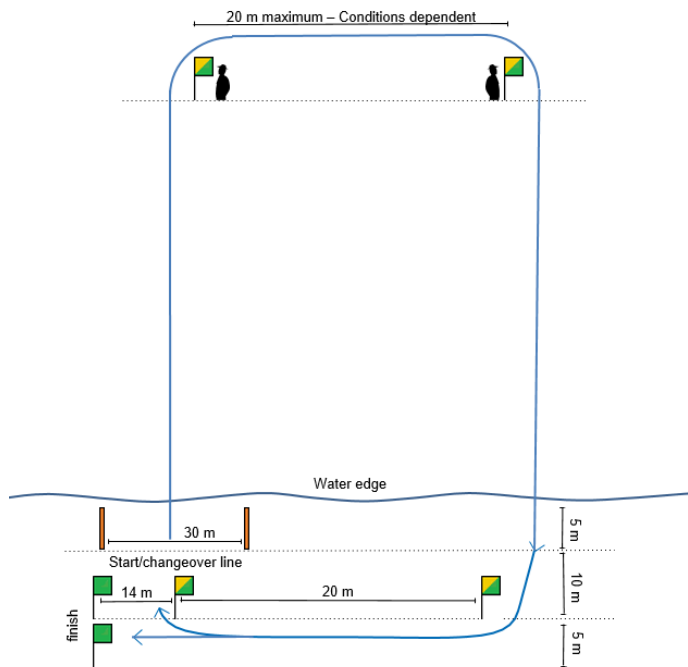
Figure 7.3

## CAMERON RELAY UNDER 10 -14

Distance	Under 10/11/12	Under 13/14
A	80m	120m
B	100m	150m



**Figure 7. 4**  
**CAMERON RELAY UNDER 8 / 9**



## 7.8. GRAND CAMERON RELAY

### 7.8.1. General Conditions

- (a) A team shall consist of six Competitors: two swimmers, two runners and two board paddlers.
- (b) The sequence of legs shall be run, swim, swim, board, board run.
- (c) Replacing of paddle boards – a handler or Participants shall be permitted to assist in replacing equipment during a leg, but only to the extent of placing the nose of the replacement board on or behind the start line.
- (d) To assist with the safe conduct of the Event, it is permitted for any team Member to assist in the removal of any damaged or abandoned equipment from the Competition Arena.

7.8.2. **The Course** shall be as detailed in Figure 7.5.

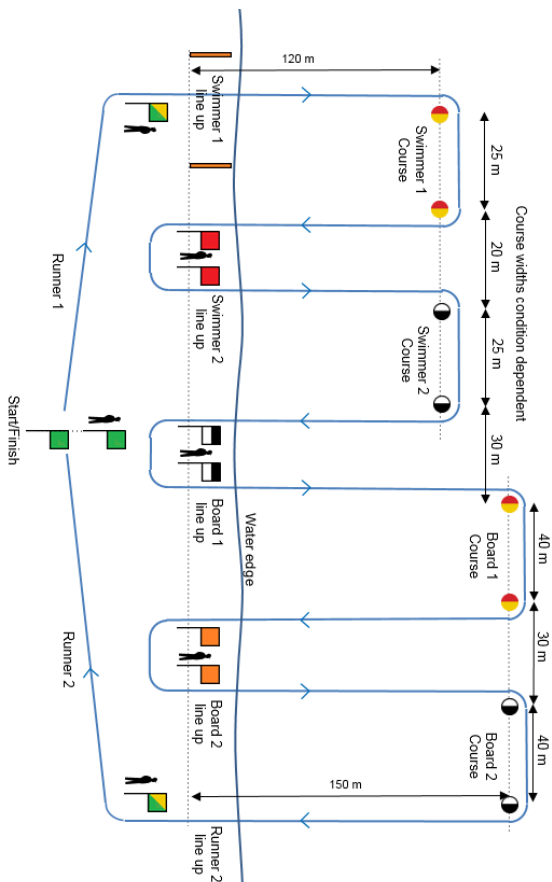
### 7.8.3. Procedure

- (a) Runner, swim and paddle board Competitors shall position themselves at the start/change-over line as detailed in Figure 7.5.
- (b) On the starting signal, the first runner will proceed from the start line around the turning flag and tag the first swimmer.
- (c) The first swimmer shall enter the water, round the swimming buoys and then tag the second swimmer. The tag must be effected at the second swimmer start/change-over line.
- (d) The second swimmer shall enter the water, round the swimming buoys and then tag the first board paddler. The tag must be effected at the first board paddler start/change-over line.
- (e) The first board paddler shall then paddle around the board course and tag the second board paddler. The tag must be effected at the second board paddler start/change-over line.
- (f) The second board paddler shall then paddle around the board course and tag the second runner. The tag must be effected at the second runner start/change-over line.

- (g) The second runner shall then proceed around the green and yellow turning flag and finish between the two green flags.
- (h) Competitors in the grand cameron relay must commence their leg of the Event from the (correct) position as allotted by the Marshall. If the Competitor does not comply with this the team may be disqualified.



**Figure 7.5**  
**GRAND CAMERON RELAY**



## 7.9. PADDLE BOARD RESCUE RACE

### 7.9.1. General Conditions

- (a) This Event shall be conducted over a course which shall include a swim leg and a paddle board leg.
- (b) Team composition – Teams shall comprise a patient and a board rescuer.
- (c) Losing control of patient and/or paddle board – The rescuer may lose control/contact with the paddle board on the way to their turning buoy without penalty. The rescuer and patient may lose contact with the paddle board on the return journey. However, both the rescuer and patient must be in contact with the paddle board when crossing the finish line.
- (d) Replacing of paddle boards – A handler or Participant shall be permitted to assist in replacing equipment during a leg, but only to the extent of placing the nose of the replacement board on or behind the start line.

### 7.9.2. The Course is as detailed in the Figure 7.6.

### 7.9.3. Procedure

- (a) The swim section is conducted from the start line to the swimming buoys.
- (b) The paddle board section is conducted from the start line to the seaward side of the swimming buoys, pick up patient and return to the finishing line.
- (c) Turning of buoys – The paddle board shall be paddled around the allotted buoy left to right or as directed by the Event Referee.
- (d) The Race is concluded when the patient and rescuer have correctly completed the course, both in contact with the paddle board, and cross the finish line between the two gate markers that designate their beach position.
- (e) The patients shall take up their position on the start line between the gates of their allotted positions with their toe on or behind the start/change-over line.
- (f) On the starting signal, each patient shall enter the water and swim to their allotted buoy. On reaching their allotted buoy, the patient shall place their hand or their forearm over the

top of the buoy and then signal their arrival by raising their other arm to a vertical position whilst remaining in contact with the buoy.

