



中國香港龍舟總會
HONG KONG CHINA DRAGON BOAT ASSOCIATION

第十一屆學界龍舟錦標賽

領隊會議

日期：11.4.2023 (星期二)

時間：1900 時

會議內容

- 參賽隊數
- 比賽須知
- 場地簡介
- 飲食安排
- 場地規則
- 帳篷借用
- 大會舵手
- 惡劣天氣安排
- 比賽規則
- 比賽賽制
- 線道抽籤

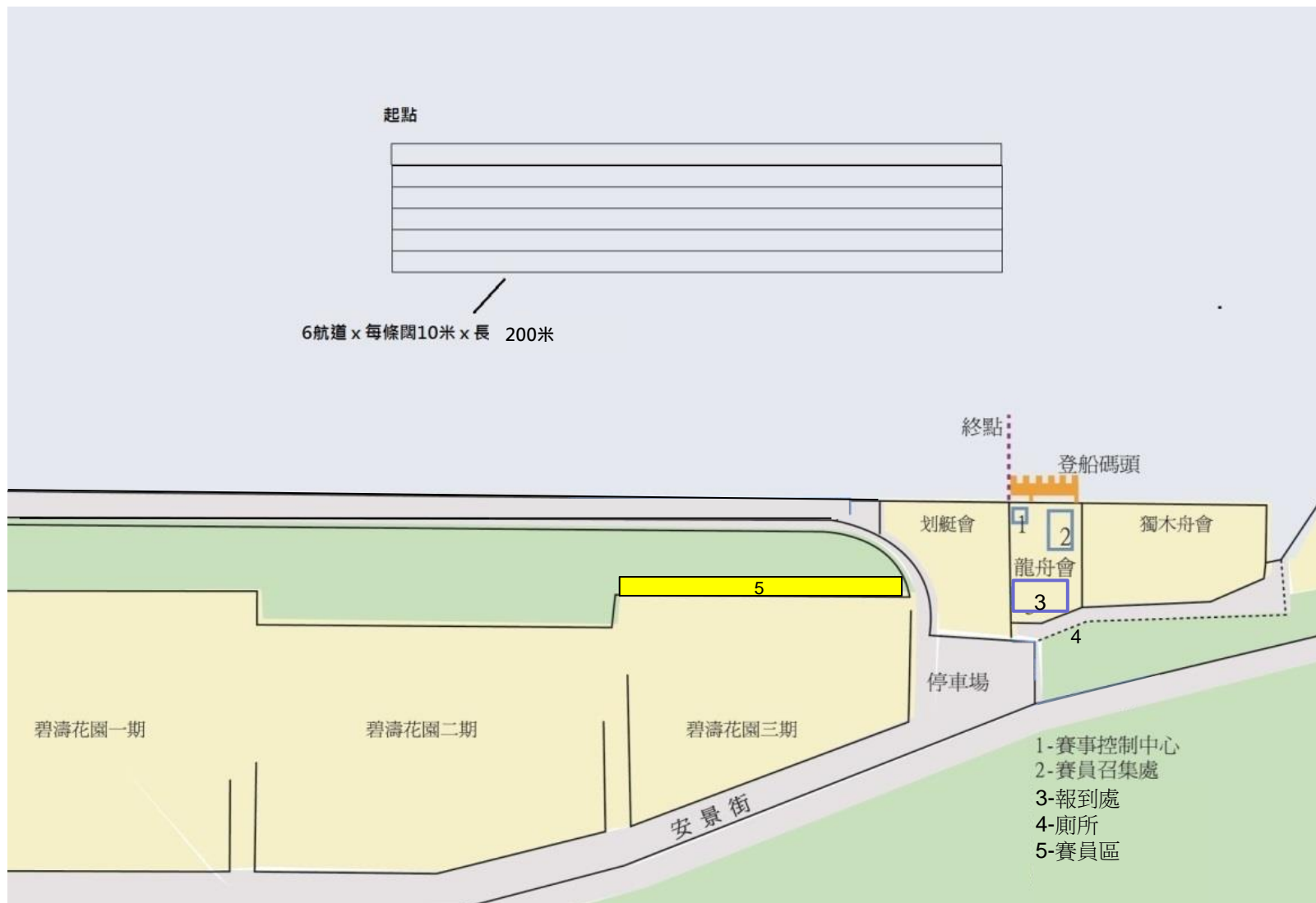
參賽隊數

200米	隊數
男子組小龍錦標賽	15
女子組小龍錦標賽	4
混合組小龍錦標賽	11
男子組標準龍錦標賽	4

