

SKATEBOARDING TECHNICAL COMMISSION

STREET & PARK COMPETITION RULES



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INTRODUCTION

These competition rules apply to all World Skate (WSK) sanctioned and approved skateboarding events for the disciplines of Street and Park, including both Olympic Qualifier events and non-Olympic points events. 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 skateboarding competitions in two Olympic disciplines:

- Street
- Park

Divisions

Divisions distinct by athlete's gender:

- Male
- Female

Age Limit

The table below outlines the minimum age rule with a phased introduction.

Year	Minimum Age
2025	11
2026	12
2027	13
2028 - Onward	14

Please note that the minimum age is based on the calendar year of the athlete's birth. The eligibility to compete is determined by the year when athletes were born according to the Gregorian calendar, rather than their exact birth date.

For specific events classified as Junior/Youth or others designed to support development projects at the continental level, the minimum age will be set to 12 years old from 2026 onward.

Visual Identification

No visual identifications for athletes, such as bibs, numbers, name tags, or other physical identification, are required to compete.

ATHLETES

Responsibilities

All athletes have the following responsibilities:

- To hold a valid license, membership, or affiliation to a World Skate-recognised National Federation(NF) 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 accreditation office according to deadlines and times defined by World Skate in official bulletins or communications.
- 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 valid and effective for all sanctioned and non-sanctioned events. (Please see Concussion Protocol in the annexed documents section).
- To be aware of their surroundings at all times while in the skatepark (FOP) 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 NF recognized by World Skate in their country. This means that the NF 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 NF 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 under the responsibility of a legal guardian if they are under the legal age of 18 (hereinafter referred to as "underage"). When performing the event checking-in, 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

The official rankings released by World Skate, as published on www.worldskate.org, serve as the reference rankings for this document. The designated reference ranking(s) for each event will be specified in the event's bulletin officially released by World Skate.

Athlete Eligibility Status

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

<p>Country Quota Athletes</p>	<p>Skaters who enter the competition by being registered by an NF.</p> <p>A fixed number of athletes can be registered by NFs at each event.</p> <p>Country Quota athletes must be registered by NFs through the World Skate sports entry platform or any other registration procedure communicated by World Skate.</p>
<p>Extra Quota Athletes</p>	<p>Skaters whom the respective NF has the right to register for a competition, in addition to the country quota, based on their ranking position and/or their performance from previous event/s as defined in the event bulletin. The maximum number of Extra Quota Athletes and their selection criteria is specified in the event's bulletin.</p> <p>The competent NF must confirm the Extra Quota Athletes attending the competition during the registration period.</p> <p>The registration of these athletes must not be initiated by the NF on the World Skate sports entry platform.</p>

<p>Pre-Seeded Athletes</p>	<p>Athletes who have gained access to an advanced phase of the competition, as stated in the event’s bulletins.</p> <p>The relevant NF must confirm the pre-seeded athletes attending the competition during the registration period.</p> <p>The registration of these athletes must not be initiated by the NF on the World Skate sports entry platform.</p> <p>The final list of Pre-seeded athletes will be confirmed with the release of Practice Groups for the event, and any withdrawal after will not be filled with other athletes.</p>
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<p>Wild Card Athletes</p>	<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 NF 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 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 Federation Delegation (NFD) and/or support staff registered to access the competition venue (medical support, legal guardians for underaged athletes, coaches, etc.) as per World Skate instructions.
- All competitors of the same nationality.

In case an NF 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 per

discipline during the on-site accreditation process before the National Team athletes start practicing or competing. While confirming the National Team Manager 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 NF and National Team members in the relationships with the LOC and WSK.
- Ensure athletes, NFDs, 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

Technical Delegate

Technical Delegate (TD)

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).

TD is responsible for the application of all World Skate rules related to the competition and its participants, during event time (including practice and competition) and within the competition venue, defined as all the areas of the event venue where access is restricted to accredited individuals.

TD conducts the rider meetings together with the Head Judge.

TD has the final word/authority regarding athlete disqualifications for competition or safety/health-related issues.

