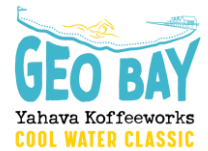


# Cool Water Classic – Event and Race Rules



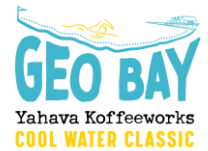
The below rules are to be followed at all times while participating in the Cool Water Classic event and race. All participants (Solo, Duo, Teams) will follow these rules as well as paddlers and support personal to the participants. These rules are set by the organising committee to ensure a fair and safe event is held for every participant.

The decision of the event Director is final. All personal associated with the event (race referee, event staff, event volunteers, water safety and other officials) have the right to report and disqualify participants from the event if they are seen to be in breach of these rules.

## Rules:

- The event will follow all rules and guidelines as set out by World Aquatics regarding official race rules. These rules are periodically updated, and it is recommended that swimmers review them from time to time, please refer to the World Aquatics website for the latest version of the rules.  
(<https://www.worldaquatics.com/>)
- Participants are allowed to swim in a wetsuit (short, full, gloves, booties) for the duration of the event.
  - o If a participant wears a wetsuit for any duration during the swim, they will not be eligible for any prizes or prize money as part of any race element to the event.
  - o If a team member or part of a duo wears a wetsuit during any part of their swim this will exclude the team and duo from any prize money or awards as part of any race element to the event.
- There is no requirement for a qualification swim for any aspect of the Geo Bay Cool Water Classic. Event organisers may request proof of ability prior to the event if they feel the requirement, failure to provide sufficient evidence of ability will result in the participant being withdrawn from the event.
- Abusive and aggressive behaviour of any sort is not tolerated at any stage during the event. This extends to all persons involved (participants, paddlers, supporters, spectators, public). Swimmers may be disqualified and banned from future events if they or a connection to be is found to be abusive or aggressive towards any person, this can be in the lead up, during or post event.
- If a swimmer (solo, duo or team) withdraws from the event at any stage they must do the following:
  - o Inform the Race Operation Team either in person or by phone as soon as possible.
  - o Return their timing chip to the Finish Line.
- In the event of a shark sighting the person who sighted the shark MUST contact race officials by phone (Number will be provided in briefing documentation). The Shark Sighting Policy and Procedure will be followed by the Geo Bay Cool Water Classic event team.

# Cool Water Classic – Event and Race Rules



- No alcohol is to be consumed by swimmers or support crew during the event.

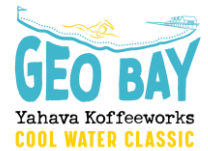
## Registrations (AGE, Process, Changes, Refunds)

- A team entry into the event consists of any one of the following combinations. Teams of 3, teams of 4 and teams of 5. An individual cannot swim as part of more than 1 team during the event.
- All registrations must be made using the online registration system.
  - o Changes to the registration may be made up until 1 week prior to the race start date and must be made using the official registration system.
- The minimum age of participants must be 18 years of age at the time of the event. This applies to Solo, Duo and Team swimmers.
  - o Participants aged between 16 and 18 may be eligible for entry with the consent of a parent or legal guardian. Officials may request proof of ability before allowing registration of a minor.
- Refunds are provided on a case-by-case basis and are in line with the Geo Bay Cool Water Classic Refund policy.

## Swimmers

- Swimmers must remain within 400m of the shoreline at all times during the event.
- Swimmers must always wear the official Geo Bay Cool Water Classic swimming cap during their swim.
  - o Swimmers may wear a double cap if they choose so, in this situation the official Geo Bay Cool Water Classic cap must be worn on the outer.
- All swimmers must be always accompanied by a paddler, swimmers may not share a paddler at any time during the event.
- Additional propulsion devices are not to be permitted at any stage during the event. (Fins, hand paddles, water scooters)
  - o If aids are required for medical reasons, swimmers may apply for exemption to the Event Organisers.
- Swimmers may not draft off a support craft or use a pace setting swimmer (registered or unregistered with the event)
- Swimmers must not use the bottom of the ocean or other surfaces to propel themselves forward along the course at any time.
- All swimmers (Solo, Duo, Teams) must swim between the official swim buoys located at each Beach Party along the course. This is to ensure the course is the correct length and all swimmers to the same distance.
  - o Solos, Duos and Teams cannot cut across the bay and miss swim gates.
  - o Solos, Duos and Teams do not have to leave the water at each Beach Party if they do not wish to.
- Swimmers must connect with their paddler at the 1km mark of the swim, they cannot proceed past this point without their paddler.

