

# E-Foil Competition SFT Rulebook 2026

## 1. Format

The SFT E-Foil division will consist of various distinctive courses designed to test different aspects of foiling skills. The competition may take place over a given number of days depending on the event. The event format may include the following race formats, as stated in the Race Notice and confirmed at the daily Riders Meeting:

1. Timed Laps format (individual timed runs on a marked course)
2. Heat Racing format (head to head or group heats on a marked course)
3. Elimination ladder system (knock out) or Round Robin system (multiple heats per rider)

For safety reasons and to reduce the risk of contact, the Timed Laps format may be used for the main race phase at certain events. Heat Racing formats may be implemented when course design and conditions allow safe racing and will be specified in the Race Notice.

## 2. Time Trials (Qualification and Seeding)

On day one, the event will normally run Time Trials. Time Trials count as qualification and seeding for the first race of the Elimination Series on the same day (unless otherwise stated in the Race Notice).

If a competitor is missing the time trial race, the athlete can still compete in the Elimination Series but will be seeded below those who have participated in the time trials, as defined in the Seeding section.

### Time Trials structure:

- Each participant is entitled to two (2) runs, unless otherwise stated in the Race Notice.
- The best time of the two (2) runs determines the Time Trials ranking and the seeding pecking order for Race 1 of the Elimination Series.

## 3. Race Phase (Main Racing)

The Race Phase may be conducted using:

- A) Timed Laps format, similar to the Time Trials format, with increased distance, additional laps, or increased complexity, as stated in the Race Notice;  
or  
B) Heat Racing format (head to head or group heats), as stated in the Race Notice.

The Race Notice shall specify the Race Phase format for the event, including course diagram, number of laps, ladder system, and start procedure.

#### **4. Elimination Series**

After the Time Trials phase is completed, the event will run the Elimination Series.

The Elimination Series may be run as one or multiple races depending on time, conditions, logistics, and technical limitations (including charging and battery management).

Definition: One race means one complete elimination system is completed from the first round through the final (full ladder completed), or one complete round robin cycle as defined in the Race Notice.

If multiple races are run, the results of each race count together towards the event ranking, using the points system defined below.

The Elimination Series may be run using:

- Elimination ladder system (knock out format), or
- Round Robin system

The chosen system shall be stated in the Race Notice and confirmed at the Riders Meeting. The Race Director has final authority to apply the published system and may adjust for safety or conditions.

#### **5. Race Course**

Time Trials and Timed Laps format:

- Sprint or multi lap timed course (individual format)

Heat Racing format (head to head or group):

- Heat racing on a marked course (two or more riders per heat)

Course diagrams:

Drafts will be posted in each event Race Notice. Final course selection will be shown at the Riders Meeting and chosen to be the most suitable regarding

weather and spot conditions of the day.

## **6. Principles of the Race**

### **6.1 Time Trials and Timed Laps format**

The E-Foil competition is a timed race on a marked course.

Start procedures A or B:

A) Participants must be stationary at the start.

B) Participants may start moving but must not cross the start line prior to the start signal.

The applicable start procedure shall be stated in the Race Notice or announced by the Race Director before the start of the heat/run.

Start command:

The start is on the command of flag, horn, or vocal countdown (3, 2, 1, horn/signal).

Time Trials ranking:

The best time of the two (2) runs determines the Time Trials ranking and pecking order.

Falls in Time Trials and Timed Laps:

- Each participant is entitled to two (2) falls per run.
- The third (3rd) fall in a run results in DNF for that run and the rider receives no valid time for that run.
- A rider with DNF is ranked below all riders with a valid time for that run.

If a participant interrupts a run for any reason and cannot continue, the rider must clear the racing line as soon as safely possible and follow official instructions.

### **6.2 Heat Racing format (head to head or group)**

Heat Racing formats may be implemented and shall be specified in the Race Notice.

General principles:

- After a fall, a rider may regain flight and keep racing.
- Riders must try to avoid contact at all times, especially during overtakes.
- The Race Director may stop a heat for safety reasons.

Advancement:

For Heat Racing formats, the Race Notice shall specify heat sizes and advancement criteria (for example top 1, top 2, plus best times, etc).

## **7. Equipment**

Mandatory:

- Helmets are mandatory.
- Impact vest or life vest is mandatory.

Boards:

- Participants must bring their own E-Foil board.
- Demo boards might be available for racing but are not guaranteed.
- All brands and systems are allowed, including commercial and custom equipment, unless otherwise stated in the Race Notice.