TD issues the final approval of the following event outputs before they can be released, announced, and distributed:

- Entry lists
- Schedule
- Practice groups
- Starting lists
- Partial, final, and complete results

In any situation that has a significant impact on the running of an event, the TD will complete a description of the incident made on the appropriate form within the shortest time possible.

The following information should be included:

- 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

The TD will establish, together with the Organising Committee, the

	<p>maximum number of athletes within the FOP. 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>
<h2>International Technical Officials (ITOs)</h2>	
<p>Competition Secretary (CS)</p>	<p>The Competition Secretary is the World Skate staff member responsible for all documents and data management necessary to execute the event. The CS works with a dedicated staff assigned by the LOC and/or World Skate.</p>
<p>Event Medical Official (EMO)</p>	<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, who is responsible for coordinating the overall medical service for the event.</p> <p>The Official Medical Doctor must always be present and in proximity to the FOP to provide immediate assistance and consultation for any medical need. 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 and/or the ER & medical service logistics manager. 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>
<p>ER & medical service logistics manager</p>	<p>The Emergency and Medical Service Expert, designated by World Skate, collaborates with the Event Medical Officer (EMO) to establish medical services and trains the local Emergency Response (ER) team to carry out operations safely and effectively within the Field of Play (FOP). Depending on the situation, the ER & Medical Service Logistic Manager may also enlist paramedics with proven prior experience in the field to assist in local ER team operations in the FOP.</p>
<p>Judging Panel</p>	<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</p>

	Skate Judge’s Code of Ethics.
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 HJ provides a final and official statement on the following matters: <ul style="list-style-type: none"> ○ Landed versus bailed tricks, runs ○ Timing-related validity of tricks ○ Checks and approves the competition documents before they are signed by the TD <p>The HJ represents the Jury when interacting with the Event Director, TD, Local organizing committee (LOC), NFs, and the athletes.</p>
Judges	Judges evaluate athlete performances to determine the event's final results, according to World Skate Judging Criteria.
Timekeeper (TK)	<p>The Timekeeper is responsible for keeping the time of each athlete's performance during the competition.</p> <p>The TK operates using a chronometer accurate to 1/10 of a second. The TK reports to the HJ and TD and communicates timing directly to the announcer and HJ.</p> <p>The TK may assist CS on setting up the judging booth by making sure the judges have their necessities ready for the next phases.</p>
FOP Manager (FM)	The FOP Manager oversees all infrastructure and services within the FOP premises, which is crucial for sports operations. This encompasses the extended FOP, the course, and call area operations. The FM maintains communication with the Judging booth, relaying and receiving information of interest to the TD. Reporting directly to the TD, the FM coordinates with the Course Manager, maintenance team, FOP volunteers, and liaises with the ER/medical team to ensure optimal conditions for athletes during competition.
Course Manager (CM)	The Course managers look after competition operations inside the Course (the part of the FOP where athletes compete), specifically liaising with Athletes, the Judging Booth, and Broadcasting. The course manager receives cues from the Judging Booth and/or

	Broadcasting and relays them to Athletes verbally or through defined body gestures. The CM reports to the TD.
Announcers	The Announcer (one or more) delivers commentary and communications from the TD, Event Director, and HJ to the audience and athletes. Announcer(s) must have deep technical knowledge of Skateboarding and always be approved by World Skate.

EVENT STAFF

Event Director (ED)	<p>The Event Director works inside the 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>Once the position has been assigned, and notified to World Skate, the ED works under the legal and financial responsibility of the LOC.</p>
Deejay (DJ)	The DJ is tasked with playing music during both Practice and Competition sessions. Given the necessity for music to synchronize with competition timing and mechanics, the DJ must possess expertise in Skateboarding and Skateboarding events. The selection of the appropriate professional DJ is crucial for the success of the event and must be approved by World Skate.
Competition Management and Scoring Service (CMSS)	<p>The Competition Management and Scoring Service (CMSS) is a service set up, operated, and provided by a specialized supplier approved by World Skate and follows its requirements.</p> <p>The CMSS is a combination of human resources, software, hardware, and outputs needed to run the event.</p>

SAFETY

Safety is an essential aspect of World Skate events. The LOC, along with competition officials and athletes, shall collaborate to ensure the event is conducted under the safest conditions possible.

