



# ESF RULEBOOK



### European Championships

The Senior European Championships (EUROSURF) is to be held in odd year's i.e. 2007,2009,2011, 2013, 2015, 2017....

The Junior European (EUROSURF JUNIOR) is to be held in even years i.e. 2008, 2010, 2012, 2014, 2016, etc..

EuroSUP- Starting in 2016

### 1 - Eurosurf

Eurosurf includes the following events:

Division	Sex/Age Restrictions	Number in Team
Open	None	4
Women	Women / any age	2
Longboard	None	1
Men Bodyboard	Men / any age	1
Women Bodyboard	Women / any age	1
Judges **		1
Manager		
Assistant Manager		
Coach		
Translator (if applicable)		

\*\*The top 3 Nations (1st to 3th) of the last Eurosurf judges ranking should send 2 Judges

The remaining Nations and new members should send 1 Judges

Penalty: €300 fee for each judge that you do not send

The date for determining the age categories is January 1<sup>st</sup> in the year of the competition

In Eurosurf a competitor may enter an open division (men or women) as well as one other division

It should be noted that no special consideration will be shown to competitors entered in more than one division and that heats for 2 divisions may be held simultaneously or back to back.

An open surfer may be of either sex and of any age.

## 2 – Eurosurf Junior

Eurosurf Junior includes the following events:

Division	Sex/Age Restrictions	Number in Team
Men under 18	Men / under 18	2
Under 16	Any / under 16	2
Under 14	Any / under 14	2
Women under 18	Women / under 18	2
Men un 18 Bodyboard	Men / under 18	2
Women un 18 Bodyboard	Women / under 18	1
Under 16 Bodyboard	Any / under 16	2
Longboard under 18	Any / under 18	1
Judges **		1
Manager		
Assistant Manager		
Coach		
Translator (if applicable)		

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The top 4 Nations (1st to 4th) of the last Eurosurf Junior judges ranking should send 2 Judges  
The remaining Nations and new members should send 1 Judges

### **Penalty: €300 fee for each judge that you do not send**

The date for determining the age categories is January 1<sup>st</sup> in the year of the competition

The Technical Director and either the European Surfing Federation President, Secretary General or other E.S.F. official will ensure that every competitor satisfies the age requirement for their division by checking their passport before they are allowed to enter the water.

**In Eurosurf Junior a surfer** may enter in more than one division.

It should be noted that no special consideration will be shown to competitors entered in more than one division and that heats for 2 divisions may be held simultaneously or back to back.

### **Officials**

For Eurosurf Junior, if a team includes females under the age of 18, then one of that teams officials should be a female over the age of 18.

### **Translators**

Where the official language of the host nation, or a team is not English, a translator may be included in the team (and he/she will be afforded all privileges as if a competitor, by the host nation).

**N.B.** English speaking teams may not include a translator as part of their team unless they pay for that person's accommodation and food.

The amendment of team sizes is the prerogative of the Executive Committee.

### 3- Eurosups

EuroSUP includes the following events:

Divisions	Sex Restrictions	Competitors per nation
SUP Surfing	Open Men	2
	Open Women	1
SUP Racing	Technical Race Men 5-6 Km	2
	Technical Race Women 5-6 Km	1
	Distance Race Men 18-20 Km	2
	Distance Race Women 18-20km	1
Judges		1
Manager		
Assistant Manager		
Coach		
Translator (if applicable)		

Penalty: €300 fee for each judge that you do not send

The date for determining the age categories is January 1<sup>st</sup> in the year of the competition

In EuroSUP a competitor may enter an open division (men or women) as well as one other division

It should be noted that no special consideration will be shown to competitors entered in more than one division and that heats for 2 divisions may be held simultaneously or back to back.

An open surfer may be of either sex and of any age.

#### 4 – Award of European Championships

Applications to host a European Championship should be submitted in writing to the Secretary General of the ESF in time to be presented at the AGM of the ESF and at least 3 years before the proposed championships take place.

2 years prior to the event, the ESF AGM will review the applications and award the Championships to whichever country it so wishes.

1 year prior to the event, the host nation must make a presentation to the ESF Executive showing how their preparations for the event are progressing. They must give details of the contest locations, infrastructure, food and accommodation etc.

If the ESF is not satisfied that sufficient progress has been made or that there are good reasons to suppose that the organisers will not be able to fulfil their original promises, then the ESF Executive may award the event to another country if another country is able and willing to host the event.

#### 5– Competition Rules

Each MEMBER NATION must apply the rules of competition as set out in the rulebook when hosting or competing in a European Championships.

Amendments to these rules are the prerogative of the Executive, and the Secretary General will advise each Member Nation once an amendment has been approved. Amendments to the rules will only be applied to European Championships held after the amendments are approved. If amendments to the rules are made less than one year prior to a European Championships, the Host Nation may apply the old rule or rules as the case may be, subject to it being shown that arrangements in terms of the old rule or rules has been concluded prior to the amendments being made.

In addition, proposals for changes to the rulebook must be submitted in writing to the Secretary General a minimum of 90 days before an executive meeting. Such proposals will be submitted to member nations by post a minimum of sixty days before such meeting.

### 6– Team List & Replacements

Team lists must be submitted to the ESF a minimum of six weeks before the European Championships.

Alterations to the names but not the number of team members will be permitted up to time of the competitors meeting to be held prior to a European Championships.

No further entries will be accepted after the six week deadline.

Those surfers, who have been nominated to compete at this point, are the final starters for the Championship. Any no-show competitors will forfeit their right to compete. Reserves can only be accepted at the beginning of the contest if a team member is unable to surf because of a medically documented illness or injury. Once a surfer substitution occurs the original surfer cannot re-enter the competition.

Once the initial draw has been made, no re-draws will be made to account for no-show competitors. A competitor must collect his singlet and enter the water to qualify for last place.

### 7- Seeding

**Preferred Seeding** Each division will be seeded according the seed given to the Nation, with the teams themselves being placed according to the results of the previous Eurosurf or Eurosurf Junior as follows:

Nation	Seed	Rank	Seed	Rank	Seed	Rank	Seed	Rank	Seed	Rank	Seed	Rank
FRA	1	1	2	2	3	3	4	4	5	5	6	6
POR	1	7	2	8	3	9	4	10	5	11	6	12
ESP	1	13	2	14	3	15	4	16	5	17	6	18
ENG	1	19	2	20	3	21	4	22	5	23	6	24
WAL	1	25	2	26	3	27	4	28	5	29	6	30

If conflicts arise in divisions with the preferred method of seeding then the following seeding will be used for those divisions only

Nation	Seed	Rank	Seed	Rank	Seed	Rank	Seed	Rank	Seed	Rank	Seed	Rank
FRA	1	1	2	6	3	11	4	16	5	21	6	26
POR	1	2	2	7	3	12	4	17	5	22	6	27
ESP	1	3	2	8	3	13	4	18	5	23	6	28
ENG	1	4	2	9	3	14	4	19	5	24	6	29
WAL	1	5	2	10	3	15	4	20	5	25	6	30

## 8 – Format for European Championships

The European Championships will be run in Double Elimination format which consists of rounds of heats in each division with not less than 50% of the competitors in each heat advancing to the next round (winners round (P) or losers round (R)).

When a surfer loses in the winners round (P),( even if does not enter the water) he passes to the losers round (R).

Once he has lost the loser's round he is eliminated from the competition. All of the winners from both rounds will continue until they compete together in the final.

If for any reason the original schedule is not possible to accomplish, the Technical Director can use the following options:

- a) If conditions make it impossible to follow the original schedule, even if the heat times are reduced to the minimum, the losers round will be cut short and the winners of the losers round will join the winners round early. After that, when any competitor loses he is eliminated from the competition.
- b) The priority list for repercharge dropping is the following:  
Eurosurf:
  1. 1st repercharge round for all divisions
  2. All repercharges for Longboard and Women Bodyboard divisions
  3. All repercharges Men Bodyboard and Women Surf divisions
  4. All repercharges for Open SurfEurosurf Junior:
  1. 1st repercharge round for all divisions
  2. All repercharges for Longboard, Un 14 Surf and Un 16 Bodyboard divisions
  3. All repercharges for U16 Surf and U18 Women Bodyboard divisions
  4. All repercharges for U18 Men Body and U18 Women Surf divisions
  5. All repercharges for U18 Surf

If there is still a need to eliminate divisions, the priority list remains the same as above.

c) If it is impossible to continue with the competition, the points still to be decided will be divided among the competitors who are still in the competition. 5% of the points are deducted from the competitors in the losing rounds (R) and added together and divided amongst the remaining competitors in the progression rounds (P).

## 9-Formats of the European Tours

The European Championships will be run in Double Elimination format which consists of rounds of heats in each division with not less than 50% of the competitors in each heat advancing to the next round. The rules applied are the same as on the European Championships but specific rules about prize money, fees and staff payments should be consulted in the European tour event organizer requirements 2016.

## 10- Event Officials FOR EUROPEAN CHAMPIONSHIPS/ European Tours

The **EVENT DIRECTOR** will be proposed by the host nation 6 months before the event and the ESF executive committee must approve him as being suitable.

The **HEAD JUDGES** will be chosen by the ESF executive committee among 3 names proposed by the ESF Technical Director

## **Event Director**

To create and control the event mood as decided on by the event sponsors, prepare the schedules and ensure that everyone is contributing towards the event and are doing their assigned tasks. Liaises with both the event sponsors and the ESF Technical director.

## **ESF Technical Director**

To aid the contest director in rules definition, prepare the event format, provide the correct seeding for each round of competition, arbitrate any major problems between the surfers/team management and the event. Works closely with the contest Director and Head Judge/ Race Director.

## **Race Director( EuroSup Only)**

To be responsible homologation of the course and coordinate in conjunction with the technical director, officials and water patrol involved in the race. Responsible to make a meeting with the team managers to explain the racecourse, any specific requirements and start/finish sequences, provide an update on race meteorology, explain safety protocol and take place at the event start location immediately before the racing begins .

