

Victoria Dragon Boat Festival Official Race Rules

These are the official Race Rules and Regulations (**ORRR**) for the Victoria Dragon Boat Festival (Festival/Event).

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

The Festival/Event is operated under the supervision of the Race Officials. If required one person may function in two of the following positions.

The Race Officials include:

1. Race Director
2. Starter
3. Head Marshall
4. Race Referees.

Supporting Officials include:

1. Safety Officer
2. Dock Master
3. Boat Marshalls
4. Timing Operators (finish line)
5. Boat Drivers
6. Timekeepers
7. Results Runners

1. Definitions:

VDBFS: Victoria Dragon Boat Festival Society, the non-profit organizer of the Festival/Event.

Festival/Event: the Victoria Dragon Boat Festival

Crew: Racers from the Team Roster for a specific race

ORRR: VDBF Official Race Rules and Regulations

IDBF: International Dragon Boat Federation

Race Registrar: the 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 Steer people (Managers/Coaches not included unless they are a Racer)

Team: a set of individuals forming one group, agreeing to be internally organized and externally recognized as such

Team Captain: Individual designated by the team to be the Captain in the Team Roster.

Team Manager Individual designated by the team to be the Manager in the Team Roster.

Place of Team Origin

- **Local:** Generally, Teams based within the local Area of the Festival/Event (within British Columbia).
- **Visiting** (continental North America): All Teams from outside the Local Area.
- **International** (outside of North America)

Individual Team Member Eligibility and Fitness for Dragon Boat Racing

Adult Team Managers and Crew Members may be members of one and only one Mixed Team and may not be on any other Team's Roster.

Every Team Member is required to read a set of the Official Rules & Regulations, be knowledgeable of its content, and abide by it. Every Team Manager, Captain, Steerer and Drummer is also required to be knowledgeable of the Official Rules & Regulations in order that their respective Team can act accordingly.

Competition Structure

- I. The racing program is organized into a number of different Divisions, as determined by the Race Committee, with the maximum number of Teams entered into the Race and number of Teams participating within each Division similarly set. The Festival/Event reserves the right to reclassify Teams in order to ensure a balanced program. The Race Committee develops a contest structure, race schedule and competition

program by taking into account such factors as the number and type of Teams entered, minimum number of Teams needed to form a separate division, and other practical considerations. Generally, there is the objective of enabling Teams to race at least three times per race weekend.

- II. Crew placements in the initial heats and lane assignments shall be randomized or based on a seeding method; subsequently, the standing of the Crew will be determined either by order of finish, or by the finish time, depending on how the contest has been structured; each Team will advance or be eliminated in accordance with the structure of the scheduled competitive rounds; lanes will then be allocated by placing the fastest Team in lane 3, the second fastest in lane 2 and so on, alternating between the next vacant outer lanes.
- III. If a Team incurs a penalty and a time penalty is applied to its actual finish time, then the adjusted time will be used to alter the order of finish placement and the resulting standing of that Team.
- IV. **Exhibition Teams:** Any Team considered an exhibition Team will advance as normal for the first 2 heats. After that they will move down to the next lowest consolation round. Exhibition Teams will be kept out of all Platinum rounds regardless of position, and will not be allowed to medal in any round. For this reason, the highest possible position for a exhibition Team to race in is Diamond B. Further, exhibition Teams will be clearly designated as such in all race grids and results.

2. General Regulations and Administration

2.1 Acceptance of ORRR

All participants (teams and individuals) agree to abide by the ORRR as a condition of participating in VDBFS races, programs or events. All Racers, especially Captains, Drummers, Steers people, and Team Managers are required to read the ORRR, be knowledgeable of its contents and be governed accordingly.

2.2 VDBFS Right to Decline or Alter Registrations

VDBFS reserves the right to approve, decline, or require alterations for any registration in a VDBFS Race, Program, or Event for any reason at its sole discretion.

2.3 Waivers

All Racers must read, accept, sign, and submit the VDBF waiver to their Team Manager prior to participating in any VDBF race, taking 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 VDBF for injuries or loss/ damage to personal property.

2.4 Roster

Only those individuals listed on the Team Roster may 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 the maximum number of Racers per Team Roster.

2.5 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.

2.6 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.

