

# INDOOR SPEED TECHNICAL COMMISSION

## RULEBOOK 2023

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## 1. INTRODUCTION AND DEFINITION

This rule book is created for the indoor speed discipline and will regulate the indoor internationally.

### Redaction

The present Technical Regulations Rulebook is the Official version, written in the Official World Skate language: English. In this document, the masculine gender is used in relation to all the World Skate Individuals. Quantity is written by letter and (by number). Example: *two (2)*.

### Definition

**Competition:** it is an association of races. World championship is a competition.

**Race:** 1.500 m Distance is a race. A race is considered to begin from the moment the skater announces to the Call Area Judge to be present for the race and ends when skaters leave the race course.

**Pack / Peloton:** it is the most important group of skaters

**Qualification heats:** in a same competition, it is the race that a skater must run to accede to the final.

**Rounds:** it is the successive races to accede to the final.

### Abbreviation

**IOC:** International Olympic Committee

**WSK:** World Skate

**TC:** Technical Commission

## 2. INDOOR SPEED RULES

### For Indoor Flat Track Format

The following competition rules apply to all World Skate-sanctioned Indoor Speed events included but not limited to events that provide points-earning opportunities for the Indoor Speed Rankings. The following competition rules only apply to the sport and technical matters, for any other

purposes World Skate Statutes, By-Laws, Rules and Regulations shall be applied. World Skate reserves the rights to amend or integrate the present document, for specific events, by releasing official bulletins and regulations made available for download on [www.worldskate.org](http://www.worldskate.org) before the competition starts.

## International Events sanctioned by World Skate

World Skate may sanction and/or recognize events organized by different bodies or entities, providing those events with dignity of official World Skate recognized events. These events shall be included in World Skate Events Calendar. Sanctioned events are international events even not organized directly by World Skate. Here below the procedure to follow for the sanctioning by World Skate. An official request must be sent to Sports Department by email ([sportsdepartment@worldskate.org](mailto:sportsdepartment@worldskate.org)) specifying mandatory information:

- a. Name of the event
- b. Discipline
- c. Location, city/country
- d. Days of the event
- e. Typology of the event (Continental event, World Event...)
- f. Number of Participants Esteemed
- g. Number International Judges/Referees
- h. Competition Format and Schedule
- i. Which will be the award provided for the competition (Medals, Trophies or Price money)
- j. As Sports Department receives the info requested, they will be sent to the Technical Commission for the approval of the Chairperson. In the case of the positive answer, Sports Department will send the Terms & Conditions.

## 3. THE SKATER

### Duties and Code of Conduct

All Skaters will have the following responsibilities:

- To hold a valid license, membership, or affiliation to a World Skate-recognized National Federation or/and being granted a Wild Card by World Skate.
- Skaters agree to abide by the rules and regulations of World Skate.

- Skaters will report to the competition office at least one hour prior to the beginning of the competition, each day of competition.
- Skaters will acquaint themselves with the competition area and facilities by warming up and practicing during open practice or during their designated practice times.
- Skaters will clear the competition area before the competition begins and avoid interfering in any way with the progress of the competition.
- Skaters will respect and accept the jury's judgement.
- While there is no minimum age set for athletes to be able to compete in World Skate Official events, All Skaters 18 will wear a helmet during practice and competition.
- Skaters must be aware of their surroundings at all times and should take precautions to be extra vigilant and considerate of other skaters, especially when on course. In order

## 4. COMPETITION OFFICIALS

### Contest Director

The Contest Director appointed by World Skate will perform the following tasks:

- Coordinate all staff and functions involved in running the event.
- Consult with the head judge and staff, determines the length of competition by establishing the breaks that are needed by the jury or the organization to carry out their work.
- The Contest Director is the ultimate decision-maker on any issue linked to the safety of the competition area.

## 5. OFFICIALS AND THEIR DUTIES

### Officials Required

A Chief Judge and Judges direct each competition. The Chief Judge is responsible for judges for the proper conduct of the races. The Chief Judge vouches directly for his own actions to the Technical Commission. On the world competitions, the Technical Commission Referee in Chief himself appoints the Chief Judge by selecting him among the regularly registered International Judges.

