

# COMMUNITY GAMES & SINGAPORE NATIONAL GAMES 2012

## DRAGON BOAT

### TECHNICAL RULES & REGULATIONS

(as at 24 November 2011)

#### 1. Rules

- 1.1 The tournament shall be administered in accordance with the rules and regulations of the Community Games & Singapore Games 2012.
- 1.2 The tournament shall be conducted in accordance with the rules and regulations of the International Dragon Boat Federation (IDBF, <http://www.idbf.org>) and Singapore Dragon Boat Association (SDBA, <http://www.sdba.org.sg>).

#### 2. Eligibility

- 2.1 All participants shall be Singapore Citizens, Singapore Permanent Residents (PRs) with Singapore Blue Identity Card, or non-Singapore Citizens residing in Singapore with valid passes.
- 2.2 Participants are allowed to represent only one Cluster and they must reside in that Cluster. The validity of the participant's residential eligibility is at the point of registration. Please refer to Annex of the General Rules and Regulations for the listing of Clusters.
- 2.3 If a participant were to register for more than one sport, the first confirmed address shall be used throughout the games.
- 2.4 The checking for Cluster boundaries is available on the web at <http://pa-online.pa.gov.sg/NASApp/sim/AdvancedSearch.jsp>

##### Non-Singapore Citizens

- 2.5 Registration of non-Singapore citizens (including PRs) for each team is up to 2.

##### National Athletics

- 2.6 Registration of National athletics for each team is up to 2.

#### 3 Team Composition

- 3.3 The table below is the list of events and age eligibility for this sport.

List of Events	Team Size		Age	Races	Estates
	Min	Max			
a) Men's Open	10	14	<b>a) &amp; b) ≥14 years old:</b> 10 to 14	For d) 7 Chinese and 3 Non- Chinese	For d) at least 1 HDB and 1 non- HDB
b) Women's Open					
c) Men's Master					
d) Mixed Team (4 Women & 6 Men or Up to 6 Women)			<b>d) 14 to 20 yrs old:</b> 2 to 3 pax <b>21 to 40 yrs old:</b> 2 to 3 pax <b>41 to 49 yrs old:</b> 2 to 3 pax <b>≥50 yrs old:</b> 2 to 3 pax any age from 14 yrs onwards: 2 pax		

### 3.4 Crew Numbers

- a) **12-Crew Racing Boat (DB12)**  
The crew shall consist of ten (10) paddlers plus one (1) Drummer plus one (1) Steersman/Coxswain, for a maximum of 12 paddlers in a Crew. The minimum number of paddlers allowed to race in the DB12 is eight (8) paddlers.
- b) **Mixed Team (DB12)**  
Crews must contain a minimum of four (4) and a maximum of six (6) female paddlers.

## 4 Format of Play

### 4.3 Embarking

When called forward to Boat Marshalling or the Embarking pontoons crews must embark in accordance with the instructions of the Boat Marshals, who will ensure that each crew is embarked in the boat allocated to them in the Racing Lane draw. (Crews using their own boats are responsible for providing their own Boat Numbers and for ensuring that they race with the correct Boat Number for the racing lane that was allocated to them in the Lane Draw).

### 4.4 Movement up the Course

After a crew has embarked, it must leave the boarding pontoon immediately and proceed directly to the start area. **Teams are required to stay away at least 5m away from the edge of the race course and to stop immediately when a race is in progress.** This is to ensure that no backwash interferes

with the ongoing race (this rule shall be known as the **Give Clear Water Rule**).

4.5 Teams that infringe Rule 11.6 (Give Clear Water Rule) will be issued a Final Warning with subsequent infringements carrying a time penalty of 1 second added to the time returned by that particular Team in their event.