2.7 Sportsmanship

Racers and Managers are expected to always practice the principles of good sportsmanship. Any team or Racer who attempts to win a race other than through honourable 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 for a crew to receive any outside help or coaching during a race 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 Race Officials

Teams must always follow the Race Official directions from when a boat leaves the dock, to when it returns. Failure to do so may result in disciplinary action taken against the team.

2.10 Penalties

Infractions by Racers or Teams may lead to penalties, including team disqualification from the Event. Each team is responsible for its own conduct and ORR compliance.

2.11 Higher Rule Standard

If, due to non-VDBF Race 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 determine ORRR variances that will apply to the team if any.

Safety

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, are responsible for their boat's safe movement and are prohibited from practicing or racing if they are in any way impaired by alcohol, 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 all of their Racers are:

- Wearing an approved Personal Flotation Device (PFD) at all times while on the water (See Rule 4.1.3 on regulations on approved PFDs).
- 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.
- Able to swim at least 50 meters unaided while wearing a PFD and wet clothing.

3.2 All Access Teams

Racers requiring accessibility equipment or procedures are permitted to race subject to prior consultation/review by the Race Registrar and Race Director, to ensure that such procedures or equipment are safely accommodated within the Event's operational standards. Exceptions to the ORRR will be declared as needed for accessibility purposes.

3.3 Steerspeople

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, and 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.

3.4 Racers Seated

All Racers except the Steersperson will remain seated from the time they leave the docks, to the time they return back to the docks. Drummers may not stand.

3.5 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 above head height. Crews giving a distress signal without reasonable cause will be penalized.

3.6 Injuries

An injury sustained due to participating in a VDBF event must be reported by a Team Manager to the Race Registrar immediately using an Incident Report Form (also available at the docks).

3.7 Overloading

If rough water conditions and/or the weight of the team results 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.

Equipment, race course specifications, and event format

4.1 Racing Fleet

VDBF Races generally use IDBF 1222 (Buk: 20 paddlers, Steersperson, Drummer) boats.

4.2 Authorized Race Equipment

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

4.3 Personal Flotation Devices (PFDs)

Racers are permitted to use their own PFDs if they are certified by Transport Canada, Canadian Coast Guard, or Fisheries and Oceans Canada. Paddlers resident in the US, and on a US team may use US Coast Guard-approved PFDs. Inflatable life jackets are not allowed in racing. Racers without approved PFDs will be warned, then disqualified if they ignore the warning.

4.4 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.

4.5 VDBF PFDs and Paddles

VDBF may lend PFDs and paddles for Racers to use during their race. supplied equipment, including by (but not limited to) applying sticky or waxy substances, roughening or taping surfaces, or otherwise damaging equipment.

Damaged equipment may be charged back to responsible teams, and teams may face penalties.

4.6 Seat Pads

Seat pads up to 15mm thick that compress easily when squeezed are allowed. The seat pad's width should match the boat seat's width and should not be more than 40cm long.

4.7 VDBF Equipment

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

4.8 Rate Signaling and Communications

The drum and drumsticks provided can be used to signal the stroke rate. Audio amplification speaker systems are allowed for use only by Drummers and Steerspeople. Other signalling devices including radio communications, electronics, and noise-making devices (i.e. whistles, rattles, air horns) are prohibited during a race. Teams using such devices will be penalized or warned, and if failing to cease use of such device, disqualified. This rule may be varied for All Access teams at the discretion of the Race Director.

4.9 Boat Alterations and Equipment Enhancing Performance

In general, any boat alteration or equipment that enhances boat or Racer performance is not permitted. The Chief Official will decide whether to accept alterations or equipment if they are not specifically covered in the ORR.

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

4.10 Race Structure

The racing program is organized into different Divisions (comprised of a mix of categories), which are scheduled taking into account the 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. Advancements are determined by finish order, finish time, or adding times together depending on the Event format.

4.11 Time Penalty

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.

4.12 Awards and Prizes

Teams may be eligible for awards/prizes if any, as determined by the CIDBFS. Any awards/prizes announced prior to the Event 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:** The drummer/steers are not counted in Mixed Team gender ratios
- **Standard Boat:** Minimum 8 women paddlers, maximum 10 male paddlers.
- **Women's Teams:** All racers are women, including Drummer and Steersperson. There may be a steersperson pool at VDBF Races, but the Race Organizers cannot guarantee that there will be steerspeople available at all times.
- **Open Teams:** No gender restrictions.