# Cool Water Classic – Event and Race Rules



- Duos and Teams may swim the final 200m of the swim together. Swimmers must join their swimmer by entering from the lower pontoon on the Busselton Jetty.
- All swimmers must be registered with the event in order to participate. A failure to register will result in a 3-year ban from the event.
- Swimmers must give way to recreational vessels that are using the boat ramps along the course.

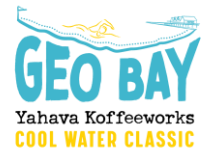
## Paddlers

- All swimmers must be always accompanied by a paddle craft during the swim.
  - o Paddle craft must meet Australian Standards for safety to be used on open/ocean water.
  - o Paddle craft may be a canoe, surf ski, kayak, or standup paddle board.
- Paddlers must be of 18 years of age at the time of the event.
- Paddlers are able to swap during the event, this may be a swap with another individual or the swimmer. All swaps must be made at a designated Beach Party and on the shoreline.
- All Paddlers must wear and carry the listed items on them at all times during the swim
  - o Australian Standard personal floatation device (life jacket)
  - o Charged and working mobile phone.
  - o Water Proof whistle (on lanyard worn around neck)
  - o Official race vest and number (provided by Geo Bay Swim)
- Paddlers are permitted to carry food and hydration for the swimmer during the swim.
- Paddlers must stay on the open water side of their swimmer at all times and remain within 50m of them at all stages of the event.
- Paddlers cannot connect with their swimmer within 500m of the start of the race.
- Paddlers are to give way to all swimmers during the event at all times.
- Paddlers supporting solo swimmers may paddle into the finish area and cross the line with their swimmer. They must remove their craft from the area within 10 minutes of crossing the line.

## Course and Beach Parties

- All swimmers (solo, duo, teams) must pass through the swim gates located in the water in front of the Beach Party. It is at this point swimmers may choose to return to the shore.
- There are 4 official Beach Parties along the course (at the 4km, 9km, 11.5km and 16km points). These are the only locations swimmers, solos, duos, and teams, can exit the water without being disqualified.
- When exiting and entering the water at a Beach Party swimmers must pass between the official swim buoys as set out by the event. These are in place to ensure the course swum by each solo, duo, team is the same.

# Cool Water Classic – Event and Race Rules



- Beach Parties are the only location that Duos and Teams may swap swimmers during the event.
- Each swimmer must complete the leg that they have started. If a swimmer return to the shore outside of the official Beach Party area this will be considered a abandonment of the swim. This will result in a disqualification of the swimmer and team.
- Food and hydration will be provided at each Beach Party for participants to access. This will be generic in nature and not specific for individual swimmers.
  - o Swimmers are able to take on specific and individual food and hydration at Beach Parties.

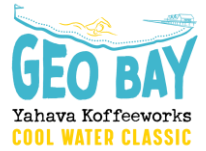
## Timing

- Swimmers must wear the official timing chip on their left ankle at all times during their swim. Duos and Team swimmers must exchange the timing chip at the Beach Parties when swapping.
- Timing points will be located at each Beach Party at the waters edge to capture swimmers as they enter and exit the water.
  - o With the exception of the 10km mark which will be a on water timing point.
- Swimmers must cross the timing points (start, beach parties, finish) at each location if they want to have their times recorded.
- All swimmers must pass designated cut off times within set time period inorder to remain the event. If a swimmer fails to pass the set point they will have their timing chip removed and be withdrawn from the event.

## Liability

- All swimmers (Solos, Duos and Teams) must sign the liability waiver upon registering for the Geo Bay Cool Water Classic.
- Participants release, discharge, and hold harmless Geo Bay Swim Pty Ltd, sponsors, volunteers, contractors or representatives engaged by Geo Bay Swim Pty Ltd and associated parties from any liability, claims, demands, actions, or causes of action arising out of or related to any loss, damage, injury, or death that may occur as a result of or in connection with howsoever participation in the Event.
- Participants indemnify and hold harmless on a full indemnity basis Geo Bay Swim Pty Ltd, sponsors, volunteers, contractors or representatives engaged by Geo Bay Swim Pty Ltd and any associated parties involved in the Event (including without limitation Surf Life Saving WA, local community surf life saving clubs, volunteers, St John Ambulance, local government authority or any other service provider involved in, at or in connection with, the Event) from any claims, damages, liabilities, costs, or expenses arising from participation in the Event (whether before during or after) whatsoever or howsoever arising.

# Cool Water Classic – Event and Race Rules



## Local Laws

- All participants, paddlers and anyone associated with the event will follow and obey all local rules and laws within the event area.
- All participants and people associated with the event will park in the dedicated parking areas for the event.