

SFT Pump Foiling Competition Rules

1. Pump Foil Discipline Overview

SFT Pump Foiling competitions are designed to test the athlete's ability to generate and maintain foil flight using pumping technique, race strategy, course reading, turning skills, endurance, sprint capacity, and control under pressure.

SFT Pump Foiling competitions may consist of various distinctive courses, designed to test different aspects of foiling skills.

The competition format may include:

- Time Trials / Qualification Series
- Elimination Series
- Boardercross-style races
- Group races
- Sprint courses
- Distance courses
- Final Event Ranking

The final course layout, number of races, number of competitors per heat, and detailed schedule will be decided by the Competition Director according to the event location, race area, safety considerations, logistics, and available time.

2. Pump Foil Start Types

The start system for each Pump Foil competition will be defined in the SFT Race Notice or at the Riders' Briefing.

Possible start systems may include:

- Dock start.
- Pontoon start.
- Pool platform start.
- Beach start.
- Tow-in start.
- Assisted start.
- Any other start system approved by the Competition Director.

Riders must follow the start procedure defined for the specific event.

The Competition Director may adapt the start system depending on the venue, safety, logistics, and competition format.

3. Pump Foil Course Types

Pump Foil courses may include different types of course layouts and tasks, such as:

- Sprint courses.
- Technical turning courses.
- Distance courses.
- Boardercross-style courses.
- Upwind and downwind mark courses.
- Obstacle or gate courses.

- Symmetrical or asymmetrical courses.
- Individual courses.
- Group race courses.

The course may include buoys, gates, turning marks, finish marks, obstacles, mandatory passing sides, or other course elements defined by the Competition Director.

The race course will be confirmed by the Competition Director and communicated at the Riders' Briefing.

Different courses may be used depending on the event location, race area, available dock setup, pool setup, lake setup, sea conditions, safety requirements, and competition schedule.

4. Time Trials / Qualification Series

The Time Trials count as qualification times and are used for seeding into the Elimination Series.

If a competitor misses the Time Trial, the athlete may still compete in the Elimination Series, but will enter the first elimination race with a lower seeding than those who participated in the Time Trials.

5. Time Trials / Individual Race Format

General Time Trial Rules

- Only one competitor may be on the course at the same time.
- Goofy or regular riders may choose their preferred starting dock, when the dock setup allows it.
- Courses may be symmetrical and can be completed by turning around the buoys either on the left side or the right side, but in the same order, depending on the competitor's preference.
- The Competition Director may also use an asymmetrical course.
- The result is determined by the time the competitor takes to complete the course correctly.
- Time starts when the competitor starts from the starting dock, platform, beach, tow-in release, or designated starting area, depending on the start system used.
- Time finishes when the competitor crosses the finish line.
- Each competitor has up to 4 attempts per run when starting before reaching the first buoy.
- If a competitor crashes after the first buoy, the athlete may restart 1 time per course.
- Every competitor may lock in 2 timed runs.
- The best single time counts for the Time Trial ranking.
- Competitors who do not finish the Time Trial course will be ranked according to the distance they completed on the course.

6. Elimination Series

After the Time Trials, the competition may run an Elimination Series.

The race is run in an elimination ladder format, where each heat has 2 to 4

athletes competing against each other at the same time on the course. The best 1 or 2 athletes advance into the next round until the final of the race. The minimum number of elimination races is one. More elimination races may be run depending on time, conditions, and event logistics.

7. Elimination Series / Group Race Format

The final courses will be decided by the Competition Director depending on the event location, race area, available setup, safety considerations, and logistics. The course will be communicated at the Riders' Briefing.