5.2 Age Categories

Ages are determined as of December 31 of the current calendar year. Age division Racers may be required to present identification to prove their age.

Adult Dragonboat Crew: Manager must be 19 years of age or older as of the first day of race weekend. All racers must be at least 13 years of age or older as of the first day of race

weekend.

Junior Dragonboat Crew: Manager must be 19 years of age or older as of the first day of race. All racers must be at least 13 years of age and not yet 19 years of age as of the first day of race weekend. Crew members require their parent or guardian's consent in order to participate and compete.

Senior A Dragonboat Crew: Manager must be 19 years of age or older as of the first day of race weekend. All racers must be at least 39 or older on June 1st of the year in question.

Senior B Grand Dragon Dragonboat Crew: Manager must be 19 years of age or older as of the first day of race weekend. All racers must be at least 49 or older on June 1st of the year in question.

Senior C Great Grand Dragonboat Crew: Manager must be 19 years of age or older as of the first day of race weekend. All racers must be at least 59 or older on June 1st of the year in question.

5.3 Specialty Categories

Racers may be required to present documentation to prove their eligibility.

Breast Cancer: racers diagnosed with breast cancer

5.4 Racing Divisions

The divisions raced at each VDBF Race vary. The Race Registrar reserves the right to determine the race format and may add divisions (including specialty races). VDBF may at its sole discretion have the following racing divisions:

Women's Division: The paddlers of Women's Crews must be comprised of all women. The steersperson and drummer can be of either gender.

Mixed Division: The mixed boat crew must be comprised of no more than 10 male paddlers.

Transgender Paddlers: Any paddler is eligible to register in a Team whose division reflects the gender to which they identify and have transitioned or are in the process of transitioning as a transgender person.

All crews that are not Women's crews, be racing in the Mixed Division category

VDBF may at its sole discretion apply the following to Crew Skill and Experience in determine placement:

Novice: This category is for Teams made up of racers with little or no racing experience. This Teams will have participated in no more than 16 practice sessions in the season leading up to the Festival/Event.

Recreational: This category is for returning teams, made up of racers, which have participated in a dragon boat race in previous years and wish to remain at a recreational level or first time Teams which have practiced more than 16 times in the season leading up to the Festival/Event.

Competitive: This category is for the highest level of competition and are normally teams which train seriously and regularly.

5.5 Team Managers and Team Captains

All teams must have a designated adult as team Manager (who does not have to be a Racer), and a designated team Captain (who must be a Racer listed on the Team Roster). The captain and the manager may be the same person. Both are authorized to speak and act on the team's behalf.

The Team Manager is the primary point of contact for the team and is generally contacted for administrative and registration-related issues. The team Captain is a secondary point of contact for the team and is generally contacted for race-related issues.

5.6 Team Roster Limits

All teams may list a maximum of 26 Racers plus 1 Manager on their Team Roster. If the Manager is also a Racer on the team, the team may consist of only 26 Racers, including the team Manager.

5.7 Minimum Paddler Numbers

All boats must carry at least 16 Paddlers, 1 Drummer, and 1 Steersperson unless otherwise exempted by the Race Director.

5.8 Double Rostering

Within a Division: Racers may steer or drum for multiple teams in a division as long as they are listed on the roster. Races will not be held back for double-rostered individuals. Teams are responsible for ensuring that their Racers are ready at marshalling before their race time. No double rosters within a division is otherwise allowed

Across a Division: Cross-rostering across different divisions is allowed. Races will not be held back for double-rostered individuals. Teams are responsible for ensuring that their Racers are ready at marshalling before their race time.

6. MARSHALLING AND EMBARKING

6.1 Arrival On-Site

Teams are required to be on-site at least one hour before their scheduled race time.

6.2 Race Scheduling and Changes

The Race Schedule will be distributed in advance to all Team Managers, who are responsible for knowing when their team is racing and to track schedule changes.

6.3 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 penalties up to disqualification for that round.

6.4 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.

