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# Konkurrenceregler

// Surfing



## International surfing associations regelsæt

Danish Surf Tour følger pt. International Surfing Associations retningslinjer og bedømmelseskriterier for surf konkurrencer.

Derfor præsenteres konkurrencereglerne som et uddrag af ISA's rulebook, mere specifikt s. 25-45 som omhandler afvikling og judging af surf events.

I løbet af 2024 vil der blive udviklet et dansk regelsæt, tilpasset de danske forhold.



## D. Competition Rules

### i. Competition Clothing and Equipment

During ISA Events all registered team members must wear a uniform that clearly identifies their national team representation. The National Federation (NF) is allowed to prescribe team uniforms which can include all items worn with the exception of specialized competition clothing and equipment.

The ISA acknowledges that items worn in the water have an impact on performance and therefore, deems the following items as forms of specialized competition clothing and equipment:

#### Specialized Competition Clothing:

- Bathing suit top
- Brief/bathing suit bottom
- Boardshort
- One-piece wetsuit
- Wetsuit top
- Watch

#### Specialized Competition Equipment:

- Board
- Leash
- Traction pad
- Fins

**Athletes shall have the independent ability to select their specialized competition equipment. For specialized competition clothing, the NF shall work directly with the athletes to adopt solutions that are suitable for the best conditions and performance of the athletes.**

### ii. Equipment specifications

- a. National Flag Stickers: Each competitor is required to have two National Flag stickers on the top 1/3 of their board at all times: one on the deck and one on the bottom. Each National Team is responsible for providing their own stickers, the ISA does not provide these.
- b. ISA Competitor Stickers: Each competitor is required to have two ISA Competitor stickers on the top 1/3 of their board at all times: one on the deck and one on the bottom. The ISA Competitor Stickers will be provided at the Beach Marshall area prior to and during the event
- c. Surfboard Design: **Unlimited.**
- d. LONGBOARD Design: Length is a minimum of 9 feet from the tip of the **nose, to the end of the tail** in a straight horizontal line along its deck. The width dimensions to be a minimum aggregate of 47 inches. That is the total of the width at the widest point, plus the width 12 inches up from the tail and the width 12 inches back from the nose.
- e. SUP Design for Surfing: No length or aggregate dimensions apply. In the spirit of traditional surfing, no structural device to maintain foot contact with the board is allowed. **[SUP and Paddleboard Racing Rules below].**
- f. SUP Race: 14' length maximum
- g. SUP Paddleboard: 12' length maximum
- h. Kneeboard Design: **Unspecified, but must be ridden on knees.**
- i. Bodyboard Design: Boards will be flexible and shall include some portion of soft exterior skin, shall not exceed 5 feet in length and the use of fins is optional.
- j. **Method of measurement of straight-line length: Two methods may be applied.**
  1. Two blocks must be placed exactly 9, 12.5, or 14 feet apart on a flat surface. The craft is placed with deck down and must exceed the length between the blocks or exactly fit in contact with both blocks at either end of its length.
  2. A tape may be used by pulling it tight and stretching it between the nose and the tail on the deck. The curve of the rail at each end must be taken into account in the length. If a swallowtail board, then the mid-point between the two is used as the "notional end" of the board.**At ISA events, measurement method 1 [above] will be used and all intending competitors are strongly advised to check their equipment by this method in advance.**
- k. Any additions to the original equipment to meet specifications must completely follow the

continuous contour of the adjacent rail and the craft itself must be of accepted design shape for longboard, paddleboard, or SUP raceboard. Any increase must be made in rigid material and in harmony with the shape. Commercially available nose guards are considered in the measurement.

iii. **Heat Interruption and Suspension**

- a. In the event of any heat having to be stopped due to the occurrence, or potential occurrence, of an extremely dangerous situation as decided by the ISA Head Judge and Technical Director (or their designated representative), the following procedures are to be adopted:
  - i. Head Judge to stop heat, announcer to communicate with surfers, start continuous horn blasts, and move timing disc system to off or neutral position.
  - ii. If available, communicate with jet skis drivers to remove Surfers from the Competition Area to safety.
  - iii. When it is determined by the same event official(s) who stopped the heat that conditions are again safe, the heat will restart with the time left from when the heat was stopped unless the Head Judge deems that conditions have changed or that fair competition between the Surfers would be compromised. In these situations, the heat will restart for the full time period.
- b. If a Surfer feels they are in danger due to unforeseen circumstances like extreme weather, lightning, shark or similar risk of animal attack and they leave the water, the Head Judge may stop the heat to warn fellow heat Surfers even if the Head Judge cannot see the danger.
- c. Where an incident occurs that deems a heat may be re-surfed in accordance with a Rule of this Rule Book, the heat will be called as “under review.” The relevant Surfers (as determined by the Head Judge) will be notified immediately and should a re-surf be declared, the results earned in the heat that caused the re-surf will be substituted by the re-surf heat results for official purposes.
- d. Where unforeseen circumstances occur relating to a heat, the Technical Director will consult with the Head Judge and Contest Director to determine a resolution, which may include a re-surf of the heat.
- e. The Technical Director in consultation with the Head Judge can suspend a heat (indicated by a single horn blast) at any time to review an incident that may affect the current heat situation. Upon completion of the review and a decision being made, the heat can either;
  - i. Continue from the time it was suspended; or
  - ii. Restart if the incident was deemed to affect the current heat situation. The Head Judge will consult with the Technical Director or others deemed relevant by the Head Judge at the time, and Surfers will be notified of (i) or (ii) by beach commentators.
- f. In the event of a sound system failure, the heat can be placed on hold at the discretion of the Head Judge, who will communicate with the water safety team to inform Surfers of the situation. The Head Judge will decide in its discretion whether to restart or recommence a heat once a heat has been placed on hold

iv. **Timing & Wavecounts**

- g. Recommended heat times and wave counts: All Heats including Finals will total the best 2 waves with a maximum of up to 25 waves ridden by each surfer being decided by the Contest Director after consultation with the Head Judge. Heats and Finals will be a minimum of 15 minutes and a maximum of up to 45 minutes being decided by the Contest Director after consultation with the Head Judge.
- h. Variations to heat times may be made in cases where there may be insufficient time to finish an Event. ISA Technical Director, ISA Contest Director and ISA Head Judge will decide this at the relevant time.
- i. The Contest Director will consult with the Head Judge for a recommendation on heat times and wave counts. Any alteration during an event must be made known to Team Managers before surfers enter the water.
- j. Official timing of all heats will be done by the official Timing System and managed by the Commentator, or in the absence of a Commentator, by the Head Judge.
- k. A five minute visual and PA warning will be given when 5 minutes remain in a heat.
- l. Siren or horn blasts must be used to start and finish heats. One blast to start and two blasts to finish. The Head Judge will indicate when a heat is to commence.
- m. A large disc system at least 1 meter square must also be used. Green to start and yellow for the last 5 minutes. A countdown timing clock may also be used to replace, or used in conjunction with the timing disc.

