

1 RULES

- 1.1 Orienteering events will be governed by the General Rules and Regulations of the National Deaf Games.
- 1.2 The tournament will be conducted according to the rules and regulations of the International Orienteering Federation (IOF) with certain modifications in accordance with the International Committee of Sports for the Deaf (ICSD).

2 ELIGIBILITIES

- 2.1 For more information, please refer to the General Rules & Regulations.

3 COMPETITION FORMAT

3.1 Categories

- ✓ Men – Solo (*1st to 3rd place*) ✓ Mixed Doubles (*1st to 3rd place*)
- ✓ Women – Solo (*1st to 3rd place*)

3.2 Events

3.2.1 Individual (Solo)

- a) Both categories shall have two types of events: Normal and Novelty
 - Normal is for a long distance with the complete checkpoints.
 - Both events must follow the Sequence rule.
 - Activity type is Running.

3.2.2 Mixed Doubles (Team of Two)

- a) The team shall consist of one female and one male or same gender.
- b) The pair shall be either two Deaf individuals or a Deaf person and family member.
- c) The event is governed by the Score rule.
- d) Activity type is Walking.

- 3.2.3 Sequence means from Checkpoint 1, 2, 3, 4, 5 till the last checkpoint. Score means free for any checkpoint.

3.3 **Type of location**

It shall be a forest, garden, park and urban housing.

3.4 **Entries**

In the case of any event where fewer than 8 entries are received, the event may be cancelled.

4 **RULES OF PLAY**

4.1 **MAP**

4.1.1 All participants are given a map with course markings for navigation.

4.1.2 The map scale will be Long Distance for Normal and Short Distance for Novelty.

4.1.3 On the day of the competition, the use of any map of the competition area by competitors or team officials is prohibited until permitted by the organiser.

4.1.4 The map scale for long and short distance races must be 1:4000 or 1:3000.

4.2 **COURSE**

4.2.1 The course lengths must be given as the length of the straight line from the start via the controls to the finish deviating for, and only for, physically impassable obstructions (high fences, lakes, impassable cliffs etc.), prohibited areas and marked routes.

4.2.2 Rules set by the officials to protect the environment and any related instructions from the organiser must be strictly observed by all participants connected with the event.

4.2.3 Compulsory routes, crossing points and passages must be marked clearly on the map and on the ground. Competitors must follow the entire length of any marked section of their course.

4.3 **CONTROL POINT (FLAG)**

4.3.1 The control point shown on the map must be clearly marked on the ground and be equipped to enable the competitors to prove their passage.

4.3.3 The flag must be hung at the feature indicated on the map in accordance with the control description. The flag must be visible to competitors when they can see the described position.

4.3.4 Each control must be identified with a code number, which must be fixed to the control so that a competitor using the marking device can clearly read the code.

4.3.5 To prove the passage of the competitors, there must be a sufficient number of punching devices in the immediate vicinity of each flag.

- 4.3.6 If, during the race, the organiser is made aware of a problem with a control or a course (such as a failed punching unit, incorrect positioning of the control unit or a blocked passageway) the organiser should make every effort to correct the problem as quickly as possible. After the race has ended, the organiser must consider the effect of the problem on the fairness of the results and then take any necessary action. Such action could include voiding the results.

4.4 PUNCHING SYSTEM WITH ELECTRONIC DEVICE

- 4.4.1 Only IOF approved electronic punching systems may be used.
- 4.4.2 Competitors must have the possibility of practising with the electronic punching system at the model event.
- 4.4.3 Competitors are responsible for punching their control card at each control using the punching device provided. If one unit is not working, or appears not to be working, a competitor must use the backup provided and will not be placed if no punch is recorded.
- 4.4.4 The control card must clearly show that all controls have been visited.
- 4.4.5 If a competitor punches too fast and fails to receive the feedback signals, the card will not contain the punch and the competitor must not be placed, even though the control unit may have recorded the competitor's card number as an error punch.
- 4.4.6 Competitors who lose their control cards, omit controls, or visit controls in the wrong order will be disqualified.