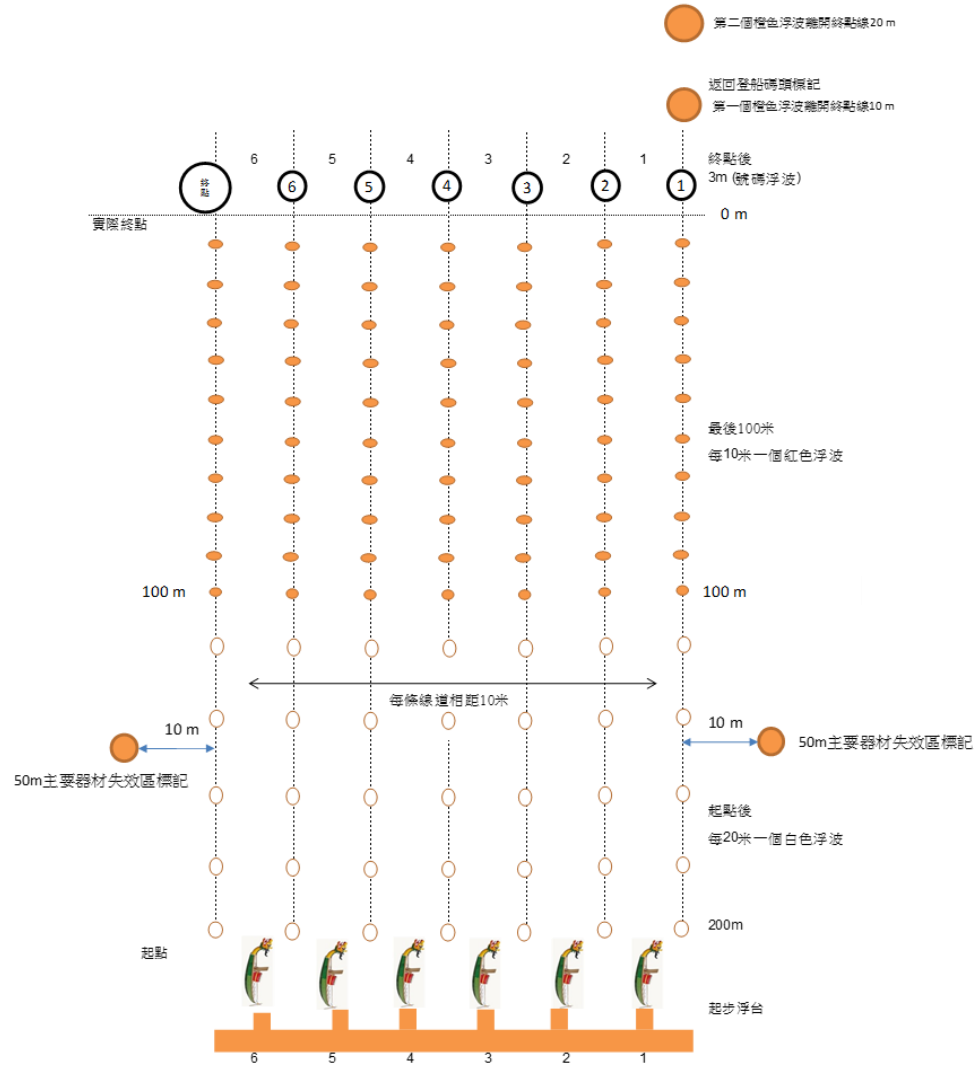
比賽須知

- **參賽隊伍需於比賽前一小時到達大會報到處報到**

場地簡介 - 200米賽場

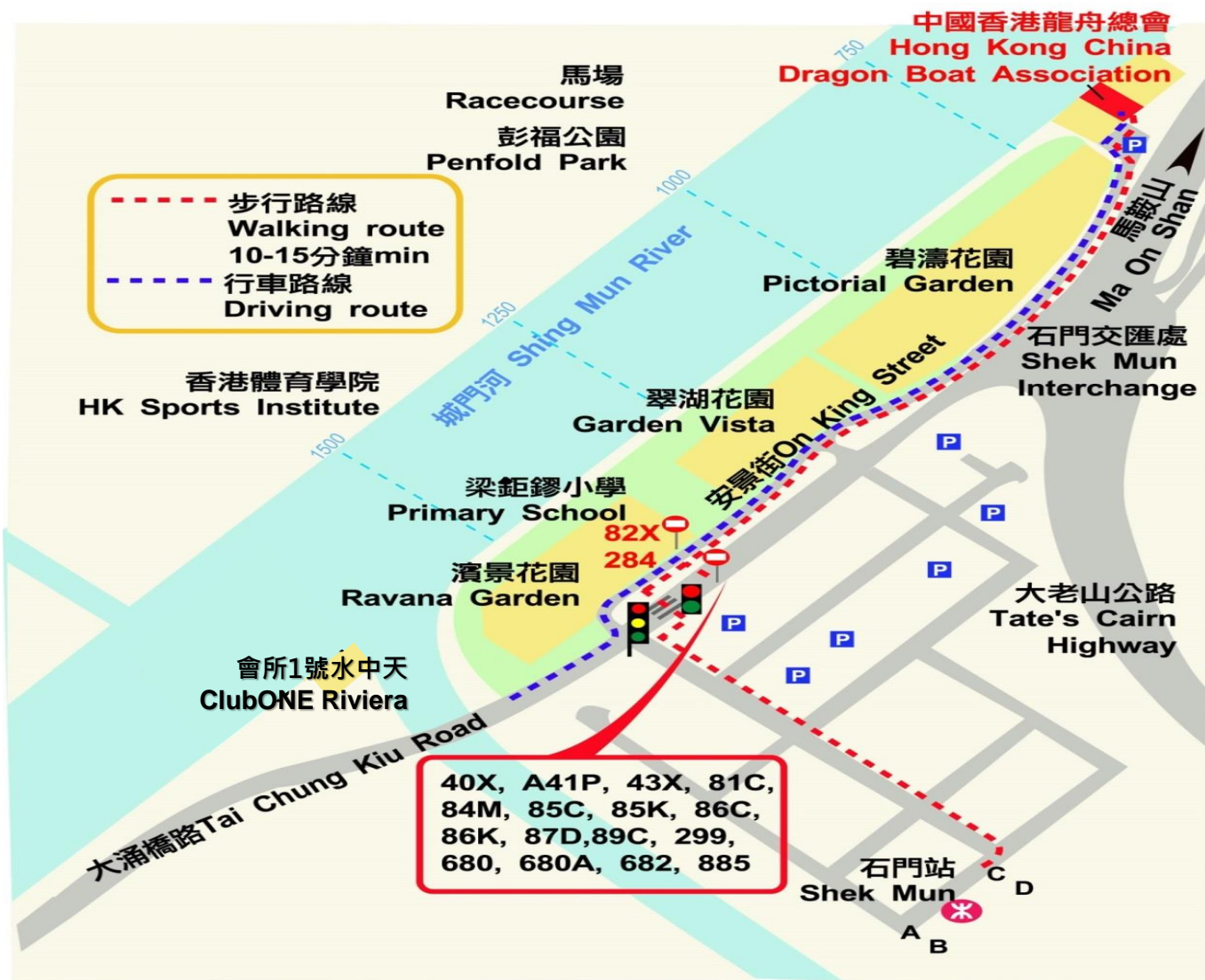


海上場地簡介 - 200米賽場



(此圖並非按照實際比例)