For the World Indoor Championship competitions, the minimum number of judges shall be:

- a. one (1) Chief Judge;
- b. one (1) or two (2) Assistant Chief Judge;
- c. one (1) Secretary Judge and one (1) Assistant Secretary Judge;
- d. a team of judges;
- e. a different number of Timekeepers according to the electronic timekeeping system.

## Tasks of the Chief Judge

Besides the specific tasks provided in the various articles of this Rulebook, the Chief Judge is in charge of the technical and judgment of the competition. Therefore, he shall:

1. guarantee that all skaters enforce the regulations and decide about any technical problems that might arise during a competition, even when not covered in this Rulebook;
2. assign to each member of the Jury his particular task;
3. direct the work of the judges, co-ordinate, control and decide in case of discrepancy. He shall also prepare a report on the work of the Jury and submit it to the Technical Commission;
4. exert his disciplinary power towards skaters, coaches and Federation Delegates, when their behaviour on the course site requires the adoption of sanctions, provided in this Rulebook;
5. direct the repetition of any trial, when in his opinion any of them has been carried out in an irregular way;
6. with the assistance of the Secretary Judge, prepare the start lists of the races, organize the competition protocols, prepare all Championship's minutes, letters and copies of reports of other possible events that might occur during the competition;
7. together with the Secretary Judge, prepare the ranking of skaters and countries to be given to The Technical Commission;
8. check that the judges are in the right place and that Timekeepers are ready before ordering the starter to give the start signal; a flag can be used to this purpose;
9. warn himself the skaters who commit sports fouls;
10. warn the skaters who have been reprimanded by the judges for sports fouls;
11. immediately disqualify skaters who commit disqualifying acts;
12. immediately disqualify skaters who do not comply with judges' warnings;
13. Make sure to Immediately take out skaters who were disqualified and that it is announced. Skaters who refuse the leave the race course, after the third announcement, will be disqualified by disciplinary foul (DQ-DF), and may be excluded from the competition;
14. remove or replace those judges who, in his opinion, do not completely carry out their duties;

15. prepare an official report about Championship and send it to the Technical Commission Chairperson.

## The Secretary Judge

The Secretary Judge has the task to co-operate with the Chief Judge, particularly concerning the settlement of the preliminary heats, in the preparation of individual ranking and ranking by nations; in the drawing up of the competitions minutes that will later be submitted to the Chief Judge and signed by him.

## The Call area Judge

The tasks of the Call Area Judge are the following:

Before the beginning of each race, he should gather the skaters and give them the last instructions. Checking their uniform, competition number, transponder, skates and size of wheels;

1. he gives to the skaters the composition of the start line;
2. under the order of the Chief Judge, he permits to the skaters to accede to the race course;
3. before the beginning of each event, to check that every skater is supplied with his racing suite and competition number;
4. to announce to the skaters when they must be at the start of the race for which they have been entered, and to make sure that no one may have access to the track where the race takes place before the Chief Judge has given his authorization.

## The Starter Team

The tasks of the Starters are the following:

1. they check that all the skates of all skaters are behind the start line;
2. after the Chief Judge's consent, they give the start signal to start;
3. they signal the false starts (FS), involuntary obstruction, sports fouls occurred at the start procedure, skaters with any problem, dysfunction of the timekeeping or falling down skaters, and call back the skaters;
4. Official sanction form must be completed by the Starters.

## Course Judges

The tasks of the Course Judges are the following:

1. to supervise the progress of the event for the portion of which they are responsible;

2. to immediately inform the Chief Judge about any irregularities which took place during the race and to report the skaters who commit fouls; After the Chief Judge's final decision, the Course Judge has to fill out the Official Sanction Form.
3. to take note of lapped skaters, and of those skaters who withdrew and inform the Chief Judge.

According to their respective positions along the track, course judges are called in the following ways: Straight Judges, Corner Judges, Relay Judges.

## Placement Judges

1. The task of the Placement Judges is to exactly establish the order of arrival of skaters.
2. In Long Distance races, the number of judges shall be established according to the requirements. The Chief Judge shall assign specific tasks to each judge.
3. Placement Judges must be a minimum of three (3). According to the requirements, such a number can be increased but shall always be an odd number. In case of discrepancies, majority will make the decision.
4. In any case, when electronic photo finish is used results are final.

