

Ice Dragon Boat Competition Rules and Referee Policy (First Edition)

Mar 28th, 2016

Part 1 Rules for Ice Dragon Boat Competition

Chapter 1 General Provisions

Article 1 Definitions

- 1.1 Dragon Boat sport is a kind of sport with drummer, paddlers, gong beater, and helmsman working together in the form of paddle, sports, fitness, entertainment and ritual.
- 1.2 In order to maintain Chinese traditional folklore, all forms of dragon boat racing must be equipped with dragon head, dragon tail, drum, gong, and rudder.
- 1.3 A dragon boat race is a competition in which a race is completed in the shortest possible time, with a specified distance or pulling the opponent to the appropriate mark.

Article 2 form of competition

- 2.1 Straight race: refers to passing through 1000 meters clear signs without any obstacles straight race track as far as possible within a short period of time
- 2.2 Round mark: refers to the radius of not less than 18 meters, straight line distance of not less than 400 meters of artificial or natural ice surrounded by the race.
- 2.3 Rally: refers to a long-distance race on the closed routes of natural ice.
- 2.4 round-trip plug: refers to the reentry race of not less than 100 meters in the straightway within many times

Article 3 Competition Class

- 3.1 Open Group: No gender restrictions.
- 3.2 Male group: must be male, no age limit.
- 3.3 Women's group: must be female, no age limit.
- 3.4 Mixed group: paddlers are sex-restricted, no age limit.
 - A minimum of 4 person, maximum of 6 same-sex paddlers participating in a 12-person Dragon Boat Race.
 - A minimum of 2 person, maximum of 3 same-sex paddlers participating in a 5-person Dragon Boat Race.

4.5 Youth group: should be above 18 but not more than 23 years of age before the last day of the year.

4.6 Juvenile group: should be above 14 but not more than 18 years of age before the last day of the year.

4.7 Veteran Group: In addition to the drummer and helmsman, the athletes' age must be 40 years of age or more before the last day of the year.

(Youth, juvenile and veteran groups can be set up with male, female and mixed group)

Chapter 2 Venues, Facilities and Equipment

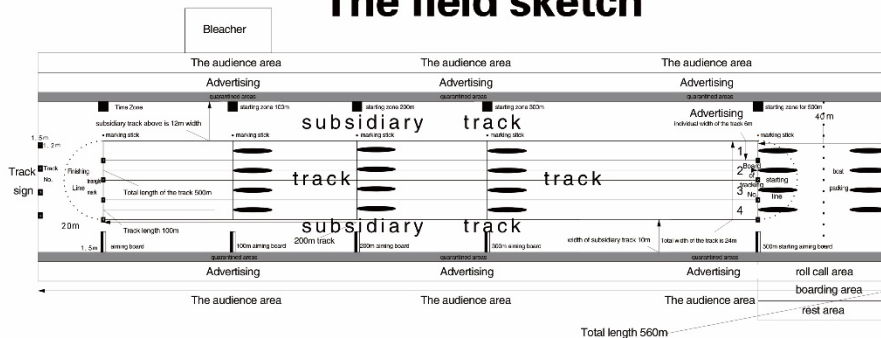
Article 1 Competition Venue

1.1 The playing field shall be located on a flat and spacious ice surface. The length and width of the track shall be measured and a precise plan shall be drawn (see Figure 1)

1.2 Track specifications and requirements:

- There are 2 to 8 tracks in the venue, the first is the track closest to the final tower of the referee, and so on.
- The track lines must be parallel and perpendicular to the start and finish lines
- The width of the track must be the same, the specification is 6 ~ 8 meters.
- A subsidiary track with no less than 8 meters on one side of the track.
- Track lines are painted with ink, and are marked with a small red cone on the line. Each cone cannot be more than 5 meters apart. 100 meters before and after the track with a red line drawn, the track line width shall not exceed 0.10 meters.
- The ice must be smooth, the elevation error of the ice surface is less than 5cm, the thinnest ice shall not be less than 30cm.
- Clearly visible sign post (above 3 meter) must be set up at both the starting line and the finishing line 5 meters away. The extension line of the starting and finishing lines is located at a distance of 6 meters from the end. It is perpendicular to the ice surface and has a clearly visible Targeting card. The specifications are 3 meters high 0.60 meters wide (0.30m of the left side is black; 0.30m of the right side is yellow).
- The starting and end points are numbered with a number plate. The starting number plate is 0.70m high and 0.05m width. The final number plate is 1.20m high and 1m wide. It is placed on the extension line outside the finish line.

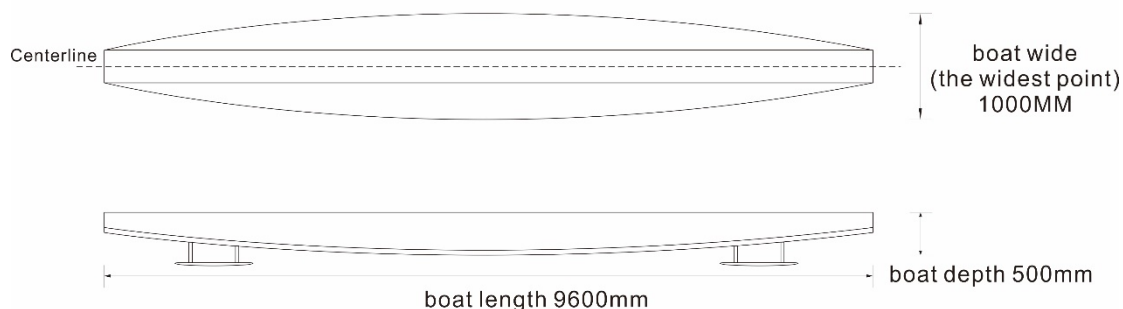
The field sketch



- The width of the ice must be at least 35m, and the length must be at least 230m
- Ice need to be smooth, and the thickness must be at least 30cm