- Any medical or injury-related situation that poses a threat to athletes is evaluated by the

EMO and officialized by the TD. The World Skate Concussion protocol must be followed at all times during practice and competition.

- The LOC shall comply with domestic regulations and take all necessary steps to guarantee immediate medical first aid for the entire event (practice and competition).
- The LOC 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. The choice shall be made based on their 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 for all athletes in Park.

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

Competition Area Access

The LOC 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 World Skate during the organization process. In specific circumstances and following World Skate's approval, access permission can be varied to suit the needs of event operations. For each phase of the competition to start, the competition area shall be clear of athletes, NF staff, and media operators. Objects and people's presence on the margins of the competition area can be allowed by the TD 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. The shape, materials, and size of the skateboard or its parts are not limited. The skateboard cannot be physically attached to a skater's feet.

Helmet

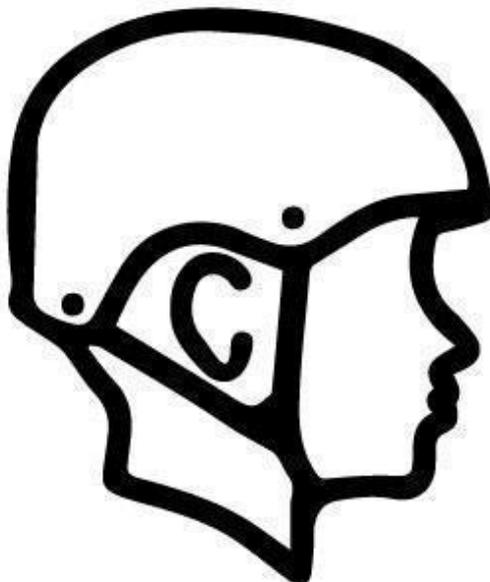
Various helmets fitting the athletes' need for protection are available on the market. While World Skate suggests the use of products that are compliant with one of the following standards:

- 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 athletes, team managers, and NF representatives will take place in a suitable location, either physical or on-line, before the first day of competition begins.

The TD will host such meetings in conjunction with the HJ and the Event Director. It will be open to athletes, coaches, team managers, and competition officials. Topics of athlete meetings 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 event schedule, published in the venue and via other available communication channels. Should the facilities not be spacious enough to accommodate all of the athletes, or effectively conduct the meeting, the TD might choose to limit the participation in the meeting to National Team Managers, and designated athletes' representatives.

Depending on the type of hosts and contents discussed in the meeting it will be referred to in different ways. As an example, we can mention technical meetings, information meetings, judging meetings etc.

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 FOP.

In Park discipline, 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 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 CM/FM will conduct all practice sessions. If rules are violated by any athlete, the TD may intervene and address this breach of the Competition Rules with an 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 warm-up whose length depends on the discipline and the size of the heat.

During the warm-up, only those athletes about to compete in the following heat may access the course. In Park discipline, to guarantee fair conditions and the safety of all participating athletes in the warm-up, athletes must skate individually inside the course. Park athletes must not occupy the course longer than the full time of a competition run.

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

While it is standard to conduct Practice and Warm-Up sessions in Park as an open jam format, in certain situations that may pose a safety threat to athletes, the TD, upon receiving input from the CM, may switch to an Organized Jam format. In the Organized Jam, skaters are called to skate one at a time, following the starting list.

Practice & warm-up contingency - In case of contingency situations imposed by weather conditions or other external circumstances the provisions defined in this section may be amended and minimum Pre-competition practice time reduced.

Practice groups

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

- Skatepark design
- Discipline
- Schedule constraints
- Gender
- Country groups
- Competition Starting List

Practice groups may be defined based on the following:

- Ranking as referred to in the event bulletin
- Country name A-Z
- Display Surname A-Z

Whichever criteria are applied to create practice groups, these groups shouldn't exceed a maximum of 12 athletes in the Park and 20 athletes in the Street. In specific contingency situations, once it's been determined that athletes' safety is guaranteed, these numbers can be increased beyond this limit.

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 FOP they will use. In the Run format, athletes skate the FOP solo, for a designated amount of time or until they fall within that period. During Street single trick attempts, athletes perform their trick solo in the FOP with complete freedom of choice over the obstacles and the kind of tricks they perform.

