

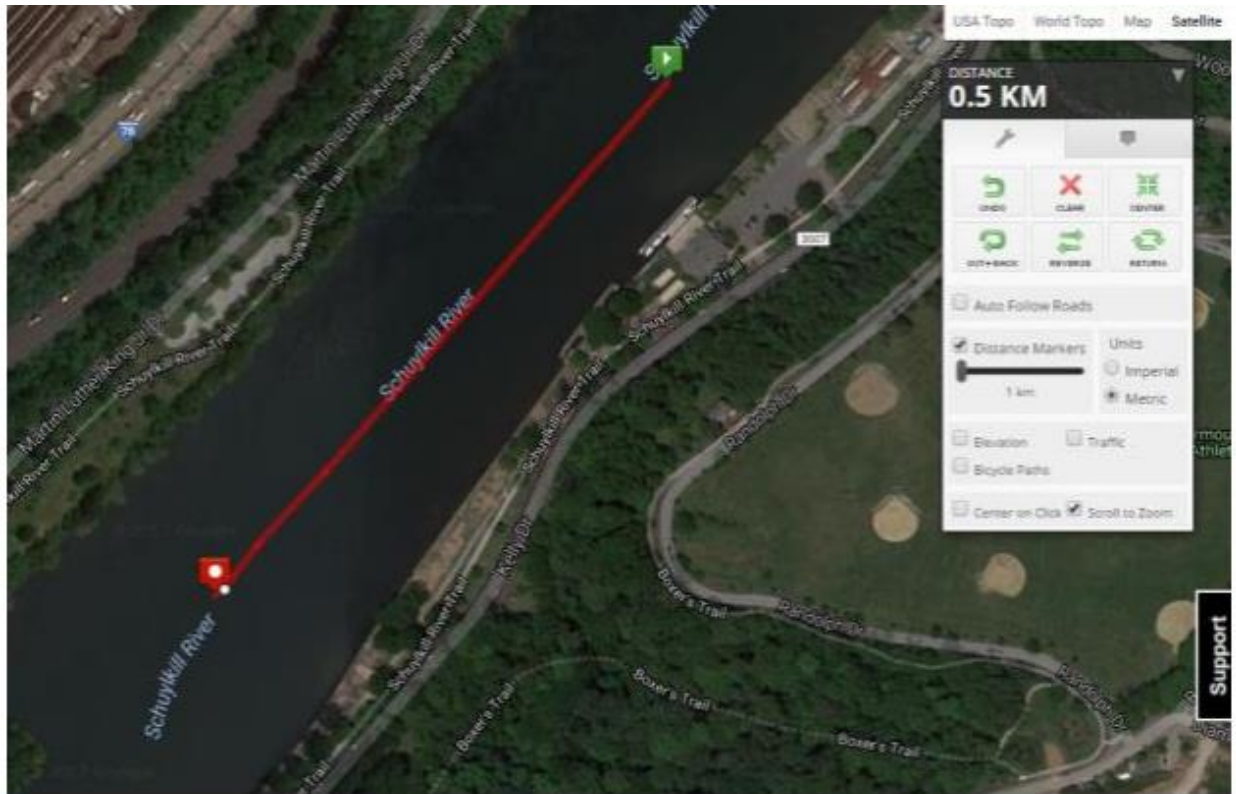
# IDBR Rules of Racing – 2023 Edition

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## Course & Venue

Races will take place on the Schuylkill River Race Course in Philadelphia, PA.

The race course will run 500 Meters, starting from roughly 100 meters downstream from the Strawberry Mansion Bridge to a marked finish line before St. Peters Island:



Lane 1 is the Easternmost lane closest to Kelly Drive with Lane 6 being the Westernmost lane. Lanes will be marked as established by the Race Directors and communicated to the teams at the pre-race team briefing.

### Equipment

Six (6) BuK Dragon Boats will race in a typical heat. While one set of dragon boats is racing, the other set will be unloading and loading at the dock.

The Independence Dragon Boat Regatta will provide PFDs and paddles to participants who do not bring their own. Personal PFDs must be U.S. Coast Guard approved and may include self-inflating jackets ("A" Division Crews Only). Personal paddles must be IDBF-approved and fit into a paddle template. Wood and carbon fiber paddles are acceptable.

Paddlers will be allowed to apply wax or other grip-assisting substances to their personally-owned paddles but shall not apply wax or other substances to festival-owned paddles (this includes applying wax to the hands before using a festival-owned paddle).

Any water bottles shall be left on the dock during the races. The use of seat pads and foam foot blocks is permitted.

