

DB DRAGON BOAT BC 龍舟會

2019 Official Rules and Regulations

DRAGON BOAT BC 龍舟會

2019 OFFICIAL RULES AND REGULATIONS

CONTENTS

Introduction Definitions	3
General Rules and Administration Safety Considerations	4 5
Equipment, Race Course Specifications, and Event Format Crew and Team Composition	6 9
Marshalling and Embarking Starts and Starting Procedures Race Conduct	11 12 14
Race Officiating Penalties, Protests, and Appeals	16 17
2,000 Metre Race Rules	18
2019 Race Dates and Deadlines Protest Form Premier Team Roster Junior Waiver/Informed Consent	23 24 25 26
Junior Team Roster	27









The Canadian International Dragon Boat Festival Society (dba Dragon Boat BC) produces North America's largest dragon boat festival, the Concord Pacific Dragon Boat Festival, and runs Dragon Zone Paddling Club. In addition, the Society operates dragon boat races in BC, and offers accessible programs for people of all ages and abilities.

The Society has been a registered non-profit since 1989 (#S-24628). Through our All Access and Youth programs, supported by the **Milton K. Wong Legacy Project**, we make active living and access to sport possible for everyone regardless of any barriers to participation.

Copyright 2019, Canadian International Dragon Boat Festival Society. All rights reserved. No part of this document may be reproduced without permission from the publisher.

Canadian International Dragon Boat Festival Society 1 Athletes Way, Vancouver BC, V5Y 0B1, Canada 604 688 2382 | info@dragonboatbc.ca www.dragonboatbc.ca

Community, culture, and competition. All in one boat.



INTRODUCTION

The Dragon Boat BC Official Rules and Regulations have been developed for use in Canadian International Dragon Boat Festival Society (CIDBFS) Races.

In applying and interpreting the rules, or when confronted by situations not covered by the rules, every effort should be made to abide by the spirit of the Official Rules and Regulations.

Dragon Boat BC races are held under the supervision of the following Technical Race Officials.

Race Director Chief Judge Race Referees

Starter Head Marshall

If circumstances permit, one person may function in two of the above offices. The Race Officials Committee may appoint additional race personal as needed.

The following Race Officials are deemed to be Supporting Officials.

Safety Officer Boat Marshals Boat Drivers
Dock Master Timing Operators (Finish Line) Time-keepers
Results Runners Announcer Medical Staff

The Dragon Boat BC Official Rules and Regulations are used for the following events in 2019:

Dragon Zone Youth Regatta (May 11, 2019) Vessi 500 Championship (June 8-9, 2019)

Concord Pacific Dragon Boat Festival (June 21-23, 2019)

Steveston Dragon Boat Festival (August 24, 2019)

1. DEFINITIONS

CIDBFS - The Canadian International Dragon Boat Festival Society (dba Dragon Boat BC) is the non-profit organizer of race events around the Lower Mainland as well as the operator of Dragon Zone Paddling Club.

CIDBFS Events - All events operated by the CIDBFS, including the Concord Pacific Dragon Boat Festival, Steveston Dragon Boat Festival, Vessi 500 Championship, and Dragon Zone Youth Regatta (Event is any one of the CIDBFS Events).

Crew - Racers drawn from the Team Roster for a specific race.

Division - a combination of age and gender categories (i.e. Premier Mixed, Premier Women, Junior Mixed, etc.). In some cases, boat sizes may be added on to the division if there are multiple boat categories being raced in the same event.

ICF - International Canoe Federation

IDBF - International Dragon Boat Federation

DRAGON BOAT BC 龍舟會

Official Rules and Regulations - Dragon Boat BC Official Rules and Regulations

Race Registrar - Main point of contact for race related services including but not limited to Registrar, protests, results, advancements, race jury, and Race Staff including Officials, Organizers, Crew, and Judges.

Racer - any individual listed on a Team Roster to race in an event, including paddlers, Drummers, and Steerspeople (Managers/Coaches not included unless they are a Racer)

Racing Year - year in which Event is held

Team Captain - individual designated by team to be the Captain on the Team Roster.

Team Manager - individual designated by team to be the Manager on the Team Roster.

Team Roster - roster submitted to Race Registrar in advance of each CIDBFS Race listing all Racers, and indicating the team Captain and Manager. Individuals not listed on the Team Roster will not be allowed to race.

2. GENERAL REGULATIONS AND ADMINISTRATION

2.1 Official Acceptance of Rules and Regulations

All participants (teams and individuals) must agree to abide by the Official Rules and Regulations as a condition of their participation in CIDBFS Races.

All Racers, especially Captains, Drummers, Steerspeople, and Team Managers are required to read the Official Rules and Regulations, be knowledgeable of its content, and act accordingly.

2.2 CIDBFS Right to Decline Registrations

The CIDBFS reserves the right to accept or refuse any team entry or individual registration to a CIDBFS Race for any reason.

2.3 Waivers

All Racers must read, accept, sign, and submit the CIDBFS waiver to their Team Manager prior to participating in any CIDBFS Event, accepting the risk of participating in the event and waiving any right to any course of action against any or all of the sponsors, organizers, officials, and the CIDBFS for injuries or loss/damage to personal property.

2.3.1 Timely Submission of Waivers and Rosters

Team Managers are responsible for submitting their team's waivers and Team Roster to the Race Registrar by the date specified on the Race Dates and Deadlines sheet.

2.4 Team Roster

Only those individuals listed on the Team Roster will be allowed to race for the team listed on the roster. Any team found to have non-listed individuals as Racers will be liable for any repercussions and may be subject to penalties, including disqualification from the Event and re-allocation of medals. See Rule 5.5 for maximum number of Racers per Team Roster.