## Lap scorer judge

The Lap Scorer Judge shall:

- a. take note of the number of laps covered;
- b. signal the laps still to be covered using the counting device at his disposal;
- c. signal the leading skater;
- d. cross a lap, when covered by the pack;
- e. provide that the last lap to be covered is signalled by means of a bell.

## Final Lap

1. When a leading skater or skater team has completed all but one lap of a race, the starter will report with the electronic starting device or bell indicating that the leader has one lap remaining. The electronic starting device or bell is governed by the leader, regardless of the number of laps remaining for the other skater s or skater teams.
2. As skaters cross the finish line, placement is determined by the front point of the front wheel of the leading skate with at least one wheel being in contact with the floor. If the first skate is not in contact with the floor, then the placement is decided by the leading



point of the competitor's second skate. In the event of a fall, the placement for any skater whose skates do not have contact with the floor shall

be determined by the leading point of the front wheel of the lead skate.

## Official speaker/Announcer

1. The announcements are done in the Official Language of World Skate which is English. They can also be done in the language of the Organizing Country.
2. The Speaker shall announce the names and numbers of the skaters taking part in each race, and all relevant information such as the composition of the heats and punctuation.
3. The result of each race should be announced at the earliest possible moment after receipt of the official result.
4. In conjunction with the general direction of the Organization and the Technical Commission Chairperson, the Speaker is responsible for all matters of announcing protocol.

## World Skate Technical Delegate (TD)

The Technical Delegate is a function established for all international competitions sanctioned by World Skate and has the following responsibilities:

- Officially represent World Skate with dignity and respect for local Organizing Committee and their staff.
- Arrive a day before the beginning of the first day of training.
- Make all efforts to create a friendly and productive atmosphere before, during and after the event
- Issue final approval of the following event outputs before they can be released, announced, and distributed:
  - Entry Lists
  - Start Lists
  - Partial, Final and Complete Results
- In any situation which has a significant impact on the running of an event the World Skate Technical Delegate will, within the following ten (10) minutes, complete a description of the incident made on the appropriate form. The following information should be included:

- Who made the decision
- The event and/or skater affected

## 6. COMPETITION RULES

### Categories

All limit of age established in these rules are to be considered at December 31<sup>st</sup> of the year of the competition. There are three (3) recognized categories; Junior, Senior and Master.

1. A junior skater is aged 15, 16, 17, 18 at December 31<sup>st</sup> of the year of the competition.
2. A skater can compete in Master races when he is more than twenty-nine (29) years old at December 31<sup>st</sup> of the year of the competition. The age of Master categories are:

Under 40 (30 to 39),

Under 50 (40 to 49),

Under 60 (50 to 59),

60 and more

3. A junior skater having participated at Senior Continental Championship, Senior Continental Games or Senior World Championship shall not participate to any other Junior Championship.
4. Skater having participated at Master Continental or World Championship shall not participate to any other Senior Championship.
5. Minimum age to compete in a World Championship is fifteen (15) years at December 31<sup>st</sup> of the year of the championship.

### Age For Other Competitions Sanctioned By World Skate

In competitions other than the World Championship, the following age categories may be applied for indoor races;

Youth C 6 years and younger

Youth B 7-9 years of age

Youth A 10-12 years of age

Cadet: 13-14 years of age

Junior: 15-18 years of age

Senior: 19 and up years of age

Master A: 30 - 39 years of age

Master B: 40 - 49 years of age

Master C: 50-59 years of age

Master D; 60 and over years of age

## Nationality

Skaters taking part in an international competition and competing for their National Federation must prove that they have the passport of the same country.

## Anti-Doping rules

Concerning the anti-doping control, World Skate Medical Regulations will be observed.

# 7. TECHNICAL RULES

## Chapter 1. General rules of competition

### Section 1. The race course & equipment

#### Race course

All skating centers should be prepared at all times to conduct speed skating contests and competitions. These can only be held on tracks of the correct size. The World Skate Headquarters will provide upon request, information and dimensions to assist in layout of a speed track. A minimum unobstructed skating surface of 20M wide x 40M long must be used at qualifying meets, to conform to the standard minimum of 70m with a maximum of 100m long in distance around the track. The skating surface must be smooth, preferably plastic coated but not required, and must be in excellent condition, and must be clean. All speed track markings are to be accurate and clearly visible. Wheel coatings or traction substances may not be painted on or otherwise applied to the wheels used at official qualifying championships.

