World Sailing Racing Rules Question and Answer Service

Q&A 2023.007

19 May 2023

IRPCAS for the support boats

Situation

The sailing instructions require support boats to be located within a specified area from the time of the warning signal for the first fleet until boats in all fleets have finished racing. During the starting sequence for the first fleet, a boat from the third fleet is involved in a collision with a support person vessel within the area where support person vessels are permitted to be, resulting in damage to the competitor's boat.

The competitor complains to the protest committee and wishes them to penalise the support person.

Question 1

Can a protest committee call a support person for a hearing in accordance with rule 60.3(d)?

Answer 1

Yes.

A protest committee may call a hearing to consider whether a support person has broken a rule (as defined in the definition Rule), based on the information received from any source. See rule 60.3(d).

Question 2

Are support persons vessels required to comply with IRPCAS or government-right-of way rules?

Answer 2

Yes.

IRPCAS or government right-of-way rules shall apply to all vessels including support person vessels. See rule 1(a) IRPCAS.

Question 3

Does a protest committee have jurisdiction to consider and apply penalties for breaches of the IRPCAS or government right-of-way rules to support persons?

Answer 3

A protest committee has jurisdiction to consider and decide whether a support person vessel has broken a rule of IRPCAS or a government right-of-way rule, whichever applies, if that is necessary to decide a request for redress by a boat. See rule 62.1(b).

A protest committee cannot penalize a support person for breaking a rule of the IRPCAS or the government right-of-way rules unless these rules are mentioned in the notice of race as other rules that govern the event as required by rule J1.1(3).

In addition, a protest committee may call a hearing under rule 69, if it decides that the support person also committed misconduct.