



INDIA SKATE

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SKATEBOARDING TECHNICAL COMMITTEE

GENERAL REGULATIONS



RULEBOOK, EDITION 2022

WORLD SKATEBOARDING COMMISSION

COMPETITION RULES



OLYMPIC QUALIFICATION SEASON 2022 - 2024

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INTRODUCTION

The following competition rules apply to all World Skate sanctioned skateboarding events included, but not limited to events that provide points-earning opportunities for the Olympic World Skateboarding Rankings (OWSR). The OWSR determines athlete eligibility for the Olympic Games as defined in the Olympic Skateboarding Ranking and Qualification System. This document's content applies to sports and technical matters; for any other purposes, World Skate Statutes, By-Laws, Rules, and Regulations shall be applied.

DEFINITIONS

Disciplines

World Skate event rules in this document are set for sanctioned skateboard competitions in two Olympic disciplines:

- Street
- Park

Divisions

Divisions distinct by athlete's gender:

- Male
- Female

Age Limit

There are no age limits set for athletes to enter the competitions. All athletes of the same gender compete in one division of a given discipline.

Visual Identification

No visual identifications for athletes such as bibs, numbers, name tags, or other physical identification must be applied to competitors.

ATHLETES

Responsibilities

All athletes have the following responsibilities:

- To hold a valid license, membership or affiliation to a World Skate-recognised National Federation or have been granted a wild card by World Skate.
- To abide by the World Skate rules and regulations.
- Athletes will check-in at the competition office according to deadlines and times defined by World Skate in official bulletins or communications.
- To attend official practice according to the official schedule released by World Skate.
- To clear the competition area before the competition begins and avoid interfering in any way with the progress of the competition.
- To respect and accept the Jury's judgment.
- Street athletes under the age of 18 must wear a helmet during practice and competition.
- All park athletes, regardless of their age, must wear a helmet during practice and competition.
- To read, understand, and acknowledge the World Skate Concussion Protocol, which must be considered as valid and effective for all sanctioned and non-sanctioned events. (Please see Concussion Protocol in the annexed documents section on page 35).
- To be aware of their surroundings at all times while in the skatepark (FOP) in order to avoid collisions throughout practice and competition time. Wearing headphones during practice and competition isn't recommended, at the Technical Delegate's discretion, skaters can be required to stop using headphones for safety reasons.

Nationality

All athletes entering World Skate official events represent the country of their Sport Nationality ([Par. 10.C World Skate By-Laws](#)). Athletes shall compete under the responsibility of the skateboarding NGB recognized by World Skate in their country. This means that the NGB shall be responsible for all athletes representing the country concerned in terms of assistance, registration fee payment, insurance, possible complaints, issues, injuries, and whatsoever the athlete can incur into, regardless of what the status of the athlete concerned is (country quota athlete registered through the World Skate sports entry platform, wild card athlete, pre-seeded athlete and so on).

In case of the absence of a recognised NGB in their country of origin, the athlete will be considered an independent athlete, and they will represent their country without being part of a National Team. These athletes will compete under their own responsibility or of a legal guardian, if underage. When checking-in on site, they will be required to:

- Provide proof of existing insurance coverage for the duration of the event.
- Nominate a support-contact person that must be available at the competition venue every day, and the whole time he/she is practicing or competing. The support contact person will have the same tasks and responsibilities as a National Team Manager in case of injury or other event-related situations.

Reference Ranking

Olympic World Skateboarding Ranking (OWSR), as published on www.worldskate.org, will be referenced in order to determine the athlete's right to compete and/or be pre-seeded. Seeding into Continental Championships, 5 Star events and Pro Tours will refer to the OWSR as of 7 days before the qualifier takes place. Seeding into the Park Skateboarding World Championship quarterfinal and semifinal will use Olympic World Skateboarding Ranking (OWSR) as of after the last event before the World Championship.

Athlete Eligibility Status

Athletes are eligible to register and compete in World Skate events under the different status listed below:

Country Quota Athletes	<p>Country Quota athletes are skaters who enter the competition by being registered by a National Governing Body member of World Skate.</p> <p>A fixed number of athletes can be registered by NGBs at each event.</p> <p>Country Quota athletes must be registered by NGBs through the World Skate sports entry platform or through any other registration procedure communicated by World Skate.</p>
Extra Quota Athletes	<p>The top ranked athletes in the OWSR for each discipline and category, as of 30 days before the event qualifier starts, will be entitled to compete in the event without counting against their NGB Country Quota.</p> <p>The list and OWSR ranking spots of these athletes will be confirmed and published by World Skate with a relevant bulletin or event tier communication and won't change before the event takes place.</p> <p>The Extra Quota Athletes spots are awarded to the athletes on the OWSR ranking spots only. If the nominated athletes do not participate in the event, spots are not moving to the next ranked athlete in the OWSR.</p> <p>The competent NGB shall confirm the Extra Quota Athletes attending the competition upon World Skate request.</p> <p>The registration of these athletes must not be processed on the World Skate sports entry platform.</p>
Pre-Seeded Athletes	<p>Pre-seeded athletes are those athletes who have gained access to an advanced phase of the competition, because of their standing in the OWSR as of 7 days before the event qualifier round starts.</p> <p>Pre-seeding spots not claimed by the right holders will be filled with more athletes from the results of the previous competition round.</p> <p>Pre-seeded athletes don't count against the relevant NGB country quota.</p> <p>The relevant NGB shall confirm the pre-seeded athletes attending the competition upon World Skate's request.</p> <p>The registration of these athletes must not be processed on the World Skate sports entry platform.</p>

Wild Card Athletes	<p>Wild card athletes are skaters who are otherwise non-eligible to participate in the event, but allowed to compete by World Skate.</p> <p>The status of a wild card athlete is granted at World Skate's discretion and is limited to these cases:</p> <ul style="list-style-type: none"> • Lack of an existing and recognized NGB in the country of the athlete's origin. • Host country citizenship. • Event organizer Wildcards. <p>Additional information will be defined and communicated through Seeding Rules or Event's Bulletins.</p>
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NATIONAL TEAM

A National Team is a team which represents a Nation during a competition, and it is comprised of:

- One National Team Manager per discipline.
- All National Technical Officials (NTO) and/or support staff registered to access the competition venue (medical support, legal guardians for underaged athletes, coaches, athlete's guests, etc.) as per World Skate instructions.
- All competitors of the same nationality.

In case an NGB does not register a Team Manager, it must provide World Skate with information on who will bear responsibility for its tasks.

National Team Manager

Each National Team must confirm the appointment of a National Team Manager (NTM) per discipline, during the on-site accreditation process before any of the National Team athletes start practicing or competing. While confirming the NTM appointment, the following information must be confirmed to the World Skate Competition Secretary. The National Team Manager/s shall bear the following responsibilities for the entire duration of the event:

- Represent the NGB and National Team members in the relationships with the LOC and WS.
- Ensure athletes, NTOs, and support staff read and understand competition rules and abide by all World Skate rules and regulations.
- Make sure athletes and staff have the latest information about the competition.
- In case of injury or illness, must assist National Team members under their responsibility.
- Represent athletes and team members during riders' meetings and any other events/ meetings if athletes cannot attend.

EVENT OFFICIALS AND STAFF

World Skate Officials (WSO)

Technical Delegate (TD)	<p>The Technical Delegate is a function established for all international competitions. The TD is appointed by World Skate to ensure that the competition is organised and conducted in compliance with IF rules and technical standards, as well as the contract signed with the Local Organizing Committee (LOC).</p> <p>TD is responsible for the application of all World Skate rules related to the competition and its participants.</p> <p>TD conducts the rider meetings together with the Head Judge.</p> <p>TD has the final word/authority regarding athlete disqualifications for competition or safety/health-related issues.</p> <p>TD issues the final approval of the following event outputs before they can be released, announced, and distributed:</p> <ul style="list-style-type: none">• Entry lists• Practice groups• Starting lists• Partial, final, and complete results <p>In any situation which has a significant impact on the running of an event, the World Skate Technical Delegate will complete a description of the incident made on the appropriate form within the shortest time possible.</p> <p>The following information should be included:</p> <ul style="list-style-type: none">• Who made the decision - the name of the TD• The event and/or athlete affected• The date and time of the decision• The description of the decision• The affected area (results, schedule, or other)• The signature of the decision-maker attesting to the accuracy of the TD's description of the incident <p>The TD will establish, together with the Organising Committee, the maximum number of athletes within the competition area. The number shall be established to allow a reasonably low-level risk of collision among athletes. If this is not respected, the event might be suspended until the aforementioned safety criteria are met.</p>
Competition Secretary (CS)	<p>The Competition Secretary is the World Skate staff member responsible for all documents and data management necessary to execute the event. The Competition Secretary works with a dedicated staff assigned</p>

	by the LOC and/or World Skate.
Event Medical Official (EMO)	<p>The Event Medical Official is a function defined for every international event sanctioned by World Skate. The EMO is a qualified medical practitioner hired by the LOC and appointed by World Skate with responsibility for coordinating the overall medical service for the event.</p> <p>The Official Medical Doctor must always be present and in proximity to the Field of Play (FOP), in order to provide immediate assistance and consultation for any medical need. In cases when the Official Medical Doctor has to leave office, temporarily or permanently, a delegate with a similar level of competence must be appointed and introduced to the TD. The EMO is competent and has the last word on every medical and health-related evaluation, including but not limited to the concussion protocol.</p>

International Technical Officials (ITOs)

