

## Misunderstood Rules and Regulations 2016

Note: The Rio Tinto Alcan Dragon Boat Festival has changed its name to the Concord Pacific Vancouver Dragon Boat Festival (CPVDBF).

### Regatta Team Composition/Roster

- The Team Composition/Roster Rules are relaxed for the Regatta to give teams the chance to race with all of their practice roster
  - A Crew may have up to 30 Crew Members on their roster including Drummer and Steersperson
  - A Crew may paddle with 14-16 paddlers in the Regatta
  - If a team doesn't have a Drummer or Steersperson for the Regatta, they can use another Drummer or Steersperson from another team

### Team Composition/Roster for DZ Regattas and CPVDBF

- Paddlers and drummers can only be on one Mixed Division Team roster (Open and Women's Divisions excluded)
- A Steersperson may steer for more than one Mixed Division Team and only paddle for one Mixed Division Team (they cannot drum). They must be registered as a paddler on the Mixed Division Team roster. However, if there is a scheduling conflict, a team is required to provide an alternate Steersperson or risk the chance of not racing.
- An adult team (19 years or older) may not have a Junior on board
- For Junior Division Teams, the Drummer *and Steersperson* must also meet the junior age criteria, 12 to 18 years of age **-NEW for 2016**
- A Composite Women's Team is a team composed of female paddlers from two Mixed Division teams that are registered in the CPVDBF.

### Gender Composition Basics - **-NEW for 2016**

- **All Mixed Crews** (Junior, U24, Adult, Senior)
  - Standard boat crew (20 paddlers)
    - A minimum of 10 female paddlers
    - A maximum of 10 male paddlers
    - **Note:** the DBC gender rule has been modified for our events to allow for more female paddlers on a Mixed team
  - Small boat crew (10 paddlers)
    - A minimum of 4 and a maximum of 6 of each gender
- **Women's Crews** (Junior, U24, Adult, Senior)
  - Paddlers, drummer must all be women
  - Steersperson can be male
    - **Note:** As of 2017, all crew members must be female
- **Open Crews**
  - No restrictions

## Age Category Divisions

- **Adult Boat Crew**
  - Manager and all crew members must be 19 years of age or older
  
- **Junior Boat Crew**
  - Manager must be 19 years of age or older.
  - All Racers must be under the age of 19 but at least 12 years of age as of June 1st in a given year and must be currently enrolled in a Secondary school
  - Racers below the age of 19 will require their parent or guardian's consent in order to participate and compete
  - Individuals, who have graduated from high school but have not reached the age of 19 by the Festival date, may join a Junior Team.
  - Individuals who are 19 years or older are to join U24 or Adult crews
  - **Note:** Racers may participate only on one of the following two divisions - Junior or Under 24 Mixed
  
- **Under 24 Mixed Crew**
  - Manager must be 19 years of age or older
  - All Racers must be aged 12 to 23 on June 1<sup>st</sup> in a given year
  - Up to 2 Racers in a standard boat competition and 1 in a small boat competition may be aged over 23 but under 26 as of June 1<sup>st</sup> in a given year
  - Crewmembers below the age of 19 will require their parent or guardian's consent in order to participate and compete
  
  - **Note:** Racers may participate only on one of the following two divisions - Junior or Under 24 Mixed
  
- **Senior Divisions**
  - Paddlers must be of age on June 1<sup>st</sup> in a given year; DBC has dropped the age by one year for qualifying purposes, both for National Trails and Club Crew World Championships.
    - 39+ Senior A
    - 49+ Senior B
    - 59+ Senior C (Grand Dragon)
  
- **Senior Cup (Grand Dragon) Race**
  - The age is 59+
  - Proof of age will be required for this race

## Dragon Boat Canada Qualifying Events (odd years only)

- If the DZ Regatta or CPVDBF is considered a DBC qualifying event, then the Roster Rules must meet the DBC Rules for age criteria, gender composition and DBC roster deadlines

- All DBC qualifying crew rosters will be checked at the Crew Marshaling area and DBC photo identification must be provided along with the Crew team list