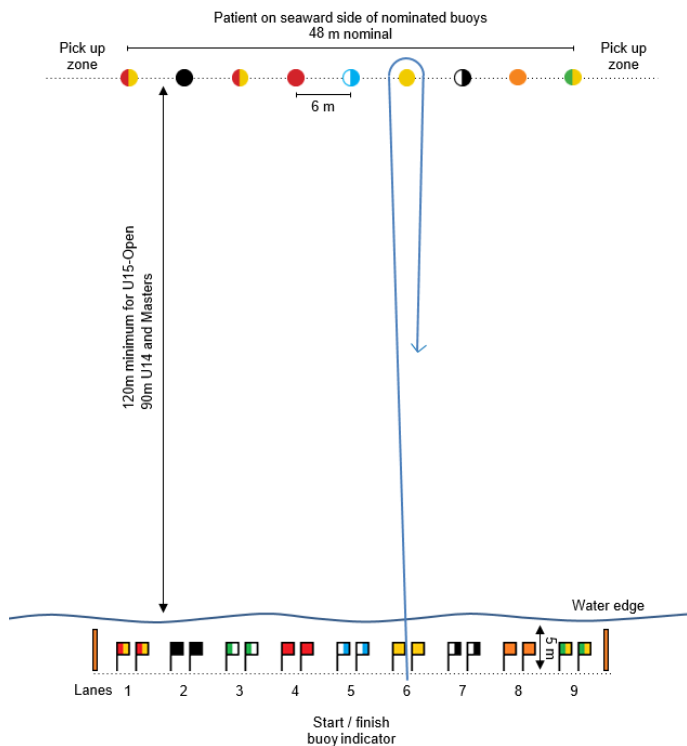
- (g) The said signal, subject to all conditions being fulfilled, shall be the determining factor in judging the patient's arrival at their buoy. Should a Competitor swim to a wrong buoy and signal, the team shall be disqualified. The patients must then release contact with the swimming buoys, retire to the seaward side of the swimming buoys and await arrival of their rescuer.
- (h) The swimming buoy is described as the buoy only and does not include any attaching ropes or straps.
- (i) On receiving the signal, the rescuer shall start with their toe on or behind the start/change-over line and, upon receiving the signal, enter the water and paddle to and around the allotted buoy. The rescuer shall turn the buoy from left to right unless otherwise directed by the Event Referee. The patient shall make contact with any part of the paddle board on the seaward side of the swimming buoy. The patient pick up shall be commenced on the seaward side of the buoy. The patient and rescuer must be in contact with the board as they cross onto the shoreward side of the buoys. The patient may position himself on the front or rear of the paddle board, with or without assistance, and may assist the rescuer by paddling the paddle board on the return to shore.
- (j) In board rescue Races, the team shall not be disqualified if the rescuer incorrectly crosses the start/change-over line and then resumes the correct position to correctly await the finish signal from the patient.
- (k) A team shall not be disqualified if part of the paddle board extends onto the shoreward side of the buoy during the patient pick up process.

- (l) The finish is judged on the chest of the first Competitor of the team (i.e., patient or rescuer) crossing the start/finish line, between their beach position gate markers, on their feet, with both the rescuer and patient being in contact with the paddle board.



Figure 7.6

## PADDLE BOARD RESCUE RACE



## 7.10. PADDLE BOARD RESCUE RACES VARIATIONS

### 7.10.1. Start / Finish Line Course Variation

- (a) The start/finish line shall be a brightly coloured cord stretched between two poles. Poles are situated approximately 48m apart and shall be located at the water's edge. The start/finish layout shall be as per Figure 7.7.
- (b) Alignment of the start line to the buoys may be altered at the discretion of the Event Referee, depending on prevailing sea conditions.
- (c) The start line will also be the finish line. This line will be removed once Competitors are in line and prior to the start to ensure the paddle boards cannot catch it.
- (d) All team Members must start from their allotted positions at the start/finish line.
- (e) Paddle board Competitors, who have previously crossed over the start line (for whatever reason), will not be disqualified provided they return to the shoreward side of the start line prior to beginning their leg of the event.
- (f) At the start, paddle board Competitors may place the paddle board on the shoreward side of the start/finish line or may hold their paddle board in their hands.

**Figure 7.7**

### PADDLE BOARD RESCUE RACES START / FINISH LINE VARIATIONS



## 7.11. OCEAM M

### 7.11.1. General Conditions

- (a) **Legs** – The multi-discipline Event shall be conducted over a course which shall include a swim leg, a paddle board leg, a surf ski leg, and finish with a beach sprint leg.
- (b) **Control of craft** – A Competitor can lose control or contact with their craft on the way out to the buoys provided that they regain the craft and round the last course buoy in contact with the craft. A Competitor must paddle their ski (including paddle) and/or board around all the course buoys including the last course buoy (i.e., the green and yellow swimming buoy) but shall not be disqualified if they lose control or contact with their craft after the last course buoy on the return journey.
- (c) **Replacing of skis, paddles and paddle boards** – a handler or Participants shall be permitted to assist in replacing equipment during an Event, but only to the extent of placing the nose of the replacement ski or paddle at the water's edge and adjacent to the start line or board on or behind the start line.
- (d) A handler shall not be considered to be a Competitor but shall be required to:
  - (i) Be a Member of the same Club or team as the Competitors (exemption may be given by the Event Referee for a Member of another Club or team to be a handler provided that the handler is entered at the Competition).
  - (ii) Wear a Competition cap and high visibility vest.
  - (iii) Comply with all instructions of the Officials.
  - (iv) Make every effort to ensure that they, or the equipment that they are handling, do not impede another Competitor, otherwise both their Competitor and the handler may be subject to disqualification.
- (e) To assist with the safe conduct of Events it is permitted for any team Member to assist with the removal of any damaged or abandoned equipment from the Competition course.

**7.11.2. The Course** shall be as detailed in Figure 7.8.

**7.11.3. The Procedure**

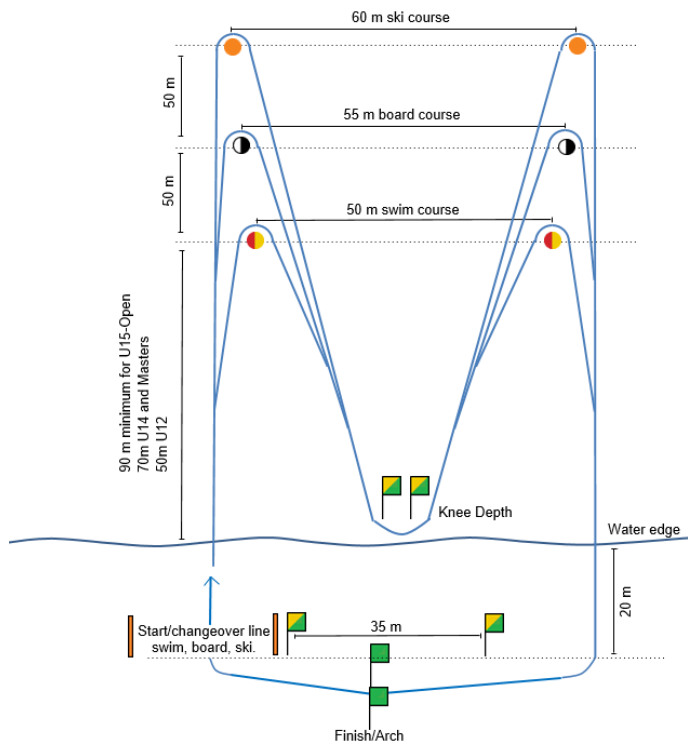
For the purpose of this description the ballot will be swim, board, ski and the course direction is clockwise.

- (a) **Swim course** - The swim leg is conducted from the start line, around the first swimming buoy from left to right, return to the beach to round the turning marker(s) from right to left, then proceed around the second swimming buoy from left to right and return to the beach, past the first beach marker, through the finish/change arch and past the second beach marker to commence the board leg.
- (b) **Board course** - The board leg is conducted from the pick-up of the board on the beach, past swim buoy 1 on the outside (i.e. the paddler stays to the left of the swim buoy 1) and around the first board buoy from left to right, return to the beach passing swim buoy 1 on the outside (i.e. the paddler stays to the left of the swim buoy 1). The turning marker is then rounded from right to left, and the board is paddled past swim buoy 2 on the outside (i.e. the paddler stays to the left of the swim buoy 2) and around the second board buoy from left to right, return to the beach passing swim buoy 2 on the outside (i.e. the paddler stays to the left of the swim buoy 2) to return to the beach, past the first beach marker, through the finish/change arch and past the second beach marker to commence the ski leg.
- (c) **Surf ski course** - The ski leg is conducted from the pick-up of the ski on the beach, past swim and board buoys 1 on the outside (i.e. the paddler stays to the left of the swim and board buoys 1) and around the first ski buoy (and the marker buoy) from left to right, return to the beach passing the board and swim buoys 1 on the outside (i.e. the paddler stays to the left of the swim and board buoys 1). The turning marker is then rounded from right to left and the ski is paddled past the swim and board buoys 2 on the outside (i.e. the paddler stays to the left of the swim and board buoys 2) and around the second ski buoy (and marker buoy) from left to right, passing board and swim buoys 2 on the outside (i.e. the paddler stays to the left of the swim and board buoys 1) to return to the beach, past the first

beach marker and through the finish line and arch to complete the race. Beach sprint course and finish: The race shall be concluded when a competitor completes all legs. To finish, a competitor must past the first beach marker and through the finish at the finish arch (or through the two finish flags).

