



**Virtual  
Regatta**

# The Virtual Racing Rules of Sailing

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The following rules of the Racing Rules of Sailing (2017-2020) that apply to boats *racing* have been adapted and used within the electronic game – Virtual Regatta Inshore.

## DEFINITIONS

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*A term used as stated below is shown in italic type or, in preambles, in bold italic type.*

**Clear Astern and Clear Ahead; Overlap** One boat is *clear astern* of another when her hull and equipment in normal position are behind a line abeam from the aftermost point of the other boat's hull and equipment in normal position. The other boat is *clear ahead*. They *overlap* when neither is *clear astern*. However, they also *overlap* when a boat between them *overlaps* both. These terms always apply to boats on the same *tack*. They apply to boats on opposite *tacks* only when rule 18 applies between them or when both boats are sailing more than ninety degrees from the true wind.

**Fetching** A boat is *fetching a mark* when she is in a position to pass to windward of it and leave it on the required side without changing *tack*.

**Finish** A boat *finishes* when any part of her hull or equipment in normal position, crosses the finishing line from the course side. However, she has not *finished* if after crossing the finishing line she

- (a) takes a penalty under rule 44, or
- (b) corrects an error under rule 28.2 made at the line.

**Keep Clear** A boat keeps clear of a right-of-way boat

- (a) if the right-of-way boat can sail her course with no need to take avoiding action and,
- (b) when the boats are *overlapped*, if the right-of-way boat can also change course in both directions without immediately making contact.

**Leeward and Windward** A boat's *leeward* side is the side that is or, when she is head to wind, was away from the wind. However, when sailing directly downwind, her *leeward* side is the side on which her mainsail lies. The other side is her *windward* side. When two boats on the same *tack overlap*, the one on the *leeward* side of the other is the *leeward* boat. The other is the *windward* boat.

**Mark** An object a boat is required to leave on a specified side, and a race committee vessel from which the starting or finishing line extends.

**Mark-Room** Room for a boat to leave a *mark* on the required side. Also,

- (a) *room* to sail to the *mark* when her *proper course* is to sail close to it, and
- (b) *room* to round the *mark* as necessary to sail the course.

**Overlap** See **Clear Astern and Clear Ahead; Overlap**.

**Proper Course** A course a boat would sail to *finish* as soon as possible in the absence of the other boats referred to in the rule using the term. A boat has no *proper course* before her starting signal.

**Racing** A boat is *racing* from her preparatory signal until she *finishes* and clears the finishing line and *marks* or retires.

**Room** The space a boat needs, including space to comply with her obligations under the rules of Part 2 and rule 31, while manoeuvring promptly.

**Start** A boat *starts* when, having been entirely on the pre-start side of the starting line at or after her starting signal, any part of her hull or equipment crosses the starting line in the direction of the first *mark*.

**Tack, Starboard or Port** A boat is on the *tack, starboard or port*, corresponding to her *windward* side.

**Windward** See **Leeward and Windward**.

**Zone** The area around a *mark* within a distance of three hull lengths of a boat. A boat is in the *zone* when any part of her hull is in the *zone*.

## PART 2

### WHEN BOATS MEET

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#### SECTION A

##### RIGHT OF WAY

A boat has right of way over another boat when the other boat is required to **keep clear** of her. However, some rules in Sections B, C and D limit the actions of a right-of-way boat.

#### 10 ON OPPOSITE TACKS

When boats are on opposite *tacks*, a *port-tack* boat shall *keep clear* of a *starboard-tack* boat.

#### 11 ON THE SAME TACK, OVERLAPPED

When boats are on the same *tack* and *overlapped*, a *windward* boat shall *keep clear* of a *leeward* boat.

#### 12 ON THE SAME TACK, NOT OVERLAPPED

When boats are on the same *tack* and not *overlapped*, a boat *clear astern* shall *keep clear* of a boat *clear ahead*.

#### 13 WHILE TACKING

After a boat passes head to wind, she shall *keep clear* of other boats until she is on a close-hauled course. During that time rules 10, 11 and 12 do not apply. If two boats are subject to this rule at the same time, the one on the other's port side or the one astern shall *keep clear*.

#### SECTION B

##### GENERAL LIMITATIONS

#### 15 ACQUIRING RIGHT OF WAY

When a boat acquires right of way, she shall initially give the other boat *room to keep clear*, unless she acquires right of way because of the other boat's actions.