### Tent Assignments and Park Rules

Teams will assemble on the Kelly Drive side of the Schuylkill River downstream, from St. Joseph's Boathouse (Gillin Boathouse). Teams will be assigned to a designated tent space or reserved space (if they have not rented a tent). Teams may not switch tent spaces without approval from the Race Directors. Out of consideration for the volunteers, all teams are requested to leave their tent areas clean and orderly.

The Independence Dragon Boat Regatta, the Philadelphia Dragon Boat Association, and its volunteers will not be responsible for lost or stolen articles.

### Vendors and Team Fundraising

Only approved vendors may sell merchandise within the festival area at the IDBR. Registered teams may engage in limited on-site fundraising activities including, but not limited to, the sale of team merchandise and raffle tickets. Please have a team representative notify a Race Official at the Command Center if your team will be fundraising and the nature of your fundraising activities. The sale of certain items may be restricted if the items being sold compete with those of the festival vendors.

Commercial or promotional activities, such as distribution or sales of materials or goods for the benefit of any team's sponsor who is also not a festival vendor or sponsor, will not be permitted. This rule is not intended to prohibit a team from displaying its sponsor's logo on team uniforms or team flag or banner.

# Regulations

## Team Composition

The name of every individual rostered with a registered team shall be registered through the IDBR Website on the Team Roster, and shall have signed a waiver. One individual must be designated as Team Captain for Communications. Teams will not be limited to 24 paddlers per roster (plus 1 drummer and 1 steerer), but be aware that a winning crew will only receive 26 medals. All teams are required to have at least 12 paddlers on a dragon boat during a race and may not have more than 20 paddlers. Race Officials will have a copy of each team's final roster and may at any time check team composition to ensure that only rostered paddlers are racing.

**Mixed Crews** must have a minimum of 10 female paddlers, with the balance of the crew being of any gender.

**Women's Crews** must have all female paddlers

**Open Crews** can be composed of 20 paddlers of any gender.

All paddlers must be at least 10 years of age. All callers and tillers must be at least 10 years of age, but need not meet the age or sex requirements of the division. Every dragon boat on the water must have a drummer and a steerer. Steerers will be provided for ALL CREWS, unless you communicate in advance that you will be bringing your own steerer.

## Double Rostering

Drummers and Steerers may be rostered on multiple teams. All paddlers rostered with a Women's team may paddle for one other Mixed team, but not for any other Women's teams. All women rostered with a mixed team may paddle for one other Women's team, but not for any other Mixed teams.

While this cross-rostering is allowed, no team may hold up the start of a race for a team member that is on another dragon boat and completing another race without approval from the Race Directors. Any team delaying the start of a race for this reason shall forfeit the race for which they are entered.

## Steerers

If a team wishes to use their own steerer, they MUST notify the IDBR Team Coordinator via email so that the appropriate waiver can be provided and signed. There will be a BRIEF meeting after the Captain's Meeting so that approved steerers can be given a wristband that identifies them as approved for steering.

## Specialty Divisions / Challenge Cup Rostering

As is the case with the Mixed and Women's division races, every dragon boat must have a drummer and steerer. All drummers and steerers must be at least 12 years of age, but need not meet age, sex, or other requirements of these divisions.

**BCS Challenge Cup** – All paddlers must be cancer survivors and at least 12 years of age. The dragon boat crew must be comprised of ALL female paddlers.

**Educators Cup** – Mixed Crews, all members of the crew must be at least 12 years of age and in the employ of a School District, University, or Academic Administration component.

**Healthcare Cup** - Mixed Crews, all members of the crew must be at least 12 years of age and in the employ of a Hospital, Physicians Office, Medical Service, or other Medically-based industry.

**Vargas Cup** – Mixed Crews, all members of the crew must be at least 12 years of age and in the employ of Law Enforcement or First Responders (Police, Fire, Sheriff, Constable, etc.)

## Lane Assignments & Bracketing

The starting order for the first round of heats will be determined by the Race Directors and posted at least 72 hours prior to the races. After the first round of heats, heat composition will be assigned based on the results of previous heats. Boats will be seeded into brackets of no more than 12 boats with the fastest 12 going into the “A” bracket, the next fastest 10 going into the “B” bracket, and so on.

Progression into the Major, Minor, or Tail Finals depends on placement in the Semi-Final Heat. There are times where a 3<sup>rd</sup> place finish will rely on time to advance (NBT or “Next Best Time”) from two heats, or where a division may race three rounds on accumulated/total time over three rounds.