Judging Panel	<p>The judging panel is appointed by World Skate and sourced among World Skate International Skateboarding Judges, it consists of 5 Judges and 1 Head Judge. In this case, the Head Judge doesn't score or contribute to the Tie-Break process and may act as TD as well.</p> <p>Limited to national level events, like National Championships, the judging panel consists of 4 Judges, and 1 Head Judge. In this case, the Head Judge scores and contributes to the Tie-Break process</p> <p>Appointed judging panel members must agree and follow the World Skate Judge's Code of Ethics.</p>
Head Judge (HJ)	<p>The Head Judge is the highest authority on the Judging Panel.</p> <p>Among Head Judges duties are:</p> <ul style="list-style-type: none"> • Enforcing compliance with competition regulations, while deferring to the TD for any disqualification issues. • The Head Judge provides a final and official statement on the following matters: <ul style="list-style-type: none"> • Landed versus bailed tricks, runs and jams • Timing related validity of tricks • The Head Judge checks and approves the competition documents before they are signed by the TD <p>The Head Judge represents the Jury when interacting with the Event Director, TD, Local organising committee (LOC), National Federations and the athletes.</p>
Judges	<p>Judges evaluate athlete performances to determine the event's final rankings, as by World Skate Judging Criteria.</p>

Timekeeper (TK)	<p>The Timekeeper is responsible for keeping the time of each athlete's performance during the competition.</p> <p>The Timekeeper operates by using a chronometer accurate to 1/10 of a second. The timekeeper reports to the Head Judge and Technical Delegate. They communicate on timing directly to the announcer and Head judge.</p>
Course Manager (CM)	<p>The Course Manager is a technical official appointed by World Skate, in agreement with the LOC, with responsibility to oversee and manage operations any time athletes have access to the Field of Play (FOP).</p> <p>All athletes, media, support staff, and everyone else present inside the FOP is subject to the course manager's responsibility and rule.</p> <p>The course manager's work is supported by the course security staff, a group dedicated to managing people and their security inside the FOP.</p>

Event Officials and Staff (EOS)

Event Director (ED)	<p>The Event Director works inside the Local Organizing Committee (LOC) with comprehensive responsibility for the event production.</p> <p>The ED is responsible for the competition venue infrastructure, equipment, and staff's overall safety and functionality.</p> <p>The position must be agreed upon between World Skate and the LOC. Once the position has been assigned, the ED works under the legal and financial responsibility of the LOC.</p>
Announcers	<p>The Announcer (one or more) delivers commentary, as well as communications from the Technical Delegate, Event Director, Local Organizing Committee, and the Head Judge, to the audience and athletes.</p> <p>The LOC must ensure that an English-speaking Announcer, ready to communicate via the PA system, is available at the event site anytime the venue is accessible by the public and by competitors with their supporting teams.</p>
Competition Management and Scoring Service (CMSS)	<p>The Competition Management and Scoring Service (CMSS) is a service set up, operated, and provided by the LOC following World Skate's requirements.</p> <p>The CMSS is a combination of human resources, software, hardware, and outputs needed to run the event. The LOC is required to provide a single contact person responsible for coordinating CMSS.</p>

SAFETY

Safety is an essential aspect of World Skate events. The Local Organizing Committee, together with competition officials and athletes, shall collaborate to carry out the event under the safest conditions possible.

- Any medical or injury-related situation that poses a threat to athletes, staff, or spectator safety is evaluated by the Event Medical Official and officialized by the TD.
- The World Skate Concussion protocol (Annex no. 1) must be followed at all times during practice and competition.
- The Organizing Committee shall comply with domestic regulations and take all necessary steps to guarantee immediate medical first aid for the entire event (practice and competition).
- The Local Organizing Committee must take all required steps to provide easy and prompt access to the competition area for all medical staff and emergency vehicles.

Athlete Safety Equipment

Each athlete shall skateboard using the safety gear they deem necessary to guarantee their safety. Said choice shall be made evaluating one's own ability level and style of skating. Wearing a helmet is compulsory during practice and competition time for athletes under the age of 18 in Street and mandatory for all athletes in Park.

Athletes must wear helmets, if applicable, under their own responsibility or of their legal guardian. Failure to wear a helmet when required will result in the athlete's disqualification.

Competition Area Access

The Local Organizing Committee shall implement a system to regulate the venues' access so that only authorized personnel are allowed in the competition area. The access rights plan must be shared and approved by the TD during the organization process. In specific circumstances and following World Skate's approval, access permission can be varied to suit the need of event operations. In order for each phase of the competition to begin, the competition area shall be clear of athletes, technical staff, and media operators. Objects and people's presence on the margins of the competition area can be allowed only if it does not interfere with the competing athletes' performance.

TECHNICAL SPECIFICATIONS OF MATERIALS

Skateboard

A skateboard consists of a deck with four wheels attached by trucks. There are no limitations on the shape, materials, or size of the skateboard or its parts. The skateboard cannot be attached to a skater's feet by any physical means.

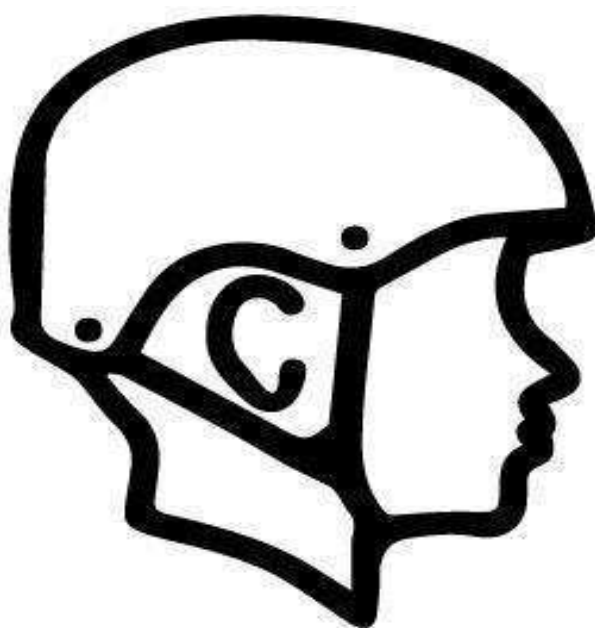
Helmet

A variety of helmets fitting the athletes' need for protection are available on the market. While World Skate suggests the use of products that are compliant with one of the following standards:

AS/NZS 2063,
EN 1078-2012,
Snell B95-1998. (Latest version),
Snell B90 (Latest version),
US CPSC 16 CFR Part 1203,
ASTM F1447 - 12. (Latest version)

The final decision and responsibility on which helmet to choose are left to the athlete or legal guardian, provided that the helmet has all of these characteristics:

- Cranial coverage and security are guaranteed by a one-piece hard shell that cradles the occipital
- Hard or soft internal padding that guarantees impact absorption
- A chin strap with buckle lock



ATHLETE MEETINGS

Meetings for all riders, team managers, and National Federation representatives will take place in a suitable location before the first day of competition begins.

The athlete meeting(s) for the event phase, including pre-seeded riders, their Team Managers and National Federation representatives, will take place in a suitable location before the start of the semifinal event phase.

The Technical Delegate will host such meetings in conjunction with the Head Judge and the Event Director. It will be open to athletes, coaches, team managers, and competition officials. Topics of athlete meeting should include at least the competition schedule, contest format, judging criteria, and all-important event related information.

The time and place of this meeting will be officially announced in advance, slotted into the competition schedule, published in the venue and via other available communication channels. Should the meeting room not be spacious enough to accommodate all of the athletes, the TD might choose to limit the participation in the meeting to NTOs, and designated athletes' representatives.

PRE-COMPETITION PROCEDURES

Practice & Warm-Up

Pre-competition practice - Athletes shall be given a minimum of 120 minutes of practice prior to the beginning of a competition. The minimum duration of a single pre-competition practice session shall not be shorter than 45 minutes. During pre-competition practice, only registered athletes may access the course (hereafter: field of play - FOP).

To guarantee fair conditions and the safety of all participating athletes in pre-competition practice, athletes in the park must skate individually (not in groups or by synchronized skating) and after dropping-in must not occupy the FOP for more time than the duration of a competition run. Sneaking in or blocking athletes from dropping-in or approaching any obstacle in the FOP is considered as a violation of the pre-competition practice and the WSK Competition rules.

Unsportsmanlike behavior towards other athletes and disrespectful use of the FOP during the pre-competition practice and warm-up practice will be considered a violation of the WSK Competition Rules

The Course Manager will conduct all practice sessions. If pre-competition practice or warm-up session rules are being violated by any athlete, the Technical Delegate may intervene and address this breach of the Competition Rules with initial verbal warning or, depending on the character of the violation, with a reduced practice-time penalty. If the pre-competition practice rules are repeatedly violated by the same athlete(s), the TD may address the situation by means of a DSQ or DQB ruling.

Competition warm-up - Athletes will be granted a minimum warm-up time of 5 minutes prior to their competition heat.

During the warm-up, only those athletes about to compete in the following heat may access the course. To guarantee fair conditions and the safety of all participating athletes in the warm-up, athletes in the park will skate in the heat's starting order individually. Park athletes must not occupy the FOP longer than the full time of a competition run. After the maximum time is up or after an athlete falls, the next athlete on the heat's start list continues.

The Course Manager will conduct all warm-ups. If warm-up rules are being violated by an athlete, the Technical Delegate may intervene and address this breach of the Competition Rules by a reduced Competition warm-up time penalty.

In case of a severe violation of the Competition Rules, and after an optional counsel with the Event Director and fellow competing athletes, the Technical Delegate can rule an athlete out from further competition with a DSQ or DQB status.

Practice groups

Practice groups must be defined, meeting the best possible standard of safety and practice quality for all the athletes. Diverse types of grouping criteria can be applied depending on:

- Skatepark design
- Discipline
- Schedule constraints
- Gender

Practice groups can be defined based on:

- World Skateboarding Ranking Standing (OWSR)
- Age groups

Whichever criteria are applied to create practice groups, these groups should never exceed a maximum of 12 athletes in Park and 20 athletes in Street.