## **ESF Head Judges**

Assembles the group of ESF judges for training at the judging seminar. In conjunction with the Technical Director, selects the final judging panels to be used at the event, including any ASP judges who may be used at times. Operates the Head Judge Computer Terminal. Cannot overrule the judging panel's decision concerning interference and priority, unless the majority of the judges did not see the incident. Reports to the Contest Director and works with the ESF judges and ESF Technical Director

## **ESF Judges**

ESF judges will be appointed by the Nations involved in the event and should have previous experience in international events. They have to be impartial and be available to work in various positions like :Spotters, Bullator or priority Judge if demanded by the ESF Head Judges.

To use the information collected locally along with the information provided by the E.S.F. and respective team managers (i.e. biographical information). Works to create as much local media interest as possible. Reports to the event co-ordinator.

## **Head Announcer**

His primary job is to bring the event concept to the spectators in an entertaining and instructive fashion and to lead the assistant announcer in getting the surfing information from the Bio sheets and scoring computer to the spectators and surfers. Reports to the event co-ordinator and contest director and works closely with the media liaison officer.

### **Assistant Director**

Works on the ESF computer and keeps the scoring and biographical information coming to the Head Announcer. Reports to the Head Announcer.

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### **Computer Operator**

Appointed by the ESF with positioning and onsite expenses paid for by the Host nation. Provides a complete computer scoring system, which is designed for the ESF judging panel. All hardware and software are supplied by the computer operator except the TV Monitor s.

### **Timers, Disc Operators and Spotters**

Work on a rotation basis calling colours, operating the timing disc. Reports to the contest director but gets directions from the ESF Head Judge/ Race Director.

### **Beach Marshall (must be English speaking)**

Ensures that all competitors are checked in for their heats, have their colours and are briefed with the event rules. The ESF will provide a list of such rules as well as a rule book for the beach marshal detailing the following information, that he then uses in his briefings'- Heat Time,' Number of Scoring Waves, Maximum Number of Waves. Describe Disc Colours and Horn Blasts (Green till 5 minutes remaining, Yellow till end of heat, one horn to start, and two horns for end of heat), give Disc location, prone in after heat, when to paddle-out and where to wait for start of heat. The marshal reports to the contest director and receives instructions on the judging criteria and rules.

### **Tabulator**

In all manually judged heats the Tabulator receives the score sheets from the judging panel and tabulates them in accordance with the ESF rules. In computer scored heats the tabulator collects the manual heat sheets from the judges, but the results are then used only as a check against the official computer results. Reports to the Contest Director and is assisted by the Head Judge. Tabulators must do their job in the following order:

In heats that the computer is used they must check that the judge's scores have been entered correctly.

In non-computer judged heats they must do the following:

- Check wave count
- Check for any missed waves i.e. "M's", and if either of the two above occur, call the Head Judge or contest director for assistance.
- Check for interference. If there is a majority, then it counts and any judges sheet which does not have it marked, must have a triangle placed on that wave



- Circle or highlight scoring waves
- Tally scoring waves
- Give placing
- Transpose placing onto master sheets. Lowest place- points equalling the top placed competitor. (If there is a tied situation see ties in competition rules N° 21) always try to use different colour ink to the judges if possible.

### **Assistant Tabulator**

Works with the tabulator to speed manual calculation of results and the checking of the computer results. Reports to the tabulator.

### **Work Force**

Used to set up and take down the event site and the event promotional banners, etc. Reports to the contest director for set up advice and the event co-ordinator on promotional matters.

### **Security**

To keep the competition and official areas free from unauthorised entry by non-competitors and spectators and to keep the site secure overnight. Reports to the Contest Director.

### **11- Team Points**

Each surfer will accumulate team points according to the overall place he gains in his division during the contest.

The points are defined according to the following rules 1000 Points Table for all divisions:

The Team Champions will be the team that has accumulated the most points gained by each individual in that team during the contest. These points will be added together to give the total points tally for that team.

Where a Nation enters a team less in number than its rightful team size, such nation shall be awarded zero (0) scores for the unfilled team positions.

Surfers who tie for a place shall be awarded equal points for that place.

### **12- Meetings**

Prior to any European Championship the following meetings will take place:

- Judges Meeting
- Managers Meeting

Attendance at these meetings is compulsory and suitable prior notice of them must be given.

The Head Judge will conduct the judges meeting in the presence of the Technical Director and give guidance to the judges, as he/she deems necessary.

The managers meeting will be chaired by the Technical Director and the ESF President (or in their absence some other E.S.F. official) and will be used by the host nation to acquaint managers with all aspects of the contest that are deemed necessary.

### **13- Team Bonds**

These must be paid to the ESF Secretary General (or other nominated ESF official) at least 1 day prior to the start of the event.

The bond may be paid in traveller's cheques or bankers draft, but not in cash or personal cheque. The amount payable shall be agreed one year prior to the European Championship in question.

The bonds will be held by the ESF and will only be refunded on the agreement of the host nation unless a dispute arises.

In the event of a dispute arising between a member nation and the host nation with regard to the return of a team bond, the ESF shall act as mediator in such dispute.

#### **14 – Entry Fees**

There shall be an entry fee of €400 (per team) for any European Championships. This money is to be paid to the ESF six weeks before the first day of the contest. If these fees are not paid, teams will not be permitted to enter the event.

#### **15– Competition Rules**

1. The Head Judge will indicate when a heat is to commence.
2. Heats will commence with one blast on an air horn or siren and finish
3. with 2 blasts.
4. In addition, a large disc (minimum 1mt diameter) will be used - Dark
5. Green to signal the start of the heat; Light fluro Yellow to indicate 5
6. minutes left in the heat and no colour to indicate the end of the heat (its
7. also possible to use lights with same colours ). The disc must be
8. displayed against a neutral background.
9. Heats will either start at the waters edge (competitors must not be in the water) or from the line-up (infractions will be penalised with an interference penalty).
10. Where water starts are permitted, competitors will be allowed to paddle out on the contest directors direction at a pre-arranged time (eg: 5 minutes before the start of their heat) and will congregate well away from the contest areas. Competitors will be penalised if they interfere with a heat in progress while paddling out for a subsequent heat. The penalty will be an interference penalty. The surfer interfered with shall be allowed an additional wave and shall be informed of this via the PA.
11. If possible the commentator will give a five second countdown at the end of each heat.
12. 2 timing devises must be used.
13. The heat will end at the beginning of trhe first of the final sirens sounds. This must be at the end of the allotted time. There will be at least a 30 second gap between heats.

#### **16– Heat Times and Wave Counts**

1. Heats shall be of 15 - 25 minute's duration. Surfers best 2, 3 or 4 waves shall count. Each surfer may ride a maximum of ten waves. A surfer should be informed via the PA that he has ridden 9 and 10 waves.
2. Finals shall be of 20 - 45 minute's duration. A surfersA surfer best 2, 3 or 4 waves shall be count. Each surfer may ride a maximum of 15 waves. Each surfer shall be informed (via the PA) when they have ridden 14 and 15 waves.
3. The Contest Director, Head Judge and Technical Director shall between them decide on heat times, number of waves to count and whether to have beach or water starts.
4. Any surfer who stands up after his heat has finished and is still riding when the next heat is in progress will be penalised and the wave will not be scored. The penalty will be an interference penalty (this penalty is also for up before).
5. For a wave to score the surfer must be clearly in possession of the wave, on the wave face and his hands must have left the rails (rail grabs excluded). Bodyboarders must

have dropped down the face of the wave or completed a manoeuvre for it to score. Kneeboarders must be clearly in possession of the wave, on the wave face and be in the kneeling position for it to score.

6. There will be no time extensions to a heat in progress. If for any reason a heat has to be stopped it will be resumed at the time it was stopped and will run for the originally set period. An exception to this is if the contest committee feel the heat should be re-run because conditions have altered radically or for some other reason.
7. The Contest Director will decide the order in which events are to be run and display it prominently on a notice board.
8. When heats are in progress, any unauthorised surfer in the competitor's area will be penalised. The penalty could be the immediate disqualification of the surfer.
9. Judging statistics will be compiled daily (by the Head Judge) and any inconsistent judges will be dropped from the panel and may be expected to undertake other duties (eg: spotter). The Contest Director, Head Judge and Technical Director shall decide together if a judge is to be dropped.
10. Judges score sheets shall be available for scrutiny by competitors in the presence of their Team Manager or Coach.
11. Any Team member who is found guilty of unsportsmanlike conduct may be liable to disqualification and losing the points for their team at the direction of the ESF Executive committee.
12. Heats will be made up of a maximum of 4 surfers. A minimum of 50% of the surfers in each heat will advance.

### **18 – Bodyboard**

Bodyboards will have the following attributes:

- They will be flexible, and shall include some portion of soft exterior skin.
- They shall not exceed 5 feet in length.
- The use of fins is optional.

### **19 – Longboards**

Board requirements:

- Length is minimum 9 feet, measured in straight line (not over the rocker). Width dimensions to be a minimum of 47 inches. That is the total of the widest point, plus the width 12 inches up from the tail and the width 12 inches back from the nose.
- Traditional longboard Malibu shape to be used with use of multiple fins and channels allowed.

·Judging criteria - "Longboards will be judged on a combination of traditional and modern manoeuvres with control being the major factor"

### **20 – SUP**

Board requirements:

- All boards should be single Hull with Stationary/non correctional fins( Fin box allowed).
- In the disciplines of SUP racing all boards should be 12'6" and under.
- The competitors must supply their own equipment.
- Race boards can't be used in the surfing competition.

## **21– General**

1. There has to be a minimum of 18 inches (45cm) of wave height before surf can be deemed contestable.

2. Maximum of two photographers in the line-up during a heat with no more than one to be using a still camera and the other the event video. The photographers must have a minimum size lens of 135mm, cannot use hard boards for flotation and be ESF approved.

After checking-in with the event director and signing a waiver (if required), they can enter the water only during assigned heats and after obtaining an ESF supplied helmet (if available), to wear in the water.

The Contest Director and Head Judge can remove the photographer(s) from the water if they deem it necessary.

## **22 – Protests**

1. Any competitor has the right to protest on a result of a heat. All protests must be in writing and be submitted on behalf of the surfer by his Manager or Coach, to the Contest Director no more than 30 minutes after the end of the heat. The merits of each protest will be considered by the Contest Director, the Head Judge and by the Technical Director, where after the Contest Director will rule on the protest.
1. In case of interference call, the Contest Director at the end of the heat will notify the Team Manager or the Coach of the offending surfer of the interference call. Any protest that is lodged in respect of the interference must be submitted in writing within ten minutes of the notification being given.
1. The Contest Director will convey the result of the appeal to the Team Manager, and his decision will be final. If a Team Manager is unhappy or dissatisfied with the result of a written protest, they shall have the right of appeal to the ESF Executive Committee. Such an appeal must be in writing and must be submitted to the ESF Executive Committee meeting.
1. Any country has the right to approach the Executive Committee of the ESF if that country is unhappy with the way in which a protest was dealt with at a European Championships.

