SOL RULES OF RACING ('SRR') 2024

Hi Guys, this is NAVSIM AB here.

In agreement with Sailonline ('SOL') Management Team ('MT') and Flag Officers ('FLAGS') we invite you to read in this dedicated area what we expect to be adhered to when sailing

Whatever cannot be enforced by the server in terms of navigational decisions is admitted, even if against logic and reality.

1. One skipper / One boat.

It is the rule that each skipper shall only control one boat in a race.

Where, following a protest from a competitor in that race or from FLAGS, a skipper is suspected of operating more than one boat, the matter shall be investigated by FLAGS. If a breach is considered to be possible, then the race results will be declared "PENDING" and the "Protest Procedure" described below will be carried out.

2. Boat-sitting.

This is the practice of permitting another skipper to control your boat for one or more periods of a race. The need for this is recognised but it must have established and enforceable parameters to avoid effectively breaching rule No. 1.

Boat-sitting (of a 'subject' boat) is permitted only under the following parameters:

- a) Only one other skipper can act as a boat-sitter for a subject boat during one race.
- b) This other skipper may or may not be competing in that race.
- c) A maximum of 25% of the commands that are followed by the subject boat between the start signal and the subject boat finishing that race or expiry of its time limit can have come from the boat-sitter.
- d) A boat-sitter can only issue commands to his/her own boat and to the subject boat.

Where, following a protest from a competitor in that race or from FLAGS, a skipper is considered to be in breach of the above, the matter shall be investigated by FLAGS. If a breach is considered to be possible, then the race results will be declared "PENDING" and the "Protest Procedure" described below will be carried out.

3. One boat – One skipper.

The concept of a TEAM boat is not alien to SOL. This is where a group of SOLers share in turns a TEAM boat. The rules under which this is permissible are:

- a) Each constituent member of a Team boat must have his/her own boat as part of the SOL Community and such member must be a SYC member.
- b) The Team boat does not need to be a SYC member, but obviously in that case its rankings will reflect the non SYC status, under the new ranking system.

- c) The constituent members of a Team boat and its name are declared in the Forum in the Section FLAGS/Races. The scope of Teaming up (specific series or single race) shall be declared. (New scope = new declaration/thread.)
- d) Crew changes are not allowed during a race. They are allowed in between races of a series, and the change must be reported in the same Forum section under a new thread.
- e) If a Team boat is entered in a race then the constituent members may not enter their individual boat in that race.
- f) Prior to official racing each Team member can participate in a Practice Race with their own boat.
- g) The TEAM boat name shall be TEAM***** to make it clear that it is a team boat.

Where, following a protest from a competitor in that race or from FLAGS, a Team boat is considered to be in breach of the above, the matter shall be investigated by FLAGS. If a breach is considered to be possible, then the race results will be declared "PENDING" and the "Protest Procedure" described below will be carried out.

4. Software

With effect from 17th January 2022, in any new race the use of any software to send, edit or delete commands to a boat while racing is only permitted when both of the following conditions are satisfied:

- a) The commands are issued by the skipper, a team member or a boat-sitter.
- b) The commands are sent to the server as soon as possible after being initiated. ¹

Where, following a protest from a competitor in that race or from FLAGS, a skipper is suspected of breaching this rule the matter shall be investigated by FLAGS. If a breach is considered to be possible then the race results shall be declared "PENDING" and the "PROTEST PROCEDURE" described below will be carried out.

Access to the SOL server, via an application to FLAGS PRO, may be offered to investigate the allegation; this will be conducted by authorised technicians who will provide an expert written report to both parties and the protest committee prior to any hearing on their findings.

1 A non-exhaustive list of software that satisfies these conditions can be found here (https://sailonline.org/wiki/show/Software/)

5. Sneaky Little Island (SLI) - Jumping

Because the server moves each boat in leaps (i.e. digitally and not analogue) it can happen that a boat, if travelling fast enough and where the land is narrow, jumps the land.

This is alien to sailing but it can happen under the present server parameters.

The server is being tuned to prevent this happening and so we should revert to being stranded (a barbeque) when hitting land; however, perfection is difficult and the impossible may occasionally occur. SLI jumping is undertaken at a competitor's risk.