2.5 Manager/Steerspeople Meetings

If a Manager and/or Steersperson Meeting is held, each team must send their Manager and/or Steersperson depending on the title of the meeting to attend.

2.6 Race Officials

Teams must follow the directions of the Race Officials at all times from the time a boat leaves the dock, to returning after a race. Failure to do so may result in disciplinary action taken against the team.

2.7 Sportsmanship

Racers and Managers are expected to practice the principles of good sportsmanship at all times. Any team or Racer who attempts to win a race other than through honorable means, deliberately breaks the rules, or disregards the spirit of the rules, will face penalties including disqualification from the Event or even future Events.

2.8 Outside Help

It is forbidden, during a race, for a crew to receive any outside help or coaching, or be accompanied by other boats along the course even if outside the Race Course. Breach of this rule will result in disciplinary action against the team concerned.

2.9 Penalties

Infractions of the Official Rules and Regulations by Racers or Teams may lead to penalties including disqualification of the team from the Event. Each team is responsible for its own conduct and compliance with the Official Rules and Regulations.

2.10 Higher Rule Standard

If, due non-CIDBFS event qualification requirements, a Team requires a different rule standard, they must notify the Race Registrar ahead of time. The Race Registrar and Race Director will solely determine any revisions to the Dragon Boat BC Official Rules and Regulations that will apply to the team, if any.

3. SAFETY CONSIDERATIONS

3.1 Safety

Each Racer is responsible for their own safety at all times while engaging in activities related to practicing in and/or racing dragon boats.

Racers, particularly Drummers and Steerspeople, must be aware that they are responsible for the safe movement of their boat, and are prohibited from practicing or racing if they are in any way impaired by spirits, drugs, or other substances that adversely affect and impair perception, judgment, balance, reaction time, hearing, and/or vision.

Both the Team Manager and the Team Captain must ensure that all of their Racers are:

- 1. Wearing an approved Personal Flotation Device (PFD) at all times while on the water (See Rule 4.1.3 on regulations on approved PFDs).
- 2. Suitably dressed for weather/water/race conditions, and Racers do not wear anything impeding their ability to escape from a capsized boat or swim unaided if in the water.



3. Water competent (able to swim at least 50 meters unaided) while wearing a PFD and wet competition clothes.

3.2 All Access Teams

Racers with physical impairments are permitted to race on the same team with Racers of other abilities and compete alongside other teams in an Event, subject to prior consultation and review by the Race Registrar and Race Director to ensure that adaptive procedures, appliances, or supporting devices can be accommodated within the safety and operational standards for the Event.

3.3 Steersperson

Steerspeople are responsible for standing at all times while watching for and actively avoiding hazards including marine traffic, floating debris, fixed obstacles, lines, tethers, rocks, shallows, dangerous marine and weather conditions.

Steerspeople must remain standing from the moment the boat leaves the dock, to the moment the boat returns to the docks after the races. At no point are Steerspeople allowed to sit down while in control of the boat.

3.4 Racers Seated

All Racers with the exception of the Steersperson, will remain seated from the time they leave the docks, to the time they return back to the docks after they complete their race. Drummers may not stand if the boat is not docked.

3.4 Distress Signal

In the event of a team being in distress (i.e. Racer overboard, medical emergency), Racers must alert the Safety Boats and Race Officials by waving their hands or paddles vigorously above head height. Crews giving a distress signal without just cause will be penalized.

3.5 Injuries

Any injury sustained as a result of participating in the practices or races must be reported immediately to the Dock Master. The Team Manager must submit an Incident Report Form to the CIDBFS immediately following the injury. Incident Report Forms will be available at the docks and Race Registrar.

3.6 Overloading

If rough water conditions and/or the weight of the team result in the boat taking on water, the Captain or Steersperson must decide whether to race with fewer paddlers to decrease the weight of the boat load and minimize the risk of swamping and sinking. It is the responsibility of the Captain to ensure that the Crew complies with the minimum and maximum Crew loads.

4. EQUIPMENT, RACE COURSE SPECIFICATIONS, AND EVENT FORMAT

4.1 Equipment

4.1.1 Racing Fleet

CIDBFS Events generally use IDBF 1222 (BuK: 20 paddlers plus Steersperson and Drummer) boats.



4.1.2 Authorized Race Equipment

All boats and equipment (i.e. paddles, PFDs) for Event use by teams are to be approved and/ or provided by CIDBFS; no other equipment is authorized for use other than any approved adaptive devices required by All Access paddlers that have been approved for usage by the Race Registrar.

4.1.3 Personal Flotation Devices (PFDs)

Racers are permitted to use their own PFDs if they are approved by the Department of Transport, Canadian Coast Guard, or Department of Fisheries and Oceans. Paddlers normally resident in the US and on a non-Canadian team may use US Coast Guard approved PFDs.

Manual inflating or auto inflating life jackets are not allowed.

Racers with non-approved PFDs will be warned, and if the warning is ignored, the Racer will face disqualification.

4.1.4 Paddles

Paddlers are permitted to use their own paddles provided that they conform to the IDBF 202a Racing Paddle specification. Paddlers using non-approved paddles will be warned accordingly, and if the warning is ignored, face disqualification. Any kind of strap or strapping that attaches a paddle to the wrist of the paddler is not permitted.

4.1.5 CIDBFS PFDs and Paddles

CIDBFS will provide PFDs and club paddles for Racers to temporarily use during their race. Paddlers are not permitted to alter the supplied paddles, including by (but not limited to) applying sticky or waxy substances to paddles, roughening or taping paddle gripping surfaces.

4.1.6 Seat Pads

Seat pads are allowed, provided they are up to 15mm thick, and compress easily when squeezed between finger and thumb. The width of the seat pad shall be approximately the width of the boat seat, and will not exceed 40 cm in length.

