

SCOOTERING TECHNICAL COMMISSION

COMPETITION RULES



2025 Rulebook & Competition Criteria

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INTRODUCTION

The following competition rules apply to different tiers of World Skate sanctioned competitions as defined below. 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 scootering competitions in three official disciplines:

- Street
- Park

Categories

Categories divided by athletes' gender and age:

- Men's & Women's: no age limit
- Junior (Mixed gender): up to and including 17 years old

Junior athletes must be a maximum of 17 years old on the final day of competition.

If an athlete is 17 years old or younger, and therefore still eligible to compete in either Men's/Women's or Junior categories, they can choose to compete in either category. However, if a rider has registered for, and completed a single run in, a Men's/Women's competition at a World Skate ranking event, they will no longer be eligible to compete in Junior for any future World Skate ranking events of the same discipline. For example, a rider is able to compete in Men's/Women's Park but Junior Street, given that they have never participated in Men's/Women's Street.

World Rankings

There are three tiers in the World Ranking system that are used to classify events and award points relative to their significance. Event requirements for different event tiers will differ. Bulletins released ahead of events will clarify specific criteria.

World Ranking information can be found on the World Skate website.

ATHLETES

Responsibilities & Code of Conduct

Athletes are responsible for abiding by the athlete code of conduct as written in the [World Skate Code of Ethics](#).

First violations will receive a warning, with repeated infringements subject to more serious punishments including, but not restricted to, deduction of Ranking points or disqualification from the current and/or future competitions.

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 scootering National Governing Body (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 recognized 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 (17 years or younger). 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.

Athlete Eligibility Status for 2025 Competitions

Athletes are eligible to register and compete in the 2025 World Skate competitions under the different status listed below:

<p style="text-align: center;">Country Quota Athletes</p>	<p>Country Quota athletes are riders 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 in addition to any pre-seeded athletes.</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. This quota is per discipline with the confirmed number to be included in the relevant bulletin(s).</p> <p>Quota for World Championships: Men's: min. 8 per NGB Women's: min. 8 per NGB Junior: min. 4 per NGB</p> <p>Quota and entry requirements for Pro Tour events will be determined by the Technical Commission, taking into account the schedule, Field of Play (FOP) and geographical matters, and will be communicated via official bulletins ahead of each event.</p> <p>Quota for Pro Tour: Men's: min. 5 per NGB Women's: min. 5 per NGB Junior: min. 3 per NGB</p> <p>The Junior category may not always be included in Pro Tour events.</p> <p>Quota and entry requirements for Continental Championships will be set by the relevant Continental Technical Commissions and communicated ahead of the event.</p>
<p style="text-align: center;">Pre-Seeded Athletes</p>	<p>Pre-seeded status grants athletes automatic entry into the competition without needing to be registered by their National Federation, and these riders will not pay any entry fees for their relevant competition category and discipline.</p> <p>Pre-seeded athletes do not count against the country quota and <u>must not be processed via the World Skate sports entry platform.</u></p> <p>Pre-seeded status is awarded to athletes occupying the top positions in the official World Rankings for their relevant discipline and category at the specified time ahead of each competition. The number of pre-seeded riders may vary between competition tiers, and is communicated via official bulletins ahead of each event. This number will always be equal for Men's and Women's categories and in Park and Street disciplines. Juniors may vary.</p> <p>The pre-seeded numbers for any World Skate Ranking Event will mirror the country quota. E.g., if the quota is 8 Men, 8 Women and 4 Juniors, then the top 8 in Men's and Women's World Rankings, and top 4 in Junior World Rankings, will be pre-seeded into the relevant category and discipline. This will be communicated ahead of each particular event via official bulletins.</p>

Wild Card Athletes	<p>Wild card athletes are athletes 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 the following case:</p> <ul style="list-style-type: none">• Lack of an existing and recognized NGB in the country of the athlete's origin.
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NATIONAL TEAM

A National team is a team that represents a Nation during a competition, and it's comprised of:

- One National Team Manager per discipline. This can be the same manager for both disciplines.
- All National Technical Officials (NTO) and/or support staff registered to access the competition venue (medical support, tutors 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 its responsibilities.

