



General Rules

These rules are designed to explain the basic ISAF competition rules so that riders who are starting to compete can do so by using only these few rules and without the need to learn the many details of the ISAF Racing Rules of Sailing (RRS) and the Experimental Kiteboarding Competition Rules (EKCR).

However, the RRS and EKCR apply whenever racing and can be found for information in their latest versions on the ISAF and IKA websites

All rules are intended to ensure that the best competitor wins through individual skills, good fortune and quality of equipment, and not as a result of procedural devices or legalistic argument. All disputes under the rules shall be conducted on this principle

§ 1 Helping those in danger

You must give all possible help to any person or vessel in danger

§ 2 Sportsmanship, fair sailing and misconduct

A fundamental principle of sportsmanship under these rules is that when you break a rule you will promptly take a penalty. This might be by requesting a scoring correction, or in more severe cases, in retiring. If you do not play fair, or bring the sport into disrepute, you may be penalized severely

§ 3 Decision to race

The decision whether it is safe for you to start or to continue competing is yours alone, not for the people running the race

§ 4 Starting eligibility

Every rider wishing to take part in an IKA sanctioned event must be a member of his/her national kiteboarding class association (which is in membership of the IKA), or one of its affiliated organization. No other membership is required.

For nations without national class associations in membership to the IKA, individual membership of the rider is possible.

§ 5 Equipment

There are no restrictions on equipment other than those defined in the IKA class rules. The IKA reserves the right to impose further restrictions on equipment in the interest of safety or fair competition.

§ 6 Advertising

Every competitor may display advertising on board, kite and clothing except in the areas reserved for his/her personal identification number. The Notice of Race may require competitors to wear an event lycra whenever competing or training, and to place event and class stickers on the board





§ 7 Price Money

Price money and price money splits shall be published in the Notice of Race. In general, 5 % of the advertised price money go towards the discipline tour purse, 5 % of the advertised price money go to the overall tour purse.

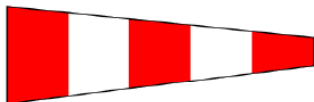
§ 8 Protests

If you are involved in an incident and think the other rider has broken a rule, you may protest. You must inform the other rider by shouting “protest” at the first opportunity the other rider can hear you.

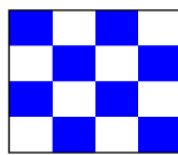
You will need to lodge the protest in writing as soon as possible after the end of the race, or inform the beach marshals immediately after the end of your heat. You do not have to go ahead with the protest if you later change your mind.

If another competitor protests you, you should contact the race committee as soon as possible after the end of the race or heat.

§ 9 Important Flag Signals



AP Races not started are *postponed*. The warning signal will be made 1 minute after removal unless at that time the race is *postponed* again or *abandoned*.



N All races that have started are *abandoned*. Return to the starting area. The warning signal will be made 1 minute after removal unless at that time the race is *abandoned* again or *postponed*.



L Ashore: A notice to competitors has been posted.
Afloat: Come within hail or follow this boat.



M The object displaying this signal replaces a missing *mark*.



Y Wear a personal flotation device.



(no sound)

Blue flag or shape. This race committee boat is in position at the finishing line.





Course Racing Rules

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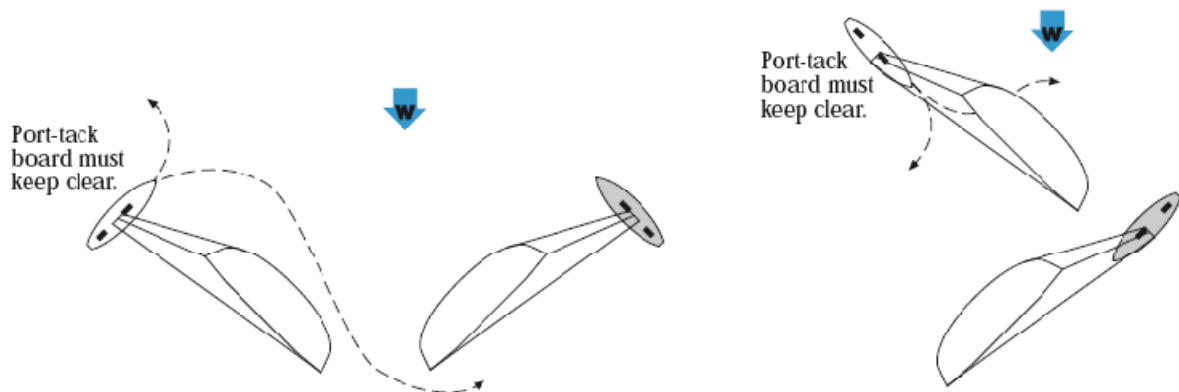
The Course Racing Rules are using drawings from the US Sailing Appendix BB.

§ 1 Definitions

A board is on the tack, starboard or port, as determined by the forward hand of the competitor in standard riding position (riding heel side with both hands on the bar). A kiteboard is on starboard tack, when the forward hand is the competitors right hand. When the forward hand is the left hand, the kiteboard is on port tack.