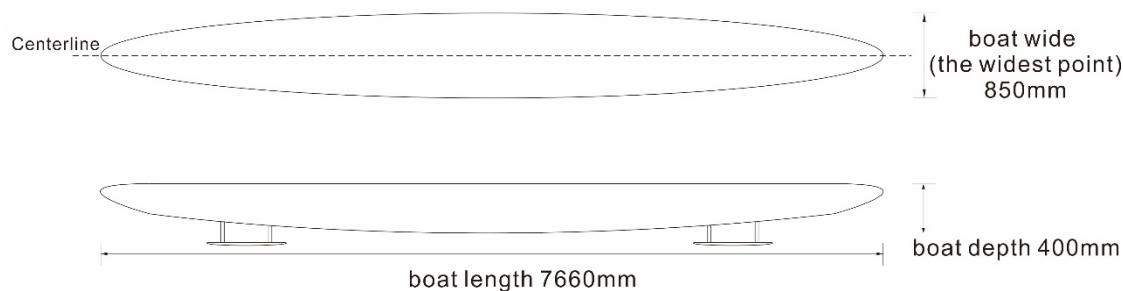
Article 2 Equipment

12 men ice and water dragon boat



Total length (including the dragon head and tail) 11330mm $\pm$ 30mm, boat length 9600mm $\pm$ 20mm dragon head length 910mm, dragon tail length 810mm, boat wide (the widest point) 1000 $\pm$ 10mm, symmetry $\leq$ 5mm, boat depth 500mm, the skate blade distance 5230 $\pm$ 50mm.

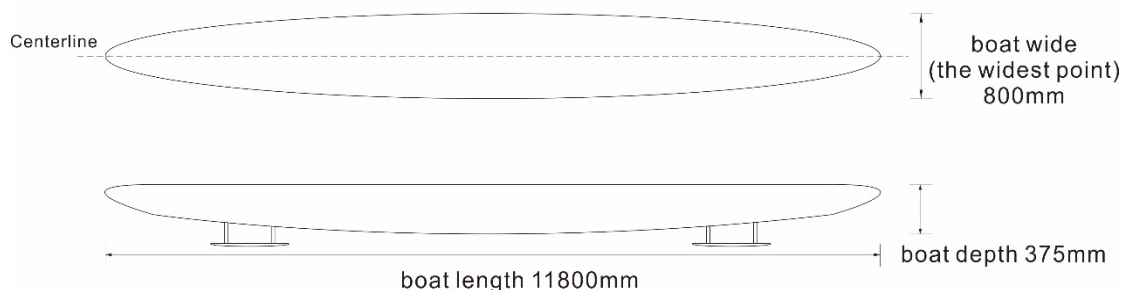
12 men race ice dragon boat



Total length (including dragon head and tail) 8540mm $\pm$ 30mm, boat length 7660mm $\pm$ 20mm, dragon head length 490mm, dragon tail length 385mm, boat width (the widest point) 850mm, symmetry $\leq$ 5mm, boat depth 400mm, the skate blade distance 3900mm

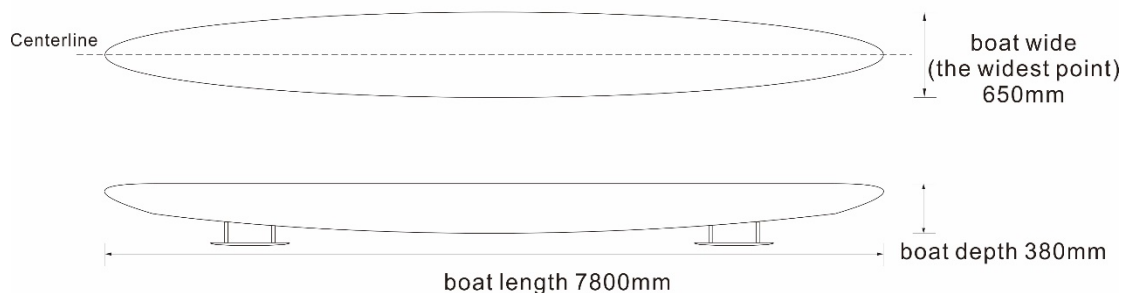
± 50mm.

