



## RED BULL DRAGON ROAR 2016

### RULES & REGULATIONS 條款及規則

#### 1 GENERAL 一般

- 1.1 Any team that fails to observe these Rules & Regulations herein may be disqualified.  
任何未能遵守以下條款及規則的隊伍可能會被取消資格。
- 1.2 A team must follow the directions of the Race Officials from the time it is called to the Marshaling Area, until it leaves the Race Course Area after its race.  
由被召集至集合區直至賽事完結離開賽道區為止，隊伍必須遵守裁判人員的指示。
- 1.3 Each team must have a Team Captain, who must be present for the team briefing, during the race, and the time that the crew is under the control of the Race Officials.  
每個隊伍必須有一名隊長，該隊長必須於隊伍簡報會、賽事進行期間及裁判人員監督隊伍成員期間在場。
- 1.4 The Team Captain will be responsible for liaising with Race Officials.  
隊長將負責與裁判人員聯絡。
- 1.5 Each team in each category will consist of no more than 11 members (10 paddlers and 1 drummer) unless stated otherwise. For mix category, each team must have a minimum of 4 female paddlers (the drummer does not count as one of the 4).  
除另有列明外，各組別內的每個隊伍均由十一名成員組成（十名槳手及一名鼓手）。混合組別的隊伍必須有最少四名女性槳手（鼓手不計算在內）。
- 1.6 Each team member should wear consistent colored uniform during race.  
各隊伍成員應該穿著顏色統一的制服。
- 1.7 Only official equipment can be used during the race.  
賽事中只可用官方裝備。
- 1.8 Each team must register at the registration counter near Sha Ha Road before the designated cut off time. No late registrations allowed.  
各隊伍必須於指定截止時間前到沙下路附近的登記櫃位登記。不接受任何逾時登記。
- 1.9.1 Heat 1 to Heat 10. Registration cut off is 7:45 am (Starts at 7:15 am).  
初賽一至初賽十：截止登記時間為上午七時四十五分（上午七時十五分開始登記）



1.9.2 Heat 11 to Heat 20. Registration cut off is 8:30 am.

初賽十一至初賽二十：截止登記時間為上午八時三十分。

- 1.9 Competitor's full name and document number on his or her identification document (i.e. HK ID) must exactly match the information on the wavier form and on his or her Team's registered roster list. Competitors are not allowed to register or race if the requested information is incorrect or missing. 參賽者的全名及身份證明文件上的編號（即香港身份證）必須與免責書及隊伍登記隊員表上的資料完全吻合。若欠缺所需資料或資料不正確，參賽者將不能登記或參賽。
- 1.10 Team Captains of teams who qualify for the Quarter Finals must attend the Quarter Finals, Semi-Finals, and Finals Briefing held prior to the Quarter Finals. Please check the time and location of these meetings on the race time board held prior to each race. 合資格參加八強之隊伍的隊長，必須出席於賽前舉行的八強、四強及決賽簡報會。請於各項比賽進行前舉行的賽事時間會中查詢賽事時間及地點。
- 1.11 All decisions from the Race Controller and Race Officials regarding results shall be final. 事管理人員及裁判人員所有關於賽事成績的決定均為最終決定。
- 1.12 Paddlers & Drummers are only allowed to race in their own registered team. 槳手及鼓手只可於自己已登記的隊伍中作賽。
- 1.13 The Organizer reserves the right to refuse the participation of any crew in the races at its sole discretion. 主辦方保留自行決定拒絕任何選手參與賽事的權利。
- 1.14 All non-official boats are not allowed in the race area at all times. 任何時間於賽事區均不允許所有非官方船隻進入。
- 1.15 The Red Bull Hong Kong reserves the rights to amend or update the information without advance notice. 大會保留更改或更新資料之權利，不作另行通知；一切安排以大會最後公佈為準。
- 1.16 In the case of discrepancies between the Chinese and English versions, the English version shall prevail. The Red Bull Hong Kong reserves the right to interpret and amend the above rules. 若中、英文版的文意有任何歧義，一概以英文版本為準。



