

'SURF TEAM' Competition Rules (revised 2007)

a) A typical match will consist of 4 teams of 5 surfers competing over 1 set. No surfer may surf twice. Only 1 team member from each team will be allowed in the water at any one time.

b) Each surfer must commence from the allocated beach or water start line as nominated by the Contest/ Technical Director Head Judge.

c) The team order of surfing cannot be changed once submitted at 'check in time'. The power surfer must also be nominated. The Contest Director/Technical Director will nominate the Team composition criteria.

d) Each surfer can catch a maximum of 3 waves.

e) The surfer must nominate/claim 2 of those waves by raising both their hands above their head before making an attempt/
motion to paddle out again or, if the surfer has completed their 2nd or 3rd wave and is returning to the beach, before the surfer enters the team zone / box.

f) Once the wave is nominated cannot be changed and therefore counts as a scoring wave. If a surfer fails to nominate any waves, the surfer will not be scored & zero points will be allocated for that wave/s.

g) When a surfer has nominated 2 waves they must return to the shore and make contact with the beach marker or 'team zone/
box' located in a designated area on the beach, thus releasing the next team surfer.

h) Each team will have a power surfer. The power surfer will have all their 3 rides counting in the team score. The power surfer does not have to nominate their waves as every ride will count in the team total.

i) Team surfers must make contact with the beach marker to release the next team surfer. The next surfer must stay behind the start line or allocated buoy/paddle from point until this time.

j) Heat times will be at the discretion of the Contest Director/ Head Judge/Technical Director.

k) The Contest Director/Head Judge designates the start line and beach/water marker.

l) Final results are achieved by adding total scores together.

m) Interference penalties as per the rule book.
When a riding interference has been scored the interfering surfer is penalised by that wave being scored as a zero and one of his nominated waves.

The surfer who has been interfered with will receive a wave over the 3 wave maximum. If the surfer elects the extra wave they must nominate/claim as one of the waves.

When a paddling interference has been scored the interfering surfer is penalised by losing their lowest nominated scoring ride.

If the 5th surfer remains in the line up after nominating/claiming their allocated waves they can be penalized with a paddling interference if they hinder another teams' competitor.

n) If a five or six team format is used in conjunction with the Computer Score System, the Contest Director/Head Judge may confer to instigate the tabulation method in which the surfer who scores the highest wave score on one particular wave, will have that particular wave score doubled, and the next best wave score added in to give a total score. All other surfers in the team will be scored on 2 waves each. This method is only to be used with the Computer System version which is especially capable of, and specifically formatted to provide a six surfer on—screen' situation for announcers.

o) PENALTIES

i. Surfer competes out of turn. Loss of 5 Points

ii. Surfer catches more than allocated wave limit. Loss of 5 Points

iii. Riding Interference Interfering wave score counts as zero score

iv. Paddling Interference / Other Interference Loss of lowest nominated scoring ride.

v. Team fail to catch wave limit within heat time, the final surfer must be returned to the team zone / box before the allocated 'match time ' expires. Loss of 5 points