



GCOCC Racing Rules

Know the rules, enjoy the racing. A quick read now saves a head scratch later.

It's friendly and positive while still making the responsibility clear.

GCOCC RACING RULES

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1. Introduction

Gold Coast Outrigger Canoe Club (GCOCC) is affiliated with Paddle QLD, Paddle Australia and AOCRA. These rules ensure racing is safe, fair and enjoyable for all competitors.

2. Weather Precautions

- **Gale Force Winds:** No paddling permitted when BOM issues a Gale Force Wind Warning (34 knots or stronger).
 - **Lightning:** Do not enter the water when lightning or thunder is present. If already paddling, return to shore immediately.
 - **30/30 Rule:** If lightning-to-thunder time is 30 seconds or less, stop paddling and seek shelter. Resume 30 minutes after last lightning/thunder.
 - **Sun Safety:** Follow sun smart policy-hats, sunglasses, sunscreen, hydration.
 - For further information on marine wind conditions see <https://www.bom.gov.au/>
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3. Racing Rules

3.1 Age & Gender Divisions

- Age is determined as of **31 December** of the racing year.
- Divisions are men, women, mixed.
- Proof of age may be requested.

3.2 Division & Age Aggregate

Age Class	OC6	V12	OC1 Relay	OC2
30+	180+	360+	90+	180+
40+	240+	480+	120+	240+
50+	300+	600+	150+	300+
60+	360+	720+	180+	360+
70+	420+	840+	210+	420+
80+	480+	960+	240+	480+

3.3 Adult Gender Rules

- Men, Women and Mixed divisions apply.
- Mixed crews must have equal male/female paddlers.
- Women may substitute into Men's or Mixed crews with Race Director approval.
- Mixed V3 requires at least one male and one female.

3.4 Safety Boats

1. Must have permission from Race Director.
2. Captain responsible for vessel and crew safety.
3. Minimum two persons onboard (driver + spotter). Jet skis require sled.
4. At least one vessel must be able to retrieve multiple paddlers.
5. Must follow Race Director instructions unless overridden by Maritime Law.

3.5 Lead Boat

6. Must display visible flag.
7. Remains 300m ahead of field.
8. Carries official monitoring weather.
9. Competitors must follow Lead Boat even if course changes.
10. Must communicate course changes.

11. Remains at finish until last canoe finishes.
12. Reports completion and infringements.
13. Call sign: **Lead Boat**.
14. Must communicate with Race Director.

3.6 Chase Boat

15. Remains at rear of field.
16. Reports infringements.
17. Must maintain communication.
18. Call sign: **Chase Boat**.

3.7 Support Craft

19. Patrol between Lead and Chase Boats.
20. Assist competitors as needed.
21. Monitor field and escort boats.
22. Call signs: **Support 1**, **Support 2**, etc.
23. Must communicate with officials.
24. First Aid personnel must be on responsive craft.

3.8 Life Jackets

- OC6/V12/V3: Must carry one life jacket per paddler in the canoe.
- OC1/OC2/V1: Paddlers must wear fitted life jackets.
- When ocean paddling – all paddlers must wear life jackets past the seaway bar.
- No waist pack belt pfd or inflatable life jackets are permitted for racing.

3.9 Leg Leash

- All OC1, OC2, V1 craft must have 1 leg leash attached to the craft and to the paddler at all times whilst racing.

3.10 Bailers

- OC6 require 2 bailers
- V12 require 4 bailers.
- V3 require 2 bailers.
- V1 require 1 bailer.
- Electric bilge pumps are permitted and can be used under race conditions.

3.11 Racing Covers

- Covers are not required for race inside the Broadwater waterway.
- Covers are only required when crossing the Seaway bar into the ocean.

3.12 Tow Rope

- OC6 and V3 require tow ropes
- Tow ropes must be at least 20 metres in length, with a minimum thickness of 10mm.

3.13 Spare Paddle

- OC6 / V12 / V3 are required to carry 2 spare paddles (1 paddling blade and 1 steering paddle within the canoe)
- OC1 / OC2 / V1 are required to carry 1 spare paddle in the canoe.

4. Drafting

- Drafting is permitted.