Park

Park competitions must be undertaken by applying the Run format for every competition round. The athletes will compete performing a minimum 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 and phase of the competition. 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. Using this formulation, the athlete's highest overall scoring run counts for the final round results.

As an optional rule that can be activated for specific runs or competition rounds, the "First Wall Rebate" may be included. With the First Wall Rebate, an athlete has the possibility of committing a BAIL during the execution of their first trick in a run. If this option is available and the athlete bails on their first trick, they can restart their run. This restart must happen right away and within a maximum of 30 seconds from the bail. In case the First Wall Rebate is used, the clock will be stopped and reset after the bail. A restart under the First Wall Rebate is permitted only if the Head Judge (HJ) confirms the bail occurred on the athlete's first

attempted trick. The HJ's decision is final, and no restart will be granted if the bail occurs on a subsequent trick.

Furthermore, the Top 5 Final Run or “Golden Run” option may be activated for specific competition rounds. When this format is used, all athletes in that phase will first complete a predetermined number of initial runs (e.g., two or three runs, as specified for the round). After these initial runs are completed and scored, only the top 5 ranked athletes will advance to perform one additional final run. These top 5 athletes will be re-seeded based on their ranking from the initial runs, and they will perform their additional final run in a reversed seeding order (with the highest-ranked athlete from the initial runs skating last). This additional run provides these top 5 athletes a final opportunity to achieve their highest score for the round.

Both the First Wall Rebate and Golden Run option must be announced as a part of the competition format through the event bulletins before the event starts.

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
Semifinal	Run
Final	Run

Runs formats can either be full-time duration or until the athlete falls

Should the overall number of competing athletes require it, the number of competition rounds may be adjusted accordingly—either increased or reduced. In certain cases, a Quarterfinal round may be added for specific events. Quarterfinals will be held using the Run format, either with a full-time run or until the athlete falls.

Street

Street competition may be conducted in a variety of formats applied to different competition rounds. Regardless of the format used, all five judges will score each run or trick on a scale from 0.00 to 100.00. The highest and lowest scores awarded by the judges are discarded, and the remaining three scores are summed and averaged to two decimal places. This final number represents the athlete's score for that run or trick attempt.

RUN FORMAT - In the Run format, each athlete performs two to three 45 - 60-second runs, depending on the event and the event phase. The exact length of the run is determined based on the size and layout of the FOP. The athlete's highest overall scoring run using this formulation counts for the competition round ranking position.

2/3/2 Runs + Tricks FORMAT - Athletes perform two 45-second runs followed by three single trick attempts. The score from the best run, combined with the score from the best single trick attempt, are added together to determine the athlete's total round score and resulting ranking.

3/3/2 Runs + Tricks FORMAT - Athletes perform three 45-second runs followed by three single trick attempts. The score from the best run, combined with the score from the best single trick attempt, are added together to determine the athlete's total round score and resulting ranking.

2/5/3 Runs + Tricks FORMAT - Athletes perform two 45-second runs followed by five single trick attempts. The score from the best run, combined with the scores from the best two single trick attempts, are added together to determine the athlete's total round score and resulting ranking.

In all **Runs + Tricks** formats, athletes follow the starting order of their heat, taking turns to perform their runs first—either two or three, depending on the format. Once all skaters have completed their runs, the heat continues with the trick section, where each athlete takes turns attempting the designated number of single tricks.

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
Semifinal	Runs + Tricks or Run
Final	Runs + Tricks

Runs formats can either be full-time duration or until the athlete falls

Should the overall number of competing athletes require it, the number of competition rounds may be adjusted accordingly—either increased or reduced. In certain cases, a Quarterfinal round may be added for specific events. Quarterfinals will be held in either the Run or Runs + Tricks format.

Seeding Order

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

Round	Seeding order	
Qualifier	Reference Ranking reverse standing	
Quarterfinal (if held)	Previous round reverse ranking order	Pre-Seeded in reverse Reference Ranking order
Semifinal	Previous round reverse ranking order	
Final	Previous round reverse ranking order	

A breakdown of pre-seeding, seeding and competition rounds structure and cuts will be released together with the competition schedule event by event.

