



DragonBoatSA

Policy and Procedures

Subject Race Rules & Regulations

Subject No: DBSA 004

Issue No: 4

Date of Issue: April 09

OUTCOME

Each Club member will:

1. Abide by the race rules and requirements of DBSA, whose decision in all matters relating thereto, and to the suitability and eligibility of participants is final and binding.
2. Abide by any change in race procedures, implemented only by the Chief Official after consultation with a quorum of the Race Committee members, which may be necessary from time to time.
3. Reimburse the DBSA for any wilful damage or loss caused by the club member, to equipment provided by the event organisers.
4. Utilise only equipment and fittings provided, required, or approved by DBSA.
5. Pay the prescribed fee or fees, as set by DBSA.

PROCEDURE

1. TEAM SAFETY REQUIREMENTS

Team Officials are responsible for ensuring that;

- a) All members of the team are competent swimmers (able to swim fifty (50) metres with your boat clothing on). Should the Club ascertain that members of the team cannot swim adequately, those members must wear a Personal Flotation Device (life jacket).
- b) All members of the team meet the required minimum age for dragon boating in South Australia.
- c) All members of the team are capable of paddling, or being in, a dragon boat. Their level of fitness for dragon boating must be assessed before embarking on any training or passage on the boat, and suitable safety and other advice given to the participant and/or their carer.
- d) All first time participants must either undergo a full safety procedure lecture (as per Supplementary Regulations and given by a suitably experienced dragon boater and which must include capsizing procedures), or be 'buddied' with and seated next to an experienced dragon boater in the boat, who must explain safety and boating procedures whilst training.
- e) In the event of a collision, capsizing or other mishap, the whereabouts and safety of each team member is known by someone on the boat and ensure that all team members remain with the boat until attended by rescue craft.

2. DRESS REQUIREMENTS

- a) It is desirable for team members to be uniformly dressed in formal, casual or competition attire at all times during an event.
- b) Teams may wear clothing that displays the name of their sponsor, if any, subject to the approval of the DBSA. Teams shall advise the DBSA at the time of making their entry, or as soon as practicable thereafter, of such sponsorship.

3. TEAM CONDUCT

Team officials and participants agree to:

- a) Abide with the DBSA Code of Conduct.
- b) Adopt the responsibility of being Australian and South Australian sporting and cultural ambassadors for dragon boating.
- c) Promote sportsmanship and friendship, and respect the culture and traditions of all participating countries, States, organisations and teams.
- d) Acknowledge that International participation is made possible by the reciprocal hospitality provided by host organisations and their sponsors.



Subject Race Rules & Regulations

Subject No: DBSA 004

Issue No: 4

Date of Issue: April 09

- e) When representing DBSA communicate with the media, official sponsors or overseas organisations, only with the specific approval of DBSA.
- f) Accept immediate disqualification from participation for breach of DBSA Code of Conduct as determined by the Chief Official. This may be subject to dispute resolution or protest process.

4. MARSHALLING

Teams shall be required to, as far as practicable:

- a) Assemble at the marshalling area in a position, corresponding to its race-lane number, 15 minutes before the announced starting time of its race and must report to the Boat Marshall's at that time and no later.
- b) Be fit to race. At the discretion of the Chief Official, a team that is deemed unfit to race, not complying with Race Rules or Conditions of Entry may be disqualified immediately.
- c) Produce individual participant I.D. for inspection.
- d) After embarkation, proceed immediately to the starting area, keeping clear of the course.
- e) Report to the Starter 3 minutes before the announced starting time of its race.
- f) Berth immediately after the race at a dock position as directed by a Boat Marshall and vacate the marshalling area promptly.

5. STARTING

Procedures for teams shall be:

- a) Lanes shall be allocated by ranking and each team shall be notified via a Race Day Program or by a Boat Marshall, as to which lane they are designated for each race.
- b) Obey the instructions of the Starter and other Race Officials. At the discretion of the Chief Official, a team not complying with instructions may be disqualified immediately.
- c) Manoeuvre into the starting area to the lane position allocated as programmed.
- d) Maintain the boat in its correct starting position, whether that is Stationary, Toggle or Running Water starts, as outlined in the supplementary regulations.
- e) The Starter shall call '*Dig it in*', followed by the instruction '*Attention Please*' followed by starting sound.
- f) The starting sound (via gun, horn, or other implement intended for that purpose), shall be produced by the Starter no longer than five (5) seconds after the '*Attention Please*' call.
- g) In the event of a false start, a second starting sound shall be heard immediately and all teams shall immediately stop racing and return to the starting line for the race to be restarted.
- h) The Starter shall give only one warning to any team which caused such a false start.
- i) Any team failing to return to the starting line promptly after a false start, or causing two false starts in the same heat, may attract immediate disqualification from that heat.

