

## **ASP Rule Book 2006**

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## **ASP WORLD TOUR RULEBOOK 2006**

ALL CHANGES FOR 2006 ARE SHOWN IN **BOLD** LETTERING ALONG WITH HEADINGS.

### **JUDGING**

#### **1) JUDGING SELECTION**

- a) Selection of judges: An attempt shall be made to ensure that no judge has a vested interest. The ASP International Tour Manager and ASP International Head Judge have the power to make appropriate substitutions based on a surfer's request for a standing down of a judge deemed to have a vested interest. A person with vested interests is defined as a shareholder or Board of Director of a business enterprise, which sponsors or employs a surfer competing in that event. No current ranked ASP surfer may judge. Judges may be removed from the panel if a minimum 75% of the current WCT seeds agree in writing.
- b) In all WQS 4-6 Star events there shall be 7 judges with 5 judges on per heat including finals and an ASP Internationally approved Head Judge. WQS 1-3 Star events shall have a 6-judge panel with 4 judges on per heat.
  - i) These judges are to be ASP Internationally approved with the WCT touring judges and Head Judge having preference at all events.
  - ii) In exceptional circumstances where the chances of finishing an event are in jeopardy, split 3-man panels may be used. If it is known ahead of time that split panels will be used due to excess entry numbers, then prior notice must be given to ASP International for approval and only minimum four-man panels will be allowed.
  - iii) All women's WQS 4-6 star events must have a minimum of 2 international judges approved by the ASP International Head Judge.
- c) The Contest Director of each event is to be responsible for assuring that a minimum of 5 ASP approved international judges serve on the panel for every heat of all ASP WCT sanctioned events. These 5 taken from a pool of 7 ASP international travelling judges and 1 ASP Head Judge supplied to the event by ASP International.
- d) Women's stand alone WCT and WQS events judging panels to have 4 judges per heat. In women's & combined men's events a 5 judge panel per heat.
- e) In QS events Contest Directors must use ASP approved International Head Judge (IHJ), Regional Head Judge (RHJ), WCT "A" or "Regional" grade judges, which are to be selected by the ASP International Judging Coordinator and ASP Regional Tour Manager as shown in the following scale. 1-4 Star WQS events to utilize Regional panels.

Star	IHJ	RHJ	WCT"A"	Regional
6	1		4	3
5	1		4	3
4		1		7
3		1		6
2		1		6
1		1		6

- f) Other non-rated judges can only be used in exceptional cases and only after ASP International Judging Coordinator and Regional Tour Manager approval. In 1-4 Star events if a WCT"A" rated judge wishes to be placed on the panel at Regional payment rates they must be given priority.
- g) The wave scoring will be done from 0.2 to 10 (ten), broken into one-tenth increments. (e.g. 7.3).
- h) Criteria to be used in judging:

"A surfer must perform radical controlled manoeuvres 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 (manoeuvres) will be taken into account when rewarding points for waves ridden. The surfer who executes this criteria with the maximum Degree of Difficulty and Commitment on the waves shall be rewarded with the higher scores."

  - i) 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.
  - j) 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 them.
  - k) If a judge misses a wave, or part of a wave, they should place an "M" in the square of the manual judges sheet, contact the Head Judge immediately and have the wave included into their sheet, by the Head Judge on the basis of comparison to the previous rides on the international judges sheets.

- l) At times, errors of a special nature occur with respect to judging. This includes but not limited too, priority and timing. The ASP Head Judge, along with the Contest Director and a Surfer Rep, with least vested interest, after consultation with the ASP Tour Manager, will rule on these special circumstances, case by case. At their discretion the ASP Head Judge, Contest Director, Surfer Rep and ASP Tour Manager may consult with those qualified observers (defined as off-duty judges, spotters or other officials) who may have witnessed the incident in question.
- m) No judge of an ASP event may pass comment, on a surfer's chances in any event, to the public, media, or other contestants. If so then that judge may be dismissed from the panel. ASP International Board of Directors may take further action.