6.5 Personal Belongings

Personal belongings may not be left in Marshalling

6.6 CIDBFS PFDs and Paddles

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

6.7 Proceeding to Docks

Crews will proceed down to the dock when instructed and directed to the proper boat.

6.8 Boarding and Casting off: 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 an issue with the boat. After a final check by a Dock Official, the crew will be permitted to pull away from the dock.

6.9 Proper Lanes

It is the Dock Master, Team Captain, Drummer, and Steersperson's collective responsibility to ensure that Crews are correctly dispatched in boats with the correct lane number.

6.10 Transfer of Authority

Crews are under Race Official authority once clear of the dock.

6.11 Warm-Up Route

Crews must head immediately through the Warm Up Area to the Staging Area. Failure to do so may result in a 5 second time penalty or disqualification from the competition round.

6.12 Early Arriving Boats

Boats arriving early must wait for other boats at the Staging Area; early arriving boats should not do an extended warm-up/go out of bounds unless directed. All Crews must be in the Staging Area about 3 minutes before the Start Time.

6.13 Penalty for Late Arrivals

If a Crew arrives late in the Staging Area, the Starter may: issue a warning that will have the same effect as one given for a False Start for that race, a time penalty of up to 5 seconds, or start a race without reference to absentees.

7. STARTS AND STARTING PROCEDURES

7.1 Race Starting

The Race Referees will signal the crews to line up in their lanes in the Staging Area 2 minutes before the start of the race; the race may start without your team if you ignore instructions

7.2 Entry into the Starting Area

From the 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.

7.3.Held Starts

If boat restraining devices are used, the Steersperson should engage them at this point.

7.4.Alignment

The Starter will instruct all or individual boats to move forward, backward, or to hold in line 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 their Drummer or Steersperson only.

If a Crew fails to heed alignment calls, the Starter may: issue a warning that will have the same effect as one given for a False Start for that race, a time penalty of up to 5 seconds, or start a race without reference to absentees.

7.5.Dead slow, running starts

The Starter, in consultation with Race Referees, can implement a "dead slow running start" should environmental conditions warrant it. In this case, boats may be drifting 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).

7.6.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.

7.7 Drummer Signals

Once the boat has approached the start line until when the Starter calls the "ATTENTION" command, 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.

7.8 Starter Commands

The Starter will start the race when they are satisfied that all boats are aligned, with these cues:

1. "ARE YOU READY"
2. "ATTENTION," when the Starter is satisfied that all crews are ready. After "ATTENTION," the Drummer CAN NOT raise a hand to signal that they have lost positioning.
3. Start signal (horn, "GO", or another signal) will sound 1-5 seconds after "ATTENTION".

If the Race Referees or Starter notices any paddle movement by a team's paddlers after the "ATTENTION" command: a warning; up to a 5-second time penalty; or a false start may be awarded. Paddle movement includes but is not limited to taking strokes or paddle sculling.

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.

7.9 False Starts

False Starts are defined as any of 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.

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

7.10 Equipment failure off the Start: Re-race Procedures and Criteria

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

In this case, 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.

7.11 Paddle Breakage

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

8. RACE CONDUCT

8.1 Line of Racing

Each boat should follow a straight line down the centre of its lane from the Start to Finish Line (Line of Racing). Crews deviate from their Line of Racing at their own risk.

Boats that deviate from their Line of Racing must follow Race Referee instructions to correct their Line of Racing (i.e. steer left/right, stop paddling, hold, go forward). A time penalty or disqualification may be awarded against a crew that deviates from their line of racing.

A crew that deviates from their line of racing due to involuntary steering error and corrects their error is not normally penalized unless another crew is impeded, or the race result is affected.

Close proximity to another boat is not necessarily grounds for a penalty unless, in the opinion of Race Officials, the result of the race has been materially affected.

8.2 Wash Riding

Crews are forbidden to "wash ride" in straight line races (paddling across a bow wave to increase boat speed by riding the forward face of the wave). To avoid wash riding, teams should not deviate from their Line of Racing.

The Race Referee will determine if wash riding is taking place and notify a crew during, or after a race. Wash riding is penalized by a time penalty of up to 5 seconds or disqualification.