General Elimination Race Rules

- 2 to 4 competitors will start at the same time.
- The start may be from docks, pontoons, platforms, beach, tow-in, or any other starting system approved by the Competition Director.
- The competitor with the highest ranking from the Time Trials has first choice of starting position.
- The competitor with the second highest ranking has the second choice of starting position, and so on.
- If two competitors in a heat have the same ranking from the Time Trials, a draw will decide their starting position.
- All competitors in a heat start at the same time on a starting signal command.
- The starting signal command will be given in acoustic, visual, verbal form, or a combination of these, by the Competition Director or any other member of the jury.
- All competitors must complete the course in the same way, according to the course diagram and the instructions given at the Riders' Briefing.
- The result of the heat is determined by the competitor or competitors who complete the course correctly and cross the finish line first or second, depending on the heat format.
- A competitor who completes the course incorrectly is disqualified from that heat.
- Depending on the number of competitors in a heat, the first 1 or 2 athletes advance to the next round.
- Competitors not qualifying for the next round will be ranked in the heat according to their finishing position across the finish line, or according to the distance completed on the course if the finish line is not crossed.
- A heat is valid as soon as the number of competitors required to qualify for the next round have completed the course.
- A heat is also valid 1 minute after the first competitor has completed the course. In this case, the ranking of the remaining competitors in the heat is determined according to the distance they have completed on the course.

8. Pump Foil Boardercross Format

Pump Foil Boardercross may be used as one of the official SFT Pump Foiling race formats.

In this format, 2 to 4 competitors usually race at the same time on a pre-

defined course.

The course may include turning marks, gates, obstacles, sprint sections, technical sections, or other course elements defined by the Competition Director.

The competitor or competitors who complete the course correctly and cross the finish line first advance or win the heat, depending on the heat format.

Boardercross races may be run as part of the Elimination Series or as a separate race format, if defined in the SFT Race Notice or at the Riders' Briefing.

9. Track Limits and Course Compliance

Riders must complete the course according to the course diagram and the instructions given at the Riders' Briefing.

Riders must:

- Pass all marks on the correct side.
- Stay within the defined course boundaries, when applicable.
- Respect mandatory gates, buoys, obstacles, or course sections.
- Avoid shortcuts or cutting corners.
- Cross the finish line correctly.

A competitor who misses a mark, passes a mark on the wrong side, cuts the course, misses a mandatory gate, or completes the course incorrectly may be disqualified from that heat or run.

Any competitor who is not in a heat and interferes with an ongoing heat may be penalized or disqualified.

10. Interference and Passing

Intentional blocking or intentional impeding of another rider is not allowed.

A rider who is overtaking must do so in a safe and controlled manner.

Riders must avoid contact whenever reasonably possible.

The ideal minimum passing distance when overtaking is 1 meter, unless the course layout, race situation, or available race space makes this impossible.

Any rider causing avoidable contact, dangerous interference, or intentional obstruction may be penalized or disqualified.

Incidental contact may be treated as a racing incident, unless dangerous riding, intentional obstruction, or reckless behavior is observed by the Competition Director or jury.

11. Start Procedure

Riders must be ready at the start dock, platform, beach, tow-in area, or designated starting area according to the start system defined for the event.

The start signal will be given by the Competition Director or a designated official.

The starting signal may be acoustic, visual, verbal, or a combination of these.

A countdown may be used before the start signal.

In group races, all competitors in the same heat must start at the same time on the official start signal.

False starts may result in a restart, warning, penalty, or disqualification, depending on the format and decision of the Competition Director.

12. Crashes in the Elimination Series / Group Races

- If a competitor crashes at the start or during the course, the athlete may get back to the start area and start again, if the race format allows it.
- If all competitors in a heat crash and nobody is flying on foil during the heat, the heat is cancelled and all competitors must restart the heat from the start area.
- If a heat needs to be cancelled 3 times because all competitors crash during the course, the result of the heat is determined according to the distance completed on the course during the last re-run of this heat.
- If at least one competitor passes the first buoy, the heat will have a valid result.
- If none of the competitors manage to pass the first buoy after the allowed restarts or re-runs, all athletes may be disqualified for that heat.
- If two or more competitors crash with each other, the incident is generally treated as a usual racing incident under a no-protest racing format, unless one or more athletes act under dangerous riding behavior.
- Dangerous riding is called by the Competition Director or any other member of the jury observing the race.
- Dangerous riding means that a competitor behaves in a rude, reckless, abusive, or unsafe manner with the intention or effect of putting other competitors in danger.
- A competitor who acts under dangerous riding behavior will be disqualified from the heat.