10 men ice dragon boat



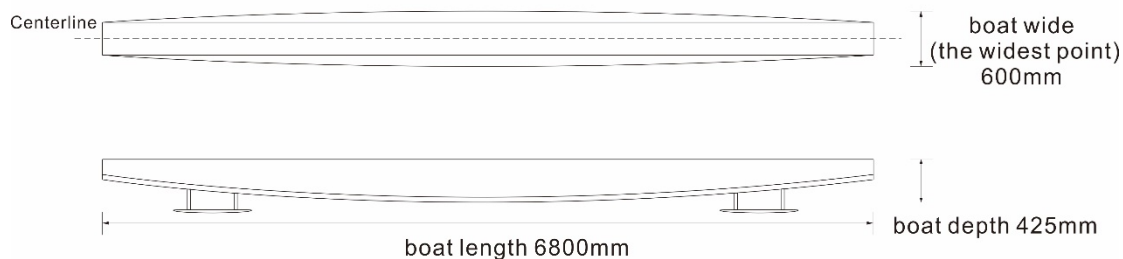
Total length (including dragon head and tail) 12780mm±30mm, boat length 11800mm±20mm, dragon head length 500mm, dragon tail length 480mm, boat width (the widest point) 800mm, symmetry ≤5mm, boat depth 375mm, the skate blade distance 5965±50mm.

6 men ice dragon boat



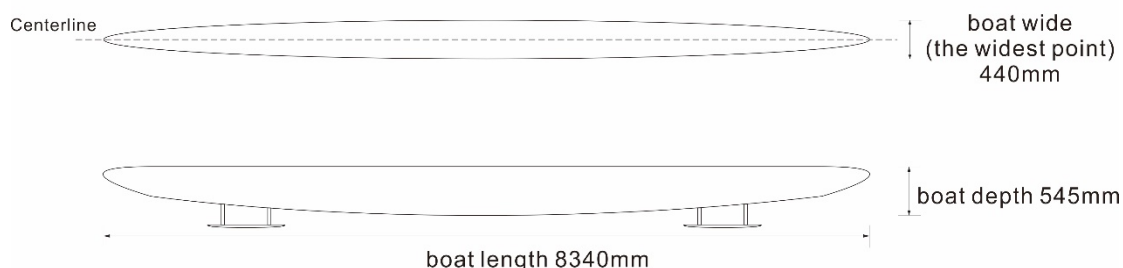
Total length (including dragon head and tail) 9100mm±30mm, boat length 7800mm±20mm, dragon head length 630mm, dragon tail length 690mm, boat width (the widest point) 650mm, symmetry ≤5mm, boat depth 380mm, the skate blade distance 3555±50mm.

5 men ice dragon boat



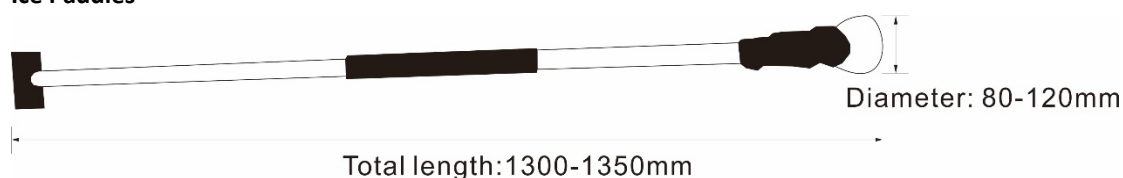
Total length (including dragon head and tail) 8300mm±30mm, boat length 6800mm±20mm, dragon head length 930mm, dragon tail length 610mm, boat width (the widest point) 600mm, symmetry ≤5mm, boat depth 425mm, the skate blade distance 3910±50mm.

4 men ice dragon boat



Total length (No dragon head and tail) 8340mm $\pm$ 30mm, boat width (the widest point) 440mm, symmetry $\leq$ 5mm, boat depth 545mm, the skate blade distance 28600 $\pm$ 50mm.

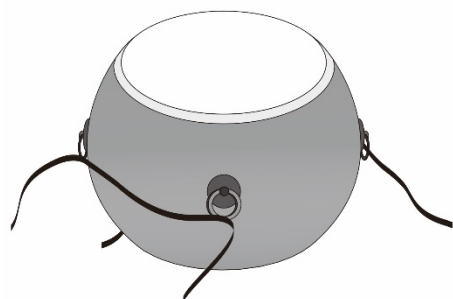
Ice Paddles



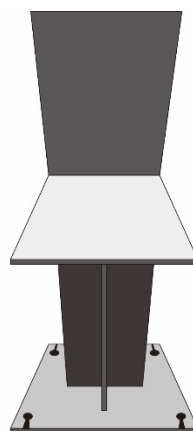
Total length of ice blade 1300-1350mm, diameter of ice blade head 80-120mm, Ice blade weight 612g $\pm$ 50g.

Ice Paddles break the traditional single tip design, using 10 tips approach the ice, It could increasing the contact area with the ice. Avoided a single drill's destructive on the ice grab. with more tips on the ice instead. the design of joint between handle and drill is more flexible. Added a protective floor to cover the tips while the ice braze leaves the ice. It is a safety protection, does not hurt people and convenient for collection.

Drums and Sitting bench



Type I drum is diameter 540mm height 440mm.
Type II drum is diameter 500mm, height 400mm.



The drummer seat has active device.
The total height is 670mm, the seat height is 385mm.

A typical type of ice dragon boat settled same model of drums, some models of dragon boat with drummer seat, there are two types of drums according to different boat types. Type I drum is diameter 540mm height 440mm. Type II drum is diameter 500mm, height 400mm. The drummer seat has active device. Total height is 670mm , the seat height is 385mm.

