



CHICAGO DRAGON BOAT RACE FOR LITERACY

Ping Tom Memorial Park, 300 West 19th Street

Saturday 27th June / 8:00 a.m. to 5:00 p.m.



COMPETITION RULES

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.
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 *A.D.B.A.* (American Dragon Boat Association) dragon 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 clocks will be started. Each lane's clock will be stopped after its boat crosses its finish line and pulls the flag from its buoy. There shall be one backup manual timer for each lane. In the event of a missed flag, that team's time will be the time of the successful team plus three (3) seconds. In the event both teams miss their flags, their times will be the time at which they crossed the finish line plus three (3) seconds, according to the manual timers. If a time is not calculated during a double missed flag, the two (2) teams will exit the boats and re-run the heat(s) within one (1) hour.

1. GENERAL RULES

- **1.1:** Strictly **NO VEHICLES ARE ALLOWED ONTO PARK PROPERTY** on Friday 26th June (Practice Day) or before 7:00 a.m. on Saturday 27th June (Race Day). The Chicago Chinatown Chamber of Commerce reserves the right to issue a penalty of \$500 and disqualify your team from the boat tournament.
- **1.2:** The Team Captain 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 fifteen (15) minutes of the occurrence. The Race Director will decide what action to take within the rules set forth for that particular event.
- **1.3:** Each team will receive a copy of these and all race rules.
- **1.4:** The *A.D.B.A.* will provide all boats, paddles, life vests, and sternsmen. The allocation of boats and paddles shall be at the discretion of Race Officials. No team may choose its boat or equipment. 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.

- **1.5:** Once in the marshaling area or on the race course, teams must obey any reasonable instructions given them by the race officials and/or the steersmen.
- **1.6:** Any team that fails to observe these rules may be disqualified.
- **1.7:** 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.
- **1.8:** All competitors must be at least fourteen (14) years of age before race date to compete. All competitors under the age of eighteen (18) must have a parent or legal guardian sign their Team Athletic Waiver and Release of Liability Form.

2. 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 with back straps, or water shoes. (Bare feet, flip-flops, work boots, cowboy boots, and hard soled shoes are not allowed)
- **2.3:** ALL Team Captains MUST attend a Safety and Orientation briefing before the race starts on Saturday 27th June. Your team will not qualify in the boat tournament if Team Captains are absent from this briefing. Exact time will be advised closer to the date.
- **2.4:** *A.D.B.A.* and the *Chicago Chinatown Chamber of Commerce* will provide all sternsmen.
- **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.
- **2.6:** All paddlers must attend on-shore training prior to entering the boats for racing or practice.

3. THE TEAM

- **3.1:** For each race, each boat requires a minimum of sixteen (16) team members: fourteen (14) paddlers, one (1) drummer, one (1) flag-catcher. (Sternsmen provided by Race Committee).
- **3.2:** For each race, each boat is allowed a maximum of twenty (20) team members: eighteen (18) paddlers, one (1) drummer, one (1) flag-catcher. (Sternsmen provided by Race Committee).
- **3.3:** A team may have up to twenty-five (25) members on its team roster.
- **3.4:** For each race, each boat must have no fewer than six (6) team members of a single gender. Only persons listed on the team roster may participate. The team roster must be turned in prior to the tournament.
- **3.5:** In the event that a team has fewer than fourteen (14) team members for any given heat, they may use paddlers from another team.
 - **3.5.1:** Race officials reserve the right to limit and reject paddler substitutions.
 - **3.5.2:** Only paddlers who are listed on a team roster and have signed the waiver form may act as substitutes.
- **3.6:** 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.

4. MARSHALING

- **4.1:** A team must be assembled in the Team Assembly Area and be ready to board thirty (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 thirty (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.

5. THE RACE

- **5.1:** Each team will race a minimum of two (2) heats. Teams with the fastest times will receive a bye (exact number of teams to receive a bye will be determined by the *Chicago Chinatown Chamber of Commerce*), after which races will be a single elimination. Overall places will be determined by combining all race times completed by each individual team. The teams will then be ranked by lowest combined race times to highest.
- **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.
- **5.4:** After seeding, teams must follow seeded bracket order. **THIS CANNOT BE CHANGED.**

6. 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 sternsmen. Failure to do so may result in disqualification.
- **6.2:** Approximately one (1) 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 or a chase boat will signal to stop. 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 (1) 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 five (5) second penalty.

7. 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 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.

8. 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.
- **8.5:** Only the flag-catcher may pull the flag. The flag-catcher must remain on the boat after catching the flag. Failure to do so will result in a penalty of two (2) seconds added to the team's time.

9. FOOTNOTES/AMENDMENTS

- **9.1:** *A.D.B.A.* (American Dragon Boat Association) sanctioning body.
- **9.2:** These rules are adapted from the Official *A.D.B.A.* (American Dragon Boat Association) Racing Rules. In instances of ambiguity over the meaning or application of these rules, or where a situation is not covered by a rule herein, the *A.D.B.A.* rules will govern.
- **9.3:** In all instances, the term 'Race Committee' is interchangeable with 'Race Officials'.
- **9.4:** 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.