The rules will be communicated clearly to all teams prior to race day, and at the Captain’s Meeting on Race Morning.

## Safety On The Water

Every Team Captain or a Representative must attend the Pre-Race Meeting on Saturday.

The steerer is responsible for the dragon boat and the safety of the team while on the water. This includes making sure every person on the dragon boat is wearing U.S. Coast Guard approved PFDs before the team leaves the dock. Individuals or teams deemed unsafe by the Race Directors will not be permitted to continue racing.

Any injuries sustained as a result of participating in the festival must be reported immediately to a Race Official on the dock or at the Command Center.

## General Sanctions

At their discretion, the Race Directors may penalize, dismiss or disqualify any team or individual at any time for:

### Violating rules

Violating safety principals or procedures

Participating or attempting to participate in on-water activities while under the influence of drugs or alcohol

Demonstrating poor sportsmanship, conduct or behavior

Willfully, recklessly or negligently damaging or losing equipment

Disobeying reasonable requests or instructions made by Race Officials and/or Volunteers

### Equipment Damage

If equipment is lost or damaged through the willful, reckless or grossly negligent actions of a person or team, the Race Directors may disqualify the offending person or team from the competition. On recommendation of the Race Directors, a fine or the replacement cost of the lost or damaged equipment may be assessed against the offending person or team.

### Unsportsmanlike Conduct

Unsportsmanlike conduct or behavior includes, but is not limited to, failure to heed an instruction from a Race Official or Volunteer; delaying the start of a race without just cause; racing non-rostered paddlers; disregard for principles of fairness or safety; use of obscene language or gestures; or abusive behavior toward any Race Official, volunteer, competitor, or spectator.

The Team Captain is responsible for the conduct and behavior of his or her team. At the discretion of the Race Directors, unsportsmanlike conduct or behavior by a team or a rostered team member may result in a time penalty, disqualification from a heat, or disqualification from the races.

Race Officials include: Race Director, Starter, Course Marshal, Dock Marshal, Chief Marshal, Secretary, and Finish Line Judges.

## Racing

### On The Shore

Races will commence as scheduled by the Race Directors no earlier than 8:00 a.m. The Chief Marshal will organize the marshaling process. Teams should be ready to marshal at least 30 minutes prior to their scheduled race time. No race will wait for teams that are not ready to marshal on time. Teams and individuals must yield to the requests of the Chief Marshal and Dock Marshal during marshaling. The Chief Marshal and Dock Marshal will observe team composition and may at any time call for a roster check. Racing non-rostered paddlers will be considered unsportsmanlike and penalized accordingly.

On the dock, teams must follow the instructions of the Dock Marshal and Volunteers, including loading and unloading the dragon boat and departure and approaching the dock.

## On The Water

After leaving the dock, dragon boats should proceed without delay toward the start line without interfering with any ongoing race. Dragon boats should turn around and align themselves with their assigned lane well behind the start line; they will later be instructed to pull forward. The Starter will communicate only with the drummers and steerers. If any team is not ready to start, that drummer must hold his or her hand clearly in the air. The following commands will be given:

**“Please approach the start line.”** At this command, drummers must instruct their dragon boats to pull forward toward the start line and to “hold” when so instructed by the Starter.

**“We have alignment.”** Before issuing this command, the Starter must make sure that no drummer has his or her hand in the air.

**“All Boats Hold...” “Attention” or “Attention, please.”**

A long horn blast (or a similar-sounding alert) will announce the commencement of the race.

Upon hearing the starting horn, each team shall proceed to the finish line directly along the middle of its racing lane, without crossing out of its racing lane, without encroaching on the side of its racing lane, and without riding the wake of another dragon boat. After a fair start, the Course Marshal will follow the dragon boats down the course in a chase boat, and if necessary and where possible, direct tillers to maintain the middle of their lanes. Chase boats will be instructed to avoid following the dragon boats so closely that they cause wakes that interfere with the race.

Drum and drum sticks provided or team members’ voices may be used to signal the stroke rate. Noise making devices (such as horns/whistles) are prohibited. Voice Amplification Systems, such as NK CoxBow systems, are permitted.

All paddlers must remain seated for the duration of the race. Drummers may sit or stand as they desire (see rules below regarding “man overboard”).