COMPETITION FORMATS

Boundaries of Performance

Whatever competition procedure will be applied, athletes shall be able to freely choose the type of tricks they will execute, as well as which obstacle and areas of the field of play (FOP) they will use. In the Run format, athletes skate the Field Of Play solo, for a designated amount of time or until they fall (park) within that period. In the Jam Session format, athletes skate the field of play in groups of 2 for a designated amount of time. During Street single trick attempts, athletes perform their trick solo in the Field Of Play with complete freedom of choice over the obstacles and the kind of tricks they perform.

Park

Park competitions must be undertaken applying the Run format for every competition round. The athletes will compete for the best out of two runs, up to a maximum of four runs of 30 to 50 seconds, depending on the overall number of athletes competing, as well as the size and layout of the Park FOP (skatepark). The length of runs will be communicated alongside the registration information. The five judges will each use a 0.00-100 point scale. The highest and the lowest scores for each run are dropped, and the remaining three scores are added and then averaged to two decimal places. The athlete's highest overall scoring run using this formulation, counts for the final ranking position.

The Park competition typically comprises 3 rounds: qualifier, semi-final, and final. Competition rounds can be run applying formats as shown in the table below

Round	Allowed Formats
Qualifier	Run (full time duration)
Semifinal	Run (until athlete falls)
Final	Run (until athlete falls)

Quarterfinals may be added for specific events such as the **World Championships**; they will be competing in a Run format (i.e. with full time duration or until athlete falls if less than that).

Street discipline competitions formats

Street competition may be run in a variety of formats applied to different competition rounds.

RUN - In the Run format, each athlete performs a minimum of two runs or up to a maximum of three 45 - 60 second runs depending on the event. The exact length of the run is determined based on the size and layout of the FOP. In the run format, the five judges will use a point scale from 0.00 to 100. The highest and the lowest scores from each run are dropped, and the remaining three scores are added and then averaged to two decimal numbers. The athlete's highest overall scoring run using this formulation counts for the final ranking position.

JAM SESSION - In the Jam session format, athletes will compete in a 2-Rider-Jam-Session for a set time of 2 minutes. In **Jam Session** format, the five judges will use a point scale from 0.00 to 100. Athletes will be given a single Jam session score based on an overall impression from their performance. The highest and lowest scores from each athlete's jam session performance are dropped, and the remaining three scores are added and then averaged to two decimal numbers.

The resulting score will be used to rank athletes for the final results of the competition round. Scores will not be published until the completion of all Jam Session heats.

OLYMPIC FORMAT (2/5/3)- In the Olympic format, athletes perform 2 runs of 45 seconds each, followed by 5 single trick attempts. The best run's score together with 2 best single trick attempts scores count for the final aggregated overall score.

Each athlete in a competition heat performs a single attempt at a time; the next athlete follows him/her in the heat starting order. This continues until all athletes finish their 2 runs and 5 individual trick attempts. In the Olympic format, both of the runs, and each of the five single tricks, are judged using a point scale from 0.00 to 100.00 with the use of two decimal numbers. The highest and lowest scores for each run or trick are dropped, and the remaining three scores are added and then averaged to two decimal numbers without any "rounding of numbers". Each athlete is scored for each run and every single trick. Athletes will have a total of seven scores.

The best run's score together with 2 best single trick attempts scores are added together to establish the athlete's overall score and ranking in each event phase.

For details, see World Skate - Judging Criteria

The Street competition typically comprises 3 rounds: qualifier, semifinal, and final. Competition rounds can be run applying formats as shown in the table below:

Round	Allowed Formats	
Qualifier	Run	Jam Session
Semifinal	Run	2/5/3 or Run
Final	2/5/3	

Quarterfinals may be added for specific events such as the **World Championships** and can be run using either Run or 2/5/3 Format.

Limited to the National Championships, the final can be undertaken using the Run format.

Seeding Order

The following seeding order applies to both Street and Park events:

Round	Seeding order	
Qualifier	OWSR reverse standing	
Semifinal	Qualifier reverse ranking (first)	Pre-Seeded in OWSR reverse standing (last)
Final	Semifinal reverse Standing	

Breakdown of seeding and competition rounds cuts will be released together with competition schedule event by event.

SCORING PROCESS REGULATIONS

Tie-Break for Park and Non-Olympic Street Formats

- The score of the second-highest run decides the Tie-break.
- If the tie is not broken, the jury votes to break the tie. Each judge has one vote. The Head Judge records the voting process and breaks the tie in the final results and rankings.

Tie-Break for Olympic Street Format

- The score from the best run decides the Tie-break.
- If still tied, the score from the best single trick attempt breaks the tie.
- If still tied, judges will be asked to vote (electronically) on who is first.
- In the case of several ties, the judges will be asked again to vote for the second-best, etc.

Makes versus Bails

The Head Judge is the final decision maker (authority) in identifying made tricks versus bailed tricks.

Judging Clarification Request

Once competition scores are approved by the Head Judge and published, they are final and not subject to any appeal. Athletes can request an explanation on judging and competition-related matters following the WS Clarification Protocol.

For details, see World Skate Clarification Request Protocol listed on page 38.

In every circumstance, athletes and National Federation officials (NTO) must address their clarification requests respectfully and professionally to the World Skate ITOs and the LOC. Any unprofessional and/or aggressive (physical or verbal) behaviour will be evaluated by the TD and may result in the disqualification of the NTO and/or the athlete from the competition.

TIMEKEEPING

All devices and other tools used to measure or signal the time of skateboard performances are managed by a Timekeeper.

Athletes can commence their performances only after a Course Manager's signal.

For all runs, jam sessions, and individual trick attempts, athletes have a 5-second limit to begin after receiving the Course Manager's signal. If athletes intentionally fail to start their performances within this time limit, they may lose the opportunity to be scored.

The clock is triggered by the Timekeeper when the athlete places both feet on the board.

For Street events, the Timekeeper will not stop the clock under any circumstances other than the athlete's withdrawal. If the performance has to be interrupted for external reasons, the athlete will be granted a restart or re-run option.

In Park events, for all competition rounds following the qualifier, the Timekeeper will stop the clock in case of an athlete's fall. In this circumstance the athlete's performance is complete regardless of whether the entire time limit has expired and scored according to the World Skate Judging Criteria.

The Timekeeper will trigger a signal horn 10 seconds before the expiration of time (select events only) and upon expiration of time at the end of an athlete's performance.

A trick will be considered within time and scored only when the manoeuvre has been in progress before the signal horn marking the performance's end sounds. The Head Judge is the final decision maker in this process.

The Head Judge shall apply the following criteria in determining whether trick is within time:

- Athletes must pop the tail or nose of their skateboards before the end of the signal horn.
- Athletes are approaching a trick and have all four wheels on the transition "wall" when the signal horn starts.

The successful or unsuccessful manoeuvre is counted in the athlete's performance and scored according to the World Skate Judging Criteria.

COMPETITION RELATED PROCEDURES AND SITUATIONS

Competition Related Procedures

Event Registration	<p>This is the first step of the procedure to enter a competition. Event registration follows the rules and procedures set by the World Skate event bulletin and are done only electronically.</p> <p><i>WHERE: Online</i> <i>WHEN: Within the registration time window</i> <i>WHO: National Federations</i></p>
Event Check-in	<p>The event check-in is a time-limited and in-venue procedure that confirms an athlete's participation in the competition. It can be fulfilled by the athletes or preferably performed by the national Team Manager. A valid passport is required to complete the check-in.</p> <p><i>Only after completion of the event check-in will the athlete be added to the competition start list and allocated a practice and competition slot.</i></p> <p><i>WHERE: Registration office</i> <i>WHEN: Upon the first arrival at the venue</i> <i>WHO: Athletes or national Team Managers</i></p>
Competition Check-in	<p>The competition check-in is an FOP procedure to be completed in order for athletes to confirm their presence and participation in the competition round. Athletes check-in to the course manager. This procedure must be completed at each competition round.</p> <p><i>Only after the competition check-in are athletes allowed to access the competition warm-up and compete.</i></p> <p><i>Only checked-in athletes are technically considered as competitors in the specific competition phase and are eligible to be awarded OWSR points according to their ranking</i></p> <p><i>WHERE: Field of Play (FOP)</i> <i>WHEN: Before each competition phase/round</i> <i>WHO: Athletes only</i></p>

Athlete Withdrawal & Replacement	<p>Athletes can withdraw from the event for any reason before the competition check-in. The withdrawal must be communicated to the Technical <i>Delegate directly or through the Competition Secretary in written form. The withdrawal must be signed by either the withdrawing athlete or the national Team Manager. Replacements are possible only for quarterfinal and semifinal rounds; replacements are not allowed for the final round of competition.</i></p> <p><i>WHERE: Registration Office</i> <i>WHEN: Before the competition check-in</i> <i>WHO: Athlete or national team manager</i></p>
OWSR Points Allocation	<p>As a general principle, athletes are awarded OWSR points only based on their scored competition performance and its reflection within the final ranking of the event.</p> <p>In order to be eligible to receive OWSR points, an athlete must have performed and been scored at least once during the event.</p>

Irregular Ranking Marks (IRM)

Code	Description
DNS	<p>Did Not Start. This IRM is used to refer to athletes who completed a competition check-in, but later did not skate any of the competition runs, jam sessions, and/or trick attempts.</p> <p>DNS athletes are normally ranked at the bottom of the competition round in which they refused or were unable to skate.</p> <p>In order to provide more transparency and readability of the competition ranking, different types of DNS will be used in round results and complete results.</p> <p>Round results</p> <ul style="list-style-type: none"> • DNS: Generic, unspecified cause • DNS-INJ: Inability to start because of an Injury <p>Complete results</p> <ul style="list-style-type: none"> • DNS: Generic cause <p>Score marking</p> <ul style="list-style-type: none"> • DNS is granted as a scoring mark in case an athlete fails to start a performance within 5 seconds from when the Course Manager provides the start signal.