## **H. COMPETITION RULES**

### **1) FORMATS**

- a) In Men's 1-4 Star WQS events the standard 4/3-man formats are to be utilized in all events, as follows:
  - i) Events with less than 64 competitors (16 seeds)
    - Round One: 12 heats of 4 (1<sup>st</sup> and 2<sup>nd</sup> to Round Two)
    - Round Two: 8 heats of 3 (1<sup>st</sup> and 2<sup>nd</sup> to Round Three)
    - Round Three: 8 heats of 4 (add 16 seeds. 1<sup>st</sup> and 2<sup>nd</sup> to Round 4.)
    - Quarter Finals: 4 heats of 4 (1<sup>st</sup> and 2<sup>nd</sup> to Semi Finals)
    - Semi Finals: 2 heats of 4 (1<sup>st</sup> and 2<sup>nd</sup> to Final)
    - Final: 1 heat of 4
  - ii) Events with 65 to 80 competitors (32 seeds)
    - Round One: 16 heats of 3 (1<sup>st</sup> and 2<sup>nd</sup> to Round Two)
    - Round Two: 16 heats of 4 (add Top 32 seeds. 1<sup>st</sup> and 2<sup>nd</sup> to Round Three)
    - Round Three: 8 heats of 4 (1<sup>st</sup> and 2<sup>nd</sup> to Quarter Finals)
    - Quarter Finals: 4 heats of 4 (1<sup>st</sup> and 2<sup>nd</sup> to Semi Finals)
    - Semi Finals: 2 heats of 4 (1<sup>st</sup> and 2<sup>nd</sup> to Final)
    - Final: 1 heat of 4
  - iii) Events with 81 to 96 competitors (64 seeds)
    - Round One: 16 heats of 4 (include back 32 seeds. 1<sup>st</sup> and 2<sup>nd</sup> to Round Two)
    - Round Two: 16 heats of 4 (add Top 32 seeds. 1<sup>st</sup> and 2<sup>nd</sup> to Round Three)
    - Round Three: 8 heats of 4 (1<sup>st</sup> and 2<sup>nd</sup> to Quarter Finals)
    - Quarter Finals: 4 heats of 4 (1<sup>st</sup> and 2<sup>nd</sup> to Semi Finals)
    - Semi Finals: 2 heats of 4 (1<sup>st</sup> and 2<sup>nd</sup> to Final)
    - Final: 1 heat of 4.
  - iv) Events with 97 plus competitors must use the 96 format adding 16 heat rounds until the applicable number is reached with 32 seeds per round. A round of 8 heats for the First Round can be used with 48 seeds in Round Two.
    - Round of 96: 16 heats of 4 (add Back 32 seeds. 1<sup>st</sup> and 2<sup>nd</sup> to Round Two)
    - Round of 64: 16 heats of 4 (add Top 32 seeds. 1<sup>st</sup> and 2<sup>nd</sup> to Round Three)
    - Round of 32: 8 heats of 4 (1<sup>st</sup> and 2<sup>nd</sup> to Quarter Finals)
    - Quarter Finals: 4 heats of 4 (1<sup>st</sup> and 2<sup>nd</sup> to Semi Finals)
    - Semi Finals: 2 heats of 4 (1<sup>st</sup> and 2<sup>nd</sup> to Final)
    - Final: 1 heat of 4
  - v) 1-3\* WQS events can choose to run ASP Internationally approved "different" formats from the quarterfinals onwards.

- b) In Men's 5-6 Star WQS events the formats to be utilized in all events are as follows:

#### **MEN'S 192 FORMAT (with combined women's 5-6\*)**

##### **5-6\* WQS only**

	Heat Numbers	Timing	Running Time
Round One	24 heats of 4	20 minutes	8'00"
Round Two	24 heats of 4	20 minutes	8'00"
Round Three	24 heats of 4	20 minutes	8'00"
Round Four	12 heats of 4	25 minutes	5'00"
Round Five	6 heats of 4	25 minutes	2'30"
Round Six	4 heats of 3	25 minutes	1'40"
Quarter Finals	4 heats of 2	25 minutes	1'40"
Semi Finals	2 heats of 2	25 minutes	0'50"

Final	1 heat of 2	30 minutes	0'30"
Totals	101 heats		36 hours 10 minutes

#### MEN'S 192 FORMAT (with no women's event)

	Heat Numbers	Timing	Running Time
Round One	24 heats of 4	25 minutes	10'00"
Round Two	24 heats of 4	25 minutes	10'00"
Round Three	24 heats of 4	25 minutes	10'00"
Round Four	12 heats of 4	30 minutes	6'00"
Round Five	8 heats of 3	30 minutes	4'00"
Round Six	8 heats of 2	30 minutes	4'00"
Quarter Finals	4 heats of 2	30 minutes	2'00"
Semi Finals	2 heats of 2	30 minutes	1'00"
Final	1 heat of 2	35 minutes	0'35"
Totals	107 heats		47 hours 35 minutes

- c) In Men's WCT events a 3-surfer round will be staged followed by the standard one-on-one format unless using the format without the losers round [as described in Rule H.1.c. below].
- d) After ASP International Board of Directors approval Round Two of the standard WCT format can be eliminated with 1<sup>st</sup> and 2<sup>nd</sup> from Round One moving directly into Round Three of the standard format.
- e) Advancement in a 4-surfer heat must be at least 50% of the surfers in the heat unless it is a repechage heat where 50% or more have already previously advanced.