## 2 SAFETY 安全

- 2.1 Each competitor should fully understand that this competition requires physical effort and may involve risk of personal injury; for each competitor and each team; the participation of this event means understanding and accepting these risks.  
每位參賽者應該完全了解此項比賽需要體力，及會有受傷的風險；每位參賽者及每支隊伍參與此項活動，表示他們了解及接受這些風險。
- 2.2 Each competitor is solely responsible for his or her own safety during races and no responsibility will be accepted by the Organizer or any other individual or organization connected directly or indirectly with the races for any death, injury, damage or loss incurred or borne by competitors or members of a team.  
每名參賽者均需於賽事中為自身安全負責，主辦方、任何直接或間接與賽事有關的其他人士或組織，均不負責任何參賽者或隊員引致或承受的死亡、受傷、損毀或失竊。
- 2.3 Each competitor must be able to swim at least 100 meters wearing light clothing in open water.  
每名參賽者必須能夠在穿著輕便衣物情況下游泳至少一百米。
- 2.4 Each competitor must be of suitable physical fitness and aged 16 or above.  
每名參賽者必須擁有合適的身體質素及年滿十六歲或以上。
- 2.5 It is the responsibility of the Team Captain entering the crew to make sure that all members of the crew comply with these rules.  
隊長須負責向隊伍人員解釋及確保所有隊伍人員遵守規則。
- 2.6 Each Team Captain will be required to ensure that the waiver form is completed before registration of his team on race day.  
每名隊長均須於其隊伍賽事舉行日的登記時間前確保隊伍人員簽妥免責書。
- 2.7 Personal floatation equipment may be worn by competitors but this does not relieve the competitor and the person entering the crew from complying with all the rules above.  
參賽者可穿著個人下水裝備，但參賽者及隊伍人員仍須遵守上述規則。
- 2.8 Foot Protection (i.e. shoes) must be worn at all times during the event.  
活動中所有時間內必須穿著腳部保護（即鞋子）。
- 2.9 At any time, the boat's race official or any race official asked to "Hold the boat" (meaning paddles in the water to stop the boat from moving), the team MUST comply. Failure to do so may result in instant (DQ) disqualification.





隊伍於任何時間內聽到該龍舟裁判人員或任何裁判人員要求隊伍「Hold The Boat」時（意思為將槳放到水中令龍舟停止移動），隊伍必須遵從，否則可能會被即時取消資格。

2.10 All boat must stop before the safety line set by organizer on the beach.

所有龍舟必須停放在由主辦方於沙灘上劃定的安全線前。

2.11 All non-official unmanned aerial vehicles or “Drones” are not allowed in race area air space at all times.

任何時間內於賽事區均禁止所有非官方的無人駕駛飛行工具或「無人機」。

### 3 GENERAL CONDUCT OF THE CREW 隊伍成員的一般舉止

- 3.1 All competitors must not behave in an offensive or disrespectful manner to any other competing team and its members, any race officials or event personnel at all times. If found such as case, it may result in a warning or instant disqualification of competitor and his or her team for the entire event.  
所有參賽者於任何時間內均不可對其他參賽隊伍及其隊員、任何裁判人員或活動工作人員作挑釁或無禮行為。如發現有關個案，該名參賽者及其隊伍可能會被警告或即時取消資格。
- 3.2 All competitors must not remove, vandalize any event's materials or equipment. If found such as case, it may result in warning or instant disqualification of the competitor and his or her team for the entire event.  
所有參賽者不可拿走及故意破壞活動中任何材料或裝備。如發現有關個案，該名參賽者及其隊伍可能會被警告或即時取消資格。
- 3.3 All teams must compete and genuinely attempt to complete all races in the entered category. Fail to do so may result in disqualification of the team for that particular category. Any attempt to purposely disqualify itself during any of the qualifying races may result in disqualification for the entire crew for specific category.  
所有隊伍必須參與其組別中的比賽及盡力完成所有賽事，否則可能會被取消其隊伍在該組別的比賽資格。任何在資格賽中故意引致取消資格的行為，可能會令整個隊伍在指定的組別被取消資格。
- 3.4 All competitors, especially the Drummer, must not perform any actions that may result in possible serious injuries to other competitors. If any competitors found such actions, race officials reserve the rights to disqualify the entire team for the entire event.  
所有參賽者，尤其是鼓手，不可作出任何可能引致其他參賽者受傷的行為。如有發現有參賽者作以上行為，裁判人員保留取消該隊伍所有參賽資格的權利。



## 4 TEAM COMPOSITION 隊伍組合

### 4.1 Open Category 公開組

4.1.1 Qualifying must have 10 paddlers and 1 drummer (Total of 11 members).

必須有十名槳手及一名鼓手 ( 總共十一名成員 )

4.1.2 Starting at Quarter Finals – minimum 8 paddlers and 1 drummer (Total of 9 members),  
maximum 10 paddlers and 1 drummer (Total of 11 members).