4.1.7 CIDBFS Equipment

All equipment used during Events or practice sessions must be returned to the CIDBFS intact and in full; replacement or repair costs will be charged to a team as determined by CIDBFS should damage or loss be due to negligence.

4.1.8 Rate Signaling and Timing

Only the drum and drum sticks provided can be used to signal the stroke rate. Audio amplification speaker systems are allowed for use only by Drummers and Steerspeople.

Signaling devices including radio communications or other electronic items, and any noise-making devices (i.e. whistles, rattles, air horns) are prohibited during a race. Racers using non-approved signaling devices will be warned, and if the warning is ignored, the Racer will face disqualification.



Stop watches and GPS are allowed on a boat but only for a team's post race information, they are not to be used to set the rate or speed of the team during a race.

4.1.9 Boat Alterations and Equipment Enhancing Performance

In general, any boat alteration or equipment enhancing boat or Racer performance will not be permitted in CIDBFS events. The Chief Official shall decide on alterations or equipment not specifically covered in the Official Rules and Regulations.

Note: This rule is not intended to exclude equipment like sponges/bailers or other items that are not performance enhancing or a safety risk.

4.2 Race Course Specifications

4.2.1 The Race Course consists of the following designated areas on the waters of False Creek, East of the Cambie Street Bridge.

- Racing Lanes: 10 meters wide and up to 500 meters long. Lanes have designated marker buoys. Lane 1 is closest to the North side of False Creek. Lane numbers will be on the left/North marker buoy (i.e. lane 1 marker on buoy will be on the left side of the racing lane)
- Start Line: Visually determined surveyed plane using shore-based alignment marks; note that buoys, lines, or other markers on the race course are only guides, are subject to currents/drift/wind, and only approximately indicate the start line.
- Finish Line: Visually determined surveyed plane using shore-based alignment marks; note that buoys, lines, or other markers on the race course are only guides, are subject to currents/drift/wind, and only approximately indicate the finish line.
- Entrance: area immediately before the start line; may have tether lines or buoy arrays
- Run Out: area immediately after finish line for boats to stop
- Dock Approach Area: waters surrounding the dock area
- Warm Up Area: the portion of the race course from the docks to the Boat Staging Area for crews to do a short warm up paddle (warming up in any other area is prohibited)
- Boat Staging Area: a position on the water close to the Entrance for boats to wait to be called to the Start Line. This may be marked by a buoy behind the Start Line.
- Out-of-Bounds: all other areas which boats are not permitted to enter during the race

4.3 Event Format

4.3.1 Race Structure

The racing program is organized into different Divisions, which are scheduled taking into account factors like number of participating teams and other practical considerations. CIDBFS reserves the right to reclassify teams to ensure a balanced program.

Initial lane placements are either randomized or determined by seeding methods. Advancements are determined by finish order, finish time, or adding times together depending on Event format.

4.3.2 Time Penalties

If a team incurs a time penalty, it will be applied to their finish time. The adjusted time will be used to determine the race's results and awards or advancements.

4.3.3 Awards and Prizes

Teams shall be eligible for awards and prizes, if any, as determined by the CIDBFS. Any awards or prizes announced prior to Event dates may be subject to change. Trophies or cups remain the permanent property of the CIDBFS unless otherwise specified.

5. CREW AND TEAM COMPOSITION

5.1 Gender Categories

- Mixed Teams: Minimum of 10 female paddlers and a maximum of 10 male paddlers for standard boat races. For small boat races, minimum of 4 female paddlers and a maximum of 5 male paddlers.
- Women's Teams: All Racers are female, including Drummer and Steersperson. There may be a steersperson pool at CIDBFS events, but the Race Organizers cannot guarantee that there will be steerspeople available at all times.
- Open Teams: No gender restrictions.

5.2 Age Categories

Age division Racers may be required to present identification to prove their age. Note that the name of the Adult division has been changed to Premier.

- Junior: Racers at least 12 years old, but under 19 on December 31 of the previous year. Steerspeople are not subject to this rule.
- U24: Racers at least 12 years old, but under 24 on December 31 of the previous year. Two Racers per roster are allowed to be over 23 but under of 26 on December 31 of the previous year.
- Senior: Racers over 59 by December 31 of the previous year. Drummers are not subject to this rule.
- Premier: Racers at least 19 years old on December 31 of the previous year. Racers under 19 may be approved on a case by case basis by the Race Director through the Race Registrar (registrar@dragonboatbc.ca). Note: It is this rule's intent to allow youth paddlers time to develop before racing in the Premier division.

5.3 Racing Divisions

The following are the divisions raced at each CIDBFS Event. While multiple divisions are listed, they are not necessarily in separate races (i.e. multiple divisions may be in the same race).

These divisions determine roster requirements that apply to a team (i.e. if no Senior Mixed Division, a Senior Mixed team races in Premier Mixed). The Race Registrar reserves the right to determine the race format, and may add divisions (including specialty races).

Dragon Zone Youth Regatta

- Junior Mixed
- U24 Mixed
- Premier Open (Adult Open-Teak Boat Division)

Vessi 500 Championship

Premier Mixed (Adult Mixed)



- Premier Women (Adult Women)
- Junior Mixed

Concord Pacific Dragon Boat Festival

- Premier Mixed (Adult Mixed)
- Premier Women (Adult Women)
- Premier Open (Adult Open)
- Junior Mixed
- U24 Mixed
- Senior Mixed

Steveston Dragon Boat Festival

- Premier Mixed (Adult Mixed)
- Premier Women (Adult Women)
- Junior Mixed

5.4 Manager and Captains

All teams must have a team Manager (over the age of 19), who does not have to be listed as a Racer, and a team Captain who must be listed as a Racer on the Team Roster.