If a dragon boat appears to be losing directional control, is crossing out of its lane, is encroaching on the side of its lane, or is riding the wake of another dragon boat, the Course Marshal, in the Course Marshal’s discretion, may either stop that dragon boat, or any or all other dragon boats, so as to avoid possible collisions. If the progress of a dragon boat is affected by another dragon boat, the Course Marshal may halt the race and issue a re-start or assess a time penalty against the offending team. A time bonus may also be awarded to the impeded boat. In the case of a collision, the team responsible for the collision will be penalized by the Course Marshal and, if the collision had any material effect on the race outcome, may order a re-race before the next round of the competition with the penalty being carried forward.

After each race, the Course Marshal may raise a flag of one of three colors. A white flag (or no flag) indicates that the race was good. A red flag indicates that a penalty that may result in time penalties has been reported.

Upon completion of their race, the dragon boats must be brought back to the dock without delay. Each team must bail excess water out of the dragon boat out as they approach the dock; upon arrival at the dock, each dragon boat must be substantially free of water and be ready for the next race. Please

remove all seat pads, foot blocks, and any extra paddles. Teams should approach the docks at a dead slow pace so as to avoid collision damage.

### False Starts & Equipment Failure

After each start, the Starter may raise a flag of one of three colors. A white flag (or no flag) indicates that the start was good. A red flag (accompanied by three consecutive blasts of the horn) indicates that the dragon boats should stop paddling and return to the start line. All drummers must be familiar with these signals. It is the drummer's duty to watch for red flags, listen for the horn, and instruct their teams accordingly. Failure to do so may result in penalties.

Where one or more teams begin paddling before the sounding of the horn, or in the event of a running start (where all teams are paddling), where one or more teams has paddled ahead of the rest of the start line at the sounding of the horn, a "false start" may be declared. The first false start by a team in a given heat will be a warning; the second false start by the same team in the same heat will result in a time penalty to be added to the offending team's time on that heat. If more than one team false starts, the team that began paddling first will be the one penalized.

If a false start was caused by an error by the Starter, the Starter should immediately raise the red flag and sound the horn three times and re-start the race. No penalties will be assessed in this case. The Starter is urged to remember that next to safety, fairness is the highest priority of this race. The Starter should also raise the red flag and sound the horn three times and re-start the race if unforeseen wind or waves gave one team a significant unfair advantage off the start. The Starter will in all cases inform all teams of the reason for the re-start.

In the case of an equipment failure (e.g., the till breaks, the drum falls off) within the first 50 meters of the race, the caller or steerer of any team may halt the race by raising both hands above the head. The Starter must watch for this signal from all teams and stop the race. The heat will be re-run immediately after the equipment failure is addressed.

### Man Overboard

In the case that an individual falls off the dragon boat, that team must stop paddling and retrieve their teammate. All dragon boats must cross the finish line with everyone they began the race with. The heat will not be re-run and no time penalty will be assessed in addition to the time lost in the retrieval.

### Emergency Procedures

In the event of a dragon boat swamping or capsizing, the following shall apply:

The steerer will retain charge of the team until rescue personnel arrive.

The steerer will immediately determine if any persons are trapped in the dragon boat by asking his or her team to count off their bench numbers.

Each team member must ensure that the team members immediately beside them are not trapped in the dragon boat when responding to the steerer with his or her bench number.



Each team member must follow directions given by the steerer, until such time as rescue personnel arrive, after which each team member must follow directions given by rescue personnel.

The crew must hold onto the dragon boat. Individuals must not swim to shore unless instructed to do so by rescue personnel.

Upon ensuring that no persons are in distress, the rescue personnel may direct the team to swim the dragon boat to shore, with or without towing assistance by the rescue personnel.

### Protest Procedure

If a team wishes to lodge a protest, the Team Captain must file a Protest by contacting the Head Referee within 30 minutes after the team reaches the dock after the disputed heat. The cost of lodging a protest is **\$25**, which must be paid at the time of lodging the protest.

When a protest is lodged, the Race Directors will contact the Race Committee, consisting of: the Starter, the Course Marshal, and the Finish Line Judges. Team Captains and members will not be present during any deliberations. The Race Committee will obtain all pertinent information, including any official video footage, and render a decision. If the Race Committee requires a clarification of the rules, the Rules Committee may be consulted. No unsolicited video footage will be considered.

If the protest is successful, the protest fee will be returned to the Team Captain of the protesting team immediately. If another team feels a Race Committee decision was made on the basis of incomplete information, the Team Captain of that team may file an Appeal Form at the Command Center within 20 minutes of the Race Committee's decision. The cost of lodging an appeal is **\$25**, which must be paid at the time of lodging the appeal.

If an appeal is lodged, the Race Committee will reconvene and consider any new information and render a decision. If the appeal is successful, the appeal fee will be returned to the Team Captain of the appealing team immediately.