#### 4.6 Changes to Crew Numbers

Once a crew has loaded in a boat and left the boarding pontoon, changes of crew members or additions to the number of racers in the boat, will not be permitted unless expressly agreed to by the Chief Boat Marshal, before the boat leaves the pontoon. Such changes shall be by exception and do not include the change over or addition of racers due to lateness or unexplained absence. Any such decisions must be notified immediately to the Chief Official by the Chief Boat Marshal. A Team that contravenes this rule will risk a disqualification by the Chief Boat Marshall.

#### 4.7 Starts and Starting Procedures

##### 4.7.1 Start Area

It is the boat captain's responsibility to make sure that each crew member is familiar with the starting procedures. All crews shall assemble behind the Start Line, or in especially designated start area, at least five (5) minutes before their Start Time. No later than two (2) minutes before the actual Start Time the crews will be called forward and placed into Racing Lanes by the Starter or Aligner, in accordance with the published Lane Draw.

##### 4.7.2 Racing Lane

A crew must race in the lane allocated to its boat. In the event that only one boat remains at the start of a scheduled race, that crew will be required to paddle the course to register a qualifying time for participation in subsequent rounds.

##### 4.7.3 Starting Position

The position of the Dragon Boats on the Start Line shall be that the foremost part of the competing boats (which may include the Dragons Heads) shall be aligned. When races start from a pontoon or dock, Aligners Assistants shall hold the sterns of the boats. Alternatively each Helmsman shall hold a rope attached to the starting position. (In an IDBF sanctioned Race, when a hold start is not possible, then a free start may be permitted).

#### 4.7.4 Aligning

The Aligners Assistants will alter the position of the Dragon Boats in accordance with the Starters or Aligners instructions, by physically moving the boats or by adjusting the length of rope available to the Helmsman. *A Crew may assist in this Aligning by moving the boat using their paddles to position the boat on the Start Line. However, once the Starter has alerted the crews (see 12.6) then all movement of paddles in the water must stop.*

#### 4.7.5 Movement of a crews paddles

If movement of a crew's paddle in or on the water is then observed, by the Starter or a Course Umpire, the Chief Official shall give a Time Penalty, as for Jumping the Start. (All Teams are instructed not to paddle or adjust strokes after the command "**ATTENTION**" is given. Teams that infringe this Rule will be penalized with a 3-second time penalty).

### 4.8 Finishes

#### 4.8.1 Crossing the Finish Line

A boat has finished the race when the foremost part of the boat crosses the Finish Line with the same number of Racers in it as started the race. (The Dragons Head, when in position, forms part of the boat).

#### 4.8.2 Dead Heats

The front portion of each boats bow will be clearly marked to assist the Judges in determining the finish order. If two (2) or more boats reach the Finish Line at the same time they shall get the same classification. In the event of a dead heat for a place which determines advancement to the next round, the crews concerned may be required to race-off - but only if there are insufficient lanes on the racing course to allow the dead-heated crews to race again in the next round.

#### 4.8.3 Disembarking

Once a crew has finished a race it must return immediately to the Boat Marshalling area and disembark. A crew is not released from the directions of the marshalling Officials until all members of the crew have left the Crew Assembly Area.

### 4.9 Restrictions:

4.9.1 Only those competitors entered on the Entry Form and shown on the Crew List will be permitted to race in an SDBA event.

4.9.2 No male may participate in a Women's Class event

4.9.3 The steersman/helm and drummer are not permitted to paddle nor assist to propel the dragon boat in any way or by any other means

during the Race. The Course Umpire may impose a time penalty of up to 3 seconds (depending on race distance) on Teams that contravene this rule.

- 4.9.4 The Drummer, once the boat has cleared the Starting Area, which is deemed to be 50 metres from the Start Line, must actively beat the Drum throughout the race. Failure to do so will result in disciplinary action. The Course Umpire may impose a time penalty of up to 3 seconds (depending on race distance) against the crew concerned.
- 4.9.5 The Steerspersons/Helms shall be SDBA Basic Helm Certified (minimum requirement). All SDBA Technical Certified Coaches (Level 1 or higher) are qualified as Race Helms. The SDBA Recreational Instructors (which are required to be supervised by an SDBA Technical Coach) are the exception.