## **Race Format**

- **Adult Mixed Division**

- All teams race 4 heats:
  - 2 heats on Saturday
  - 1 semi and 1 final on Sunday
- All heats have 7-8 boats
- Championships Finals apply for Competitive A, B, Recreational A, B, C, D, E Divisions
- Consolation Finals apply for Recreational Divisions
- Total number of divisions will depend on number of Registered teams

- **Women's Division**

- All teams race 4 heats:
  - 2 heats on Saturday
  - 1 semi and 1 final on Sunday
- All races have 8 boats
- Space limited to 40 teams, 5 Divisions (8 crews per division)
- Guts & Glory 2k Race will take place on Saturday, last race of the day
  - The top 14 teams from their race results on Saturday will qualify
  - Your team must be comprised of racers from your racing roster
  - If you give up your spot in the 2k race, the next team in line with their racing roster will get the next available spot

- **Junior Division**

- All teams race 4 heats:
  - 2 heats on Saturday
  - 1 semi and 1 final on Sunday
- All races have up to 9 boats
- All finals will be Championship Finals
- Space limited to 40 teams, 5 divisions (8 crews per division)
- If less than 36 teams, 4 divisions (8-9 crews per division)

- **Open Division**

- All teams race 2 heats with a maximum of 8-9 boats per race
- Space limited to 16-18 teams
- 1<sup>st</sup> to 4<sup>th</sup> go to Championship Final; 5<sup>th</sup> to 8<sup>th</sup> go to Consolation Final

## **Guts & Glory 2000m Race**

- **Women's**

- Last race of the day on Saturday
- The top 14 teams from their race results on Saturday will qualify
- Your team must be comprised of racers from your racing roster

- If you give up your spot in the 2k race, the next team in line with their racing roster will get the next available spot
- **Adult Mixed**
  - Last race of the day on Sunday
  - Top 16-18 teams from Competitive A, B, Recreational A Championship Finals
  - Your team must be comprised of racers from your racing roster
  - If you give up your spot in the 2k race, the next team in line with their racing roster will get the next available spot

## Race Documents

- **Adult Waivers**
  - An *online* waiver is required to participate in CPVDBF and DZ Regattas.
  - Waivers must be signed online by the Friday of the festival/regatta weekend.
    - **Note:** If a crew member is unable to sign the online waiver, then the crew member can sign the printed roster and see the Race Registrar.
  - Paper copies of the roster *must* be handed into the Race Registrar no later than 1 hour before a team's first scheduled race.
- **Junior Waivers**
  - A *paper* waiver is required to participate in CPVDBF and DZ Regattas.
  - Waivers *must* be submitted into the DragonZone office before the Friday of the festival/regatta weekend along with the team roster
- Please see instructions on our [website](#).

## Race Schedules

Race schedules are available approximately one week prior to each event.

## Race Rules

Race rules can be found under "Official Rules & Regulations" [here](#).

## Equipment

- Competitors in CIDBF events shall be permitted to use their own paddles provided that they conform to the IDBF PS202a Racing Paddle specification
- Crews are advised to carry 2 spare paddles in each boat
- Friction tape and wax may be used *on your own personal paddles only*
- Competitors in CIDBF events shall be permitted to use their own PFDs provided that they are approved by the Department of Transport (DOT), Canadian Coast Guard (CCG) or Department of Fisheries and Oceans (DFO).

- *Manual inflating or auto inflating life jackets are not allowed.*
- U.S. citizens may also use U.S. Coast Guard approved PFDs, but not “manual inflating or auto inflating life jackets”.
- All personally owned PFDs may be checked by the Race Officials at any time to ensure that they meet the approved specifications
- Seat pads made of foam or other materials are allowed up to 15mm or 9/16 inch thickness and the width of the seat
- Foot braces/blocks will be allowed for paddlers who have difficulty reaching the fixed foot braces in the dragon boat
- Water bottles are allowed on the boat
- Whistles, air horns or any other noise making devices are prohibited from use. Any team shall not use signaling devices including radio communications or other electronic items
- GPS and stopwatches will be allowed on the boat *but cannot be used to set the rate or speed of the boat during the race, they are only to be used for your team’s post race information*
- Cox Box speaker system will be allowed to be used by Drummer & Steersperson on the boat

