

RULES OF COMPETITION

RACE COMMITTEE:

The top management of the competition shall be in the hands of a Race committee, which shall consist of:

- Chairman
- Race Director
- Assistant Director(s)

The Race Committee shall:

1. Hear any protest that may be made and settle any disputes that may arise. Any protest or concern must be brought to the race director(s) within 15 minutes after the race they just ran.
2. Decide matters concerning disqualification in cases where the regulations have been broken during the competition. The decision of the Committee shall be based on the South Haven Harbor Fest boat rules.

The Race Committee may disqualify any competitor who behaves improperly or who by his/her conduct or speech shows contempt toward the officials, other competitors or onlookers.

A member of the Race Committee may not participate in a judgment connected with his/her team.

OFFICIAL TIMING PROCEDURE

The starter shall be equipped with a radio, which shall be audible to the timers at the finish. At the starter's horn, the electronic and the manual timers will be started. Each lane's timer will be stopped after its boat crosses its finish line determined by a photo finish. There shall be one backup manual timer for each lane. In the event of a timer problem that team's win or loss will be decided by the sterns men. If it is not clear by the sterns men which team was ahead both teams will exit the boats and the heat will be re-run within the hour.

In the event of a false start. Meaning the timer did not hear the horn. Both teams will exit the boat and rerun the heat one (1) hour later. If one heat has already been run that time will still count. If the false start occurred during the first heat. The second heat can still be run and the time for that second heat still will count. The teams will get the rest time of not more than one (1) hour, and then the heat will be rerun.

If a boat tips over during a heat. That team can have the choice to take the time of the other team plus a 5 second penalty .Or they may run that heat again alone to receive their own time. The team will get up to one (1) hour before they rerun the heat.

GENERAL

1.1 The team captain or representative from each team must address all questions and concerns about the event prior to the race day. A grievance may be filed by the team captain only within 15 minutes of the occurrence. The race director(s) will decide what action to take within the rules set forth for that particular event.

1.2 Each team will receive a copy of these and all race rules. All Captains are responsible to make sure the rules are available to all team members.

1.3 So Haven Dragon Boat Races will provide all boats, paddles, life vest, and sterns person. The allocation of boats and paddles shall be at the discretion of Race Officials. No team may choose its boat, equipment or sterns person. If qualified, the team may provide their own stern person. The race officials will determine if that stern person is qualified. The officials will not be responsible for any failure of equipment during a race and each team is advised to carefully check the boat and paddles allocated to it before racing. Race officials will replace damaged equipment at the request of a team before the team leaves the dock or between heats.

1.4 Once in the marshaling area or on the race course, teams must obey any instructions given them by the race officials and/or the steersmen.

1.5 Any team that fails to observe these rules may be disqualified.

1.6 The race officials reserve the right to refuse any team entry into a race if the team does not comply with the race rules and conduct.

1.7 All competitors must be a least 14 years of age before race date to compete. All competitors under the age of 18 must have a parent or legal guardian sign their waiver.

1.8 All team members MUST wear foot covering that will not fall off. No Flip flops or sandals that have no back strap.

SAFETY

2.1 Each competitor will be required to wear a life jacket while in a Dragon Boat.

2.2 All team members must wear rubber soled shoes, sandals, or water shoes. (Bare feet, work boots, cowboy boots, and hard soled shoes & flip flops are not allowed. No foot covering that has a back strap.

2.3 Each team will have the opportunity to train in a Dragon Boat before racing.

2.4 South Haven Dragon Boat Races will provide all Sterns persons.

2.5 It is assumed that all team members and race crew members will at all times conduct themselves in a prudent and safe manner so as to avoid endangering themselves and others either on shore or in a Dragon Boat.

THE TEAM

3.1 Teams are composed often (10) paddlers, and a drummer. (Sterns person provided by Race Committee)

3.1.1 Teams must have a drummer, and a minimum of 8 paddlers during each heat to qualify. In a co-ed team four paddler members must be either 4 female or 4 male. A team may consist of all females.

3.2 A team may have up to 15 members on its roster. Each team must have a minimum of four (4) female paddlers in the boat while racing, in a co-ed team; it must have either 4 female or 4 male. Unless otherwise stated on the registration form. Only persons listed on the team roster may participate. The team roster must be turned in no less than one hour before their first race. Each team member must wear the wrist band provided at all times.

3.2.1 In the event that a team is short paddlers or a drummer it may borrow someone from any team at the captain's discretion on day 1 of this event. On day 2 a higher division may borrow from a lower division. A lower division MAY NOT borrow from a higher division. Each team must meet the minimum standards as set forth in rule 3.1.1. In the event of a one day event, once the finals have begun a lower division may not borrow from an upper division. An upper division may borrow from a lower division. Or a team may opt to run 1 or 2 paddlers short. But the required number of males or females will still be required.