INTERNATIONAL TECHNICAL OFFICIALS (ITOs)

<p>Judging Panel</p>	<p>The judging panel is appointed by World Skate. For any World Skate ranking competition, the minimum number of judges must be 3, with 1 head judge. For Pro Tour competitions and World Championships, the panel must consist of 5 judges and 1 head judge. In either configuration, the head judge does not contribute to the scoring.</p> <p>The selection of a judging panel must consider experience, prior performance, certification and nationality. For World Championships, all judges must be from different countries and more than one continent must be represented by the panel. Pro Tour judging panels must also represent more than one continent and endeavor to meet the same nationality requirements, subject to approval by World Skate.</p> <p>Requirements for the panels of Sanctioned events and Continental Championships are assessed on a case-by-case basis and communicated via official bulletins.</p>
<p>Head Judge (HJ)</p>	<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 organizing committee (LOC), NGBs, and the athletes.</p>
<p>Judges</p>	<p>Judges evaluate athlete performances to determine the event's final rankings.</p>
<p>Timekeeper (TK)</p>	<p>The timekeeper, who reports to the Head Judge and Technical Delegate, is responsible for keeping the time of each athlete's performance during the competition.</p> <p>The timekeeper reports to the Head Judge and Technical Delegate. They communicate on timing directly to the announcer and Head Judge.</p>
<p>Course Manager (CM)</p>	<p>The course manager is a technical official with the 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 are subjected to the course manager's responsibility and rules.</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>

SAFETY

Safety is an essential aspect of World Skate events. The Local Organizing Committee, together with competition officials, and the 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.
- 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

The following rules are compulsory to maintain the safety of riders in World Skate competitions. Failure to adhere to these rules will result in disqualification.

- Helmets must be worn by all Park athletes, regardless of age and competition category, and all Street athletes 17 years of age or under. This applies to all practice sessions and competition rounds.
- Appropriate clothing, including proper footwear and attire, must be worn during all competition rounds. Competing topless is not allowed.

the Regarding other protective equipment, such as knee pads, athletes will ride using gear they deem necessary to guarantee their safety. This decision will be made evaluating one's own ability level and style of scootering.

Clothing

Appropriate clothing must be worn during all competition rounds, and must not constitute a danger to the safety of the rider or other competitors, such as extremely loose clothing which could get caught in the field of play. It is prohibited to wear any clothing with offensive statements or language, or any other contents that may damage the public image of the Federation, the event, or the sport. Competing topless is strictly prohibited on safety grounds.

The final decision on whether a rider's clothing is safe and appropriate will be made by the Technical Delegate.

FOP Alterations

Applying wax or making any other changes to the performance, characteristics or behaviour of the FOP is strictly prohibited at all times in all categories and disciplines. Any requests must be made to the Course Manager, who along with the Technical Commission, are the only parties permitted to make these changes subject to review of each specific request. This is to ensure fairness. Repeated violations may lead to 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. 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.

Judging Area Access

Access to the Judging Area is restricted to Judges, the Head Judge, members of the Technical Commission, World Skate Staff and Local Organising Committee staff. No other persons will be permitted to enter this area at any time during the event. The prohibited entry includes, but is not limited to: Athletes, Coaches, Team Managers, Media personnel and members of the public.

TECHNICAL SPECIFICATIONS OF MATERIALS

Scooter

A scooter consists of a deck, handlebars, two wheels, a fork and other minor components. Only non-electrical stunt scooters are permitted. Wheels shall be no greater than 135mm in size. It is the rider's responsibility to keep their scooter in good working condition during all practice and competition rounds. If necessary on safety grounds, the Technical Delegate may inspect a rider's scooter to ensure its suitability.

Toy scooters, dirt scooters and scooters with foldable mechanisms, more than 2 wheels, or non-rotating headsets are not permitted.

The final decision on whether the scooter is fit for purpose will be made by the Technical Delegate.