### **Race Course**

- All races to be 500 meters distance unless specified
- Lanes will be numbered 1 to 8 with lane 1 closest to the South shore (Finish Line tent)
- The Start Line marker buoys and the Finish Line marker buoys are only an indication of the Start Line and the Finish Line and NOT the actual Start Line or the actual Finish Line
- The race runs West to East, with the Start Line near the Cambie Street Bridge and the Finish Line near Science World

### **The Start**

- The Officials will signal the crews to line-up in their respective lanes in the boat staging area before the start of the race; the race will start without your team if you choose to ignore line-up instructions
- 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)
- 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 to occur at the Starter’s discretion.
  - **Note:** this is a deviation from the IDBF Rules. Crews racing internationally should make themselves aware of the IDBF process. See the IDBF document Rules & Regulations R6.6
- The start commands will be:
  - “WE HAVE ALIGNMENT” (*optional command*)

- “ARE YOU READY”
- “ATTENTION” (*Drummer cannot raise their hand after “Attention”*)
- Starting signal or air horn blast (from 1-5 seconds after “Attention”)

### **Race Conduct**

- Proper Course
  - Any boat failing to keep its proper course (down the middle of its marked Racing Lane) or heading off course will be warned by the Race Referee and must comply immediately with the Race Referee’s orders to take corrective action
  - Two (2) warnings will be given by the Race Referee to correct your boat, if you do not take corrective action after two (2) warnings, a third (3rd) command will be given to “stop paddling” and your boat may be disqualified.

### **Re-Race Rules**

- At the Official’s discretion, a re-race may be ordered when:
  - There is a false start called by the Starter, or
  - There is clearly a collision within the first 50 meters of the race, or
  - There is an equipment breakage, other than paddle, within the first 50 meters of the race (steering arm, drum, head etc.)
- **Note:** *There are absolutely no grounds for re-races once all boats have passed the 50 meter mark, except one that is initiated by the Chief Official under extraordinary circumstances.*

### **Steering Accreditation (local teams only)**

- To raise the level of safety, prevent injuries due to collisions and damage to the dragon boats and equipment, the Festival and FCRC have introduced a Steering Accreditation Clinic and Steering Accreditation Manual
- Every team must have their steersperson take this clinic. It is recommended that each team have more than 1 person from their team take this clinic
- Every steersperson who takes this clinic will be considered accredited and they will be the only people allowed to steer in the DZ Regattas and CPVDBF
- In the situation that your carded steersperson is not available, your team may request a steersperson for the DZ Regattas or the VDBF on the day of the event, at the registration tent. This is for emergency purposes only!
- If your steersperson has attended and passed the Steering Accreditation Clinic in the past 5 years, they do not have to take the Steering Accreditation Clinic again unless otherwise notified by the Race Registrar.

### **Protests**

- A protest must be lodged by the Team Captain to the Race Registrar prior to your team leaving the race staging area. Otherwise, the offence cannot be verified.
- A team may protest:
  - Illegal equipment used by another team

- A crew not complying with the roster/gender rule
- Wash riding by another Crew (s)
- Collision initiated by another team(s) during the race
- A team may NOT protest:
  - Boat/lane assignment
  - Interference from another boat that did not result in a collision *unless there are circumstances where a boat had to deviate or stop to avoid a collision*

## **Penalties**

At the Official's discretion, a minimum 1 to 10-second penalty or team disqualification may be imposed for the following infractions; this time penalty can be applied to your following race:

- Verbal/physical abuse to any Official/Volunteer
- Crew does not comply with the Official Team Roster or Gender composition
- False starting
- Failing to keep proper course and or wash riding
- Crew does not follow Race Official's instructions to change course, resulting in impeding another crew or resulting in a collision with another crew
- The use of unofficial equipment