4.1 Right of Way

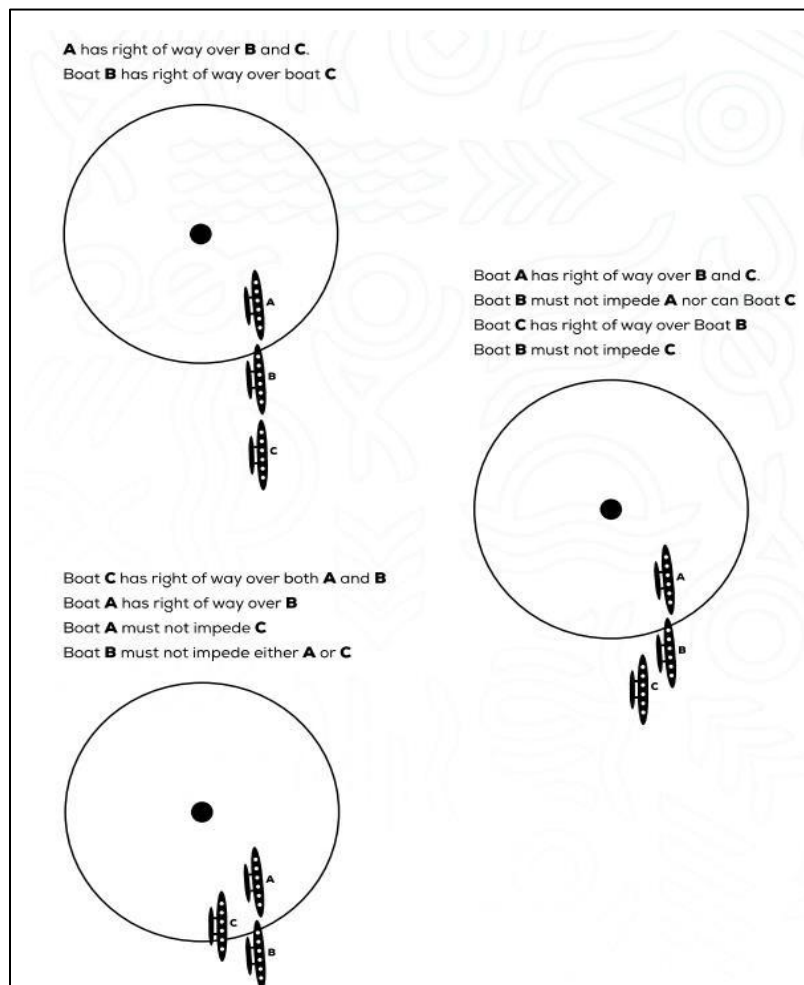
- Avoid all contact.
- Canoes must stop and separate if contact occurs.

4.2 Passing

- Passing canoe must keep clear.
- Lead canoe must not block.
- Ramming or interference results in disqualification.

4.3 Rounding Marks / Turning Buoys

- Leading canoe has right of way.
- Inside canoe has right of way when overlapping within 2 canoe lengths.
- No new overlap may be established inside the 2-length circle.



5. Start Procedure

1. **White Flag:** 2 minutes to Red Flag; move to pre-start line.
 2. **Red Flag:** Move to start line.
 3. **Black Flag:** Indicates canoe over line; may incur penalty.
 4. **Green Flag:** Race start.
 5. Time intervals may vary.
 6. Start line is between two fixed markers with an imaginary line between both.
 7. Competitors must be present at start time.
 8. Race will start regardless of overturned canoes or broken paddles.
 9. Starter controls competitors from 2 minutes prior.
 10. Canoe overturning under White Flag must re-enter within 3 minutes.
 11. Canoe bow must be on but not over start line.
 12. Bow over line without back-paddling = disqualification.
 13. Starter not required to warn before disqualification.
 14. Forward motion before Green Flag = disqualification.
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6. Finish Procedure

- Finish line is imaginary line between buoy and beach flag inline with the timekeeper.
 - Canoe finishes when bow crosses line.
 - Buoys must allow safe multi-canoe finish.
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7. Disqualification

- Competitors must race fairly and respectfully.
 - Grounds include interference, unsafe behaviour, substance breaches, registration issues.
 - Race Director decides and informs competitor.
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8. Protest Process

- Intent to protest must be lodged within 10 minutes of event completion.
 - \$100 fee required; refunded if upheld.
 - Receipt issued.
 - All parties notified.
 - Protest Committee (Race Director, On Land Director + one independent member) reviews.
 - Committee rules on all matters.
 - Written confirmation provided.
 - Committee decision is final.
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9. Cancellation Policy

For refunds or cancellations, contact Management QLD:

<https://mastersgames.com.au/contact-us/>