## **23 – Wave Maximums**

1. Any a surfer who remains in the water after their 10<sup>th</sup> / 15<sup>th</sup> wave will be penalised for interference if he catches another wave.  
He will receive interference if:
  - a) He rides any extra waves that obviously deprive another competitor of an available ride.
  - b) He interferes with any other competitor by paddling, positioning or some other reason.

## **24 – Wave Tabulation**

With or without the computer system the tabulation is made wave by wave.

The highest and lowest score of each wave will not count.

The average score is calculated from the three remaining score.

The final positions will be d

efined by the sum of the 2, 3, 4 or 5 best waves of each surfer.

## **25 – Computer Evaluation of the Judges**

The level of accuracy of a judge is measured by comparing the score given by a judge for a wave against the average computed by the system.

The distance from the judge's score to the computed average determines the amount of errors the computer attributes to the judge according to the following table:

Distance from the Average	N° of Errors
<= 0.9	0
<= 1.4	1
<= 1.9	2
<= 2,4	3
each 0.5 score distance	adds 1 error

At any time the computer can printout a report with the amount of waves judged and the total amount of errors accumulated. Also on the report are the amount of waves missed and the number of score changes the Head Judge requested a judge to make.

## 26 – Judging

1. The judges should be accommodated separately from the teams
2. Judging panels for each heat will consist of four or five judges who will rotate from the judging panel. A panel of six judges is the minimum necessary to conduct an event on a full-time basis. Each judging panel will officiate under the control and discretion of the Head Judge.
3. Judges must check in to the Head Judge at least 15 minutes prior to heat starting times. This allows time to get a realistic view of the waves, and surfing standard.
4. The name of the judge and the tabulator together with the division, event and heat number must be entered in the appropriate sections of the judging sheet before the next heat starts.
5. Judges sheets must be handed in promptly at the end of the heat. Judges must not tally the sheet or alter scores. If a score is unclear or must be changed, blank out the square and use the next one. All alterations must be signed by the Head Judge.
6. Each judge must give 100% effort. Maximum concentration is essential to ensure personal bias is eliminated, and that top efficiency is reached.
7. Scribes may be used to avoid any possibility of missing waves.
8. Judges are to score every ride by each competitor.
9. The judges to be used in the finals will be those who have shown the highest degree of consistency over the contest.
10. Judging statistics and their calculations are detailed in Section 25.
11. Judges are responsible for ruling interference situations described in Section 30
12. Judges finishing their rostered events should remain on hand in the administration area until the last event has been tallied. Judges must be available until protests can no longer be lodged.
13. The wave scoring will be done from zero to ten. Broken into one-tenth increments.
14. Judges should be visually separated and it is the responsibility of the Head Judge to see that the judges do not discuss scores or interference calls.
15. Judges may not change their scores or interference calls either on the computer terminal or on the manual Judging sheets. In the event that a mistake has been made the judge should have the Head Judge make the correction for him.

16. If a judge misses a wave or part of a wave, he should place an “M” in the square of the Manual Judges sheet, or in the computer.
17. At times, errors of a special nature occur with respect to judging. This includes timing and judges scores. The Technical Director, along with the Head Judge, will rule on these special circumstances, case by case. At his discretion the Technical Director may consult with those qualified observers (defined as off-duty judges, spotters or other officials) who may have witnessed the incident in question.
18. Judges must wait until the completion of the Tabulators work before checking the completed Tally Sheet.
19. No judge may pass comment on what has happened on the judge’s tower, to the Team officials, public, media or other contestants, or that judge may be dismissed from the panel and the Technical Director may take other action.

## **27 – Judging Criteria and Hints**

**Before Judging** make sure you take part in the pre-event meeting to establish the criteria and rules that will be used. You must be at the judge’s tower punctually. This means one heat before your first heat, so that you can check conditions and be available in case a judge does not show up. Be prepared for all conditions and if necessary bring sweaters, towels, pants and a coat in case of rain. The judges must know the rules and be able to implement them in any situation. Study the ESF criteria mentioned below.

### **a)Surfing Judging Criteria**

<b>A SURFER MUST PERFORM RADICAL MANOEUVRES IN THE MOST CRITICAL SECTIONS OF A WAVE WITH SPEED, POWER AND FLOW TO MAXIMISE SCORING POTENTIAL.</b>
<b>INNOVATIVE AND PROGRESSIVE SURFING AS WELL AS VARIETY OF REPERTOIRE (MANOEUVRES) WILL BE TAKEN INTO CONSIDERATION WHEN REWARDING POINTS FOR WAVES RIDDEN.</b>
<b>THE SURFER WHO EXECUTES THESE CRITERIA WITH THE MAXIMUM DEGREE OF DIFFICULTY AND COMMITMENT ON THE WAVES SHALL BE REWARDED WITH THE HIGHEST SCORES.</b>

#### **Surfing Criteria Breakdown**

The Criteria has purposely been broken into 3 sentences.

The first sentence having the most emphasis and is by far the most important part of the criteria. It concerns the manoeuvres, how radical and committed they are and the section of the wave that they are performed on. It is vital that every member of a judging panel adheres to the same point of reference so that each competitor knows how to maximise his/her scoring potential.

**1. A surfer must perform radical manoeuvres in the critical sections of a wave with speed, power and flow to maximise scoring potential.**

This is by far the most important part of the criteria

We can dissect this part of the criteria further by looking at the key words and explaining exactly what each means. They are:

## **Radical Manoeuvres**

### **Critical Section**

#### **Speed, Power & Flow**

**Radical Manoeuvres** - Modern day manoeuvres basically constitute a change of direction of the board on the wave (not the surfer on the board). Such manoeuvres include tube rides, re-entries, hacks, snaps, floaters, aerials and cutbacks etc. With how much commitment they are carried out radical they are, how much the surfer pushes the board to the limit will determine how high that they will score, as long as other sections of the criteria are also met.

To score, a manoeuvre must be completed. If a surfer has completed 99% of the manoeuvre then loses control and falls off or is not able to continue riding the wave, then that manoeuvre will not be scored. (The wave score will consist of a combination of all the completed turns *before* the fall.)

**Critical sections** - This part of the criteria describes the area of the wave with potential to yield the high score. The critical section of the wave is the steepest part of the wave next to the curl, also known as 'the pocket'. The degree of commitment and risk involved in performing close to the curl is the reason why more points are awarded. Generally in beach break conditions the most important critical section is the first section 'out the back' and a big turn performed here is difficult and risky. Certain types of wave (and even beach breaks), have critical sections at an inside 'bowl' such as Sunset Beach, Bells and St. Leu on Reunion.

**Speed, Power and Flow** - Generally speaking speed and power become more evident when a manoeuvre is carried out in the critical section and all three are intrinsically linked. The word style has been excluded from the new criteria as it has become apparent that many surfers were misinterpreting it. The judges' definition of style was defined as how the surfer reads the wave, utilises sections and links his moves in a seamless flow power and speed. On the recommendation of Kelly Slater it was thought the word flow better defines this concept.

**2. Innovative and progressive surfing as well as a variety of repertoire (manoeuvres) will be taken into consideration when rewarding points for waves ridden.**

This part of the criteria allows the surfers to be more expressive with dynamic and futuristic manoeuvres that are constantly being created by the elite surfers of our sport.

**Innovative and Progressive** - This sentence in the criteria reminds the judge to be open minded about new directions and developments in surfing. Progressive surfing is often called 'new school' and used to consist of tailslides, aerials and reverses before they became mainstream. The most important thing to remember with a new manoeuvre is that if it encompasses all sections of the criteria i.e. it is committed, has speed and power, and is performed in the critical section of the wave, then it must be high scoring.

**Variety of Repertoire** - Another new part of the criteria, to differentiate between safe surfing and get the surfers to use the full variety of manoeuvres in their repertoire. A surfer can satisfy all the other aspects of the criteria but produce the same reliable turn monotonously along a wave, the new criteria means that three different big turns will get the bigger scores than three similar big turns.

**3. The surfer who executes these criteria with the maximum degree of difficulty and commitment on the waves shall be rewarded with the highest scores.**

The best judges are good surfers who can understand the degree of difficulty of a manoeuvre, obviously the more difficult the manoeuvre the more points (or parts of a point) should be rewarded. Likewise a surfer who commits everything to each turn is risking everything by not completing the turn, (these surfers are pushing themselves to the limit but also the sport), therefore surfers who commit themselves to high risk manoeuvres in the critical sections, with control, should be rewarded.

Remember: Degree of difficulty and risk taken = Reward

**NOTE** Wave size and length of ride

Wave size and length of ride are not apart of the judging criteria. Wave selection is the single most important factor for a surfer in his heat. By getting the best waves he/she has more potential to perform the best turns, this also denies that wave to his opponents. In small to medium size surf there is no emphasis put on wave size as the biggest wave are not necessarily the best. It is the judge's job to score the surfer and the manoeuvres that he completes and not to score the wave size. The surfer must comply with the first part of the criteria to full capitalise on catching the best waves. (The exception is if the contest is held in 'big wave' conditions. The most important part of the criteria would be size, as a surfer prepared to catch the biggest waves shows the greatest commitment.) A surfer must be manoeuvring in the critical section to score points; therefore length of ride is unimportant unless the criteria is being adhered to.

**NOTE** The word style has not been written into the criteria. It is not the judge's responsibility to judge whether he likes an individual surfer's style or not. The word style selects back to the word control. If a surfer executes radical manoeuvres with control then his style works. It is vital for every member of the judging panel to adhere to the same point of reference (criteria) so that each competitor knows how to maximise his point scoring potential. You should observe before judging what the competitors are doing and how difficult the conditions are, so that you don't start cold with the possibility of making a mistake in your first heat. If you have time, have quick surf early in the morning. Before you start, watch other judges (at the Head Judges screen) comparing your scores with the ones that have been given. If you have any doubt communicate with the Head Judge.