In both: Street and Park, and limited to non-Olympic Qualifier events, experimental formats other than those mentioned above can be applied to test and enhance the development of Skateboarding competition systems. As an example, but not limited to, are the Sessions, Organized Jam Session, Best Trick and variations of the Run+Tricks format.

SCORING PROCESS REGULATIONS

Tie-Break for Runs 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 HJ records the voting process and breaks the tie in the final results.

Tie-Break for Runs + Tricks 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 HJ is the final decision maker (authority) in identifying made tricks versus bailed tricks.

Judging Clarification Request

Once competition scores are approved by the HJ and published, they are final and not subject to any appeal. Athletes can request an explanation on judging and competition-related matters following the WSK Clarification Protocol. For details, see the WSK Clarification Request Protocol.

In all circumstances, athletes and members of the National Federation Delegation (NFDs) must address complaints and clarification requests to the Technical Delegate (TD) in a respectful and professional manner. This requirement applies both in person and across all forms of communication, including social media, online platforms, interviews, and written correspondence.

Any form of unprofessional, aggressive, or denigratory behavior—whether verbal, physical, or digital—directed at World Skate, its appointed International Technical Officials, or any event personnel will be subject to review by the Technical Delegate (TD). Such conduct may lead to disciplinary measures, including the disqualification of the athlete from the competition and the revocation of event credentials for members of the National Team. These actions may also be reviewed retrospectively, even after the event has concluded, and referred to the World Skate DELA Department for further evaluation from the disciplinary and ethical standpoints, in accordance with [World Skate Code of Conduct and Code of Ethics](#).

TIMEKEEPING

A TK manages all devices and other tools used to measure and signal the timing of competition performances.

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

For all runs, and individual trick attempts, athletes have a 5-second limit to begin after receiving the CM'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 TK when the athlete places both feet on the board.

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

In Park events, where the Time-until-the-fall run format is applied, the TK stops the clock when an athlete falls. The athlete's performance is completed regardless of the remaining allocated Run time. Athletes will be scored according to the World Skate Judging Criteria.

A trick will be considered within time and scored only when the trick has been in progress before the signal horn marks the performance's end. The HJ is the final decision-maker in this process.

A trick will be considered within time and eligible for scoring only if it has clearly begun before the signal horn indicates the end of the athlete's performance. The Head Judge (HJ) is the final authority in determining whether a trick meets this requirement.

The HJ will apply the following criteria to assess if a trick is within time:

- For tricks performed on flat ground: the athlete must initiate the trick by popping the tail or nose of the skateboard before the signal horn sounds.
- For tricks performed on non-flat ground (e.g., transitions or sloped surfaces): the skateboard must have all four wheels on the sloped surface or transition before the horn sounds.

Once a trick is deemed to be within time, it will be counted as part of the athlete's performance and scored accordingly, regardless of whether the trick is successfully landed (make) or not (bail), in line with the World Skate Judging Criteria.

COMPETITION-RELATED PROCEDURES AND SITUATIONS

Competition Related Procedures

<p>Event Registration</p>	<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>
<p>Event Check-in</p>	<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 eligible to compete and added to the competition start list</i></p> <p><i>WHERE: Accreditation office</i> <i>WHEN: Upon the first arrival at the venue</i> <i>WHO: Athletes or national Team Managers</i></p>
<p>Competition Check-in</p>	<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 athletes are allowed to access the competition warm-up and compete.</i></p> <p><i>Athletes failing to complete competition check-in will be marked as DNS and ranked at the bottom of the competition phase ranking. Ranking Points will be awarded accordingly.</i></p> <p><i>WHERE: Field of Play (FOP)</i> <i>WHEN: Before each competition phase/round</i> <i>WHO: Athletes only / Athletes and Legal Guardian if underage</i></p>