由四強賽開始 - 最少八名槳手及一名鼓手 ( 總共九名成員 )

### 4.2 Mix Category 混合組別

4.2.1 All rounds must have minimum 4 female paddlers (excluding the drummer).

必須有最少四名女性槳手 ( 鼓手不計算在內 )

4.2.2 Qualifying must have 10 paddlers and 1 drummer (Total of 11 members).

必須有十名槳手及一名鼓手 ( 總共十一名成員 )

4.2.3 Starting at Quarter Finals - minimum 8 paddlers and 1 drummer (Total of 9 members),  
maximum 10 paddlers and 1 drummer (Total of 11 members).

由八強賽開始 - 最少八名槳手及一名鼓手 ( 總共九名成員 )

4.3 In all categories, all paddlers and drummer must be seated in front of the boat official.

不論任何組別，所有槳手及鼓手需要坐在船上工作人員前面。

## 5 OFFICAL FLAGS 官方旗幟

- 5.1 Boat Race Official will have two flags and Beach Race Official will have one flag. The designated team members on the boat must observe both race officials and their flags at all time. Once the flag(s) is raised, the designated team member must command the boat to perform the action(s) required to satisfy the boat's race officials.

龍舟賽裁判人員會有兩面旗幟，而沙灘上的裁判人員會有一面旗幟。指定隊員必須全程留意各裁判人員的旗幟。舉旗後，指定隊員必須根據旗幟向龍舟下達命令，達成裁判人員的要求。

- 5.1.1 Red Flag – meaning you have deviate from your intended course which must correct immediately. Failure to do so may result in disqualifications (DQ). (i.e. A red flag will be raised if you have deviated from the course. The red flag will be lowered if you have sufficiently reserved to being off course and may resume your course) OR you have violated some of the rules during the race which may result disqualification. (i.e. if the paddlers changed seating direction during any part of the race).

紅旗 - 意思是你的龍舟已偏離預設賽道，或已違反某些規則，必須立刻改正，否則可能會被取消資格 (DQ)。(即你的龍舟偏離賽道時，裁判人員會舉起紅旗。若你的龍舟及時避免偏離賽道，裁判人員會放下紅旗，你可以繼續前進。)

- 5.1.2 White Flag – meaning there is a type of action your boat must do at that particular section of the race course (See Race Course Map). (i.e. The white flag will be raised to indicate paddlers must use only their bare hand to paddle at one part of the race course. The white flag will be lowered to indicate the paddlers are now allowed to use their paddles to propel the boat forward.)

白旗 - 意思是你的龍舟必須在該特定的區域作出某種特定的動作 (見賽道地圖)。(即裁判人員會舉起白旗，示意槳手在賽道中某部份只可用手去划船。當槳手可以用槳划船前進時，裁判人員會放下白旗示意。)

- 5.1.3 Blue Flag – there are two scenarios where the blue flag will be raised:

- i. Starting: when the flag is raised by the beach race official in your lane, this indicates the boat at the lane is ready to start.

起步時：當你賽道上的沙灘裁判人員舉起藍旗時，這表示該賽道上的龍舟已準備好開始。



- ii. Gong Running – when the flag is raised, this indicates that the designated gong runner is allowed to disembark the boat.

銅鑼響起時：當藍旗舉起時，這示意指定的銅鑼隊員可以離開龍舟。



## 6 MARSHALLING, EMBARKING AND DISEMBARKING 列隊、上船及下船

### 6.1 Marshalling 列隊

- 6.1.1 Each team must be at the Marshaling Area and be ready to board 30 minutes before the time of race. It is the responsibility of each crew to report at the appropriate time. There may be no announcements.  
各隊伍必須於賽事開始前三十分鐘於列隊區準備上船。各隊員應自行負責於適當時間報到。現場可能沒有任何宣佈。
- 6.1.2 Note that the time on the schedule is for reference only, the actual races may run earlier or later than scheduled. It is each team's responsibility to show up on time.  
注意時間表上列出的時間只作參考，實際賽事可能會提早或延遲開始。各隊伍應自行負責準時出席。
- 6.1.3 Any team that fails to show at the correct time or appropriate race will not receive a re-race, the race will not be delayed, and their results will be a (DQ) disqualification.  
任何隊伍未能在正確時間或正確賽事出席均不會獲得重賽機會，賽事不會延遲，而該隊伍將會被取消資格 (DQ)。
- 6.1.4 Please use the race number as a guideline.  
請以賽事編號作準則。
- 6.1.5 Only competitors with the correct category and race number are allowed to enter into the marshalling area. (Only maximum 11 competitors (including drummer) are allowed in the marshalling area)  
列隊區只允許符合正確組別及賽事編號的參賽者進入。(列隊區只準最多十一名參賽者(包括鼓手)進入)
- 6.1.6 Each team proceeding to or from the race area must keep clear of the course and not interfere with any race in progress.  
各隊伍前往或離開賽事區時必須遠離賽道，不可妨礙任何進行中的賽事。