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 the latest safety regulations, 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

PRE-COMPETITION PROCEDURES

Rider 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 TD 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 meetings should include at least the competition schedule, contest format and all other important event related information.

The time and place of this meeting will be officially announced in advance via the World Skate Infinity App. 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.

It is strongly recommended that all riders make a reasonable effort to attend these meetings, as they are vital for communicating key updates and addressing relevant issues to all above parties.

Practice & Warm-Up

Pre-competition practice - In unaffected conditions, athletes shall be given a minimum of 50 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 30 minutes. During pre-competition practice, only registered athletes may access the FOP. However, in the case of weather delays or other interruptions out of our control, practice times may be reduced to ensure a competition can go ahead. This will be carefully considered by the TC and communicated with as much advance notice as possible.

Competition warm-up - Athletes will be granted a minimum warm-up time of 2 minutes immediately before their competition heat.

To guarantee fair conditions and the safety of all participating athletes in pre-competition practice, athletes must only ride individually (not in groups or in synchronized 'trains'), and after dropping in must not occupy the FOP for more time than the duration of a competition run. It is also strictly forbidden for athletes to participate in a practice session that they are not assigned, unless pre-authorization is given by the Technical Delegate or Course Manager.

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 warm-ups. In case warm-up rules are being violated by an athlete, the Technical Delegate may intervene and address this breach of the Competition Rules. If a practice or warm-up session is deemed dangerous or unfair by the Course Manager, a specific run order will be implemented. The causes of this include riders dropping in on one another, not respecting each other's lines, or not sharing the session time equally with all other participants. This is entirely at the Course Manager's discretion, and any further violations will result in disqualification.

After an optional counsel with the Event Director and athletes, the Technical Delegate can reduce the practice and warm-up time of an athlete in violation of the Competition Rules. Repeated violations may result in disqualification.

Practice groups

Practice groups must be defined, meeting the best possible standard of safety and practice quality for all the athletes.

Practice groups will be determined by the Technical Commission, who may decide to take into account:

- Scootering World Ranking
- FOP layout and conditions
- Possible safety concerns
- Age groups/competition categories
- Overall quantity of riders

Whatever 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 will 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 ride the field of play solo within that set 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.

In any competition or format, riders are strictly forbidden from riding in between runs. Clarification regarding transiting to a rider's starting position should be sought from the Course Manager directly. Repeated violation of this will result in disqualification.

Park discipline competitions formats

The Park competition typically comprises up to 4 rounds: qualifying, quarter-final, semi-final, and final. Competition rounds can be run applying formats as shown in the table below

Round	Allowed Formats
Qualifying	Run
Quarter-Final	Run
Semi-Final	Run
Final	Run <u>or</u> 1+1/1+1

RUN - Each athlete performs 2 runs. Out of the 5 scores awarded by the judging panel, the lowest and the highest will be discarded. The remaining 3 scores will be averaged to obtain the run score. The best run's score counts for the final ranking position.

The length of a Park run must be a minimum of 40 and a maximum of 50 seconds. The final determination, which will be based on the FOP layout, event schedule and quantity of athletes, will be communicated to all competitors at least one day before the first practice session. Run lengths may vary between competition rounds.

Each run is scored out of 100 points.

1+1/1+1 (Park) - If this format is selected for the Final, then athletes perform 1 run, followed right after the run is completed, by 1 single trick attempt. This constitutes 1 round, and each athlete will complete 2 rounds in total. The best round's score counts for the final ranking position. Out of the 5 scores awarded by the judging panel, the lowest and the highest will be discarded. The remaining 3 scores will be averaged to obtain the round score.

Each round is scored out of 110 points (100 for the run + 10 for the trick).

Street discipline competitions formats

The Street competition typically comprises up to 4 rounds: qualifying, quarter-final, semi-final, and final. Competition rounds can be run applying formats as shown in the table below:

Round	
Qualifying	Run
Quarter-final	Run
Semi-final	Run or 1+1 or 2/3/3
Final	1+1 or 2/3/3

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

RUN - Each athlete performs 2 runs. Out of the 5 scores awarded by the judging panel, the lowest and the highest will be discarded. The remaining 3 scores will be averaged to obtain the run score. The best run's score counts for the final ranking position.

