



GUIDELINES

Whoever masters the ocean best under the prevailing conditions, will become the Master of the Ocean. Free choice of gear, Fly High and Surf. Mother Nature writes the rules, which we interpret as follows:

1.0 Fundamental Rules

1.1 Language

The official language of the Master of the Ocean, which will henceforth be referred to as MOTO, is English.

1.2 Rule Principles

These rules are intended to ensure that the best competitor wins through individual waterman skill, good fortune and quality of equipment alone and not as a result of procedural devices or legalistic argument. All disputes under the rules shall be conducted on this principle.

1.3 Safety

Doing water sports in a manner that can be considered to be dangerous or a threat to the safety of other competitors will not be tolerated. All disputes under the rules shall be conducted on this principle.

Each competitor, when in a position to do so, must render every possible assistance to a competitor in danger and assist organizers with any rescue information in the event of a rescue being needed.

1.4 Responsibility of Competitors

It is the sole responsibility of each competitor to decide whether or not to start or to continue to compete and to provide for his/her safety.

1.5 Suitable Conditions

All disciplines of competition must take place in suitable conditions. The decision on suitable conditions shall be made by the Competition Director in correspondence with the Head Judge and Organizing Committee.

The compatibility of wind speed, wind direction, wave size and currents, weather and temperature will be considered when determining suitable conditions for all disciplines.

2.0 ELIGIBILITY

2.1 Eligibility

The MOTO is an elite competition for competitors who master all four sports. There are two ways to join the competition:

- 1. On invitation by the organizing committee.
- 2. Approved by the organizing committee after request for participation.

Anyone wishing to compete in MOTO sanctioned events must pay the MOTO entry fee, unless otherwise has been agreed in written form with the organizing committee.

Anyone under the age of 18 is eligible to compete in the Future Master Expression Sessions with parental consent and of course, approval by the MOTO organizing committee.

2.2 Registration

All entrants must personally complete and sign the entry forms at the registration of the event at the time and place published in the Notice of Race. Exceptions may only be granted by the MOTO Representative. Participants under the age of 18 must bring it signed by parents or legal guardians.

2.3 Equipment

There are no restrictions on equipment other than those defined by the MOTO and the international rules by each different discipline. The MOTO reserves the right to impose further restrictions on equipment in the interests of safety or fair competition.

2.4 Lycras

The MOTO reserves the space shown on the advertising vests (Lycras) for the placement of a MOTO affiliated sponsor logo, a secondary sponsor and an event sponsor.

3.0 CONDUCT

3.1 Competition Area

Being in the Competition Area when not competing while competition is on is not allowed. Violations under this rule will result in an official warning, and continuous violations can result in a disqualification.

3.2 Littering

Competitors found to be littering or causing any other environmental damage within the precincts of the event site will incur an official warning, and continuous violations can result in a disqualification.

3.3 Abuse

Any competitor found to have been physically or verbally abusive of an official, opponent, spectator, member of the media or any other person will be disqualification from the series, event.

3.4 Unsportsmanlike Conduct

Any competitor failing to conduct themselves at all times in a sportsmanlike manner and or to give due regard to the authority of officials and the rights of opponents, spectators, members of the media or other persons will incur in a disqualification from the series, event. For the purposes of this rule, unsportsmanlike conduct is defined as any misconduct that is clearly abusive or detrimental to the sport, but does not fall within the prohibition of any specific on site offence contained in these rules. In addition, unsportsmanlike conduct shall include but not be limited to the giving, making issuing, authorizing or endorsing any public statement having or designed to have an effect prejudicial or detrimental to the best interests of the MOTO, the event, the sports, Cabarete or the Dominican Republic

3.5 Protest

A competitor who wished to protest a decision by the competition director, head judge, or regular judge will have to pay a process fee of \$100 USD in advance. The process fee shall be returned to the protestor only when proven to be in their right and the decision is corrected by the competition director.

4.0 REGULATIONS

4.1 Event Officers

MOTO disciplines shall use the following:

- MOTO approved Competition Director
- MOTO approved Head Judge
- At least three MOTO approved Judges
- MOTO Representative
- MOTO approved Scorer

4.2 Heat course

The scheduled heats shall be announced during the riders meetings by the Competition Director. Athletes are expected to check in at the Marshall's Zone at least ten minutes prior to the start of their heat, with their gear ready and wearing their competition lycra. The Beach Marshall shall guide the start and transitions time between heats, his command rules.

The signals to start a heat are:

- 1. Red Flag (2+ minutes)
- 2. Yellow Flag (2 minutes)
- 3. Starting Signal
- 4. Green Flag
- 5. Yellow Flag (2 minutes left)
- 6. End Signal
- 7. Red Flag

A wave is considered within the heat time as long as the surfer has transitioned from propulsion through paddling into propulsion through the wave's strength, the moment the End Signal is given.

A manoeuvre is considered within the heat time as long as the surfer is in the air and loose from the water, the moment the End Signal is given.