## Measurement

It is essential that only a steel metric measuring tape be used or a measuring device approved by World Skate. .

Begin by finding the exact center of the skating surface. When all four corner pylon positions are located, mark the location of these positions in permanent black ink. Only a small “X” is necessary at each corner.

Then mark the start and finish lines, and gate areas.

The official track for all meets qualifying skaters to the national championships is minimum of 70m and a maximum of 100m per lap.

- World Championship must be on a 100m track.

## Start Line

The start line shall be four (4) feet-1.2 meters-behind pylon 4. Only one (1) start line is permitted. Contests are required to provide a minimum of 0.8 meters per skater at the pylon #4 start line without moving the pylon in and must be marked for each start lane, in the event there are not enough skaters to fill all of the lanes, the un-drawn lanes will remain open.

Typical floor size for the number on the line:

Floor Width Number on the line

20M - 6 on line

22M - 7 on line

25M or more 8 on line

## Start and finish timing of Race

The timing of races will start at the timing line located in the center of the track between pylons 1 and 4. This timing line is also the finish line and must be clearly marked.

## Pylon Placement

The pylons are numbered as follows: The number 1 pylon is the first beyond the timing line in a counterclockwise direction; numbers 2, 3 and 4 pylons follow in order in the counterclockwise direction.

Pylons 1 and 3 are placed at the start of the corners; pylons 2 and 4 are placed at the start of the straight-a ways. (See track diagram.)

## Official Pylons or placement markers

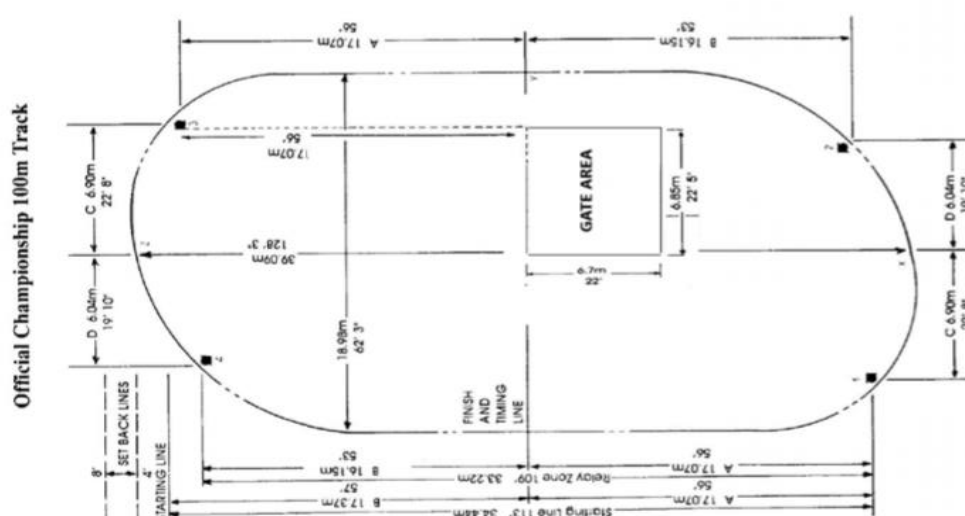
The official pylon or corner marker approved for use in World Skate sanctioned speed competitions should be made of rubber or plastic material with no protrusions or edges exposed to the skating surface. The style of the pylon is similar to that of a traffic or safety cone. The height of the corner marker must be 10 cm and the base of the pylon no less than 22 cm across. As noted in the diagram below, one corner lip of the pylon must be cut away for proper placement of the pylon.

## The definition of the Track

1. An indoor Track is defined as a racecourse within an outdoor or indoor facility provided with two straightaways of the same length and with two symmetrical bends having the same radius.
2. A minimum unobstructed skating surface of 20M wide x 40M long must be used at qualifying speed championship meets to conform to the minimum of 70 to 100-meter track. The skating Surface must be in excellent condition, and must be clean. All speed track markings are to be accurate and clearly visible. Wheel coatings or traction substances may not be painted on or otherwise applied to the wheels used at official qualifying or national championships.
3. All World championships must be skated on a 100m flat track preferably wood with a polyurethane coating. A World championship may be skated on a concrete surface
4. The existing tracks may be approved and sanctioned, according to the opinion of the WORLD SKATE, notwithstanding the Rules of this Rule book.

