

# Boat Race - Rules of Racing From a rower's perspective

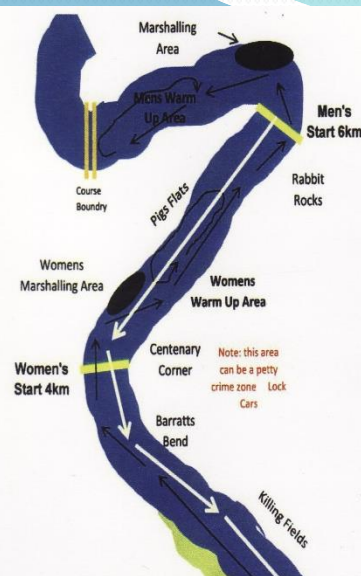
Prepared by Selwyn Jackson

Presented by Carol Muirhead & Chris Barratt

17<sup>th</sup> September 2014



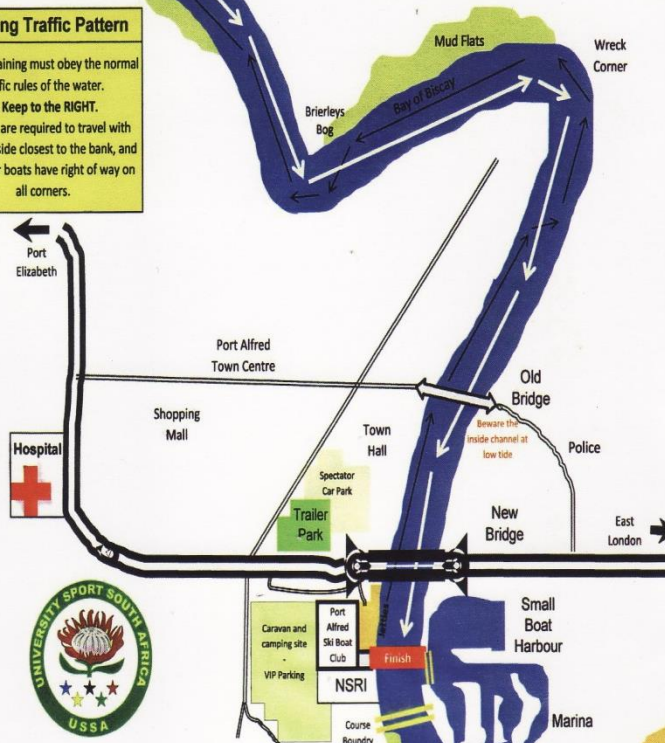
# Regatta Racing Traffic Pattern



	<b>Route to Start</b>
	NB: Stay on outside of corners, give way to passing boats allow +45 mins to get to start
	<b>General Racing Course</b>
	dependant on tides, sandbanks, winds and team/cox's strategy
	<b>Do NOT go beyond Course Boundaries</b>
<b>Safety Issues</b>	<p>Take lots of water for the trip up and wait at the start - you can always call up an officials boat to take off extra weight/kit at the start</p> <p>All rowing boats on the water before sunrise or after sunset must have a 360° white light.</p> <p>In the Headraces once you are past the finish please keep well clear of the finish line until all boats are through and the Umpire has cleared the race.</p>

## Training Traffic Pattern

Boats in training must obey the normal traffic rules of the water.  
ie. Keep to the RIGHT.  
All boats are required to travel with their bows/steer closest to the bank, and all quicker boats have right of way on all corners.



**MUTUAL & FEDERAL**

PROTECTING WHAT'S IMPORTANT TO YOU. SINCE 1831

# Principles of the Rules of Racing



What does an umpire look for?