### 6.2 Embarking 上船

- 6.2.1 Each team must board in accordance with the instructions of the Race Official.  
各隊伍必須遵從裁判人員的指示上船。



- 6.2.2 Only competitors with the correct category and race number are allowed to board the boat. Failure to do so will be instant disqualification (DQ) for that team for that specific heat.  
只有符合正確組別及賽事編號的參賽者方可上船，否則該隊伍會於該特定預賽會被即時取消資格。
- 6.2.3 Each team must only use the boat, paddles, or other equipment allocated to it by the organizer.  
各隊伍只可使用由主辦方分派的龍舟、槳及其他裝備。
- 6.2.4 Competitors are responsible to bring the paddles on board from the designated area.  
參賽者須將槳從指定區域帶至龍舟上。
- 6.2.5 Do not slap paddler onto the water.  
不可以用槳拍打水面。
- 6.2.6 Any extra unwanted paddles, competitors must bring back and placed into the designated area set by the official on the beach. (DO NOT THROW unwanted paddles onto the beach as this may subject as misconduct of the crew.  
參賽者須將任何多餘的槳帶回並放在裁判人員在沙灘上指定的區域內。（將多餘的槳在丟棄在沙灘上將被視作隊伍行為不檢。）

### 6.3 Disembarking when the race is finish 賽事完成後下船

- 6.3.1 Each team must disembark in accordance with the instructions of the Race Official. Failure to do so, may result in (DQ) disqualification.  
各隊伍必須遵從裁判人員的指示下船，否則可能會被取消資格（DQ）。
- 6.3.2 Each team disembarking from the race area must keep clear of the course and not interfere with any race in progress.  
各隊伍於賽事區下船及離開時必須遠離賽道，不可妨礙任何進行中的賽事。
- 6.3.3 After competition, the competitors must return back all paddles from your boat to the designated area.  
賽事結束後，參賽者必須將槳從龍舟上帶回指定區域。
- 6.3.4 Be mindful and stay clear of the finishing areas.  
留意周圍環境，遠離終點區。



## 7 THE COURSE 賽道

### 7.1 All Course 所有賽道

- 7.1.1 You must start and end the race with the same number of members of your team. Failure to do so is an instant (DQ) disqualification.

你必須在各比賽部份以相同的指定隊員數目開始及完成賽事，否則會被即時取消資格 (DQ)。

- 7.1.2 Instant (DQ) disqualification for failure to have 4 female paddlers (drummer does not count as part of the 4). (Applies only to Mix Category)

不足夠四名女性槳手 (鼓手不計算在內) 的隊伍會被即時取消資格 (DQ)。(只適用於混合組別)

- 7.1.3 Extra person is not allowed onto the dragon boat.

龍舟上不可有多餘人士。

### 7.2 Drummer 鼓手

- 7.2.1 The Team Drummer must be pre-seated at the drummer seat.

隊伍鼓手必須預先坐在鼓手位置上。

- 7.2.2 The drummer is not allowed to help propel or steer the boat in any fashion.

鼓手不可以任何形式協助龍舟推進或掌舵。

- 7.2.3 The drummer is required to drum at the start after the starter's horn, during the race; and be seated throughout until the boat is stopped.

鼓手須在賽事開始的號角聲後及賽事期間擊鼓；期間必須坐下直至龍舟停定。

- 7.2.4 The drummer should be constantly observing his or her race official flag.

鼓手應不斷留意其裁判人員的官方旗幟。

- 7.2.5 Drummer should be responsible to navigate his or her boat at all times. In case there is any imminent danger to his or her crew or to other competitors on the race course, the drummer must command his or her boat to halt the boat immediate to minimize possible injuries.

鼓手應負責全程控制龍舟。如果其隊員有任何即時危險，或對赛道上的其他參賽者有即時危險，鼓手必須立刻命令其龍舟停止移動以將傷害減到最低。





### 7.3 Paddlers 槳手

- 7.3.1 The paddlers must be seated facing forward towards front of the boat for the entire race.  
槳手必須於整個賽事中面向龍舟頭部方向坐下。
- 7.3.2 All paddlers are not allowed to change seating direction during anytime of the race. Any seating direction changes will be instant disqualification (DQ).  
所有槳手均不可於賽事中任何時間更換坐位方向。任何坐位方向變動均會引致即時取消資格 ( DQ ) 。
- 7.3.3 In case there is any imminent danger to his or her crew or to other competitors on the race course, the paddlers must command his or her boat to halt the boat immediate to minimize possible injuries.  
如果其隊員有任何即時危險，或對赛道上的其他參賽者有即時危險，槳手必須立刻命令其龍舟停止移動以將傷害減到最低。