## Official track layout

The floor that determines the outer boundaries of the speed track should lie directly beneath the pylon edge so that the outer edge of the pylon covers the mark on the floor. The floor should be marked with black tape to indicate the outside boundaries of the pylon box. These markings should lie underneath the pylon edges facing the inside of the track (see diagram).



## The Passing area

The entire track area outside of the pylons is considered legal passing area.

## The Relay

### Relay:

1. Any kind of speed skating involving two or more skaters functioning as a unit as provided by rule.
2. The act of relieving a team member in a relay race. When the actual relay is made, both skaters' skates must be inside the relay zone.

**Relay zone:** The area of the track within which a relay must be completed as defined by rule and properly designated on the track.

1. Relay events may be skated on any officially measured track as long as the timing and finish lines for the distances are one and the same.
2. The relay shall be made only in the legal relay zone. The legal relay zone begins at pylon 4 and ends at pylon 1, regardless of the track size.
3. The pylons are placed on the four corners as for regular speed skating events.
4. The gate area is a series of lanes marked out and located in the center of the skating surface. There are as many lanes as there are teams in the event. Each lane is a maximum of 0.8M wide and a maximum of 6.7M feet long. (See track diagram.) Lanes are used for four person relays only. The size of the gate area shall not exceed 6.85 meters wide by 6.7 meters long.
5. Placement of the gate area at all qualifying meets is to be approximately 17 meters from the front of the gate area to pylon 3, and placed in line with pylon
6. The size of the gate area is left to the discretion of the Chief Judge. The gate area will change if the track is moved more than 1.2 meters.
7. The relay return to the gate area is defined by as the area between pylon 1 and pylon

## Suitability of the race track

Any decision regarding the suitability for practice of a race course is up to the Chief Judge and the Technical Commission before and after the start of the competition itself.

## Direction of the race

The direction of the race shall be counter clockwise.

## Start & Finish line equipment

1. The photocells must be in high from the race course the start line: thirty (30) cm;  
the finish line: ten (10) cm
2. In case of night race, the finish line has to present a lighting allowing the smooth running of electronic photo finish (minimum 1 500 lux).

3. When transponders are used, the electronic photo finish must be present for the official ranking at least for the ten first skaters.

## Equipment

All the following equipment when they are placed inside the race course may not present any danger for the skaters. They must respect the safety zone designated by the race officials

1. Photocell, electronic photo finish equipment, or video scanner and photo-electric cells.
2. Lap scoring a scoreboard indicating the number of laps to be still covered.
3. A bell or any other device indicating specific laps. It is placed inside the inner edge near the lap scorer.

## Timekeeping

1. Three (3) methods of timekeeping exist, two (2) automatics timekeeping and manual timekeeping
2. Automatic timekeeping procedure has to be put in place for the World Championship.
3. A manual timekeeping procedure has to be put in place for all the competitions. If the automatic timekeeping is preferred, manual timekeeping procedure can be used in case of fails of the automatic timekeeping system.

**Chief timekeeper:** The official responsible for determining the official time of a race, which is to be recorded by the tabulator.

## Manual timekeeping procedure

1. For manual timekeeping only digital electronic watches shall be used. All watches used must have the capacity to measure and display times with an accuracy level of at least one hundred of second.
2. In order to guarantee the exact determination of times, it is necessary to observe the following:
  - a. The timekeeping jury is composed by one (1) Chief Time keeper and three (3) time keepers and one (1) substitute;
  - b. Each timekeeper should use only one watch;
  - c. The timekeepers are to be positioned at the finish line and start their watches at the moment when smoke or flash from the shot fired by the Starter becomes visible;



- d. At the conclusion of the race, the Chief timekeeper shall read the watches. Only if one or more timekeepers have not taken the time (for any reason) the time taken by the substitute timekeeper shall be recorded;
- e. Under the supervision of the Chief timekeeper the time of each skater will then be determined and recorded in the time keeper protocol as follows:
- f. when two (2) watches show the same time and the third watch a different time, the time of the two watches will be the result;
- g. when the three stop-watches indicate three different times, the average of the three times is considered valid; if one time is plus or minus 0.5 sec. from the other two, it must be excluded, and the average of the other two times will be considered valid;
- h. when only two stopwatches register the time, the worse time indicated will be considered valid.