5.5 Team Roster Limits

All divisions can have a maximum of 26 Racers on their roster, plus 1 team Manager, except for any Junior team. Junior teams can have a maximum of 30 Racers on their roster, plus 1 team Manager. For small boat races, teams may have a maximum of 16 Racers on their roster.

5.6 Minimum Paddler Numbers

All boats must carry 16 Paddlers at a minimum except as exempted by the Race Director.

5.7 Double Rostering within a Single Division

Racers may only paddle on one team in a single division.

Racers may act as steersperson or drum for multiple teams in a single division. No double rostering within a division will otherwise be allowed. If teams share drummers or steerspeople, teams are responsible for ensuring their Racers are available for marshalling at least 30 minutes prior to their race time.

Races will not be held for double-rostered individuals.

5.8 Cross Rostering across Different Divisions

While cross-rostering across different divisions is allowed, the race schedule will not be held to accommodate cross-rostering.

Teams are responsible for ensuring that their Racers are available to be marshalled at least 30 minutes prior to their race time.

Races will not be held for double-rostered individuals.



6. MARSHALLING AND EMBARKING

6.1 Arrival On Site

Teams should plan to be on site at least one hour before their scheduled race time.

6.2 Marshalling

6.2.1 Race Schedule and Changes

The race schedule will be distributed in advance to all Team Managers, whose responsibility it is to know when their team is racing and to track changes to the schedule as announced.

6.2.2 Marshalling Times

Teams must report to Crew Marshalling 30 minutes ahead of their scheduled Race Start Time; failure to do so on time may result in relegation to last place for that round.

For major races including the Concord Pacific Dragon Boat Festival or Steveston Dragon Boat Festival, Race Officials may implement a "pre-marshalling" system that requires Crews be verified earlier than 30 minutes prior to their Race Start Time.

6.2.3 Roster Verification

The Crew's compliance with the Team Roster, and eligibility for certain divisions may be verified at any time including but not limited to in Marshalling.

6.2.4 Personal Belongings

Personal belongings may not be left in Marshalling.

6.2.5 CIDBFS PFDs and Paddles

Crews will be directed by Race Officials to pick up paddles and PFDs at a suitable time; all Racers must select the proper sized PFD and wear it in the correct manner.

6.2.6 Proceeding to Docks

When instructed, Crews will proceed down to the dock, where they will be directed to the proper boat.

6.3 Boarding And Casting Off

6.3.1 Loading

Once a boat is ready, the Crew will be instructed to load the boat for the lane they are assigned to; crews must load in accordance with the Dock Master. Any water should be bailed out of the boat and the Dock Officials notified if there is any issue with the boat.

6.3.2 Final Checks

After a final check by a Dock Official, the crew will be permitted to pull away from the dock.

6.3.3 Proper Lanes

It is the responsibility of the Dock Master, Team Captain, Drummer, and Steersperson to ensure that the right crews are identified and correctly dispatched in boats with the correct lane number.



6.3.4 Transfer of Authority

Once clear of the dock, all Crews are under the authority of the Race Officials and must comply with their directions.

6.4 Warm Up Enroute to Boat Staging Area

6.4.1 Warm Up Route

After pulling away from the dock, all Crews must head immediately to the Boat Staging Area via the Warm Up Area. Failure to do so may result in a 5 second time penalty or disqualification from the round of competition against the offending team.

6.4.2 Early Arriving Boats

Boats arriving at the Boat Staging Area early may be required to hold steady to wait for other boats to reach the Area; because of the short interval between races, it is critical that early arriving boats do not go for an extended warm up.

6.4.3 Time Requirement

All Crews must be in the Boat Staging Area at least 3 minutes before the Start Time. The Starter and Race Officials will direct boats to line up in their racing lanes at least 2 minutes before the start time.

6.4.4 Penalty for Late Arrivals

If a Crew arrives late in the Start Area, the Starter may issue a warning that will have the same effect as one given for a False Start for that race. The Starter may also award a time penalty of up to 5 seconds to any Crew arriving late in the Start Area, or that fails to come up to the Start Line when called. The Starter may start a race without reference to absentees.

7. STARTS AND STARTING PROCEDURES

7.1 Boat Call Up and Alignment for the Start

7.1.1 Race Official Line Up

The Race Referees will signal the crews to line-up in their lanes in the Boat Staging Area before the start of the race; the race will start without your team if you choose to ignore instructions.

7.1.2 Entry into the Starting Area

From the Boat Staging Area, the Race Referees will call boats forward to take up positions at the Entrance to their lanes. When the Race Referee is satisfied that the boats are lined up in their lanes, the Race Referee will hand the race over to the Starter.

7.1.3 Held Starts

If tether lines or other boat restraining devices are used, the Steersperson should engage them.

7.1.4 Alignment

The Starter will instruct all boats or individual boats to move forward, backward, or to hold to line up boats with the Start Line. Steerspeople are responsible for following Starter orders, including keeping the boat stationary and from drifting; paddlers must draw, paddle forwards, or backwards under the direction of the Drummer or Steersperson.



7.1.5 Dead Slow Running Starts

The Starter, in consultation with Race Referees, can call a "dead slow running start" should wind or current conditions warrant. Boats may move forward while still being aligned.

The Starter will start the race when all boats are relatively lined up (in the Starter's opinion, under the best possible conditions for a fair start).

7.1.6 Damaged or Missing Dragon Head

If there is no dragon head or the head is substantially damaged, the forward-most part of the boat will be the reference for aligning that boat and determining the moment of finish.

7.1.7 Drummer Signals

Once the boat has approached the start line, a Drummer may raise a hand over their head to alert the Starter that their crew has lost positioning. The Starter may allow re-positioning at the Starter's discretion.

