

Knickerbocker Cup

August 26-30, 2009

About Match Racing

Match Racing

The basic game of match race sailing consists of a race between only two boats, each with the objective of crossing the finish line before her opponent while complying with the racing rules. Teams will be assigned either a blue or yellow flag, which determines the side they can enter the start line. The boat with the blue flag enters from port and the one with the yellow flag enters from starboard.

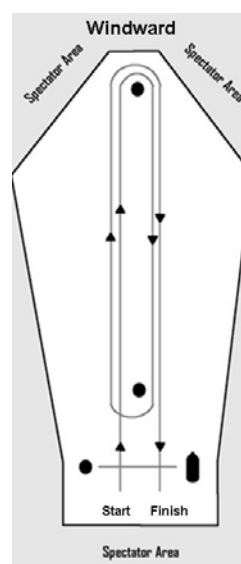
The Racing Area

The racing area will be inside Manhasset Bay. The intended location of the Committee boat shall be announced at the skipper's meeting each morning. The location of the Committee boat may be changed at any time at the discretion of the Principal Race Officer (PRO), without formal signal, either in the morning at the clubhouse or during the day on the course. The location will not change during the course of any race(s) that has been started but has not yet finished.

The Course

The race course consists of two windward-leeward laps as shown below. The windward mark will be approximately one and one half miles upwind of the start-finish line. The leeward mark will be a short distance upwind of the start-finish line. At the start it is extremely important to get control of the opponent. The boats begin from the starting line laid at a right angle to the wind's direction and sail upwind to the first mark to be rounded to the starboard.

The spinnakers are then set and the duel continues downwind to the second mark. The boats then head back to the windward mark, rounding it again and now head for the finish line. The first to cross the finish line is the winner of that round.



The Umpires

Two umpires follow each pair in an umpire boats and together decide if a rule has been violated. With the help of the racing rules and precedents they decide how aggressive one can be on the course. An umpire must know the rules by heart and make a correct decision in less than thirty seconds.

When a Rule is Broken

The competitors show a yellow and red striped protest flag when they think their opponent has violated the rules. The umpires determine if the protest is valid and whom to penalize. They show a green flag for no violation, a yellow flag for violation against the yellow boat or a blue flag to penalize the blue boat. The penalized boat has to make its 360° penalty turn immediately after it has passed the starting line. A boat that has committed a serious violation is shown a black flag and is disqualified and has lost the match.

The Four Basic Rules of Match Racing

1. Boat with right of way must not hinder the other boat from yielding right of way.
2. Boat with the wind in from starboard has right of way.
3. Boat to leeward has right of way to boat to windward.
4. Boat rounding a mark between the other boat and the mark must be given room to do so.