## Automatic timekeeping

1. The term automatic timekeeping denotes a time-measuring system that is started automatically by firing of a starting-gun or crossing an optical line and records automatically the reaching of the finish line by each skater.
2. Different technologies or technical solutions may be used to establish automatic time keeping:
  - a. Electronic system based on optical sensors to record the start and finish of the skater at the start/finish line.
  - b. A transponder based system using signals from transmitter worn by the skater to record the finish of the skater.
  - c. An electronic photo finish system using photographic evidence of the finish of the skater in such a way that an undistorted image containing a time scale can be reproduced immediately after the finish.
  - d. For the World Championship, the times from a photo-cells system and transponder system may be displayed "live" on the scoreboard. But if the times of the systems in use differ, the times and order of the finish of skaters or teams from the electronic photo finish system determine the final results.

## Transponders

The transponder must be placed on the skate or ankle.

For World Championship, two transponders by skater are used and they are placed on each skate with a fixation supplied and validated by the Technical Commission.

## Time announcement

The time obtained by each skater in individual races must be immediately communicated after arriving at the finish.

## Official time

1. When photo cells or transponders are used, the time keeping system must be activated by the firing of the gun (excepted for the individual time trial). The official time will be the time sold between the firing of the gun and the crossing of the finish line by the skater.
2. The times are considered official when the Judge has signed the timekeeping protocol. The official times may not be questioned.

## Video recording

1. In competition under the Technical Commission control and whenever possible, it is recommended the use of an official video recording of all races, on which the accuracy of performances and violation of the rules are recorded.
2. The video recording is used by the Chief Judge and the Chief Judge Assistant to do the control they need if they have doubts to take or confirm a decision.
3. For World Championships a video judge can be used.
4. The video recording is used as supporting documentation by the Chief Judge and the Disciplinary Commission.
5. Only the official video is used. Personal video is not accepted.

## Coaches' area

An area reserved for the coaches must be located near the race course so that these can communicate with the skaters during the race. This area takes place in the corner before the finish straightaway somewhere between pylons 3 and 4, close from the beginning of the relay zone.

## The Skater

Each skater is solely responsible to meet the following rules. In case he does not respect them, he will be disqualified by technical foul (DQ-TF).

### Racing suit

- a. The racing suit is the following:
- b. For international competitions all skaters of the same team must wear identical uniforms with long or short sleeves, with the national colours; if there is a particular situation, this has to be reported and approved by the Technical Commission, if not the skater in foul is disqualified by technical foul (DQ-TF).
- c. the name of the nation or its official UNO abbreviation (annex) must be clearly mentioned on the racing suit.
- d. In international competitions with the participation of National teams, advertisements are free. Nevertheless, those advertisements must never hinder the easy identification of the official colours of the national team.
- e. Skaters are to wear corresponding racing suits. Those who are not properly equipped are not allowed to start the race.
- f. Skaters must wear skates and their official racing suit during the medals presentation. Without any cap and sunglasses (art 55).
- g. Health care facemask and gloves are allowed.

### Helmet

The helmet must be a hard gear with international certification.

- a. In Short and Long-Distance races, the hard headgear must have a regular shape and may not have protrusions or ends.
- b. On time trial races the hard headgear can present a profiled shape with profiled ends.
- c. Each skater is solely responsible that his personal equipment meets the highest safety criteria in order to obtain the utmost safety of the skater.
- d. The helmet must be well fastened on the head, all the time while being in the race course, in conformity with the safety instructions of the manufacturer.
- e. A skater who removes or unfastens his helmet is disqualified by technical foul (DQ-TF).

## Skates

Skates having a maximum of five (5) wheels, fastened inline are permitted. The skate must not exceed fifty (50) centimetres in length. Skates must be firmly attached to the shoes and axles are not to protrude from the wheels. Brakes are forbidden.

1. The maximum diameter of wheel must not exceed hundred and ten (110) millimeters.
2. In all the events under the WORLD SKATE umbrella the following wheel restrictions apply:
  - Skaters 5 years and under may use wheels with a maximum diameter of 84mm
  - Skaters 6 years old to 9 years old may use wheels with a maximum diameter of 90mm
  - Skaters 10 years old to 13 years old may use wheels with a maximum diameter of 100mm and all skaters
  - Skaters 14 years old and older may use wheels no larger than 110mm

## Race numbers

Skaters are identified by means of three (3) numbers. They are applied on both hips and on the top of the back. If a fourth number is supplied, it is placed on the helmet. Numbers are to be clearly visible.