- n. The commentator must give a five second countdown at the beginning and end of each heat, and when he reaches zero the heat must start or end immediately.
- o. The first of the two sirens must blow immediately when the commentator reaches zero. The official end of the heat is when the siren is first audible to the Head Judge, who will indicate to the judges that no more rides are to be scored for that heat. The siren takes precedence over the timing disc.
- p. The colored disc must be in the neutral position with no color showing when the commentator reaches zero in the countdown. The disc must remain in the neutral position between heats.
- q. In the event of siren failure, the colored disc and/or countdown timing clock will be the indicator for heat timing.
- r. During and at the end of any heat the surfer must be clearly in possession of the wave on the wave face, making a movement to stand, his hands having left the rails (rail grabs excluded) for the wave to be scored.
- s. If the Contest Director wishes to use the minimum gap time between heats of 10 seconds a marshalling area in the lineup outside of the takeoff zone must be provided.
- t. The maximum gap time between heats that begin in the lineup shall be 5 minutes, unless unforeseen circumstances arise.
- u. Under no circumstances will there be any time extensions once a heat has begun. If a heat is interrupted for any reason, it will be stopped by the Head Judge and will be resumed at the point in time where it was stopped. It will run for its original length of time.
- v. The only exception will be if the Head Judge, in consultation with other qualified officials, feels that the entire heat should be rerun because no surfer had a clear advantage at the time of cancellation, or if altered conditions make it impossible for judges to keep to the same scale.
- w. Also, if the 10 minute mark of any heat is reached and no one has caught a wave then the heat may be cancelled and re-run. The Head Judge may:
  - i. **continue the heat maintaining the priority or non-priority situation**
  - ii. **restart the heat immediately maintaining the priority or non-priority situation**
  - iii. **post-pone and re-run the heat at another time.****The decision will be made with an analysis of the conditions by the Head Judge in consultation with the Contest Director.**
- x. If the Beach Marshall tells Surfers in a heat the wrong heat time then the following shall occur:
  - i. If actual heat time is shorter than told by the Beach Marshall, a restart at a later time for the remaining time period will occur with all Surfers starting from the line-up.
  - ii. If actual heat time is longer than told by the Beach Marshall the heat will run through to the end of the actual set time by the Head Judge.
- y. It is a competitor's responsibility to monitor the number of waves he has ridden. An attempt will be made to inform a competitor who has caught the maximum number of waves. Surfers must monitor their wave count. Protests on this matter will NOT be accepted. If more than the maximum number of waves is ridden within the time limit, the surfer may be penalized for each extra wave caught. In addition the surfer who remains in the water after catching the wave maximum will be penalized with a fine or interference if:
  - z. He/she rides an extra wave that clearly deprives another competitor of an available ride
  - aa. He/she interferes with any other competitor by paddling, positioning or blocking causing hindrance of scoring potential.
  - bb. **This penalty may be a fine AND/OR disqualification for unsportsmanlike conduct. In this case, the surfers' team points will be zero.**

v. **Contestable Surf Conditions**

- a. There must be a minimum of 18 inches (0,5m) of wave height before surf can be deemed contestable. A special allowance may be made on the final scheduled day of an event, if the surf is rideable. This will be determined by the Technical Director / Contest Director and Head Judge.

vi. **Start of Heat**

- a. All heats are started from either a marshalling area in the line-up, or from the beach, under the Contest Director's direction. The marshalling area in the line-up must be clear of the take-off area of the current heat, and the Contest Director must demarcate the marshalling area by means of a buoy or other suitable method.

- b. Where water starts are being used, competitors will be permitted to paddle out within a time limit set by the Contest Director in consultation with the Head Judge and communicated through the Beach Marshall, and will congregate in the marshalling area, well clear of competitors in the heat in progress. Surfers may paddle towards the line-up ONLY when the previous heat has ended. Any surfer entering the take-off area during the preceding heat may be penalized.
  - c. In extreme conditions the Contest Director may allow extra paddle time.
  - d. If a surfer enters the water and paddles out before the designated paddle out time, the surfer will begin the heat in last priority and the surfer will be subject to a listed fine. In addition, if the surfer reaches the takeoff position before the other competitors, and is considered to have an unfair advantage, this surfer will not be scored for any rides until at least one other competitor has reached the same area of the take-off zone. If the surfer paddles out before the designated time and proceeds to ride the first wave(s) of the heat with last priority before another surfer reaches the take-off zone, then this wave(s) will be scored as zero points.
- vii. **Unauthorised Surfers in Contest Area**
  - a. While the contest is in progress any unauthorized surfer in the competition area may be penalized. This ruling also applies to clearing the water before the start of the day's events.
  - b. If a surfer in the heat rides a wave out of the competition area, the judges may score that ride. If the judges do not score the wave, or score only score part of it, the surfer does not have the right of protest.
  - c. Any surfer standing up and riding during the preceding heat may be penalized. An interference penalty and/or fine may be applicable if surfing during the prior heat results in an interference. Any waves caught before the heat begins (prior heat or gap time between heats) will not be scored and will result in starting the heat in last priority.
  - d. At the end of the heat, surfers must return to the beach in a prone position. **Any surfer standing up after their heat and riding during the next heat may be fined, disqualified (or both) depending on the severity of the interference.**
- viii. **Buffer Zone[s] -**
  - a. Buffer Zone: An area of "non-competition" space to separate two podiums and their respective fields of play (Double Banks). Judges decisions regarding admissible waves in and around the buffer zone are final and not subject to appeal.
  - b. Recommended minimum of 100 metres wide and limited by "lines of sight" between a beach flag and/or a contest buoy set adjacent in the water.
  - c. Rules of the Buffer Zone [BZ]
    - i. A ride deemed to be caught in the buffer zone **MAY** not be scored
    - ii. A surfer may only catch a wave in the direction of his/her podium from the vicinity of the BZ line or in the edge of the BZ.
    - iii. Right of Way (ROW) in the BZ does not apply when considering rides from different areas.
    - iv. Right of Way (ROW) in the BZ may apply when considering rides from the same area.
    - v. Priority may be lost in the BZ under normal priority rules, but will not be allocated in the BZ as it is considered outside of the contest area.
    - vi. Any competitor crossing the BZ into the other contest area or field of play MAY not be scored as it is deemed to be outside the contest area. If a wave is caught completely in the wrong area then it will not be scored, and any surfing activity in the wrong area risks an interference penalty and/or a fine.
    - vii. A surfer may ride into the BZ but risks that portion of the ride not being scored properly as it is deemed to be outside of the contest area.
- ix. **Caddies for Competitors**
  - a. In extreme conditions water caddies may be allowed to assist surfers at the discretion of the Contest Director in consultation with the Head Judge.
  - b. Water caddies must check in with their surfer at the Beach Marshall prior to the start of the heat.
  - c. Water caddies may only enter the water in a defined marshalling area determined by the Contest Director and the Head Judge.
  - d. Surfers may only use equipment carried by their own caddy once the heat has started.
  - e. If the caddy rides a wave the surfer he/she is caddying for may be penalized.

- f. If the caddy interferes with any of the other surfers in any way, interference will be imposed on the surfer for whom he/she is caddying.
- g. No communication is allowed between a competitor and his/her caddy other than a hand signal to change equipment. If a communication other than a hand signal occurs, the surfer will be subject to a fine by the CD and/or the caddy required to move to another location in the lineup or leave the water.
- h. Surfers must make their own way back to the line-up under their own power and without assistance in any way.
- i. During the heat if a surfer chooses to run up the beach or point to return to the lineup, they must do so without any outside assistance which includes carrying their own surfboard.
- j. Surfers may use another board placed on the tidal line of the beach at any paddle out location.
- k. Third party persons, such as coaches and team members, may:
  - i. Recover a loose board from the edge of the field of play without entering the water. They may place it at a point on the tidal line of the beach or water's edge at any location for the surfer to collect it.
  - ii. Hold equipment such as a surfboard, leash or water on the beach for the competitor to change and continue the heat.
  - iii. NOT take any action that provides an advantage or potential advantage over another surfer in the heat.
- l. Penalties:
  - i. If a third party person gives equipment to a competitor within the field of play, and it is clear the surfer received NO advantage due to this action, then a \$200 fine will be applied.
  - ii. If a third party person gives equipment to a competitor within the field of play, and the HJ decides the surfer had an advantage over another surfer in the heat, a \$200 fine will be issued plus the possibility of an interference and/or disqualification depending on the severity of the situation.