- (d) Beach sprint course and finish - The race shall be concluded when a competitor completes all legs. To finish, a competitor must past the first beach marker and through the finish at the finish arch (or through the two finish flags).
- (e) Competitors round the turning flags in the same direction as the buoys for each leg of the course.
- (f) If the swim buoy distance is to exceed 90 m from the water's edge because of prevailing surf or beach conditions, the Event Management Committee may decide to use the two board buoys for the swim. In such circumstances competitors shall not complete an M shape swim course but shall proceed around both board buoys without returning to the beach and then commence the "M" board leg.

**Figure 7.8**  
**OCEAN M**



## 7.12. OCEAN M LIFESAVER RELAY

### 7.12.1. Event description

The Ocean M Lifesaver Relay is a variation of the Ocean M event. Except for the differences noted in this section, the conditions and rules are as per the Ocean M event.

Each team shall consist of two males and two females. The first competitor is to complete the run leg, the second competitor the swim, the third the board, and the last competitor is to complete the ski leg and run to finish the event at the finish arch (or flags) on the beach.

Teams are permitted to select their own gender order.

### 7.12.2. The course

The course shall be as per the as indicated in the following diagram in Figure 7.9.

### 7.12.3. The Procedure

- (a) The event commences with a 500 m run leg which shall be conducted from the start/change/finish line located at the finish arch to a point 125 m across the beach, turning clockwise around two markers and returning to finish arch. The runner turns clockwise around two markers at the finish arch and then repeats the course and tags the swimmer who shall be waiting on the finish side of the start/change/finish line.
- (b) The changeover tag between competitors in the Ocean M Lifesaver Relay shall take place in a zone between the finish arch side of the start/change/finish judging Line and a line approximately 5 m to outgoing side of the finish arch. At the discretion of the team the outgoing competitor is to stand with their feet on start/change/finish judging line or be on the finish arch side of the start/change/finish judging line within the changeover zone. The tag must take place within this zone.
- (c) The outgoing competitor's hand may extend into the incoming side of the start/changeover finish Line to effect the tag but the competitors feet must be on or within either end of the changeover zone at the time of the tag.

- (d) The race then continues as per the individual Ocean M except that the tags of the swimmer to board paddler to ski paddler are as described above.
- (e) The event shall be concluded when the ski paddler completes the ski leg and passes the first beach marker and through the start/change/finish judging line.



## OCEAN M LIFESAVER RELAY





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# BEACH EVENTS

## SECTION 8.

# SECTION 8.

## BEACH EVENTS

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# SECTION 8.

## BEACH EVENTS

### 8.1. BEACH SPRINT

#### 8.1.1. The Course

- (a) Rules contained in this section 8 shall only apply to beach Events.
- (b) The course for the beach sprint will be as detailed in Figure 8.1.
- (c) The course shall be rectangular and “squared” to ensure that all Competitors run the same distance and shall be designated by four distinctly coloured 2 m poles.

#### 8.1.2. Procedure

- (a) Competitors shall take up their positions as drawn at the marshalling line under the direction of the Marshall.
- (b) No starting blocks shall be permitted, but Competitors may create holes and/or hillocks in, and of, sand to aid their start. Competitors using any material other than sand to aid their start shall be disqualified. Water, or similar substance, is not permitted to be used in start blocks.
- (c) The wearing of footwear shall not be allowed unless permitted by the Arena Referee due to the prevailing beach surface conditions.
- (d) Competitors are permitted to flatten, level and/or mark the sand in their lane but must comply with the directions of the Arena Referee.
- (e) The starter is in complete control of the start. A check starter may be appointed. When appointed, the check starter shall have the authority to assist the starter by calling breaks using a whistle. Both the starter and check starter shall position themselves to ensure a fair start is given.
- (f) The start shall be as described in 2.17.1.
- (g) If a Competitor disregards the starter’s command or delays

the start by taking an unnecessary long time, they shall be disqualified.

- (h) These commands shall be followed by a pistol shot, whistle blast or other acoustic signal.
- (i) If, for any reason, the starter has to speak to any Competitor after either command, they shall order all Competitors to stand up and the start shall be recommenced.
- (j) If a Competitor moves or leaves their mark after the word “set”, but before the start is given, it shall be considered a starting break infringement and a false start declared.
- (k) 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.
- (l) In Events up to and including the Under 14 age category, one false start shall be permitted. The first Competitor who breaks after the first false start has been declared shall be disqualified. If one Competitor false starts, others may follow. Any Competitor who follows is not deemed to have false started.
- (m) 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. In such circumstances, any false start error by a Competitor shall be reconsidered.
- (n) Competitors are required to finish the Event on their feet in an upright position. The finish is judged only on the chest of the Competitor when crossing the finish line on their feet.
- (o) If a Competitor is falling across the line they are not deemed to have finished the Race (refer to general finish rules 2.20).
- (p) Any Competitor who crosses into the lane on either side of them may be disqualified.

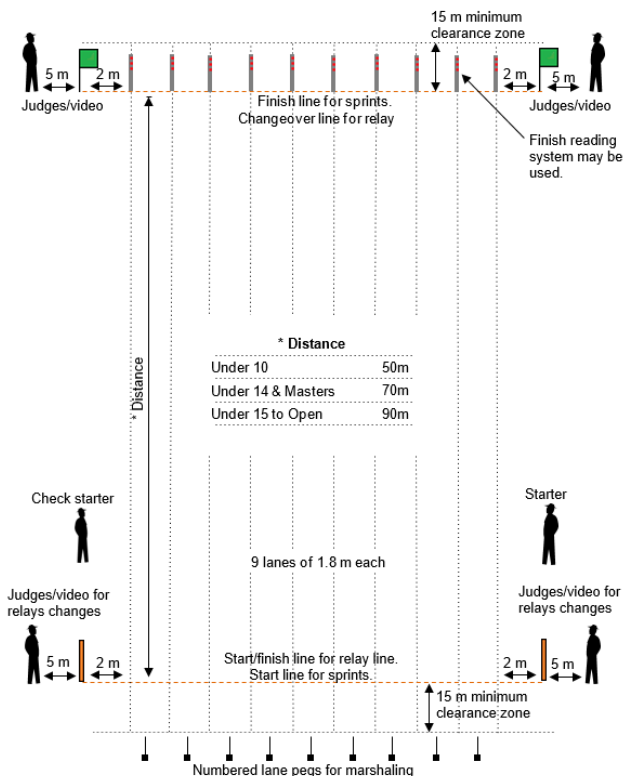
### 8.1.3. Judging

- (a) The finishing order of the Competitors shall be determined by the alignment of the Competitors’ chests with the finishing “line”.

- (b) Coloured vests may be required to be worn as an aid for judges. Such vests will be supplied by SLSNZ and the colours allocated to each lane should correspond with the swimming buoy colours (with the tenth lane being purple).
- (c) The Arena Referee, or their appointee, shall position themselves to maintain overall supervision.



**Figure 8.1**  
**BEACH SPRINT & BEACH RELAY**



## 8.2. BEACH RELAY

8.2.1. **The Course** shall be as detailed in Figure 8.1.