Chapter 3 Athletes

Article 1 Eligibility

- 1.1 Athletes must be healthy, with adaptability ability in cold weather conditions
- 1.2 In the “no age limit” category, if an athlete is under 12 years of age, and an athlete shall be designated to be responsible for safety.
- 1.3 During the competition, the athlete must carry ID card, entry certificate and registration card for examination

Article 2 Number of Participants

- 2.1 For 12-person race, each team shall not exceed 14 athletes, including 10 paddlers, 1 drummer, 1 helmsman and 2 replacements.
- 2.2 For 5 people race, each team shall not exceed 6 athletes, including 4 paddlers, 1 drummer (also helmsman) and 2 replacements.
- 2.3 The qualification of the athletes shall be determined after boarding the boat and shall not be replaced.
- 2.4 Each team must set up a captain, the captain need to carry a logo from the Organizing committee.
- 2.5 Participation attrition
Before registration, if the coach (captain) states attrition, after the agreement of the referee, the team can reduce the members in the competition, only paddlers can be reduced, but does not include the minimum limitation for the same gender of the mixed group, otherwise the team shall not participate in the competition.

Article 3 Clothing

- 3.1 Clothing of the same team must be consistent.
- 3.2 The Organizing committee provides for participating athletes, all the athletes should wear the “entry number cloth” on the back of the shirt.
- 3.3 Unless the Organizing committee has other statement, athletes shall not wear racing suits printed with sponsorship advertisements without the approval of the organizer, also cannot use paddles printed with sponsorship advertisements.

Chapter 4 General Rules of Competitions

Article 1 Check

- 1.1 The teams must arrive 30 minutes in advance to check the record, participate the draw lots, accept the referee to call the roll, and inspect the qualification and clothing. If the team cannot reach the registration area more than 15 minutes, will be handled by automatic abstained.
- 1.2 While checking, the coaches (on the long) statement call members, according to the rules "Chapter 2.6 attrition" clause. Those who fail to comply with the provisions of the warning, cancel the match qualification.
- 1.3 Each team must follow the referee to board the boat. Those who violate the provisions and disobey the warning will cancel the qualification.
- 1.4 When boarding a boat, the athlete shall wear unitive uniforms and a seat cushion (the thickness of the cushion shall not exceed 15mm under the finger pressure), and shall not carry objects that affect the fair competition such as smearing substances, power equipment and communication equipment which can change the frictional force of the boat body. Those who fail to comply with the provisions of the warning, cancel the match qualification.
- 1.5 After boarding the boat, departure from the boarding platform orderly under the command of the referee, sliding from the start to the track, not allowed to land.

Article 2 Starting line

2.1 Access to the track

- Three minutes before the start of the race, the teams should enter the track according to the referee of the starting point.
- Two minutes before the start of the race, the team which did not enter the track, will be booked.
- 1 minute before the start of the race, dragon head need to be at the straight line, the starter could choose when to start.

2.2 Departure preparation

Each team must make the dragon head in a straight line as soon as possible under the command of the referee of the starting point, those who fail to comply with the provisions of the warning, will be booked.

2.3 Starting procedure

- Once the teams are ready, the initiators will begin issuing the order, it is: "Attention" → "Ready" → "Go", and whistle at the same time.
- The interval between "Ready" and "Scratch" does not exceed 5 seconds.
- When a starter say "Attention", team leader, captain, or drummer should raise his hand

to indicate the team is ready.

- After the starter say “Go”, the teams are responsible for any reason for any delay in sailing.

2.4 Penalty Rules

2.4.1 Foul departure: After the starter says “Attention”, the teams shall stay motionless. Before “Go”, any move is foul including paddling, drums, gongs, whistles, shouting and other way to command the paddlers.

2.4.2 Recall signal: when there is departure foul, the referee will continuous "whistling", the track referee will quickly intercept the boats, and called the team back to the starting point to re-match.

2.4.3 The number of sailings per group shall not exceed twice, and if there are a second foul departure, the group will no longer recall and the competition shall proceed. The foul team shall be withdrawn from the track by the track referee's command.

2.4.4 If one of the following conditions is met, the qualification of the team will be canceled

- A team that has received a yellow card for the second time in the same group.
- A team with a yellow card and a foul departure.
- A team that refuses to get back to the starting line when there is a foul departure.

Article 3 Racing Track

3.1 During the competition, each team must keep paddling in their own track from the beginning to the end, any part of dragon boat cannot exceed the padding track, the team should responsible for all the risk which exceed the track.

3.1.1 Even the teams follow the straight line of track; they should keep 4 meters of water distances from lateral dragon boat. The ice surface distance means the ice paddles distances between two lateral ice dragon boats. When the referee says “keep the ice ground distances”, the teams must follow.

3.1.2 If the team in front of the other teams duos to change the track, then the teams will be regard as foul, and will cancel the qualification of racing.

3.1.3 If the team behind the other teams duo to change the track, that behavior doesn't disturb other team and could back to their own track immediately, will not be judged as foul.

3.2 Paddling position include seat position, stand position and knees position.

Unless the rules and regulation clarify, the race should be use seat gesture; the traditional dragon boat racing position will not be limited.

3.3 Every drummer and Gong beater should knock rhythmical (can be with whistle) to lead the paddlers. If the team doesn't drum or knock after 50 meters will be added extra time like 5 second.

3.4 Each helmsman, drummer in the racing team are not allowed to help paddling in any method, otherwise, will be judged as foul, and canceled the qualification of competition.

