



## *Sailx Standard Sailing Instructions*

SAILX  
MEDIANT



Version 3.8

Sailx is conducted on the basis of the ISAF RRS. However, any rule may be varied in Sailx, and done so without reference. This changes rule 86.

1.1 Competition in Sailx, where appropriate, will be governed by:

- the rules as defined in the Racing Rules of Sailing (RRS) 2009–2012.
- these Standard Sailing Instructions and prescriptions.
- Event specific Notices of Race and Sailing Instructions.

1.2 Succeeding items in the above list will take precedence. If there is a conflict between languages in any translated versions and English versions of the Sailing Instructions, the English text will take precedence.

1.3 No National Authority prescriptions will apply.

### **Standard Sailing Instructions**

1. Where the word 'safety' is used in a Part 2 rule, in Sailx it means 'a situation which could result in an unsafe situation if it were real life'.

2.1. All communications using game generated means (protest, Quick Hails, Protest Notifications by PM) are considered to be received, read and understood.

2.2 Only quick hails may be used as evidence in any protest, since only quick hails are automatically translated.

3. Although protests are open for public discussion, Moderators shall act as the Protest Committee where action by a PC is necessary.

4. Moderators oversee the smooth running of Sailx. Their judgement will be trusted when reasonably based on the premise of fairness. Additionally, any decision they do make may not be used against any subsequent or later decisions. Moderators reserve the right not to give time to any Sailx issue, including valid protests or general discussions. Moderators also reserve the right to view any replay, and protest a boat on the evidence of that replay, regardless of the existence of any valid Rule 60 protest against that boat or not.

5. NOTICES TO COMPETITORS AND CHANGES TO THESE SAILING INSTRUCTIONS - Notices to competitors and changes to these Sailing Instructions will be posted on the 'splash page' for each sailing field. Any notices or changes will be effective immediately unless otherwise stated.

### **Sportsmanship and Sailx**

Sailx strives where possible to mimic real life sailing experiences. To that end, the same principles of sportsmanship which are expected in real life competitive sailing, are upheld in Sailx too. Additionally, being an online environment there are some differences. Specifically, 'Online Gamesmanship'. Any form of Online Gamesmanship is forbidden in Sailx.



## Sailx Prescriptions

This lists the Prescriptions (specific rule variations) to the RRS for Sailx.

*A rule not listed here, is presumed to apply, unless it is absurd to apply that rule in the Online Environment.*

<b>Rule</b>	<b>Type of Variation</b>	<b>Text</b>
Rule 14.b	Change (when 'Damage Mode' does not apply)	14.b - shall not be penalised under this rule.
Rule 16.1	Add	16.1(a) A significant course change is flagged with a buffer dot. Where appropriate, a Rules Engine buffer may be applied as the standard for determining Rule 16 breaches.
Rule 17	Add	Except in Team Racing or Match racing, when a boat breaks Rule 17 and the windward boat is sailing on or higher than the leeward boat's proper course, OR when a boat subject to Rule 17 sails <u>significantly</u> past a proper course layline with no apparant tactical advantage appropriate to the race, the windward boat shall be exonerated for breaking Rule 11.
Rule 20.1(b)	Change	20.1 - (b) the hailed boat shall respond by tacking as soon as possible.
Rule 20.4	Add	A boat shall not be penalised under any part of Rule 20 if neither boat tacked, or if only the hailing boat tacked and she was avoided the hailed boat and the obstruction.
Rule 21.1	Add	Add to the end, "A boat who has not reached an angle greater than 90 degrees (i.e. has not made a reasonable attempt to return) by the 25th second of the race will be automatically removed from the race. This is not subject to redress and changes Rule 62.
Rule 26	Add	The preparatory period may be reduced by any Admin.
Rule 35	Append	The 'cut-off' time limit for finishing shall be 900 seconds. However, if when a boat finishes, two or fewer boats are still racing, neither of which is on the finish leg, the race may be reset and any trailing boats will be scored DNF.
Rule 29.1	Include	Boats are notified in the event of individual recall, by ICF 'X' flag next to their boat.
Rule 44.1	Include	The standard penalty for breaking a rule is a One-Turn Penalty.
Rule 44.2	Include	After taking a penalty, a boat may cross from either direction to finish, but shall keep clear of boats finishing in the direction from the last mark.
Rule 61.1	Include	A boat intending to protest / request redress as per Rule 60, 61 and 62, she shall use the automatic protest system at the time of the incident according to Appendix 2 of these Sailing Instructions. However, when reporting suspected abuse (or other misconduct), they need not raise the flag, but may still use the protest system or other means to make the report.