場地簡介



飲食安排

- 為響應環保，大會已停止派發樽裝水，並於比賽場地適當位置設置加水站，請各運動員自備水樽。

場地規則

- **保持場地清潔**
- **不得攀爬石壘或在石壘上坐立**
- **賽事控制中心、起步裁判區均不得擅自進入；**
- **所有賽員沖身後必須關閉水掣，切勿於沖身區使用視液**
- **請小心保管財物**

帳篷借用

- 租借每個帳篷費用為 HK\$300
- 每個帳篷按金為 \$600. 歸還帳篷(沒有損壞)可退回按金 \$600
- 需自行裝拆
- 注意：帳篷不可懸掛任何物品(特別是背包及手提袋)

大會舵手

- **截止報名後提出申請大會舵手的隊伍，必須繳交 \$500 舵手費用，並不會獲發還**
- **舵手由大會安排，不得異議**
- **獲安排的大會舵手為該隊伍的當然成員，必須於運動員登記表/出賽表舵手一欄註明「大會舵手」**

惡劣天氣安排

- 如比賽當日上午七時或以後天文台始或仍然懸掛三號颱風或以上、黑色或紅色暴雨警告等訊號，所有賽事將會取消，所有參賽費用恕不退還。
- 如比賽當日天文台懸掛雷暴警告、一號颱風或黃色暴雨警告訊號，各賽隊仍需依時報到。賽事舉行與否，均以賽事委員會作最終決定及安排。
- 基於安全理由，在賽事中途遇到任何情況或惡劣天氣，賽會有權取消或延遲任何賽事，所有參賽費用恕不退還。



中國香港龍舟總會本地修訂競賽條例及比賽規則

第六修訂版及
本賽事附例撮要

**Amendments for
HKCDBA Competition Regulations and Rules of Racing
6th Edition and
Race By-law Highlights**

隊伍的組合

Crew and Team Composition

領隊 Team Manager

每支參賽隊須有一位領隊，於該隊正在作賽並受賽事職員監管期間，須留在賽員集合處，並負責與賽事職員聯絡。

Each crew must have a Team Manager, who must be present in the Crew Assembly Area during the time that the crew is racing and is under the control of Race Officials. The Team Manager will be responsible for liaising with Race Officials.

鼓手 / 舵手之性別 / 年齡

Gender / Age of Steerer / Drummer

所有組別擔任鼓手或舵手之人士可不限性別及年齡。本地各級比賽，船上所有運動員，必需年滿12歲。

Age and gender of steerers or drummers of all classes and categories will not be restricted. All members of the crew on a racing boat must be 12 years old or over.

每隊人數 Crew Numbers

- **每艘標準龍最多可載划手20名或不少於18名划手。
小龍最多可載划手10名或不少於8名划手。**
- **另每艘龍舟須有鼓手、舵手各一名。**
- **A Standard Dragon Boat may carry up to 20 paddlers or not less than 18 paddlers. A Small dragon boat may carry up to 10 paddlers with not less than 8.**
- **Each boat must carry 1 drummer and 1 steerer.**

*** 混合組 Mixed Team Composition**

- **標準龍混合組最少8名、最多10名同性別划手參賽。**
- **小龍混合組最少4名、最多5名同性別划手參賽。**
- **A mixed crew in Standard Dragon Boat shall race with a minimum of eight (8) to a maximum of ten (10) paddlers of either gender.**
- **A Mixed Small Dragon Boat carries minimum of four (4) and a maximum of five (5) paddlers of either gender.**