### 7.4 Equipment 裝備

- 7.4.1 Only official issued paddles, boats, drum sticks, gong stick and related event equipment are allowed to be used.  
只能使用官方派發的槳、龍舟、鼓棍、銅鑼棍及其他相關活動裝備。
- 7.4.2 Maximum 2 spare paddles are allowed to be on the boat.  
龍舟上最多可以有兩支備用槳。
- 7.4.3 No modifications or additions to the boat or equipment within the boat may be made or carried out by any competitor or team.  
任何參賽者或隊伍均不可對龍舟或裝備改裝或加建。
- 7.4.4 No electrical equipment or electronic radio amplifying equipment; or motor, or propulsion equipment of any kind is permitted (only cameras are permitted).  
禁止任何電子裝備、電子無線電擴音裝置、引擎或任何推進裝置。( 只允許相機 )

### 7.5 Starting Procedures and False Starts 起步程序及偷步

#### 7.5.1 Starting Procedures 起步程序

- i. Each team, team member or dragon boat, is not permitted to move from starting positions after the "READY" until after the starter's horn has gone. Any team





persistently refusing to heed the Starter's instructions for the first time will receive a warning equivalent to a False Start (DQ).

各隊伍、隊員或龍舟均不可於「READY」後從起步位置移動，直至起步號角響起為止。首次違反起步指示的隊伍將會遭受等同於偷步（DQ）的警告。

- ii. (DQ) disqualification may result for failure to start in the format instructed for more two times.

連續兩次或以取消資格（DQ）可引致隊伍沒有遵從指示下開始賽事。

#### 7.5.2 False Starts 偷步

- i. Instant (DQ) Disqualification for false start. (Starting before the starter's horn). You will not be called back at the start but informed after the race as not to disrupt competitors time and race.

偷步會被即時取消資格（在起步號角響起前起步）。為免擾亂參賽者時間及賽事，你不會在起步時被召回，賽事完結後才會被知會。

- ii. There will be no re-race or re-start for a false start.

不會因偷步而有任何重賽或重新起步。



## 8 RACE COURSE 賽制

- 8.1 Race course path and turn direction must be followed completely and correctly to receive an official qualifying and/or final race time.

各隊伍必須完全及正確地跟隨賽道及轉向指示以獲取官方資格及 / 或最後比賽時間。

- 8.1.1 Race Course 1 – Qualifier Course (2 rounds Time Trial)

賽道一 - 資格賽賽道 (兩輪計時賽)

- 8.1.2 Race Course 2 – Quarter Finals (Knock Out)

賽道二 - 八強 (淘汰賽)

- 8.1.3 Race Course 3 – Semi Finals (Knock Out)

賽道三 - 四強 / 準決賽 (淘汰賽)

- 8.1.4 Race Course 4 – Finals

賽道四 - 決賽 (淘汰賽)

- 8.2 Please note the course route (refer to map provided) you are competing in as no markers or indicators of direction will be shown on the race course itself.

請留意你的所參賽的賽道路線 (參考提供的地圖)，實際賽道中不會有任何記號或方向指示。

- 8.2.1 (DQ) disqualification for failing to complete the entire course correctly

不能正確地完成整個賽道將會被取消資格 (DQ)。

- 8.2.2 (DQ) disqualification for making a turn in the wrong direction

於錯誤方向轉向將會被取消資格 (DQ)。

- 8.3 You may correct your path by moving the dragon boat back to the position such that the head of the dragon boat is behind the mark you were last 'on course' and may continue once the red flag is lowered.

你可移動龍舟重整路線，直至龍舟頭部在你最後正確在航道上的標示後方，待紅旗放下後即可繼續前進。

- 8.4 Your boat's race official will be located at the back of your boat.

負責你的龍舟的裁判人員將會坐在船尾。

- 8.5 TIME LIMIT 時間限制

- 8.5.1 Maximum time allowed to complete the QUALIFIERS TIME TRIAL (Course #1) is 7 minutes.