#### 4.10 Qualification

- 4.10.1 Qualification to the next level will first be determined by the position the team returned in their particular race as described in the race progression for the category the team is racing in.
- 4.10.2 In the event of a dead heat for a place which determines advancement to the next round, the crews concerned may be required to race-off - but only if there are insufficient lanes on the racing course to allow the dead-heated crews to race again in the next round.

#### 4.11 Allocation of Racing Lanes

- 4.11.1 Allocation of lanes for all Heats will be decided by a draw conducted at the Team Manager's Briefing.
- 4.11.2 In the subsequent stages of the competition (e.g. repecharges, semi-finals, etc.) allocation of racing lanes will be done by placing the fastest team in Lane Three in a 6 Racing Lanes format (example in box below).
- 4.11.3 Teams with identical qualifying times for the next round and vying for the same racing lane, shall be determined by a coin-toss by the Race Judge to identify which team gets the preferred racing lane. The losing coin-toss will be allocated the next lane accordingly as shown in box below.

Example: 6 Racing Lanes Course

<b>TIME RETURNED</b>	<b>LANE</b>
Fastest Time	THREE
2nd fastest time	FOUR
3rd fastest time	TWO

4th fastest time	FIVE
5th fastest time	ONE
6th fastest time	SIX

## 5 Disqualification

5.3 The Disciplinary Code that follows is intended for use at IDBF sanctioned events and covers the following areas of misconduct:-

- 5.3.1 Failure by crews to comply with the instructions of race officials.
- 5.3.2 Verbal abuse between competitors and between competitors and officials.
- 5.3.3 Conduct by competitors, team officials and race officials likely to bring the sport into disrepute, such as improper behaviour and abusive criticism.
- 5.3.4 Threat of physical violence or actual physical violence by competitors, team officials or race officials.

### 5.4 Time Penalties

- 5.4.1 Time Penalties of between 1-5 seconds, added to a crew's actual time in a race, may be awarded by the Chief Official against crews.
- 5.4.2 Before Time Penalties can be awarded a crew must be warned that an offence has occurred and be given the opportunity to respond. In the event that a crew does not respond to the 1st warning, then the Team Manager must be told by the Race Official concerned, that a 2nd warning has been given and that a report will be made to the Chief Official. The Chief Official is not compelled to award Time Penalties but must inform the Team Manager of the crew concerned that any further instances of misconduct will result in disciplinary action being taken against them.

### Official Warnings

5.5 Warnings may be verbal or through the use of a Black Flag (or Dark Blue Flag if a Black Flag is not available). When a Flag is used then the procedure will be as follows:

- 5.5.1 **WARNING 1.** When an offence has occurred a Black Flag will be raised by the Official and the offence notified to the crew. The Black Flag will then be lowered. If the crew does not respond within a short time then the 2nd warning will be given.
- 5.5.2 **WARNING 2.** The Black Flag will be raised again and stay raise until the Crew Captain has acknowledged the offence. The Race

Official will then report the offence to the Chief Official. (Boat Marshals will report to the Chief Marshal).

When a Time Penalty has been awarded by the Chief Official the initials TP will be shown against the time shown for the crew concerned on the Results Sheet and on any scoreboard used at the regatta site. There is no appeal against Time Penalties.

**Teams that have been awarded “Final Warning” status for the respective event being called at anywhere within the boundaries of the racing environment by the Chief Official, Chief Race Umpire, Chief Race Marshall, Chief Boat Marshall or Starter risked getting disqualified (DQ) if they deliberately cause a second similar violation.**

## 6 Equipment and Attire

6.3 Competitors shall compete in their own crew or club colours.

### Dragon Boats

6.4 All dragon boats and equipment used by competitors shall be provided by the Organisers. No modifications or addition to the dragon boat or to the equipment in the dragon boat may be made. The allocation of dragon boats shall be the sole discretion of the Organisers.