7.2 Starter Commands

When the Starter is satisfied that all boats are aligned, the Starter will alert the crews by two verbal cues:

- 1. "ARE YOU READY"
- 2. "ATTENTION," when the Starter is satisfied that all crews are ready (after "ATTENTION, the Drummer CANNOT raise a hand to signal that they have lost positioning).
- 3. The start signal (horn, the word "Go", or other specified signal) will then sound 1-5 seconds after "ATTENTION".

If the Race Referees or Starter notices ANY PADDLE MOVEMENT from paddlers after "ATTENTION", a time penalty of up to 5 seconds will be added to the team's finishing time if it is deemed that the boat gained an advantage by the paddle movement.

Paddle movement includes taking strokes or having your paddle in the water and sculling the paddle.

If the race uses a held start, tethers, or other boat restraining devices, they must be released and cast clear of the boat at the start signal.

7.3 False Starts

7.3.1 Definition

False Starts are defined as the following occurring before the start signal:

- 1. any boat is out ahead of the rest of the Start Line
- 2. any boat is moving and/or being paddled ahead after the "ATTENTION" command
- 3. any condition that, in the opinion of the Referees or Starter, compromises a fair start

7.3.2 False Start Penalties

Any team that causes a False Start may be awarded a time penalty of up to 5 seconds by the Starter. Any team that causes 2 False Starts may be disqualified.



7.4 Equipment Failure off the Start

7.4.1 Rerace Procedures and Criteria

If a crew experiences equipment failure (i.e. broken Drummers seat or steering oar, dragon head coming off) at the Start or up to 50 meters into the race, the race can be restarted if the impacted crew stops paddling immediately and Racers raise their arms fully in the air.

In this case, the Race Officials will sound the Start Signal multiple times, call "STOP" on the loudspeakers, and Race Official boats will stop teams who have not heard the stop signal.

7.4.2 Paddle Breakage

Paddle breakage does not count as equipment failure. Teams are allowed to bring 2 spare paddles, to only be used in the event of a paddle breakage during a race.

8. RACE CONDUCT

8.1 During the Race

8.1.1 Line of Racing

Each boat should follow a straight line down the centre of their marked lane, from the Start to Finish Line. Crews are responsible for their steering and leave their line of racing, defined as the centre of their marked lane, at their own risk.

In races over 1,000 metres, crews may deviate from their lines of racing without penalty, provided they do not impede other crews and maintain clear water.

Any boat that fails to maintain their line of racing or goes off course will be warned by Race Referees and must comply with orders to take corrective action (i.e. "steer left/right," "straighten out," "stop paddling," "hold," "go forward").

2 warnings will be given by Race Referees; if a boat does not take corrective action, the boat will be stopped and may be disqualified.

A time penalty of up to 5 seconds may be awarded against a crew that leaves its racing lane/ line or impedes another crew, whether or not the deviation has affected race results. A crew that goes 'off line' due to involuntary steering error, and in correcting the error leaves its line, will not normally be penalized unless another crew is impeded and the race result affected.

A team that collides with another boat may be penalized with a time penalty or disqualification; however, close proximity to another boat is not grounds for a penalty unless in the opinion of Race Officials, the result of the race have been materially affected.

8.1.2 Clear Water

At least 2 meters of clear water must be maintained around each boat. Clear water is measured between paddle blade and adjacent paddle blade. Teams must "give clear water" when told to by the Race Referee.

8.1.3 Staying within Race Course

Boats must not pass beyond the outside boundaries of the course as defined by outer marker buoys or if the race course has a stretched line with individual buoys for each lane.

8.1.4 Drumming

Drummers are encouraged but not required to beat the drum from the fifty (50) meter mark of the race course onwards. Drumming is an essential tradition of dragon boat racing. NOTE: This is a deviation from DBC/IDBF Rules where Drumming is mandatory after the 50m mark

8.1.5 Wash Riding

In races of 1,000 metres or less, crews are forbidden to "wash ride", that is, paddling across a bow wave to increase boat speed by riding the forward face of the wave.

The Race Referee will decide if wash riding is taking place, signal a foul, and notify the offending crew either during or after the race. Wash riding will be penalized by a time penalty up to 5 seconds or disqualification.

8.1.6 Boat Passing and Overtaking

When a boat is preparing to overtake another boat, the overtaking boat must keep clear of the boat being overtaken at all times; similarly, the boat being overtaken must keep to their line of racing and cede right of way to the overtaking boat.

8.1.7 Avoiding Collisions

Crews are responsible for taking all actions necessary to avoid collisions or mitigate the effects of a collision. Steerspeople must communicate with their crew to ensure the boat's safe passage. They must maintain a constant lookout and instruct their boat to stop paddling, hold the boat, paddle backwards, or to pull ahead to avoid collisions if this can be done safely.

8.1.8 Collisions and Contact

Contact between a Racer and another boat, paddle, or Racer will not necessarily be penalized unless it is deemed to have materially affected the race result.

In the event of a collision between boats, the Race Referees will report the circumstances to the Race Director, who may disqualify the offending boat(s) or, if the result of the race is materially affected, order one or more boats to re-race.

If one or more of the crews involved could have taken corrective action to avoid a collision as determined by the Race Officials, the crew(s) concerned will face penalties, including but not limited to time penalties, or disqualification for that round of the race or from the Event.

8.1.9 Steersperson at Fault

If a Steersperson is found to be at fault for causing an avoidable collision, the Steersperson will be disqualified from steering for the rest of the Event, and a Event supplied Steersperson will be substituted. Crews may request an Event-supplied Steersperson if there are safety concerns, subject to Event-supplied Steersperson availability.