Rule 61.2	Change 61.2(b)	<p>(b) the incident. All protests and requests for redress must be filed using the Sailx Protest Form. The protestor is responsible to ensure it is correctly completed. A racelet should be provided and should include as many of the following items as appropriately possible:</p> <ol style="list-style-type: none"> <li>1) Lead up to the incident</li> <li>2) The contact</li> <li>3) The penalty imposed</li> <li>4) Protest Hails</li> <li>5) Any exoneration turns</li> <li>6) The protest flags being dropped when the system profiles the protest.</li> </ol> <p>In exceptional circumstances the above requirements may be waived at the discretion of the moderator.</p>
Rule 61.3	Change:	There is no specified time limit for filing protests in Sailx. However, protests should be filed as soon after the race as possible. Protests filed after more than 48hrs will not normally be accepted.
Rule 63	Add	Protest hearings will be conducted according to Appendix 3 of these Sailing Instructions
Rule 63.4	Change:	Any user may contribute to a discussion of a protest and even act as juror, but when a user (including Moderator) is a party to a protest, he may not act in the capacity of a juror in that protest.
Rule 64.1	Add:	(e) Moderators will also apply WTS score corrections if they have been requested by the protestor and in accordance with the Sailx Penalty system.
Rule 64.2	Add	When a decision to award redress is reached, the adjustment will only apply to involved parties, even if other boats may 'gain' or 'lose' as a result.

Definitions	Add	<b>Advanced Manoeuvre</b> - Quick gybes or quick-tacks. Stop-Gybes or Stop-Tacks. (As outlined in Appendix 1)
	Add	<b>FINISH</b> - Rule 31 does not apply at downwind finish marks.
	Add	<b>Keep Clear</b> - Unless while Team Racing or Match racing, when a right of way boat is subject to Rule 15 or changes her course, the other boat is not required to use any 'Advanced Manoeuvre' to 'keep clear'.
	Add	<b>Online Gamesmanship</b> - Any behaviour that a player uses to gain an advantage or achieve a target in an online game is cheating if, according to the game rules or at the discretion of the Sailx Administrators, the advantage is unfair to his peer players or the target is one that he is not supposed to have achieved. This specifically includes any forbidden form of <i>Cheating by Exploiting a Bug or Design Loophole</i> . A list of 'approved' and 'prohibited' exploits may be found in Appendix 1 of these Sailing Instructions.
	Add	<b>Significant Course Change</b> - Any change which triggers the RE 'buffer' and results in the display of a pink dot.



Appendix 1	<b><u>List of approved and prohibited exploitations of Online Bugs or Design Loopholes</u></b>	
	Note: Since it is impossible to list all possible exploits, the list of 'prohibited' exploits is considered to be non-exhaustive. Use of ANY exploit (listed as 'prohibited' or not) is considered to be 'Online Gamesmanship', unless it is specifically approved. Its use may be a breach of Rule 2.	
	<b><u>Specifically Approved</u></b>	<i>Notwithstanding a boat's obligations to comply with other rules, these moves are approved.</i>
		a) Use of 'quick-gybe' or 'quick-tack' technique, by pressing [Enter] multiple times in rapid succession.
		b) Use of 'stop-tack' or 'stop-gybe' techniques, by using [SPACE BAR] during an automated change of tack.
	<b><u>Known / Common / Serious prohibited</u></b>	<i>This list identifies some known, common or serious exploits.</i>
		a) Q/O 360 turns may not be used, unless in conjunction with Rule 44.
		b) Retiring a boat, solely in order to re-enter the same race with an advantage.

Appendix 2	<b><u>Protest Procedure Summary (on the water)</u></b>	
When an incident takes place one boat will usually be penalised. Sailx requires a response AT THE TIME OF THE INCIDENT or as soon as reasonably possible afterwards.		
	<b><u>General Protest Procedure Rules</u></b>	<p>1. If a pending penalty remains with a boat for 25 seconds that boat will be removed from the race unless;</p> <p>a) that boat has Protested that penalty properly (P).</p> <p>2. If 1(a) applies, her finish position will be recorded (RET) but not used to score that race or regatta.</p> <p>b) A retained score may only be reinstated at a protest hearing.</p>
	<b><u>Scenario 1</u></b>  <b><u>"If a penalty is given to me?"</u></b>	<p>I can:</p> <p>a) Turn (O or Q);</p> <p>b) Retire (Double-Escape);</p> <p>c) Protest the other boat (P key to show the list of boats, &lt;- and -&gt; to select the boat and P again).</p> <p>An action must be done 'AT THE TIME OF THE INCIDENT'. A boat may follow a combination of Actions (a-c) above. However, since any Protest hail must comply with Rule 61, a hail after Action A or B may be considered too late.</p>
	<b><u>Scenario 2</u></b>  <b><u>"If someone protests me?"</u></b>	<p>I can:</p> <p>a) Transfer their penalty to my boat (T) if they have one, and/or follow Scenario 1 or;</p> <p>b) Retire (Double-Escape)</p> <p>c) Do nothing</p>