6. RACING

Conduct controls shall be:

- a) The course for each boat shall be its starting position directly to the finish. Each boat must remain in its correct lane inside lane buoy markers, or as defined in Supplementary Regulations.
- b) Breakage of equipment (eg. boat or paddles) during a race shall not constitute grounds for a rerun of that race.
- c) Substitute boats may be used if the original boats allocated are deemed by Race Officials to be unseaworthy.
- d) In the event of a boat failing to keep its proper course, and thereby interfering with the course of another boat which is on its proper course, or in the event of a collision between two or more boats, the Chief Official may after consultation with an Umpire, disqualify the offending boat (or boats) or order one or more boats to re-paddle the race, or both, where in the Chief Official's opinion the result of the race has been materially affected.



Subject Race Rules & Regulations

Subject No: DBSA 004

Issue No: 4

Date of Issue: April 09

- e) Where in the opinion of an Umpire or the Race Marshall, a boat has been swamped or capsized deliberately by the team; the Chief Official may disqualify the team from subsequent races for that meeting.

7. FINISHES

Procedures shall be:

- a) The finish line shall be between a point at the Judges location and a mark on the opposite side of the course (to assist participants, buoys are laid as close as possible to the actual finish line).
- b) An audible signal shall be given as each boat crosses the finish line.
- c) Those teams involved in ties shall either;
 - I. share race points equally according to finish placing
 - II. both advance to the next round of the competition or,
 - III. At the discretion of the Chief Official, re-race to determine placing's.
- d) The finishing order of the race and the time taken by each boat shall be determined by the Finishing Judges and Chief Official, whose decision shall be final.
- e) Selection of teams to participate in subsequent rounds of their competition shall be done where possible by position. If this is not possible, then the team's performances, in terms of times returned, shall be used.

8. OFFICIAL COMMUNICATIONS

Protest procedures and requirements shall be:

- a) All teams shall abide by any instructions that may be issued by the Race Officials. At the discretion of the Chief Official, a team not complying with instructions may be disqualified immediately.
- b) Representations, written or verbal, to Race Officials shall be made only by the Club Captain or Club Coach. Representations shall not be made by any other team member, and failure to heed this ruling may result in disqualification of that team.
- c) Protest lodgement must be communicated in writing to the Judges on the official form within fifteen (15) minutes after the end of the race. A protest fee (refundable if successful) must be lodged at the same time. Verbal representation to Judges may be considered but appeals must be in writing.
- d) Unsolicited photographs, videotapes, and verbal representations shall not be considered by the Chief Official.
- e) The Club Captain and/or Club Coach must attend all meetings as called by the Chief Official.

9. DUTIES OF OFFICIALS

The following duties may be undertaken by more than one person, or several duties may be undertaken by the one person:

a) Registration Assistant

- a) Check in crews for competition and collect team sheets and any fees owing for social race crews.
- b) Check identification and accreditation for masters and juniors categories.
- c) Check adjusted team lists if required.
- d) Hand out race program for the day.

b) Chief Official

- a) Control the conduct of the Race Program.
- b) Direct the Boat Marshall's, Registration Assistant(s), Starter, Umpire and Rescue Boat Teams.
- c) Use any relevant information from Race Officials to determine the outcome of any protest.



DragonBoatSA

Policy and Procedures

Subject Race Rules & Regulations

Subject No: DBSA 004

Issue No: 4

Date of Issue: April 09

- d) Ensure that buoys marking start, finish and course lanes, are maintained in position.
 - e) Ensure the safety of teams at all times.
 - f) Not be influenced by any persons other than Race Officials.
- c) Boat Marshall(s)**
- a) Act under the direction of the Chief Official.
 - b) Shall supervise the crews in the designated crew assembly area.
 - c) Ensure all boats and equipment are in safe racing order conform to IDBF regulations and are comparable with all others in use in the competition.
 - d) Report any damage to Chief Boat Marshall.
 - e) Ensure teams empty boats of water after race in preparation for next crew.
 - f) Respond to team requests re boats if required.
 - g) Ensure buoyancy vests are available if required.
 - h) Ensure that teams are called into the Marshalling Area fifteen (15) minutes before they are designated to race.
 - i) Instruct each team to stand by the correct team assembly area, ready to embark, ten (10) minutes before the start of their designated race.
 - j) Check that each team is correctly composed in accordance with race category (mixed, masters, women, and juniors), attired, equipped with certified paddles and fit to race.
 - k) Direct each team to its allocated boat and racing lane.
 - l) Supervise each team to return its boat to an appropriate docking position, to disembark and to vacate the marshalling area promptly.
 - m) Organise the recovery of equipment and capsized or swamped boats and the repair of damaged boats.
 - n) Advise the Chief Official of equipment problems that may affect the running of each heat, or the meeting.
- d) Traffic Marshalling**
- a) Shall be responsible for motor vehicle traffic access to course venue
 - b) Check parking permits
 - c) Ensure clear access for ambulance and emergency services
 - d) Notify announcer of vehicles blocking access.
- e) Starter(s)**
- On occasions where an Official Starter is not available members of teams can be nominated and selected by a quorum of the DBSA Race Committee.***
- a) Act under the direction of the Chief Official.
 - b) Ensure that each boat takes up its correct position in the correct lane and that each race is started according to the Race Rules.
 - c) Start each race only when all boats are observed to be straight and in line (as per the Supplementary Regulations).
 - d) In the event of a false start, immediately fire a second starting sound (via a gun, horn or other implement intended for that purpose) as a signal that the race has been stopped, then as soon as practicable restart the race as per above.
 - e) In consultation with the Chief Official, disqualify any team that has caused more than one false start.



