### International Regulations for Preventing Collisions at Sea

<table>
<thead>
<tr>
<th>1 Application</th>
<th>2 Responsibility</th>
<th>3 General Definitions</th>
</tr>
</thead>
<tbody>
<tr>
<td>All high seas and connected waters navigable by seagoing vessels. Local authority and government rules take precedence.</td>
<td>There is no exoneration for collision. There is no right of way. Have due regard to special conditions.</td>
<td>Vessel = all craft including seaplanes, sailing, power, fishing, NUC, RAM, CBD, ACV, WIG. Underway, restricted visibility. NB Tugs / tows.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>4 Rules 5 - 10 apply in any visibility.</th>
</tr>
</thead>
<tbody>
<tr>
<td>5 Look-out</td>
</tr>
<tr>
<td>A good look-out must be maintained at all times by sight and hearing and by all available means, including radar if available.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>8 Action to avoid collision</th>
<th>9 Narrow Channels</th>
<th>10 Traffic Separation Schemes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Must be positive (clear) and in ample time. Avoid crossing ahead. Consider any further danger and navigational implications.</td>
<td>Navigate on the starboard side of channel. Sailing or &lt; 20m must not impede vessels which can navigate safely only within the channel. Fishing shall not impede other vessels. Avoid anchoring. Sharp bends - long blast. Overtaking vessels must indicate their intention if the overtaken vessel would have to take action.</td>
<td>Proceed in correct direction. Keep clear of TSS and take care at terminations. Join/leave at terminations, or at as small an angle as possible. Avoid crossing or head at 90°. Use inshore zone only if cannot safely use offshore zone, or sailing or &lt; 20m. Use separation zone only in emergency or if fishing, joining or crossing. Avoid anchoring. Fishing, sailing or &lt; 20m shall not impede others</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>11 Rules 12-18 only apply when in sight of other vessel.</th>
</tr>
</thead>
<tbody>
<tr>
<td>12 Sailing</td>
</tr>
<tr>
<td>Wind on port side gives way to wind on starboard side. Same side - vessel to windward gives way. If unsure and you have wind to port then give way.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>15 Crossing - Power</th>
<th>16 Give way vessel</th>
<th>17 Stand on vessel</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crossing power vessel gives way to power vessel on starboard side. Avoid crossing ahead.</td>
<td>As Rule 8. Early and substantial action is required.</td>
<td>Shall keep course and speed but may take action if necessary and avoid collision. In crossing situation, should generally not alter course to port.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>18 Responsibilities</th>
<th>19 Restricted visibility</th>
</tr>
</thead>
<tbody>
<tr>
<td>Give way order: Low - Seaplane, power, sailing, fishing, CBD, RAM, NUC - High</td>
<td>(Vessels not in sight). Safe speed, engines ready. Reduce speed or stop for fog signals heard forward of the beam. If using radar, turn to starboard for those forward of the beam (unless overtaking), or turn away from those abeam or abaft the beam.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>20 Lights and Shapes</th>
<th>21 Light Definitions</th>
<th>22 Light Visibilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Applies in all weathers. Lights to be shown from sunset to sunrise or when necessary. Shapes to be shown by day.</td>
<td>Masthead W 225°, sidelights G/R 112.5°, sternlights W 135°, towing light (Yellow stern), all round - 360°, flashing (120 fpm).</td>
<td>Different length vessels have different minimum ranges.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>23 Power Vessel underway</th>
</tr>
</thead>
<tbody>
<tr>
<td>Masthead light forward. Second masthead light to stern and higher (&lt;50m long may omit). Sidelights and sternlights. Air Cushion Vessel - 360° Fl Yellow. Wing In Ground - 360° Fl Red. &lt; 12m may use all round white and sidelights &lt; 7m and &lt; 7 knots may use 360° white, and sidelights if practical. &lt; 12m masthead or all round</td>
</tr>
</tbody>
</table>
24 Towing or Pushing
Towing vessel - two masthead lights if total tow length < 200m. Three mastheads if > 200m.
Rigid pushing - as power.
Pushing or alongside - two mastheads, no towing light.
Towed vessel (unless submerged) - stern and sidelights. Diamond shape if > 200m.
Pushed or alongside - sidelights plus sternlights if alongside.
Inconspicuous, partly submerged tows etc:
< 25m breadth - 360º white front and rear; > 25m breadth - additional 360º whites at extremities.
> 100m length - additional 360º white lights every 100m.
> 200m - diamond aft plus diamond forward
If sufficient cause, indicate as well as possible - illuminate tow line.