8.1.10 Race Stopped in Progress

If a race is stopped in progress, the Starter and Race Referees will employ whatever means necessary to stop all boats including displaying a red flag, repeated sound signals, providing instructions through the loudspeaker system, and sending coach boats down the course.



Steerspeople and Drummers should watch the Race Referees and instruct their Crew to act accordingly if a race is stopped in progress.

8.2 Race Finish Line

8.2.1 Finishing a Race

The boat completes the race only when the entire boat travels across the Finish Line in its assigned lane with all the crew it started with aboard; the crew must remain aboard until the boat returns to the dock.

8.2.2 Time for Finish

The Crew's finish time is taken when the nose of the dragon head reaches the Finish Line. If the boat does not have a dragon head, the most forward part of the boat will be used to determine the finish time.

8.2.3 Penalties

Failure to finish within the proper finish area or in the assigned lane can result in a time penalty, assessed to an offending team for the current or next race, or disqualification.

8.2.4 Maintaining a Line of Racing

Once the boat passes over the Finish Line into the Run Out area, Steerspeople MUST remain in their lane, slow down, and not cut off other boats finishing by turning into other lanes.

8.3 Return to Docks

Upon completion of their race, crews must remain in their boats and the boats must be brought back to the dock without delay, since all boats are required for the next race; lingering before spectators and crowds is prohibited.

Returning crews may have to wait to be called into a boat berth and should take up a holding position, where directed by the Dock Marshals and Water Referees. Crews will disembark in an orderly manner; all CIDBFS paddles/PFDs are to be returned promptly.

9. RACE OFFICIATING

9.1 Race Referees

Race Referees will follow each race to ensure the race's safe conduct. Their jurisdiction extends over the race and all matters connected with it. From warm up to the Finish, the Race Referees have the power to stop the race, direct boats to change course, and caution or disqualify any Crew or Racer.

If warnings are ignored, the Crew(s) concerned risk disqualification or a time penalty of up to 5 seconds if, in the opinion of the Chief Official, the crew has impeded another Crew, has gained an advantage, or has materially affected the race result.

9.2 Remedies

The Race Referees are empowered to

1. temporarily instruct crews to stop paddling; crews may continue the race at the Referee's discretion (i.e. in the event of an impending collision)



- 2. penalize offending team(s) with a time penalty on their current heat or next heat time
- 3. disqualify and stop offending team(s) but allow other teams to continue uninterrupted
- 4. stop the race and penalize or disqualify the offending crew; the Race Referees will then direct other teams back to the Start Line for a rerace.

9.3 Warnings

The Race Referees will observe each boat's line of racing and warn any boat that fails to keep within its Racing Lane/Line. If warnings are ignored, the Crew(s) concerned penalties at the discretion of the Race Referees if, in their opinion, the crew has impeded another Crew, has gained an advantage, or has materially affected the race result.

9.4 Interference

If, in the opinion of a Race Referee, an outside boat interferes with race and affects the race results, the Race Referee can order the race to be rerun.

9.5 Flags and Notice of Penalty

After each race, Referees will raise a White Flag if no penalties are levied and a Red Flag otherwise.

If a penalty is levied during a race, the affected crew will be notified at the end of the race.

9.6 Announcement of Results

The Finish Line Judge will announce the Official Results through result boards at the Event; unsolicited videos, photos or verbal accounts pertaining to any disputed finish(es), course fouls or other matters have no official status or bearing on the adjudication.

10. PENALTIES, PROTESTS, AND APPEALS

10.1 Penalties Arising From Racing

10.1.1 Penalties may be imposed by Race Officials on a team for reasons including: violation of safety procedures, infraction of Official Rules and Regulations, failure by team to comply with Race Official instructions, verbal/physical abuse to any Racer, Volunteer, or Official, unsportsmanlike conduct, or willful damage to, or loss of equipment and boats.

10.1.2 Remedies

Penalties include

- time penalties added to the Crew's time or to their next heat
- disqualification of Racer(s) or entire team from further participation in the Event
- disqualification from any official standing and/or awards
- requirement for financial reimbursement for damaged or lost equipment
- disqualification of Racer(s) or entire team from participating in future Events

10.2 Racing Protests and Appeals

10.2.1 Grounds for Protest

Protests by teams will be limited to race conduct and race rule infractions only. A Race Jury consisting of Race Officials and Race Committee representatives will judge all protests.



10.2.2 Pending Results due to Protest

If results are held due to a protest or penalty levied during the race, the Race Director or their designate will withhold the Official Race Results and notify officials to post a notice and announce that race results are under review by the Race Jury.

10.2.3 Filing a Protest

A protest must be filed by the Team Captain or Manager to the Race Registrar prior to the team leaving the race staging area (docks, marshalling), and within 10 minutes of the incident in question.

Affected teams will be notified, and their Manager must remain in contact with the Race Registrar until the Protest is resolved.

Protests must be submitted in writing along with \$50 CAD in cash (returned if protest is upheld).

10.2.4 Grounds for Protest

A team may protest:

- Illegal equipment used by another team
- Team failure to field a crew that matches their Team Roster
- Wash riding by another Crew
- Collision initiated by another crew(s) during the race
- Race result

A team may not protest:

- Boat/lane assignment
- Interference from another boat that did not result in a collision

10.2.5 Adjudication and Announcements

After receiving the protest, the Race Jury will convene a meeting with all parties for a hearing, before making its decision, which will be final and binding on all parties concerned.

The Race Jury will then notify the Finish Line Judge and scoreboard to release the adjudicated race results and announce the decision over the public address system.

10.3 Re-Race Rules

At the Official's discretion, a re-race may be ordered when

- There is a False Start called by the Starter
- There is a collision within the first 50 meters of the race
- There is equipment breakage, other than paddle, within the first 50 meters of the race

Except under extraordinary circumstances and as initiated by Officials, there are no grounds for re-races once boats have passed the 50 meter mark.