x. **Protests**

- a. At times errors of a special nature may occur with respect to the running of the contest. This includes but is not limited to: heat timing, interference directly attributable to an officiating error, tabulating errors, missed wave, etc. Any competitor, manager or team coach has the right to protest the result of a heat due to any of the above. Protests must be in writing and must be submitted to the Contest Director by the Team Manager or Team Coach within 15 minutes of the heat results being released.
- b. The merits of each protest will be considered by the Contest Director after consultation with the Head Judge. Qualified observers (off-duty judges, spotter, and senior officials) may be asked for their advice. The Contest Director will rule on the incident and inform the surfer's manager of the decision.
- c. NOTE: No protest can be lodged against a judging (scoring) decision. Wave scores of the judges are irrevocable. No Head Judge, Scoring Judge, or Priority Judge is to be approached over a score, a decision or the results. If so, a penalty may be imposed by the Contest Director on the individual or team involved.
- d. Post event, official written documentation on behalf of Team Management may be submitted by NFs to the ISA Technical Committee, explaining disagreement with particular scoring decisions. This will be reviewed for use in future judging training and a reply made to the NF within 21 days.
- e. No third party photos/videos shall be admissible for a protest. Only ISA Official photos/videos shall be admissible.

xi. **Water Photographers**

- a. Water photographers will only be allowed into the contest area after checking in with the Contest Director and signing a waiver. Only two photographers will be allowed in the line-up at a time, preferably in different areas of the field of play, and the minimum lens allowed is 135mm. They may not use hard boards for floatation and must wear helmets if available. The Contest Director and Head Judge may remove the photographers from the water if they deem fit.
- b. **Only sanctioned water photographers will be allowed in the water at ISA events. This access is to be approved and controlled by the Head Judge and the Contest Director.**

xii. **Announcements**

- a. The Contest Director is the only person who can give an exact schedule of events. There will be no protest against incorrect information received from any other employee at the contest. If however the Contest Director gives incorrect information and a surfer subsequently misses a heat then a re-surf of that heat may take place.
- b. **The Contest Director must have an official notice board where the daily schedule and contest conditions are posted for all the competitors to see. This schedule must be posted by midday, at the latest, of each day and once posted it cannot be extended.**

xiii. **Competition Facilities**

- a. All events must have a well-secured sizeable competitor's area that is clearly designated as a "Non-smoking" area.
- b. The area will be available for competitors and team officials only.
- c. It is recommended that the event supply a training area on the field of play for competing surfers one hour before the start of the day and after the day of competition for competitors only.
- d. Where applicable, parking passes should be made available to Team Management.
- e. Written information on accommodation and transport services relevant to the tournament should be provided.
- f. Adequate supplies of drinking water must be available at the contest site.
- g. Where possible, a masseur/chiropractor should be made available each day of the event.
- h. **A secured surfer's storage and preparation area should be provided. Only competitors are permitted in this area. No guests, media, etc.**

xiv. **Event Formats**

- a. Heats will be made up of a maximum of 4 surfers except in the first round and repechage rounds of any contest where heats of five (5) surfers may be surfed if circumstances so dictate. A minimum of 50% of the surfers in a round will advance to the following round.
- b. **The composition of the heats will be decided by the Contest Director after entries have closed. Composition of heats will be based on the seedings of entries, but if no seedings are available then known ratings or a random draw may be used. (If a random draw is used, it is recommended that a repechage round is held after the first round).**
- c. Single Elimination format advances a minimum of 50% of the athletes in a heat to the next round. The winners of the heat advance, and the losers are eliminated from the competition.
- d. Double Elimination format uses a Main (or Qualifying) Round and a Repechage Round.
  - i. A minimum of 50% of athletes in a heat will advance to the next round.
  - ii. In the Main Round the surfers who advance in the top 2 places (first and second place) continue to the next Main Round, and the surfers who place in the bottom 2 places (third and fourth place) go to the Repechage Round.
  - iii. In the Repechage Round the surfers who advance in the top 2 places (first and second place) continue to the next Repechage Round, and the surfers who place in the bottom 2 places (third and fourth place) are eliminated from the competition.
  - iv. In the final round of the event called The Grand Final, the overall top 2 surfers from the Main Rounds will compete against the overall top 2 surfers from the Repechage Round. This will determine the final result of the event.
- e. In a double elimination contest, if the original schedule is not possible to complete, the rules are as follows:
  - i. If an interruption is not definite but makes it impossible to follow the original schedule, even if the heat times are reduced to the minimum as stipulated in the Rules, the repechage will run until all competitors in this situation are in the same round. After that the winners will be brought back to the principal bracket, which will continue without repechage
  - ii. If it is impossible to continue with the competition, the points still to be decided will be divided among the competitors who are still in the competition. The surfers who are in the repechage will be allocated half points.
  - iii. Postponement of the competition beyond its original schedule will only be possible with the approval of the organizers, sponsors, and a 75% majority of the teams, which still have at least one athlete competing.



# ISA OFFICIAL TEAM POINTS ALLOCATION TABLE

<u>PLACE</u>	<u>POINTS</u>	<u>PLACE</u>	<u>POINTS</u>
1	1000	46	255
2	860	47	250
3	730	48	245
4	670	49	240
5	610	50	235
6	583	51	230
7	555	52	225
8	528	53	220
9	500	54	215
10	488	55	210
11	475	56	205
12	462	57	200
13	450	58	195
14	438	59	190
15	425	60	185
16	413	61	180
17	400	62	175
18	395	63	170
19	390	64	165
20	385	65	160
21	380	66	158
22	375	67	156
23	370	68	154
24	365	69	152
25	360	70	150
26	355	71	148
27	350	72	146
28	345	73	144
29	340	74	142
30	335	75	140
31	330	76	138
32	325	77	136
33	320	78	134
34	315	79	132
35	310	80	130
36	305	81	128
37	300	82	126
38	295	83	124
39	290	84	122
40	285	85	120
41	280	86	118
42	275	87	116
43	270	88	114
44	265	89	112
45	260	90	110

## Team Point Allocation

*All winners, regardless of the division, will receive 1,000 points.*

xv. **Beach Announcer Protocol**

- a. During the heat, the announcer should not announce the score needed by a particular surfer once that competitor has begun paddling to takeoff on a wave. Situations [wave scores to progress and heat ranking, etc] can only be announced when surfers concerned are NOT riding waves. This approach must be a priority of the Beach Announcer.
- b. All announcements of interference must be conveyed to the announcer by the Head Judge or Contest Director before they can be announced publicly.
- c. In all heats and finals computer scores and situations must be given throughout the whole heat.
- d. If the commentator gives a score and it is wrong due to judges putting in the incorrect scores, the commentator giving the wrong score, or for any other reason, then the surfers will have no form of protest.
- e. The announcer may not make any announcement or call on any wave conditions (i.e. approaching outside sets, etc) that may benefit one contestant over another.
- f. If any surfer requires information from the water during a heat they must use hand signals as described below:
  - i. Time remaining is one hand touching another above the head
  - ii. Wave count is one arm outwards horizontal to the water.
  - iii. Scores, last scores, total, needed to win, etc is both arms out horizontal to the water.
  - iv. If contestants hear and understand the above, they must acknowledge by waving one arm.
  - v. All results/scores provided by Announcers/Officials at the end of each heat are "provisional and unofficial" until all transcription of the scores from the judges' sheet to computer have been checked to identify possible typing input errors.  
If computer input errors are detected and corrected, and this process causes a change in the "unofficial" result of the heat, there is no form of protest by affected competitors.  
Competitors are advised to stay on site to witness the posting of the "official" result of the heat.