Subject Race Rules & Regulations

Subject No: DBSA 004

Issue No: 4

Date of Issue: April 09

f) Umpire(s)

- a) Act under the direction of the Chief Official.
- b) Follow each race from the Rescue Boat, or any other craft, and report any team which fails to maintain its proper course.
- c) Report to the judges, any infringement of the race rules.
- d) Advise the judges of the conduct of a race, in the event of a protest being lodged.

g) Rescue Boat Team(s)

- a) Act under the discretion of the Chief Official.
- b) At all times have as their priority, the safety of all participants.
- c) Follow behind each race at a distance which does not interfere with the competing boats, but allows quick access to any boat which may need help.
- d) Recover capsized or swamped boats and equipment, then transport to the Marshalling Area (this duty shall always be secondary to the above item b).
- e) Ensure that, at all times, Rescue Boat washes (wakes) are kept to a minimum.

h) Timekeeper(s) (if video time keeping equipment not available)

- a) Record the time of each boat in each race.
- b) Advise the judges of race times.

i) Video Operator(s)

- a) Set-up and operate video time-keeping equipment.
- c) Record the time of each boat in each race.
- d) Advise the judges of race times.

j) Finish Line Judge(s)

Electronic timing and recording systems will be in place so role is more a line of site back up to the equipment in event of failure.

- a) Receive Timekeeper's records, written protests and information regarding infringements of Conditions of Entry and Race Rules.
- b) Decide the winner and order of finishing for each race.
- c) Consult with the Chief Official on what action to take in the event of a tied first place. If a re-race is required only the teams actually involved in the tied first place may re-race.
- d) Record the finishing order of the competing boats, obtain times from the Timekeepers and relay that information promptly to the Announcer.
- e) Refer written protests, with any relevant information, promptly to, and receive directives from the Chief Official.

j) Announcer(s)

- a) Call teams to Marshalling Area as requested by the Boat Marshall's.
- b) Commentate on the progress of each race.
- c) Provide preliminary race results.
- d) Announce Official Results provided by the Judges.
- e) Display written Official Results in the Marshalling Area.
- f) Ensure that commentary includes information regarding sponsors and teams.



DragonBoatSA

Policy and Procedures

Subject Race Rules & Regulations

Subject No: DBSA 004

Issue No: 4

Date of Issue: April 09

- k) Boat Handlers (interchange with boat marshals during each day) – if required**
Under guidance of race starter, assist to align boats at the race start (if pontoon is used) by holding boats steady prior to race start.
- l) Merchandise Sales Assistant**
- Shall be responsible for sales of merchandise and collection of payments.
 - Undertake stock take and check pricing of items.
 - Maintain float and account for funds.
 - Document sales and conduct tally at end of day.
 - Provide funds to DBSA Treasurer.
- m) Team Liaison**
Shall provide an information service to crews during the event including:
- Race program.
 - Race results sheets as available or as requested.
 - General information re after race activities.
- n) VIP Servicing**
Shall be responsible for looking after the invited guests, sponsors and other VIPs in the VIP tent including:
- Greet guests.
 - Ensure catering is adequate.

10. RACE COURSE SPECIFICATIONS

The course shall be straight, indicated by lane markers at the start line, 200metre point and finish line.

- In long distance racing, the course shall be as indicated by the organising body.
- Lanes shall not necessarily be indicated in long distance races.