The length of a Street run must be a minimum of 40 and a maximum of 50 seconds. The final determination, which will be based on the FOP layout, event schedule and quantity of athletes, will be communicated to all competitors at least one day before the first practice session. Run lengths may vary between competition rounds.

Each run is scored out of 100 points.

1+1/1+1 (Street) - Athletes perform 1 run, followed right after the run is completed, by 1 single trick attempt. This constitutes 1 round, and each athlete will complete 2 rounds in total. The best round's score counts for the final ranking position. Out of the 5 scores awarded by the judging panel, the lowest and the highest will be discarded. The remaining 3 scores will be averaged to obtain the round score.

Each round is scored out of 150 points (100 for the run + 50 for the trick).

2/3/3 - Athletes perform 2 runs followed by 3 single trick attempts. Each run and trick is scored, giving a total of 5 scores. The best run score is added to the 2 best single trick attempts to produce 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 3 individual trick attempts.

Runs are scored out of 100, and each trick is scored out of 50 for a maximum of 200 points.

Riders can decide to **not** have their trick scored if they intend to improve it with a later attempt. This is done by immediately raising their hand and alerting the Course Manager directly and must be done before the judges enter their scores. Riders are permitted only one roll-up before performing their trick, otherwise they will score 0 for that attempt.

A minimum of 5 minutes warm-up will be provided after all finalists complete their two runs, and before any finalists perform their first trick.

Seeding Order & Round Structure

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

Round	Seeding order
Qualifying Round	Random start list for registered athletes, with pre-seeded athletes running last and in reverse order of the current World Rankings
Quarter-final	Qualifying round results in reverse order
Semi-final	Quarter-final results in reverse order
Final	Semi-final results in reverse order

The competition structure, including the size of each competition round and the cut-off point for progressing into the next, will be determined upon review of the FOP layout, event schedule and athlete registrations. This will be communicated in bulletins prior to the event. The maximum number of rounds that can constitute a competition is four, as listed in the above table.

Any riders who have not checked in by the end of the final practice session for the relevant category and discipline will be removed from the competition unless they have directly contacted the Course Manager, the Registration team on site, or scootering@worldskate.org within this same time period.

A competition will be cancelled if two or fewer athletes have checked in on time for the relevant category and discipline.

SCORING PROCESS REGULATIONS

Tie-Break for Run Format

- 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 1+1 & 2/3/3 Formats

- The score from the best run decides the tie-break.
- If still tied, judges will be asked to vote 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.

Makes versus Bails

The head judge is the final decision maker 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 (Annex no.3)

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 violent (physical or verbal) behavior will be evaluated by the TD and may result in the disqualification of the NTO and/or the athlete from the competition and/or future events.

TIMEKEEPING

All devices and other tools used to measure or signal the time of scootering 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 purposefully don't start their performances within this time limit, they may lose the opportunity to be scored.

The clock is triggered by the timekeeper following a countdown from the course manager or on-site commentator.

A trick or bail will be considered in time only when the scooter has already left the ground to attempt a trick before the signal horn is sounded. The head judge is the final decision maker in this process and may be communicated in a pre-competition rider meeting.

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: NGBs</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 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>
<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 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>
<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 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>

Irregular Ranking Marks (IRM)

Code	Description
DNS	<p>Did Not Start. This IRM is used to refer to athletes that completed a competition check-in, but later did not ride 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 ride.</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 failed to start a performance within 5 seconds from when the course manager provides the start signal
N/A	<p>Not Available. Athletes that did 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.</p>
WDW	<p>Withdrawal. Athletes that did the event check-in, but later withdrew 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 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.</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.

Disqualified athletes (DSQ, DQB) and pre-seeded athletes, who received an IRM and didn't 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 World 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 ridden at all during the event, they will be listed in order based on their current World Ranking.