xvi. **Contest Singlet/Vest**

- a. Competitors must wear the competition singlet/vest provided by the sponsors from time of issue until returned to the beach marshal at the completion of the heat, and if appropriate, during the awards presentation or a penalty may be imposed.
- b. **Competitors are responsible for ensuring they wear the correct colored contest singlet for all heats. A surfer in an incorrect color singlet/contest vest shall have no right to protest if the judges were unable to distinguish his/her rides from the other surfers in the heat.**
- c. Under no circumstances may an event sponsor force contestants to wear any particular brand of trunks or wetsuits as a condition of their entry into any ISA sanctioned event.

xvii. **Leash / Legrope Policy**

- a. As a risk management precaution, and subject to the ISA Technical Director's approval, the ISA has a mandatory leash / legrope policy at events, due to the potential risk to other participants. All contestants are to use a leash / legrope while competing or practicing within the confines of the contest site and / or any area under the jurisdiction of the contest administration. Leashes / legropes are to be of any types that are commercially available.
- b. **Free surfing with or without a leash is at the rider's discretion however the ISA recommends the use of a leash if there is a possible danger to third parties.**

xviii. **Mechanical / Electronic Communication Devices**

- a. The ISA prohibits any mechanical / electronic audio communication device, (including megaphones) that links a competitor in the action of competing with another party during ISA competitive events.

xix. **Personal Watercraft (PWC)**

- a. Unless the event is of such nature that PWC may be used to assist surfers to reach the backline of the field of play and this has been approved by the ISA and the Technical and/or Contest Director prior to the start of an event, any use of outside craft (jet ski, boat, water patrol board, photographer's boards, etc) will be deemed Outside Assistance in accordance with the Infringements and Penalties of this Rulebook. A fine, interference, and/or

Disqualification may be applied if a surfer, after using one of them, re-enters the competition zone and rides a wave or interferes with any other competitor in any way. The only exception to this will be if the water patrol feels that the surfer is in a life-threatening situation and removes the surfer from the field of play for the remainder of the heat, or in special circumstances the surfer may be removed from the danger zone and placed in a safe area, no closer to the line-up, from which the surfer may continue the heat.

- b. **In the event that PWC assistance is used, the following rules will be enforced**
  - i. **The direction they are to use to get back to the line-up will be determined by the ISA Contest/Technical Director, the Head Judge(s), and the water patrol's team leader with the route causing the least wake in the Primary Take-Off Zone.**
  - ii. **The line-up drop-off point will be preferably wide or outside of the Primary Take-Off Zone with a buoy to mark the position. The maximum paddle time from the line-up drop-off point to the Primary Take-Off Zone should be no less than thirty (30) seconds.**
  - iii. **The inside pick-up point is to be decided on the day depending on surf conditions. Basically, near the end of the wave or set zone within the Competition Area, the PWC's will sit in deep water and move in as the Surfer exits a wave. If a Surfer fails to make the inside pick-up point, the PWC can't move up the line-up to get them. They must wait for the Surfer to paddle to the inside pick-up position unless a Surfer's safety is at risk. If a pilot acts contrary to this Rule, they are subject to discipline in accordance with this Rule Book.**
  - iv.

## xx. Judging

### a. Introduction: Judging panel protocols and Rosters

- i. Where practicable not more than one Scoring Judge from any given country is to be on any given heat at the same time. This does not include the Head Judge or the Priority Judge of each podium. The Head Judge will manage this situation.
- ii. Where two podiums operate during the event, the judging panel must be rotated between podiums and also its makeup must periodically be varied, but still balanced with experience. No panels or locations are to be constant during ISA events. This is the responsibility of the Head Judge and Contest Director.
- iii. The podium / event Head Judge[s] responsibility is to manage the judging panel selected by the ISA and maximize its performance. To this end recommendations can be made over performance matters involving judges, but the final decision on the makeup of the panel at any particular time stands with the ISA Technical Committee, Contest Director and the event Technical Director. The Head Judge will individually mentor judges in areas of identified weaknesses, will work with the panel to set the heat's scaling waves at the beginning of heats, will manage the video replay system for the judges, will describe waves if required in terms of general categories [poor, fair, average, good, excellent] after wave scores are final, will complete missed waves, and will manage the general conduct of the judging process on their podium. All actions in this area by the Head Judge will be monitored by the ISA Contest Director.
- iv. Technical Director or Contest Director and Head Judges are responsible for selecting the appropriate judging panel for finals events.
- v. Video and Replay: A video service with replay will be provided for ISA major events. This service will include a cameraman with experience and software able to nominate, find and replay any wave at any time. An LCD or Plasma Screen will be available in a position that all the judges and HJ can see for reference as required. This set up will be operated in BOTH podiums.
- vi. Daily Judges Meetings post contest: Every day, after the last heat, the HJ will conduct a small meeting replaying and commenting on the waves and situations that occurred during the day. Open discussion of the daily judging performance at this time will highlight comparisons, standards, criteria and process to be followed for the next day's heats. Attendance at such meetings is mandatory for all Head Judges, Judges, Technical Director and Contest Director unless special circumstances for non-attendance exist.

### **Management of the Panel by the HEAD JUDGE**

- To set up a meeting of the Judges on the day before the event begins.
- This should be done in consultation with the Technical Director, Contest Director and Host Country. Such a meeting will be for the purpose of instruction, education, standardization of procedures and methods, and open communication. The Head Judge is empowered to convene a meeting of all Judges at any time of the contest. The purpose of these meetings will be to update Judges on any changes, and to point out any recurring errors so as to improve performance. It is normal to hold a meeting at the day's start for the judging panel on each respective podium, and then conclude the day with a review meeting immediately after the final heat. These meetings are chaired by the podium head judge and are aimed specifically at performance and critical onsite processes for the judges.
- Judges whose ability and performance is found to be compromised or sub-standard in the opinion of the Head Judge and Contest Director will be removed from the Judging panel and will not be permitted to judge during the event.
- The Head Judge will organize the Judges into Judging Panels rotating them through a judging roster so that Judges will only judge a maximum of three consecutive heats.
- The Head Judge will frequently evaluate the Judges' sheets and will identify those Judges who do not maintain an acceptable judging standard including the evaluation of interferences. He will report these Judges to the Contest Director in the case that further action must be taken.
- While heats are in progress the Head Judge will evaluate Judges' scores to ensure the maintenance of uniform standards and consistency between one heat and the next and the use by the Judges of the full range of scoring options. In addition, although the Head Judge will ensure that the interference rule is fairly and consistently applied, the Head Judge will not interfere with any judges' independent decision in this regard. If the need should arise to inform a Judge that his standards are not compatible with the other Judges, such action would only be taken by the Head Judge between the end of one heat and the commencement of the next heat or at the end of the day.
- The Head Judge may not give guidelines on what points or scores judges should allocate to waves ridden by any surfer and may not influence any judge on the panel to alter a score or change a decision. There will be instances during a heat where a judge or judges will not see all or any of a surfer's ride. In this case an M must be inserted and the Head judge will show the images from the video replay system if available, and if not available then the Head Judge will nominate the average score for that ride based on previous scoring rides and correct scores from other judges. The Head Judge's role is not to influence the scoring by the judges, but rather to coach, mentor, supervise, control and coordinate. The Head Judge is there to ensure the smooth running of each individual heat through the event.
- The Head Judge will be responsible for maintaining an equal wave count amongst the judges for each heat and ensuring that colors are adequately identified by the spotter for the judges.
- It is the Head Judges' responsibility to attempt to notify any surfer who has been interfered with, that he/she has an extra wave. Notification will be made on the public address (PA) system. The responsibility is on the surfer to monitor his/her own wave count.