3.5 If it happens that more than two dragon boat crash during the race, will confirm

whether the race be terminated by following condition as below:

3.5.1 If such incident happen in Preliminary race, the foul team will be judged red card, and canceled the qualification of racing, other teams will continue, and the team which influenced will be arranged replay by the situation.

3.5.2 If such incident happens in Quarter-final race, the track chief referee will announce the signal of STOP and intercept the boat, at the moment cancel the foul dragon boat team; other teams should back to the start line, and replay.

3.5.3 If such incident happens in Quarter-final to finals race, at the moment cancel the foul dragon boat team, other teams should continue the race, and the team which already been influenced should be arranged replay by chief referee according to the condition. (the restart time should be arranged before next group race, but cannot guarantee the influenced team begin to race have enough time to rest; the team be influenced in the final will be restart within 30 min), and this restart group race will be judge the grade by time.

3.6 If the team damage the dragon boat on purpose should responsible for salvage and pay the compensation, also will be canceled the qualification of competition.

3.7 If the equipment damaged or missing during the race, the race should be continued.

3.8 If the team member fall into water will be canceled the qualification.

3.9 If happen the unpredictable incident, such as more than one track line's water surface in a bad condition and lead to the dragon boats turn turtle or collide which will influence whole competition, then the chief referee will declare the instruction of termination.

Article 4 Destination

4.1 Every Dragon boat should set the Number plate in the front part. When the leading edge of dragon boat head reaches the finish line will be regarded end of rowing. The destination judgment will give the ranking according to the order of reaching the finish line.

4.2 Same ranking

If more than two dragon boats in same group reach the finish line at same time, in addition the winner should replay, the other ranking is allowed to have the same ranking. Due to the same ranking to influence the next promotion, the chief judgment will arrange the team which have same ranking place to replay or draw lots to divide the ranking of promotion qualification.

4.3 Time is equal

When two or more teams in the same round match the same time and exceed the promotion quota, the referee will instruct the same time team according to the actual situation to carry out the replay or draw to determine the promotion qualification.

4.4 when the ice dragon boat pass the finish line, should back to the ice dragon boat platform and let referee to check and return the equipments, the team which didn't been examined the equipments can not allow to leave the boats. The race is finish when the referee finished and all the athletes leave the boat.

4.5 Below situations will be judged as foul after the race, it will lead the team result's invalid, and cancel the qualification.

4.5.1 The dragon boat not pass the appointed tracking destination.

4.5.2 The number of athletes that the dragon boat take after pass the finish line can't conform to the number of athletes from start line.

4.5.3 Forbidden object or assorted equipment shortage in the dragon boat.

Article 5 Technical delegate obligation

- ☐ Responsible for organizing the race, supervise the race by following the regulation rules, and requirements to carry out.
- ☐ Cooperate with committee, guarantee the technical arrangement are accord with the competition.
- ☐ Arrange and audit the race schedule, equipment, the course, athletes qualification, race results strictly.
- ☐ Hold the technical meeting, and introduce the race situation to the technical officer and attending teams.
- ☐ if necessary, submit the report about the race to relevant department.

5.2 Arbitration council

Arbitration council is an arbitration organization settled by committee, the responsibility is to check and guarantee the execution of regulation rules, dispute race correctly.

5.3 Arbitration constitute

Arbitration is consisting of committee officer, committee member, technical delegation and manager officer. On the basis of odd number no less than 3 people (including 3 people) decided by committee.

5.4 Arbitration duty and authority

5.4.1 Arbitration council will deal with the dispute happened in the race, execute the regulation rule during the race.

5.4.2 Guarantee the race regulation rules and execute correctly.

5.4.3 Arbitration will not dealing with the events which in the limits of referee's authority. The behavior which no direct with the competition like disturbance, fight and so on, will be deal with by arbitration department.

5.4.4 If the athletes, leader who break the regulation rules will be judged by arbitration, if they still make troubles, the arbitration will give the criticize, serious warning even cancel the race or the qualification.

5.4.5 If the referee doing the wrong job, the arbitration council will take the education disciplinary action to the referee according to the situation, but cannot change the decision from the limit of referee's authority. The Arbitration council have the authority to cancel the referee's qualification according to the situation of mistake, and advise the association to cancel or reduce the grade of judgment.

5.4.6 Arbitration is an organization of temporary, will execute the job during the race,

and will be canceled after the end of race.

5.5 Protest, complain and arbitration

5.5.1 If there have dispute to qualification when selecting the referee members, each team should hand over the writing protest to arbitration before 12 hours of race or on the leader, coaches, referee meeting.

5.5.2 If there are teams dissatisfied with the judgment, the leader should hand over the complaint in writing to arbitration within 30 min after bullet the results. Overtime complaining will be ignored.

5.5.3 Each team should pay 1000USD when hand over the protest, complain charges, if the team wins the cause, and will return the charges.

5.5.4 After the arbitration take the protest or complain charges, should obtain evidence within 30 min and hold the arbitration conference, according to relevant rules from "Arbitration regulations" to make the judgment. The team should not influence the race or reward after arbitration.

5.5.5 The decision made by arbitration with obtain evidence will be regard as the final judgment with immediate effect, meanwhile put the relevant evidence and report on race committee records.