<p>Athlete Withdrawal & Replacement</p>	<p>Athletes can withdraw from the event for any reason before the Competition Check-in. The withdrawal must be communicated directly to the Technical Delegate or through the Course Manager and/or Competition Secretary, either verbally or in written form. Following the withdrawal notice, the announcer will announce the withdrawal via PA. Replacements are only permitted for the Quarterfinals and Semifinals and are not allowed for the final round of the competition. In the event of a replacement, the withdrawn athlete will be ranked in the competition phase from which they withdrew, tied with the last-ranked athlete that competed in that phase. Ranking points will be allocated accordingly.</p> <p><i>WHERE: FOP, Competition Office</i> <i>WHEN: Before the competition check-in</i> <i>WHO: Athlete or national team manager</i></p>
<p>Ranking Points Allocation</p>	<p>As a general principle, athletes are awarded Ranking points only based on their competition performance and its reflection within the final results of the event. In order to be eligible to receive Ranking points, an athlete must have performed and been scored at least once during the event.</p>

Irregular Results Marks (IRM)

Code	Description
DNS	<p>Did Not Start. This IRM is used to refer to athletes who, while being entitled to skate in a competition round, did not skate any of the runs 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>DNS as a scoring mark</p> <ul style="list-style-type: none"> • DNS is granted as a scoring mark in case an athlete fails to perform one or more of the Runs and/or Tricks of a competition round. • DNS is granted as a scoring mark at discretion of the Head Judge, in case the Athletes intentionally delays the start of her/his performance within 5 seconds from when the course manager provides him/her the start signal
WDW	<p>Withdrawal. Is used to refer to Athletes that may withdraw from the competition voluntarily at any time for any reason, or the Event Medical Officer (EMO) may make the decision if an athlete sustains an injury that poses a life-threatening risk if they continue to compete. In the event of a replacement, the withdrawn athlete will be ranked in the competition phase</p>

	from which they withdrew, tied with the last-ranked athlete that competed in that phase. Ranking points will be allocated accordingly.
DSQ	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 and will not be awarded Ranking points
DQB	Disqualified from competition due to bad behavior. 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 and will not be awarded Ranking points
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 Ranking standing.	

Competition Related Situations

A presented athlete does not start a run or a single trick attempt	Athletes have 5 seconds from the starting signal provided by the CM to begin their performance. Once 5 seconds have elapsed, in case the Athlete is voluntarily withholding the competition, the HJ may DNS the Athletes for the performance and move to the next competitor.
Competition interruption during an athlete's performance	The competition will resume from where it was interrupted, and the interrupted athlete(s) will be granted a restart or re-start within the same or later session of the same competition heat.
External interference during an athlete's performance	In case of external interference that might compromise the athlete's performance, the HJ, at his or her discretion, can grant the athlete a re-run or re-start option. If for whatever reason the HJ determines that the interruption has been orchestrated by third parties to provide the athlete a restart, the athletes involved will be scored as DNS, and the competition will move to the next athlete in the starting list. If this behavior is reiterated the TD may DQB the Athletes involved.
Equipment failure	If any equipment failure occurs during a performance, the athlete may try to continue with the broken or otherwise damaged equipment. In this case, the clock is not interrupted, and the run is scored as normal. The Athletes can be provided with a replacement skateboard to finish their performance.

Minor infringement of the Competition Rules	The World Skate Technical Delegate may decide to impose a penalty, resulting in the athlete receiving zero points for the affected run or single trick attempt. However, the athlete will remain eligible for the overall ranking, based on the scores earned in their other valid performances.
An Athlete qualified for the final event round 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 resulting from a violation of the Olympic Charter, the World Anti-Doping Code, the World Skate Code of Conduct or Code of Ethics, or any other applicable regulation issued by the IOC or a National Olympic Committee (NOC), will be sanctioned by the Technical Delegate. Such disqualifications will be indicated with the Invalid Results Mark "DQB" in all official event outputs and rankings.</p> <p>This type of DQB is applicable from the moment the official competition finishes and up to 24 hours after the Award Ceremony is completed.</p>

ATHLETE'S COMPETITION PERFORMANCE REQUEST

Athlete's Re-start and Re-run Request

Athletes can request a re-start or a re-run of their run performance or their single trick attempt only when:

- Conditions of the FOP change dramatically and unexpectedly during the athlete's performance and negatively influence 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.)

Re-start allows the athletes to continue and finish their run performance from the moment of interference or interruption.

Re-run grants the athletes the ability to start their entire interrupted run performance or a single trick attempt once again.

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-start request,
- Describe the incident and request a new trick attempt or run.