## 2) TIMING AND WAVE COUNTS

### a) Minimum Heat Times

	Heats	Finals
WQS 1-4 Star Heats	20 minutes	30 minutes
WQS 5-6 Star Heats	20/30 minutes	35 minutes
Super Series	25/30 minutes	35 minutes
WCT Heats	25 minutes	35 minutes

- i) WQS apply to Regional Long board and junior events.
- ii) WCT applies to WCT Men, Women, Long board, Junior and Masters events.
- iii) In all WQS point/reef break/beach break conditions, heats, finals and WCT heats the maximum number of waves will be 15. In special conditions the ASP Head Judge in conjunction with the ASP Tour Manager and a Surfer Rep may define the maximum number of waves that can be ridden by the competitors.
- iv) Wave pool heat lengths will be determined by the number of set waves that come in a given period of time.
- v) Women's heats must be the same times as men's heats, in the same conditions.
- vi) Variations to heat times in both WCT and WQS events may be allowed in cases where there may be insufficient time to finish an event. ASP Tour Representative, Contest Director and ASP Head Judge will decide this at the relevant time.
- vii) WQS 5 & 6 star events to allow 25 minutes heats in their schedules from Round of 48 in men's/women's combined events and Round of 192 in men's only events. See rule 5A above.
- b) The ASP Head Judge will do official timing of all heats.
- c) All heats are started from a marshalling area in the line-up. A surfer may optionally start from the beach without any paddling time. A 5-minute visual and PA warning is to be given prior to the finish of the heat.
- d) Siren or horn blasts must be used to start and finish heats with one blast to start two blasts to finish.
- e) A large disc system, at least one meter square, must also be used with green to start with yellow or orange (orange for those events wishing to use yellow as a vest colour) for the last five minutes.
- f) The commentator must give a 5-second countdown at the end of the heat and when the countdown reaches zero the heat must end immediately.
- g) The first of two sirens must blow immediately when the commentator reaches zero. The end of the heat is before the start of the first siren.

- h) The disc must be in the neutral position with no colour showing once the commentator reaches zero in the countdown.
- i) Surfers will be allowed to come in standing up as long as the next heat has not started riding and there is no confusion with the current heat. Once the first wave of the heat is ridden all surfers must come in lying down. If there is confusion with the current heat surfers, they will be fined per wave ridden.
- j) A surfer must not ride a wave in the contest area prior to the start of their heat or the wave will not be scored and a fine per wave will be imposed. If in a one-on-one situation, their opponent will automatically gain first priority unless on official hold.
- k) At the end of and during the heat the surfer must be clearly in possession of the wave on the wave face, making a movement to stand, their hands having left the rails (rail grabs excluded) for the wave to be scored. No waves are to be scored by the judging panel if a surfer's hands have left the rails by the time the siren first starts at the beginning of the heat or if, by the time the first of the two sirens starts for the end of the heat, the surfer's hands haven't left the rails.
- l) No automatic starts will be allowed. If the Contest Director wishes to use the minimum time delay between heats, of 10 seconds, they must provide a marshalling area in the water outside of the line up.
- m) Time delay between heats once a heat has paddled out, must be no more than 2 minutes unless due to some unforeseen circumstance.
- n) Under no circumstance will there be any time extensions once a heat has entered the water. If a heat is interrupted for any reason it will be stopped by the ASP Head Judge and will be resumed with all surfers in as near as possible the same position at the time it was stopped and will run for the remainder of the originally set period. If in a priority situation whoever had priority when the heat was stopped, retains priority. Exception is if the ASP Head Judge on consultation with those also qualified feel the entire heat should be re-run because no one had a definite advantage at the time of cancellation or altered conditions make it impossible for the judges to keep the same scale. If the halfway mark of any heat is reached and no one has caught a wave then the heat may be cancelled and re-run. The Head Judge to decide on this at the time.
- o) In the event of any heat having to be stopped by extreme danger potential, the following procedures are to be adopted:
  - (1) Head judge to stop heat and start continuous horn blasts and moving of timing disc to off position.
  - (2) Communicate with jet skis if possible to remove competitors from surf.
  - (3) When safe the heat will restart with the time left from when the heat was cancelled unless the HJ deems that neither surfer had a definite advantage. In this case the heat will restart for the full the full time period.
  - (4) If a competitor feels they are in danger due to shark or similar creature attack and they leave the water the head judge must stop the heat and use the above procedure to warn fellow heat competitors even if the head judge can't see the danger.
- p) If the Beach Marshall tells competitors in a heat the wrong heat time then the following shall occur.
  - i) If actual heat time is shorter then a restart at a later time for the remaining time period as told by the HJ deems that neither surfer had a definite advantage. In this case the heat will restart for the full the full time period.
  - ii) If actual heat time is longer than told by the Beach Marshall the heat will run through to the end of the actual set time by the judging panel.
- q) Contest Director to check with ASP Head Judge for recommendation on heat times.
- r) The Contest Director is the only person who can give the exact schedule of events, however information provided on the Contest Directors official notice board by them or by the Beach Marshall will be considered official. If any other employee of the event or ASP is asked, and wrong information is received, subsequently missing a heat or some other problem, then the competitor has no form of protest. If the Contest Director gives wrong information and a competitor subsequently misses a heat, then a re-surf must occur. The Contest Director may also at their discretion hold a competitor's heat at an unscheduled time if they feel -the surfer has a legitimate excuse to warrant such an action.
- s) The Contest Director must have an official notice board where the daily schedule is posted for all the competitors to see. This schedule cannot be extended once it is posted and must be posted by midday, at the latest of each day.