SUPPLEMENTARY REGULATIONS - Starting Types

- STATIONARY** starting procedures (calm water):
 - The starter shall be positioned adjacent to, and in line with, the starting line.
 - Boats shall proceed as directed from a position approximately fifty (50) metres behind the start line, to a stationary position at the start line.
 - Boats shall maintain their position at the start line by moving forward or back, as directed by the Starter.
- TOGGLE** starting procedures (flowing and calm water - floating and suspended toggles):
 - The starter shall be positioned adjacent to and in line with, the starting line.
 - Boats shall proceed under the direction of the starter to their lane positions at the starting line.
 - The Sweep shall hold the toggle rope until the start signal is given.
 - Release of the toggle rope prior to the start signal, may cause disqualification.
- ROLLING** starting procedures (flowing water):
 - The Starter shall initially be positioned in a craft approximately one hundred (100) metres from the start line.
 - Boats proceed as directed to the starter's position and form a line in their lanes.
 - The Starter's craft and boats then drift to the Start Line, maintaining a straight line as directed by the Starter.



DragonBoatSA

Policy and Procedures

Subject Race Rules & Regulations

Subject No: DBSA 004

Issue No: 4

Date of Issue: April 09

- d) The Starter begins the race as the boats cross the start line.

SUPPLEMENTARY REGULATIONS – VENUE

1. WEST LAKES (Aquatic Reserve)

- a) The course shall be located on the Aquatic Reserve body of water at West Lakes, Adelaide.
- b) The start shall be located on the southern basin racing in the northerly direction.
- c) The course distance of five hundred (500) metres and two hundred and (200) metres in length, with buoys at start, 200m and finish points.
- d) Stationary starting procedures shall be used, excepting the requirement for rolling starts in windy conditions.

2. WEST LAKES (Oarsman Reserve)

- a) The regulation rowing course with pontoon start and a minimum of 3 lanes marked with buoys shall be utilised.

3. ADELAIDE (Torrens Lake)

- a) The course shall be located adjacent Elder Park, Adelaide.
- b) The start shall be located on the eastern side of the Morphett Street Bridge, racing in an easterly direction towards the Festival Centre.
- c) The course distance shall be a maximum of two hundred and fifty (250) metres in length.
- d) The lanes shall be nine (9) metres in width, numbered from one (1) to four (4), commencing from the southern side.
- e) Suspended toggle starting procedures shall be used.
- f) All participants are required to wear a personal flotation device (PFD).

4. PORT ADELAIDE – Birkenhead Tavern site

- a) The course shall be located on the body of water adjacent to the Birkenhead Tavern, Birkenhead, and Port Adelaide.
- b) The course distance is two hundred and fifty (250) metres in length, with buoys at start and finish points.
- c) Stationary starting procedures shall be used, excepting the requirement for rolling starts in windy conditions.
- d) All participants are required to wear a personal flotation device (PFD).

5. GLENELG (Patawalonga River)

- a) The course shall be in the Patawalonga River, Glenelg North.
- b) The start shall be located on the northern side of Kings Bridge, racing in a northerly direction towards the Adelaide Airport.
- c) The lanes shall be nine (9) metres in width, numbered from one (1) to four (4) commencing from the western shore.
- d) Suspended toggle starting procedures shall be used.
- e) All participants are required to wear a personal flotation device (PFD)

6. MURRAY BRIDGE (Sturt Reserve)

- a) The course shall be on the Murray River, adjacent to the Sturt Reserve, Murray Bridge.
- b) The start shall be located at the rail bridge.
- c) The course distance shall be five hundred (500) metres in length or as determined as necessary for the event.



DragonBoatSA

Policy and Procedures

Subject Race Rules & Regulations

Subject No: DBSA 004

Issue No: 4

Date of Issue: April 09

- d) The lanes shall be nine (9) metres in width, numbered from one (1) to four (4), commencing from the Reserve foreshore.
- e) Rolling starting procedures shall be used.
- f) All team members are required to wear a Personal Flotation Device (life jacket).

7. RENMARK (Jarret Memorial Gardens)

- a) The course shall be on the Murray River, adjacent to the Jarret Memorial Gardens, Renmark.
- b) The start shall be located at the pumping station.
- c) The course distance shall be five hundred (500) metres in length or as determined as necessary for the event.
- d) The lanes shall be nine (9) metres in width, numbered from one (1) to four (4) commencing from the reserve foreshore.
- e) Rolling starting procedures shall be used.
- f) All team members are required to wear a Personal Flotation Device (life jacket).

8. MANNUM (Mary Anne Reserve)

- a) The course shall be on the Murray River, adjacent to the Mary Anne Reserve, Mannum.
- b) The course distance shall be five hundred (500) metres in length or as determined as necessary for the event.
- c) The lanes shall be nine (9) metres in width, numbered from one (1) to four (4), commencing from the reserve foreshore.
- d) Rolling starting procedures shall be used.
- e) All team members are required to wear a Personal Flotation Device (life jacket).

Endorsed by:

.....
**DragonBoatSA Chairman on behalf of the
DragonBoatSA**

...../...../.....
Date