



iMBRA Rule Amendments 2020

The following rules have been removed from the section/racing rules:

Endurance 8.4.7, Hydro 9.5.9 & Offshore 10.5.8

Abusive and disruptive behaviour will not be tolerated. Shouting at a fellow competitor, judge or mechanic is not permitted and will result in a red card and immediate disqualification from the whole event.

Endurance 8.5.9, Hydro 9.5.8 & Offshore 10.5.7

Deliberately taking out a fellow competitor will result in a red card and immediate disqualification from the whole event.

All rules relating to behaviour are now specified solely in the General Rules. With the amendment and addition of the following rule 3.2.5:

3. PRINCIPAL AND GENERAL RULES

3.2.5. Unsportsmanlike behavior

1) ~~At the discretion of the judges~~ the following will be punishable via a red card (immediate disqualification) - interference (shouting) at other competitors, judges, spectators. Not following the rules, deliberately interfering with a fellow competitor's race or deliberately taking out/crashing with a fellow competitor. The model has to be taken out of the water. There is no possibility of an appeal against the decision.

4) When a driver and/or mechanic gets a red card (as specified above) in between two World Championships, the driver and/or mechanic will be banned from the next World and European Championships. The person who has received two red cards will be banned from attending the events as both a competitor and a mechanic. This rule will incorporate any red cards relating to the above received during 2019 and beyond.

The following amendments have also been made to the General Rules:

*Amendments, additions, and proposals for improvements must be submitted to the President of iMBRA via the countries representative at least **one month** ~~two months~~ before a World Championship.*

3.3.4. Noise reduction, noise level measurement and rules

Noise levels must not exceed ~~80 dB~~ 85 dB (A).

3.4.6. (W) Heat list and timetable

- (1) The official heat lists and timetable (finalised following registration) must be made available to all team leaders the day before racing commences. A copy must also be displayed for all competitors to see, in the vicinity of the race preparation area, the day prior to racing.
Heat lists must not be published until after registration.

4. Competition requirements

4.1 (W) Judges

The aim of all judges should be to prevent incidents from occurring and to educate drivers with the intention of improving racing for all. Judges may issue multiple warnings for minor driving errors (considered to be infringements of the rules) prior to issuing lap deductions as per the section rules.

8. ENDURANCE CLASS GENERAL RULES

3) B finals will only be run when a minimum of 36 competitors have entered a class and when time allows. The number will be based on entries rather than the number of registered competitors.

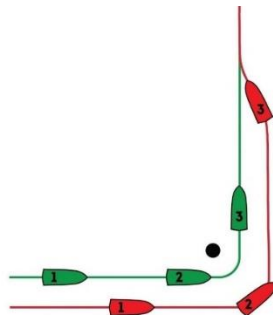
8.5. Driving rules and penalties

Rule 8.5.2 (Overtaking a slower boat) 8.5.3 (Holding and changing the racing line) & 8.5.4 (Respecting the right of way) have been condensed as follows:

2) Racing Etiquette, including:

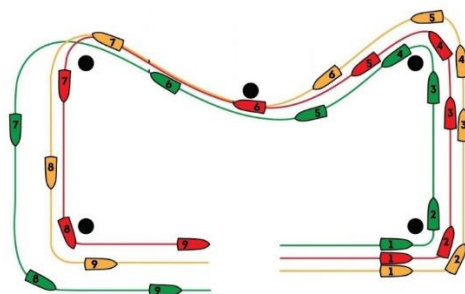
Overtaking a slower boat:

A slower boat can be overtaken on either side. During the overtaking manoeuvre the slower boat must not change course or get in the way of the faster boat. The faster boat must leave a gap of 3 boats lengths before going directly in front of the slower boat. (See image below)



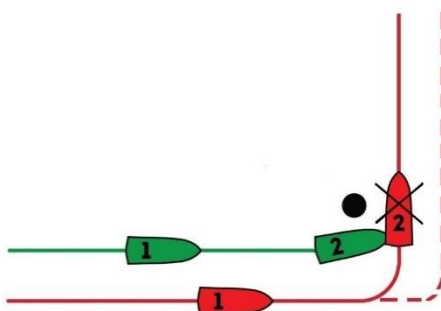
Holding and changing the racing lines:

When driving closely together all drivers must stay on their own line. It is not permitted to hinder another driver deliberately. It is permitted to change line as long as you do not interfere with a fellow competitor. (See image below)



Respecting the right of way

The boat on the racing line which is less than 5 boat lengths from a buoy has the right of way. A boat on the outside line must stay on the outside line going around the buoy. It is not permitted to turn across the front of the boat on the inside line. (See image below)



Penalties for breaking this rule:

- Rule broken for the 1st time in the heat/final: warning (yellow card)
- Rule broken for the 2nd time or causing a fellow competitor to take evasive action: 1 lap penalty (yellow card with number 1)
- Rule broken for the 3rd time or causing a fellow competitor's boat to stop: 2 lap penalty (yellow card with number 2)
- Rule broken for the 4th time: Red card

11) Ability to steer/control the boat properly

A competitor must be in proper control of his/her model throughout the race.

Penalties for breaking this rule:

- Warning (yellow card) will be issued first if the judges believe a competitor cannot steer/control their boat properly.
- Disqualification (red card) will be issued if the competitor's level of control over the model does not improve or one of the following occurs:
 - i) the boat is turning/driving in circles
 - ii) the boat has ended up the bank

8.6 Blue flag rule

1. Drivers that are not battling for a podium position must, when safe to do so, move off the racing line to enable the race leaders to pass safely. This rule will only apply in the following circumstances:
 - finals only, not heats
 - the last 10 minutes of the A final
 - the last 5 minutes of the B final
- boats within the top 3 places. The blue flag rule will also apply to anybody who is on the same lap as place 3 and is therefore in contention for the podium

10. OFFSHORE CLASS GENERAL RULES

- 10) B finals will only be run when a minimum of 24 competitors have entered a class and when time allows. The number will be based on entries rather than the number of registered competitors.

10.5 Penalties in the offshore classes

- 6) If the judges believe a competitor cannot steer/control their boat properly they will issue a warning. ~~If their driving does not improve they will be disqualified from the race.~~ Disqualification (red card) will be issued if the competitor's level of control over the model does not improve or one of the following occurs:
 - i) the boat is turning/driving in circles
 - ii) the boat has ended up the bank