N/A	Not Available. Athletes who complete the event check-in, but fail to show up for the competition check-in, will be ranked according to the last competition round they have checked-in to.
WDW	<p>Withdrawal. Athletes who complete the event check-in, but later withdraw from the competition will be ranked according to the last competition round they have checked-in to. In order to provide more transparency and readability of the competition ranking, different types of WDW will be used in round results and complete results.</p> <p>Round results WDW: Withdrawn not having been replaced WDW-REP: Withdrawn and replaced with another competitor</p> <p>Complete results WDW: Generic withdrawn mark</p>
DSQ	<p>Disqualified from competition due to competition rules infringement. DSQ athletes will be listed at the bottom of the event round and final event ranking. DSQ athletes are listed in the competition results without a ranking position.</p>
DQB	<p>Disqualified from competition due to bad behaviour. DQB athletes will be listed at the bottom of the event round and final event ranking. DQB athletes are listed in the competition results without a ranking position.</p>
<p>In case of replacements made by the TD after an athlete withdrawal, the replaced athletes will be ranked as the first-in-line of the non-qualified athletes of the previous competition round.</p> <p>Disqualified athletes (DSQ, DQB) and Pre-seeded athletes, who received an IRM and do not skate in any competition round, will be listed in the round ranking with the relevant marking. Once the competition is completed, they will be listed at the bottom of the complete results without being ranked or awarded any OWSR points.</p> <p>If two or more athletes receive the same IRM within the same competition round, they will be ranked following their placement in results from the previous competition round. If they haven't skated at all during the event, they will be listed in order based on their current OWSR standing</p>	

Competition Related Situations

A presented athlete does not start a run, jam session, or a trick attempt	If an athlete, for reasons other than personal health condition, does not start their run or trick attempt within 5 seconds from the starting signal provided by the Course Manager DNS will be used as a score marking for the run, jam, or single trick attempt.
Competition interruption during an athlete performance	The competition will resume from where it was interrupted, and the interrupted athlete(s) will be granted a restart or re-run within the same or later session of the same competition heat.
External interference during an athlete performance	In case of external interference which might compromise the athlete's performance, the Technical Delegate or Event Director -at their own discretion- can grant the athlete a restart or re-run option.
Equipment (skateboard) failure during athlete's run or a jam session	<p>If any equipment failure occurs during a run or a jam session, the athlete may try to continue with the broken or otherwise damaged equipment.</p> <ul style="list-style-type: none"> • The clock is not interrupted. • The run is scored up until the withdrawal or the end of the run. • The athlete can be provided with a replacement skateboard. The clock is not interrupted. • The run is scored up until the end of the run. <p>In case the athlete stops: the run is scored up until the moment of withdrawal.</p>
Failure of the scoring system/clock	In case of interruption due to a timing or scoring equipment failure, the competition may be resumed using the OC manual timing and scoring systems. Affected outputs will be produced as normal.
Minor infringement to the competition rules or sportsmanship-like behavior	The Technical Delegate may decide to score a run or a single trick attempt with a "0" - ZERO points. The athlete remains eligible for ranking with their other performances.
An athlete qualified for the final event round and is disqualified before the final starts	If an athlete who has qualified for the final is marked as disqualified before the start of the final round, the next highest-ranked non-qualified athlete from the previous competition round will progress to the final.

Disqualification after an event	<p>Disqualification due to any violation of the Olympic Charter, or the World Anti-Doping Code, or any other serious breach of an applicable regulation issued by the IOC, World Skate, or a NOC, will be sanctioned by the Technical Delegate and will be indicated with the Invalid Results Mark "DQB" in all event outputs and OWSR.</p> <p>This type of DQB is applicable from the moment of official competition finish and up to 24 hours after the award ceremony completion.</p>
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ATHLETE'S COMPETITION PERFORMANCE REQUEST

Athlete's Re-run Request

An athlete can request a re-run of the single trick attempt or run performance only when:

- Conditions of the FOP change dramatically and unexpectedly during the athlete's performance and negatively influenced it (e.g. weather change)
- Technical conditions on or around the FOP prevented the athlete from completing a full performance (cables and cameras in the way, venue lights went off, concrete from an obstacle chips off, etc.)
- Third-party interference during the athlete's performance (security running on FOP, fans jumping in, photographer flashes from a close proximity, etc.)

In the situation described above or alike, an athlete must:

- Stop during or immediately after any interference or change of condition occurs,
- Raise their hand and approach the Course Manager to claim the re-run request,
- Describe the incident and request a new trick attempt or run.

The Head Judge shall decide if the request will be accepted. Re-runs can be granted right away or deferred at the Head Judge's discretion. The Head Judge's decision will be communicated by the announcer(s).

If a re-run for an individual trick attempt is granted, the athletes are free to choose any trick on any FOP obstacle for their granted re-run attempt.

Scoring Refusal Rule

During the Individual Trick Attempt phase of the Street competition, athletes have the right to decline being scored for a trick they have just completed.

To refuse being scored for a Trick Attempt, athletes must clearly signal their refusal to the Judging Panel. Signaling must be carried out by the gesture of "both arms crossed above the athlete's head".

All refusals must be claimed immediately after completing the trick the trick attempt, within 5 seconds of landing. Once a trick has been scored no refusal claim will be accepted.

Athletes who refuse their trick point evaluation will be scored with Zero - "0" points for that particular attempt.

During the following trick attempts, athletes will be scored and awarded points according to their performance only. There is no penalisation for then re-trying the declined trick over- but it is not compulsory to do so: athletes are free to choose any trick they wish to perform.

EVENT SCHEDULE RELATED STATUS

DELAYED	<p>A delay may occur if a session does not start as scheduled, but should start within the current segment of the same competition day. The new exact start time is unknown. All athletes shall stand-by in the venue area.</p> <p>If the delay exceeds the current competition day, the status will be changed to Re-scheduled or Cancelled.</p>
POSTPONED	<p>A session did not start as scheduled and has been postponed to a later segment of the same competition day. The new date and start time are yet unknown, but will be announced and published as soon as possible.</p> <p>If not possible to postpone, the status will subsequently be changed to Re-scheduled or Cancelled.</p> <p>If a postponed session cannot be resumed within the current competition day and the new date and start time are unknown, the status will be changed to Re-scheduled or Cancelled.</p>
INTERRUPTED	<p>A session may be subject to an unplanned interruption after it has started. The time of resumption is yet unknown.</p> <p>If the session cannot be completed within the current competition day, the status will be changed to Re-scheduled or Cancelled.</p> <p>The results of previously-completed athlete performances will be carried forward to the new date and start time.</p> <p>An uncompleted performance will continue from the point of interruption (score and time) or will be granted with a re-run status. The Technical Delegate decides the fairest option to affected athletes considering each and every individual situation.</p>
RE-SCHEDULED	<p>A session may be Re-scheduled if it cannot be held at the originally scheduled start date/time. The new date and start time are known.</p> <p>If it is impossible to Re-schedule a session or round of competition within a certain time frame, the status may be changed to "Cancelled".</p>
CANCELLED	<p>An event phase that cannot be re-scheduled within the available time in the competition schedule, including the weather reserve days, is cancelled.</p> <p>In such a case, the World Skate Technical Delegate must follow the steps of the event contingency protocol and decide if results can be validated and announced.</p>

EVENT RESULTS VALIDATION PROCEDURE AND CONTINGENCY FORMAT PROTOCOL

If the runs/tricks cannot all be completed

STREET

In Non-Olympic Street Formats

RUN format: At least one run must be completed to validate round results. In semifinal and final rounds: a minimum of one run must be completed to validate the final's results.

Jam Session format: All athletes must have completed their jam session to validate the round results.

2/5/3 Olympic Street Format

If a contingency competition format has not been announced, then in semifinal and final rounds: a minimum of two runs must be completed to validate the final's results.

PARK

In Park - If a contingency competition format has not been announced, then in qualification, semifinal and final rounds: a minimum of two runs must be completed to validate the round results.

If the final cannot take place/cannot be completed

The results of an event can be considered final and used to distribute medals and awards if all the competitors, pre-seeded athletes included, had an equal chance to compete in the previous competition rounds.

Contingency situation causing factors

VENUE / FOP related	<ul style="list-style-type: none">• FOP structural issues or potential structural integrity risks• FOP rolling surface alterations• Public / spectator behavior causing organizational issues• General safety & security issues• Power outage• Significant transport disruption of athletes/officials• Unless absolutely necessary, alterations in the schedule should not force a practice or competition heat to start later than 10:00 PM.
Weather-related	<ul style="list-style-type: none">• Performance is affected by strong winds• FOP frequently gets wet due to rain, regardless of the amount• A high chance of lightning occurring on or near the FOP• Air quality, low temperature, or intense heat causes potential health hazards to athletes• Natural disasters or other force majeure alerts released by local authorities
Sport Technical equipment related	<ul style="list-style-type: none">• A major failure occurs in the scoring - result system• Critical accident involving athletes on FOP during competition

Contingency Competition Format

In the case where it is clear that the weather, or other external conditions, will not allow the completion of the intended competition format, the Technical Delegate, after consulting with the Event Director, may opt to apply an alternate competition format.

Depending on the competition round of application, and provided that equal opportunities have been granted to all competitors, all athletes competing in a single heat will complete a first run, then try and complete the second run, and so forth. If the competition has to be stopped, the round ranking will be established based on the completed runs (e.g. the same number of runs are considered for all athletes). This system also applies to the 2/5/3 Olympic street competition format. If the competition has to be stopped, all skaters will be marked as DNS in the interrupted run or trick, and the final ranking will be established based upon the number of runs or tricks which all skaters have completed.