#### **b) Longboard Judging criteria**

**"LB Judging criteria - "The longboard surfer must perform controlled traditional manoeuvres with the highest degree of difficulty in the most critical sections of the wave to gain the highest score.**

**Judges will reward the performance with reference to style and flow, visual appeal, commitment, variety of manoeuvres and use of the entire board, speed and power.**

**Nose riding, trimming and footwork will be important elements in the judges' decision making.**

- **Note** – It's important to note that the emphasis of certain elements is contingent upon the location and the conditions on the day, as well as changes of conditions during the day.
- **Note** – Variety highlights the need to present different types of manoeuvres on the one wave, combination refers to the choice of manoeuvres and the order that they are done and also the mix chosen indicate the riders skill.
- **Note** – Speed, style and flow highlights the way the wave is presented and the manner in which the rider is able to link the moves together. Cross stepping out of and into turns and nose rides, carving drop knee turns and extended nose rides with weight directly over the tip are all indications of the quality of style and flow in TRADITIONAL surfing."

**The Surfer must perform controlled manoeuvres in the critical section of the wave utilizing the entire board and wave using traditional longboard surfing. The Surfer who performs this to the highest degree of difficulty with the most style, flow and grace will receive the highest score for a Ride.**

**Further to that above, the following are key elements for judges to consider:**



- Nose riding and rail surfing
- Critical section of wave
- Variety
- Speed and power
- Commitment
- Control
- Foot work

*NOTE: It's important to note that the emphasis of certain elements is contingent upon the location and the conditions on the day, as well as changes of conditions during the day."*

#### **c) Bodyboard criteria:**

**A rider must perform radical controlled maneuvers in the critical section/s of a wave with Speed, Power and Flow to maximize their scoring potential.**

**Innovative/Technical riding as well as variety of repertoire (maneuvers) and single major moves will be taken into account when rewarding points for waves ridden.**

**Multiple aerial maneuvers with a high degree of difficulty will attract the highest possible scores if completed cleanly.**

**The rider who meets these criteria and executes manoeuvres with the maximum degree of difficulty and commitment on their waves shall be rewarded with the highest scores".**

Length of ride and numbers of maneuvers performed whilst not directly a part of the criteria, may be aspects that influence scoring potential. If the competition break is a very long wave that produces several critical sections of comparable size or quality over a long distance it will provide riders with the opportunity to complete more than one major maneuver that has a high degree of difficulty. No matter how many maneuvers are done on a wave, it is important to remember that only those with high degree of difficulty done in critical sections are contributing to the majority of the rider's overall score.

#### **d) Stand Up Paddle Surf criteria:**

**A surfer must demonstrate board handling skills in the transition phase [description below] and the surfing phase [description below] of their performance, for it to be considered complete.**

**A surfer must perform radical controlled maneuvers, using the paddle as a key tool, in the critical sections of a wave with speed, power and flow to maximize scoring potential.**

Innovative / progressive surfing as well as variety of repertoire [maneuvers], wave negotiation and use of the paddle to increase the intensity of the maneuvers, will all be taken into account when awarding points for SUP surfing.

The SUP surfer who executes these criteria with the maximum degree of difficulty and commitment on the waves will be rewarded with the higher scores.

For StandUp Paddle Surfing [SUP] a wave is deemed to be begun, when in the opinion of the judges, the rider is no longer solely under paddle power but rather has harnessed and begun to be carried along by the power of the wave.

### 28- Judging Scale:

The zero to ten point scoring system used by the ESF. is broken up into the following categories:

Scale	Category
0.1 – 1.9	Bad Ride
2.0 – 3.9	Poor Ride
4.0 – 5.9	Average Ride
6.0 - 7.9	Good Ride
8.0 - 10	Excellent Ride

**NOTE** Refer to this to establish first wave exchanges. Use whole points and half points as much as possible during the heat. Resort to decimal places only when necessary e.g. at the end of a heat. During the course of a heat, try to use the whole of your scale from 0 – 10 regardless of surf conditions. Score the good waves up and the bad waves down. Avoid scoring higher as the heat continues. Bare in mind the previous scoring waves. The last wave exchange should be in context to the first waves scored in the heat. It's important that a judge concentrates on the scoring of individual waves and ignores the final outcome of the heat.

No riders are identical, so try to differentiate between all scoring waves.

Don't deliberate on your scores – put pen to paper. If a judge misses a wave or part of a wave, he should place an "M" in the square of the manual judges sheet and inform the Head Judge immediately, to have the wave included into his sheet, by the ESF Head Judge or Technical Director.

Judges may not change their score or interference scores. In the event that a mistake has been made, the Judge should have the Head Judge make the correction for him. During the heat, call wave counts as frequently as possible while the contestants are NOT riding. Repeat wave counts.

Avoid being influenced by the spectators, commentators or friendships and other outside influences. Have the confidence to stand by your own decisions. During the heat, do not express your opinions to other judges.

### Judging Method

It is important to score the first wave exchanges in the heat correctly, that will set the scale for the rest of the heat. Try to make at least a one point spread between your first two scoring rides. Then, if your next wave falls in between your first two, you still have a good spread. The comparison between the scores is imperative between heats. Try to see the waves in terms of point potential. While the competitor is riding a wave, manoeuvring, you are allocating points that will be added automatically in your mind. Thus, at the end of the wave or in case of a fall, you immediately have the score. Do not compare this score with the previous score and remember, never deduct points because a surfer fell.

**NOTE.** Each judge must give 100% effort. Maximum concentration is essential to ensure personal bias is eliminated and your contribution to the panel is significant.

#### **Judging in Bad Conditions**

A lot of events are held in marginal conditions. All places can suffer from poor quality surf, so you have to be able to adjust to the conditions. In poor surf concentrate on surfers who are utilising the mini power-pockets on the wave with explosive moves that are normally timed to occur at each of these spots on the wave. Observe if each manoeuvre is being linked directly to another without "grovelling" (rail to rail turns through the flat sections should be distinguished from hopping all the way to the next section). Establish if the surfer is generating/creating enough speed out of turns because the wave will certainly not be cooperating. Also notice which surfers are completing each wave flawlessly, with major, perfectly executed manoeuvres.

**NOTE.** In poor conditions there are normally few waves. Watch low scores, as they will be counted in the final tabulation.

#### **Judging Heavy Heats**

Difficult heats should be accepted by a judge as a challenge. This means judging methodically, being extremely critical, watching details, picturing the whole wave in your mind. In every contest there will always be some heats that are more difficult than others either because they are the first heats of the day, or due to worsening conditions or because it is a close heat due to the level of surfing that is taking place, good or bad. This is when the top judges come to the forefront.

The following factors should be considered when analysing each wave in such heats'

- Where was the first manoeuvre executed?
- How well was it executed?
- How well were the manoeuvres connected together?
- Did the surfer execute rail-to-rail turns through the flat sections or did he just hop all the way through to the next section?
- Compare the outside manoeuvres to the inside manoeuvres.
- Compare take-off areas and how deep the surfer was at the initial point of take-off.
- Consider how the surfer utilised the wave.
- The ability of the surfer to make sections and whether the manoeuvres were functional in doing so.
- Did the surfer actually complete the manoeuvre and with control?
- What did the surfer complete before falling?
- Comparison between first scoring wave and last scoring wave is extremely important. Inexperienced judges tend to overscore last waves as they forget or totally ignore what has taken place during a heat. This often affects a result. It is an area where you can learn a lot from an experienced judge. They have the ability to concentrate on the broad picture of what is happening in the heats as well as minor details such as a paddling interference.

#### **Judging 4 Man Heats**

100% concentration is the key. Not just to have each score down correctly but also to assist the Head Judge with wave and interference calls. In such heats, the ability to score the wave instinctively in your mind, and to allocate the score automatically at the end of the ride is of utmost importance. When several competitors are riding at the same time, it's important to watch everyone. However, it is essential that you focus on the more critical areas. For example, take-off point, the first manoeuvre and other outside manoeuvres because this is where the surfer's greatest scoring potential will occur. The beginning of a wave is often the most important and therefore when at least two surfers are riding concentration should be apportioned according to each surfers scoring potential on their waves. The surfers scoring potential at the end of a wave is usually much lower. It is important to get your scores down on your sheet as quickly as possible. Continuously call wave counts. If unsure about a score never ask a fellow judge because he might have missed something or be on a different scale to you. Always ask the Head Judge for assistance because that's what he's there for.

## 29-Priority Rules

### a) Tactical Paddling Interference 4 Man Heats

Unsporting Paddling Tactics must be penalized.

A heat placing is decided as a result of waves ridden. Tactics directed at reducing waves ridden are negatives to the performance in the heat. ROW is available to a surfer so he/she is not hindered in actually catching the selected wave, not as a tactic to prevent opponents catching the wave.

"Unsporting paddling tactics" [TPI] can be, but will not be restricted to:

"taking inside position and right of way with respect to a particular opponent, then intentionally aborting takeoff" once deferred to by the opponent at takeoff point.

THE PROCESS: Judges will view the TPI situation, taking the first instance as an indication by the competitor that he/she is enacting this tactic. When the second TPI for that surfer occurs, the announced warning will be given and the appropriate disc shown. When the third TPI for that surfer occurs, he/she will be asked to leave the water under the two interference rule.

Note: Recorded TPI's may involve infringement against different opponents each time.

### **b) 3 to 4 Surfers Priority Rules (this rule will only be applied if the Head Judge with the Technical Director agreement find that there are technical conditions for using this policy)**

Prior to any waves being ridden, all non-priority rules apply.

The Priority Judge will make any call on Priority using a colored display system corresponding to the Surfer's competition jersey colors in the water to indicate priority and may consult the judging panel for close calls.

Wave priority is lost as soon as a Surfer Rides a wave paddles for or attempts to catch and misses the wave.

For 3-surfer or 4-surfer heats, if the Surfer makes a committed paddle to catch the same wave as a Surfer with higher priority, they then risk losing their priority at the discretion of the Priority Judge.

Under priority allocation it is the Surfers' responsibility to continually check the priority system for verification.

If a Surfer inside has second or third priority and their opponent paddles for, but misses a wave, the inside Surfer automatically assumes the higher priority. Therefore, if they also paddle for, but miss the wave, then they have also lost priority. That is, both Surfers have then lost priority even though only one wave has passed and there was not sufficient time to change the priority.