8.3. Collisions and contact

Collision is defined as contact between two boats. Crews, especially Steerspeople, are responsible for taking all steps necessary to avoid collisions or mitigate the effects of a collision. Steerspeople must maintain a constant lookout and communicate with their crew to stop paddling, hold the boat, paddle backwards, or pull ahead to avoid collisions safely.

In the event of a collision, the Race Director may penalize or disqualify the offending boat(s), and 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 additional penalties beyond that round of the Event including disqualification from the Event.

8.4. Steersperson at Fault

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

8.5. Race Stopped in Progress

If a race is stopped in progress, the Starter and Race Referees will employ whatever means are at their disposal to stop boats including displaying a red flag, repeated sound signals, instructions through the loudspeaker system, and driving coach boats to inform boats. Steerspeople and Drummers should watch the Race Referees and instruct their Crew to act accordingly if a race is stopped in progress.

8.6. Drummers

Drummers are encouraged but not required to beat the drum from the fifty (50) meter mark of the racecourse onwards. Drumming is an important tradition in dragon boat racing.

NOTE: This is a deviation from DBC/IDBF Rules where Drumming is mandatory after the 50m mark.

8.7. Finishing a Race

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

8.8. Time for a 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.

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.

8.9. 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

8.10 Maintaining a Line of Racing

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

8.10. Return to docks

Upon completion of their race, crews must remain in their boats, and then return to the dock under the instruction of Race Officials; lingering before spectators and crowds are prohibited.

Returning crews may have to wait to be called into a boat berth; if this is the case, hold approximately 3 boat lengths away or as directed by the Dock Marshals. Crews will disembark in an orderly manner; all CIDBFS paddles/PFDs are to be returned promptly.

9. CIRCUIT (TURNS) RACE RULES

9.1 Team Roster

If a Circuit Race is invitational or based on qualification from a previous race result, Crews must be drawn from the invited team's Roster; no changes to the Roster are allowed.

9.2 Race Course

A circuit is run with turns at the end of each straight section. The 2,000 M race is run on a 500-meter course, with a total of 4 straight sections/3 and turns. A 1,000 M race may be run

on a 500-meter course with a total of 2 straight sections/1 turns, or 4 straight sections/3 turns.

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

Markers will be placed to mark the innermost Race Course boundary to the left of boats; teams are prohibited from going inside of the markers indicating the left-hand edge of the Race Course except: in the race's first 300 metres when merging into the Race Course; to avoid a collision; overtaking a boat up to 50 metres after a Turn, or in the last straight of the race.

9.3. Spacing between Boats and Course Markers

The Line of Racing for the Race Course's straight segments is at least 6 meters from the markers indicating the left of the Racing Course. The Steersperson is responsible for leaving 6 metres between their boat and the Racing Course edge to allow for overtaking.

9.4. 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 Race Course, except to avoid a collision; overtaking a boat up to 50 metres after a Turn or in the last straight of the race.

9.5 Line of Racing

Crews should steer a clear course without interfering with another boat's forward motion.

9.5. Clear Water

At least 2 meters of clear water must be maintained around each boat, measured as the distance between paddle blades. Teams must "give clear water" on Race Referee orders. If a Crew causes another boat to steer an unreasonably wide course or to avoid a collision due to ignoring this rule, the Race Referee may award a Time Penalty of 5-10 seconds.

9.6. Right of Way

A boat in front of another boat has right of way in that pairing. A boat without a right of way cannot impede the forward movement of a boat with the right of way. Right of way is given to the oncoming boat once any amount of overlap is achieved; the other boat must give way and maintain its Line of Racing. Note that right of way is distinct from overtaking.

Crews disregarding another Crew's right of way may be penalized. An Official will be

stationed 50 metres before turn entry markers to announce the right of way and inside lane for the turn. Right of way does not have to be announced by the Race Official for it to be in effect.

9.7. Overtaking

Overtaking may take place on the left side of the overtaken boat if there is overlap, or on the right-hand side of the overtaken boat if there is clear water. Non-compliance may lead to a 20-second penalty.

9.8. Starting Procedures: Safety Meeting

A mandatory Captain/Steersperson Safety Meeting is held before the race.

9.9. Start Order, Procedures, and Commands

Crews are generally seeded with the slowest teams first. Crews will be placed in a line next to each other (or behind) faced toward the normal Start Line.