### 3) GENERAL

- a) Under no circumstances can an event sponsor force contestants to wear any trunks or wetsuits as a condition of their entry into any licensed or sanctioned event.
- b) All Beach Marshals must be English speaking.
- c) All functions, meetings, etc. are to be held near the contest site and at a reasonable time.

- d) Current WCT seeded surfers are allowed to surf in only ASP licensed/sanctioned events. These surfers may not surf in any non-licensed/sanctioned event with prize money. The penalty for not complying with this rule is loss of current ASP ranking, prior year's seeding rights and a further one-year ban from competing in any ASP licensed/sanctioned event. Exceptions may be allowed for bona fide charity events or local club events. These exceptions will only be allowed based on proper individually sought exemptions to ASP International.
- e) Competitors will wear the competition jersey provided by sponsors from time of issuance until returned to the Beach Marshal at the completion of the heat, and if appropriate, during the awards presentation, or they will be fined. The covering of the jersey by national flags, towels, etc is not allowed as it demeans the value of the sponsors.
- f) In order for a contest to proceed, the waves must be considered contestable in size and shape in the opinion of the majority, of an ASP Surfer Rep, ASP Head Judge and Contest Director. This decision is to take place at the Judge's Tower in a secure area with only the three parties involved. The Surfers Rep to be determined by the WPS rep if he is not available or his heat is involved in the call. In women's events the women's surfer rep may be excused from taking part in this decision.
- g) Beach caddies (one per surfer maximum) may enter the water once a board is lost or broken unless in surf conditions where water caddies are being allowed. If the caddy rides a wave the surfer who they are caddying for will be fined per wave and if they interfere with the other surfers in any way, in the opinion of the judging panel, interference will also be levied on the surfer for whom they are caddying. Water caddies may enter the water in a defined marshalling area if the ASP Head Judge along with the Contest Director deems fit. All caddies are subject to the same rules as that of the surfer they represent and they must wear a coloured vest supplied by the event, available at the beach marshal area.
- h) Surfers may only use **replacement surfboards** carried by their own caddy once their heat has started. Any use of outside craft, (e.g. inflatable boats, water patrols' boards or jet skis, photographers' craft or previous or current heat competitors' or other caddies boards) will be deemed an interference if the surfer, after using one of them, re-enters the competition zone and rides an extra wave, or interferes with any other competitor by paddling or positioning. Exception to this rule is if the water patrol feels that the surfer is in a life-threatening situation or PWC assist is implemented. In this case the water patrol may remove the surfer from the impact zone and place the surfer in a safe place, no closer to the line up, from where the surfer may continue their heat.
- i) Caddies that have passed on their board to the competitor they are caddying for can obtain use of the competitors PWC, if being used and available, to transport them to the lost surfboard or the beach. If they are taken to the lost surfboard they can transport back to the marshalling area, however if they are transported to the beach they must paddle back to the defined marshalling area for caddies.
- j) If a competitor has elected to have no caddy then they must return to the beach or boat holding their extra surfboards to make the changeover. No one else may paddle one to them as they elected to not have a caddy.
- k) At WCT Women's Tournaments a surfer can caddy for more than one competitor at the same time. All other Caddies' rules will apply.
- l) Competitors must make their own way back to the line up under their own power, unassisted in any way other than the exceptions in rule h) above.**
- m) All events must supply trophies for at least first and second places in each event.
- n) Maximum of 2 photographers in the line-up during a heat. The contest decides photographer priority with the exception of the official ASP International photographer who has priority at all times.
- o) At five minutes before the start of competition surfers will be warned that they must leave the competition area. At the one minute, warning anyone still in the competition area who is not making a concerted effort to paddle in will be fined US\$250.
- p) No competitor may gamble, bet or offer odds on an outcome relating to an ASP sanctioned event in which that competitor is involved.
- q) Any surfers found colluding to fix heats will lose all points and prize money for that event plus a US\$5,000 fine with the possibility of further disciplinary action including possible suspension.**
- r) All WQS events have the option of using PWC's to tow surfers back into the line up once the one on one format has commenced as long as all ASP PWC requirements are met. (See Rule A-1-3-d-I-xiii
- s) Personal Water Craft (PWC):

WCT and all WQS events using one on one heats have the option to allow the use of Personal Water Craft assistance during competition under the approved guidelines as decided by the ASP International Board of Directors listed below.