6.4.1 The Organisers will not be responsible for any failure of the equipment during the race and each team is advised to carefully check the dragon boat and rudder allocated before leaving the Boat Marshalling Area.

6.4.2 IDBF-standard DB22 and DB12 racing dragon boat will each be equipped with 1 rudder, 1 drum, 1 drummer seat, 1 dragon head, 1 dragon tail and 2 bailers.

### Life Vest

6.5 ALL Teams are required to wear life-vests/jackets) and provide their own IDBF approved paddles. The wearing of this device is mandatory and non-negotiable. Failure to comply will result in a disqualification for the Team.

### Paddles

6.6 Competitors in SDBA racing events shall be permitted to use their own paddles provided that they conform to the IDBF Racing Paddle specification, or a specific specification laid down by the SDBA Management Committee for a particular racing event.

6.6.1 **Competitors** found to be using paddles that do not conform to the published paddle regulations for a particular SDBA competition

will be warned accordingly and if the warning is ignored they will **face disqualification** from the competition concerned.

- 6.6.2 **Paddle Breakage/Equipment Failure.** Crews are advised to carry two (2) spare paddles, of the approved design for the event, in each Dragon Boat they use during the competition. These may only be used in the event that a paddle breaks during a race but it does not qualify for a restart. If any other equipment failure happens within fifty (50) metres of the Start Line, the Starter or Umpires will call a re-start.

## 6.7 Additional Equipment

Generally additional equipment designed to enhance the performance of the boat or a crew member shall not be permitted in SDBA events. The exception to this are onboard communications systems that operate purely between crew members and seat cushions for individual paddlers, provided that they are made of a soft material, such as sponge or foam, which does not effectively raise the height of a seat or seats in a boat – *see (CR) 5.5*. The Chief Official shall decide on additional and miscellaneous equipment not specifically covered by these Competition Regulations.

**Note:** It is not the intention of this Regulation to exclude equipment enhancements such as, strapping to a paddle to assist grip, Velcro fasteners for seat pads (see CR 5.5), sponges or boat bailers, foot pads for competitors comfort or other items that are not performance enhancing or a safety risk to members of the Crew.

## 6.8 Seat Pads

- 6.8.1 Dragon Boat Seat Pads (cushions) as described in Regulation 5.4 shall be made of a soft material, such as neoprene, of a maximum thickness of 15mm that will compress easily when squeezed between finger and thumb. The width of the seat pad shall approximate to the width of a paddling seat in the IDBF Standard International Racing Boat (12.5 cm) and the length should ideally, not exceed 33cm.

- 6.8.2 **Competitors** found to be using seat pads that do not conform to the published seat pads requirements for a particular SDBA competition will be warned accordingly and if the warning is ignored they will **face disqualification** from the competition concerned.

## 7 Reporting

Crews must report to the Crew Assembly Area and be ready to embark at the time stated in the Race Programme. This will normally be **20-30 minutes** before the race time. Crew identity checks may be carried out by Race Officials in the Crew Assembly Area and competitors must, if so checked, be able to produce the required competition identity card on request. Failure to do so may result in the disqualification of the competitor concerned from that competition class, at the Chief Officials discretion.

## 8 Tournament Jurisdiction

- 8.1 The Organisers reserve the right to interpret or amend the rules and regulations of the tournament at any time. Notifications of such changes will be posted on the tournament website. All participants are advised to visit the tournament website for any notices or updates to draws or fixtures.
  - 8.2 In the event of any dispute arising over any participant, the match shall be played under protest and the Organisers shall determine the matter on receipt of the protest.
  - 8.3 While reasonable precautions will be taken, the Organisers, their servants and agents will not be responsible or in any way liable for any death, disability, personal injury, loss of property or any other loss howsoever arising from any cause whatsoever at any time during the course of this tournament.
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