3.3 Any team may borrow any drummer; however the drummer can only be on one roster. All people participating must be on the official roster of a team and must have a wrist band.

3.4 Any team member observed by an official to be under the influence of alcohol or drugs will be removed from racing and cannot be replaced.

3.5 A team may have their own stern person on their roster. That person must be qualified and have had the proper training. The Committee reserves the right to not allow any stern person that is believed to not be qualified to run the race safely.

MARSHALING

4.1 A team must be assembled in the Team Assembly Area and be ready to board 30 minutes before the time of its race.

4.2 Each team's captain must be present in the Assembly Area during the time his/her team is under the control of race officials, as a team liaison to officials.

4.3 A team is under the control of race officials from the time it is called to the Team Assembly Area, or 30 minutes before its next race, whichever is first, and

will remain under the control of officials until it has left the Team Assembly Area after its race.

THE RACE

5.1 Each race will consist of two (2) approximately 300-meter heats. At completion of the first heat, boats will return to the starting line, switch lanes and race the second heat. The winner of each race will be determined on the basis of the lowest combined time for the two heats. Ties will be settled by best overall times.

5.2 Teams will paddle the boat assigned to them by race officials and in the lane assigned. In the finals, race lanes will be decided by a flip of a coin.

5.3 If a paddle is dropped during a race, or is broken, the boat continues and the heat counts. If the stern paddle breaks or is dropped, the team may rerun that heat due to an equipment failure. Paddles of team members may be replaced between heats. Paddlers will be given a paddle selected by race officials.

THE START

6.1 Once in the starting area, all racing comes under the control of the starter. Each team must obey commands given by the starter and by race officials under the direction of the starter, including the sterns person. Failure to do so may result in disqualification.

6.2 Approximately one minute before the start, a warning will be given, followed by a second warning, then a start signal or command.

6.3 In the event of a false start, a second signal will be given to stop the race. Boats will line up again in the same lanes and the heat will be restarted. If the

race is not stopped by the time the boats reach the half way marker, then the race will be re-run within one hour.

6.4 When a team causes a false start, a warning will be given. If a second false start occurs, the race will continue but the team at fault will receive a 5-second penalty.

RACE CONDUCT

7.1 Each boat must remain in its correct lane and must not interfere with the other boat. Any boat interfering with the progress of the other boat will be warned. If such interference warrants, then the offending boat may be disqualified.

7.2 In the event of a "spin out", an equipment failure will be declared and that team must rerun that heat, alone. Or the team involved may elect to receive the time posted by the opposing team and a 5 second penalty for that heat only.

7.3 If in the opinion of the race officials, a team appears to have swamped or capsized a boat intentionally or interfered with the other boat, to the same effect, then the offending team will be disqualified from all further event racing, and may be prevented from entering future racing.

7.4 THE TEAM, WHILE IN THE BOAT IS UNDER THE COMMAND OF THE STERNPERSON .IF A TEAM OR MEMBERS ARE BEING DISRUPTIVE OR ENDANGERING THE TEAM IN ANY WAY, THE STERN CAN REFUSE TO TAKE THE TEAM AND CAN HAVE SAID MEMBER EJECTED FROM THE TEAM. THE TEAM CAN BE DISQUALIFIED FOR DISRUPTIVE BEHAVIOUR.

THE FINISH

8.1 The finishing order of a race and the time taken by each boat will be determined by the official timekeeper and by the race officials whose determinations will be in all cases, final.

8.2 In the event of a tie for any place determining advancement to the next elimination round, placement will be determined as follows:

8.2.1 The team with the lowest individual race heat time will be advanced to the next round.

8.2.2 If still tied, then the number of wins versus loses will determine advancement to the next round.

8.2.3 If still tied, then a single heat race will be run by the two teams.

Lane and boat assignments will be determined by flipping a coin.

8.3 Any protest relating to race results must be brought to the attention of the Race Director by the Team Captain within fifteen (15) minutes after disembarking from the boat at the end of that race.

8.4 No protests will be allowed concerning equipment or any matter other than the conduct of teams during a race.

FOOTNOTES/AMENDMENTS:

9.1 South Haven Dragon Boat Races are the sanctioning body. And a member of the ADBA (American Dragon Boat Association)

9.2 These rules are adapted from the Official American Dragon Boat Association (ADBA) Racing Rules. They have been modified for use in the South Haven Dragon Boat Races.

9.4 Read in all instances, Race Committee as being interchangeable with Race Officials.

9.6 All communication between race officials and teams will be conducted through the Team Captains. Team Captains will be responsible for communicating all necessary information to their respective teams.

Any team member appearing to be under the influence of alcohol or drugs will be removed from all competition