- i) Liability: Events insurance must cover PWC's in case of accidents to pilots, surfers and spectators.
- ii) PWC's will be allowed under the following conditions. Extreme surf conditions, long paddle back to line-up, safety reasons and when the wake will not cause adverse damage to the waves.
- iii) Decision on the use of PWC's will be made by the Contest Director, ASP Head Judge and Surfer Rep. Majority of three to decide.
- iv) Direction they are to use to get back to the line-up will be determined at the event by the ASP Head Judge and pilot's team leader with the route causing the least wake in the line up.
- v) Line-up drop off point will be preferably wide or outside of the takeoff zone with a buoy to mark the position. Maximum paddle time 30 seconds to take-off point.
- vi) The inside pick-up point is to be decided on the day depending on surf conditions. Basically near the end of the wave the PWC's will sit in deep water and move in as the surfer kicks out. If some one fails to make the inside the PWC can't move up the line-up to get them. They must wait for the surfer to paddle to the inside position.
- vii) ASP International will supply the events with a list of qualified pilots. There will be two lists of names. The first list will comprise of a select group from which one must be selected and used as the Team Leader and decision maker. Contact ASP International for this list. The second list will comprise of all other authorized pilots from which the remainder of the pilots to be used must be chosen. CPR skills, tow in/out experience will be a must.
- viii) The allocation of Priority when two riders are being transported at same time is same as current rule when both surfers arrive at the line-up around the same time. The surfer who did not have priority last will receive priority. PWC's can overtake each other on the way back out to the line-up and the pilots, after consultation with the head judge set the speed not the competitors.
- ix) The ASP Head Judge may place a heat on hold due to unforeseen circumstances. If a competitor is injured by a PWC during the course of a heat the heat can be put on hold while the competitor receives medical attention. Once the medical attention is completed the heat will be restarted with the remaining available time in the heat.
- x) If the Head Judge feels that priority is affected by either the PWC pilot's capacity or mechanical problems, priority will be allocated as the head judge deems fit.
- xi) Where only one PWC is available, use of them will be suspended until such time both are back in use.
- xii) Two-way radio communication between all PWC pilots and Head Judge must be available at all times.
- xiii) Caddies that have passed on their board to the competitor they are caddying for can obtain use of the competitors PWC, if being used and available, to transport them to the lost surfboard or the beach. If they are taken to the lost surfboard they can be transported back to the marshalling area, however if they are transported to the beach they must paddle back to the defined marshalling area for caddies.

#### **4) COMPETITORS AREAS (NO SMOKING and ALCOHOL FREE during competition)**

- a) All events must have well-secured sizeable competitors' area for relaxation and storage, with a view of the contest area. Drinking water of at least 25 litres per day must be provided.
- b) The area will be available for competitors and one guest (coaches, family/friends, etc). This may be separate or combined with the competitor's area as long as the competitors have somewhere secure and quiet to change and prepare for heats.
- c) No managers, coaches, family/friends, etc. will be allowed in the competitor's preparation and storage area, and only in the official area if allowed by the contest. Surfers are held responsible for all guest's actions. Fines and penalties will be assessed as deemed fit.
- d) Events must make every reasonable effort to clear the contest area one hour before competition starts for use by competitors only.
- e) Competition cannot begin before 7am or an hour after daylight whichever the later.
- f) Parking passes should be made available to at least the Top 16 men and Top 8 women from the current WCT surfers and ASP touring crew. Any passes not taken up by the Top 16 or Top 8 will be made available to the next rated surfer.

#### **5) ANNOUNCEMENTS**

- a) Announcers must understand the basic rules and criteria and can never announce approaching sets.
- b) The Head Judge has the right to over ride sound blackouts while television crews etc are doing interviews and can tell the commentators to make timing and situation calls during their interviews. It is imperative that events provide interview areas in low sound locations or for beach interviews the TV crews do them away from speakers. The surfers competing in the water always have priority.
- c) Heat results for the WCT events will be announced as win/loss points ratio, (e.g. 24.6 – 20.75 etc). During the heat the announcer should not announce the computer scores or standard of ride until all the judges' scores are entered into the system.
- d) In all heats and finals computer scores must be given throughout the entire heat.
- e) If the commentator gives a score and it is wrong due to either judges entering an incorrect score or the commentator giving the wrong score, the surfers will have no form of protest.
- f) If any surfer requires information from the water during a heat they must use hand signals as described below:
  - i) Time remaining is one hand touching another above the head.
  - ii) Priority is both arms above the head.
  - iii) Wave count is one arm outwards horizontal to the water.
  - iv) Scores: (Last score, heat score, score needed to win, etc) is both arms out horizontal to the water.
  - v) If you hear and understand any of the above please acknowledge by waving one arm.