Appendix 3		<u>Protest Hearing Summary</u>
A3.1		At any time after the protest is filed it may be immediately opened if: (a) The protestor or a moderator marks the protest as Rule 2/69. (b) A moderator decides so.
A3.2		A protest will remain in 'Pre-Hearing' status for 48 hours unless: (a) the protestee concedes and accepts RAF with a 100WTS penalty. This closes the protest. (b) The protestor withdraws the protest and accepts a 100WTS penalty. This closes the protest. (c) the protest was opened per A3.1
A3.3		If the time limit for the Pre-Hearing status is reached, the protest is closed automatically in favour of the protestor unless: (a) the protestee has contributed a defence by making a comment in the thread. In this case, the protest will automatically revert to 'Open'.
A3.4	Add Rule 65.2 - Closing Protests	Protests may be closed as either: (a) <b>Resolved</b> - When a decision has been reached (b) <b>Unresolved</b> - When an agreement cannot be reached amongst Moderators or when a moderator feels there is not enough evidence to resolve (c) <b>Invalid</b> - When a protest was incorrectly filed or there is no grounds for a protest (d) <b>Agreed</b> - When both parties agree that a hearing is not necessary. A protest which alleges Rule 2/69 violations may be closed at any time without further discussion if a Moderator feels it necessary to do so.
A3.5	Rule 66 - Change	The protest committee may reopen a hearing when it decides that it may have made a significant error, or when significant new evidence becomes available within a reasonable time. A party to the hearing may ask for a reopening no later than 24 hours after being informed of the decision.



Appendix 3	<b><u>Protest Hearing Definitions</u></b>	
	<b><u>Protest Status</u></b>	<b><u>Description</u></b>
<b>Agreed</b>		<i>When both parties agree that a hearing is not necessary.</i>
<b>Closed</b>		<i>A result has been finalised and the hearing is closed either automatically or by a Moderator.</i>
<b>Filed</b>		<i>A protest is filed when it has been formally entered into the system using the Sailx Protest form.</i>
<b>Invalid</b>		<i>When a protest was incorrectly filed or there is no grounds for a protest</i>
<b>Open</b>		<i>The protest is open for discussion by any Sailx member. It must be closed thereafter by a Sailx moderator</i>
<b>Prefiled</b>		<i>Protest data retained by Sailx, but the protest not formally filed.</i>
<b>Pre-Hearing</b>		<i>A period of 48 hours after the protest was filed.</i>
<b>Resolved</b>		<i>When a decision has been reached</i>
<b>Proposal</b>		<i>An indication of a jurors decision, made using the 'Proposal Form'.</i>
<b>Unresolved</b>		<i>When an agreement cannot be reached amongst Moderators or when a moderator feels there is not enough evidence to resolve</i>



**Appendix 4**

**Sailx Penalty and Discipline System**

Penalty and Discipline Measures Ladder

- A. DSQ -300WTS Points
- B. Warning and Watch for 7 days
- C. Red Flag (Guest Rights) for 7 days
- D. Black Flag for 7 days
- E. Temporary Ban for 7 days
- F. Permanent Ban

*Level D, E or F applied by Website Administrators only.*

1. Except for Rule 2, a penalty imposed under Rule 64.1(a) shall be equal to Level A of the ladder but will not be cumulative.

For Rule 2 infringements - less severe

1. The first Rule 2 penalty will be level A + B
2. If the User is already on the Ladder, the next level will be applied without prejudice.

For Rule 69 infringements - Gross

1. Penalty will be applied at Level C or higher at the administrator's discretion.

Immediate Measures on the water

Where immediate action is required, any administrator or moderator may use instant actions of prevention. For typed communications this will be limited to muting the user. For direct interference, acceptable action shall be removal. After such action is required, a report shall be made via the protest system, and measures applied as detailed in this appendix.

*Notes: 1) Allegations of repeated infringement must be accompanied with evidence. 2) Insults should only normally be reported by the 'insulted party'. 3) In the absence of a complaint by another user, poor language may only be considered Rule 2.*