Chapter 5 Race Regulation

Article 1 Award

1.1 For all kinds of race, If the team obtain the first 3 places will award champion flag (or trophy), every athletes in the team will obtain gold, silver, bronze medal and the honorary certificate, obtain other places enrolled will award corresponding honorary certificate.

1.2 The national or international tournament host by association or organization, will award the medal and certificate by committee.

Article 2 Race course flat schematic diagram

Draw the race course flat schematic diagram should have below marks:

2.1 Direction of race course, race track line and width of track line.

2.2 The width of attached track, and attached track mark, warning region (isolation area) and the width.

2.3 The position of start line and finish line of race, number plate of start and finish, the aim plate and marker post in start and finish.

2.4 The position of watching the dragon boat race platform, issuing an order platform,

referee tower of the finishing line.

2.5 The area where the athletes make the preparation and rest, where waiting for the roll call area, where taking the dragon boat platform and number.

2.6 The results bulletin position, medical assistance service station, guests and the audience watch area, public washroom position.

2.7 If it is necessary to award the prize in race course, should mark the area where the team waiting and awarding.

Article 3 The charges for attending race.

If the race taking the registration fee, lodging fee, dining fee, transportation fee, such charges should be declared in detail in race regulation, invitation letter or reception arrangement documents in advance.

Article 4 the relation between regulations, rules and procedures.

The regulations is relevant with race standard regulations, adopt to all kinds of dragon boat race.

The rules are the criterion of race behavior, basis of judgment. The procedures are the supplement for regulations and rules, only adopt one race or one series of race. The regulations and rules have relatively long cycle and universal adaptability, the procedures only effective for one or one series race, the three materials are the instruction documents of technology, administration.

Article 5 Layout principles

5.1 Adhering the principles of fairness, impartiality, openness to treat the participating teams, teams have the right to participate in the competition group.

5.2 In order to reduce the competition contingency, enroll the next group's winner will be adopt the way of ranking plus the grade,

5.3 Preliminary race will use the way of draw lots to divide the race group, will try to avoid same region in same group.

5.4 When the team quantity less or more than the multiple tracking quantities, will divide the group average, the balance between each group cannot be more than 1.

5.5 The order of each project should consider if the start line move, try to make the same distance, different group race in same time, in order to reduce the chance of moving the start line, and guarantee the fluency of race.

5.6 Consider each team's rest time between each group's races carefully.

Article 6 Arrangement method

6.1 Arrange preliminary, quarter-final, semifinals, finals.

6.2 Each race group will use snakelike to arrange, arrange according to strength of each

team.

6.3 Preliminary group could be made like snakelike by application results of each team in series, or confirm by drew lots. If the group make by drew lots than will go on at technical meeting, preliminary tracking number will be made at call rolling area by drew lots.

6.4 After last group race over, according to the ranking and results of each group, the team will be arranged into higher group race and track line, other team will be arranged into next group race according to their ranking and results.

Part two Ice dragon boat Referee Policy

Article 1

1.1 Authorized size

Technical delegate: 1 person.

1.2 Pre-competition

1.2.1 Check and confirm the race course, track line, race equipment, referee equipment, facilities which have function uses in race. Training for official person or volunteer who will work or assist and organize the race.

1.2.3 Check the regulation rules, competition method, race results counting system, hold technical meeting.

1.3 Race

Normally, the office will be settle at Watch area, according to the situation to solve the technical problem during the race, also assist the chief referee work.

1.4 After race

Make the conclusion after race, also report and summarize the job of technical person.

Article 2

2.1 Authorized size

Chief referee: 1 person, assist referee: 2-3 person

2.2.1 Follow the procedure to provide the plan to select and require the referee.

2.2.2 Make equipment which the work of referee need according to the scale of race, with practice situation of race course.

2.2.3 Formulate the referee work manual, assign the chief referee and the referee, learn "competition and the referee rules," arrange for pre-competition practice

2.2.4 Participate the meetings of organizing and technical committee, provide the written event description to the teams.

2.2.5 Assist the Organizing committee to do a good job in the layout of the competition

department, arrange the teams before the competition.

2.3 During the race

2.3.1 Responsible for the overall referee's work under the leadership of the Competition Department of the Organizing committee, leading all the referees to organize the competition, ensuring the competitions are conducted according to the competition schedule, and make decisions after detailed understanding of the problems in the competition.

2.3.2 Provide an accurate response to the query of the Arbitration Commission.

2.3.3 Have the right to stop a referee's work if he made a serious mistake and write report to the Arbitration Board and the Competition Committee afterwards.

2.3.4 For the matters not covered by the rules and procedures, a written request shall be made to the Technical Representative for proper handling.

2.3.5 Under normal circumstances, the working position is set at the terminal point, verify all the competition results and sign. Keep in touch with the other referees, solve the difficult problems during the race, should be promptly submit the site information to the technical representatives and the Organizing committee in case of disputes.

2.3.6 The end of each unit, gather the referee on-site providing the summary of the team, put forward improvements.

2.4 After the race

2.4.1 Before the presentation, announced the results of the competition.

2.4.2 Urge the referee to return the equipment.

2.4.3 After the race, write a summary of the work of the referee.

2.4.4 Evaluate the performance of all the referees and sign the signature to confirm.

2.5 Vice President of the Chief referee should assist the Chief referee, and responsible for referees management, external contact and other work, also responsible for the specific work of 1-2 referee group according to the competition needs, if the chief referee is absent for any reason, the first vice president should take his job

.