### **b. Judging Criteria**

#### **i. Shortboarding:**

Surfers must perform to the ISA judging key elements to maximize their scoring potential. Judges analyze the following major elements when scoring a ride:

- Commitment and Degree of Difficulty
- Innovative and Progressive Maneuvers
- Combination of Major Maneuvers
- Variety of Maneuvers

- Speed, Power and Flow

NOTE: It's important to note that the emphasis of certain elements is contingent upon the location and the conditions on the day, as well as changes of conditions during the day.

The Following scale may be used to describe a Ride that is scored:

0.1 - 1.9 = Poor

2.0 - 3.9 = Fair

4.0 - 5.9 = Average

6.0 - 7.9 = Good

8.0 - 10.0 = Excellent

## ii. **Longboarding:**

The Surfer must perform controlled maneuvers in the critical section of the wave utilizing the entire board and wave using traditional longboard surfing. The Surfer who performs this to the highest degree of difficulty with the most style, flow and grace will receive the highest score for a Ride.

Further to that above, the following are key elements for Judges to consider:

- Nose Riding and Rail Surfing
- Critical Section of Wave
- Variety
- Speed and Power
- Commitment
- Control
- Foot work

NOTE: It's important to note that the emphasis of certain elements is contingent upon the location and the conditions on the day, as well as changes of conditions during the day.

The following scale may be used to describe a Ride that is scored:

0.1 - 1.9 = Poor

2.0 - 3.9 = Fair

4.0 - 5.9 = Average

6.0 - 7.9 = Good

8.0 - 10.0 = Excellent

## iii. **SUP Surfing**

Surfers must perform to the ISA judging key elements to maximize their scoring potential. Judges analyze the following major elements when scoring a ride:

- Commitment and Degree of Difficulty
- Innovative and Progressive Maneuvers
- Combination of Major Maneuvers
- Variety of Maneuvers
- Speed, Power and Flow
- Use of the Paddle to give greater degrees of leverage and thus the creation of increasingly radical moves

NOTE: It's important to note that the emphasis of certain elements is contingent upon the location and the conditions on the day, as well as changes of conditions during the day.

The Following scale may be used to describe a Ride that is scored:

0.1 - 1.9 = Poor

2.0 - 3.9 = Fair

4.0 - 5.9 = Average



6.0 - 7.9 = Good  
8.0 - 10.0 = Excellent

iv. **Tandem Surfing**

- The female partner must weigh at least half the weight of the lifter (there is a mandatory weigh in before the competition).
- The final score will be computed regarding 3 criteria:
  - Highest scoring (most technical) LIFT performed (10 Pts)  
The "LIFT" score will be computed with respect to the best lift performed during the ride. For a lift to be considered valid it must be executed, stable, and the partner must land on the board. Stable meaning that the lift must be controlled throughout its execution.
  - Lifts SEQUENCE and artistic level (10 Pts)  
The "SEQUENCE" score will be computed with respect to the number of lifts performed during the sequence and their technical level of difficulty. Extra points may be awarded for artistic performance. In the event of a sequence, a lift will be taken into account only when the next lift is executed and stable. Stable meaning that the lift must be controlled throughout its execution. For the last lift of a sequence to be valid, it will have to be appropriately landed on the board.
  - Wave SURFING (10 Pts)  
The "SURFING" score will follow traditional surf scoring rules, with emphasis on commitment and extreme maneuvers. Extreme surfing while performing a lift will prevail over non-lift surfing.
- In order to foster diversity and innovation, identical lifts cannot be taken into account twice as best lifts (score A). Would a lift be executed several times, it would only be taken into account in the best wave, and be discarded in the others
- Give way rule stays the same as in traditional surfing. In the event of an interference, the penalized couple will have their second best score halved.
- Every session will be judged by 3 judges and 1 chief judge. Each couple may ride a maximum of 10 waves, and only the 2 highest scoring waves will be taken into account for the final score. The final score will be given out of 20 points.
- $(10\text{pts LIFT} + 10\text{pts SEQUENCE} + 10\text{pts SURFING}) \times 2$  (for the 2 best waves) = final score
- **When a lift is stable but incomplete in its execution with respect to its theoretical description, it will be attributed half its completed score if the landing is valid.**

v. **Aerial Surfing**

Surfers must perform to the ISA judging key elements to maximize their scoring potential. Judges analyze the following major elements when scoring a completed aerial in and Aerial Surfing event:

- Innovative and Progressive Maneuvers
- Degree of Difficulty
- Technicality
- Height / Amplitude
- Commitment
- Style
- Speed
- Power
- Control

It's important to note that the emphasis of certain elements is contingent upon the location and the conditions on the day, as well as changes of conditions during the day.

vi. **Alaia Surfing**

- “A surfer must perform controlled manoeuvres in the critical sections of a wave, with speed, rhythm & flow to maximise scoring potential. A variety and combination of major manoeuvres as well as drifting and sliding with control and fluid transition between manoeuvres will be taken into account when rewarding points for alaia surfing. The surfer who executes the criteria above with the maximum degree of difficulty and commitment on the waves will be rewarded with the higher scores.”

c. **Interference Rules and Priority**

i. **Application of Interference Rules**

- An interference penalty can only be called if a majority of the judging panel marks an interference on their judging sheet.
- The Head Judge will be able to call an interference penalty only if a majority decision could not be reached (taking into account Judges who did not see it cannot vote on the call).

ii. **Overlapping Heats:** When Overlapping Heats are being conducted at an event:

Priority rules will apply to each individual heat. Priority will be displayed and announced separately for each heat.

(b) The Surfers in the heat that started first (“First Heat”) have unconditional priority over the Surfers in the other heat (“Second Heat”), no matter where they are in relation to the Line-up.

(c) Interference penalties will apply to each individual Heat and to any Surfer who interferes with either of the Surfers in the other Heat.

(d) If there is deliberate unsportsmanlike interference by any Surfer with either of the Surfers in the other heat, the Judges can call an interference penalty against the interfering Surfer even if the Surfer has unconditional priority. If the Judges call an interference penalty, then Interference Penalty 2 will apply.

(e) If a Surfer with Priority in the Second Heat paddles alongside a Surfer in the First Heat who then catches the wave, the Second Heat Surfer will not lose their Priority.

(f) There will be no restarts.

iii. **Right of Way in Non-Priority Situations**

- For non-priority situations, the surfer deemed to have the inside position for a wave has unconditional right of way for the entire duration of that ride. An interference penalty will be called if during a ride a majority of judges feel that a fellow competitor has hindered the scoring potential of that surfer deemed to have right of way on the wave. Examples of interference may include excessive hassling and leash pulling. If the Judges call an interference penalty, Interference Penalty 1 will apply.
- The choice of right-of-way criteria for each of the situations described within Rules regarding “Right of Way in Non-Priority Situations” is the responsibility of the Technical Director and/or Head Judge.
- Right of way in these situations will vary slightly under the following categories as determined by the nature of the contest venue. Basically, it is the responsibility of each Judge to determine which Surfer has the inside position based on whether the wave is a superior right or left, but never on which Surfer is first to their feet.

iv. **Point Break:** When there is only one available direction on any given wave, the surfer on the inside shall have unconditional right of way for the entire duration of that wave.

v. **One Peak Situation (Reef or Beach Break):** If there is a single well defined peak with both a left and a right available, at the initial point of take-off and neither the

right nor left can be deemed superior then the right of way will go to the first surfer who makes a definite turn in their chosen direction (by making an obvious right or left turn). A second surfer may go in the opposite direction on the same wave without incurring a penalty, providing they do not interfere with the first surfer who has established right of way (i.e. they may not cross the path of the first surfer in order to gain the opposite side of the peak unless they do so without hindering the inside surfer, in the majority of judges opinion).