Batteries and charging:

- Battery and charging logistics may vary by event and will be stated in the Race Notice.
- Riders may borrow equipment from other riders.
- Equipment may be changed between heats/runs.

## **8. Training Phase**

Free trial training phase:

Training is under the responsibility of each participant. All riders must follow the Race Director instructions and all mandatory safety equipment requirements at all times during official event windows.

## **9. Elimination Ladder and Round Robin Systems**

### **9.1 Elimination ladder (knock out format)**

In an elimination ladder, multiple athletes compete against each other in heats. The best competitors of a single heat advance into the next round until the final. Different elimination ladder systems can be applied depending on the total number of participants and the number of competitors per heat. The exact ladder structure, heat sizes, and number of advancing riders shall be stated in the Race Notice.

## **9.2 Round Robin system**

In a round robin system, all athletes have the chance to compete in multiple heats. This format is suitable when participation numbers are lower or when the focus is on maximizing competition time and fairness. The round robin structure and scoring method shall be stated in the Race Notice.

## **10. Seeding**

### **10.1 Seeding for Race 1 of the Elimination Series**

For the first race of the Elimination Series, competitors are seeded according to the Time Trials ranking.

If a competitor does not have a valid Time Trials time, the following seeding order applies:

1. Riders with a valid time, seeded by Time Trials ranking (fastest to slowest for seeding order)
2. Riders who started but have no valid time (DNF), seeded below valid times
3. Riders who did not start (DNS), seeded below DNF

Within the DNF and DNS categories, positions are determined by a draw.

### **10.2 Seeding for Race 2 and following races of the Elimination Series**

For the second and any following race of the Elimination Series, the result of the previous elimination race counts for seeding of the next race.

Shared positions are split for the allocation in the elimination system by the result from the Time Trials ranking. If no Time Trials ranking exists for the riders involved, a draw is used.

If multiple races are completed and no Time Trials are available or applicable, the last completed race result acts as the seeding pecking order for the next race.

## **11. Event Ranking**

If the Elimination Series runs one race only, the result of that one race stands as the final event ranking.

If the Elimination Series runs multiple races, the results of each race count towards the final event ranking. A competitor collects points for every result of a single race according to the position the athlete finishes within that race.

Event validity:

- A race is valid only if the system is completed through the final, unless otherwise stated by the Race Director for safety reasons.

- The event requires at least one (1) valid completed race to produce official results.

## **12. Event Ranking Points**

Points are awarded according to finishing position in each race:

- 1st place receives 0.7 points
- 2nd place receives 2 points
- 3rd place receives 3 points
- 4th place receives 4 points
- 5th place receives 5 points and so on

If two or more competitors share finishing positions in a race (for example eliminated in the same round and recorded with shared positions), each of those competitors shall be awarded the same race points, equal to the average of the points for the finishing positions they occupy.

The competitor with the lowest accumulated points is in first position of the event ranking, the competitor with the second lowest accumulated points is in second position, and so on.

## **13. Discards**

If 4 or more races are completed in the Elimination Series, every competitor may discard one (1) result. This means the highest points collected in a single race will not count towards the event ranking.

If seven (7) or more races are completed in the Elimination Series, every competitor may discard two (2) results.

If ten (10) or more races are completed in the Elimination Series, every competitor may discard three (3) results.

## **14. Penalties and Result Codes**

Result codes:

- DNS: did not start
- DNF: did not finish, or no valid time recorded (including third fall in a timed run)
- DSQ: disqualified

Penalties:

- False start: DSQ from the heat/run
- Dangerous riding: DSQ from the heat/run, decision by Race Director
- Missed buoy or course infringement: DSQ from the heat/run
- Outside assistance inside the course: DSQ
- Unsportsmanlike conduct: DSQ, decision by Race Director
- Contact between riders: DSQ, decision by Race Director
- Failure to wear mandatory equipment (helmet and vest) may also end in a DSQ

## **15. Tie Breaks**

If multiple competitors end up with the same total points in the event ranking, a competitor is ranked on top of another competitor by the following order:

1. In favour of the competitor with the better result from the Time Trials
2. In favour of the competitor with lower points discarded, if any discards have been applied
3. In favour of the competitor who has finished more often on top of the other one throughout all races including discarded races (applies primarily to two rider ties)
4. In favour of the competitor with the higher number of first, second, third, etc place finishes throughout all races including discarded races
5. In favour of the competitor who finished better in the last race
6. If all of the above rules fail to determine who is finishing on top of the other competitor, then the final event ranking shall stand with a shared position between these competitors