最多有七分鐘完成計時資格賽 (賽道一)。



- 8.5.2 Maximum time allowed to complete the Quarter Final & Semi Final is 10 minutes.  
最多有十分鐘完成八強、四強及決賽。
- 8.5.3 There is no time limit for the FINALS.  
決賽不受時間限制。
- 8.5.4 Instant (DQ) disqualification for exceeding time limited.  
超出時間限制會被即時取消資格 ( DQ ) 。
- 8.5.5 If your dragon boat is still on the race course after exceeding maximum time allowed, you must stop immediately and leave the race course in the fastest possible manner as instructed by officials which may include being towed off the course.  
若你的龍舟於超出時間限制後仍於賽道上，你必須即時停止及依裁判人員指示以最快的方式離開賽道，可能包括被拖船拖離賽道。

## 8.6 CROSSING CENTRE LINE OR RACE LANE BOUNDARY LINE

越過中央線或賽道邊線

- 8.6.1 Red Flag will be raised if the boat crosses into opposing team's line. The boat must then immediately correct its course to get back into its race lane. If the boat does not attempt to correct course immediately, instant disqualification (DQ) may occur.  
若龍舟越過對手隊伍的邊線，紅旗會被舉起。該龍舟必須立即重整航道以回到其賽道。若該龍舟沒有即時嘗試重整航道，可能會被即時取消資格 ( DQ ) 。

## 8.7 COLLISION 相撞

- 8.7.1 Instant (DQ) disqualification for intentionally moving any race marker/buoy.  
故意移動任何比賽標示 / 浮標會被即時取消資格 ( DQ ) 。
- 8.7.2 Instant (DQ) disqualification for colliding with another team's boat, or another team's course marker during the time your boat is in the opposing team's race course area with exception of the following:  
若你的龍舟在對手隊伍的賽道範圍與另一龍舟相撞，或撞向其他隊伍的賽道標示，會被即時取消資格 ( DQ ) 。以下情況除外：
- When the boat entered in the opposing competitor's lane but has proceed to leave the opposing race lane and the seat of where the boat's race official sits in has passed the boundary line back into the correct lane, the race continues and no disqualification will be given.





當龍舟進入對手參賽者的賽道但繼而離開對手賽道，及龍舟上裁判人員座位位置已越過邊線並回到正確賽道上，比賽會繼續進行，不會有任何取消資格情況。

- ii. When two boats collide on the race line boundary line with both boats are moving towards the same direction, the boat behind will be at fault and will be disqualified (DQ).

當兩隻龍舟於賽道邊線相撞，而兩隻龍舟都是向同一方向前進時，後方的龍舟會被視為有錯的一方及會被取消資格。(DQ)。

### 8.7.3 INTERFERENCE 干擾

- i. Interference by your Team:

你隊伍引起的干擾

- If the race official deems the team purposely causes any interference or contact with another competitor's boat will result in instant disqualification (DQ).  
如果裁判人員裁定隊伍於賽事期間蓄意干擾或碰撞另一參賽隊伍的龍舟，該隊伍會被即時取消資格(DQ)。
- If the race official deems any of your team members purposely interference or contact with another team's members during the race on land, it will result Instant Disqualification (DQ).  
如果裁判人員裁定你的隊員於賽事期間在陸地上蓄意干擾或碰撞另一隊伍的隊員，該隊員會被即時取消資格(DQ)。

- ii. Interference by another Team

其他隊伍引起的干擾

- If your Team is subject to interference either by contact or obstruction by another competitor, unless otherwise instructed by Race Course Officials, continue the race to the best of your ability to secure your race time.  
如果你的隊伍遇到其他參賽者以碰撞或阻撓干擾，應繼續盡力完成比賽以爭取最佳時間，除非賽道裁判人員有特別指示。

### 8.7.4 SUNK BOAT 沉船

- i. Instant (DQ) if your dragon boat sinks or capsizes  
龍舟沉船或傾覆會被即時取消資格(DQ)。



## 9 RACE COURSE SPECIFICS 賽道特定事項

### 9.1 Qualifiers time trial of the Race Course #1 (Each team must compete two time trials)

賽道一 - 計時資格賽 ( 各隊伍必須參與兩輪計時賽 )

#### 9.1.1 Starting position must be seated for all paddlers and drummer.

所有槳手及鼓手必須於起步位置坐下

#### 9.1.2 Paddlers are seated facing front of the boat for the entire race

槳手全程皆面向船頭坐下

### 9.2 Predetermine Maneuvers of the Race Course #1

賽道一 - 預定演習

#### 9.2.1 Changing direction of the boat 改變龍舟方向

- i. At one part of the course where the paddlers require to change the direction of the boat (i.e. forward or backward), the boat's race official on the back of the boat will indicate using the white flag which is only then the boat is allowed either go forward or backward.

賽道中有一部份會要槳手改變龍舟方向 ( 即前進或後退 ) , 坐在龍舟後方的裁判人員會以白旗示意 , 龍舟其時方可前進或後退。

- ii. (DQ) if the paddlers changed the boat direction before the flag control official raised or lowered the flag and failed to correct the mistake.

如果槳手在裁判人員舉旗或放下旗幟前改變龍舟方向 , 而未能改正錯誤 , 將會被取消資格 ( DQ ) 。

- iii. (DQ) if the paddlers changed seating direction during any part of the race.