- vi. **Multiple Peak Situation (Reef or Beach Break):** With multiple random peaks, the right of way may vary slightly according to the nature of an individual wave.
  - With two (2) peaks, there will be cases where one (1) swell will have two (2) separate, defined peaks far apart that eventually meet at some point. Although two (2) surfers may each have inside position on those respective peaks, the surfer who is first to their feet shall be deemed to have the right of way and the second surfer must give way by cutting back or kicking out before hindering the right of way surfer.
  - If two (2) surfers stand at the same time on two (2) separate peaks that eventually meet, then:
    - i. If they both give way by cutting back or kicking out, so that neither is hindered, there will be no penalty.
    - ii. If they collide or hinder one another, the judges a Surfer will be penalized by the judges if either or both indicate aggression at the point of hindrance. If an interference penalty is called, Interference Penalty 1 will apply.
    - iii. If neither surfer gives way by exiting the ride and both share responsibility for the confrontation, then both Surfers will receive Interference Penalty 1.
- vii. **Snaking**
  - The surfer who is farthest inside at the initial point of take-off and has established the right of way is entitled to that wave for the duration of their ride, even though another surfer may subsequently take off behind them. The judges will not penalize the surfer because they have right of way, even though they are in front.
  - If the second surfer has not hindered the original surfer with right of way, then the judges may choose not to penalize them and will score both surfers' rides.
  - If in the opinion of the judges, the second surfer has interfered with (snaked) the original surfer with right of way, by causing them to pull out or lose the wave, then an interference may be called on the second surfer, even though they are behind the first when the penalty was called. If an interference penalty is called, Interference Penalty 1 will apply.
- viii. **Paddling Interference**
  - a. A Surfer paddling for the same wave should not excessively hinder another Surfer who has inside position.
  - b. An interference penalty may be called if:
    - i. The violating Surfer makes contact with the inside Surfer hindering them and resulting in the Surfer having to change their line while paddling to catch the wave causing possible loss of scoring potential.
    - ii. The violating Surfer obviously causes a section to break down in front of the inside Surfer which would not normally have done so causing loss of scoring potential.
    - iii. If an interference penalty is called, Interference Penalty 1 will apply.
  - c. In the event of a collision or near miss between a Surfer paddling out and a Surfer Riding a wave, which adversely impacts the scoring potential for the Surfer Riding the wave (if the majority of the Judges deem the collision/near miss occurred on a wave with no scoring impact on the current heat result then there is no interference penalty), the following applies:
    - i. If a Surfer paddling out has no ability to remove themselves from the line of a Surfer Riding a wave, then there is no interference penalty.
    - ii. If a Surfer paddling out accidentally causes a collision or near miss with the Surfer Riding a wave, it is up to a majority of the Judges to call an interference penalty. In determining whether to call an interference penalty, the Judges will

consider the Surfer's safety and the Surfer's positioning/effort to avoid the situation. If an interference penalty is called, Interference Penalty 1 will apply.

- iii. If a majority of the Judges determine that the Surfer paddling out deliberately caused the collision or near miss with the Surfer Riding a wave, then Interference Penalty 2 will be called on the Surfer paddling out.
  - iv. If a majority of the Judges determine that the Surfer Riding the wave deliberately caused a collision with a Surfer paddling out, then Interference Penalty 2 will be called on the Surfer Riding the wave. Any such interfering Surfer may be subject to additional penalties and sanctions.
- ix. **Tactical Paddling Interference:** In the situation that there is no priority system available, the TPI system may be used in an attempt to reduce unsporting paddling tactics.
- A heat is decided as a result of waves ridden. Tactics directed at reducing waves ridden are negatives to the performance in the heat. Right of way is available to a surfer so they are not hindered in actually catching the selected wave, not as a tactic to prevent opponents from catching the wave.
  - "Unsporting paddling tactics" can be, but will not be restricted to:
  - "taking inside position and right of way with respect to a particular opponent, then intentionally aborting takeoff" once deferred to by the opponent at takeoff point.
  - THE PROCESS: Judges will acknowledge the TPI situation, taking the first instance as an indication by the competitor that he/she is enacting this tactic. When the second TPI for that surfer occurs, an announced warning will be given and the appropriate disc shown. When the third TPI for that surfer occurs, he/she will be asked to leave the water under the two interference rule.
  - Note: Recorded TPI's may involve infringement against different opponents each time.
- x. **Priority System**
- The Contest Director and Head Judge have the option to conduct the event using a 2, 3, 4, or 5 surfer priority system and its associated rules as described below.
  - The priority system will negate the need for the TPI.
- a. **Priority Rules**
1. **Right of Way using the Priority System**
    - a. For heats where priority applies, the priority system will determine which Surfer has priority to a wave at that time. The Surfer with priority has the unconditional right of way and can paddle for and Ride any wave they select. The Surfer's opponent(s) can paddle for and Ride the same wave in any direction and be scored providing they do not;
      - (i) Hinder the scoring potential of the Ride for the Surfer with superior priority.
      - (ii) Cross in front of or bottom turn around the Surfer with superior priority causing a hindrance of scoring potential, regardless if the Surfer is up and Riding a wave or in the process of catching a wave
    - b. If a surfer without priority does not comply with Priority section 1(a), Interference Penalty 2 will be called against them.
    - c. If a Surfer incurs an interference penalty they will lose priority. The Priority Judge will determine the new priority position of the Surfers in the heat.
  2. **General Priority**
    - a. Before Priority has been established, all non-priority rules apply.
    - b. The Priority Judge will make any call on Priority using a colored display system corresponding to the Surfer's competition jersey colors in the water to indicate priority and may consult the judging panel for close calls. With all display systems, if vertical then order of priority will be

from top to bottom and if horizontal then order will be from left to right. Once Priority has been established, it is the Surfer's responsibility to check the priority system for their priority position at all times.

- c. Wave priority is lost as soon as a Surfer rides a wave or makes a committed paddle to catch a wave and misses the wave.
- d. Loss of priority through Rule 2(c) will not apply in heats with more than two (2) surfers if the surfer is:
  - i. Paddling alongside a Surfer with higher Priority, who then catches the wave.
  - ii. They are blocked by a Surfer with higher Priority by paddling or positioning.
- e. If a Surfer inside has second or third priority and their opponent paddles for, but misses a wave, the inside Surfer automatically assumes the higher priority. Therefore, if they also paddle for, but miss the wave, then they have also lost priority. That is, both Surfers have then lost priority even though only one (1) wave has passed and there was not sufficient time to change the priority.

### **3. "Blocking Rule" in Non-Priority Situations**

For all Events with a Priority Judge, a Surfer with the inside position will be allocated lowest priority applicable at the time if they:

- i. Make a committed paddle for a wave and block a Surfer from catching that wave;
- ii. Position themselves in the take-off zone and block another Surfer from catching a wave.

### **4. Excessive Hassling in Non-Priority Situations**

For all Events with a Priority Judge, in the opinion of the Priority and Head Judge, if a Surfer excessively hassles, blocks or hinders another Surfer from paddling in the line-up they will be allocated lowest Priority applicable at the time. If the behavior is aggressive or unsportsmanlike then an Interference Penalty 1 may also be called. The Surfer may also be subject to additional sanctions (Unsportsmanlike Conduct).

### **5. "Blocking Rule" in Priority Situations:** The Priority Surfer will lose priority if in the opinion of the Head Judge or Priority Judge they:

- i. Paddle in front of the non-Priority Surfer to deliberately impede them from catching a wave.
- ii. Position themselves in the take-off zone to prevent another Surfer from catching a wave.
- iii. Use their priority by either paddling for or taking off on a wave to block their opponent when the Surfer with priority appears to have had no intention to score. In this situation, priority can be awarded regardless of which Surfer reaches the take-off zone first after the Ride.