Competition Related Situations

<p>A presented athlete does not start a run, jam session, or a trick attempt</p>	<p>If an athlete, for reasons other than personal health condition, does not start a run or a 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.</p>
<p>Competition interruption during an athlete performance</p>	<p>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 a later session of the same competition heat.</p>
<p>External interference during an athlete performance</p>	<p>In case of external interference that 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.</p>
<p>Equipment (scooter) failure during athlete's run or a jam session</p>	<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 a replacement scooter. 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>
<p>Failure of the scoring system/clock</p>	<p>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.</p>
<p>Minor infringement to the competition rules</p>	<p>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.</p>
<p>An athlete qualified for the final event round and is disqualified before the final starts</p>	<p>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.</p>
<p>Disqualification after an event</p>	<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>

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 changed dramatically and unexpectedly during the athlete's performance and negatively influenced it (i.e weather)
- 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 of the obstacle chipped out, etc.)
- Third-party interference during the athlete's performance (security running on FOP, fans jumping in, photographer flashes from a close distance, etc.)

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

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

The head judge will 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).

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 rescheduled or canceled.</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 rescheduled 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 rescheduled or canceled.</p>
CANCELLED	<p>An event phase that cannot be rescheduled within the available time in the competition schedule, including the weather reserve days, is canceled.</p> <p>In such a case, the World Skate TD 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

Park

RUN: At least one run must be completed to validate round results.

1+1: At least one round (1 run followed by a single trick attempt) must be completed to validate round results.

Street

RUN: At least one run must be completed to validate round results.

1+1: At least one round (1 run followed by a single trick attempt) must be completed to validate round results.

2/3/3: At least one single trick must be completed to validate round results. Due to the chronology of the format, both runs must be completed before single tricks can be attempted. A minimum of one run and one single trick attempt must be registered.

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

<p>VENUE / FOP related</p>	<ul style="list-style-type: none"> ● FOP structural issues or potential structural integrity risks ● FOP rolling surface alterations ● Public / spectator behavior causing organization 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.
<p>Weather-related</p>	<ul style="list-style-type: none"> ● Performance is affected by strong winds ● FOP frequently gets wet due to rain, regardless of the amount of rain ● 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
<p>Sport Technical equipment related</p>	<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, might opt to apply an alternate competition format. 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.

Working Examples:

Postponed round:

E.g. If there is a delayed start in a qualifying round, it may be decided that all riders will perform a single run before returning to the top of the list for their second run. This would be instead of placing riders into heats in which both runs are completed before progressing to the following heat. In this example, all riders have equal opportunity to complete at least the minimum single run, instead of some heats completing both runs and some not completing any, which would void the competition round results.

Canceled round:

E.g. If the semi-final is canceled, but the qualifying round was completed as per the above, then the finalists will be taken from the qualifying round results. If the semi-final is only postponed, then the above will be attempted. Advance notice: E.g. If it's clear in advance of the Street final that the planned format of 2/3/3 will not be able to take place, then it may be decided, at least one hour ahead of the round beginning, that the competition will instead use the 1+1/1+1 or run format in order to ensure completion of the round.

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.

ANNEXES & RELATED DOCUMENTS

ANNEX 1: 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 recognize it from assessing how the injury happened and the way the athlete behaves.

Only approximately 10% 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 recognize and manage concussion appropriately 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 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 a 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

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 hit to the head
- Disorientated or unable to respond quickly and appropriately to questions
- Having a blank or vacant stare even if he does respond to questions
- Having balance or coordination difficulties, e.g., stumbling, unsteady
- Having a 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
- Doesn't feel right
- Brain feels like jelly or in a fog
- 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 management of any concussion must adhere to basic first aid rules, airway, breathing, circulation, and spinal immobilization before removing 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 including CBD and THC
- Not sent home to be by themselves
- Not drive a motor vehicle
- Be referred for appropriate medical assessment

ANNEX 2: CLARIFICATION REQUEST PROTOCOL

How to file a competition clarification request:

As by 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 request 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: scootering@worldskate.org including sportsdepartment@worldskate.org in Cc.
- Clarification requests can be filed anytime during and within 24h from the end of the competition, at the latest.
- 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 athlete is under 18 years of age)
 - 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 the 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