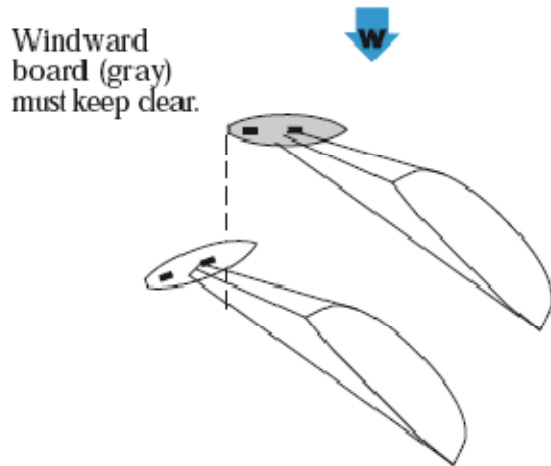
§ 2 When boards meet – on opposite tacks

The port tack board must keep clear



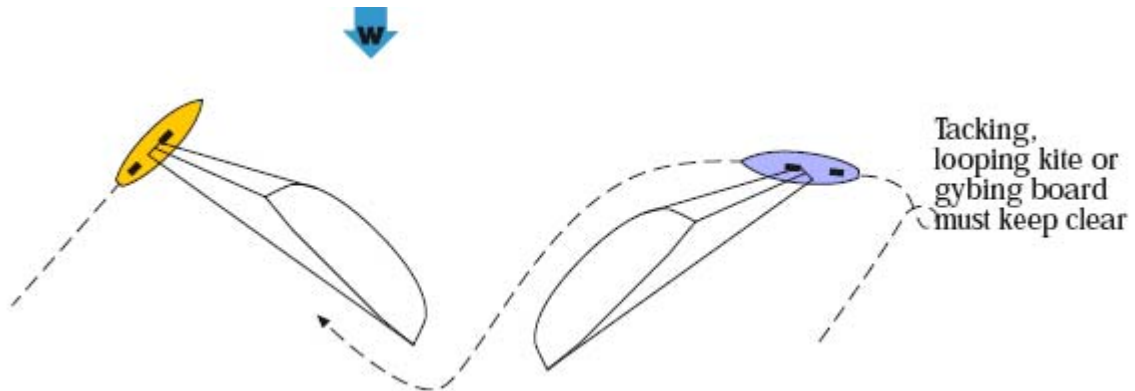
§ 3 When boards meet – on the same tack

The board to windward (if overlapped) or clear astern (if not overlapped) must keep clear.



§ 4 Tacking, Gybing and Looping

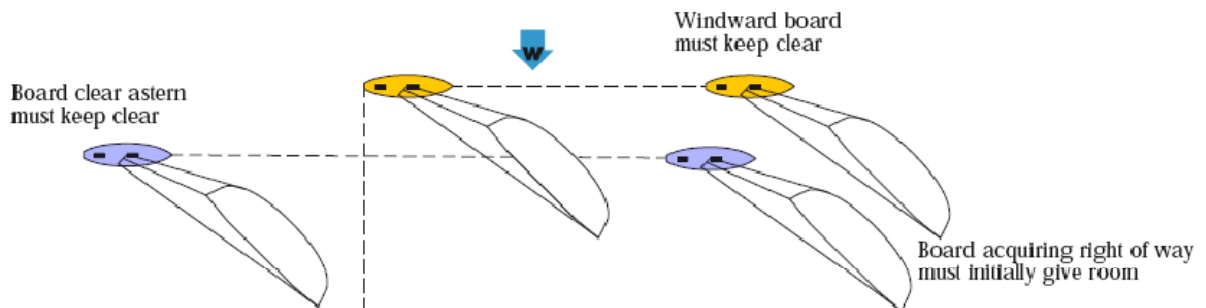
After a board initiates a tack or gybe, she must keep clear of other boards until she is on a close hauled course. A looping kite shall keep clear of other boards.





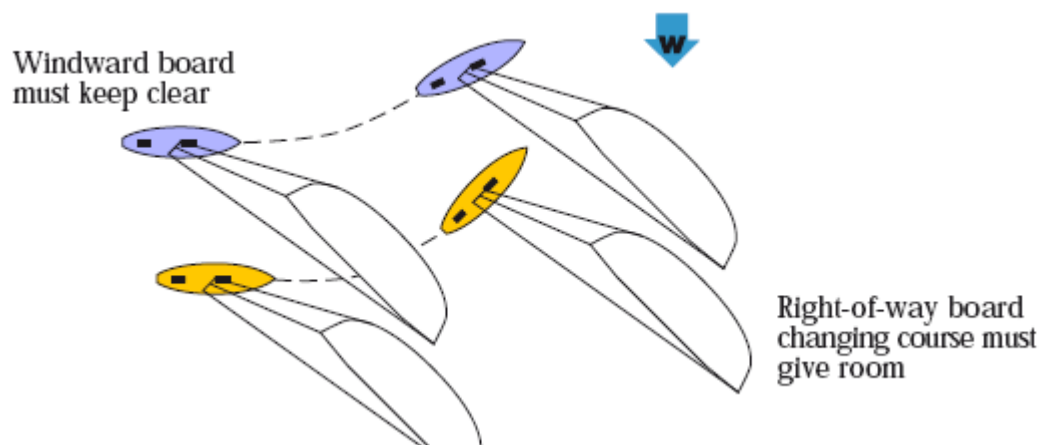
§ 5 Acquiring right of way

When a board acquires right of way, she must initially give the other board room to keep clear.