The Priority Surfer will lose priority if in the opinion of the Head Judge or Priority Judge they:

- Paddle in front of the non-Priority Surfer to deliberately impede them from catching a wave.
- Position themselves in the take off zone to prevent another Surfer from catching a wave.
- Use their priority by either paddling for or taking off on a wave to block their opponent when the Surfer with priority appears to have had no intention to score. In this situation priority can be awarded regardless of which Surfer reaches the take-off zone first after the Ride.

If Surfer with superior priority paddles outside the primary take-off zone and sits on inside position, they will have their priority suspended until he re-enters the primary take-off zone. If the surfer does not re enter the primary take-off zone, they will no longer be the priority's surfer. The Priority Judge will determine the surfer's new priority position in the heat. All attempts will be made to verbally announce the priority surfer as they start to leave the primary take-off zone by a verbal warning via the PA system. Events to provide a microphone for the PA to the priority judge for this purpose that is able to override the beach announcers, to relay priority decisions like this although surfers should not rely on the same and rather always rely on the priority disc for the event.

Priority interference may be called individually by the Head Judge only if the majority of the judging panel do not see the incident.

In all cases where a dispute results from a malfunction of the priority system, the Priority Judge will consult with the Head Judge and Technical director to determine a resolution which may include a re-surf.

Allocation is based on who the Priority Judge believes has reached the primary take off zone first. In cases where Surfers appear to reach the line-up at the same time, priority will go to the Surfer who did not have the last priority. Once a heat has ended all priority ceases. If a surfer is riding on a wave as the heat ends they can't be interfered with by any surfer, (even if that Surfer had higher priority before the heat ended). If interference occurs the violating surfer will receive priority situation interference.

When there is PWC assistance the allocation of priority when two riders are being transported at the same time will be decided by the priority judge after taking into account both pick-ups and drop-offs. PWCs cannot overtake each other at anytime when returning a surfer to the line-up.

If the Head Judge or priority judge determines that priority is affected by either the PWC pilots capacity or mechanical problems in a certain situation, priority will be allocated as the Head Judge or priority judge deems fit.

If PWC assistance is used by any surfer with priority they automatically lose that priority.

### **3-Surfer Heat Priority**

3-Surfer Heat priority works in the following manner:

- (a) The first Surfer to Ride a wave then receives third priority (First Surfer).
- (b) The remaining two surfers in the heat have priority over the First Surfer and may paddle for waves without losing this priority until one of them catches a wave (Second Surfer).

(c) Once the Second Surfer catches a wave, the initial heat priority order is established:

- (i) The Surfer yet to catch a wave receives first priority; and
- (ii) The remaining Surfers will receive priority in the order they return to the take-off area.
- (iii) The Surfer with first priority has priority over both surfers. The Surfer with second priority only has priority over the Surfer with third priority.

#### **4-Surfer Heat Priority**

4-Surfer Heat priority works in the following manner:

- (a) The first Surfer to Ride a wave then receives fourth priority (First Surfer).
- (b) The remaining three surfers in the heat have priority over the First Surfer and may paddle for waves without losing this priority until the next Surfer catches a wave (Second Surfer).

(c) The remaining two surfers in the heat have priority over the First and Second Surfer and may paddle for waves without losing this priority until the next Surfer catches a wave (Third Surfer).

- (d) Once the Third Surfer catches a wave, the initial heat priority order is established:
  - (i) The Surfer yet to catch a wave receives first priority; and
  - (ii) the remaining Surfers will receive priority in the order they return to the take-off area.
  - (iii) The Surfer with first priority has priority over all other Surfers. The Surfer with second priority only has priority over the Surfers with third and fourth priority. The Surfer with third priority only has priority over the Surfer with fourth priority.

## **30 – Interference Calls**

### **Heats without Priority**

#### **1. Basic Rule**

- The surfer deemed to have the inside position for a wave, has unconditional right of way for the entire duration of that ride. Interference will be called if during that ride a majority of judges feel that a fellow competitor has possibly hindered the “scoring potential” of that surfer deemed to have right of way of the wave.
- Anyone who stands up in front of a surfer with right-of way in 4 man heats has the chance to ride or kick out of the wave without being called interference, unless he hinders the scoring potential of the surfer with right of way by any means including excessive hassling, leg rope pulling or breaking down a section.
- Wave possession or right of way in these situations will vary slightly under the following categories as determined by the nature of the contest venue but basically it is the responsibility of the judge to determine which surfer has the inside position based on whether the wave is a superior right or left. If at the initial point of take-off neither the right nor left can be deemed superior, then the right of way will go to the first surfer who makes a definite turn in his chosen direction.

**Point Break** When there is only one available direction on any given wave, the surfer on the inside shall have unconditional right of way for the entire duration of that wave.

**One Peak Break (Reef or Beach)** If there is a single well defined peak with both a left and a right available, at the initial point of take-off and neither the right or left can be deemed superior then the right of way will go to the first surfer who makes a definite turn in his chosen direction (by making an obvious right or left turn). A second surfer may go in the opposite direction on

the same wave without incurring a penalty, providing he does not interfere with the first surfer who has established right of way (i.e. he may not cross the path of the first surfer in order to gain the opposite side of the peak unless he does so without possibly hindering, in the majority of judges opinion, the inside surfer).

**Beach Break** With multiple, random peaks. In these conditions, wave possession may vary slightly according to the nature of an individual wave.

- i. With two peaks, there will be cases where one swell will have two separate, defined peaks far apart that eventually meet at some point. Although two surfers may each have inside position on those respective peaks, the surfer who is first to his feet shall be deemed to have wave possession and the second surfer must give way by cutting back or kicking out before hindering the right of way surfer.
- ii. If two surfers stand at the same time on two separate peaks that eventually meet, then:
  - iii. If they both give way by cutting back or kicking out, so that neither is hindered, there will be no penalty.
  - iv. If they cross paths and collide or hinder one another, the judges will penalise the surfer who has been the aggressor at the point of contact.
  - v. If neither surfer gives way, by cutting back or kicking out, and both share responsibility for the confrontation, then a double interference will be called.

## 2. The right-of-way Criteria

The choice of right-of-way criteria for each of the above possible situations is the responsibility of the E.S.F. Head Judge.

## 3. Snaking

- The surfer who is farthest inside at the initial point of take-off and has established wave possession is entitled to that wave for the duration of his ride, even though another surfer may subsequently take off in the whitewater behind him. The judges will not penalise the surfer because he has right-of-way even though he is in front.
- If the second surfer has not hindered the original surfer with right of way, then the judges may choose not to penalise him and will score both surfers rides.
- If, in the opinion of judges, the second surfer has interfered with (snaked) the original surfer with right-of-way, by causing him to pull out or lose the wave, then interference may be called on the second surfer, even though he is behind the first when the penalty is called.

## 4. Paddling Interference

a) In four man heats a surfer who has inside position should not be hindered by another surfer paddling for the same wave. Paddling interference may be called if:

- i) The offending surfer makes contact with or forces the inside surfer to change his line while paddling to catch the wave causing possible loss of scoring potential.
- ii) The offending surfer obviously causes a section to break down in front of the inside surfer which would not normally have done so and by so doing causing loss of scoring potential.
- iii) When a surfer is put in a position while paddling out that he cannot get out of the way and a collision happens due to this it is up to a majority of the judges to call interference based on whether it is felt to be accidental or not.

b) Interference Penalty ( for 2 best waves)

a) Riding Interference - If a majority of judges call a riding interference, that wave will count in the surfers score as a zero, then the lowest scoring wave will count in the final tally as a 50% score for the offending surfer, (surfer will achieve half the wave score). Interference will be shown on each judge's scoreboard, as a triangle placed around the score with an arrow drawn to the rider's score who was interfered on.

b) Paddling Interference - If a majority of judges call a paddling interference, then that surfer will lose 50% of the score for the lowest of his/her scoring waves (i.e. surfer will achieve half the wave score). If a surfer has less than the required minimum scoring rides and receives an interference then they will be scored on 50% of the wave, i.e. if they have caught only one wave and the best two count then only 50% of the wave will be scored. The majority of judges must call interference for it to be considered. Interference will be shown on each judge's scoreboard as a triangle placed above their score if they ride a wave but cause interference while paddling for that wave ridden, or between scores if caused by paddling but not riding, with an arrow drawn to the rider's score who was interfered on.

c) A Head Judge may be included, and in this case interference would be determined on the majority of judging sheets.

d) Any interfering surfer must be penalised and a drop-in decision can only be disputed by making an official protest.

e) The rider, who is interfered with, will be allowed an additional wave, beyond his ten or fifteen wave maximum, within the prescribed time limit. Exception to this is a double interference where neither surfer gets an extra wave.

### **Heats with priority**

#### Right of way using the Priority System

For heats where priority applies, the priority system will determine which Surfer has priority to a wave at that time. The Surfer with priority has the unconditional right of way and can paddle for and Ride any wave they select. The Surfer's opponent/s can paddle for and Ride the same wave in any direction and be scored providing they do not;

(a) Hinder the scoring potential of the Ride for the Surfer with priority.

(b) Cross in front of or bottom turn around the Surfer with priority, regardless if the Surfer is up and Riding a wave or in the process of catching a wave.

If a Surfer without priority does not comply priority interference penalty will be call against them. If a Surfer incurs an interference penalty they will lose priority. The Priority Judge will determine the new priority position of the Surfers in the heat.