Skaters are to wear corresponding race numbers. Those who are not properly equipped are not allowed to start the race, unless authorized by the Technical Commission.

## Other equipment

1. Heart rate monitor and corresponding watches are allowed.
2. Radios and earphones are forbidden.
3. It is not allowed to skate with plaster, synthetic plaster or any hard contention.
4. The judge is in power to ask to the skater to take off any item which in his judgment may present a danger for himself or the other skaters.

## Procedure for Indoor Speed Competitions

In speed competition, skaters race in packs on an oval track marked by pylons. Races are run only in a counter clockwise direction. The distances which skaters race are determined by age division. Individual champions in a division are determined by the placements they earn in the final race of each distance skated. Races are officiated by Judges who are in stationary positions located around the track and by stationary corner

## Skater Check-In

1. Skaters will inform themselves of the times at which they are to compete and will be solely responsible to report promptly before the start without being further notified.
2. Registration in a contest does not necessarily constitute check-in. Skaters must check in with the competitive steward at the designated check-in times scheduled, posted or announced.
3. Skaters in a division may choose not to compete in all divisional distances and still maintain the points earned in other distances.
4. Failure to report for a specific distance does not necessarily constitute withdrawal of the skater from all of his other divisional races.
5. If any member of a relay team is unable or ineligible to skate, or is refusing to skate, the team's withdrawal is required unless a substitute is made in compliance with the substitution rule.

## Skater Stand-By Areas

Chairs may be placed in the center of the skating surface for use of the next group of skaters to race. A second group may be placed at an end of the skating floor for the following group of skaters. The Meet Director shall coordinate the stand-by areas with the meet host.

## Restricted Access To Track, Officiating And Stand-By Areas

Only administrators, Chief Judge, starter Judges, timekeepers, placement Judges, corner Judges, stewards and tabulators will have access to the ready area, competitive skating area, stand-by area, timing, scoring and place judges area for the discharge of their official responsibilities, which are subject to the directions of the meet director. No other persons shall have access to these areas, unless specifically authorized by the meet director.

## Warm Up And Preparation

Before each race, a warm-up of six (6) minutes is accorded to the skaters who are going to race. The last minute is announced by the official speaker.

## Start Line Position

1. Drawing - The drawing for start line position for each indoor speed event (and lane number in the gate area, for relays) shall be done under the supervision of the competitive steward, or assigned *by random draw of the computer by pill draw or approved World Skate method in the middle of the floor.*
2. When a race is called, skaters will proceed immediately to the four feet (4') setback line in the order drawn. The lowest number in the draw is the start position toward the inside of the track, progressing to the highest number toward the outside of the track. Relay teams will proceed immediately to their assigned lanes in the gate area. The highest number in the draw is the lane nearest the start line. Lead-off skaters in relays will take their start line positions in the order drawn as described above. Remaining team members will stay in their assigned lane in the gate area until they relieve a skater on the track.

## Start Procedure

1. At the command "IN POSITION," skaters move forward to the start line in a preliminary start position. A preliminary start position is:
  - a) standing up; or,
  - b) in a four-point position with two hands, one knee and one foot on the floor (a standard track start).
  - c) in a 3-point position with one hand, one knee and one foot on the floor.
2. At the command "SET," skaters immediately assume their final start position and **MUST REMAIN STATIONARY UNTIL THE GUN IS FIRED.** Any movement after the command will cause the offending skater to be penalized for a false start.
3. A final start position is:
  - a. a "crouch" if using the stand-up preliminary position (the skater will not be permitted to drop to the floor); or, coming up off the knee while keeping one or both hands on the floor (if using the track start).
  - b. No portion of the skater or equipment may touch the floor on or ahead of the start line.
4. In the event of a false start, the offending skater or skaters will move to an eight-feet (8') setback line in their proper lane position before the start procedure resumes. At the command,

“To your mark,” this skater or these skaters move forward to the four-feet (4’) setback line only, not to the start line.