賽隊操守 Conduct of Crew

划手Paddler

**所有划手在比賽過程中必須坐於座位上划船，不得以站立式或半蹲式划船。
All paddlers shall perform the whole race in sitting position on the paddlers seat, either stand-up or squat down position is prohibited.**

舵手Steerer

所有賽隊之舵手於比賽過程中使用尾舵，除調校航向及穩定艇隻外，舵手不能用尾舵或/及划槳幫助推進以增加龍舟速度。

During the race, the job of the steerer is primarily steering for direction and stabilizing the boat. The steerer is prohibited to assist paddling or use the rudder for sculling to accelerate the boat speed.

賽隊操守 Conduct of Crew

鼓手 Drummer

鼓手應坐在鼓手座位上。除了起步首 50 米可寬限外，一旦開始比賽，鼓手即應開始全力並有節奏地在擊鼓，即在鼓皮上敲擊，直至比賽結束。
The Drummer shall sit on the designated drummer's seat throughout the race. The drummer must actively beat the Drum with reasonable rhythm throughout the race, except inside the 50m Equipment Zone.

賽隊 Crews

賽隊人員(包括參賽選手及隨行人員)未經許可，不得擅自進入賽事控制中心範圍，更不得對賽事職員無禮，如經證實可被給予警告或取消當天出賽資格。
All members of a team, including athletes and team officials, must not enter the Race Control Tower without permission and shall not behave offensively or disrespectfully towards Race Officials. Any proven case may result in warning or disqualification.

划槳 Paddle

- 參賽隊伍可使用已得到國際龍舟聯會(IDBF)認證的202a規格標準槳。
- 使用未得到(IDBF)認證的划槳，務必於比賽一小時前把該等划槳全數送達「驗槳區」供賽會驗證。
- Competitors shall be permitted to use their own paddles with IDBF Racing Paddle specification(202a) and bear the IDBF approval mark.
- Non IDBF approval mark paddles, shall take all for proper checking and get approval from the Organizer at the “Paddle Checking Area” one hour before the race.

鼓棍 Drum Stick

- 參賽隊伍可使用自攜鼓棍
 - **長度**：400mm (40cm) 以下
 - **直徑**：40mm (4cm) 以下
 - **兩端**：必須為半圓球狀，直徑不能大於棍身
 - **若使用有別以上規定的鼓棍，必須先得檢錄裁判長批准**
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- The crew shall be permitted to use its own drum stick
 - **Length** : < 400mm
 - **Diameter** : < 40mm
 - **Both ends** : shall be in half sphere shape which diameter shall not exceed that of the drum stick itself.
 - **Use of drum stick not conform to the above criteria, must be permitted by Chief Boat Marshall in advance.**

賽隊制服 Crew Uniforms

- 作賽期間，參賽隊伍所有運動員上身必須穿著統一且同一版本的制服；該制服可以是背心、短袖或長袖上衣（大會舵手除外）。
- The crew shall be all in standard uniforms of the same version, i.e. recognizable unified racing vest for the upper body, be it singlet, short-sleeve or long, during the race (Except for helms provided by HKCDBA).
- 作賽期間，參賽隊伍所有運動員，包括鼓手及舵手必須穿著助浮衣(PFD)、包跟包趾鞋。
- Participating crews, including drummers and helms, are required to wear Personal Floating Device (PFD), shoes covering toes and heels during the competition.

標語、物資設計及贊助商廣告

Slogans, Team Material Design & Advertising

比賽期內，任何由參賽隊伍自備，帶進主辦單位管制範圍內之服飾、器材、自攜划槳、旗幟、掛圖及其他隨行物資，其標誌、標語和設計均須合乎審美觀念及不能引起大眾不安或反感，或違反本地法律。

(本地競賽條例2023年修訂)

During the period of a competition, logos, slogans and design of all items brought along by the team into official areas controlled by the organizer, including clothing, equipment, paddles, flags, banners, charts, hangings and other belongings The design should be lawful, non-antipathy and should not cause any obvious offence to the public.