#### Interference Penalty ( for 2 best waves) **Priority rules only**

a) Riding Interference on the surfer with priority - If a majority of judges call a riding interference, that wave will count in the surfers score as a zero, then the lowest scoring wave will count as 0 . Interference will be shown on each judge's scoreboard, as a triangle placed around the score with an arrow drawn to the rider's score who was interfered on.

b) Paddling Interference on the surfer with priority - If a majority of judges call a paddling interference, then that surfer will lose his lowest of his/her scoring waves .i.e. if they have caught only one wave and the best two count then only 50% of the wave will be scored. The majority of judges must call interference for it to be considered. Interference will be shown on each judge's scoreboard as a triangle placed above their score if they ride a wave but cause interference while paddling for that wave ridden, or between scores if caused by paddling but



not riding, with an arrow drawn to the rider's score who was interfered on. ( **If the situation occurs in a priority heat but without priority allocated the rules applied are the non priority ones**)

### **31 – Duties of the Head Judge**

- Convening a meeting of Official Judges Seminar on day 1 of the event. Such meeting will be for the purpose of instruction, standardisation of procedures and methods and setting up a series of judging trials during which the judge's ability will be tested and evaluated. The Head Judge will also convene a meeting of all judges each morning of the contest before the first heat enters the water. The purpose of this meeting will be to update judges on any changes, and to point out any recurring errors from the previous day.
- Judges, whose ability is found to be sub-standard in the opinion of the Head Judge and Technical Director, will be removed from the judging panel and will not be permitted to judge during the event.
- The Head Judge will organise the remaining judges in judging panels so that judges will only judge a maximum of three consecutive heats.
- Head Judge will frequently scrutinise the judge's evaluation sheet, and will identify those judges who do not maintain an acceptable judging standard. He will report these judges to the Technical Director and a decision will be taken to drop the judge or not.
- While heats are in progress the Head Judge will scrutinise judges score sheets to ensure the maintenance of uniform standards between one heat and the next and the use by the judges of the full range of scoring options. In addition, the Head Judge will ensure that the interference rule is fairly and consistently applied. If the need should arise to inform a judge that his standards or proceedings are not compatible with the other officiating judges, such action would only be taken by the Head Judge between the end of one heat and the commencement of the next heat.
- The Head Judge will be responsible for maintaining a wave count record for each heat, and ensuring that colours are adequately identified for the judges.
- The Head Judge is responsible for the wave count, which can be done by the spotter.
- Head Judge must adjudicate on the missed waves and determine the appropriate score.
- An attempt must be made to notify any surfer who has been interfered with, or that has an extra wave. Using the Public address (PA) system, however the onus is on the surfer to monitor his own wave count.

### **32 – Duties of the Tabulator**

On the receipt of the completed judges sheets at the end of a heat, the Tabulators will immediately check to see if:

- all the judges sheets have been handed in
- the correct number of waves have been scored on each sheet
- any interference calls have been recorded

In the event that the majority of Judges records an interference call, the Tabulator will notify the Technical Director of this fact in terms of the protest rule. No tabulation of the results of the heat will take place until the Technical Director gives the OK.

If a ride has been missed an attempt will be made to identify the missing ride, by referring to other judges sheets, under the direction of the Head Judge.

If the ride is identified to the satisfaction of the Head Judge then a score is given to the ride by:

- Averaging the scores awarded by other judges for the ride

The Head Judge, when he is satisfied that the best attempt has been made to establish the correct value of the missed ride, will insure that this value is written on the judging sheet.

Where an interference is ruled and the surfers appeal is not upheld, then the interference is tabulated, by applying the provisions of Section 24 n 4b)

On completion of these formalities, the judge's sheets may be totalled. The two, three, four or five best scoring waves, as the case may be, will be circled and the total entered in the section for top waves. These scores are totalled, and any interference penalties deducted, and a total entered in the total column. The heat places are then calculated and entered on the judge's sheet. The surfer with the highest score will receive 1<sup>st</sup> place, the second highest score 2<sup>nd</sup> place, and so on. If a judge ties two or more surfers, the places awarded to each of the tied surfers will be the average of the affected placing points added together (e.g. if 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> are tied  $3+4+5 = 12$ . Divide by 3 to give an average placing of 4 points)

When no further calculations are required on the judges sheets the results are transcribed on to a tally sheet, which is completed in the following way:

- The competitors names are entered on the tally sheet
- The judges names are entered across the page at the top of each column
- Placing are copied down beneath each judge
- The highest and lowest placing are crossed off for each surfer
- Total the placing that remain and enter the total in the total points column
- Complete the competitors heat places

If at this point a tie situation occurs, the tabulator will proceed to break the tie as follows:

i. In a four-person heat, ties must be broken by a general judging consensus using the plus/minus system on the judging master sheet; i.e., the two tied surfers five places are compared and marked "+" for the highest and "-" for the lowest.

- Most "+" marks wins.

- In the case of a three-way tie, the plus/minus system is used to find the top two surfers, then used again to split these surfers.

- If the tie cannot be broken by using the above system the next process is to go back to the BEST WAVE; i.e., drop the lowest wave score on the tied judges

sheets only and recalculate.

ii. Count backs on tied judging sheets go to the best wave, then 3 waves, then best four waves and so on until the tie is broken.

iii. Only completely unbreakable ties will be re surfed. Only the tied surfers will be involved in the re surf and the heat will be no longer than 15 minutes.

j. **NOTE:** if an officially endorsed contest computer system is not used. If the computer system is used and breaks down, the Head Judge may choose to switch to the manual tabulations described here. This will be adopted at the point designated by the Head Judge and Contest Director.

k. The procedure for calculation of the final surfer wave scores using the contest computer system is as follows:

i. The judge with the higher score and the judge with the lower score for each wave will be deleted. The average of the other three judge's scores (in a 5 judge panel) will be the "wave score average".

ii. The sum of the wave score average for the two best scoring waves of each surfer will decide the heat places.

iii. In the case of a Tie for a place(s): In the case of ties in the sum of the best two waves the tie will be broken as follows (applied only to the surfers directly involved in the tie):

- Consider just "the wave score average" for the ONE best wave. If the tie persists,

- Consider the "total of the wave score averages" for the THREE best waves. If

the tie persists,

– Consider the "total of the wave score averages" for the FOUR best waves, and continue this procedure until the tie is broken.

**NOTE :** In the case of ties and interferences where the computer has corrected down to TWO decimal points in numbers with more than TWO decimals (i.e. : 3,335 = 3,34 , or 3,666666666 =3,67) and this arrangement results in potentially different places to that using extended decimal calculations, the computer correction to two decimal places will be taken as the official score.

### **33 - ESF Eligibility Rules**

To be eligible to surf in the European Championships a surfer must comply with all the following requirements:

#### **Representation**

a) A competitor may only represent a country if he/she holds a passport or national identification card issued by the national government of that country. A national identification card must clearly show nationality or citizenship of the country. A competitor who is a national of more than one country at the same time may represent any of them, as he/she may elect.

b) Once a competitor has represented one country in any ESF / ISA event, he/she generally may not surf for another country at future ESF sanctioned International Events. If an athlete is allowed to represent a second nation based on the conditions set forth in the By-Laws to rule outlined below, he/she may not change back to representing his/her original country.

#### **c) By-Laws to rule:**

i. Special exemptions may be considered by the ESF Executive Committee provided the petitioning NGB submit a formal request to the ESF Executive Committee at least three (3) months prior to the start of any ESF sanctioned event. Requests for exemption will only be considered if the formal request is received via the ESF Headquarters, with certified copies of all relevant documentation included. Required documentation shall include, but not be limited to passport copies, letter from petitioning NGB, release letter from current NGB, letters from/to National Sports Organizations or Home Affairs Offices, etc.

b. A competitor who has represented one country in an ESF / ISA sanctioned event and who changes or who has changed nationality or acquired a new nationality, may participate in ESF sanctioned events to represent their new country provided at least 24 months has passed since the competitor last represented their former country. This period may be reduced or even cancelled, with the agreement of the Executive Committee of the ESF, which takes into account the circumstances of each case.

ii. If an associated State, province or overseas department, a country or colony acquires independence, if a country becomes incorporated within another country by reason of a change of border, if a country merges with another country, or if a new NGB is recognized by the ESF a competitor may continue to

iii. Represent the country to which they belong or belonged. However, they may, if they prefer, elect to represent their new country or compete in ESF sanctioned events if selected by their new NGB if one exists. This particular choice may be made only once.

iv. Furthermore, in all cases in which a competitor would be eligible to participate in ESF sanctioned events, either by representing another country than theirs or by having the

choice as to the country which such competitor intends to represent, the ESF Executive Committee may take all decisions of a general or individual nature with regard to issues resulting from nationality, citizenship, domicile or residence of any competitor, including the duration of any waiting period.

- He must be a member in good standing of a National surfing body affiliated to the ESF, and which body is in good standing with the ESF
- To participate in an ESF sanctioned event a surfer must be a citizen of an ESF member nation and compete only for this one nation. Proof of citizenship must be shown to ESF. Officials.

### **34 – Age Guidelines for competitions**

#### **Age Divisions**

Open	man or woman of any age
U18	boy or girl under 18 years
U16	boy or girl under 16 years
U14	boy or girl under 14 years
Senior	man or woman 28 years or over
Master	man or woman 35 years or over
Veteran	man or woman 45 years or over
Women	women of any age

Ages taken from January 1st in the year of competition.

### **35 - Doping Control Regulations**

The following rules and regulations shall apply:

The host nation must carry out doping control testing at the European Championships.

The testing must be carried out by a suitably qualified and experienced laboratory appointed by the host country's government department that deals with doping control and recognised by WADA. The results should be send to the ESF Registered Office.

At each event a minimum of 8 tests must be carried out on competitors in the Grand Finals, they also could be "out of competition" anti doping tests, meaning that at any time, any where, without notice, an athlete could be approached and asked to comply with an anti-doping test

Any competitor taking part in a European Championships must, if requested, submit to a doping control test. Failure to do so will be taken as if a positive result had been obtained and the person will be dealt with under the ESF rules. Competitors to be tested will be chosen at random and a person appointed by the ESF Executive will make the request.

The penalties for a positive test will be those currently in force with the International Surfing Association.

- i.e. First offence: Two year ban from competition and all that competitors points removed from his/her team.
- Second offence: Life ban from competition

The list of banned substances will include all those banned by the International Olympic Committee.

A surfer found guilty of an offence under these rules will have the right of appeal to the ESF Executive Committee. In the event of a re-test the Federation of the positive sample must pay.

### **36- Stand Up Paddle Race Rules**

Race Disciplines [types]

SUP Racing Disciplines:

5-6 km Technical Race Open. Equipment specification one class limit to length only: 12'6"

18-20 km Distance Race Open. Equipment specification sets one class limit to length only: 12'6"

Equipment specification is "12'6" for SUP

General Racing Rules – StandUp Paddle (SUP) and Paddleboard Racing Regulations.