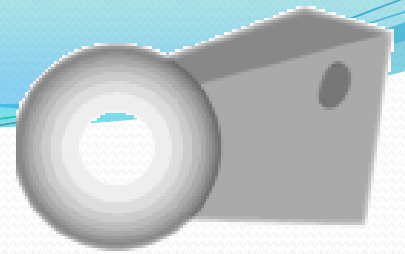
# Principles of the Rules of Racing

1 - Safety



2 - Fairness





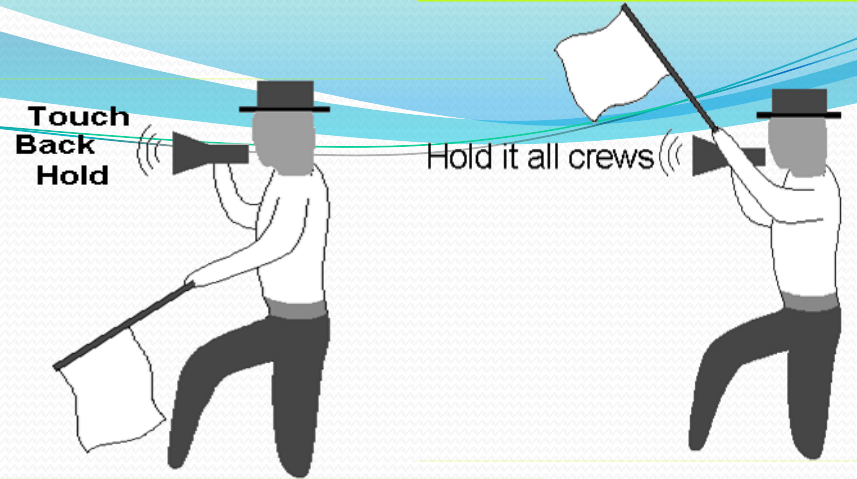
# Leaving the Jetty

- Safety checks
  - Bow ball, heel straps, hatch covers
- Fairness checks (Crew identification)
- (Pre regatta check on University registration)
- TIME!!!!
- Heads - lane number is crew's responsibility

# Start

- Scheduled race time is when race should be started
  - Must be ready at the start line at least 2 minutes before race time
  - 5 minutes for heads races (in order)

# Aligner



- Aligns using “crew” touch, back (distance), hold
- **White flag when crews are aligned - calls “hold it all crews”**
- If the race is not started (crews go out of line; lowers flag and continues aligning
- **Remember wind & tide**
- When called to move a quarter canvas – don’t move half a boat length
- **Best when crews approach start line together**

# Assistant aligner (Heads)



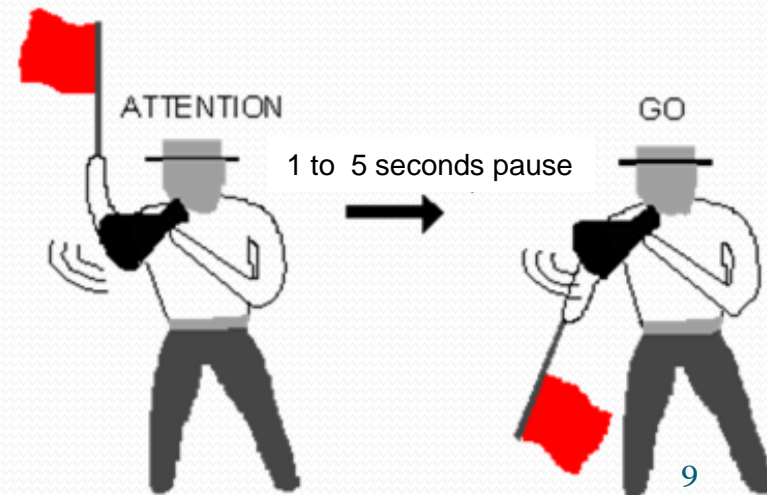
- Takes a backup time
- Keeps track of crews at start



# Start Procedure (Heads)



- Line up in order of start (close)
- All move forward as each crew starts
- Umpire on the water will give 10 seconds count down to each crew's start (command = "Row")
- Must start immediately!
- Aligner will call "GO" as bow crosses the start
- Time taken from crossing start