(Local Reg. Revised 2023)

集合時間及查證 Marshalling and Identification Check

- 賽隊必須按比賽時間 **前30分鐘**或參加場次**4場**之前（取用時間較短方案）到達賽隊集合處集合並準備登船。裁判將會在賽隊集合處檢查運動員正本證件。

A crew must be reported to the crew assembly area and be ready to embark the boat **30 minutes** before the Race or **4 races** prior to the scheduled start time (shorter access time prevail). Crew identity checks may be carried out by Race Officials.

隊員人數/座位/崗位變更

Changes to Crew Numbers/Position/Role

- **隊員的替換或增加人數必須在船離開浮碼頭前得到浮碼頭裁判長的同意。隊員上船離開浮碼頭後，將不予批准。**

Once a crew has loaded in a boat and left the boarding pontoon, changes of crew members including additions to the number of racers in the boat, will not be permitted.

- **隊伍離開碼頭後在安全情況下可互調划手的位置。至於牽涉鼓手、舵手或/及划手之間的崗位互調，必須在檢錄時確認。。**

The position of paddlers may change to maintain the balance of the boats after leave the pier. However, the change of position between the steerer and paddlers should obtained the approved before embankment.

集合登船

賽隊責任 Crew Responsibility

- **賽隊有責任檢查龍舟及其設備功能完全正常，適宜下水作賽。因此，賽隊登船前，必須小心檢查龍舟及設備。**
- **It is a crew's responsibility to check that the dragon boat and its equipment is fully functional and water-worthy. Boats and equipment must be carefully checked before embarking.**

起步區及起步程序

Starts and Starting Procedures

起步區 Start Area

- 龍舟隊隊長及教練必須確保所有運動員熟知起步程序。全體隊員必須在比賽開始前至少3分鐘前在起點線後方或起步區集合。
- It is the responsibility of the Boat Captain and Team Coach to make sure that each crew member is familiar with the starting procedures. All crews shall assemble behind the Start Line, or in a specially designated start area, at least 3 minutes before their Start Time.

起步區及起步程序

Starts and Starting Procedures

遲到 Late Arrivals

- 對於在規定時間過後才到達起步區，或在召集時沒有到達起點線就位的賽隊，發令員有權發出一次正式警告，該警告與偷步警告效力相同。在規定時間過後，發令員有權不理會是否有隊伍仍未到達起步區而依時發出比賽起步號令。
- Starter may warn a crew arriving late in the start area or the crew delaying its arrival at the start line after the assembly time. If such a warning is given, it shall have the same effect as one given for a False Start, for that race. The Starter may start a race without reference to absentees.

起步位置 Starting Position

- 當每條賽道安置有頭繩時，各賽隊之鼓手須緊握頭繩以穩定龍舟；
 - 各舵手應依指示緊握起步位置上設置的專用把手或繩索；
 - 若右舷(船邊)漆上白點並宣布採用「白點對齊法」起步，則每隊必需盡快把該白點對齊起步浮台之最前端。
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- If each racing lane is attached with a bow rope, each Drummer shall hold the rope in order to stabilize the boat;
 - Each Steerer shall hold a designated handrail or rope attached to the starting position;
 - If the organizer has put a white dot on the starboard side gunnel right in front of the steer, and has indicated each team should have this dot align with the front edge of the starting pontoon, each team must act accordingly without delay.

上線對齊 Aligning

- 當發令員發出「ARE YOU READY」警惕賽隊時，則全部划槳動作均應立即停止。
- 若發令員或途中裁判發現有賽隊的划槳仍有動作，發令員可判罰一次警告，該警告與偷步警告效力相同。
- Once the Starter has alerted the crews by saying “ARE YOU READY”, then all movement of paddles in the water must stop.
- If movement of a crew’s paddle(s) in water is then observed by the Starter or a Course Umpire, the Starter shall give a warning and such warning shall have the same effect as one given for a False Start, for that race.

