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

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

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

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

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

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

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

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

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

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

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

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

Overlap See Clear Astern and Clear Ahead; Overlap.

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

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

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

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

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

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

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**PART 2**

**WHEN BOATS MEET**

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**SECTION A**

**RIGHT OF WAY**

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

10 **ON OPPOSITE TACKS**

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

11 **ON THE SAME TACK, OVERLAPPED**

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

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

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

13 **WHILE TACKING**

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

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**SECTION B**

**GENERAL LIMITATIONS**

15 **ACQUIRING RIGHT OF WAY**

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

16 **CHANGING COURSE**

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

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**SECTION C**

**AT MARKS**

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

18 **MARK-ROOM**

18.1 **When Rule 18 Applies**

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

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

18.2 Giving Mark-Room

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

SECTION D
OTHER RULES
When rule 22 applies between two boats, Section A rules do not.

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

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

PART 3
CONDUCT OF A RACE

26 STARTING RACES
26.1 Races shall be started by using the following signals.

<table>
<thead>
<tr>
<th>Minutes before starting signal</th>
<th>Visual signal</th>
<th>Sound signal</th>
<th>Means</th>
</tr>
</thead>
<tbody>
<tr>
<td>1:15</td>
<td>P and Virtual Regatta Flag</td>
<td>One</td>
<td>Warning signal</td>
</tr>
<tr>
<td>1</td>
<td>P removed</td>
<td>One</td>
<td>Preparatory signal</td>
</tr>
<tr>
<td>0</td>
<td>Virtual Regatta flag removed</td>
<td>One</td>
<td>Starting signal</td>
</tr>
</tbody>
</table>
28 SAILING THE COURSE

28.1 A boat shall start, sail the course described in the game and finish. While doing so, she may leave on either side a mark that does not begin, bound or end the leg she is sailing. After finishing she need not cross the finishing line completely.

28.2 A string representing a boat’s track from the time she begins to approach the starting line from its pre-start side to start until she finishes shall, when drawn taut,
(a) pass each mark on the required side and in the correct order,
(b) touch each rounding mark, and
(c) pass between the marks of a gate from the direction of the previous mark.
She may correct any errors to comply with this rule, provided she has not finished.

29 RECALLS

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

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

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

PART 4
OTHER REQUIREMENTS WHEN RACING

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