### 8.2.2. Procedure

- (a) A team shall consist of four Competitors, with two Members at either end of the course taking up their drawn lane.
- (b) Competitors are permitted to level, flatten and/or mark the sand in their lane but must comply with the directions of the Event Referee or Arena Referee.
- (c) Each Competitor will complete a leg of the course with a baton held in either hand. At the conclusion of the first, second and third legs they shall pass the baton to the next runner. All Competitors shall finish their leg of the Event on their feet.
- (d) The beach relay baton shall be approximately 300mm long with an external diameter of approximately 25mm and made of flexible material (e.g., flexible hose).
- (e) The starting conditions shall be as for the beach sprint Event with the first Competitor of the team taking the mark.
- (f) Baton change-overs shall be effected in the following manner:
  - (i) The Competitors taking the baton on the 1st, 2nd and 3rd changes may be moving whilst taking the baton but will be disqualified if any part of the body or hands cross the change-over line before the receiving runner takes the baton.
  - (ii) The Competitor coming in to change the baton must carry the baton to the line. The baton cannot be thrown forward for the receiving Competitor to catch or pick up to run.
- (g) Should a baton be dropped during the change-over, the receiver can recover the baton (whilst ensuring that there is no interference to other Competitors) and continue with their leg of the relay.
- (h) Should a baton be dropped at any other stage, the Competitor can recover the baton (providing that there is no interference to other Competitors) and continue to run.
- (i) Competitors are required to finish the Event on their feet

carrying their baton. The finish is judged only on the chest of the Competitor when crossing the finish line.

- (j) If a Competitor is falling across the line they are not deemed to have finished the Race (refer general finish rules under 2.20.5 in this Manual).

### **8.2.3. Judging/Change-Over**

- (a) Judging in general shall be as for the beach sprint Event with the Arena Referee, the course judge and the finish judges taking similar duties in regards to the start and finish.
- (b) Course judges shall be appointed to check the change-over line for infringements at each end during the change-overs.
- (c) Any infringements observed by the course judges shall be reported to the Arena Referee.

## **8.3. BEACH FLAGS**

### **8.3.1. The Course**

- (a) The course shall be as detailed in Figure 8.2.
- (b) The course shall be rectangular and “squared” to ensure that all Competitors run the same distance and shall be designated by four distinctly coloured markers.

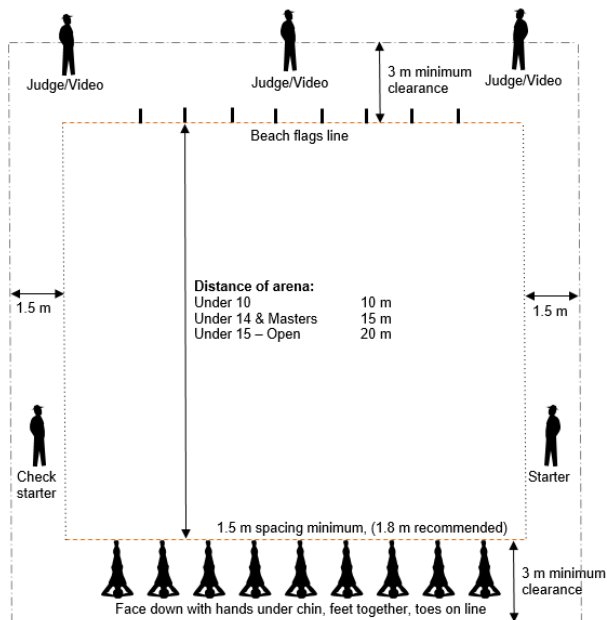
### **8.3.2. General Conditions**

- (a) In beach flags Events there shall always be less batons set down than the number of Competitors starting or remaining in the Event. A Competitor who fails to gain a baton in a run-through is thereby eliminated from the Event.
- (b) The Arena Referee shall determine the number of Competitors to be eliminated in each run-through. With the exception of disqualifications or break eliminations, no more than two Competitors shall be eliminated in each run-through of the Event while the heats are being run (e.g., snake system). Once we get to the final, only one Competitor can be eliminated at a time (refer general rules for breaks).
- (c) Beach flags (batons) shall be approximately 300mm long

with a diameter approximately 25mm and made of flexible material (e.g., flexible hose).

- (d) In finals there shall be a draw after each run-through takes place.
- (e) If two or more Competitors hold the same baton and the finish judges are not able to determine which Competitor's hand grasped the baton first, the finish judges shall advise the Arena Referee who shall decide whether there shall be a run-off between the Competitors involved, or whether they join the end of the existing Competitor line (e.g., snake system)
- (f) If, after one run-off to determine who progresses in an Event or to determine a final placing result, the Competitors still cannot be separated, run-offs shall be continued until an elimination and/or placing result is achieved.
- (g) If it is apparent that a flag has been "lost" (in the sand), the finish judge shall signal that the flag is "lost" and that the run-through is finished. This signal shall be given either by whistle or by word. A run-off shall occur only between the Competitors involved in the search for the flag.
- (h) Each run-through or run-off shall be judged as a separate segment of this Event and an infringement in one run-through or run-off shall not be carried over and counted against a Competitor in a subsequent run-through or run-off.

**Figure 8.2**  
**BEACH FLAGS**



### 8.3.3. Competing for Flags/Deliberate Impedance

- (a) A Competitor may otherwise use their body to improve their position to compete for a flag. A Competitor may negotiate the shoulder and or body in front of an opponent, but may not use hands, arms, feet or legs to obtain or remain in this position. If a Competitor obtains the forward most position through a normal running action, the Competitor behind is obliged to go around the Competitor in front. A Competitor may cross over in front of a slower Competitor.
- (b) Deliberate impedance is defined as “the 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.
- (c) Any Competitor who deliberately impedes another Competitor may be disqualified from the Event. If two or more Competitors are guilty of deliberate impedance, the Competitor who first deliberately used arms, shoulder, hands, legs or feet will be disqualified.

### 8.3.4. Effect of Elimination and Disqualification

- (a) Any Competitor eliminated from the Event shall retain the point score and/or placing as at the time in the Event.
- (b) Any Competitor who is disqualified from the Event shall lose all standing from the Event. In the Event of disqualification from a medal or points round, the Competitor(s) eliminated from the Event immediately prior to the disqualification shall be awarded that placing (except if that Competitor’s elimination was the result of a disqualification, in which case the next prior Competitor eliminated from the Event through natural attrition will be awarded the medal or points).

### 8.3.5. Procedure

- (a) Competitors take their allotted positions, a minimum of 1.5m apart at the start line.
- (b) When directed by the starter, Competitors shall lie face down with their toes on the start line, heels or any part of the feet together, hands on top of each other with fingertips to wrists and with the head up. Elbows should be extended 90 degrees to the body's midline and hips and stomach must be in contact with the sand. The body's mid-line should be 90 degrees to the start line. Competitors may level, flatten, and compress their starting area but no scooping, mounding or digging of the sand is permitted. However, Competitors may push their toes into the sand once they have assumed the starting position (i.e., lying face down on the sand).
- (c) The Competitors shall then await the command "Competitors ready" from the starter.
- (d) The starter shall then give the set command "heads down". The Competitors shall place any part of the chin on any part of their hands, whilst maintaining a straight head alignment with the rest of the body and maintaining the body and limb positions detailed in paragraph (b). The Competitors shall then await the start.
- (e) At the starter's whistle blast, the Competitor shall get to their feet as quickly as possible, run to the finish line and attempt to obtain a baton.
- (f) Any Competitor picking up two batons shall be disqualified from the Event.

### 8.3.6. The Start

- (g) The starter must position themselves so that they cannot be seen by the Competitors when they place the whistle in their mouth.
- (h) Any Competitor who continues to disregard the starter's commands or instructions and delays the start by taking an unnecessarily long time to prepare their start area, lie correctly on the sand, or by not putting their head down on the "heads down", shall be eliminated.
- (i) Any Competitor lifting or moving after "heads down" and prior to the start signal has made a starting break

infringement.