- 如果槳手在賽事中任何時間改變坐位方向將被取消資格 ( DQ ) 。



### 9.3 Completion of the Race Course #1

#### 賽道一 - 完成賽道

9.3.1 The head of the boat must go between the two flags set near the finish area. Failure to do so is considered off course \*Red Flag. The boat must correct itself to go between the two flag.  
龍舟船頭必須通過終點區域附近的兩面旗幟中間，否則會被視為偏離航道（紅旗）。龍舟必須重整方向，通過兩面旗幟中間。

i. The race is only completed when both action are completed correctly,

只有完成以下兩項動作方為完成賽事：

- the front of the boat (excluding the dragon head) is between the two flags AND  
龍舟船頭（龍頭不計算在內）於兩面旗幟中間；及
- a designated team member raised one of the two flags high above his or her head.  
指定隊員將其中一面旗幟高舉頭上。

### 9.4 Time Trial Overall Ranking 時間賽整體排名

9.4.1 The team's fastest time in the qualifying races will be used to determine overall ranking  
隊伍在資格賽的最快時間將會用作裁定整體排名

9.4.2 In the case where there are two or more teams have the exact fastest qualifying time, team's second time trial will be used to determine the overall placing between the teams.  
如果有兩隊或更多的隊伍有相同的最快時間，則會以第二個時間賽成績裁定隊伍間的整體排名。

9.4.3 In the case at the qualifying cut off line where two or more teams have the exact fastest qualifying time and team's other qualifying races are (DQ), it will be considered "no time". The team with (DQ) will be placed below the team that has the second time trial result.  
如果於晉級門檻有兩隊或更多的隊伍有相同的最快時間，而隊伍的第二個時間賽成績為「取消資格」（DQ），則會被視為「沒有時間成績」"no time"。有「取消資格」（DQ）的隊伍將會被排於擁有第二個時間成績的隊伍之下。

9.4.4 In the case where at the qualifying cut off line two or more teams have the exact fastest qualifying time and team's other qualifying races time are (DQ), then race official may schedule for a re-race if time schedule allows.



如果於晉級門檻有兩隊或更多的隊伍有相同的最快時間，而隊伍的第二個時間賽成績為「取消資格」(DQ)，若時間許可，裁判人員可能會安排重賽。

#### 9.5 Race Course #2, #3 & #4 – QUARTER FINALS & SEMI FINALS & FINALS

賽道二、三及四 - 八強、準決賽及決賽

##### 9.5.1 The Team Drummer must be pre-seated at the drummer seat.

隊伍鼓手必須預先坐在鼓手位置上。

##### 9.5.2 Starting position for all paddlers must be seated.

槳手必須於起步位置坐下。

##### 9.5.3 Paddlers must sit facing the front of the boat for the entire race.

槳手必須於整個賽事中面向龍舟頭部坐下。

#### 9.6 Specific Race Course Predetermine Maneuvers (see specific race course for details)

特定賽道預定演習 (詳情參考特定賽道)

##### 9.6.1 Hand Paddling 以手划船

- i. All paddlers must only use their bare hands to paddle until the boat's race official reaches the designated course marker AND the white flag is lowered.

所有槳手只可用手划船，直至其龍舟上的裁判人員到達指定賽道標示及放下白旗。

- ii. It is only when the white flag is lowered, the paddlers are allowed to use their paddles.

槳手只有在白旗被放下時才能使用槳。

- iii. Paddlers are allowed to use their bare hands to paddle for the entire course if they wish to do so.

槳手可依個人意願於整個賽道以手划船。

- iv. (DQ) if the any paddlers use the paddles for propulsion prior the white flag being lowered.

若任何槳手於白旗放下前以槳推進龍舟，將會被取消資格 (DQ)。

##### 9.6.2 Changing direction of the boat 改變龍舟方向





- i. At one part of the course where the paddlers require to change the boat direction (i.e. forward or backward), the boat race official on the back of the boat will indicate using a white flag. It is only then the boat is allowed to either go forward or backward.  
賽道中有一部份會要槳手改變龍舟方向（即前進或後退），坐在龍舟後方的裁判人員會以白旗示意，龍舟其時方可前進或後退。
- ii. (DQ) if the paddlers changed the boat direction before the flag control official raised or lowered the flag and failed to correct the mistake.  
如果槳手在裁判人員舉旗或放下旗幟前改變龍舟方向，而未能改正錯誤，將會被取消資格（DQ）。
- iii. (DQ) if the paddlers changed seating direction during any part of the race.  
如果槳手在賽事中任何時間改變坐位方向將被取消資格（DQ）。