The application of contingency competition formats must be announced and defined in detail at least 1 hour before the start of the affected competition phase.

EVENT COMMUNICATION

Event entries

At the end of the last practice day, the World Skate Technical Delegate (TD), after a signing off, will submit **event entries** and other relevant communication to World Skate.

Start list and results

At the end of every competition day World Skate will release and distribute the **start lists**, **results**, and other relevant communication.

Start List, Result, or Ranking Review Request (RRR)

Athletes or National Team representatives may file a start list or event result review request based on World Skate's official documents during or after the event.

RRR requests must be filed the following:

During an ongoing event	<ul style="list-style-type: none">• In a written form to the hands of the Competition Secretary.• Or via an official email address to the WS Sports Department.• After a start list release or a partial event result announcement and publication, but no later than before the start of the following competition round's first practice group session.
After the completion of the event	<ul style="list-style-type: none">• In a written form or via an official email address to the WS Sports Department.• Within a maximum of 5 days of the event completion and event final results publication.
After the release of the OWSR update	<ul style="list-style-type: none">• In a written form or via an official email address to the WS Sports Department.• Within a maximum of 3 days after the OWSR update release

RRR requests must provide the following information and declare:

The subject of the request	<ul style="list-style-type: none"> • Event name, • Athlete's full name, • Athlete's nationality.
ID number	Identification document number
Division Category	<ul style="list-style-type: none"> • Male • Female
Discipline	<ul style="list-style-type: none"> • Street • Park
Time of occurrence	<ul style="list-style-type: none"> • Number of the competition practice group or • Number of the competition heat, • Name of the event round, • Hour and date • Type of released document (start list, results, practice schedule, etc.) • If in OWSR: <ul style="list-style-type: none"> • OWSR update version's release date • Event name • Athlete's ranking position
Description of error	<p>Details of the released or published error in:</p> <ul style="list-style-type: none"> • Summarising description <p>Preferably accompanied with:</p> <ul style="list-style-type: none"> • Screenshot or photo attachment • Website address or link reference
Correction request	<ul style="list-style-type: none"> • What should be rectified? • What is supposed to be the correct version?

The World Skate Competition Secretary, during an ongoing event, and World Skate Sports Department, after the completion of the event or after an OWSR update release, will seek correction and notify relevant parties about any changes without any unnecessary delays.

ANNEXES AND RELATED DOCUMENTS

CONCUSSION PROTOCOL

Managing Concussion At An Event

INTRODUCTION

A concussion is a brain injury caused by a blow to the head and/or a blow to another body part that is transmitted to the head.

It affects the way the brain functions rather than the structure of the brain, so you can't see it on an X-ray, CT, or MRI. This means you must be able to recognise it from assessing how the injury occurred and the way the athlete behaves.

Only about 10% or so of concussed athletes will lose consciousness.

Effects of concussion may be immediate or may develop over hours to days.

The effect of concussion is more serious in children and young athletes and takes longer to resolve.

Athletes, coaches, event administrators, parents, and everyone involved in sport need to know how important it is to recognise and manage concussion appropriately both at the events and afterwards.

CONSEQUENCES OF CONTINUING IN THE EVENT WHILE CONCUSSED

If second and subsequent concussions happen before the first one is resolved, then there is a significant risk of a more serious concussive injury, which can lead to more serious damage which takes a long time to resolve and may cause permanent damage.

If an athlete continues to compete or train while affected by a concussive injury, their reaction time, judgment, and balance may be affected, making a fall and further concussive and musculo-skeletal injury more likely.

All athletes suspected of having sustained a concussive injury MUST be removed from training and competition and not allowed to return for the duration of the competition. This decision should not be influenced by the athlete saying he feels OK or from pressure from a coach, parent, or anyone else. All athletes suspected of being concussed must be cleared by a medical practitioner before being allowed to return to competition.

A more serious brain injury may be present in addition to any concussion.

World Skate will appoint a concussion co-ordinator for each event who will be responsible for ensuring the athlete is removed from the competition and is appropriately monitored.

Recognising Concussion

(Concussion Recognition Tool and SCAT5 Concussion assessment tool attached)

Watch for when an athlete collides with:

- Another athlete
- A piece of equipment
- The ground

Asking observers and video review of the incident can be very helpful in assessing the chances of concussion.

Visual Signs

- Lying motionless on the surface
- Getting up slowly after a blow to the head
- Disorientated or unable to respond quickly and appropriately to questions
- Having a blank or vacant stare even if they do respond to questions
- Having balance or co-ordination difficulties, e.g. stumbling, unsteady
- Having a visible facial or head injury

Symptoms

- Headache
- Feeling "Pressure in the head"
- Balance problems
- Nausea or vomiting
- Drowsiness
- Dizziness
- Blurred vision
- Sensitivity to light
- Sensitivity to noise
- Aggression or more irritable than usual
- General feeling of unwellness
- Brain feels formless or clouded
- Difficulty in concentrating or remembering
- Feeling anxious or nervous
- Feeling slow
- Emotional

Memory Test

- What venue are we at today?
- What part of the competition is in progress now?
- What day of the week is it?
- What is the date today?
- What is the time right now?

You can adjust these questions to questions which any competitive skateboarder should be able to answer. Failure to correctly answer any of these questions means concussion is possible, and the athlete should be removed from the competition.

Red Flags (indicators that more serious injury may be present)

- Neck pain or tenderness
- Double vision
- Weakness or tingling of the arms or legs
- Severe or increasing headache
- Seizure or convulsion
- Deteriorating consciousness
- Vomiting
- Increased restlessness, agitation, or aggression

If any of these signs are present, the athlete should receive an urgent assessment by a medical practitioner at the venue, emergency department, or at a local practice.

Initial management of any concussion must adhere to basic first aid rules, airway, breathing, circulation, and spinal immobilisation before removal from the competition area.

Athletes with a suspected concussion should

- Be immediately removed from participation after any basic first aid
- Not be left alone initially and for at least 2 hours
- Not drink alcohol
- Not take aspirin, ibuprofen, or any other NSAID
- Not use recreational drugs
- Not sent home to be by themselves
- Not drive a motor vehicle
- Be referred for appropriate medical assessment

CLARIFICATION REQUEST PROTOCOL

HOW TO FILE A COMPETITION CLARIFICATION REQUEST:

As per World Skate competition rules:” Once competition scores are approved by the Head Judge and published, they are final and not subject to any appeal.”

Athletes can request an explanation on judging and competition-related matters following the WS Clarification Protocol.

Please follow these steps to apply for a clarification:

- Clarification requests can **only** be filed in written form by using the dedicated formulary available at the event registration desk (during event time) or online at the following address: sportsdepartment@worldskate.org
- Clarification requests can be filed anytime during and within 24h from the end of the competition, at the latest.
- Clarification requests must be delivered to the World Skate Competition Secretary at the event registration desk or in the World Skate office. Under no circumstance should the TD, the HJ, or the judges be contacted directly.
- Clarification requests can be filed exclusively by:
 - o The athlete or legal guardian if under 18
 - o National Team Manager
- In case of a clarification request filed by the national Team Manager, the athlete or legal guardian must provide consent to the filing by co-signing the form.
- All clarification requests must be duly filled in all parts, providing details and context that is to be clarified. Generic requests will be rejected.

Once the competition secretary has received the clarification request, the document will be passed on to the technical delegate that will connect with the Head Judge and other relevant ITOs to process the request.

While running the competition has priority over responding to clarification requests, the TD will do their best to process the request within 24h during the competition, and within one week from filing the clarification request after the competition is completed.

CLARIFICATION REQUEST FORM

Athlete's name:
Country:
Date and Time of occurrence:
Event name, discipline, competition phase:
Clarification request (explain the facts and express in detail your clarification request)
Email contact
Name and role of the applicant (if different from the athlete's)
Signature of the applicant

WORLD SKATEBOARDING COMMISSION

SKATEBOARDING DOWNHILL & STREET LUGE REGULATION



**WORLD
SKATE**

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1 COMPETITORS

1.1 Obligations and Code of Conduct

All competitors have duties and responsibilities which include but are not limited to the following:

1. NF must inform themselves of the time and place of each event. It is their sole responsibility to be aware of any changes or cancellations.
2. Competitors must compete only by using their speed and skill, by individual effort in compliance with the rules, and in accordance with the principles of fair play and sportsmanship.
3. Competitors must familiarize themselves with and follow the World Skate Rules and any supplementary rules or instructions governing an event.
4. Competitors must comply with instructions from authorized World Skate and event officials.
5. Competitors should possess current primary accident and medical insurance coverage.
6. Competitors must execute the appropriate liability release and waiver form and image release at each venue.
7. Competitors must take responsibility for their physical and mental ability to compete.
8. Competitors must take responsibility for the safe condition and operation of their equipment.
9. Competitors shall be the sole judges of the limits of their skills and their ability to meet and overcome the inherent risks of competing and shall maintain reasonable control of speed and course.
10. Competitors shall abide by the directions and instruction of the venue area operators.
11. Competitors shall familiarize themselves with the course and difficulty of degree prior to attempting their first run.

12. Competitors shall not overtake any other competitor except in such a manner as to avoid contact and shall grant right of way to the lead competitor. Refer to the Racing Rules section for more detail.
13. Competitors shall yield to other competitors when entering course or starting downhill.
14. Competitors, when involved in a serious accident, shall not depart from the venue without leaving their names and addresses if reasonably possible.
15. A competitor who is injured should, if reasonable, give notice of the injury to the venue area operator before leaving.
16. Competitors shall not embark or disembark from a transportation vessel except at designated areas or by the authority of the venue area operator.
17. Competitors shall not deface venue property, particularly, but not limited to, the application of decals or stickers.
18. Offensive actions or obscene language around venue areas are grounds for expulsion from the World Skate event.
19. Competitors shall refrain from using illegal substances.
20. Competitors defacing or trashing their surroundings shall face immediate disqualification from competing and possible expulsion from World Skate.