- (j) With the exception of Competition up to and including the Under 14 age category, the first Competitor who breaks shall be eliminated. If one Competitor false starts, others may follow. Any Competitor who follows is not deemed to have false started.
- (k) In Competition up to and including the Under 14 age category, one false start per run-through shall be permitted. The first Competitor who breaks after the first false start has been declared in a run-through shall be eliminated. If one Competitor false starts, others may follow. Any Competitor who follows is not deemed to have false started and will be notified by the event referee.
- (l) If an error by an Official or starting apparatus causes or precedes a false start the Race will be restarted without eliminations or disqualifications.
- (m) Should a Competitor be disqualified or eliminated, the remaining Competitors and batons shall be realigned with no re-draw of positions. The run-through is to continue (with the current starting infringement in force for Competition up to and including the Under 14 age category) until a fair start is effected or until the quota of Competitors needed for the next round is achieved. Should the disqualification or elimination occur for first place in the Event, there is no requirement for the remaining Competitor to complete the run-through.

#### **8.3.7. Judging**

- (a) The Arena Referee or their appointee shall position themselves to maintain overall supervision.
- (b) The starter, check starter, finish and/or course judges shall be positioned to undertake their respective duties.
- (c) The finish judges shall reclaim the batons from the successful Competitors and then set up the batons for the next run-through.

## 8.4. 2KM BEACH RUN

### 8.4.1. The Course

- (a) The course for the 2km beach run will be as detailed in Figure 8.3. The Arena Referee may set an alternate course on beaches with restricted room.
- (b) The start line shall be designated two poles. The finish line shall be an extension of the start line. The end of the finish line shall be appropriately designated (e.g., two poles with coloured flags). The Arena Referee shall determine the length of the start and finish lines.
- (c) The outgoing and return lanes may be divided by bunting or other appropriate material.
- (d) A pole situated 500m from the start at the end of the lane divider shall designate the turning point.

### 8.4.2. Procedure

- (a) Competitors race 2000m on the beach in four 500m legs as follows:
  - (i) On the starting signal, Competitors race along the beach to round (clockwise or right hand in) the turning pole located at the 500m distant mark, and return 500m toward the starting pole.
  - (ii) Competitors round this pole (clockwise or right hand in), proceed back down the beach to round the turning pole as before, and then race back to cross the finish line.
  - (iii) Jostling or obstructing another Competitor so as to impede their progress is not permitted.
  - (iv) Deliberate impedance is defined as “the 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.
  - (v) Judges shall be placed to observe the conduct of the Event as well as determine Competitors’ places at the finish line.

- (vi) The finish is judged on the Competitor's chest crossing the finish line. Competitors must finish on their feet in an upright position.

#### **8.4.3. Equipment and Apparel**

- (a) Shorts and shirts and/or vests may be worn at the discretion of the Competitor.
- (b) Shoes and/or socks may be worn at the discretion of the Competitor.

### **8.5. 2KM BEACH RELAY**

#### **8.5.1. The Course**

- (a) The course for the 2km beach relay will be as detailed in Figure 8.4. The Arena Referee may set an alternate course on beaches with restricted room or obstacles.
- (b) The start/finish line/change-over line shall be appropriately designated (e.g., two poles or coloured flags). The Arena Referee shall determine the length of the start/finish/change-over line(s).
- (c) The outgoing and return lanes may be divided by bunting or other appropriate material.
- (d) Turning flags situated 400m, 300m, 200m, and 100m from the bottom turning mark at the end of the lane divider shall designate the turning points of the four legs of the Race. Different coloured flags may be used to mark the different distances.

#### **8.5.2. Procedure**

- (a) Competitors race 2000m in a relay on the beach in four legs of 800m (leg 1), 600m (leg 2), 400m (leg 3), 200m (leg 4). The Race is detailed as follows:
  - (i) On the starting signal, the first runner shall run down the beach, round the first leg turning flag and return up the beach, round the bottom turning flag and tag the second runner who is waiting with their toes on or behind the start/change-over line.
  - (ii) The second runner shall run down the beach, round the second leg turning flag and return up the beach, round the bottom turning flag and tag the third runner

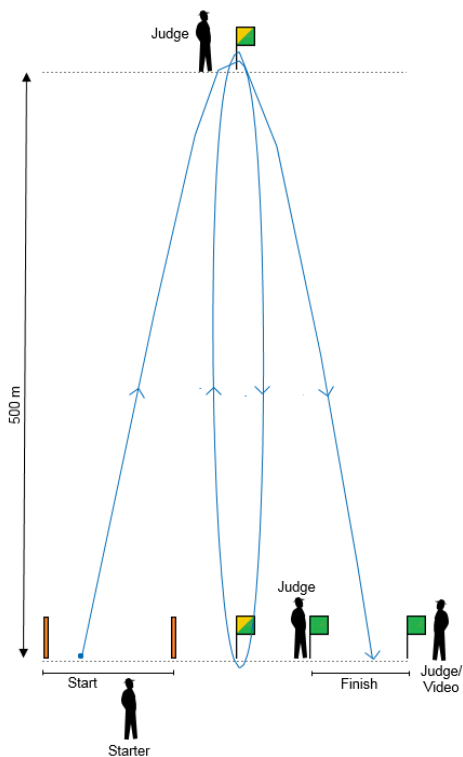
who is waiting with their toes on or behind the start/change-over line.

- (iii) The third runner shall run down the beach, round the third leg turning flag and return up the beach, round the bottom turning flag and tag the fourth runner who is waiting with their toes on or behind the start/change-over line.
- (iv) The fourth runner shall run down the beach, round the fourth leg turning flag and return up the beach, round the bottom turning flag before racing back to finish across the finish line.
- (v) Jostling or obstructing another Competitor so as to impede their progress is not permitted.
- (vi) Deliberate impedance is defined as “the 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.
- (vii) Judges shall be placed to observe the conduct of the Event as well as determine Competitors’ places at the finish line.
- (viii) The finish is judged on the Competitor’s chest crossing the finish line. Competitors must finish on their feet in an upright position.

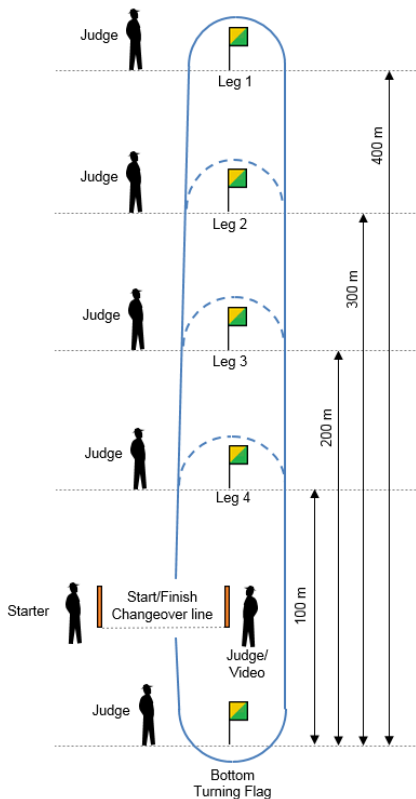
#### **8.5.3. Equipment and Apparel**

- (c) Shorts and shirts and/or vests may be worn at the discretion of the Competitor.
- (d) Shoes and/or socks may be worn at the discretion of the Competitor.

**Figure 8.3**  
**2KM BEACH RUN**



**Figure 8.4**  
**2KM BEACH RELAY**





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# IRB EVENTS

## SECTION 9.

# SECTION 9.

## IRB EVENTS

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# SECTION 9.

## IRB EVENTS

### 9.1. GENERAL CONDITIONS

#### 9.1.1. Equipment

- (a) All IRB equipment used in Competition must comply with the Equipment Specification Manual, Section 12 of this 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.

