

Match Racing

Rules for match racing are found in *World Sailing Racing Rules of Sailing 2017 – 2020*, Appendix C.

Races typically conducted on a windward/leeward course. Each race is two laps (W2).

All right of way rules are in effect. Boats that have the right of way must give the other boat time and room to give way.

Pre-Start

- Prior to the start, one boat (blue) is positioned outside of the pin (port side when facing the wind) on course side and the other boat (yellow) is positioned outside the committee boat (starboard side) on course side.
- At the preparatory signal, the boats are permitted to cross the pin and committee boat.
- The boats must cross the starting line in the downwind direction prior to the end of the pre-start entry time. If boats have not crossed the line, they may be penalized.

Rounding Marks

- Boats must round marks by leaving them to **STARBOARD**.
- The zone is only two boat lengths. Mark room rules apply.
- **Tacking in the zone:**
 - If the boat on starboard completes a tack in the zone in front of the boat on port, then the boat on port must luff to avoid the starboard boat and owes the starboard boat mark room.
 - If the boat on starboard cannot fully complete the tack before the boat on port establishes an inside overlap and then cannot luff, then the boat on port (now the inside boat at the mark) is entitled to mark room.

Hunting

- Boats on starboard tack are allowed to "hunt", or change course up to 90° to the wind, to force a boat on port tack off course when crossing.

Gybing

- A boat conducting a gybe does not have rights, and must keep clear of other boats, from the time the foot of the mainsail crosses the centerline of its hull until the mainsail has

filled. This means a boat has to ensure it has enough room and time to complete a gybe or it will foul the opposing boat.

Penalties

- Once a penalty is incurred, it may be taken any time after starting the race and before finishing the race.
- If both boats incur a penalty, the penalties cancel each other out.
- If a boat has two outstanding penalties, she must take one of the penalties as soon as reasonably possible, but not before starting.
- If a boat has more than two penalties it is disqualified.
- There are two different ways to take a penalty:
 - **Upwind Leg:** Penalty turn consists of a gybe and return to a close hauled course. Approximately a 270° turn.
 - **Downwind Leg:** Penalty turn consists of a tack and return to a course that is greater than 90° from the wind. During the penalty, the spinnaker head must be lowered beneath the main's gooseneck.
- Penalties may not be taken within the zone of a rounding mark, but may be taken within the zone of the finish.

Start Signals

TIME IN MINUTES	VISUAL SIGNAL	SOUND SIGNAL	MEANING
10	Flag F Displayed	One	Attention Signal
6	Flag F Removed	None	
5	Numeral Pennant Displayed*	One	Warning Signal
4	Flag P Displayed	One	Preparatory Signal
2	Blue or Yellow Flag, or Both Displayed**	One**	End of Pre Start Entry Time
1	Flag P Removed	One Long	
0	Warning Signal Removed	One	Starting Signal

** Within a flight, the numeral pennant denotes the match number. Pennant 1 means Match 1, 2 means Match 2, Etc., unless noted otherwise.*

*** These signals are only made if one or both of the boats have not entered the course and crossed the start travelling downwind. Flags are displayed until a penalty is given, or one minute is signaled.*