

RACING RULES OF THE CPGA 2016

Crew Information

CPGA Racing Categories

- **Under 14** (school year 9 and below) races can be sub-categorised by gender; girls, boys, mixed (3 girls, 3 boys)
- **Under 16** (school year 11 and below) races can be sub-categorised by gender; girls, boys, mixed (3 girls, 3 boys)
- **Open** races can be sub-categorised by gender (ladies, men, mixed (3 ladies, 3 men) and by A and B crews
- **Veteran** (after 40th birthday) races can be sub-categorised by gender (ladies, men, mixed (3 ladies, 3 men)

1. Gigs are to complete a race with the *same crew members as they start with*. A crew consists of six (6) rowers and one (1) coxswain.
2. The only forms of communication during races are VHF radios and voice. No cox boxes or voice enhancing systems are allowed.

Umpires

3. A crew may be disqualified for failing to obey the umpire's instructions.
4. A crew may be disqualified for any unsporting like behaviour (see Code of Conduct).
5. Any umpire has the right to order a gig to withdraw from a race at any time. This right should be exercised in the event of poor seamanship or for safety reasons.
6. The decision of the umpires on the day will be FINAL.
7. The action of any coxswain deemed unnecessary/unsafe/unsporting, will be reported to the CPGA committee for disciplinary action if appropriate. The Umpire Rep will monitor situations / coxswains via a yellow and red card system as noted in an umpire book. (See Umpires Code of Conduct)
8. One nominated person from a crew is to speak to race stewards regarding any racing incident. Race Stewards will speak to this one member of the crew regarding race incidents/umpires decisions only.

Safety

9. Safe handling of the boat is of the utmost importance at all times. Coxswains should always endeavour to avoid collisions. They should anticipate situations, take avoiding action and even instruct their crew to stop rowing/hold water if necessary.
10. In the event of an accident, it is the duty of the umpires and any competitors to abandon the race and provide all possible assistance.
11. In the event of some unforeseen circumstance, umpires have the right to order the abandonment of the race. All gigs must then follow umpires instructions.
12. In the event of an obstruction all crews/coxswains must act in a safe manner.
13. The coxswain is strictly not permitted to aid the momentum of the stroke paddle at any time during the race, unless there is a safety issue.

Racing

14. The start line must be clearly marked at each end with transit lines to allow for clear sighting for both coxswains and starter. All racing gigs should be in a straight line in accordance with the markers. The starter will judge the line using the cox'n seat or the bow.
15. All gigs should follow a straight course and must not "zigzag".
16. An overtaking gig, whether taking the port or starboard route, must keep clear of the gig being overtaken.
17. The umpires calling point will be marked with a buoy, approx 6 length from the turn. The positioning of the umpire boat is critical, this needs to be discussed and clarified with the skippers / club, prior to the first race of the day. At this point the umpires will decide who has the advantage by assessing whether the bow of the port side gig has reached the coxswains seat creating an overlap. They will then inform the crews using a loud hailer and vhf radio (if this does not affect the start of a following race). No crew should slow their gig on or *approaching* the mark as far as reasonably practicable once the call has been made, so not to create an obstruction to following gigs.
18. The gig which is given the advantage has the rights to the mark and the following gigs must avoid it whatever the situation. Each following gig will be given instructions from the umpires. If the boat given the rights to the mark leaves a gap, a following gig can go into that gap - so long as they do not impede the gig with the rights. No impeding on the stroke side or ahead of the number 5 oar is to take place. *Please also refer to rule 17 for further information*
19. All gigs shall pass the umpire boat on the gigs port side, unless informed differently at the coxes meeting.
20. All gigs must complete races by following the course as instructed.
21. Coxswains must sit on the coxswains seat for the duration of the race, unless there is an incident with the rudder or a medical emergency.