#### 9.1.2. 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:
  - The Event Manager
  - SLSNZ appointed technical representatives.The decision of the committee shall be final.

#### **9.1.3. 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 2.24 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.

#### 9.1.4. The Course

- (a) The course for IRB Events will be as detailed in Figures 9.1, 9.2 and 9.3.
- (b) All IRB turns will be anti-clockwise (right to left).
- (c) IRB's, on returning to shore, must finish within 7.5m (either side) of the crew's nominated start/finish position.

#### 9.1.5. The Event(s)

- (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) On the starter's signal, the crew will launch their IRB and proceed out to sea.
- (d) 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.
- (e) 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.
- (f) 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 last 90 degrees of its starting turn) and in the

water. The turn requirement is not applicable to the assembly rescue.

- (g) 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.
- (h) 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.
- (i) On returning to shore, the crew person and patient(s) shall be secure within the IRB until the driver has left the IRB.
- (j) Prior to leaving the IRB, the driver will switch off the engine. 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.
- (k) 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.
- (l) Finish judging will be based on the chest of the first driver who crosses the finish line on their feet.
- (m) 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.
- (n) Patients cannot become crewpersons during a race
- (o) 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 closedown procedures.
- (p) 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.



## 9.2. SINGLE RESCUE EVENT

### 9.2.1. Team Composition

One driver, crewperson and patient.

### 9.2.2. 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 closedown procedures, exiting the IRB and running through the start/finish line.



## 9.3. MASS RESCUE EVENT

### 9.3.1. Team Composition

One Driver, crewperson, and two patients.

### 9.3.2. The Procedure

- (a) Each team will have one patient 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.

## 9.4. TEAM RESCUE EVENT

### 9.4.1. Team Composition

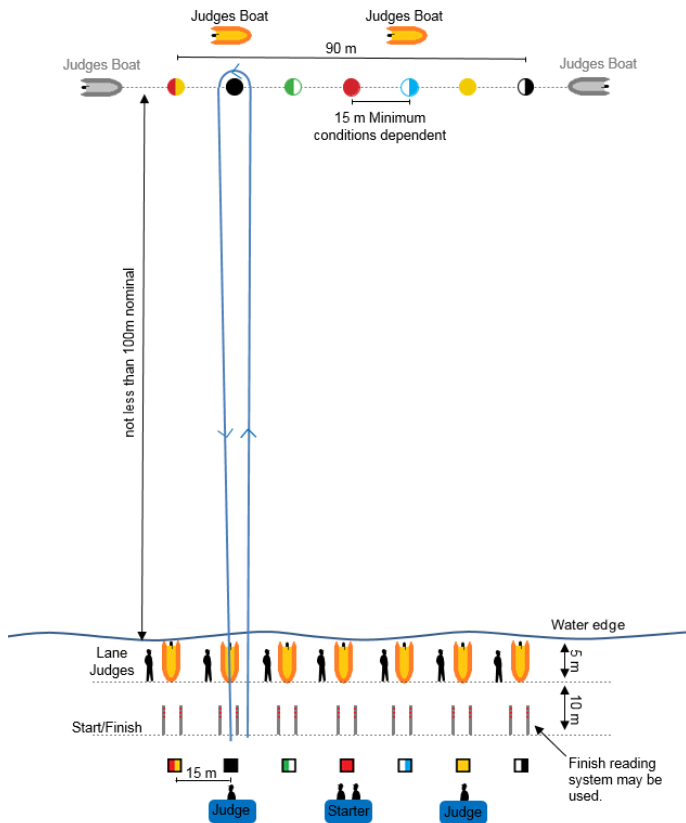
Two drivers, two crew persons and one patient.

### 9.4.2. The Procedure

- (a) The patient is positioned 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.

**Figure 9.1**

## **IRB SINGLE, MASS, TEAM & THREE PERSON RESCUE**



## 9.5. ASSEMBLY RESCUE EVENT

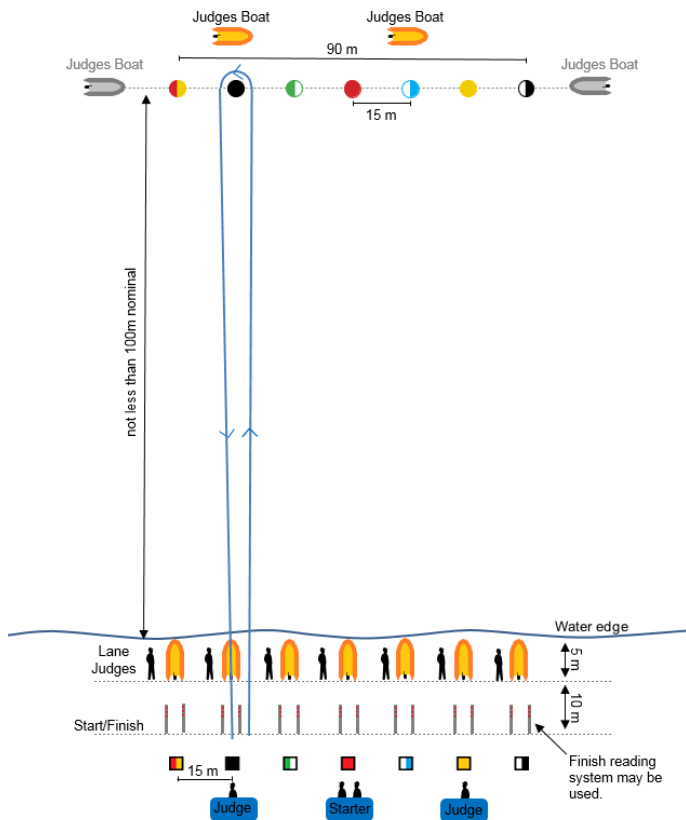
### 9.5.1. Team Composition

One driver, crew person and patient.

### 9.5.2. The Procedure

- (a) The patient is positioned 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) Failure to complete the assembly properly before launching the IRB will result in disqualification.

**Figure 9.2**  
**IRB ASSEMBLY RESCUE**



- (g) The crew will then launch the IRB, proceed through the surf, 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.
- (h) Crews will be disqualified at the end of the Race if:
  - (i) One full turn or more is obtained from either clamp screws.
  - (ii) One or more fuel bladder clips are not clipped in.
  - (iii) The safety stop is not attached to the transom, at the end of the Race.

## 9.6. TUBE RESCUE EVENT

### 9.6.1. Team Composition

One driver, crew person and patient.

9.6.2. **The Course** is as detailed in Figure 9.3 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.

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

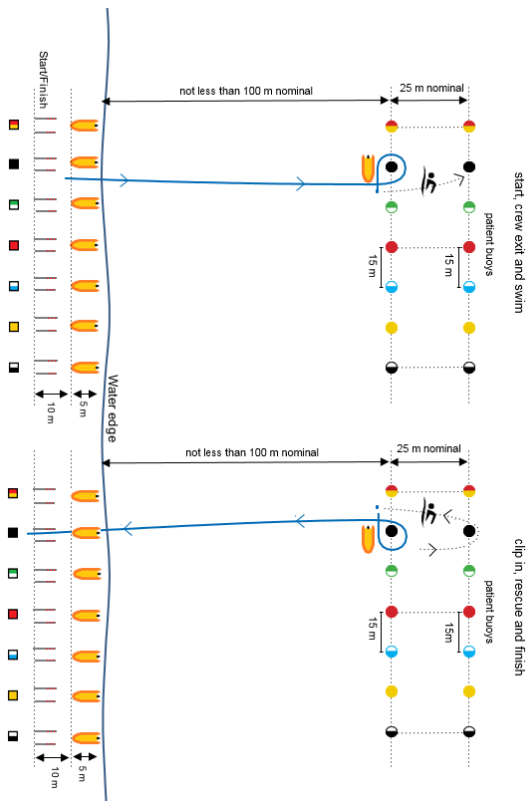
### 9.6.4. The Procedure

- (a) The patient is positioned 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.