1.2 Liability Waiver

All athletes must sign a liability waiver before being allowed to participate in any event.

The athlete concerned, by signing the liability waiver, acknowledges to use the track at his/her own risk. Therefore he/she accepts to hold harmless and exempt World Skate, together with its heirs, assigns, officers, representatives, agents, employees, and participants from all liability related to personal injuries as well as any other kind of damage which might occur, including reputation and property related damages, to the athlete concerned. World Skate shall be exempted from all claims connected to the abovementioned injuries and/or damages occurred as a result of the event described in the liability waiver, or caused by any construction or condition of the course over which the event concerned is held.

If the athlete is under the age of 18, his/her parent or legal guardian must sign the waiver. Should the parent or legal guardian be unable to sign the liability

waiver at the event, then the form must be signed by the parent or legal guardian and submitted at the event organizer

1.3 Riding Ability

All competitors shall demonstrate their riding ability to the satisfaction of the officials during a mandatory practice period before being allowed to compete.

1.4 Pregnant Women

Pregnant women are not allowed to compete. This restriction applies to practice, qualifying and competition.

1.5 Pre-Race Technical Inspection of Equipment

The competitor must be present and complete the pre-race technical inspection.

1.6 Junior Category

To be considered in the Junior category a rider must be under the age of 18 on December 31 of the current race season.

1.6.1 Juniors Competing in Open Categories

A competitor may race in an open category and a Junior category at the same event. The minimum age to compete in the open categories is 14 years. Minimum age exceptions can be made at the event organiser's discretion.

1.7 Masters Category

To be considered in the Masters category a rider must be 35 or over on December 31 of the current race season.

2 EVENT OFFICIALS

The designated officials of any World Skate-sanctioned event shall have the power of rule enforcement and race supervision, as found in these rules, during the entirety of the event. Officials reserve the right to prevent any entrant from participating in any World Skate event. Officials must be familiar with all relevant rules and regulations.

Event organisers are required to have the following officials:

2.1 Chief Steward

The Chief Steward shall have complete charge of the competitors while on the track and has the final decision in all matters of racer protection, enforcement of rules and the implementation of penalties. The Chief Steward shall disqualify any competitor who, in their opinion or that of their observers, is in violation of the rules or whose equipment is or has become unsafe to operate. The Chief Steward is also in charge of the Corner Marshals. The Chief Steward or their designated representatives shall uphold all World Skate rules and regulations pertaining to participant riding habits. The Chief Steward will supervise all competitors entered in a World Skate sanctioned event, and submit a written report to the Skateboarding Technical Commission on infractions of the rules and unsafe or un-sportsmanlike conduct on the part of any participant.

2.2 Starter

The Starter shall have complete control of the start area. The Starter shall follow instructions from the Chief Steward. The Starter's verbal commands are to be obeyed without exception. The Starter and/or Chief Steward shall conduct a meeting for all competitors prior to the start of the event to explain the flags, their use, and rules of the road. Prior to giving the verbal start commands the Starter will visually check all competitors helmet straps for secure retention. The Starter is responsible for monitoring the start area and reporting any violations to the Chief Steward.

2.3 Chief Scorer

The Chief Scorer is in charge of the timing and scoring and bracketing. The Chief Scorer is also responsible for accepting any protests that may arise, gathering information from the respective competitors regarding the protest, and reporting this information to the Chief Steward.

2.4 Corner Marshals

The Corner Marshal is in charge of the designated area assigned to them. Multiple Corner Marshals shall be strategically located down the course to report any rules infractions, accidents, and/or unsafe conditions to the Chief Steward. They also use the designated flags when necessary to notify competitors of accidents, debris, or other hazards.

2.5 Technical Inspector

The Technical Inspector has responsibility for technical inspections. The technical inspector shall designate an area for technical inspection to take place. Competitors are responsible to the Technical Inspector while in the Technical Inspection Area and are subject to disqualification if they leave without approval. Riding with equipment that has not passed technical inspection will result in a conduct penalty and/or disqualification.

3 SAFETY

Safety is one of the prime considerations of the World Skate. Methods of operation, race vehicle construction, track facilities, and competition practices are under constant review to protect the athletes and to raise the safety standards of the sport.

Safety is every person's responsibility and must be shared in total by every person and every associate of the sport of skateboard and Street Luge racing.

The event organiser is responsible for providing a safe place to conduct events.

3.1 Technical Inspection of Equipment

3.1.1 Skateboard

All protective equipment including Helmet, leathers, and gloves may be required to be submitted to a pre-race technical inspection to ensure compliance with the World Skate Racing Rules. It is the obligation of the rider to make sure their racing equipment i.e. skateboard is within the specifications of the World Skate rules. A rider who uses equipment that is unsafe or outside of the World Skate specifications during qualifying or racing will be issued a conduct penalty and may be disqualified.

Tech inspection can happen at any moment or location during the event, at the discretion of the Chief Steward.

3.1.2 Street Luge

All racing equipment, including all protective equipment, must be submitted to a pre-race technical inspection to ensure compliance with the World Skate Racing Rules. At no point will any competitor or racing equipment be allowed to compete that has not passed pre-race technical inspection.

1. Pre-race technical inspection may consist of:
 - a. Visual inspection for legal and safe appearance of the race equipment and its parts.
 - b. Visual inspection of personal safety equipment.
 - c. Measurement of the width, length, wheels, weight and other applicable specifications.
2. It is NOT the technical inspector's responsibility to identify or correct problems that may affect the performance of otherwise legal equipment.
3. It is the competitor's responsibility to ensure that the equipment is ready, legal, and safe for competition.
4. If there are any equipment legality questions they should be raised with the Technical Inspector prior to submitting the equipment for inspection.
5. Equipment failing technical inspection must be corrected by its owner/competitor, and be resubmitted and pass technical inspection before being accepted into the race field.

6. Any equipment changes made after passing Technical Inspection must conform to all World Skate rules and regulations. Using equipment that does not conform to World Skate rules and regulations is grounds for immediate disqualification.

7. Passing technical inspection does not deem equipment to be safe or free from defects.

3.2 Insurance

Any event organizer must have appropriate public liability insurance coverage. Insurance coverage may vary based on the underwriter's policy.

3.3 Liability Waiver

All athletes taking part in any event must sign a liability waiver. This includes all Competitors, Workers, Volunteers, Media, and Officials, with no exception.

3.4 Accidents

Equipment involved in accidents may be required to undergo a technical inspection before being allowed to continue.

3.5 Track Access

No person, race official or others shall be permitted on the racing surface at any time during a green flag race condition.

3.6 Rider's Safety Equipment

The World Skate shall not assume any responsibility or liability in relation to any recommendation or requirement for helmets or other body protection, referred to in these Rules.

All required protective equipment must be used in all practice, qualifying and race runs of an World Skate-sanctioned event, without exception.

Downhill skateboarding and Street Luge racing is a hazardous activity with inherent risks of serious personal injury, disability and death. It is the sole responsibility of the competitor to appropriately wear their safety equipment for their event.

3.6.1 Helmets

Certified full face helmets are strongly recommended.

Helmets must:

- Be of a single piece, outer hard shell, full-face design.
- Be worn according to the manufacturer's recommendations.
- Be structurally sound.

- Have a strap that is worn tight and secure as designed.

Helmets must NOT have:

- A detachable chin-guard, or
- A break-away aero addition.

Aerodynamic fairings are allowed, as long as they do not obviously diminish the safety of the helmet.

Aerodynamic fairings may be of fixed or break-away design.

Only the following three categories of helmet are permitted:

1. Helmets that carry a certification from ATSM, CE, CPSC, SNELL, or another credible certification source.
2. Production helmets that use EPS foam as their principal form of impact absorption.
3. Non-production helmets that use EPS foam as their principal form of impact protection, and that the Skateboarding Technical Commission has given written permission to be used.

3.6.2 Leathers

All racers must wear a one (1) or two (2) piece suit made of leather and/or Kevlar. If a two-piece is used, it must zip together at the waist.

3.6.3 Speedsuits

The exterior surface of the race suit must be made of leather and/or kevlar. Speed suits are not allowed.

Lycra shirts or bibs distributed by the race organizer to all competitors are allowed. (Speedsuits are defined as any full or partial covering of the leathers with latex, fabric or any coating intended to gain aerodynamic advantage.)

3.6.4 Gloves

Racers must wear full-fingered, leather or synthetic racing gloves.

3.6.5 Footwear

Racers must wear shoes that are of closed design, in good condition and that are laced, buckled or secured as designed.

3.6.6 Elbow and Knee Pads

Protective padding for the knees and elbows is recommended but not mandatory.

3.6.7 Eyewear/Visor

Protective eyewear/helmet visor is recommended but not mandatory.

3.6.8 Back protectors

Certified back protectors are strongly recommended.

4 EQUIPMENT SPECIFICATIONS

4.1 Skateboard

4.1.1 Deck

The deck must be structurally sound and not pose a safety hazard. It must not possess sharp edges, which could injure competitors. It may be any shape within the size limits.

4.1.2 Weight

The complete board must not exceed five kilograms (5kg / 11.2lbs) . This rule will be strictly enforced. A 0.5 kg allowance will be given for variances in the accuracy of scales.

4.1.3 Length

Must not exceed 122 centimeters (48").

4.1.4 Width

Must not exceed 30.5 centimeters (12").

4.1.5 Trucks

The trucks must be lean steer activated. They must be no more than 305 millimeters (12") wide, as measured from the outside edge of the axles. The board must use exactly two (2) trucks.

