



Arizona Dragon Boat Festival

RACE RULES and REGULATIONS

The following are the Race Rules and Regulations for the Arizona Dragon Boat Festival.

All Rules and Regulations are based on (a) the International Dragon Boat Federation Members Handbook (2nd Edition, 1/1/1997) and (b) local rules and regulations that apply to the Arizona Dragon Boat festival.

All rules are to be read and understood by all teams prior to taking part in the Arizona Dragon Boat Festival.

A. Team and Paddlers Details:

For all races, including all distances:

1. A *minimum* race crew consists of sixteen (16) paddlers, one (1) drummer and one (1) steersperson.
2. A *maximum* race crew consists of twenty (20) paddlers, one (1) drummer and one (1) steersperson.
3. All mixed crews must have a minimum of eight (8) female paddlers and (8) male paddlers. This includes Corporate, Collegiate and any mixed division except for Open and Masters.
4. All Open race crews may contain any amount of male or female crew members.
5. All Masters race crews must have a minimum of eight (8) female paddlers.
6. All Female divisions may race with male drummers or steers, but with no male paddlers.
7. All 250m and 1000m race crews must have a minimum of eight (8) female paddlers
8. Only crew members on a registered team roster will be allowed to paddle with that team.
9. No paddler may paddle with more than one team in the same division.
10. Teams with paddlers on more than one roster must let the festival organizers know of possible race scheduling conflicts prior to the day of the race. Festival organizers cannot guarantee that there will be no conflicts in the schedule, especially during finals. Races will not be rescheduled or placed on hold due to conflicts.
11. All team members must sign the event waiver/roster form prior to entering a boat (including practices).

B. Finish Line/Timing Tent

1. No paddler or team representative may approach the timing tent. This area of the race site is out of bounds to all race attendees. Any paddler or team representative that approaches the tent may face disciplinary action.

C. Meetings

1. Captains, Coaches and Steers are expected to attend all Team Meetings held during the race weekend.

D. Race Equipment:

1. All boats and equipment for use in racing by teams (i.e. paddles, drums, PFDs) are to be approved and/or provided by the Race Committee; no additional equipment will be authorized for use other than adaptive devices required to facilitate participation by



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- disabled paddlers, provided such adaptive devices have received the approval of the Race Committee prior to the Race Weekend.
2. Paddlers are not permitted to alter the supplied festival paddles in any way, including, but not limited to applying sticky or waxy substances to the shaft or taping the hand gripping surface.
 3. All boats, paddles, drums, PFDs or any other equipment used during the practice sessions or races must be returned to the AZDBF intact and in full; replacement costs or repairs of such equipment will be charged to the responsible team should negligence be determined by the AZDBF.
 4. All festival supplied paddles and PFDs must be returned to the marshalling area immediately following each race.
 5. All paddles must meet IDBF specifications. Race Officials reserve the right to disqualify any paddle.
 6. Paddlers may provide their own PFDs as long as they are US Coast Guard approved Class III or greater. Inflatable PFDs are prohibited.
 7. Signaling devices including radio communications or other electronic items are prohibited from use.
 8. Only the drum and drumsticks provided shall be used to signal the stroke rate. Whistles, rattles, air horns or any other noise making devices are prohibited.
 9. GPS units are prohibited from use.
 10. It is each team's responsibility to ensure that their dragon boat and its equipment are fully functional and water-worthy. Boats and equipment should be carefully checked before embarking. The race organizers will not be held responsible for any boat or equipment failure once the crew has embarked from the boat marshalling area. In the event of equipment failure within the first 50 meters of the start, the starter or umpire may call a re-start. The re-start will be at the sole discretion of the starter and/or umpire.
 11. Once a crew has loaded in a boat and has embarked from the boat marshalling area there will be no changes to crew members or seating assignments unless expressly agreed to by the Chief Boat Marshall.

E. Starting:

1. Boats must listen to the Chief Starter and follow instructions clearly when lining up for the start.
2. Starters instructions will include but are not limited to procedures for boats to 'Hold', 'Back up', and 'One minute to start' while boats are lining up for the start.
3. Once the Chief Starting Official determines that the boats are lined up evenly (at his/her sole discretion) in the designated starting area they will signify the race is about to start by indicating "We have alignment! Paddlers are you ready?" If the crew is NOT READY then the drummer must immediately raise a hand above head height to indicate the situation.
4. A warning signal of "Attention Please!" will cue all paddlers of every competing boat to prepare for the start. All movement of paddles in the water must stop. If movement of paddles in the water is observed by the Starter or Course Umpire the Chief Official may issue a time penalty for jumping the start.