## **CIDBFS 2000 Meter Race Rules Summary**

- *Team Rosters for the 2000 Meter Guts & Glory Race must be the same roster as submitted to the Race Registrar, no substitutions allowed. Winning teams rosters will be checked.*
- If a team does not want to race in the 2000 Meter Guts & Glory Race, then their spot will be offered to the next crew in line
- Crews will race 2000m on the 500m course with 3 turns and/or the 300m course with 5 turns
- Crews will race counter clockwise, starting at the Finish Line facing West
- 16-18 teams will race, 8 from Competitive A Final, 8 from Competitive B Final, 2 teams from Recreational A Final
- Recreational A and Competitive B teams will start in the first group in BUK boats
- Competitive A teams will start in the second group in BUK boats
- Teams will start at 10 second intervals according to their 500m final times, seeded slowest to fastest
- Teams will load in BUK's and will form up in the area in front of the Dragon Zone docks
- The Starter will be on the Race Official boat on the water at the Start Line (Finish Line) or be stationed on land at the Start Line (500m East Finish Line tent) and will use an air horn for the 10 second interval starts
- Drummer and paddlers must remain seated at all times. Steersperson must be standing at all times
- Wash riding is allowed but the clear water 2m rule must be observed

- When a boat is overtaking another boat in a race, it is the duty of the overtaking boat to give clear water (2m) to the boat it is overtaking. Similarly, the boat being overtaken is not allowed to alter its course to impede the overtaking boat or boats. Failure to provide right of way will result in a 20 second penalty.
- A boat can overtake another boat on either side as long as the overtaking boat maintains 2m clear water from the boat being overtaken, no boat contact will be tolerated and immediate disqualification of the negligent crew may result if there is boat contact.
- Overtaking in a turn: if a boat covers another boat at the 30m buoy/flag, that is, any part of the overtaking boat shadows the boat ahead with any part of the overtaking boat, that boat will have the right of way through the turn.
  - *If a boat has the right of way but takes a wide turn, they will forfeit their right of way*
- When two crews are negotiating a turn together, that is the crews are adjacent to each other, it is the responsibility of both crews, even the inside crew when in an overtaking position, to avoid making contact with the other crew but especially when the boats are coming out of the turn. When exiting a turn, the inside boat, whether overtaking by virtue of holding the 'inside racing line' or not, must not Steer in a manner that is likely to cause a collision with another boat.
- *When more than two crews are making a turn*, at the same Turning Point, then 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; to follow the line of the turning point buoys in safety, that is, at least 2m clear water between the paddles in adjacent boats must be maintained around the turn. A crew on an inside line must not make difficulties for a crew holding an outside line by, for example, steering wide around the Turning Point. If in the opinion of the Race Referee, a crew has not attempted to steer in a safe manner around a turn, then Time Penalties may be awarded against the offending crew(s).
- It is forbidden to purposely slow down or obstruct a fellow competitor. A 20 second penalty may be awarded for actions of this nature or the team disqualified.
- Safety shall be the single most important guiding principle when racing the 2000m. All steerspersons are to avoid contact and collisions at all costs, even if the fault lies with the other crew. Failure to do so may result in the *immediate disqualification* of the negligent crew.
- A crew missing a buoy on the turn will be assessed a 5 second time penalty and if done consistently (that is, more than twice) may be disqualified
- When a crew has completed its final turn and is in the last 500m/300m straight of the race, it may cross into the main Racing Course and take any Racing Line down the last 500m/300m as long as there is no oncoming boats that are still racing up the course. Overtaking on either side of another boat is permitted during the last 500m/300m provided that clear water is given to any other boat on the Racing Course.
- The crew has finished the race when the foremost part of the boat crosses the line, with the same number of crewmembers as started the race.



## **2k Race Protests**

- If there are multiple protests occurring from the 2k race, we may not release the *Official results* of the race till the next day
- If the protest results in changes to the top 3 results, all the impacted teams will be notified of the Protest and should be in attendance when there is a Protest and when the Protest decision is rendered

## **Team Hosting Help**

Make the paddlers from other cities and countries welcome by hosting them during their visit! Visiting teams wishing to be hosted by a local team and local teams wishing to host a visiting team should contact the Race Registrar. Hosting a team can involve as little as ensuring your team tents are together in Racer's Village, answering questions about the Festival, city, restaurants, clubs, shopping, etc. to hosting them in your homes and organizing a team meal together.