### Figure 9.3

#### IRB TUBE RESCUE



- (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) The driver shall then switch off the engine, exit the IRB and run through the finish line. The patient shall retain the tube around their torso until the finish judge has inspected the tube.

## 9.7. THREE PERSON TEAM RESCUE EVENT

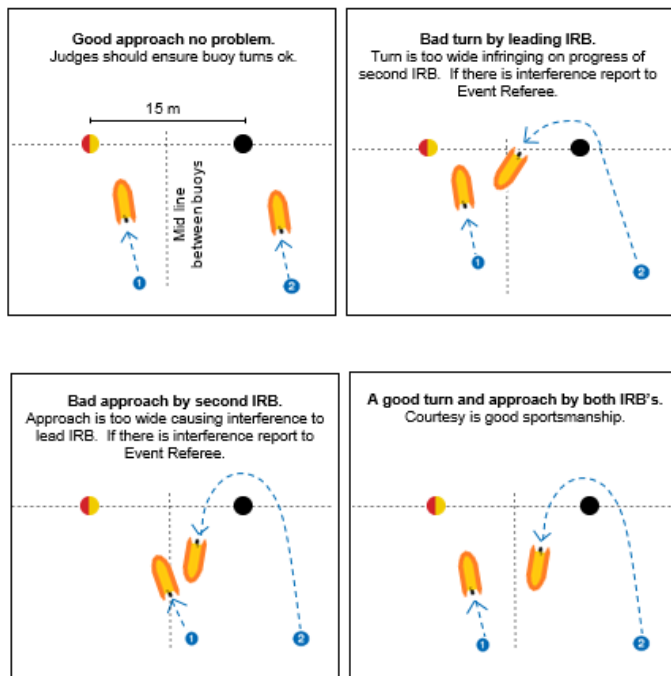
### 9.7.1. Team Composition

One driver, one crewperson and one patient

### 9.7.2. The Procedure

- (a) 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.
- (b) The driver completes the buoy turn and returns to shore.
- (c) 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.
- (d) The driver will switch off the engine before exiting the IRB.
- (e) Once the driver has exited the IRB, the second crew person/patient shall reposition the IRB for a restart.
- (f) 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.
- (g) The crew return to shore and complete the Race by the driver completing engine closedown procedures, exiting the IRB and running through the start/finish line.

**Figure 9.4**  
**IRB TURNS AT BUOYS**





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# PROTESTS & APPEALS

## SECTION 10.

# SECTION 10.

## PROTESTS AND APPEALS

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# SECTION 10.

## PROTESTS AND APPEALS

### 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:



SURF LIFE SAVING  
NEW ZEALAND

# PROTEST FORM

## 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.



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

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

## PART 4 – COMPETITION APPEALS COMMITTEE

CAC Names: \_\_\_\_\_

CAC Notes: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



SURF LIFE SAVING  
NEW ZEALAND

# PROTEST FORM

CAC's Decision (please tick):

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


CAC Recommendations to the Referee: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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

\_\_\_\_\_

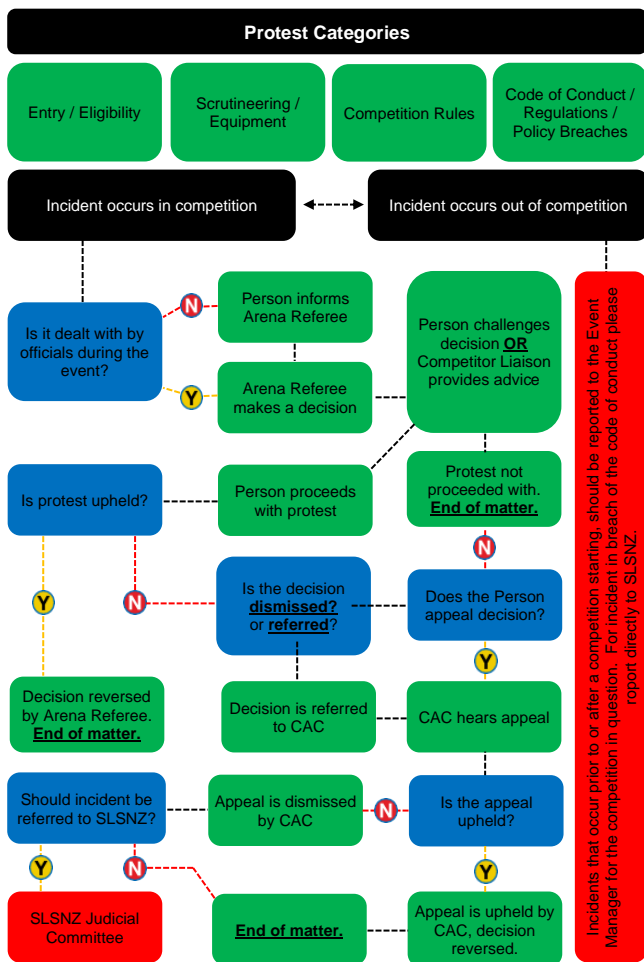
## PART 5 – ADVISING APPEAL DECISION

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 manikin
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 impedance: 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 or PFD, by driver, crewperson
106	DQ	IRB General	Incorrect or non-wearing of helmet, PFD and a full (sleeves to wrist and legs to ankle) wet suit by the patient.
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)
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 strop 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.



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# LIFESAVING EVENTS

## SECTION 11.

# SECTION 11.

## LIFESAVING EVENTS

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# SECTION 11.

## LIFESAVING EVENTS

### 11.1. LIFESAVING EVENTS OVERVIEW

- 11.1.1. SLSNZ conducts many Events that highlight the skills involved in rescue, resuscitation and first aid.
- 11.1.2. Details of Events relating to lifesaving are described in this section and Circulars which may be issued from time to time.
- 11.1.3. SLSNZ reserves the right to introduce equipment and gear to assist in the judging of Competitor performance in lifesaving Events.
- 11.1.4. Overview of contents for the Lifesaving Event.

Ref. Title	Page #
11.1 General Conditions	3
11.2 Champion Lifeguard	3
11.3 Patrol Competition	8
11.4 First Aid Competition	24

- 11.1.5. The Lifesaving Events Manual is published at:  
[www.surflifesaving.org.nz](http://www.surflifesaving.org.nz)



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**EQUIPMENT SPECIFICATIONS**  
**SECTION 12.**

# SECTION 12.

## EQUIPMENT SPECIFICATION MANUAL

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# SECTION 12.

## EQUIPMENT SPECIFICATION MANUAL

### 12.1. EQUIPMENT SPECIFICATION MANUAL OVERVIEW

- 12.1.1.** The objectives of the Equipment Specification Manual is to clearly document and make available to all members the specification standards for Surf Life Saving Equipment.
- 12.1.2.** The Equipment Specification Manual applies to all SLSNZ clubs and members competing or training on Surf Life Saving equipment within New Zealand.
- 12.2.1.** Below is the contents overview of the Equipment Specification Manual.

<b>Ref. Title</b>	<b>Page #</b>
12.2 Composite Surf Board (10'6"/3.2m)	3
12.3 Composite Junior Surf Board (8'10"/2.7m)	6
12.4 Soft Junior Surf Board (8'10"/2.7m)	7
12.5 Body Boards	8
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12.19	Throw Lines	57
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12.22	High Visibility Vest Specifications	60
12.23	BP Inflatable Rescue Boat	65
12.24	Personal Flotation Device (PFD)	71
12.25	Helmets	72
12.26	Competition Arena Equipment	75

12.2.2. The Equipment Specification Manual is published at [www.surflifesaving.org.nz](http://www.surflifesaving.org.nz)



# 50M POOL RESCUE MANUAL

## SECTION 13.



# SECTION 13.

## 50M POOL RESCUE MANUAL

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# SECTION 13.