#### 16 CHANGING COURSE

When a right-of-way boat changes course, she shall give the other boat *room to keep clear*.

#### SECTION C

##### AT MARKS

Section C rules do not apply at a starting *mark*.

#### 18 MARK-ROOM

##### 18.1 When Rule 18 Applies

Rule 18 applies between boats when they are required to leave a *mark* on the same side and at least one of them is in the *zone*. However, it does not apply

(a) between boats on opposite *tacks* on a beat to windward,

- (b) between boats on opposite *tacks* when the *proper course* at the *mark* for one but not both of them is to tack, or
- (c) between a boat approaching a *mark* and one leaving it.

## 18.2 Giving Mark-Room

- (a) When boats are *overlapped* the outside boat shall give the inside boat *mark-room*, unless rule 18.2(b) applies.
- (b) If boats are *overlapped* when the first of them reaches the *zone*, the outside boat at that moment shall thereafter give the inside boat *mark-room*. If a boat is *clear ahead* when she reaches the *zone*, the boat *clear astern* at that moment shall thereafter give her *mark-room*.
- (c) When a boat is required to give *mark-room* by rule 18.2(b),
  - (1) she shall continue to do so even if later an *overlap* is broken or a new *overlap* begins;
  - (2) if she becomes *overlapped* inside the boat entitled to *mark-room*, she shall also give that boat *room* to sail her *proper course* while they remain *overlapped*.
- (d) Rules 18.2(b) and (c) cease to apply when the boat entitled to *mark-room* has been given that *mark-room*, or if she passes head to wind or leaves the *zone*.

## SECTION D

### OTHER RULES

When rule 22 applies between two boats, Section A rules do not.

## 21 EXONERATION

When a boat is sailing within the *room* or *mark-room* to which she is entitled, she shall be exonerated if, in an incident with a boat required to give her that *room* or *mark-room*, she breaks a rule of Section A, rule 15 or rule 16.

## 22 STARTING ERRORS; TAKING PENALTIES; MOVING ASTERN

- 22.1 A boat sailing towards the pre-start side of the starting line after her starting signal to *start* shall *keep clear* of a boat not doing so until she is completely on the pre-start side.
- 22.3 A boat moving astern through the water shall *keep clear* of one that is not.

## PART 3

### CONDUCT OF A RACE

## 26 STARTING RACES

26.1 Races shall be started by using the following signals.

<i>Minutes before starting signal</i>	<i>Visual signal</i>	<i>Sound signal</i>	<i>Means</i>
1:15	P and Virtual Regatta Flag	One	Warning signal
1	P removed	One	Preparatory signal
0	Virtual Regatta flag removed	One	Starting signal

## **28 SAILING THE COURSE**

- 28.1** A boat shall *start*, sail the course described in the game and *finish*. While doing so, she may leave on either side a *mark* that does not begin, bound or end the leg she is sailing. After *finishing* she need not cross the finishing line completely.
- 28.2** A string representing a boat's track from the time she begins to approach the starting line from its pre-start side to *start* until she *finishes* shall, when drawn taut,
- (a) pass each *mark* on the required side and in the correct order,
  - (b) touch each rounding *mark*, and
  - (c) pass between the *marks* of a gate from the direction of the previous *mark*.
- She may correct any errors to comply with this rule, provided she has not *finished*.

## **29 RECALLS**

### **29.1 Individual Recall**

When at a boat's starting signal, any part of her hull, crew or equipment is on the course side of the starting line, the race committee shall promptly notify the boat.

## **31 TOUCHING A MARK**

While *racing*, a boat shall not touch a starting *mark* before *starting*, a *mark* that begins, bounds or ends the leg of the course on which she is sailing, or a finishing *mark* after *finishing*.

## **35 SCORES**

If one boat sails the course as required by rule 28 and *finishes*, all boats that *finish* shall be scored according to their finishing places.

## **PART 4**

### OTHER REQUIREMENTS WHEN RACING

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## **44 PENALTY AT THE TIME OF AN INCIDENT**

When a boat has broken one or more rules of Part 2, or rule 31 in an incident while *racing*, she shall take a penalty by being slowed. While being slowed a boat cannot cause another boat to be penalised and has no wind shadow.



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