11. 2,000 METER RACE RULES

These rules supplement all existing rules as listed above.



11.1 Team Rosters

Crews for the 2,000 meter Race must be drawn from the Team Roster of the team invited to participate in the race; that is to say that no additions to the Roster are allowed.

11.2 Race Course

The 2,000 meter Race may be run with 500 meter or 300 meter straight sections. The 500 meter Racing Course has 4 straight sections and 3 turns in total. The 300 meter Racing Course has 6 straight sections and 5 turns in total.

Turns will be marked with at least 3 buoys and/or flags; 1 each at the turn entry, turn apex, and turn exit. A Right of Way marker will be placed 50 meters before the turn entry buoy.

Buoys will be placed along the inside of the course to the left of boats to mark the innermost Race Course boundaries; teams are prohibited from going out of bounds except to avoid a collision (see Rule 11.5.1) or in the last straight segment of the race.

11.3 Racing Lanes and Line of Racing

11.3.1 Spacing between Boats and Course Markers

The Line of Racing for crews racing down a straight section of the Course is at least 6 meters from the buoys marking the left of the Racing Lane. The Steersperson is responsible for ensuring that 6 metres is provided between their boat and the Racing Lane to allow passing.

11.3.2 Direction of Racing

Racing will take place in a counter-clockwise direction. Crews are not allowed to race on the inside of the buoys marking the left hand edge of the Racing Lane, except when overtaking after completing a Turn (see Rule 11.4)

11.3.3 Line of Racing

Crews must steer a straight course of their choosing during the race without interfering with the forward motion of any other boat.

11.3.4 Clear Water

Teams are reminded of Rule 8.1.2 concerning maintaining 2 metres of clear water between paddles and boats. If a Crew ignores the spirit of the clear water rule, and in so doing causes any boat(s) to steer an unreasonably wide course to maintain their Line of Racing or avoid a collision, then a Time Penalty of 5-10 seconds may be awarded by the Race Referee.

When a crew that is being overtaken (see Rule 11.4) alters its course and makes difficulties for the overtaking boat, the same Time Penalties may be awarded by the Race Referee.

11.4 Overtaking

Teams are reminded of Rule 8.1.7 concerning rules of overtaking and upholding a spirit of sportsmanship while racing. Overtaking may take place on the left side of the boat being overtaken if there is overlap between boats, and on the right hand side of the boat being overtaken only if there is clear water between the boats.

Crews not complying with this rule may receive an automatic time penalty of 20 seconds.

A boat about to be overtaken must not alter its Line of Racing once any part of the overtaking boat is level with or has passed the boat being overtaken.

11.5 Right of Way

A boat in front of another boat has right of way in that pairing. When any part of the overtaking boat is level with or passes the overtaken boat, the overtaken boat must give way and maintain its line. Right of way is given to the overtaking boat once overlap is achieved.

Right of way does not have to be announced by the Race Official for it to be in effect; Crews are liable if they disregarding another Crew's right of way and may be penalized accordingly. An Official will be stationed at 50 metres before the turn entrance buoy to announce right of way for the turn; the boat having right of way entering the turn can take the inside lane.

11.6 Starting Procedures

11.6.1 Meeting and Start Commands

Prior to the race, a mandatory Captain/Steersperson Safety Meeting will be held to go over the race specifications and general race rules.

Boats will normally be started at a minimum of 10 second intervals, as announced during the Safety Meeting. A staggered start using the normal start commands of "READY", "ATTENTION", and "GO"/start signal shall be used.

11.6.2 Start Order

Crews will be seeded by their Finish placement in the qualifying races starting with the slowest teams first. Crews will be placed in a line next to each other (or in a line behind) the actual Finish Line, facing up the Racing Course towards the normal Start Line.

11.6.3 Start Procedures

The slowest crew will be positioned on the 'right of the line' looking up the course, facing the Racing Line. On the start signal, the first crew will race straight ahead into the Line of Racing at least 6 meters to the right of the buoys marking the Racing Line.

11.6.4 Crossover into Main Racing Lane

Subsequent boats may steer straight ahead on their start signal, even if this means that they are racing to the left of the buoys marking the Racing Lane. Crews doing this must move diagonally across the course until they enter the Racing Lane. All crossovers into the Racing Lane from the start must be within the first 300 metres of the race.

11.7 Turns

11.7.1 Proper Conduct

The turning buoys must be to the left of the turning boat, and passed in a counterclockwise direction. Boats may cut a line as close as they wish to the buoys, as long as they do not impact the forward motion or safety of another boat, and maintain clear water. An outside boat may not create difficulty for an inside boat during the turn by not providing space for them to turn.



11.7.2 Penalties for Missing Turn Buoys

Steersperson must ensure that turn buoys are kept on the left side of the boat. A crew that turns inside of a turn buoy (that is a buoy on the right of the boat) will be levied a 5 second penalty per missed turn buoy. A crew that consistently misses turn buoys may be disqualified.

11.7.3 Multiple Boats in a Turn

When two or more Crews are negotiating a turn while adjacent to each other, it is the responsibility of all Crews, even the inside crew, to avoid making contact with the other Crew during and coming out of the turn. All Crews must hold their lines going around the turns; a crew on an outside line must leave room for a Crew in the middle and the middle Crew must leave room for a Crew on the inside line. When exiting a turn, the inside boat must not steer in a manner that is likely to cause a collision with another boat.

11.7.4 Forfeiting Right of Way during a Turn

If a boat has the right of way but takes a wide turn, then they forfeit their right of way if another boat has taken the inside lane.