## 6) PROTESTS

- a) A judging scoring decision once made is irrevocable no matter what proof is available to show otherwise unless the Head judge feels that the majority of the judging panel did not see the situation or wave completely. In this case, at the Head Judge's discretion, a video of choice can be used to re-evaluate a situation or wave. A decision once made by the judges or officials has no form of protest other than with the ASP Head Judge or the ASP Board of Directors. No other judges are to be approached over any calls or a fine will be imposed on the offending surfer.
- b) The process for lodging a protest with the ASP Head Judge is as follows.
  - i) Fill out a protest sheet available from the Beach Marshal.
  - ii) Return the completed sheet to the Beach Marshal.
  - iii) The Beach Marshal will pass on the protest to the ASP Head Judge who will talk to the surfer at the end of the day for 30 minutes maximum, following the judge's discussion of the protest.

## 7) WAVE MAXIMUMS

- a) An attempt will be made to inform the competitor at the completion of their maximum number of rides. If more than the maximum number of waves is ridden within this time limit, the surfer shall be penalized by being fined for every extra wave. In addition, a surfer who remains in the water after their maximum number of waves will be penalized for interference if:
  - i) A surfer rides any extra waves that obviously deprive another competitor of a ride.
  - ii) A surfer interferes with any other competitor by paddling, positioning or some other reason.

## 8) WAVE TABULATION

- a) 3 or 4-man heats: To decide a winner in WQS events using 4-man or 3-man heats the best 2/3/4 waves on each judge's sheet, which must be in duplicate if not using the computer, are tabulated and places then given on each judge's sheet. The places are then transposed to a master sheet with all 4/5 judges' places. The high and low judge for each surfer is crossed off and the two remaining places added. The lowest total is first, next lowest second, etc. Where the ASP computer tabulation system is available, **which is at all WQS rated events**, the same method of tabulation used in WCT events will be adopted. (See H.8 b. below.)
- b) WCT heat tabulation is different in that the high and low judges' scores are eliminated for each wave with the remaining three judges scores totalled then divided by 3 to give an average score out of 10, to 2 decimal places. At the end of the heat a surfers best counting waves, as set by the conditions, are totalled for their end tally. The surfer with the highest score is the winner.

## 9) TIES

- a) Computer judged heats should be split by counting back to the best 3 of 4, 2 of 3, or 1 of 2 waves total. If the tie is still not broken, the tabulator goes to the best 2 waves and so on. In best 4 of 15 maximum finals the best 3 then 2 and so on.



- b) In a 4-man heat, where the computer is not used, a general judging consensus using plus/minus system on the judging master sheet must break ties. In the case of a three way tie the plus and minus system is used to decide the best two surfers, then used again to split those two surfers. If the tie still cannot be broken, the tabulator goes back to the best 3 of 4, 2 of 3, or 1 of 2 waves on the tied sheet only.
- c) Count backs on tied sheets are to go to the best 3 waves, then the best 2 waves, then the best wave, until the tie is broken. In the event that the tie cannot be broken in this manner, the tabulator would then count the best 3/4/5/6 waves etc... up until the tie is broken.
- d) Only unbreakable ties will be re-surfed. Unless, if in the opinion of the Head Judge, all surfers or the remaining surfers in the heat deliberately did not catch a wave. Advancing procedure to the next round will go as per higher seeding.
- e) Where a tie occurs and a surfer has an interference penalty this surfer has already had one or more waves deducted so any count backs will result in this surfer winning, as they would be deducting a zero score.

## **10) CANCELLED EVENTS**

- a) If an event is cancelled due to Force Majeure, the following rules are applicable:
  - i) If the event has not started:
    - (1) All surfers that have paid an entry fee and are not guaranteed prize money will have their entry fee refunded.
    - (2) Seeded surfers who have paid an entry fee and are guaranteed prize money shall receive the minimum prize money, but their entry fee is non-refundable.
  - ii) If the event has started but not yet reached the prize money stage:
    - (1) Surfers who have competed and lost receive no refund.
    - (2) Surfers who are still competing but not guaranteed prize money are refunded their entry fee.
  - iii) Seeded surfers who have paid an entry fee and are guaranteed prize money shall receive the minimum prize money, but their entry fee is non-refundable.
  - iv) If the event is cancelled after a prize money round is completed, all surfers still in the event receive points for the minimum placing in that round they advanced to and share equally the remaining prize money.
  - v) If a prize money round is not completed:
    - (1) Advancing surfers shall receive points applicable to the last non-advancing place in the uncompleted round. Prize money, however, shall be applicable to the following round.
    - (2) Non-advancing surfers who have already lost shall receive points and prize money applicable to that round.
    - (3) Non-advancing surfers who have not competed shall receive points for the last non-advancing place in the uncompleted round and share the money from that round still available.
    - (4) The balance of the prize money is shared between all those surfers still in the event.