## 50M POOL RESCUE MANUAL

### 13.1. POOL RESCUE EVENTS OVERVIEW

- 13.1.1.** Swimming pool-based Competitions are conducted by many fellow Member countries of the International Life Saving Federation (ILS) and are included in the suite of Events conducted in ILS World Life Saving Championships and other international Competitions.
- 13.1.2.** The conduct of pool rescue Events also provides a further avenue, outside of the ocean environment, for Members to develop and to demonstrate their lifesaving and organisational skills.
- 13.1.3.** To enable the conduct of pool rescue Events in different pool complexes and pool sizes, additional Manuals for a 25m swimming pool are published in Section 14 of this Manual.
- 13.1.4.** Except where otherwise provided for by way of Circular, the rules contained in this manual shall apply.
- 13.1.5.** Overview of contents for the Pool Rescue Competition Manual

Ref.	Title	Page #
13.1	Pool Rescue Events Overview	2
13.2	Reference Documents	5
13.3	General Rules	5
13.4	Starts	7
13.5	Manikins and Bricks	10
13.6	Seeding	13
13.7	Timekeeping and Determination of Placing	15
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13.9	Event Specific descriptions and Rules	16
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13.12	Rescue Medley (100m)	21
13.13	Manikin Carry with Fins (100m)	22
13.14	Manikin Tow with Fins (100m)	24
13.15	Super Lifesaver (200m)	28
13.16	Line Throw (12.5m)	32
13.17	Manikin Relay (4x25m)	35
13.18	Obstacle Relay (4x50m)	38
13.19	Medley Relay (4x50m)	39
13.20	Patients Tow with Fins (100m)	42
13.21	Swim with Fins (50m)	45
13.22	Rescue Medley (50m)	46
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13.24	Brick Relay (4x25m)	49
13.25	Mega Relay (6x50m)	52
13.26	Pool Lifesaver Relay (4x50m)	54
13.27	Disqualification Codes for Pool Rescue Events	57
13.28	Manikin Carry and Tow Clarifications	63
13.29	Pool Competition Locations/Distances	70

13.1.6. The SLSNZ Pool Competition Manuals are published at:  
[www.surflifesaving.org.nz](http://www.surflifesaving.org.nz)



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# 25M POOL RESCUE MANUAL

## SECTION 14.

# SECTION 14.

## 25M POOL RESCUE MANUAL

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# SECTION 14.

## 25M POOL RESCUE MANUAL

### 14.1. POOL RESCUE EVENTS OVERVIEW

- 14.1.1. Swimming pool-based Competitions are conducted by many fellow Member countries of the International Life Saving Federation (ILS) and are included in the suite of Events conducted in ILS World Life Saving Championships and other international Competitions.
- 14.1.2. The conduct of pool rescue Events also provides a further avenue, outside of the ocean environment, for Members to develop and to demonstrate their lifesaving and organisational skills.
- 14.1.3. To enable the conduct of pool rescue Events in different pool complexes and pool sizes, additional Manuals for a 50m swimming pool are published in Section 13 of this Manual.
- 14.1.4. Except where otherwise provided for by way of Circular, the rules contained in this manual shall apply.
- 14.1.5. Overview of contents for the Pool Rescue Competition Manual

Ref.	Title	Page #
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14.1.6. The SLSNZ Pool Competition Manuals are published at:  
[www.surflifesaving.org.nz](http://www.surflifesaving.org.nz)



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# SURF OFFICIALS ROLES

## SECTION 15.



# SECTION 15.

## SURF OFFICIALS ROLES & RESPONSIBILITIES

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# SECTION 15.

## SURF OFFICIALS ROLES & RESPONSIBILITIES

### 15.1. Surf Official Roles & Responsibilities

#### 15.1.1. 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!

#### 15.1.2. 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

#### 15.1.3. Level Two Surf Officials roles include:

- (a) Arena Referee
- (b) Starter
- (c) Chief Judge
- (d) Competitor/Club Liaison

- (e) Competition Appeals Committee (CAC).
- (f) Level Three Surf Officials roles include:
- (g) Deputy Referee
- (h) Event Referee

## 15.2. Marshal

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

**15.2.2.** 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.

### 15.2.3. Duties of a Marshal

- (a) Pre-event - familiarise yourself with SLSNZ’s Waves iPad marshalling and results system.
- (b) Ensure that you have a fully charged 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.
- (h) If known let the athletes know how many will progress from each round.
- (i) Let competitors know when the marshalling for their race is complete.
- (j) Advise the Arena Referee and or Chief Judge of any

infringements or irregularities arising during marshalling.

- (k) Maintain discipline of competitors in the marshalling area.
- (l) Liaise with the Announcers, Recorders, Chief Judge and Timekeepers regarding entries and draws.
- (m) Report any safety concerns to the Arena Referee.
- (n) Hand heats over to the Check Marshal for processing.

#### 15.2.4. **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

15.2.5. **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.'

## 15.3. Check Marshal

**15.3.1. 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.

### 15.3.2. Duties of a Check Marshal

- (a) Pre-event - familiarise yourself with SLSNZ's Waves iPad marshalling and results system.
- (b) Ensure that you have a fully charged 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 Waves 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.

### 15.3.3. 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.

**15.3.4. 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.'

## 15.4. Course Judge

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

### 15.4.2. 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) Note 1: The Course Judges in IRB events shall refer to current SLSNZ Training Manuals and Bulletins which outline IRB operations and driver/crewing techniques.
- (i) Note 2: '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.
- (j) Note 3: '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.

#### 15.4.3. 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 30minutes 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.

**15.4.4. 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.'

## 15.5. Judge/Lane Judge

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

### 15.5.2. 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.

### 15.5.3. 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.

15.5.4. **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'.

## 15.6. Finish Judge

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

### 15.6.2. 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.

### 15.6.3. 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

15.6.4. **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.'

## 15.7. Video Judge

15.7.1. **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.

### 15.7.2. 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.

### 15.7.3. 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.

15.7.4. **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.'*

## 15.8. Recorder

15.8.1. **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.

### 15.8.2. Duties of a Recorder

- (a) Pre-event - familiarise yourself with SLSNZ's Waves iPad marshalling and results system.
- (b) Ensure that you have a fully charged 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.

### 15.8.3. Tips for a Recorder

- (a) Do not assume you know the athletes 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 Waves/iPad system.
- (e) Carry a clear plastic bag (zip lock type) to shield your recordings/iPad in the event of wet cold conditions.

15.8.4. **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.'*

## 15.9. Starter

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

### 15.9.2. 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 Section/Arena Referee of all disqualifications.
- (p) Inform the Chief Judge and Finish Judge of the number of starters.

#### 15.9.3. 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, duty boats, Judges, equipment and in IRB events the patients, are correctly positioned before starting the event.

## 15.10. Arena Referee (AR)

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

### 15.10.2. 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 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.

## 15.11. Chief Judge (CJ)

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

### 15.11.2. 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.

## 15.12. Competition Liaison Officers:

15.12.1. **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.

### 15.12.2. Duties of a Competition 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.

## **15.13. Competition Appeals Committee (CAC):**

- 15.13.1. Purpose** - Competition Appeals Committee members shall be responsible for adjudicating on all matters referred to the committee by the Arena Referee or Event Referee.

### **15.13.2. Duties of Competition Appeals Committee**

- (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) of the Competition Manual.
- (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. of the Competition Manual.
- (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.

## 15.14. Deputy Event Referee (DER)

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

### 15.14.2. 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.

## 15.15. Event Referee (ER)

**15.15.1. 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.

### 15.15.2. Duties of the Event Referee:

#### 15.15.3. 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.

#### 15.15.4. 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

#### **15.15.5. 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.



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