



MotoSurf Games – Racing Format

Categories:

Pro
Hobby (Amateurs)
Women + Youth
Electric Challenge
Tube Race
MotoSkate

RACE FORMAT – PRO, HOBBY, WOMEN + YOUTH

These categories are accessible for fuel-powered motorized surfboards only.

Sessions:

Free Practices
Qualifying
Heats (3 heats in the weekend schedule)
Finals

Free practices

- 15 minutes sessions to learn the race course, warm up the boards and riders body
- Each free practice is started with green flag and ended with checkered flag

Qualifying

Qualifying is a timed session where every rider has a clear track ahead in order to score the best possible qualifying laptime.

- Qualifying is run individually. Each rider has three timed laps to score the best laptime.
- During the qualifying, rider is obliged to ride the race course properly. In case any of the buoys is missed, the laptime in such lap is not counted.
- The qualifying run of each rider starts with green flag and ends with checkered flag waving.
- The rider with the fastest laptime is the qualifying winner.



Heats

- Heats are group raced sessions in order to form the 12 fastest riders proceeding to the finals. The heats are group races started from the launch device.
- The riders are sorted to the Heat Groups according to the qualifying results.

Heats point scoring

- 1st – 18 points
- 2nd – 14 points
- 3rd – 11 points
- 4th – 9 points
- 5th – 8 points
- 6th – 7 points
- 7th – 6 points
- 8th – 5 points
- 9th – 4 points
- 10th – 3 points
- 11th- 2 points
- 12th – 1 poin

The 12 riders with the most points collected from the heats proceed to the finals. All heats are counted and represent the same value into the scoring.



Finals

- The finals are the last stage of the competition. The finals are held as group race with start from the launch device.
- The Finals are evaluated with 4 times multiple of the heats points

Finals points scoring

- 1st – 72 points
- 2nd – 56 points
- 3rd – 44 points
- 4th – 36 points
- 5th – 32 points
- 6th – 28 points
- 7th – 24 points
- 8th – 20 points
- 9th – 16 points
- 10th – 12 points
- 11th – 8 points
- 12th – 4 points

The final results:

Heat 1 + Heat 2 + Heat 3 + Finals = TOTAL POINTS

The rider with the highest sum of the total points is the race weekend winner.

LAP CHART

Heats: 6 laps, 1 joker

Finals: 7 laps, 1 joker

STARTING PROCEDURE

The starting procedure is done from the launch devices. The winner of the qualifying has right to select first. Rider places second in the qualifying has right to select second. When rider are formed in the launch devices, the start marshall announces engine start. The flag marshall rises green flag. The Race is started by putting the green flag down. Once the green flag is up, it is not possible to interrupt the starting procedure due to failure of the boards or other reason. In case any rider faces issue during the starting procedure and the green flag is



not up, the rider has to rise his/her hand. Race Director or Start Marshall have right to repeat or interrupt the starting procedure.

PENALTIES

Missed buoy

Missed buoy is understood as the buoy which is not touched by the board. In case the buoy is touched with the inside part of the board, the buoy is not counted as missed. In case the buoy is missed, the rider has obligation to pass one more joker buoy.

In case the rider has not passed the extra joker buoy after missing the buoy, the rider is penalized with 60 % of the fastest qualifying laptime in the Pro Class. This time penalty is applicable to all categories.

Jump start

Movement of one board length before the green flag is put down during the starting procedure. In case the rider has made jump start, the jump start penalty is 100% of qualifying laptime of the fastest qualifying laptime in the Pro Class.

FLAG SIGNALIZATION

Green

The green flag is used for starting purposes. The Start Marshal uses it for signaling "ready"- flag (flagpole) is horizontal to the surface of the water, stretched out sideways, the "steady"- the flag is placed vertically, "go" downward movement of the flag.

Waving of the green flag signals to the riders that the track is clear of obstacles, and the riders may continue. The green flag signals to the Start Marshal that the riders are ready. This flag is also used to open the entrance into water. It shall always be used if the entrance is closed using the red flag.