#### 9.6.3 Gong Finish for Race Course #2, #3 & #4

賽道二、三及四的銅鑼終點

- i. Near the finishing line, there will markers (i.e. flags) at each lane to indicate where the boat must pass between. Fail to do so is considered off course and must be corrected. The boat failed to do so will be disqualified (DQ).- The dragon boat head direction must face the beach.  
終點線附近每條賽道會有標示（即旗幟）示意龍舟必須通過中間，否則會被視為偏離航道及必須改正。未能通過旗幟中間的龍舟將會被取消資格（DQ）。同時，龍舟船頭必須向著沙灘。
- ii. The front of the boat (including the dragon head) must stop before the safety line on the beach set by organizer. If the front of the boat (including the dragon head) exceed the safety line, it is instant disqualification (DQ).  
龍舟船頭（包括龍頭）必須在主辦方於沙灘上設立的安全線前停下。若龍舟船頭（包括龍頭）越過安全線，會引致即時取消資格（DQ）。
- iii. The gong runner (1 team member) cannot disembark until the boat is at a complete stop and the beach race official in its lane raised the blue flag.  
銅鑼跑手（一位成員）必須在龍舟完全停下和沙灘上的工作人員舉起藍色旗時才可以下船。





- iv. Race time stops upon hitting of the gong. Upon hitting the gong, the gong stick must be in gong runner's possession. No throwing gong stick is allowed.  
比賽時間於敲響銅鑼一刻停止計時。銅鑼跑手需要手握敲響銅鑼，不可拋出銅鑼棍去擊銅鑼。
- v. The team's gong runner must not interfere with any competitors.  
隊伍的銅鑼跑手不可干擾任何其他參賽者。
- vi. The remaining paddlers and/or drummer must remain on the boat until after the gong is hit and is instructed to leave the boat by race officials on the beach.  
其餘槳手及 / 或鼓手必須留在龍舟上，直至銅鑼被敲響及得到沙灘上的裁判人員指示離開龍舟。
- vii. When disembarking from the dragon boat, please do so quickly and move away from the race area as not to interfere with other races.  
下船時，請盡快離開龍舟及賽事區域以免干擾其他賽事。

## 10 DISPUTES 爭議

10.1 Only team captain is allowed to protest and appeal on behalf of the team.

只有隊長可以代表隊伍抗議或上訴。

10.2 Only the team captain is allowed to be in or around the command area during the dispute

有爭議時，只有隊長可以身處或在司令區域附近。

10.3 Only official race video will be considered and reviewed. No unofficial race video will be considered or submitted.

只有官方的賽事影片會用作考慮和覆核。非官方影片一概不作考慮及不受理。

10.4 Protest/ appeal form can be obtained at help desk

於詢問處可取得抗議 / 上訴表格

### 10.5 Protest 抗議

10.5.1 Protests form must be completed and submitted within 15 minutes of the official posting of the race result in question. All protest must be in writing. Each protest is hk\$1,000 and must be paid when the protest form is handed to the designated race official. The protest fee is refunded if it is upheld.

抗議表格必須於官方張貼出該賽事成績後的十五分鐘內遞交。所有抗議表格必須書寫。每項抗議為港幣一千元，必須於遞交表格給指定裁判人員時一併繳交。抗議成功會歸還抗議費用。

10.5.2 Race official will present their decision on the protest within 30 minutes of receiving the written appeal and protest fee.

裁判人員會於收到書寫抗議及抗議費的三十分鐘內作出決定。

10.5.3 Protester is not allowed to view official video or submit unofficial videos or pictures.

抗議者不可觀看官方影片或遞交非官方影片或圖片。

### 10.6 Appeal 上訴

10.6.1 Appeal form must be completed and submitted within 15 minutes of the protest decision. All appeals must be in writing. Each appeal is HK\$ 2,000 and must be submitted at the same time when the appeal is submitted. The appeal fee will be refunded if it is upheld.



上訴表格必須於裁判人員作出抗議決定後的十五分鐘內完成及遞交。所有上訴必須書寫。每項上訴為港幣二千元，必須於遞交上訴表格時一同繳交。上訴得直會歸還上訴費用。

- 10.6.2 Race official will present their decision on the appeal within 30 minutes of receiving the written appeal.

裁判人員會於收到書寫上訴的三十分鐘內作出決定。

- 10.6.3 Only team captain is allowed to view official race video.

只有隊長可以觀看官方賽事影片。

#### 10.7 Final decision and appeal

最終決定及上訴

- 10.7.1 All decision of the jury is final.

評審委員的所有決定均為最終決定。

– END –

完