§ 6 Changing Course

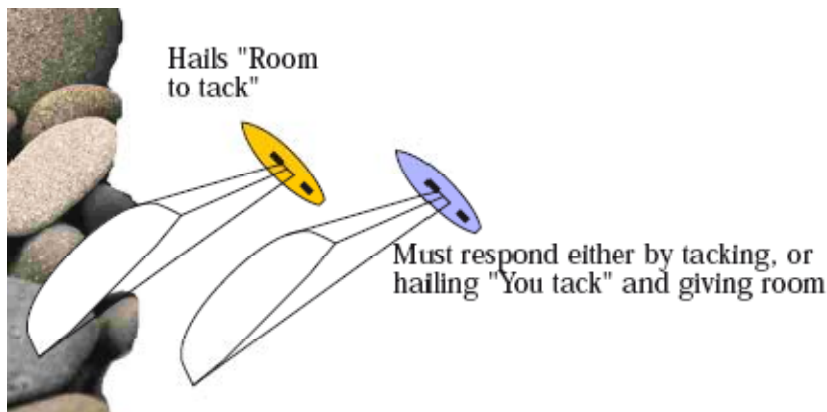
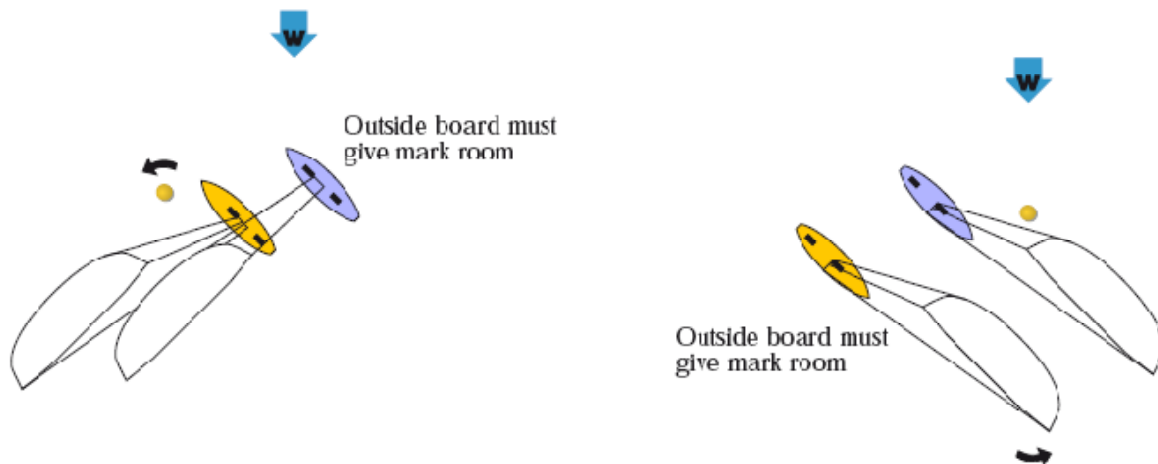
When a right-of-way board changes course or the position of her kite, she must give the other board room to keep clear.





§ 7 Room at a mark or obstruction

This rule applies between boards when they are required to leave a mark on the same side and at least one of them is about to round or pass it. When boards are overlapped, the outside board shall give the inside board room to round or pass the mark.



§ 8 Protests and Penalties

When you break a "when boards meet" rule, you may exonerate yourself by taking a penalty. The default penalty is the 20% scoring penalty (your score will be worsened for that race by 20% of the riders who finish the race). For each penalty, you must inform the other kiteboard and the race committee immediately after finishing by fulfilling a scoring adjustment form within the time limits for protests.







§ 9 Starting Sequences

The usual start system is System 2:

				
Class/Fleet Flag	Red Flag	Yellow Flag	Yellow removed	Green Flag
Attention	Warning	Preparatory		Starting
	1 sound	1 sound		1 sound
3 minutes to start	2 minutes to start	1 minute to start	½ minute to start	start

§ 10 Starting Errors, Recalls and Penalties

At the starting signal, you and your board must be completely on the pre-start side of the starting line. If not, you must return and start correctly, keeping clear of boards that have already started. If the race committee sees any part of a board on the course side at the starting signal, it will display one of the following flags:

	Flag X with one sound signal: Individual Recall	All boards over early must return and start again
	First Substitute with two sound signals: General Recall	All boards must return, the start will be repeated.

§ 11 Sailing the course

You must start, pass each mark on the required side on the correct order and finish, so that a string representing your wake after starting and until finish would lie on the required side of each mark and touch each rounding mark.