25 Sailing or oars - underway
Sailing - side and stern lights. May also show red/green 360º at masthead
< 20m may use tricolor instead. < 7m may have 360º white lantern.
Oars may just have lantern / torch. Motor sailing - show cone.

26 Fishing - Underway or at anchor:
Trawling - green / white all round - or 2 cones point to point = basket
> 50m must also show a masthead abaft and higher.
Not trawling - red / white all round - or 2 cones point to point = basket.
If gear is out > 150m - show all round white or cone in direction of gear.
Making way - show stern and sidelights (ie white 360º replaces masthead).

27 Other vessels
Not Under Command - 2 red all rounds - or: 2 black balls.
Making way also stern and sidelights. No masthead.
RAM (except mine clearing) - 360º vertical red / white / red - or ball / diamond / ball vertical.
Making way - also show masthead, stern and sidelights.
Anchor - in addition.
Towing which is also RAM - as for RAM.
Dredging or underwater activities - as for RAM, plus 2 reds / balls (unsafe side) and 2 greens /diamonds (safe side).
No anchor lights required. Small vessels may use IC 'A' flag and red /white /red lights.
Mine clearance - power/anchor plus 3 green lights or 3 black balls on foremast and fore yards. Stay clear > 1000m.
< 12m unless diving can omit signals.

28 Constrained by Draught
3 reds vertical or a cylinder

29 Pilot vessels on duty
360º white over 360º red, or white / red flag
plus anchor light or if underway stern and sidelights. 360º White replaces masthead light.

30 Anchored Vessels / Aground
All round white or ball. > 50m - high at fore, low at stern. > 100m must illuminate decks. Aground - as above, plus 3 reds vertical or three balls total.
< 7m away from fairway, channels etc need not show signals.
< 12m aground may act as if at anchor.

31 Seaplanes
Adhere to rules as closely as possible.

32 Sound Definitions
Short blast: 1 sec Long blast: 4 - 6 secs

33 Sound Equipment
>12m: whistle, >20m: +bell, >100m: +gong.
< 12m - an efficient signal.

34 Manoeuvring and Warning Signals
Power underway (whistle): Starboard: Port: Astern: May also flash light 1 sec, > 10 secs between signals
Overtaking in channels: Starboard: Port: Agree:
Any vessel in doubt: (may also use lights). Bend in channel etc

35 Sounds in restricted visibility
Power: making way Underway only (stopped) (2 secs between).
NUC, RAM, Fishing, Sailing, Tug (lame duck): An anchored vessel:
Towed vessel (last): Anchor: Bell for 5 secs every minute. > 100m, bell in forepart followed by gong aft. Warning:
Aground: In addition to anchor: "... / ...... / . . ." 3 bell, rapid bell, 3 bell. May also whistle.
Pilot Vessel: < 12m: as above or sound < 2 minutes apart. All signals every 2 minutes if underway, every minute if at anchor.

36 Attention
- Any other signal so as not to be mistaken or embarrass any vessel.

Signals for Fishing Vessels in close proximity
Show these signals at lower level than normal fishing lights.
Trawling: Shooting nets: white. Hauling nets: white over red. Nets caught fast: red over red
Pair Trawling - searchlight towards pair vessel. Nets caught fast: red over red
Purse Seine – 2 Vert Fl Alt yellow every second.

Distress Signals: gun, continuous noise, red rocket/shell stars, Morse SOS, VHF MAYDAY, N/C, square(ball); flames, red para or HH flare, orange smoke, arms raised/lowered, radiotelegraph, radiotelephone, EPIRB, SART.