Race schedule (Organizer's responsibility):

A race meeting for team managers is mandatory for all events and shall: (a) be conducted by the Technical & Race Director [or delegated persons]; (b) explain the race course, any specific requirements, and start/finish sequences; (c) provide an update on race weather, tides, and winds; (d) explain safety protocol; (e) take place at a time convenient in advance of the competition activity itself.

A Race meeting for RACERS is mandatory before each discipline begins: (a) be conducted by the Race Director [or delegated persons]; (b) explain the race course, any specific requirements and start/finish sequences; (c) provide an update on race weather, tides, and winds; (d) explain safety protocol; (e) take place at the event start location immediately before the racing begins.

Warm up's are not allowed on the main course during heats/ racing. Fines per standard ISA rules. Racers must promptly clear the water when directed by race management.

General Race Rules (All classes): Single blade paddle to be used.

The paddler is intended to be standing at all times whilst paddling. To manage this, a "(5) five-stroke rule" may be applied to allow continuity. Meaning that if you fall due to conditions you can take (5) strokes on your knees before standing up. This rule is in effect so a paddler does not achieve an advantage by not standing up. Each competitor must complete the course in a standing position on their board. Racers will be assessed 1:00 minute penalty per infraction.

When riding waves in the Technical and Distance races, the Racer must endeavour to stand up at all times except for situations involving safety to the Racer or other competitors. If a racer is not standing when riding a wave, then he/she must be endeavouring to do so, to avoid official sanction [as per five-stroke rule].

It is allowable for an athlete to kneel on the board for control in & out of the surf zone.

**ADHERENCE TO THE DESIGNATED COURSE**

1. A competitor will not be disqualified for touching a turn buoy, unless, in the opinion of the Course Official, an advantage has been gained. This may include picking up and moving the mark with hands or a paddle.
2. A competitor will be disqualified if they round a buoy, flag or gate in the wrong direction. However, a competitor may return to the course and correct any course mistake **BEFORE THEY CROSS THE FINISH LINE**. After crossed the finish line the competition is over for that individual and no racer can return to the course to correct any mistake.
3. Competitors may deviate from the course, providing they round all of the marks in the proper sequence and do not impede other competitors.

Course Officials are to be impartial and not provide any information to competitors that would give an unfair advantage.

The nose of the craft is the designated point for crossing the finish line when determining relative placing in a water finish. Races that are finished on the beach may require competitors to run through a finish chute or across a designated finish line. We designate the "front of chest" [as priority] to designate the body finish. An electronic chip may provide the athletes time, but not necessarily the place in a photo finish. Diving [throwing the body head first] draws a 30 second penalty. Equipment may be left at the waterline by competitors who then run to the finish.

**BEACH START**

1. A flag will be set up at either end of the start line, for line of sight. Racers called to take their chosen place on the line in their seed order but with feet grounded behind the line [no other requirement so parts of the body or board may overhang the line, but cannot be grounded].

**WATER START**

1. Beach Master starts the race with the horn or signalling for the horn.
2. The starting line shall be facing in a direction that is perpendicular to the path from the centre of the start line to the first turn buoy.
3. The starting shall have clear line of sight along its length &/or be marked on either side by a set of buoys that are no larger than 1 meter in diameter.
4. Start buoys shall use a chained anchor line.
5. Start buoys must not move more than 1 meter (3.3 ft.) in any direction. One end of the start line may be a fixed point, provided there is no disadvantage to the closest racer.
6. Shall provide 1 meter of length on the start line for every paddler on the line.
7. The Starter shall call paddlers to the start line with the command, 'racers to the line' or one short horn blast, no greater than 30 seconds and no less than 5 seconds before the official start time.
8. Competitors must work in a best effort to not be within 1 meter (3.3 ft.) of the start line before the Starter calls them to the line.
9. Competitors with their body completely in front of the buoys before the start horn sounds will be given a false start.
10. In the event of high winds or choppy seas or as required by the Beachmaster to control the start procedure, racers may be asked to sit on their boards behind the start buoys.

**FALSE STARTS**

1. Competitors over the line once the Starter calls, 'racers to the line', will be given a false start.
2. On the second false start infraction a competitor will be disqualified.
- 3.

Competitors must only react to the starting signal and must not try to anticipate the sound. 4. Competitors must not make any forward racing strokes once called to the line and before the start. 5. In the event of a False Start on the start horn for any Distance Event, competitors will be given 2-minute time penalty. If the False Start is more than two seconds before the horn then the competitor will be disqualified. 6. A False Start on the final start horn for a Technical / Sprint Race will result in a long horn blast by the Starter to bring all competitors back to the line. The Competitor will be issued a false start and subsequently disqualified on the second False Start infraction.

If there is outside inference or any other unforeseen circumstances, the Starter may recall all competitors with two long horn blasts. The Starter will begin a new starting sequence once all competitors are behind the start line.

DRAFTING 1. Not allowed out of board class or gender. 2. A paddler will be deemed drafting when within 1 meter of the tail, or sides of another competitor or any watercraft on the racecourse for more than 10 seconds. 3. If there is a combined male and female start, either sex will be given 200 meters from the start to clear each others' draft. 4. If the boundaries of a racecourse do not allow competitors to get outside of the drafting zone then no drafting rules will apply at that time. 5. A competitor must make an effort to exit the drafting zone immediately when boundaries allow. Examples of natural boundaries include rocks, canals, submerged objects, bridges, and vessels. 6. Competitors will be penalised for drafting any watercraft on the racecourse that is not in the same class or gender. 7. Penalty for drafting will be one [1] minute per occurrence or disqualification, depending on the severity of the action.

No extraneous aids are allowed. This includes, but is not limited to swim fins, engines, wind catching devices [i.e.: sails, baggy clothing, etc] and personal support teams. No twin hulls allowed (i.e.: catamarans).

Wetsuits and hats (sun protection) are permissible.

Any competitor who attempts to win a race by any other than appropriate means, or who does not follow racing regulations, may be disqualified from the event. A competitor shall not receive external assistance during a race from another competitor or non-competitor. A competitor providing the external assistance may also be disqualified from the race.

Competitors may be required to have an official mark / race vest and / or race number on their arm, which must remain on the individual throughout the event. No competitor shall be recorded as a finisher unless carrying the official mark / wearing the official vest and number on their arm.

Unsportsmanlike conduct includes: (a) Excessive physical harm using any part of the body, paddle, or board; (b) Using the board, paddle, or body in order to block a competitor from forward progress, turning, drafting, starting, or finishing; (c) Yelling at the start in order to create a false start; (d) Equipment abuse in any public or athlete accessible area. (e) Purposely impeding the ability of a competitor to paddle, turn, dismount, start, finish, or run.

The Race Director, or his Delegated Official, shall immediately notify a disqualified competitor at the earliest possibility. The notice of disqualification shall be in writing and shall contain the

reasons for the disqualification. The competitor shall sign the notice of disqualification, which shall note the time at which the notice of disqualification was received by the competitor. Time for the filing of a protest against the disqualification starts at the time the notice of disqualification is signed.

A protest must be filed in writing with a member of the Competition Committee no later than 15 minutes after the competitor has finished a race or received a notice of disqualification. Protests may be made against a competitor or against a disqualification by a Race official. When a protest is made against a competitor or Race Official, all parties in question shall be given the protest to read. All protests must have a 3rd party witness or official photo/video evidence in order for the protest to be upheld or denied. The Race Committee through first-hand accounts that they deem appropriate, as well as any photographic or video evidence from official sources, will decide on protests. All decisions by the Contest Director will be final.

Race officials shall have the ultimate and final authority to remove a competitor from the race if the competitor is judged to be physically incapable of continuing the race without the risk of injury.

All eliminated Paddlers in the SUP Technical heats to get points.

a) Competition may be stopped from a point on the course (Point Stop). For example, a strong wind occurs, rain, or general ocean conditions become dangerous for the level of competitor skills, or any other condition involving risk such as blanket fog occurs, but we have safe conditions to finish the race for some paddlers close to the finish line or already in a protected area in the final part of the course. Under this situation, the Race Director may nominate one point on the course (or any stationary point of reference) and any paddler past this point may finish the race normally. Paddlers before this point will be required to leave the water or enter into rescue boats. These paddlers will share the same position and points according to the number of competitors. b) Competition may be stopped at a point in time (Time Stop). For example, when an emergency happens that puts all the paddlers in the water at risk, like an electric storm, shark alert, or any situation natural or otherwise, that requires everybody out of the water immediately. Under this situation ALL the paddlers still in the water at the time of the alert will be tied in the same position and with the same points. It does not matter where they are at the time of the alarm.

c) Tied racers will share the place and points equivalent to the sum of all the remaining points and places of tied racers divided by the number of tied racers.

Each entrant must sign the indemnity declaration on the Entry Form before the event. If under 18, the parent or guardian must sign.

The organizers reserve the right to reject or cancel any entry.

Specific Official roles for racing management staff, whom will oversee all technical aspect of this event:

The Event Race Committee through its delegated officials: (a) shall organize and supervise the



competition; (b) may postpone the competition and decide on another time to be held in the event of inclement weather or other circumstances which make it impossible to hold the competition; (c) shall monitor the start and finish of the race to record any infractions; (d) shall consult with the Team Manager(s) before, during, and after the event; (f) shall provide a report to ESF headquarters including the results of the event, a record of any protest and the subsequent decision made, and a list of the officials participating at the competition. Specific Official roles for racing management staff: 1. Beachmaster (the head racing official, manages starts & finishes) 2. Race Marshalls (assist Beachmaster, marshalling athletes, starts & finishes) 3. Course Marshall (responsible for all aspects of the course & safety) 4. Board Marshall (responsible for all certifications & board measurements) 5. Time % Results officials (responsible for recording placings and timing of events).

Surfing performance events will be run according to ESF rules.

Point to point racing – short and distance. Ocean and inland waters or a combination of both.

Combination events – Usually held on one day with a surfing event in the morning and then a paddle [usually around 2KM] in the early afternoon. Places in each discipline are allocated points and winners are declared in both individual disciplines and overall. These combination events may require riders to use the same board in both disciplines. If so, boards are initialed by the Contest / Race Director.

Risk management is a location by location issue for organizers. Racing rules are basic [above] and currently there are no set rules covering tactical /interference issues. Protests will be handled by the Contest / Racing Director based on actual interference and impeding progress, fairness and sportsmanship criteria.