## **11) TIME EXTENSIONS TO EVENTS**

Extensions to any event will only be allowed if approved by ASP International and the majority of surfers still in the competition. The event must be responsible for paying all the surfers' reasonable costs as a result of extending the time period. Surfer(s) unable to remain will receive points and prize money equivalent to the round they have reached.

## **I. INTERFERENCE RULES**

### **1) BASIC RULE**

- a) 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 hindered the scoring potential of that surfer deemed to have right of way for the wave.
- b) Anyone who stands up in front of a surfer with right of way in non-one on one heats has the chance to ride or kick out of the wave without being called interference, unless they hinder the scoring potential of the surfer with right of way by any means. These include excessive hassling, leg rope pulling or breaking down a section.
- c) Anyone riding a wave in one-on-one heats has the chance to kick out of the wave immediately without being called interference when the priority surfer using their right of way catches that wave, unless they hinder the scoring potential of the surfer with right of way by any means. These include excessive hassling, leg rope pulling, breaking down a section or other applicable paddling

interference. If they continue to ride the wave, and they do not hinder the scoring potential of the surfer with right of way, they will be scored a zero and the wave will count as one of their maximum allowable rides but not as one of their scoring rides.

## **2) RIGHT OF WAY IN 4-MAN, 3-MAN AND NON-PRIORITY MAN-ON-MAN SITUATIONS**

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. 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, but never on which surfer is first to their feet. [Exception see rule 1.2.b(i)] 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 their chosen direction.

- a) 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.
- b) Reef or Beach Break
- c) One Peak Situation  
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 their 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 they do not interfere with the first surfer who has established right of way (i.e. they may not cross the path of the first surfer in order to gain the opposite side of the peak unless they do so without possibly hindering, in the majority of judges opinion, the inside surfer).
- d) Multiple Peak Situations  
With multiple random peaks wave possession may vary slightly according to the nature of an individual wave:
- e) 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 their 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.
- f) If two surfers stand at the same time on two separate peaks that eventually meet, then:
- g) If they both give way by cutting back or kicking out, so that neither is hindered, there will be no penalty.
- h) If they cross paths and collide or hinder one another, the judges will penalize the surfer who has been the aggressor at the point of contact.
- i) 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.

## **3) RIGHT OF WAY IN PRIORITY ONE-ON-ONE SITUATIONS**

- a) In a one-on-one heat the priority disc system will determine wave possession. The surfer with priority has unconditional right of way for both directions on the wave selected. The second surfer cannot take-off on the same wave as the priority surfer, regardless of direction or the distance between them, unless the second surfer does not hinder the scoring potential of the surfer with priority, in which case the second surfer will score a zero (0).
- b) As soon as the priority surfer begins to stand on their chosen wave the second surfer must stop paddling at that point and give way. If the second surfer continues to paddle for or ride the same wave as a priority surfer, they will be called priority interference, unless the second surfer does not hinder the scoring potential of the surfer with priority.
- c) If they incur an interference penalty they will also lose priority.

## **4) THE RIGHT OF WAY CRITERIA**

The choice of right-of-way criteria for each of the above possible situations is the responsibility of the ASP Head Judge or the senior available touring ASP judge in that order.

## **5) PRIORITY RULES**

- a) Mandatory in all one-on-one heats. The Head Judge will be the priority referee using coloured discs corresponding to the surfer's colours in the water to indicate priority. Priority discs must be located on one end of the judging booths. A buoy, where applicable (as decided by the Contest Director, ASP Head Judge and Surfer Representative), will be placed just outside the surfing break, which surfers use by paddling around to gain priority. Wave priority is lost as soon as surfer rides a wave, or paddles for a wave and misses the wave.