起步信號 Starting Signals

- 當發令員認為各賽隊已準備就緒，即喊「ATTENTION」，跟著發出「GO」口令。「GO」令一發出，比賽正式開始。
- When the Starter is satisfied that all crews are ready, the starting signals of word “ATTENTION” followed by the word “GO” start signal.
- 起步信號 “ATTENTION” ，跟著5秒內發出 “GO” 口令或響號。
- The starting signals of the word “ATTENTION”, followed by the word “GO” or a sound signal within 5 seconds.
- 鼓手及舵手可以在「ATTENTION」口令後放開頭繩及把手/繩索，但發令員可以按情況指示鼓手及舵手在「GO」口令/信號發出後才可鬆開頭繩及把手/繩索。
- Drummer and Steerer can release the bow rope and start handrail/pontoon rope after the word “ATTENTION”, Starter should give instruction to the drummer and steerer to release the bow rope/handrail/pontoon rope after the 「GO」 signal.

偷步 False Starts

- 賽隊在“ATTENTION”口令後，“GO”口令之前起步或有任何動作(鼓手及舵手除外)，即被視為偷步。司線員會舉起紅旗示意偷步。
- If a crew (**Except drummer and Steerer**) starts or shows any athletic movement after the word “ATTENTION” and before the word “GO”, it has made a False Start.

偷步處罰 False Starts Penalties

- 當所有賽隊返回起點後，發令員會對偷步的隊伍給予警告。
- 任何賽隊在「重新起步」時偷步，會被發令員取消資格。這情況下，比賽繼續，發令員不會把賽隊召回重新再起步；也即是說在正常情況下，發令員只會為每場比賽舉行最多兩次起步。
- Once all the crews have returned to the start, the Starter will identify the crew or crew responsible for the False Start and warn them of the offence.
- Any crew that makes a false start in the re-start will be disqualified. However, in such cases, the race will carry on. In other words, each race shall have no more than one re-start.

撞船 Collisions

- 遇有兩艘或以上龍舟相撞，無論撞船事件對比賽結果有否造成實質性影響，大會一律不作重賽安排。
- 各隊有義務避免撞船。
- In the event of a collision between 2 or more boats the Chief Official may disqualify the offending boat(s). No matter whether result of the race has been materially affected, the Organizer will not re-race the competition.
- All teams have obligation to avoid collision.

衝過終點線 Crossing the Finish Line

- 當龍舟最前部分(龍鼻)穿過終點線，人數與出發時相同，則算完成了比賽。
- A boat has finished the race when the foremost part of the boat (The nose of Dragon Head) crosses the Finish Line with the same number of Racers in it as started the race.
- 賽隊衝終點後，必需先繞過大浮波才可折返碼頭。
- After crossing the Finish Line, all crews should pass the big buoy first and make U-turn to return to Embarking Pontoon.

抗議 Protest

- 領隊在賽後或比賽結果正式公布十五分鐘內以書面形式提出
- 抗議費: 壹仟港圓
- **Team Manager may protest within 15 minutes after the race or after the result is announced. It should be made in writing.**
- **Protest fee: HK\$1,000.**

上訴 Appeal

- 領隊在接到競賽委員會書面通知後的二十分鐘內以書面形式提出
- 上訴費: 貳仟港圓
- **Handed in no later than 20 minutes after the Crew Manager has been informed, in writing, by the Competition Committee of any disqualification or dispute involving their crews.**
- **Appeal fee: HK\$2,000**

線道抽籤 及 比賽賽制
請在總會網站下載：

www.hkcdba.org

多謝

期待在第十一屆學界龍舟錦標賽與各位見面!