Before any decision is made regarding a protest, the Race Committee: (a) shall obtain a complete report from the official or athlete reporting the infraction; (b) shall notify the athlete performing the alleged infraction & obtain a statement of explanation from that athlete [if provided & in the Team Manager's presence]; (c) may seek the opinion of any Official who saw the incident; (d) may seek the opinion of other Officials; (e) review any official video or official photographic evidence that may be available to establish the veracity of the claim; (f) shall base their decision on the above evidence as applied to the Racing Rules.

### **37– Discipline**

Several areas for disciplinary action have been decided on, and the ESF Executive Committee if necessary will adjudicate other areas not as yet defined.

Penalties will be determined on the spot by the ESF Technical Director and based on following scales.

The individual/team has the right to appeal the decision at a meeting of the Executive Committee.

**NB: These disciplinary penalties apply to any team member and the responsibility of winding-up pecuniary is the team that Team member belongs**

\* The E.S.F. executive committee will take decision.

\*\* 1st Offence: €100 fine

2nd Offence Disqualification from the event and the loss of all the points they have accrued.

INFRINGEMENTS	PENALTIES	
Assaulting a judge	€750	Suspension
Rude gestures to judges	€ 100	
Swearing out loud at judges	€ 100	
Ripping up judging sheets	€ 100	
Writing on judging sheets	€ 100	
Swearing loudly in official area	€ 100	
Assaulting event staff	€ 750	Suspension
Abusing contest staff	€ 100	
Equipment abuse in event and competition area	€ 100	Plus costs
Damage to event property	€ 350	Plus costs
Damage to property in event locality	€ 350	Plus costs
Damage to surf image by misbehaviour	≤ €750	Suspension*
Knowingly wearing event vest incorrectly	€ 350	
No wearing vest till return to beach marshal	€ 80	
Free surfing in competition area during heats	€ 100	Disqualification**
Surfing during next heat	€ 100	
Caddie rides a wave	€ 100	
Assaulting media	€ 750	Suspension*
Abusing media	€ 180	
Falling to attend media functions if asked	€ 350	
Falling to attend awards banquet if required	€ 100	Plus prize money
Falling to attend events entered	€ 100	

### 36 - European Surfing Federation Code of Conduct

As a member of European Surfing Federation, a Member Association and an Affiliated Club, a Licensed Surf School or a person required to comply with the *Statutes*, you must meet the following requirements in regard to your conduct during any activity held or sanctioned by European Surfing Federation, a member association, an affiliated club or Licensed Surf School

and in any role you hold within European Surfing Federation, a member association, an affiliated club or Licensed Surf School:

Respect the rights, dignity and worth of others.

Be fair, considerate and honest in all dealing with others.

Be professional in, and accept responsibility for, your actions.

Make a commitment to providing quality service.

Be aware of, and maintain an uncompromising adherence to, European Surfing Federation standards, rules, regulations and policies.

Operate within the rules of the sport including national and international guidelines which govern European Surfing Federation, the member associations, the affiliated clubs or Licensed Surf School.

Do not use your involvement with European Surfing Federation, a member association or an affiliated club or Licensed Surf School to promote your own beliefs, behaviors or practices where these are inconsistent with those of European Surfing Federation, a member association or an affiliated club or Licensed Surf School.

Demonstrate a high degree of individual responsibility especially when dealing with persons under 18 years of age, as your words and actions are an example.

Avoid unaccompanied and unobserved activities with persons under 18 years of age, wherever possible.

Refrain from any form of harassment of others.

Refrain from any behavior that may bring European Surfing Federation, a member association, an affiliated club or Licensed Surf School into disrepute.

Provide a safe environment for the conduct of the activity.

Show concern and caution towards others who may be sick or injured.

Be a positive role model.

Understand the repercussions if you breach, or are aware of any breaches of, this code of behaviour.

### **Administrator Code of Conduct**

In addition to European Surfing Federation General Code of Conduct, you must meet the following requirements in regard to your conduct during any activity held by or under the auspices of European Surfing Federation, a member association, an affiliated club or Licensed Surf School and in your role as an administrator of European Surfing Federation, a member association, an affiliated club or Licensed Surf School:

- Resolve conflicts fairly and promptly through established procedures.
- Maintain strict impartiality.
- Be aware of your legal responsibilities.

### **Official Code of Conduct**

In addition to European Surfing Federation General Code of Conduct, you must meet the following requirements in regard to your conduct during any activity held or sanctioned by European Surfing Federation, a member association, an affiliated club or Licensed Surf School and in your role as an official appointed by European Surfing Federation, a member association, an affiliated club or Licensed Surf School:

- Place the safety and welfare of the players/participants above all else.
- Accept responsibility for all actions taken.
- Be impartial.
- Avoid any situation which may lead to a conflict of interest.
- Be courteous, respectful and open to discussion and interaction.
- Do not tolerate acts of aggression ( verbal or physical ).

#### **TEAM Officials Code of Conduct**

In addition to European Surfing Federation General Code of Conduct, you must meet the following requirements in regard to your conduct during any activity held or sanctioned by European Surfing Federation, a member association, an affiliated club or Licensed Surf School and in your role as a team official appointed by your National Surfing Association, an affiliated club or Licensed Surf School:

- Respect the rights, dignity and worth of others.
- Accept and respect the role of officials in ensuring that competitions are conducted fairly and according to established rules.
- Know and abide by rules, regulations and standards, and encourage players to do likewise. Accept both the letter and the spirit of the rules.
- Conduct yourself in a professional manner relating to language, temper and punctuality.
- When a protest or appeal should be made, follow the ESF Rule Book, and be courteous and respectful with all persons involved.
- Attend and participate in all meetings convened by ESF Officials or event organizers.
- Accept responsibility for all actions taken.

#### **Coaches Code of Conduct**

In addition to European Surfing Federation General Code of Conduct, you must meet the following requirements in regard to your conduct during any activity held or sanctioned by European Surfing Federation, a member association, an affiliated club or Licensed Surf School and in your role as a coach appointed by your National Surfing Association, a member association, an affiliated club or Licensed Surf School:

- Do not tolerate acts of aggression (verbal or physical).
- Provide feedback to players and other participants in a manner sensitive to their needs. Avoid overly negative feedback.
- Recognize players' rights to consult with other coaches and advisers.
- Cooperate fully with other specialists (for example, sports scientists, doctors and physiotherapists).
- Treat all players fairly within the context of their sporting activities, regardless of gender, race, place of origin, athletic potential, color, sexual orientation, religion, political beliefs, socio-economic status and other conditions.
- Encourage and facilitate players' independence and responsibility for their own behaviour, performance, decisions and actions.
- Involve the players in decisions that affect them.
- Encourage players to respect one another and to expect respect for their worth as individuals regardless of their level of play.
- Ensure that the tasks and/or training set are suitable for age, experience, ability, and physical and psychological conditions of the players.
- Ensure any physical contact with players is appropriate to the situation and necessary for the player's skill development.

- Be acutely aware of the power that you as a coach develop with your players in the coaching relationship and avoid any sexual intimacy with players that could develop as a result.
- Avoid situations with your players that could be construed as compromising.
- Actively discourage the use of performance enhancing drugs, and the use of alcohol, tobacco and illegal substances.
- Do not exploit any coaching relationship to further personal, political or business interests at the expense of the best interest of your players.
- Accept and respect the role of officials in ensuring that competitions are conducted fairly and according to established rules.
- Know and abide by rules, regulations and standards, and encourage players to do likewise. Accept both the letter and the spirit of the rules.
- Be honest and ensure that qualifications are not misrepresented.

### **Player Code of Conduct**

In addition to European Surfing Federation General Code of Conduct, you must meet the following requirements in regard to your conduct during any activity held or sanctioned by European Surfing Federation, a member association, an affiliated club or Licensed Surf School and in your role as a player/participant in any activity held by or under the auspices of European Surfing Federation, a member association, an affiliated club or Licensed Surf School:

- Respect the rights, dignity and worth of fellow players, coaches, officials and spectators.
- Do not tolerate acts of aggression.
- Respect the talent, potential and development of fellow players and competitors.
- Care for and respect the equipment provided to you as part of your program.
- Be frank and honest with your coach concerning illness and injury and your ability to train fully within the program requirements.
- At all times avoid intimate relationships with your coach.
- Conduct yourself in a professional manner relating to language, temper and punctuality.
- Maintain high personal behavior/behaviour standards at all times.
- Abide by the rules and respect the decision of the official, making all appeals through the formal process and respecting the final decision.
- Be honest in your attitude and preparation to training. Work equally hard for yourself and your team.
- Cooperate with coaches and staff in development of programs to adequately prepare you for competition at the highest level.

### **Parent/Guardian Code of Conduct**

As a parent/guardian of a player/participant in any activity held by or under the auspices of European Surfing Federation a member association, an affiliated club or Licensed Surf School, you must meet the following requirements in regard to your conduct during any such activity or event:

- Respect the rights, dignity and worth of others.

- Remember that your child participates in sport for their own enjoyment, not yours.
- Focus on your child's efforts and performance rather than winning or losing.
- Never ridicule or yell at your child and other children for making a mistake or losing a competition.
- Show appreciation for good performance and skilful plays by all players (including opposing players).
- Demonstrate a high degree of individual responsibility especially when dealing with or in the vicinity of persons under 18 years of age, as your words and actions are an example.
- Respect officials' decisions and teach children to do likewise.
- Do not physically or verbally abuse or harass anyone associated with the sport (player, coach, umpire and so on).
- Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.
- Be a positive role model.
- Understand the repercussions if you breach, or are aware of any breaches of this code of Conduct.

### **Spectator Code of Conduct**

As a spectator in any activity held by or under the auspices of European Surfing Federation, a member association, an affiliated club or Licensed Surf School, you must meet the following requirements in regard to your conduct during any such activity or event:

- Respect the decisions of officials and teach young people to do the same.
- Never ridicule or scold a young player for making a mistake. Positive comments are motivational.
- Condemn the use of violence in any form, whether it is by other spectators, coaches, officials or players.
- Show respect for your team's opponents. Without them there would be no game.
- Do not use violence, harassment or abuse in any form (that is, do not use foul language, sledge or harass players, coaches, officials or other spectators).
- Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.

**In case of changes to the rulebooks, the official event rulebook is the Technical Director own rulebook where all doubts will be clarified.**