### **6. Special Circumstances in Priority Situations**

- a. Priority Suspension: If a Surfer with superior priority paddles outside the Primary Take-off Zone (including if they sit on the inside position), the Surfer will have their Priority suspended until they re-enter the Primary Take-off Zone. If the Surfer does not re-enter the Primary Take-off Zone, they will no longer be the Priority Surfer. The Priority Judge will determine the Surfer's new priority position in the heat. All attempts will be made to verbally announce to the Priority Surfer as they start to leave the Primary Take-off Zone by a verbal warning via the PA system. Surfers should not rely on the verbal warnings and should always confirm priority by viewing the Priority Disc for the Event.
- b. An Interference Penalty 2 may be called individually by the Head Judge only if the majority of the judging panel do not see the incident.
- c. In all cases where a dispute results from a decision or a malfunction of the priority system, the ISA will consult with the



- Technical Director and Head Judge to determine a resolution, which may include a re-surf.
- d. Allocation is based on who the Priority Judge believes has reached the Primary Take Off Zone first. In cases where Surfers appear to reach the Primary Take-Off Zone at the same time, priority will go to the Surfer who did not have the last priority.
  - e. Once a heat has ended all priority ceases. If a Surfer is Riding on a wave as the heat ends, they can't be interfered with by any Surfer (even if that Surfer had higher priority before the heat ended). If an interference occurs, an Interference Penalty 2 will be called.
  - f. When there is Personal Water Craft assistance, the allocation of Priority when Surfers are being transported at the same time will be decided by the Priority Judge after taking into account both pick-ups and drop-offs. PWCs cannot overtake each other at any time when returning a Surfer to the line-up.
  - g. If the Head Judge or Priority Judge determines that priority is affected by either the PWC pilot's capacity or mechanical problems in a certain situation, priority will be allocated as the Head Judge or Priority Judge deems appropriate.
  - h. If any unauthorized PWC assistance is used by any Surfer, they automatically move to lowest priority if PWC are being used. If PWC are not being used, the surfer will be fined, receive an interference, and/or disqualified if deemed outside assistance.
  - i. When a Surfer Rides a wave prior to a heat start, that Surfer takes the lowest priority position in their heat once it has begun and retains it after any restart.
  - j. In the discretion of the Priority Judge, if a Surfer's equipment is damaged and they actively make their way to their replacement equipment (including catching a wave in prone position or use of a PWC for Surfer safety) or when a Surfer gets washed out of the Primary Take-Off Zone by a set:
    - (i) the Surfer's priority is suspended, indicated by the Surfer having "No Priority"; and
    - (ii) the Surfer's priority position (1<sup>st</sup>, 2<sup>nd</sup>, etc.) they had when they were in the Primary Take-Off Zone can be reinstated once they return to the Primary Take-Off Zone.

## **7. Two (2)-Surfer Heat Priority**

Two (2) surfer Heat priority works in the following manner, subject to section c(3) and section c(6.i):

- a. At the start of a heat once the first wave has been ridden, the second Surfer gets automatic priority for any other wave they choose, unless the Surfer Rides the wave before the heat starts (refer to section 6(i)) or if the Surfer is not in the Competition Area before the heat start.
- b. If a Surfer with second priority paddles for and misses a wave they will not lose their priority position unless (i) their hands left the rails, as they attempted to stand or they paddled outside the Primary Take-Off Zone, as determined by the Priority Judge and (ii) the Surfer with first priority Rides a wave and returns to the Primary Take-Off Zone before the Surfer with second priority.
- c. Allocation is based on who the Priority Judge believes has reached the Primary Take off Zone first. In cases where Surfers appear to reach the line-up at the same time, priority will go to the Surfer who did not have the last priority.
- d. If a Surfer is not in the Primary Take-Off Zone when the heat starts and arrives late, priority will be allocated to the other

Surfer at the discretion of the Priority Judge.

8. **Three (3)-Surfer Heat Priority:** Three (3)-Surfer Heat priority works in the following manner, subject to section c(3) and c(6.i):
  - a. The first Surfer to Ride a wave then receives third priority (First Surfer) when returning to the Primary Takeoff Zone.
  - b. The remaining two surfers in the heat have priority over the First Surfer and may paddle for waves without losing this priority until one of them catches a wave (Second Surfer).
  - c. Once the Second Surfer catches a wave, the initial heat priority order is established:
    - i. The Surfer yet to catch a wave receives first priority; and
    - ii. the remaining Surfers will receive priority in the order they return to the Primary Takeoff Zone.
    - iii. The Surfer with first priority has priority over both surfers. The Surfer with second priority only has priority over the Surfer with third priority.
    - iv. If a Surfer is not in the Primary Take-Off Zone when the heat starts and arrives late, the Surfer will be allocated the appropriate priority position as determined by the Priority Judge at the time when the Surfer reaches the Primary Take Off Zone.
    - v. If a Surfer with third priority paddles for and misses a wave they will not lose their priority position unless (i) their hands left the rails, as they attempted to stand or (ii) they paddled outside the Primary Take-Off Zone, as determined by the Priority Judge.
9. **Four (4)-Surfer Heat Priority:** Four (4)-Surfer Heat priority works in the following manner, subject to section c(3) and c(6.i):
  - a. The first Surfer to Ride a wave then receives fourth priority (First Surfer) when returning to the Primary Takeoff Zone.
  - b. The remaining three surfers in the heat have priority over the First Surfer and may paddle for waves without losing this priority until the next Surfer catches a wave (Second Surfer).
  - c. The remaining two surfers in the heat have priority over the First and Second Surfer and may paddle for waves without losing this priority until one (1) of those Surfers catches a wave (Third Surfer).
  - d. Once the Third Surfer catches a wave, the initial heat priority order is established:
    - i. The Surfer yet to catch a wave receives first priority; and
    - ii. The remaining Surfers will receive priority in the order they return to the Primary Take-Off Zone.
    - iii. The Surfer with first priority has priority over all other Surfers. The Surfer with second priority only has priority over the Surfers with third and fourth priority. The Surfer with third priority only has priority over the Surfer with fourth priority.
  - e. If a Surfer is not in the Primary Take Off Zone when the heat starts and arrives late, the Surfer will be allocated the appropriate priority position as determined by the Priority Judge at the time when the Surfer reaches the Primary Take Off Zone.
  - f. If a Surfer with fourth priority paddles for and misses a wave they will not lose their priority position unless (i) their hands left the rails, as they attempted to stand or (ii) they paddled outside the Primary Take-Off Zone, as determined by the Priority Judge.
10. **Five (5)-Surfer Heat Priority:** Five (5)-Surfer Heat priority works in the following manner, subject to section c(3) and c(6.i):
  - a. The first Surfer to Ride a wave then receives fifth priority (First Surfer) when returning to the Primary Takeoff Zone..
  - b. The remaining four surfers in the heat have priority over the First Surfer and may paddle for waves without losing this priority

- until the next Surfer catches a wave (Second Surfer).
- c. The remaining three surfers in the heat have priority over the First and Second Surfer and may paddle for waves without losing this priority until the next Surfer catches a wave (Third Surfer).
- d. The remaining two surfers in the heat have priority over the First, Second, and Third Surfer and may paddle for waves without losing this priority until one (1) of those Surfers catches a wave (Fourth Surfer).
- e. Once the Fourth Surfer catches a wave, the initial heat priority order is established:
  - i. The Surfer yet to catch a wave receives first priority; and
  - ii. The remaining Surfers will receive priority in the order they return to the Primary Take-Off Zone.
  - iii. The Surfer with first priority has priority over all other Surfers. The Surfer with second priority only has priority over the Surfers with third, fourth, and fifth priority. The Surfer with third priority only has priority over the Surfers with fourth and fifth priority. The Surfer with fourth priority only has priority over the Surfer with fifth priority.
- f. If a Surfer is not in the Primary Take Off Zone when the heat starts and arrives late, the Surfer will be allocated the appropriate priority position as determined by the Priority Judge at the time when the Surfer reaches the Primary Take Off Zone.
- g. If a Surfer with fifth priority paddles for and misses a wave they will not lose their priority position unless (i) their hands left the rails, as they attempted to stand or (ii) they paddled outside the Primary Take-Off Zone, as determined by the Priority Judge.

