

2024 Tainan City International Dragon Boat Championships Rules

1. All competitors in the Dragon Boat Championships must adhere to all rules herein.
2. Race Dates: Friday, June 7, 2024, to Monday, June 10, 2024. Except for special situations where the host announces a postponement, the event will take place regardless of the weather condition (races will take place normally even with wind and rain).
3. Distance of Race: 300 meters for both large and small dragon boats.

4. Helmsman Qualifications:

(1)

Small Dragon Boat- Open Division, Large Dragon Boat-High School, Junior High School, College and University Divisions:

You can either have a public helmsman organized by the conference or look for a helmsman who has completed the helmsman training class announced by the conference and acquired a helmsman certificate (no working fee).

(2)

Large Dragon Boat- Open and Industrial and Commercial Organizations Divisions:

You should bring your own helmsman(must complete the helmsman training class announced by the conference and acquired a helmsman certificate). You may also find a helmsman who has completed the helmsman training class stated by the conference and acquired the helmsman certificate (no working fee), or the conference can arrange for it.

(3)

To ensure the safety of all competition workers, those who will have finished

the training in 2023 and acquired the helmsman certificate are encouraged to take part in this year's training course to resume training.

5. A roll call area will be set up on the bank of the starting line to verify the identity of the competitors; the boat boarding spot will also be on the bank of the starting line.
6. All competing teams must submit a list of participating team members, competitor IDs (limited to registered people) and **helmsman certificate(only the own helmsman of Large Dragon Boat- Open and Industrial and Commercial Organizations Divisions should)** 40 minutes before the race and wait for the roll call in the roll call area, and any absent team will be considered lost in that round. Each person can only participate in one team and one division (**except for the helmsman of the own helmsman of Large Dragon Boat- Open and Industrial and Commercial Organizations Divisions**), and cross-division registration is not allowed. Also, impersonation is prohibited, and if any member caught impersonating another person, the whole team will be disqualified from the races. Teams with questions about their participating members' qualifications should file a written appeal based on the related rules 60 minutes before the race, as no objection can be raised after the race.
7. Competitors should bring the competitor ID produced and issued by the host to the roll call area and await the roll call and identity verification.
8. Teams may not leave the roll call area after the roll call is complete; otherwise, they will be considered to have forfeited.
9. Teams should not depart before the starter fires the starting pistol; otherwise, an early departure will be considered a foul. Teams with two fouls will be disqualified from the race.
10. After the starting pistol is fired, teams may not request to pause the race for any

reason.

11. Teams must row in their respective water lanes based on the drawn lots. When teams arrive at the finish line, they must follow the designated course to row their boats to the designated location and not hinder any ongoing race; otherwise, any interference will be considered a foul and disqualify the team.
12. Teams must row their dragon boats to the starting line of the race within the designated time, those causing a delay in the race and being late twice for a total of 5 minutes or longer will be considered lost.
13. Lanes for large dragon boats range from the starting line to the finish line. Lanes for small dragon boats range from the starting line to where they grab their own flags at the end.
14. Large dragon boat paddlers must remain seated while paddling, and teams in violation of this posture will be disqualified. The seated posture for a paddler when paddling is determined to be facing the head of the boat with feet closer to it than the buttock, and the buttocks should not leave the seat. The host's posture examiner will decide if there was a violation. There is no posture limitation for small dragon boat paddlers.
15. Before the starting pistol is fired, competing teams must keep their paddles above the water surface; both large and small dragon boats must adhere to this rule, but rudders are exempt from this; teams will receive a warning when they foul for the first time and will be disqualified if they foul for a second time.
16. When teams arrive at the finish line, large dragon boats will be ranked based on the order of the head of the boat passing the finish line; small dragon boats will be ranked based on the time taken to grab the flag, and teams with better time performance will be selected to enter the final race. A single-elimination system is used in the preliminary and final races for both large and small dragon

boats. Note: (1) A flag is considered captured when it leaves the flag holder. (2) If the flag grabber falls into the water after grabbing the flag, the flag is still considered captured.

17. When dragon boats arrive at the race's finishing line, they should slow down and return to the starting line. Those needing the host's assistance in towing the boat shall wait in the original location.
18. In terms of the actual number of participants in each game, other than the required drummer and helmsperson, large dragon boats should have at least 16 paddlers, and small dragon boats should have 10 paddlers; if there is an odd number of participants, teams may not go down to the boat to contest, and teams with an insufficient number of people will be considered lost.
19. Female teams (except for junior and senior high school groups) could not have a male drummer, but there is no limitation on the helmsperson's gender; male teams may have a female drummer, and there is no limitation on the helmsperson's gender.
20. All teams must use the dragon boats, paddles, drums, gongs and rudders provided by the host, and, before the race, teams should check the equipment themselves to confirm it is in proper condition; if anything malfunctions during a race, the race will be re-held and no objection will be allowed.
21. After the starting pistol is fired, if any member falls into the water, the team will be considered lost (except when the flag grabber falls into the water after grabbing the flag). If any equipment and staff provided by the host, such as the dragon boat and helmsman, malfunction due to force majeure, the race will be re-held and no objections will be allowed.
22. Any violation of the host's rules before or after races will be handled by the judging committee; the police may handle any special situation.

23. Dragon boats deviating from their lane and rushing past the lane divider into other lanes are considered lost, but if the referee determines that the boat actually deviated from its lane due to force majeure conditions and the head referee rules that the race will be re-held, all teams in that race must participate in the race again; otherwise, they will be considered to have forfeited.
24. To promote team spirit and encourage passion for the races, teams can bring their own cheer leaders to cheer for their own teams; there is no limitation on the cheerleading format, but it may not disrupt the order maintained by the host and hinder the races.
25. All competing teams should follow the safety instructions from the managing staff and lifeguards at the boarding area. All competitors, including drummers and flag grabbers, should wear a life jacket throughout the race (from the roll call to landing after the race ends). Teams in violation will be disqualified.
26. Participants violating sportsmanship, disobeying the host's ruling or acting inappropriately (such as by protesting and disrupting the order) at the race will be disqualified.
27. Participants must get a physical examination before registration and only those physically suitable for dragon boat racing should participate. The person in charge of each team's application must ensure all members comply with this rule.
28. Participants causing damage to any equipment on the dragon boats must compensate for the damage according to actual costs without any objection.
29. Teams that have any objection to the referee's rulings may file an appeal within 60 minutes after the race and pay a deposit of NT\$5,000.
30. All competing teams must use the gongs and drums provided by the host during races, and the use of whistles, horns and any electronic equipment (such as

speakers and radio) is prohibited. Teams found using the above-mentioned equipment will be disqualified.

31. If the Regulations fails to cover any matter, the host could amend, announce and implement that matter.