Match Racing – Rules Quick Reference

1. Fundamental Right-of-Way

- Port keeps clear of Starboard.
- Windward keeps clear of Leeward.
- Clear astern keeps clear of Clear ahead.

2. Gaining Right of Way

- When you acquire right of way, give room initially.
- Do not cause immediate unavoidable contact.

3. Changing Course

- Right-of-way boat may change course.
- Must allow the other boat space to keep clear.

4. Marks (3-Length Zone)

- Overlapped at zone → Outside gives mark-room.
- Clear ahead at zone → Boat astern keeps clear.
- Tacking in zone → Must give mark-room.

5. Starting Situations

- Leeward boat may luff before the start.
- Avoid barging at the pin.
- Port entry must keep clear.
- Windward keeps clear in dial-ups.

6. Contact

- Avoid contact when reasonably possible.
- Damage changes everything.

7. Penalties (Match Racing)

- Penalties taken promptly.
- Umpire signals govern in umpired events.
- Multiple penalties stack.

8. Tactical Rule Use

- Control leeward position at the start.
- Force opponent to tack first upwind.
- Use rights to create separation, not contact.