- b) At the start of a heat once the first wave has been ridden, the second surfer gets automatic priority for any other wave they choose, unless the surfer rides the wave before the heat starts. If this happens then that wave will not count and the remaining surfer will get automatic first priority. From then on the only way to establish wave priority is by paddling around the buoy. The first surfer around the buoy has wave priority and if the other surfer wishes they may also paddle around the buoy to establish second priority. The Head Judge will indicate wave priority by displaying a coloured disc, which corresponds to the surfer's competition vest. If no surfer has wave priority, no discs are shown and the normal interference rule will determine right of way.
- c) A surfer cannot lose second priority by paddling for, and missing a wave but if the surfer catches the wave and their hands leave the rails, as they attempt to stand, they lose second priority.
- d) If a surfer inside has second priority and their opponent paddles for, but misses a wave, the inside surfer automatically assumes first 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 disc.
- e) The surfer who has priority will also not be allowed to paddle in front of the other surfer to deliberately impede them from catching a wave or they will lose priority. The surfer will also lose priority if in the opinion of the priority judge they place themselves in the wave for a non-paddle take-off, in order to prevent the other surfer from catching that wave.
- f) Priority interference may be called individually by the Head Judge, Priority Judge or Event Referee (either ASP Tour Manager/Rep or ASP Head Judge), only if the majority (3 of 5) of the judging panel do not see the incident.
- g) In events where the priority buoy is moved out of position during a heat, towards the beach, the Priority Judge will allocate wave priority. In cases where the priority buoy moves to approximately more than a 30-second paddle from the line-up, the buoy will stay in use for the remainder of that heat. In all cases the buoy cannot be replaced until after the heat.
- h) Allocation is based on who the Priority Judge believes has reached the primary take off zone first. In cases where both surfers appear to reach the line-up at the same time, priority will go to the surfer who did not have the last priority. Under priority allocation it is the surfers responsibility to continually check the priority disc for verification. Under no circumstances must the priority rule be suspended in one-on-one competition.
- i) If it is impossible for the priority judge to establish who has paddled around the priority buoy first, then no priority will be given unless the surfers in the heat, when asked agree that only one has priority. If neither agrees, then no priority will be given and once the first wave from then on has been ridden, the second surfer will get automatic priority for any other wave they choose.
- j) When there is no priority the interference rule shall determine wave possession. Both surfers may ride the wave in opposite directions provided they do not interfere with each other.
- k) In all cases where a dispute results from a malfunction of the priority system, the ASP Head Judge, Contest Director and Surfer's Rep will arbitrate.

## **6) SNAKING**

- a) 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 their ride, even though another surfer may subsequently take off behind them. The judges will not penalize the surfer because they have right of way even though they are in front.
- b) If the second surfer has not hindered the original surfer with right of way, then the judges may choose not to penalize them and will score both surfers' rides.
- c) If in the opinion of the judges, the second surfer has interfered with (snaked) the original surfer with right of way, by causing them to pull out or lose the wave, then interference may be called on the second surfer, even though they were behind the first when the penalty was called.
- d) The above situations apply only to multiple surfer heats or one-on-one in non-priority situations. In one-on-one it remains as one person, one wave, if a surfer has priority. [Refer Rule I.3.b. for clarification].

## **7) PADDLING INTERFERENCE**

In 4-people heats or non-priority one-on-one situation another surfer paddling for the same wave should not excessively hinder a surfer who has inside position. Paddling interference may be called if:

- a) The offending surfer makes contact with or forces the inside surfer to change their line while paddling to catch the wave causing possible loss of scoring potential.
- b) The offending surfer obviously causes a section to break down in front of the inside surfer which would not normally have done so causing loss of scoring potential.

- c) When a surfer is put in a position while paddling out that they 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.

## 8) INTERFERENCE PENALTY

- a) If a majority of judges call interference, then that wave will count in the final tally as a zero score. This applies to a riding interference or a paddling interference, where the surfer catches that particular wave. A loss of one scoring ride applies for a straight paddling interference where the surfer or surfers do not catch the wave. If a surfer has less than the required minimum scoring rides and receives an interference then they will be scored on one less wave, (i.e. if they have caught only three waves and the best four count, then only their best two will be scored). 3 of the 5 or 4 judges must call interference to be considered a majority. Interference will be shown as a triangle on each judge's scorecard, (the triangle placed around their score if caused by riding, above their score if they ride a wave but cause interference while paddling for that wave ridden, or between scores if caused by paddling for that ride) with an arrow drawn to the rider's score who was interfered on. In the case of a tie where one surfer has an interference marked against them any count back will result in them winning as they have already had one wave deducted.
- b) Under 2 best waves the interfering surfer will be penalized with a loss of 50% of his second best scoring ride in non-priority situations only. The wave that the interference was called on by the majority of the judges will count in the final tally as a zero. If this surfer incurs another interference penalty during the same heat his best wave score will be halved also. **If the interfering surfer has only one other wave then that wave is halved. If he counts his interfering wave as a zero and halves the other wave.**
- c) A Head Judge or Event Referee may be included, and in this case interference would be determined on three of five judging sheets.
- d) Any interfering surfer must be penalized and a drop-in decision once made is irrevocable. The judges and/or Tour Manager/Rep will not enter into any discussion over the interference call. All discussion must be directly with the ASP Head Judge, if he wishes to discuss the situation.
- e) The rider who is interfered with will be allowed an additional wave beyond their wave maximum, within the prescribed time limit. Exception to this is a double interference where neither surfer gets an extra wave. An extra wave or heat delay as decided by the ASP Head Judge at the time [refer Rule H.2.n.] will also apply to interference from water photographers, water security personnel or other outside interference.
- f) Where any surfer incurs two or more interference penalties they must immediately leave the competition area. Failure to do so will result in a fine.