4.1.6 Bearings

No restrictions.

4.1.7 Wheels

The board must use exactly four (4) wheels. Wheels can be a maximum diameter of 110 millimeters (4.33").

4.1.8 Brakes

No mechanized braking devices are allowed.

4.1.9 Number Area

If competitor numbers are used, all competitors are required to have their assigned number located on their helmet. Helmet numbers must be placed on

both sides and visible in the riding position. The number area and number must be of contrasting colors and be highly visible from 6 meters (20') away.

4.1.10 Numbers

If competitor numbers are used, number digits must be a minimum of 7.6 centimeters (2.95") tall each. When race numbers have been issued they must be used as instructed and not tampered with cut or modified in any way.

Should a competitor replace their helmet with another competitor's helmet, the appropriate rider number must be placed on that helmet.

4.1.11 Ballast

Any weight additions to the board are permitted as long as the weight of the board does not exceed the 5kg total weight limit. Carrying of ballast on the competitor's body is prohibited.

4.2 Street Luge

This class is designed to allow maximum design creativity with minimal restrictions. The only restrictions are made in the interest of safety or to retain the basic concept of a street luge. In the future, any further restrictions will be added for these reasons only. Competitors are required to ride in the supine (lying on back) position with their feet forward.

If an obvious safety hazard is allowed by the rules, rule changes may occur during the competition year. Any rule changes will be published at www.worldskate.org and take effect immediately.

4.2.1 Chassis

The chassis must be structurally sound and not pose a safety hazard. It must not possess sharp edges that could injure competitors. No part of the street luge may present obvious trapping, amputation or other hazards. Structural soundness may be demonstrated through a "Bounce Test" or other stress simulations, which could mimic conditions encountered while racing. No part of the street luge may enclose the competitor's body nor hinder their ability to brake. Nothing may protrude between the competitor's legs. The Technical Inspector will be the final judge of legality.

4.2.2 Weight

The complete street luge must not exceed 25 kilograms (55.1 lbs). This rule will be strictly enforced. A 0.5kg allowance will be given for variances in the accuracy of scales.

4.2.3 Length

The maximum length shall not exceed 3 meters (9.84'). There is no minimum length.

4.2.4 Width

The street luge must not exceed 61 centimeters (24") in width.

4.2.5 Front End

The front end of the street luge must be padded, bumpered and/or nerfed in such a way as to minimize the risk of injury to a competitor who falls in front of it. Bumpers made from a soft rubber, foam, plastic, or other material, which will absorb energy are required. Minimal Bumper dimensions are seventy-seven millimeters (77mm/3") wide, twenty-six millimeters (26mm/1") tall and thirty-nine millimeters (39mm/1.5") thick. The front end should have nerf bars or some means of deflecting another competitor, object or straw bales. All exposed striking surfaces must be padded. No "Toe loops" allowed. If the complete board does not exceed 6.5 kilograms (14.3lbs), padding or bumpers are not required if there are no sharp surfaces.

4.2.6 Rear End

The rear end of the street luge must not have any unpadded surfaces that could injure a competitor who runs into the street luge from behind. It should be constructed so as to minimize entanglements with the front end of other street luges. If the complete board does not exceed 6.5 kilograms (14.3lbs), padding or bumpers are not required if there are no sharp surfaces.

4.2.7 Bodywork and Fairings

Bodywork, nose cones in front of the competitor's feet and tail cones behind the competitors head and fairings are allowed. If nose cones are used, then there must be an 8-centimeter (3.14") crush zone area in front of the chassis. No part of the street luge may present obvious trapping, amputation or other hazards. All bodywork and fairings must be constructed in a manner that will minimize injuries in the event of collisions. Equipment should be designed so that no obvious hazards will be presented by the loss of bodywork and or fairings.

4.2.8 Trucks

The trucks must be lean steer activated. The track width must be no wider than the widest part of the street luge to a maximum of 61 centimeters (24"), as measured from the outside edge of the axles. The axles cannot protrude past the edge of the wheel.

4.2.9 Bearings

No Restrictions

4.2.10 Wheels

A minimum of four (4) wheels must be in contact with the ground. Wheels can be a maximum diameter of 130 millimeters (5.11").

4.2.11 Brakes

No mechanized braking devices are allowed.

4.2.12 Number Area

If competitor numbers are used, all competitors are required to have their assigned number located on their helmet or at the back of the board. Helmet or board numbers must be placed on both sides and visible in the riding position. The number area and number must be of contrasting colors and highly visible from 6 meters (20') away. If a number panel is used it must be made of flexible material and not extend past the point where the back bumper connects to the chassis.

4.2.13 Numbers

If competitor numbers are used, number digits must be a minimum of 7.6 centimeters (2.95") tall each. Some promoters may issue a bib or bib panel with a number other than your assigned number. When race numbers have been issued they must be used as instructed and not tampered with cut or modified in any way.

Should a competitor replace their helmet with another competitor's helmet, the appropriate rider number must be placed on that helmet.

4.2.14 Ballast

Any weight additions shall be securely bolted to the street luge chassis. Carrying of ballast on the competitor's body is prohibited. Tape, tie wraps, or fasteners other than bolts are not legal for attaching weight. Ballast weight on all street luges must be fastened with a minimum 6 millimeter (0.236") through bolt with nylock nuts and be cotter keyed or safety wired. Tech inspectors are charged to make thorough inspections of weight installation to make sure they meet the through bolt requirement.

5 RACING PROCEDURES

5.1 Practice

Race organisers must provide a minimum of two (2) practice runs before competitors begin qualifying or racing. Racers may choose to take less than 2 practice runs at their discretion.

5.2 Qualifying

Qualifying is the process whereby the event is divided into two stages;

- Qualifying: where all competitors take part, and
- Finals: where only those competitors who have achieved a sufficiently good result in the qualifying stage are allowed to compete.

There are various systems that can be used for the qualifying stage:

- **Timed runs** - either one or two timed runs can be used to seed riders, with only the fastest 64 (for example) progressing to the finals.

5.2.1 Timed Runs

When using timed runs as the qualifying system, at least one qualifying attempt must be provided for each competitor. If two timed runs are used for each competitor, each competitor's single fastest run will be used to seed the competitor into the finals. In the event that the timing system becomes unusable, race-to-qualify should be used if practicable, and if impracticable Mixed or Automatic systems should be used.

5.2.1.1 Electronic Timing

An electronic-timing system that measures results to the nearest one hundredth (1/100) of a second is required for World Skate races.

If there is a tie in Qualification it is broken by:

1. the competitors second fastest qualifying run (where there are two runs);
2. the competitors third fastest qualifying run (where there are three runs).

5.3 Race Formats

Additional formats may also be used by event organizers with prior approval from the World Skate.

5.4 Start Procedure

5.4.1 Start Sequence

The Starter, having verified with the Chief Steward that the course is clear, begins the Start Sequence as follows:

Manual procedure:

1. Starter says, "Racers Ready". Official Starter looks to the Push Lane Judge (if used) for acknowledgement. Once this command is given, competitors must

assume a set, final position. No excessive* movement will be permitted from this point until the official start command is given.

2. The Starter gives the “Racers Set” command. No movement will be permitted until the official start command is given after “Racers Set”.
3. Within 1.5 - 4 seconds of the “Racers Set” command, a snap line, audible tone, or the starter saying “Go” will mark the official start of the race.

Endostarter procedure:

Endostarter app is required at World Cup and World Championship events.

1. Starter says, “Racers Ready”. Official Starter looks to the Push Lane Judge (if used) for acknowledgement. Once this command is given, competitors must assume a set, final position. No excessive* movement will be permitted from this point until the official start command is given.
2. Starter begins the beep sequence. After the 3rd beep, No movement will be permitted until the official start command is given.
3. Within 1.5 - 4 seconds after 3rd beep, an audible tone will mark the official start of the race.

*“Excessive” is up to the discretion of the starter.

5.4.2 Competitors Start Position

Qualifying - Both a start line and anchor line is used during timed qualifying. The anchor line will be 2m behind the start line. A rider must begin their qualifying run with their push foot on the anchor line, in street luge a riders hands must be placed on the anchor line. The timer (photocell or transponder) begins when you cross the start line.

Skateboard: During the start procedure for racing and qualifying, the competitor must have one foot on his deck and use the other foot for pushing. The competitor must have both feet and equipment behind the start line or snap line. All wheels and one foot must be on the ground when starting.

Street Luge: During the start procedure for racing and qualifying, the competitor must be in the sitting position and push by paddling with their arms and hands. The competitor must have both feet and equipment behind the start line or snap line. All wheels must be on the ground when starting.

5.5 Start Box

The distance from the “Start Line” to the end of the “Push lanes” (if utilized) may be adjusted at the Chief Stewards discretion. Once a competitor passes the

end of their push lane they are allowed to move out of their lane. There is NO LIMIT how far or when they can push on the race course. (Optional)

5.5.1 Push Lane Violation (only applicable if Push Lanes utilized)

Any competitor who moves out of their Push Lane prior to the end will be penalised. Upon seeing a violation the Starter will sound an air horn or other loud sound to stop the race. The remaining competitors are repositioned and the starting procedure repeated. The Start Line Judge may at their discretion restart a race in the event of a start line incident. If there is a crash in this area that has affected multiple riders the Starter at their discretion can call a restart regardless of fault.

5.5.2 False Starts

If any competitor moves crosses the start line between the time that the “Racers set” command is given and the start signal is given, a “False start” will be called. The offending competitor is charged with a “False start”.

The competitors are repositioned and the starting procedure repeated. Two false starts by the same competitor will result in disqualification.

