

Ixtapa Sailfish Tournament

Ixtapa, Mexico

Rules

1. **General Rules** The IGFA International Angling Rules apply in full and without exception. A copy will be in your folder or a copy is available online at: <http://www.igfa.org/Fish/INTERNATIONAL-ANGLING-RULES.aspx>.
2. **Supplementary Rules** The TAA Supplementary Rules apply to the conduct of the Ixtapa Sailfish Tournament.

TAA Supplementary Rules

1. **Line:** All anglers must furnish and use 20 Lb. IGFA Tournament Class line. Ande Tournament (green or hi-vis chartreuse) or Momoi IGFA (hi-vis yellow or lt. blue).
2. **Hooks:** All anglers must use non-offset circle hooks with dead bait (skip bait).
3. **Bait and Lures:** Generally, fishing will be with dead bait and the boat will troll at dead bait (skip bait) speed. If both anglers and the boat captain agree, the boat may troll at a faster speed more appropriate for lures. However, lures may be used by either angler at any time even at the slower speeds. Tournament will supply an equal amount of bait per boat; anglers may not purchase additional bait. A downrigger will be allowed with one of the anglers rods. Downrigger rotation should be determined prior to lines in each day.
4. **Angler Positions:** Each angler will fish two rods. The rods will be fished from the same side of the boat. Anglers will rotate sides of the boat every hour or as mutually agreed.
5. **Official Fishing Time:** 7 hours from lines in water or until 3:00 PM, which ever occurs first.

6. **Hook Up:** A hook-up, for purposes of starting the clock, occurs when a fish pulls line against the drag. The angler must clearly call out "hook-up" immediately so the other angler may start timing. It is not a hook-up when the fish is taking line off the reel in free spool or against very light drag while the angler is trying to get the fish to take the bait before setting the hook. But, it is against the rules to try and gain an advantage by quietly fighting a fish without alerting the other angler.

In the event that two fish strike both rods of one angler, that angler must clearly call "hook up" to start the time process. After the angler makes a decision and calls "hook up", he or she may not change, even if the fish gets off in a few seconds. Once the angler picks up a rod and starts to fight the fish, the second angler must pick up the other rod and fight that fish. For this purpose, a "strike" occurs when a fish has taken the bait. It is not a "strike" if the fish is merely following the bait or "slapping" at the bait with its bill. Until there is a "strike", the angler may alternate between both rods before deciding which to take.

The first angler to be hooked-up has control of the boat until he or she loses or releases the fish. The clock on the second angler does not start until the first fish is released or lost, whichever occurs first. If both anglers are fighting a fish and there is a third or fourth strike, such additional fish are disqualified and the Captain or Mate must release them as fast as possible.

It is never permissible to allow the "third angler", the rod holder, to play a fish. If the angler does not fight a hooked fish immediately, it must be released. It is not permissible to wait before releasing a third fish in order to make sure the first or second doesn't come off. When one angler calls "hook-up", the other angler must promptly clear all lines with the help of the Captain or Mate. It is a violation of these rules to deliberately continue to "fish" and interfere while another angler is fighting a fish. On the other hand, if a strike occurs while reeling in the bait, the second angler may take the fish and it will count. Also, the first angler may give the second angler permission to try to catch another fish if it is apparent that more sailfish are near the boat. But the first angler may revoke such permission at anytime. As with all angling issues on a boat, fair play, sportsmanship and common sense must prevail over any angler's desire to put points on the board. It is a violation of both TAA and IGFA rules to fight a fish with the rod in the holder. To be legal, the rod must be removed from the holder immediately after a hook-up. Any fish hooked on more than one line is a disqualified fish just as soon as both anglers and the Captain agree that such has occurred.

7. **Caught Fish:** A fish is caught, for the purposes of scoring, when the swivel touches the tip of the rod or where using a wind-on leader ("trace"), the beginning of the trace passes through the guide at the tip of the rod.

8. **Ineligible Fish:** Anglers must land or cut off all ineligible species (non-game fish, shark, etc.) within 5 minutes. However, good sportsmanship suggests that this is done as fast as possible.

9. **Release:** All billfish must be released unless both anglers on the boat agree that it is a potential world record or that the fish is either dead, or will not survive. Ineligible fish may be boated within the 5-minute rule, if so desired. Every effort should be made to revive a tired fish before releasing.

10. **Score Sheet:** One angler per boat shall collect and turn in the score sheets. Score sheets not turned in by 6:00 P.M. each fishing day may result in disqualification. This is a safety rule to permit us to account for all anglers and boats.

11. **Scoring:**

200 points for marlin
100 points for sailfish

Time Limit - One hour for marlin
Time Limit - 30 minutes for sailfish

Bonus Points (Marlin or Sailfish)

0:00 - 5:00 minutes	50 Points
5:01 - 10:00 minutes	40 Points
10:01 - 15:00 minutes	30 Points
15:01 - 20:00 minutes	20 Points
21:01 - 25:00 minutes	10 Points

Note: Any seconds elapsed beyond the time segment will mean the next segment applies, e.g. 15 minutes 20 seconds is in the 15:01-20:00 minute segment.

Small Game Fish: 10 points for dorado, yellow fin tuna, or wahoo (skipjack tuna do not count). Time Limit 10 Minutes. Maximum 6 fish of each species per boat

12. **Ties:** All ties are broken by order of time. Please record the "time caught" on your score sheet accurately. Remember "time caught" is just what it says, when the swivel touches the tip of the rod or when using a wind-on leader ("trace"), the beginning of the trace passes through the guide at the tip of the rod, not when the fish is hooked.

13. **Tipping:** Tipping boat crews is absolutely prohibited and will result in expulsion from the tournament. "Tipping" includes giving cash or anything else of value, such as fishing tackle or accessories, to a crew while the tournament is underway. It also includes giving cash to boat crews to reimburse them for extra gasoline including payments made as an "incentive" to travel beyond the normal fishing grounds. (The tournament pays all boat crews a charter fee that includes the cost of gasoline) After stop fishing on the last day of the tournament, it is permissible to give unwanted fishing tackle or accessories to the boat crews, if the angler so desires.

14. **Protests:** All protests must be submitted to the Chief Judge by 6:00 P.M. daily. He/she will rule promptly after a fair hearing. However, it is best to resolve problems on the boat if at all possible.

15. The committee reserves the right to make changes in the above rules to suit fishing conditions.