Boats will normally be started at 10-second intervals, or as otherwise announced during the Safety Meeting. A staggered start using the normal start sequence is used.

The first crew will be positioned to maintain 6 metres of clear water within the Race Course, looking up towards the first turn. On the start signal, the first crew will proceed ahead and maintain clear water. Other boats will follow their start signal. Crews positioned to start outside of the Race Course must merge into the Race Course within the race's first 300 metres.

9.10 Turns: Proper Conduct

Steerspeople must ensure that turn markers are passed in a counterclockwise direction on the left side of the boat. Boats may steer as close as they wish to the markers, without impacting the forward motion or safety of another boat, and while maintaining clear water.

A crew that turns inside of a turn marker (on the boat's right) will be levied a 5-second penalty per missed marker. A crew that consistently misses markers may be disqualified.

11. Multiple Boats in a Turn

When two or more Crews are negotiating a turn beside each other, all Crews must hold their lines through the turn: 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.

A boat must not create difficulty for another boat during the turn by not providing space for them to turn or forcing them to take an unreasonably wide turn. All crews are responsible for avoiding contact with other Crews during, and coming out of the turn

12. Forfeiting Right of Way during a Turn

A boat taking a wide turn forfeits its right of way if another boat takes the inside lane.

13. Final Straight

Crews may take any Racing Line and enter the inside of the Race Course on the last straight section, as long as it is safe to do so and there are no oncoming boats.

14. General Penalties and Time Bonus

If a boat impedes or collides with another boat, is not steered safely, or has violated the CRR, they may be awarded penalties including time penalties or disqualification by Race Officials.

Time penalties of up to 30 seconds may be awarded if a boat has impeded the forward motion of another boat, or caused another crew to stop paddling.

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

10. RACE REFEREES

10.1 Race Referees

Race Referees follow each race to ensure the race's safe-conduct once boats are clear of the docks. The Race Referees are empowered to:

1. instruct a crew or multiple 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 the offending team(s) with a time penalty on their current heat or next to heat time
3. disqualify and stop offending team(s) but allow other teams to continue uninterrupted 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 re-race.

10.2 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) are concerned with 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.

10.3 Interference

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

10.4 Flags and Notice of Penalty

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.

10.5 Announcement of results

Official Results are announced through designated result boards; unsolicited videos, photos or verbal submissions, course fouls, or other matters have no official status or bearing on results.

11. PENALTIES, PROTESTS AND APPEALS

11.1 Penalties Arising from Racing

Penalties may be imposed by Race Officials on a team for reasons including but not limited to: violating safety procedures; ORR infractions; failing to follow Race Official instructions; abuse against a Racer, Volunteer, or Official; unsportsmanlike conduct; or equipment damage/loss.

Refunds, credits, and transfers will not be provided if a Racer, Team, or other participant is penalized, disqualified, or banned from racing

11.2 Remedies

Penalties include:

- time penalties added to the Crew's time or their next heat
- disqualification of Racer(s) or entire team from further participation in the Event
- disqualification from any official standing and/or awards
- financial reimbursement for damaged or lost equipment
- notification of home club of penalty and letter of warning

- banning Racer(s) or team from participating in future Events

11.3 Racing Protests and Appeals: Grounds for Protests

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.

11.4. Pending Results due to Protest

The Race Director will withhold the Official Race Results and notify officials to post a notice to announce that race results are under review by the Race Jury if a protest is received.

11.5 Filing a Protest

A protest must be filed in writing using the appropriate Protest form by the Team Captain or Manager to the Race Registrar, along with a CAD 50 protest fee (in cash- fee returned if protest upheld) within 10 minutes of the incident being protested.

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

11.6 Grounds for a Protest

A team may protest illegal equipment used by another team; Team Roster violations; wash riding by another Crew; Collision initiated by another crew(s) during the race; or race results.

A team may not protest: boat/lane assignment, or interference from another boat that did not result in a collision

11.7 Adjudication and Announcements

After receiving the protest, the Race Jury will convene a hearing with all parties before making its decision, which will be final and binding on all parties concerned. The Race Jury will release the adjudicated race results and announce the decision over the public address system.

11.8 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. Re-races are not held for turn races.