5.6 Pushing On Course

There is NO LIMIT how far or when a competitor can push on the race course. (Also refer to Crash Restart)

5.7 Finish Procedure

1. Competitors will race to the finish line, at which time the heat is complete. If transponders are being used, a racer finishes the course when their transponder crosses the finish line. Finish line positions will be determined by transponder, except in a case where a finish is too close to determine or cannot be decided by transponders alone. Refer to “Contested finish” point. If transponders are not being used:
 - Skateboard: A racer finishes the course when their front wheels touch the finish line.
 - Street Luge: A racer finishes when any part of his body or equipment crosses the designated finish line.
2. The Chief Steward will resolve all ties either by photo finish, video or eyewitness account.
3. Post race technical inspection may be required at specific events. In the case that the run is a Qualifying run, or a Final/Consolation Final, the competitor must go directly to the post race, technical inspection area. The competitor and their vehicle must not have any contact with any person other than World Skate authorized personnel.

4. Competitors must come to a complete stop before the end of the finish area run out. Competitors who fail to stop may be subject to disqualification. This is for the safety of the spectators and competitors.

5.8 Contested Finish

A contested finish is any finish in which riders and/or World Skate officials disagree about the exact sequence of finishers.

In a contested finish, video evidence will be deferred to do determine final decision. Protests will be entertained and reviewed after each round of racing.

5.9 Number Usage

If a competitor conducts a qualifying run without the correct number displayed in the correct fashion, that qualifying run will be listed as Did Not Finish (DNF). A substitute run will not be allowed. If a competitor races without the correct number displayed in the correct fashion they will be listed as Did Not Finish (DNF) in the said race.

5.10 Final Placement

Following the final and consolation final, the eliminated competitors will be ranked by comparing their qualifying results in each round. When using 4-man heats as an example, all third placed competitors will first be ranked in order based upon their qualifying result followed by all fourth placed competitors. In the event that a tie cannot be broken between third and fourth place competitors by photo finish or other means, both competitors will be awarded third place in the heat.

Competitors who do not finish their race run will be categorized as “Did Not Finish” (DNF) and be placed behind all the fourth place competitors by qualifying result in each round. “Disqualified” (DSQ) competitors will be placed behind all the “Did Not Finish” (DNF). “Did Not Start” (DNS) competitors are placed behind all of the “DSQ’s”. This includes any competitor who made qualifying runs but was not able to start the race for any reason. Competitors who sign up for a race but do not complete a qualifying attempt will not be placed in the final results.

5.11 Official Results

The official results will be published at <http://www.worldskate.org>

5.11.1 Judges, Infractions, and Rulings

All disputes will be settled before the next round of competition. Each individual infraction and its results will be ruled upon and acted on before the next round by the Chief Steward and Judges on the course. Only the Chief Steward and its delegates will be present when they make a final decision on an infraction.

5.11.2 Protests

To file a protest a competitor must inform the Chief Steward immediately upon the completion of the race heat. A competitor who leaves the finish area immediately forfeits their right to protest.

Any competitor protest will be directed at the Chief Steward at the Finish Line at that time. This is the only time a protest can be made. Once the competitors have left the finish area and competition continues, they will have missed their opportunity to protest. In making its determination, the Chief Steward shall include statements from officials who worked at the competition and others whom it considers to have pertinent information.

5.11.3 Protective Position

In the case of a protest that is upheld a rider's position in the heat is considered protected from the approach to the last corner or within 400 meters of the end of the track, whichever distance is shortest to the finish line. A penalty in any other area of the track will not in any circumstance improve the rider's position and will be determined solely by the Track Marshals and Chief Steward.

5.11.4 Inclement Weather

Qualifying and Races will be held rain or shine subject to the discretion of the event organiser and Chief Steward. In making a decision whether or not to halt a race, the event organiser and Chief Steward may consult with competitors to obtain their feedback. However, a final decision whether or not to race rests with the event organiser and Chief Steward.

5.12 Flags

5.12.1 Green

Go, course is clear and open.

5.12.2 Yellow

Caution, hold your position. Do not pass; proceed past the yellow flag area with caution. Passing during a yellow flag condition is grounds for disqualification.

5.12.3 Red

STOP IMMEDIATELY and do not ride any further. Proceed to the nearest Corner Marshal for instructions.

6 RACING RULES

6.1 Skateboard

Competitors are required to ride in an upright position. Riding in the supine (lying on back) position with their feet forward or in the skeleton (on the stomach) in a head first position is prohibited.

6.2 Street Luge

Competitors are required to ride in a supine (lying on back) position with their feet forward. Riding in the upright (Standing up) position or in the skeleton (on the stomach) in a head first position is prohibited.

6.3 Contact

Racers who deliberately make contact in an effort to "steal speed" from another racer will be issued a conduct penalty.

6.4 Passing

Overtaking competitors assume the responsibility of avoiding the lead competitor. However, during a pass, the lead competitor may not take defensive measures such as moving in on the line of the passing competitor to prevent them from taking the lead. Meanwhile, the overtaking competitor is responsible for COMPLETELY clearing the other competitor before moving into their line. A racer who violates the passing protocol will be issued a conduct penalty.

6.5 Intentional Contact

Some contact in close racing is natural. Racers who purposely spin, block, or cause another racer to crash will be penalized. A rider is responsible for their own braking and must avoid transferring speed to another rider by touching or bumping the back of a rider on the approach to turns. Deliberate, aggressive or repeated contact is not allowed and will not be tolerated.

6.6 Intentional Blocking

Intentional blocking of another racer is prohibited.

6.7 Rough Riding

Overly aggressive, dangerous or rough riding is not allowed and the offending competitor will be penalized and/or disqualified.

6.8 Illegal Paddling/Pushing

Paddling/Pushing a street luge at any time from a standing, kneeling, squatting, or head-first position is an automatic disqualification.

6.9 Crash Restart

After a crash the racer should return to the track at a point reasonably close to where the crash occurred. If racing a street luge the competitor must sit on the street luge and paddle or push with their hands to restart. Using another rider's equipment after a crash is not permitted. No assistance from anyone is permitted.

6.10 The Finish

Racers must finish the race with the skateboard or street luge they started on. Racers must be in contact with their vehicle and have their helmet on when they cross the finish line in order to earn placement. The intentional removal of safety equipment before the completion of a race is not permitted.

6.11 Interference

If a competitor interferes with another racer while on course, the competitor committing the interference will be issued a conduct penalty.

6.12 Compromised Ability

If in the opinion of the race officials, a competitor's ability to be safely in control has been compromised by alcohol, drugs, illness, injury, or emotional distress, that competitor will not be allowed to continue the event.

7 PENALTIES

7.1 Powers Of The Skateboarding Technical Commission

The Skateboarding Technical Commission has the power of suspension. Competitors who are placed on report and are found guilty by the Skateboarding Technical be subject to the following penalties.

- One (1) report: A warning letter through email will be sent.
- Two (2) reports: The competitor will be placed on probation for a period between 30 and 365 days at the discretion of the Skateboarding Technical Commission.
- Three (3) reports: The competitor will be suspended for a period between 30 days and life at the discretion of the Skateboarding Technical Commission.

NOTE: Some infractions may be of a nature so serious that it may be necessary to give full penalty on the first infraction. It is understood that the foregoing penalties are in addition to the normal disciplinary power available to the Skateboarding Technical Commission.

7.2 Suspension

Infraction of a rule or rules may result in exclusion or expulsion from the event or in extreme cases suspension or expulsion from the Association.

7.3 Powers Of The Chief Steward

There is much confusion between the following five definitions of conduct at racing events. The following definitions should be used as guidelines for competitor behavior:

7.3.1 Definitions

- a. Careless: Departing from the standard of a reasonably prudent, competent competitor and/or personal conduct.
- b. Reckless: Performing an act or omission which creates an obvious and serious risk to others and without due consideration of the consequences.
- c. Obscene Language: These include: "fighting words," obscene or indecent words directed in a provocative fashion. Any use of such words to intentionally provoke a group to hostile reaction without due consideration of the consequences.
- d. Obscene Behavior: Performing the position or attitude of aggression or attack toward another competitor or Official without due consideration of the consequences.
- e. Dangerous: Performing an act or omission, which creates an obvious and serious risk to others and with deliberate disregard of the consequences.

7.3.2 Conduct Penalties

The Race Officials should note that any allegation of a competitor committing one of the above offences may be modified by the Chief Steward to consider as a greater or lesser offence.

7.3.2.1 LEVEL 1 Conduct Penalty

Examples of level 1 conduct behavior include but are not limited to;

- Careless riding
- Safety equipment violations
- Skateboard or street luge equipment violations
- Verbal abuse of race officials, public and/or other riders
- Failure to follow event staff direction
- Bringing the sport into disrepute

Examples of level 1 conduct penalties include but are not restricted to;

- Warning
- Reallocation of heat placement

- Heat disqualification

7.3.2.2 LEVEL 2 Conduct Penalty

Examples of level 2 conduct behavior include but are not limited to;

- The accumulation of 2 x Level 1 Conduct Penalties in a calendar year
- Reckless and negligent riding
- Verbal abuse of race officials, public and/or other riders
- Bringing the sport into disrepute

Examples of level 2 conduct penalties include but are not restricted to;

- Disqualification from heat
- Reduction of 1-10 event places
- Disqualification from event

7.3.2.3 LEVEL 3 Conduct Penalty

Examples of level 3 conduct behavior include but are not limited to;

- The accumulation of 3 x Level 1 Conduct Penalties in a calendar year
- The addition of any conduct penalties while already holding a level 2 conduct penalty
- Physical abuse of race officials, public and/or other riders
- Racial abuse of race officials, public and/or other riders
- Bringing the sport into disrepute

Examples of level 3 conduct penalties include but are not restricted to;

- Disqualification from 1 or more event
- World Championship suspension 1 event
- World Cup suspension 1 event