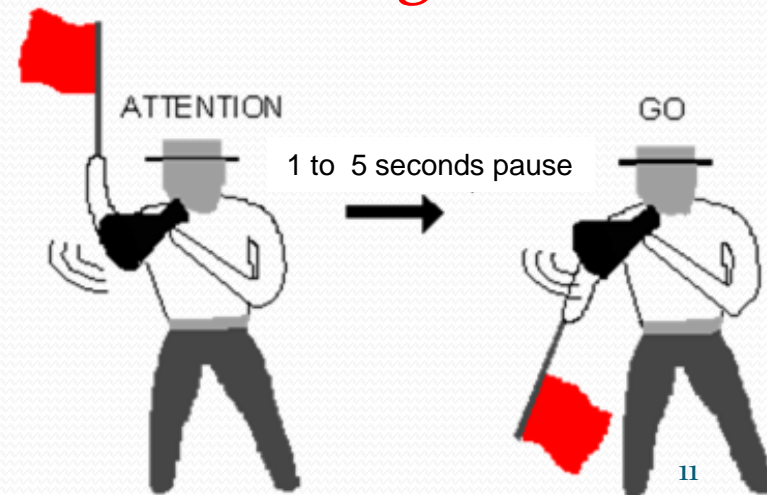
# Aligner at Boat Race (Heads Races)

- At least 3 assistant aligners
  - Backup timekeeping
  - Video of start
- Calls “Go” as crews cross the start line and drops White flag
- Your advantage if you cross the start line at race speed
- Do not dawdle when called – may end up starting last (+ yellow card for finals)

# Starter/Umpire (Finals)



- When ready (course is clear) holds Red flag out horizontally
- When aligner says “Hold it all crews” and raises White flag, the Umpire calls “Attention” and raises Red flag
- After a variable time of 1 to 3 seconds, calls “Go” and drops Red flag to the side
- Does not need to wait for coxswains hands to go down if no issue



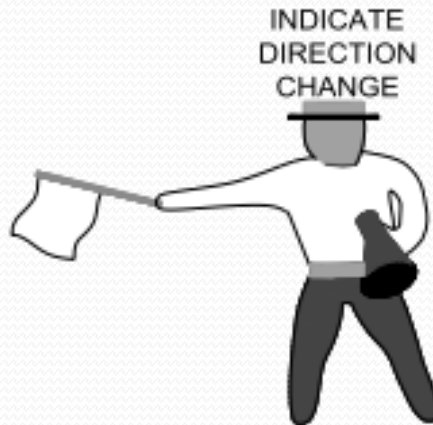
# Umpire



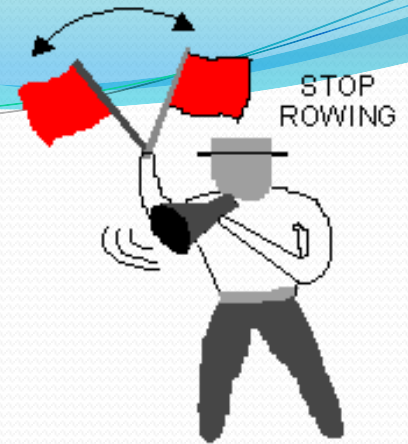
- Looks after crews that are in their “water”
- Out of your “water” if your blades cross into another lane” (ie centre of deep portion of river)
- Will only steer crews if:
  - They interfere with a crew that is in its “water”
  - Boats are about to clash and umpire tries to reduce risk of damage or injury
  - They go off the course into oncoming boats
  - There is an obstruction
- Other River users “wash” not taken into consideration (sweep boat)

# Umpire

- To move a crew, raises White flag, calls crew name - lowers flag to show direction
- To separate crews, raises White flag, calls both crews and calls “Keep Apart”
- To stop a crew rowing, raises White flag, calls crew name and calls “Stop rowing” or “Obstruction stop rowing”
- To continue, drops the flag forwards and calls “Continue rowing”