11.7.5 Penalties

If in the opinion of the Race Referee, a Crew has not attempted to steer in a safe manner or has violated the Rules of Racing while entering, during, or exiting a turn, then penalties including time penalties or disqualification may be awarded against the offending Crew(s).

11.7.6 Time Credits

If a Crew's race time has been adversely affected by the actions of another crew, the Race Officials may award (when a Race Referee has confirmed that time has been lost through an obstruction or impediment of the crew concerned) a Time Bonus of up to 20 seconds.

11.8 Final Straight

Crews may cross into the main Racing Course and take any Racing Line down the last straight section as long as it is safe to do so and there are no oncoming boats. Overtaking on either side of another boat is permitted during the last straight, provided that clear water is given to other boats on the Racing Course.

11.9 Finish Procedures

The crew has finished the race when the foremost part of the boat crosses the line, with the same number of crew members as started the race. If a staggered start is used, the time differential between staggered start times and any penalties or credits will be taken off or added to a crew's finish time to calculate the Official Results.

11.10 General Penalties

If during the course of the race, a boat impedes or collides with another boat, the Race Referee shall apportion blame. If the Race Referee decides that a boat has impeded the forward motion of another boat or that the crew in the impeded boat had, by necessity, to stop paddling; then a Time Penalty of up to 30 seconds may be awarded to the impeding crew. When a collision occurs then Rule 9.1.6 will apply, except that re-racing will not take place.





Racing Protest Form

Team Name	Race Number	Lane Number
Protest Details		
Manager Signature	Manager Name _	
Date Time Submitted		
Registrar Signature	Time Received	\$50 Fee Y/N
Race Committee Decision		
Committee Signature	Tin	ne Issued
Manager Signature	Tin	ne Received





Premier/Adult Team Roster

Team Name	Race	Date
Racer Name	Racer Email	
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		
26		
Team Captain	Captain Phone	
Toam Managor	Manager Phone	



Junior Informed Consent (Age 18 years and under)

TO: CANADIAN INTERNATIONAL DRAGON BOAT FESTIVAL SOCIETY (hereinafter referred to as the "OPERATOR")

- 1. The terms "paddling activities" or "programs" shall include all activities, events or services provided, arranged, organized, sponsored or authorized by the Operator with respect to the Concord Pacific Dragon Boat Festival, Steveston Dragon Boat Festival, Richmond Dragon Boat Club, Dragon Zone Paddling Club and Creekside Kayaks, including, but not limited to: regattas, competitions, races, demonstrations, practices, paddling orientation and instruction sessions, and other such activities, events and services in any way connected with the above events, and:
- 2. The term "Operator" shall include the Canadian International Dragon Boat Festival Society, Dragon Zone Paddling Club, City of Vancouver, City of New Westminster, City of Richmond, Vancouver Board of Parks and Recreation, Britannia Heritage Shipyard Society, Concord Pacific Developments Ltd., all event sponsors, official sponsors, official suppliers, volunteers, staff and all of their respective directors, officers, employees, volunteers, agents, representatives, successors and assigns.
- 3. The term "Participant" refers to my minor child.

ACKNOWLEDGEMENT AND ACCEPTANCE OF RISK, AND CONSENT

I have reviewed the description of the paddling activites and programs and feel that I have sufficiently informed myself about the nature of the paddling activities involved. I acknowledge that there are risks, dangers, and hazards associated with my child's participation in the program including, but not limited to: impact and collision with other participants, instructors, or spectators; changes in the type of surface and the condition of each surface, including the docks, floats, multipurpose spaces, shower facilities and change rooms; adverse weather conditions; loss of balance; failure to participate safely within one's own ability; theft; consumption of food and drink, whether made by professionals or by non-professionals; and negligence of other participants or program staff. I also give permission for program staff or volunteer members to administer first aid treatment to my child. Participants are expected to be respectful and considerate towards other participants, program staff including all instructors and volunteers, and external partner organization and individuals. Participants are expected and required to follow the directions of all instructors, to stay in close proximity to the program staff during the program and not leave without consent and informing staff or instructors. If there is a breach of these rules, staff will discuss the issue with the participant and/or their parents or quardian. In the event that there is a continuous breach of these rules, the Operator may require the participant to withdraw from the remainder of the program, without reimbursement of some or all fees. I confirm that I have discussed these rules and expectations with my child. I hereby consent to my child's participation in the program on the terms and conditions set out above by signing below

MEDIA CONSENT

In consideration for my child's participation in any and all paddling activities offered by the Operator, I grant its representatives, employees, professional photographers and the media the right and permission to publish, copyright and use photographs of my child and his/her property, with or without his/her name, and to reproduce the photographs through any medium for illustration, art, promotion, advertising, trade, web content or other purpose.

In entering into this Agreement I am not relying on any oral or written representations or statements made by the Operator with respect to the safety of paddling activities other than what is set forth in this Agreement. I CONFIRM THAT I HAVE READ AND UNDERSTOOD THIS AGREEMENT PRIOR TO SIGNING IT.

I hereby authorize the Operator and its representatives to notify me (via mail, email or fax) throughout the year for special offers, and information about our services.	events news

PARTICIPANT INFORMATION

Child Name	
Home Address	
Home Phone	Email
Parent/Guardian Name	Parent/Guardian Signature
Parent/Guardian Cell Phone	Parent/Guardian Signature Date
Witness Name	Witness Signature
Witness Signature Date	
TEAM NAME (if applicable)	

THIS AGREEMENT MUST BE FULLY COMPLETED, SIGNED, DATED, AND WITNESSED PRIOR TO THE CHILD PARTICIPATING IN PADDLING ACTIVITIES.





Junior Team Roster

Team Name	Race	Date
Racer Name	Racer Email	
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		
26		
27		
28		
29		
30		
Team Captain	Captain Phone	
Toam Managor	Manager Phone	