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5. The Starter will sound the start signal between 0 and 5 seconds after the warning signal.
6. Drummers may not drum during Start procedures.
7. It is the drummer's responsibility to listen for the false start signal and instruct the team to stop. Drummers must stop drumming if the Starter calls a False Start.
8. False Starts will be signaled by three sound signals after the start signal. If a false start is signaled all boats must immediately return to the start line and the race will be restarted. Any crew that fails to return to the start line after the false start signal is given may be excluded from the race or receive up to a 30 second time penalty at the Starters discretion. The team responsible for the false start will be warned. A second offense by the same team may result in a time penalty of up to 30 seconds.

F. Race Details:

1. Teams will be assigned lanes by number, and must line up and stay within these lanes during the start, race and finish.
2. A team will not be considered to finish unless all crew members who started the race are present in the boat when it crosses the finish line.
3. Standard races are 500 meters in length, unless otherwise stipulated.
4. All teams must complete all assigned race heats to be eligible for Awards.
5. Once the boat has cleared the starting area which is deemed to be 50 meters from the start line, drummers must actively beat the drum throughout the entire race. The drum must be clearly seen to be struck with a drum stick on the top or side at short regular intervals.
6. In respect of the Opening Ceremony there will be no drumming during the Opening Ceremony

G. Right of Way Rules:

1. All boats must stay in their designated lane
2. A boat changing lanes during a heat may not pass in front of any team on the course. A penalty or disqualification will be assessed at the time of race completion.
3. All boats must avoid other boats
4. Any contact between boats may result in penalty or disqualification.
5. All boats must attempt to avoid contact at all times on the water.
6. A boat which is not competing must keep clear of all boats which are competing.
7. When heading to the start of the race, boats must stop to prevent wakes when any race is in progress.
8. A boat heading to the start line must not cross in front of the Chief Starter while boats are being aligned for the start of a race.

H. Finishing:

1. Buoys on the finish line indicate the position of the finishing line, but not necessarily the official line.
2. For the Finish Line Officials to stop the clock, the Dragon's nose must cross the finish line.



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3. When your boat crosses the finish line, stay in your lane, wait for the final boat in the race to cross the finish line, check for clearance, then turn towards shore and head back to docks as quickly and safely as possible.

I. Safety

1. Crew members that are inebriated or under the influence of any drugs or drink will be disqualified from racing. The Organizing Committee has the sole discretion to deny any racer from entering a boat who they feel has been drinking or using banned substances.
2. All Life Vests must be fully zipped up and properly buckled from the time the paddler enters the marshalling area to when the paddler leaves it; these life jackets must be kept on until all team members have returned to the marshalling area after their race heat.

J. Disqualifications and Penalties

1. Any Team determined to have broken a rule, as defined in these *Rules and Regulations*, or any team not complying with safety protocols may receive a time penalty or disqualification, depending on the seriousness of incident.
2. Any alteration to festival equipment may result in a penalty to be assessed by race officials.
3. Any switching positions or teams, standing, rocking or leaving the boat once the boat has left the dock may result in a penalty.
4. The Chief Race Official shall be responsible for implementing the Disciplinary Code and additionally may penalize any crew or competitor who behaves improperly or shows contempt by bad conduct or speech towards the Race Officials or any other persons, including on-lookers.
5. All roster changes on the day of the event must be approved by the Festival Team Coordinator.
6. Disqualified teams will not be allowed to compete further in that division.

K. Appeals:

1. Appeals must be made by the team Captain or Manager only.
2. All protests must be made in writing to the Chief Referee within 15 minutes of the conclusion of the race heat in which the dispute is being made or in which the penalty was assessed.
3. Protest forms can be picked up and turned in at the Volunteers tent.
4. The Chief Referee will investigate the written appeal and discuss appeal with Race officials who will make the final ruling.
5. The ruling of the Chief Referee is final and without appeal.

L. Adjustments

Adjustments to the race course, race times, race schedule and cancellation of race heats may occur due to any number of circumstances including weather, daylight, water conditions, safety, etc. These adjustments are a part of the event and are at the sole discretion of the Race Officials and are final, without appeal and without refund.