Article 3 Arrangements

3.1 Authorized size

Chief referee: 1 to 2 people, referee: 4 to 6 people.

3.2 Tasks

Make the contingency plans. Proficient in computer operation and layout methods of 4, 6, 8 tracks, especially the four track method, with practical skills to arrange 2 or 3 tracks or special track.

3.3 Before the race

3.3.1. Assist the Chief Referee to develop referees study, internship plan, and prepare relevant study materials.

3.3.2 Familiar with rules, race course, equipments and the sign-up of various groups, and collect information about the competitions (registration forms, photos, athletes certificates, etc.), make sports registration cards, competition forms and draw lots tool.

3.3.3 Provide the necessary materials for the program booklet, according to requirements, compose the competition schedule and competition order form, determine the race order.

3.3.4 Arrangements should be noted that if there are more than two straight track race in a race, it'll should be long distance after a short distance.

3.3.5 Participate in the joint meeting, responsible leading the team, coach sign-up and liability statement sign-up, presided over the grouping and draw lots of preliminary.

3.3.6 Before the competition, the check-in card and competition order will be sent to the registration group and referee group.

3.4 In the race

3.4.1 The operating post is generally located near the end line in order to facilitate a good results of competition and next race order work in the the shortest time.

3.4.2 Print the result bulletin of each group in time, and send it to the Chief Referee for reviewing and signing in triplicate and make the announcement.

3.4.3 To arrange the order of the next race with two methods of computer and manual operation as soon as possible, After verifying correctly, report to the referee group through interphone, the next race order list should be respectively delivered to registration desk, the starting point, the end point, the referee group and archiving group.

3.5 After the race

3.5.1 After the competition, the winners list of each project should provided to the chief referee.

3.5.2 Print the results booklet and distribute it to each team in time.

3.5.3 Summon the referee to make the summary, return the referee equipment, organize all the documents and transfer to the event competition department.

Article 4 Registration

4.1 Authorized size

Chief referee: 1 to 3 people, referees: 7 to 15 people.

4.2 Tasks

Work out contingency plans. work In strict accordance with the schedule to ensure smooth process of the teams' registration → boarding → starting point → competition procedure. standardize the language of the registration and the effective use of interphone.

4.3 Before the game

4.3.1 Familiar with the game rules, competition schedule, the team and the working area distribution, master the athletes rest area, determine the registration area and the

waiting area of the competition, formulate the boarding routes of athletes.

4.3.2 40 minutes before to reach the race course for each game. Contact and take the registration card and competition order list with the organizing group, fix up registration office, prepare referee working equipment.

4.3.3 Host draws lots of the the team 30 minutes before the competition. Inform each team coach to do the draw lots of each track in the registration office.

4.3.4 Convene the team to reach the registration area 20 minutes before the game, check the identity information, if there is violation, less paddlers or other circumstances should promptly notify the chief referee.

4.3.5 Explain the boarding platform approach, the affiliated track route and other related matters to the participating teams 10 to 15 minutes before the game, and guide the teams to boarding platform, complete and hand over with the equipment referee group

4.4 In the race

4.4.1 Master the process of competition after the race begin, orderly organize each team to reach to the registration area in strict accordance with the requirements of quality inspection, assist the organization of boat boarding of the athletes with equipment referee group.

4.4.2 Strengthen the connections with the arrangement group, to inform the team's coach of next race to do the draw lots at the registration area as soon as possible, pass the results of the track draw lots to each referee group in time.

4.3 After the race

Summon this group of referees to make summary, return the referee working equipment.

Article 5 Equipment

5.1 Authorized size

Chief referee: 1 to 2 people, referees: 6 to 10 people.

5.2 Tasks

Work out contingency plans. According to the actual situation of the boats, the boats should be displayed reasonably and orderly to ensure smooth action route of dragon boats. Adjust the dragon boat quickly to the boarding side of the boats during the competition in order to board the boats safely and orderly. Report to the chief referee upon the use of the standby dragon boat, It shall be strictly prohibited from exchanging the dragon boat and track number plate on the dragon boat during the competition, It's not allowed to exchange the dragon boat number plate and the track number, once they are checked and installed in order.

5.3 Before the race

5.3.1 The competition dragon boats and two spare dragon boats should be provided according to the number of participating teams. prepare a certain number of spare equipments, two technical staff should be arranged to be responsible for the onsite maintenance work.

5.3.2 Understand the actual situation of competition equipments and ancillary equipments, when equipments referees arrived at the racing site, and make the appropriate signs, test the dragon boats, sign the group number according to the weight and parameters of the dragon boats.

5.3.3 Responsible for the distribution and withdrawing of equipments provided by the organizing committee. , borrowing procedures should be adopted for the teams need to use the equipments in the training and competition.

5.3.4 Reach the boats boarding area 40 minutes before the race, and learn the placing of dragon boats in the boarding area. Check the dragon boats, accessory device and the track plates on the dragon boats. Inform the registration booth, the starting point, referee group at the ending line with the interphone about track plates color on the dragon boats for each team after preparation work is done.

5.3.5 Assist the referee to count the number of paddlers, check clothing, command the team to leave the boarding area and go from the subsidiary race track to the starting point and so on.