The Head Judge will decide if the request will be accepted. Re-starts and Re-runs can be granted immediately or deferred at the Head Judge's discretion. The announcer(s) will communicate the head judge's decision.

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-start attempt.

Scoring Refusal Rule

Limited to 2/5/3 Runs + Tricks format, 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 done by the gesture of "both arms crossed above the athlete's head".

This procedure will result in the trick attempt to be referred to as a "Trick Not Scored" (TNS) and assigned a scored value of Zero - "0" points.

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

During the following trick attempts, athletes will be scored and awarded points according to their performance only. While there will be no penalization for re-trying the refused-to-be-scored trick over again, it is not compulsory to do so: athletes are free to choose any trick they wish to perform.

EVENT SCHEDULE RELATED STATUS

DELAYED	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. If the delay exceeds the current competition day, the status will be changed to Re-scheduled or Canceled.
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<p>POSTPONED</p>	<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 Canceled.</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 Canceled.</p>
<p>INTERRUPTED</p>	<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 Canceled.</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-start status. The Technical Delegate decides the fairest option to affected athletes considering each and every individual situation.</p>
<p>RE-SCHEDULED</p>	<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 "Canceled".</p>
<p>CANCELED</p>	<p>An event phase that cannot be re-scheduled within the available time in the competition schedule, including the weather reserve days, is canceled.</p> <p>In such a case, the World Skate Technical Delegate must follow the steps of the event contingency protocol and decide if the results can be validated and announced.</p>

EVENT RESULTS VALIDATION PROCEDURE AND CONTINGENCY FORMAT PROTOCOL

If a competition round runs/tricks cannot all be completed

If no contingency format has been announced for either Street or Park, a minimum of two completed runs is required to validate the results of a competition round, regardless of the format. If the competition round must be stopped and clearly cannot be resumed or completed within the scheduled event time frame, the Technical Delegate (TD) may decide to proceed using the available performances, establish a round ranking, and move on to the next phase of the competition. In such cases, all athletes will be marked as DNS (Did Not Start) for any interrupted run or trick, and the final ranking for the round will be based solely on the number of runs and/or tricks that all athletes have completed.

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 current or previous competition rounds. In this case a minimum of one completed run will be enough to validate the final round results.

Contingency situation causing factors

VENUE / FOP related	<ul style="list-style-type: none">● FOP structural issues or potential structural integrity risks FOP skating 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.
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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
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/internal 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.

The contingency format must consider the following:

- The restrictions and the risks posed by the contingency situation
- The number of event rounds still to be completed
- The number of athletes competing
- Natural light/lighting availability
- Venue operational constraints
- Transport and logistical constraints

Depending on the competition round of application, and provided that equal opportunities have been granted to all competitors, the contingency competition format may provide for:

- Reduction of the number of runs counted towards the results
- In street, switching from the Runs + Tricks format to the Run format
- Alteration of the size and number of the heats
- Reduction of the time and change of format for the Warm ups
- Reduction of number of phases

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 TD will submit event entries and other relevant communication to World Skate after signing off.

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 members 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 CS.• Or via an official email address to the WSK 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 WSK Sports Department.• Within a maximum of 5 days of the event completion and event final result publication
After the release of the Ranking update	<ul style="list-style-type: none">• In a written form or via an official email address to the WSK Sports Department.• Within a maximum of 3 days after the Ranking 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.
WSK ID	World Skate ID 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 Ranking: <ul style="list-style-type: none"> • Ranking 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 Ranking update release, will seek correction and notify relevant parties about any changes without any unnecessary delays.

CONCUSSION PROTOCOL

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 sports need to know how important it is to recognize and manage concussions appropriately both at the events and afterward.

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 that 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 musculoskeletal 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 following 14 days. 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 coordinator for each event who will be responsible for ensuring the athlete is removed from the competition and is appropriately monitored.

Recognizing 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 coordination 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 that 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 concussion management must adhere to basic first aid rules, airway, breathing, circulation, and spinal immobilization 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 WSK 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 accreditation 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 accreditation 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:
 - The athlete or legal guardian, if under 18
 - 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, and be “copied” if the request is sent via email.
- 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, who will contact 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 24 hours during the competition and within one week of 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