Red

Immediate interruption of a session. The Referees waving the red flag signal an immediate interruption of the activity, the riders head off and safely exit the track at the shore. This flag is also used for the closing of the entrance into the water. If the flag is raised up, there is a ban on entering the water.

Black

The black signaled to the rider means disqualification of the rider from the session.

White

The white flag signals the last lap of the current session.

ELECTRIC CHALLENGE

The Electric Challenge is accessible to all electric motorized surfboards manufacturers excluding the e-foils.

Free practice

Riders are sorted into groups of three and have 10 mins free practice sessions.

Qualifying

Qualifying is a timed session where every rider has a clear track ahead in order to score the best possible qualifying laptime.

- Qualifying is run individually. Each rider has three timed laps to score the best laptime.
- During the qualifying, rider is obliged to ride the race course properly. In case any of the buoys is missed, the laptime in such lap is not counted.
- The qualifying run of each rider starts with green flag and ends with checkered flag waving.
- The rider with the lowest laptime is the qualifying winner.



Round of 8

The Round of 8 starting grid is formed based on the qualifying session laptimes based on the following logic

ROUND OF 8 STARTING GRID (based on the qualifying laptimes)

4th pair: 4th + 5th

3rd pair: 3rd + 6th

2nd pair: 2nd + 7th

1st pair: 1st + 8th



ROUND OF 4

Winners from the TOP 8 shootout proceeds to the Round of 4 (four) and will form the final 4 that will compete for top three positions.

1st pair: 2nd + 3rd

2nd pair: 1st + 4th

FINAL ROUNDS

Round of 4 1st Pair Loser + Round of 4 2nd pair Loser.

Round of 4 1st Pair Winner + Round of 4 2nd Pair Winner.

POINTS SCORING

1st place: 25 points

2nd place: 20 points

3rd place: 16 points

4th place: 14 points

5th place: 12 points

6th place: 10 points

7th place: 8 points

8th place: 7 points





TUBE CHALLENGE RACING FORMAT (relay challenge)

The riders are divided into three teams of 5 members. The Tube challenge starts from the stand on the shore based on a green flag command. When the green flag is down, One member of each team picks the board, puts it on the water a goes on the race course. After finishing one lap, the second rider of the team awaits for arrival of his team mate. When the first rider completed the lap and clapped his team mate, the second team mate begins his lap. This system continues until there is one team member left. Into the last lap, the remaining team mate joins the other person on the board and the final lap is completed in two person on one board.

After finishing the last lap, the pair completes the round by taking the board out of the water and bringing it back on the shore.

The Tube Challenge si accessible only to Jetsurf Motorized Surfboards boards – the surfboards compatible with the JetSurf Tube.

THE GENERAL BASE FOR SOLVING THE PROTESTS IN THE UIM MOTOSURF CONTINENTAL CUP RULEBOOK:

http://motosurfeurope.com/wp-content/uploads/2021/05/MOTOSURF-RULEBOOK-2021_revised.pdf

RIDERS EQUIPMENT

- Integral helmet (CE, Mips, jawbone protection)
- Leash
- Neck protection (voluntary for adults, compulsory for riders under 18)
- Leg protectors (voluntary)



MOTOSKATE RULES

Free practice

- 10 minutes sessions to learn the race course, warm up the boards and riders body
- Each free practice is started with green flag and ended with checkered flag

Qualifying

Qualifying is a timed session where every rider has a clear track ahead in order to score the best possible qualifying laptime.

- Qualifying is run individually. Each rider has three timed laps to score the best laptime.
- During the qualifying, rider is obliged to ride the race course properly. In case any of the buoys is missed, the laptime in such lap is not counted.
- The qualifying run of each rider starts with green flag and ends with checkered flag waving.

Finals

The finals are the last stage of the competition. The finals are held as group race of 4 riders. The finals winner is the winner of the MotoSkate exhibition race.