13. Warm-up and Non-Racing Riders

Training and warm-up may only take place in areas designated by the Competition Director.

Riders who are not currently competing in a heat must stay outside the active race course.

Any rider who is not in a heat and interferes with an ongoing heat may be penalized or disqualified.

Warm-up, free riding, dock practice, tow-in practice, or any other activity must never interfere with an active race.

14. Equipment Replacement

If equipment replacement is needed, the rider must exit the competition area by their own means before receiving assistance, unless safety requires immediate external support.

Equipment changes must not interfere with an ongoing heat, other competitors, or the race operation.

The Competition Director may allow or deny equipment replacement depending on the competition format, heat status, safety, and available time.

Any specific equipment restrictions must be defined in the SFT Race Notice.

15. Pump Foil Safety

Helmets are mandatory during all official Pump Foil races.

The Competition Director may require additional safety equipment depending on the course, venue, start system, obstacles, water depth, dock setup, tow-in system, or race format.

Riders must not start, restart, or re-enter the course if doing so creates a dangerous situation for other competitors.

A rider who crashes must avoid obstructing the course and must clear the race line as soon as reasonably possible.

The Competition Director may modify the course, format, start procedure, number of competitors per heat, or racing area for safety reasons.

16. Elimination Ladder

Any race in the Elimination Series is run with an elimination ladder in a knock-out system.

In an elimination ladder, multiple athletes compete against each other in different heats. The best competitor or competitors of each heat advance into the next round until the final.

Different elimination ladder systems may be used according to:

- Total number of participants.
- Number of participants per heat.
- Available race area.
- Available time.
- Safety requirements.
- Event logistics.

The elimination ladder system will be confirmed by the Competition Director.

17. Seeding in the Elimination Ladder

For the first race of the Elimination Series, all competitors are seeded into the elimination ladder according to their result from the Time Trials.

If multiple competitors have the same result from the Time Trials because they did not finish the Time Trial, crashed at the start, or did not complete a valid timed run, the following criteria apply:

- Competitors who started the Time Trials but did not complete the course will be seeded below those who completed a valid Time Trial result.
- Competitors who crashed at the start or did not complete a valid distance will be seeded below those who have a ranking from the Time Trials.
- A draw will determine the positions between competitors who do not have a Time Trial ranking.
- Competitors who did not start at all in the Time Trials will be seeded below those who participated in the Time Trials.
- A draw will determine the positions between competitors who did not participate in the Time Trials.

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

Shared positions are split for the allocation in the elimination ladder by the result from the Time Trials.

18. Event Ranking

One Elimination Race

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

All heats required for that elimination race must be completed to have a valid result.

Multiple Elimination Races

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.

19. Event Ranking Points

The winner receives 0.7 points.

Second place receives 2 points.

Third place receives 3 points.

Fourth place receives 4 points.

After that, athletes being knocked out receive the average points of all other competitors also being knocked out in the same round and in the same finishing position.

The competitor with the lowest accumulated points is ranked first in the event ranking.

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

20. Discards

- If 4 or more races are completed in the Elimination Series, every competitor may discard 1 result of all races. This means that the highest points collected in a single race will not count towards the event ranking.
- If 7 or more races are completed in the Elimination Series, every competitor may discard 2 results of all races. This means that the 2 highest points collected in single races will not count towards the event ranking.
- If 10 or more races are completed in the Elimination Series, every competitor may discard 3 results of all races. This means that the 3 highest points collected in single races will not count towards the event ranking.

21. Tie Breaks

If multiple competitors finish with the same total points in the event ranking, a competitor is ranked above another competitor according to the following order of rules:

1. In favor of the competitor with the better result from the Time Trials.
2. In favor of the competitor with lower points discarded, if any discard or

discards have been applied.

3. In favor of the competitor who has finished more often ahead of the other competitor throughout all races, including discarded races.
4. In favor of the competitor with the higher number of first place finishes, then second place finishes, then third place finishes, and so on, throughout all races, including discarded races.
5. In favor of the competitor who finished better in the last race.
6. If all of the above rules fail to determine who is ranked above the other competitor, the final event ranking shall stand with a shared position between these competitors.