6. Repetitive Short-Tacking

Tacking (and gybing) is penalized by the server by means of a simple formula based on exit speed. Whatever sequence or frequency of navigational manoeuvres best deals with these penalties is permissible, whether or not it is alien to real-life sailing whatever particular craft is being raced.

7. Manners

SOL is open to all across the world and so there will be a wide range of ages, genders, ethnic origins, etc. on line during the day. This width of an audience must be borne in mind when engaging in Race Chat.

Manners are a complex concept that comprises and embodies a number of fundamental values that are not only integral to sport but relevant in everyday life.

Fair competition, respect, friendship, team spirit, equality, sport without doping, respect for written and unwritten rules such as integrity, solidarity, tolerance, care, excellence and joy, are the building blocks of manners that can be experienced and learnt both on and off the water.

Accordingly, it is not acceptable for an individual to raise topics in Race Chat or Forums either that are not suitable for such an audience or in a manner that is equally unacceptable. Any such incident should be reported to solnetiquette@sailonline.org. The Sailonline Management Team will manage such a report in accordance with the prescribed procedure. This may result in a private warning to the individual to abide by the rules, through to suspension of Race Chat or Forum privileges up to total exclusion from the platform.

8. Publication and penalties

It is recognised that the SOL membership is a relaxed but competitive group who come to SOL for pleasure, friendship and companionship. The rules under which this is offered should be transparent and equally open to development.

Accordingly, at the beginning of each year these rules will be re-published, carrying eventual modifications that may be suggested by the entire community ahead of time, and considered valid by FLAGS.

In general, penalties will be in the area of redressing the score of the race/s where the breach has been committed and one or more boats declared DSQ.

If the DSQ boat is a SYC member, the score will change and the race result will be redressed.

In case of non SYC member boats, i.e. where DSQ boat points would not change, the race will be redressed and a decision as to making the offending boat inactive for a number of races will be contemplated.

Severe or persistent breaches of these rules may result in FLAGS issuing an exclusion from race(s) and Sailonline Management Team may consider banning the offender from the platform.

9. Protest Procedure

Protests or Requests for Redress ('RfR' for an act or omission of FLAGS or for an external event) can be presented to FLAGS by any boat in that race actually departed from the start by means of an email to flags@sailonline.org up until 24 hours after the first boat in that race has finished the race. This time limit is also valid for a member of FLAGS to open a Protest/RfR case "ex officio".

The protest must contain sufficient information for FLAGS to make a preliminary investigation of the alleged case of breach.

Once the Protest/RfR is received FLAGS will immediately conduct a preliminary investigation of the matter and decide upon majority (see FLAGS majority determination system) if the Protest/RfR is to be admitted.

Should that be the case FLAGS will:

- 1) Declare the results of the involved race as "PENDING".
- 2) If applicable, write/email to the protested boat requesting that an explanation and defence arguments be presented to flags@sailonline.org within 48 hours.

When all the facts are collected FLAGS will make a decision based on a majority (see FLAGS majority determination system below), post such decision in Forum and, in liaison with Engine Room, will redress the race result accordingly.

When the leader board has been updated the race results will be declared official and prizes (if involved) will be attributed and delivered.

The FLAGS decision will be final and without appeal, but not binding on subsequent decisions of FLAGS or at law.

10. FLAGS majority determination system

A Protest Committee of up to 5 members will be formed from FLAGS. One member will be selected as Chairman.

Majority decision will be determined as follows:

5 votes = simple majority

4 votes = vote of Protest Chairman valid as double

3 votes = simple majority

Minimum of 3 votes will be needed to proceed and decide on a Protest/RfR.

If any member of FLAGS is involved as a party to the Protest/RfR their position as a member of FLAGS will be suspended throughout the determination.

Should for any reason the total number of FLAGS members available or entitled to decide upon acceptance or debate or decision of a Protest/RfR be lower than three at a given time, the FLAGS PRO or his/her substitute at the time will co-opt up to two members from SYC Members for the particular instance.

NAVSIM AB Executive Officer - SYC 25th May 2024