# Umpire



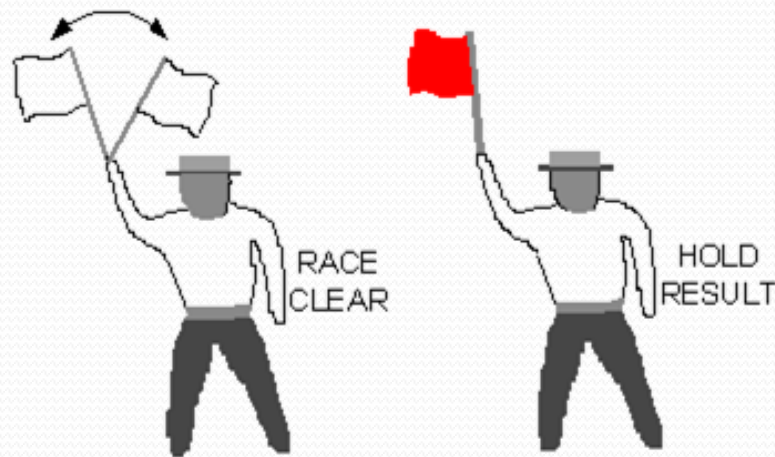
- To stop all crews to restart race, waves Red flag and sounds siren or rings bell
  - Aligner indicates a false start
  - Clash in start zone (100m)
  - Breakage zone (at Boat Race it is 400m)
  - If clashes on the course - necessary to restart
    - Not minor
    - Umpire may penalize or exclude
- Coxswains must acknowledge umpire's instructions by raising their hand

# Umpire at Boat Race

- Umpire decides where the middle of the river is
- Will move crews if they get too close
- Crew on station to inside of bend has right of way (may not push the outer crew onto far bank)
- Can restart race anywhere on course
  - Can penalize a crew by up to 2 boat lengths
- Coxswain to indicate when he wants to assert his right to water

# Umpire

- At end of race, waits in case there is an objection
- Shows flag to crews and finish tower
  - If there is an objection and results must be withheld, raises the Red flag
  - If no objection or objection has been overruled, clears race by waving or raising the White flag





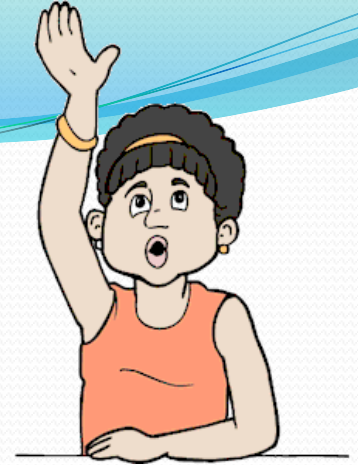
# Judge at the finish



## Heads

- All stop watches running (synchronized)
- **Back up videos**
- Takes splits as each crew crosses the finish line
- **Time at finish minus start time**

# Objection at end of race



- Raise your hand to indicate to umpire
- Keep hand up until noticed, don't go back to the jetties
- The umpire will come and talk to you
- Cox to state case – stick to the facts
- The umpire will make a decision on the water
- If you are not satisfied with the umpires decision, - lodge a written protest

# Protest



- A written protest may be submitted if:
  - An objection has been rejected
  - Affected by the umpires decision
  - Disputing published results
- Must be done within one hour of completion of race, decision or the publishing of results
- President of the Jury will convene the jury to hear protest
- If you are not satisfied with the jury's decision, you can lodge a written appeal

# Appeal

- Written appeal must be directly after the jury's decision
- The Controlling Authority (USSAR) will hear the appeal
- The decision is final !



# Penalties

- Warning (yellow card)
  - Will still apply if race is re-rowed
  - Violation of traffic rules, late at start, dress code
  - At Boat Race can be carried through to finals
- Exclusion (red card) - removed from event
  - Late at start, two yellow cards, or clashes during race
- Disqualification - removal of crew from all events in regatta
  - Flagrant or intentional violation of rules
  - False declaration of name, classification or club membership

# Fairness definition



All rowers shall compete fairly, showing respect for their opponents and for the regatta officials.

In particular, they shall be at the start on time and follow instructions of the officials at all times, both on and off the water.

Officials ensure that the Rules of Racing are applied fairly and in an atmosphere of respect to all competitors.

# Have Fun

- Boat Race - the premier rowing event in South Africa
- TV coverage ?
- Be courteous to fellow competitors and officials
- Greet Sponsors (cocktail party)







Questions?