4.5 START

- 4.5.1 For individuals, the start is normally an interval start. For team competitions, the start is normally a mass start.
- 4.5.2 In the race, every interval for the competitors must be at least 1-2 minutes after every start.
- 4.5.3 All competitors must have at least 15 minutes for warm-up at the start area.
- 4.5.4 At the start, a clock showing the competition time to the competitors must be displayed. If there is no pre-start, competitors' names must be called or displayed.
- 4.5.5 Competitors take their map at or after their start time. The competitor is responsible for taking the right map. The competitor's start number or name or course must be indicated on or near the map to be visible to the competitor before he/she starts.
- 4.5.6 The point where orienteering begins must be shown on the map with the start triangle and marked in the terrain by a control flag but no marking device.
- 4.5.7 Competitors who are late for their start time must be permitted to start. Their new start time must be recorded.

- 4.5.8 Competitors who are late for their start time through their own fault must be timed as if they had started at their original start time. Competitors who are late for their start time through the fault of the organiser must be timed from their new start time.

4.6 RACING

- 4.6.1 Individuals and teams must complete all the control points with the electronic device provided to them.
- 4.6.2 Competitors who correctly complete the course are placed in order in the results where it will be visual to determine who clocked in the best timings.
- 4.6.3 The competitors with the best timings will be declared as the winners in the ranking system e.g from 1st to 10th placing.
- 4.6.4 Those who fail to correctly complete the course are shown at the end of the results with no placing and with a reason (e.g. mis-punched, retired, disqualified).

4.7 FINISHING POINT

- 4.7.1 The competition ends for a competitor when crossing the finishing line.
- 4.7.2 After crossing the finish line, competitors must hand in the control card or download recorded data. If required by the organiser, they must hand in their competition map.
- 4.7.3 Times must be rounded down to whole seconds. Times must be given in hours, minutes and seconds or in minutes and seconds only.

5 WALKOVERS

- 5.1 Competitors who fail to report to the official at the Start Point after a 3-minute grace period (time starts once official is on Start Point) will be declared walkovers and the next opponent will take their place.

6 RETIREMENTS

- 6.1 Competitors who retire due to injury will retain their timing clock-ins at point of retirement and concede all remaining checkpoints.
- 6.2 For example, if a competitor retires at the 6th checkpoint out of 20 checkpoints, he/she should return to the START without completing 20 checkpoints.

7 WITHDRAWALS

- 7.1 In the event that a competitor withdraws from competition at any time, all scores will be deemed null and void.

8 DISQUALIFICATIONS

- 8.1 An unruly competitor or competitor who cheats will be disqualified.
- 8.2 Disqualification just prior to start of a tie will result in conceding walkover and walkover would mean conceding 00:00 in timing record.
- 8.3 The Organiser reserves the right to disqualify a competitor at their discretion and to take further disciplinary action that may include a term ban in the National Deaf Games.

9 HEARING AIDS AND COCHLEAR IMPLANT

- 9.1 Hearing aids, amplification devices, and external cochlear implant parts are not permitted within the restricted zone area.
- 9.2 A restricted zone area is in effect from the moment the athletes enter the badminton court during the warm-up and competition period.

10 EQUIPMENT & ATTIRE

- 10.1 The Organiser shall decide the competition equipment to be used for this competition.
- 10.2 All runners must be appropriately attired for the running and walking. Runner and walker shall wear sports shoes during the competition.
- 10.3 All walkers from the same team are encouraged to be in dri-fit or any sports attire.

11 PROTESTS

- 11. The Organising Committee must be notified in writing of any protests with regard to the rule of play by the end of the match together with the protest fee of SGD50.00. If the protest is dismissed, the fee is forfeited.

12 TECHNICAL RULES AND REGULATIONS

- 12.1 Participants/Teams are advised to register their attendance at least 30 minutes prior to their scheduled match time. Scheduled matches can be called into play up to 10 minutes earlier if the preceding matches finish well ahead of schedule.
- 12.2 For Team events, the team line up must be submitted no later than 30 minutes prior the scheduled Starts.
- 12.3 Before reporting for games, all participants must bring along and produce his/her card for identification purposes.

A valid Employment Pass or Work Permit is required for identification by non-Singapore citizens residing in Singapore.

Failing which, he/she will not be allowed to compete in the match.

- 12.4 As of the date of printing, the Rules and Regulations shown above are current. The Organising Committee reserves the right to add, delete, and/or alter the Rules and Regulations at any time as it sees fit.

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