Watercourse Description: Lanes, Distances, Markings

- **Racing lanes:** Generally, there will be no marked lanes. Steerers are to aim for the finish Line and avoid collision with other Dragon Boats and Marine Traffic. Each lane has a designated number, with lane 1 closest to the Festival side. The race distance is approximately 500 meters, unless advertised otherwise by the Festival/Event.
- **Start Line:** A surveyed plane determined visually by sighting across shore-based alignment marks, note that floating buoys, and any other markers on the watercourse serve only as guides and approximate indicators of the true standard and are subject to current drift and windage, etc.
- **Finish Line:** Similar to the Start Line description
- **Entrance:** The area immediately preceding the start line towards which the dragon boats slowly approach the entrance to their assigned lane to take up a starting position, the area might be fitted out with tether lines, gates or arrays of marker buoys.
- **Run Out:** The area immediately after the finish Line in which the dragon boats coast to a stop after crossing the line. Note in most cases this Run Out is extremely limited. Crews must make all attempts to stop the boat quickly after crossing the finish Line and avoid collisions with Dragon Boats coming up from behind. i.e. STOP IT QUICKLY AND KEEP A STRAIGHT LINE.
- **Dock Approach Area:** The waters immediately surrounding the various berths and docking stations.
- **Warm Up Area:** A designated portion of the watercourse in which crews can do a short warm up paddle. This area will be from the Staging Area to the Race Start Line. Teams are to proceed only with permission of the Referee.
- **Staging Area:** A position on the water adjacent to the entrance, where all boats must converge to await call up to the start line.

- **Out-of-Bounds Areas:** All other waters in which dragon boats are not permitted to traverse during the Competition.

2. Daily Program of Competition and Last Minute Changes

- The times of the first race of the day are generally as follows, but are subject to change;
 1. Day 1, commence between 8:00 am to 9:00 am
 2. Day 2 (if applicable), commence between 8:00 am to 9:00 am
- The Race Officials reserve the right to call meetings of Team Officials to emphasize procedures, go over any program adjustments or resolve any last minute concerns.
- Teams should plan to be on site at least one hour before their scheduled time to race; there are a number of stages, which Teams must pass through in order to be properly prepared for a successful race, and they are spelled out.
- Should it be necessary to alter the schedule, a notification procedure will be established. It is the responsibility of the Team Manager to be alert for any last minute changes to the race schedule and to know when his or her Team is next scheduled to report to the Check In point and expected to race.

3. Good Sportsmanship

- If, in the opinion of the Referee, a boat is deliberately swamped or capsized, the Race Officials reserve the right to disqualify the crew from any official standing and may disqualify the offending Team from further participation in the Festival/Event. If the crew deliberately damages a boat or its equipment, the Festival/Event reserves the right to impose a financial and/or disciplinary penalty.
- Participants are at all times to practice the principles of good sportsmanship. Any crew or competitor who attempts to win a race by other than honorable means, or who deliberately breaks the rules, or who disregards the honorable nature of the rules shall face disqualification of the whole Team from the competition.

4. Festival House Rules

- Teams are not permitted to sell Tshirts or other items on or near the Festival.

- The Festival/Event, its staff and volunteers will not be responsible for lost or stolen articles left in any area of the site.
- Teams are strongly encouraged to have a Team first aid kit made up and available, with such supplies as BandAids, treatment for blisters and other common paddling ailments, sunscreen and sunburn lotions, etc.
- Please report any vendors or persons claiming to be affiliated with the Festival/Event and authorized to sell products, services, plans or other solicitations. For example;
 - Individuals who claim to be authorized to take videos of Teams racing in order to sell to Team members. Solicitation and other unauthorized activity is not permitted at the Festival/Event.
- Crew members, particularly, Drummers and Steerers must be aware that they have responsibilities for the safe control of their dragon boat and SHOULD NEVER HEAD OUT ON THE WATER IF THEY ARE IN ANY WAY IMPAIRED BY SPIRITS, DRUGS, OR OTHER SUBSTANCES that adversely affect and impair their perception, judgment, balance, reaction time, hearing and vision. It is the responsibility of the Team Captain, the Team Manager and the Steerer to ensure that no persons board the dragon who are unfit for their duties and responsibilities.

5. Rule Amendments

- The Festival/Event reserves the right to amend the rules at its discretion and without notice.