## 11. Interference Penalties

- a. Interference Penalties will be as follows:
  - i. Interference Penalty 1: The value of the interfering Surfer's second highest scoring Ride will be halved.
  - ii. Interference Penalty 2: The interfering Surfer's second highest scoring Ride will tally as a zero.
  - iii. Interference Penalty 3: The interfering Surfer's highest scoring Ride will tally as a zero.
  - iv. Disqualification: The Surfer will be disqualified from the Heat.
- b. In non-priority situations when an interference is called on a Surfer, then Interference Penalty 1 will apply.
- c. In priority situations when an interference is called on a Surfer, then Interference Penalty 2 will apply.
- d. Notwithstanding the foregoing, in ISA WSG and Olympic related Events only, if there is an interference (e.g., by dropping in, paddling, blocking) that prevents a Surfer from performing on a potential scoring Ride (i.e., a Ride that the Judges determine could have resulted in one or the Surfer's two highest scoring Rides) in the final five (5) minutes of a heat, then Interference Penalty 3 will apply. For the avoidance of doubt, an Interference Penalty 3 does not mean an automatic violation of Unsportsmanlike Conduct. If a majority of the Judges determine that the interference during the final five (5) minutes was intentional, the interfering Surfer will be Disqualified.
- e. When an interference is called on a Surfer while paddling to catch a wave or while riding a wave, the Ride will be scored zero. Judges must still score the ride, but if an Interference is applied by the majority of the judges then the ride becomes zero points.
- f. A riding interference will be shown on the judge's sheet as a triangle placed around the interfering score with an arrow drawn to the rider's score where they were interfered.
- g. A paddling interference will be shown on the judge's sheet as a

triangle placed on the line between the waves where the interference occurred, or above the score if the wave is ridden, with an arrow drawn to the rider's score (or line) where they were interfered.

- h. Any surfer who has caught their wave maximum, remains in the contest area, and in any way prevents a competitor still competing from catching a wave or hinders the scoring potential of a competitor riding a wave will receive an Interference. The Interference Penalty applied will vary depending on the situation. Interference Penalty 1 will be applied if it involves a non-priority situation, Interference Penalty 2 if it involves a priority situation, or Interference Penalty 3 may also be applied depending on the circumstances within the heat in relation to Rule 11(d). Further penalties and sanctions may also apply.
- i. An interference call will be announced by the Beach Announcer only once approval has been received from the Head Judge or Contest Director.
- j. Any interfering Surfer must be penalized and once an interference decision is made, it can only be modified by the Head Judge if they deem the decision was made relying on inaccurate technology (video/audio). The Judges will not enter into any discussion over the interference call.
- k. In non-priority heats, the Surfer who is interfered with will be allowed an additional wave beyond their wave maximum, within the prescribed time limit. Notwithstanding anything to the contrary, if there is a double interference called, neither Surfer gets an extra wave. An extra wave or heat delay as decided by the Head Judge at the time will also apply to interference from water photographers, water security personnel or other outside interference.
- l. Where any Surfer incurs two (2) interferences they must immediately leave the Competition Area (failure to do so will result in a penalty in accordance with this Rule Book), furthermore:
  - i. If both interferences are in a non-priority situation then Interference Penalty 1 will apply to the highest and second highest scoring rides.
  - ii. If one interference is in a non-priority situation and the other in a priority situation, regardless of the order, then Interference Penalty 1 will apply to the Surfer's highest scoring Ride and Interference Penalty 2 will apply to the second highest scoring Ride.
  - iii. If both interference penalties are in a priority situation, or one of the penalties is in the last 5 minutes of the heat in a WSG or Olympic event, then the Surfer will be disqualified from the heat.
- m. If neither Surfer in an interference situation has established priority over the other Surfer involved, then Interference Penalty 1 will apply regardless of whether the other Surfers in the heat (not involved in the interference situation) hold priority or not. This rule will be applied to one-on-one, three (3)-Surfer, four (4)-Surfer, and five (5)-Surfer heats.

## **12. Excessive Hassling in Priority situations**

- a. In the opinion of the Priority and Head Judge, if a Surfer excessively hassles another Surfer who has Priority, in an unsportsmanlike manner, an Interference Penalty 2 can be called against the interfering Surfer.
- b. Using Priority: In the opinion of the Priority or Head Judge, if a Surfer utilizes their priority in an unsportsmanlike manner to intentionally block another Surfer with lower or no Priority outside of the Primary Take-off Zone, an Interference Penalty 2 can be called against the interfering Surfer.

**13. Serious Unsportsmanlike Interference:** If the Technical Director and the Head Judge determine that an interference during an Event was intentional or unsportsmanlike and results in the injury of another Surfer, notwithstanding any penalty infringements available, a Surfer may be fined, disqualified from the Event, disqualify their Team from the event, and face suspension from future ISA events. In addition, the heat in question can be re-surfed if determined by the Head Judge that the result was affected by the Surfer's misconduct referred to within this Rule.

**d. Resurfing Heats**

**1. Resurf due to Incorrect Interference/Priority Calls**

- i. If there is a mistake in priority which creates a clear and non-subjective wrong result between advancing and losing competitors, there may be a re-surf as decided by the Head Judge and Technical Director and/or Contest Director.
- ii. If some, or all, of the surfers in the heat already have their places mathematically decided, even in the case of an incorrect call, these surfers will NOT participate in a re-surf. In other words, re-surfs should only involve the surfers that have their results affected.
- iii. If the simple correction of the incorrect interference call due to an incorrect priority call is enough to correct the situation, without possible changes, there will NOT be a re-surf.
- iv. If a re-surf does occur, it shall start from the time in the heat when the official mistake happened. The wrong call will be corrected, correct priority will be established, previous scores up to that time will be kept, and the re-surf between the surfers involved will happen using the remaining time on the clock. A re-surf for the full time period will only occur if the Head Judge determines that the conditions for the heat have significantly changed or there are special circumstances that require it.

**2. Resurf due to Unbreakable Tie**

- i. Only completely unbreakable ties will be resurfed.
- ii. Only the tied surfers will be involved in the resurf and the heat will be no longer than 15 minutes.
- iii. A resurf will only happen when an unbreakable tie involves surfers involved with qualification and disqualification (advancement to next round). Breaking the tie will be done in the following order:
  - Using the best single score in the heat, followed by the third best, fourth best, fifth best, etc until the tie is broken. (If the tie is between competitors that have two priority interferences and their top two waves are zero, they will not be allowed to use their third, fourth, fifth, etc scores to break the tie).
  - Using the average of all 5 judges on their two best scores to break the tie. If tie still occurs, then use one best score, three best scores, four best scores, and so on until tie is broken.
  - If the tie still occurs, then there will be a re-surf.
- iv. If athletes that were tied were both advancing, then the original team seed or the scores obtained in the previous round will be used to break the tie and avoid the resurf.
- v. If athletes that were tied were both losing, then to avoid the re-surf the two tied surfers will share equal 3rd place in the heat (i.e. tie between 3rd and 4th) and the points allocated equally to each one will be the average between the points for the places involved in the tie in that round.
- vi. Disqualified (losing) surfers in unbreakable ties will only resurf under special circumstances when the final places will decide important issues, such as qualification for future events or other special circumstances decided by the ISA.





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