5.4 In the race

5.4.1 Command each teams place the dragon boats orderly after the competition, check the number of athletes, check the dragon boat and accessory device, and inform the organizing committee to repair or supplement the damaged equipments.

5.4.2 Maintain the contact and cooperation with the registration referee teams, master the racing process, strengthen the security management near the boarding area to ensure the safety

5.5 After the race

Summon the referees in this group to summarize, the dragon boat should be placed orderly at the boarding area, return the referee working equipments

Article 6 Starting Point

6.1 Authorized size

Chief referee: 1 to 2 people, referees: 6 to 10 people.

6.2 Tasks

Work out contingency plans. To ensure the smoothly going of the event, clearly know about the contact number with the ending line referee, made the standard of unified starting out and to ensure all teams on the track can clearly hear the signal is sent out.

6.3 Before the race

6.3.1 Arrive at the workplace 30 minutes before each race, check the equipments of starting point, familiar with the equipments, assistant commander should try to contact

a few times with the end point staff with interphones.

6.3.2 The starting point chief referee is responsible for unity in front of starting point and making orders, assistant commander should assist chief referee to check if it is the presence of fouls. He is responsible for starting the stopwatch (as a key backup stopwatch) and preparing to issue a recall signal of false start. Starting point referee should be responsible for allocation in the track and position stability of dragon boat, assist chief referee to observe whether if there is any ice paddles usage foul from the distance, send the feedback information to the starting point referee with the specified gesture, the camera crew at the starting point should record the whole process of the starting order and setting out of dragon boats at the starting point.

6.3.3 the procedure and pace of the order shall be explained to the teams before issuing the order, such as "Attention" → "Ready" → "Go". Generally, the time between the "attention" and the "preparation" command can be slightly longer, and the "preparation" command can be issued when all the boats are in steady state. The interval time of "Preparation" to "Go" should be 5 seconds, a "Go" command could be issued when all the dragon boats get in the quiescent state.

6.4. In the race

6.4.1 Inform the team timely to enter their respective track 3 minutes before the race, call the roll and verify the teams information 2 minutes before the race, unify the position in line and maintain stability on the starting point one minute before the race. The commander will issue the command of "attention" when all the boats are in stable condition. commander will raise the flag or pistol slowly and issue "Ready" command after all the teams react. At this point, the referees untie both hands off the dragon boat tail, both arms slowly raise laterally, assistant commander should promptly start the stopwatch (as the ending line backup stopwatch) upon hearing the "Go" command. Assistant commander should immediately issue a recall foul signal if there is happening of foul.

6.4.2 Send the information in three time point of giving orders to the ending line with interphone timely, but not to push the interphone button continuously, so as not to affect the punctual transmission of onsite emergency information.

6.4.3 Start rapidly the backup stopwatch the backup stopwatch to make a remedy by means of virtual orders when the ending line does not receive the the signal of starting point. The commander shall control the time for remedy order to be issued as an integer, such as 20 seconds, 30 seconds, 40 seconds and so on.

6.5 After the Game

Summon the referees in this group to summarize, return the equipments.

Article 7 Ending Line

7.1 Authorized size

Chief referee: 1 to 2 people, referees: 7 to 12 people.

7.2 Tasks

Work out contingency plans. Observe the successive order of each dragon boats, review the ranking and results in the race. camera recording can be taken as final ruling basis in the inability to clearly determine the ranking.in addition to the ending line referee, the other staff must be approved to review the recording by the chief referee before the race finish.

7.3 Before the race

7.3.1 Familiar with the performance of the stopwatch, ensure operation method of ranking determination and manual timing.

7.3.2 Reach the workplace 30 minutes before each race, onsite installation and arrangements, check the equipments, prepare the race equipments, and fill out the record form.

7.3.3 Understand the order, watchword and signals procedures on the starting line, contact actively with the starting line,try to issue orders for several times.

7.4 In the race

7.4.1 Start to time upon hearing "Go" signal of the starting point for each race category, and quickly check the startup state of the stopwatch, report to the referee quickly if it does not work.

7.4.2 Prepare the ranking and timing of the race when the dragon boat to the finishing line become 100 meters left. Accurate position of dragon boats and time must be recorded when all the dragon boats run through the finishing line, and fill in the results form. The ranking on the finishing line shall be adopted in case of inconformity between ranking and results brought out by timing.

7.4.3 The finishing line referee shall whistle to notify when the dragon boats passes the finishing line. Timekeeper shall not be allowed to stop timing after the end of each race if the referee did not release the "reset" command.

7.5 After the game

Summon this group of referees to summarize, return equipments and original results record material

Article 8 commentator

8.1 Authorized size

1 to 2 persons

8.2 Tasks

Work out contingency plans. Familiar with the history and current situation of dragon boats, rules and regulations.Master all the basic information of the teams, broadcast announcements and coordinate the playing of audio materials, responsible for interpretation and hosting of the opening, closing ceremonies and awards ceremony according to the requirements.

8.3 Before the race

Check operating post, familiar with the broadcasting equipments, participate in various meetings, visit the participating teams to collect the teams information.

8.4 In the race

Reasonable use of interphone, maintain contact with the referees before and after each race. Describe and introduce vividly about race, maintain the order of the racing site with the assistance to organizing committee, broadcast the relevant notice and information.

8.5 After the game

Summary and the return equipments and related materials.