4.2 Event Scoring

Every judge ranks the participants of the heat based on overall impression focusing on 'Fly high, and Surf'. Versatility, style, flow, and power are the four main judging factors. During the Riders Meeting, the Competition Director will explain the weighing for the concerning heats.

Every different discipline will be scored separately. It will be all scored by overall impression decided by the head judge and the judges from each different discipline. Each judge will rank the competitors in the heat according to performance. There will be notes taken by the judges with a short note after each heat explaining how they came to

their ranking. Only competitors are allowed to come and see their judging sheets of their heat. And can get these from the head judge when he has time to do so.

In case of a tie between two or more athletes the Head Judges ranking will be taken into consideration as the deciding vote.

4.3 Overall Ranking at the Master of the Ocean

Per each discipline, a ranking will be established which allocates each competitor a certain amount of points. The results from four disciplines will be added up, and the competitor with the highest amount of points will become the Master of the Ocean.

Point system Position

Rank	Points	Pos.	Pts.	Pos.	Pts.
1	1000	1	1000	1	1000
2	735	2	735	2	735
3	580	3	570	3	560
4	490	4	475	4	450
5	420	5	400	5	360
6	360	6	345	6	285
7	315	7	300	7	237
8	285	8	270	8	210
9	265	9	237		
10	250	10	224		
11	237	11	215		
12	227	12	210		
13	220				
14	215				
15	212				
16	210				

In case a heat in the (B) bracket is not completed, all four competitors will receive the highest potential score from their heat.

In case of a tie, it shall be broken as follows:

- 1. The competitor who beat the other in more disciplines wins.
- 2. If a tie remains, each competitor's heat rankings shall be added to form a total. The competitor with the lowest total wins.
- 3. If a tie remains, each competitor's ranking sheets shall be added to form a total. The competitor with the lowest total wins.
- 4. If a tie remains, the tie shall stand.

5.0 SUP and Surf - Rules

5.1 Interference rules

- a. The inside position to the wave's break has the right of way. Interference is caused by a fellow competitor who hinders the surfer with right of way. Standing up in front of a surfer with right of way can be corrected by riding out of the wave without hindering the scoring potential of the surfer with right of way. When the majority of judges agree that an interference occurred, it shall be noted.
- b. When a wave has no superior direction (right or left), then the right of way shall go to the surfer who first makes a definite turn in a direction. The other surfer may go in the opposite direction on the same wave as long as it would not interfere with the path of the surfer with right of way.
- c. In a multiple peak situation, the surfer who is first to their feet shall have right of way. When both stand up at the same time, they shall both give way to avoid hindrance. If both stand up at the same time and cross path, both shall incur a interference penalty.

5.2 Snaking

- a. The surfer who is closest to the initial point of take-off and has set wave possession has right of way priority. The priority shall stand even if another surfer paddles behind and takes off subsequently.
- b. When the second surfer does not cause interference with the person who has right of way, then no penalty shall be given.

5.3 Paddling Interference

- a. Any competitor must be allowed to paddle out to the correct take-off point for a wave. Paddling interference moves can include but are not limited to:
- Crossing an opponents line in a way that blocks their direct pathway, excluding when taking and holding the inside position.
- Hindering a natural pathway into the line-up from the paddle out position at the beach.

Paddling interference can also be called when:

- Contact between surfers forces the inside surfer to change their line, hindering their scoring potential.
- The surfer without right of way purposely causes a wave section to break down in front of the surfer with right of way.
- In case of a inevitable collision between a surfer who is paddling out and one riding a wave, the judges majority vote of the judges will determine if there has been an interference.

6.0 Windsurf and Kitesurf - Rules

- 6.1 Right of way rules
- a. On opposite tacks;

A port-tack surfer shall keep clear of a starboard-tack surfer.

- The windward kitesurfer shall keep their kite high so the leeward kitesurfer keeps their kite down to avoid collision.
- When two are equally upwind, the starboard-tack shall keep the kite high while the starboard-tack stays low while crossing downwind.
- b. Overlapped on the same tack;

A windward surfer shall keep clear of a leeward surfer.

c. Not overlapped on the same tack

A surfer clear astern shall keep clear of a surfer clear ahead.

- d. A surfer who changes tack on an upwind leg, has to stay clear from other surfers until he/she is moving on a close-hauled course. Meanwhile, rules 6.1a,b and c, do not apply. When two surfers are in this situation at the same moment, the one astern shall keep clear.
- e. A surfer in transition keeps clear of a surfer on a tack.
- f. When it is not possible to determine right of way using the rules above while two surfers move downwind;
- When overlapped, the one on the other's starboard shall stay clear.
- When not overlapped, the surfer who is clear astern stays clear.
- g. When moving downwind, a kiter who is looping their kite shall keep clear of the one who is not.
- h. A surfer shall prevent contact with another surfer when considered possible. While a right of way surfer is entitled to room or mark-room.
- i. A kitesurfer who changes course or kite position shall give right of way to the kitesurfer who is not.
- j. A windward surfer shall not jump or make a manoeuvre when a leeward surfer is close to him/her. A surfer performing a manoeuvre shall stay clear from a surfer who is not.
- k. Surfers shall not change course to block another competitor.