5. When a skater starts before the gun has sounded, it will be considered a false start. The first will be a warning to the field, the second false start by any skater will be a set back to the 4’ Line, A third False start by any one skater will be a Disqualification from that race.
6. Any deviation from the start procedure, excluding a false start, will result in a warning to the entire group in that particular race. After the warning in that particular race, any deviation from the start procedure will be penalized the same as a false start.

## Relay Procedure

Relay racing includes events for two and four person teams. One skater begins on the track while the remaining member or members of the team wait at the center of the track in the designated gate area.

When a relay is to be made, the next skater leaves the gate area and skates the inside of the track slightly ahead of his/her teammate, rolling into position for a push or tag from the teammate finish the relay lap.

1. In relay races, a relay is accomplished by body contact between members of the team (touching of hands is considered body contact). A relay from one skater to another is usually accomplished by the push method. The push method employs a vigorous push with one or both hands placed on the lower back of the skater receiving the relay. As each skater completes the required number of laps, he may touch, tag or push the next skater on the team who may come in to receive the relay from a flying start. The whip or pull-through relay is prohibited.
2. In four-person relays, the person about to receive a relay must leave the gate area from his team’s lane and skate the inside of the track. Once a skater in either a four-person or two-person relay has left the gate area, **he must enter the race immediately within the relay zone**. In two-person relays, once the race has started, the skaters are not to be confined to a lane in the gate area, but are restricted to the boundary of the gate area until his/her partner begins the relay lap. A skater must enter the gate area from the rear and leave from the front. The gate area must be clearly designated. It is each skater’s responsibility to count his laps during relay races.
3. When a skater has been relieved, he must immediately move to the **outside barrier** of the track **without blocking** and continue on the skating surface to the end of the floor. The

skater may exit the skating surface if an exit is located in that area. If no exit is available, the skater must remain at the end of the track until the race is completed.

4. In relays in which the relieved skater must skate again, he must leave the track in the same manner and return to the gate area in as direct a course as is possible, crossing the track between pylon 1 and pylon 2, in such a manner as not to obstruct or interfere with skater then on the track. A skater is considered to be returning to the gate area the moment when he has crossed the imaginary straight line between pylons 1 and 2. Upon completion of his final distance, a skater must leave the track. The final finishing skater may remain on the track provided that they do not interfere with any other skaters still competing on the track.
5. If a member of a relay team has committed a foul, he must also leave the track in the manner described above. The remaining members of the team are not eligible for further participation in the event.
6. Skaters in all relay races must realize that there are officials on the inside of the track. It is the skater's responsibility to avoid contact with these officials when entering or leaving the relay gate area.
7. Skaters are allowed to make skate or wheel repairs only at the pylon 1 and 2 end of the floor and only in the time available prior to their next required relay. Skaters may also wait or pause in this area prior to returning to the gate area.

## Elimination race

This race is carried out through direct elimination of one or more skaters on a fixed point of the course: the finish line. The Chief Judge communicates the elimination rules before start of the competition.

1. One lap before each sprint, at the passing of the finish line by the lead skater, the bell will sound.
2. The determination of who is the last skater is based on the last point of the last skate to cross the finish line.
3. Whenever a skater leaves the race, be it because of a fall or fatigue, this retirement will count as the corresponding elimination.
4. If during an elimination sprint a skater violates any rule, the Chief Judge may eliminate him in replacement for the skater who crossed the finish line last.



5. In case of massive fall with the simultaneous retirement of a group of skaters, the elimination is suspended during some laps. The official speaker announces which lap the elimination will restart.
6. The Official Speaker announces the eliminated skater. The Speaker announces the number and the nation of the skater in the official language; English and then in the language of the Organizer country.
7. If the skater does not leave the track after the third he will be disqualified of the race DSQ-SF. Skaters who refuse to leave the race course, after the third announcement, will be disqualified by disciplinary foul (DQ-DF), and may be excluded from the competition;

## Eliminations, Semi-finals and Finals

1. The number of skaters permitted on the start line (and the number of skater teams permitted in the gate area) for any given size track during championship competition is left to the discretion of the Chief Judge as is the number of skaters or skater teams in each heat or semi-final that will qualify to skate the semi-finals or final; provided, however, at regional championships, the heats are to be arranged so as to divide the field as evenly as possible into the minimum number of heats that are consistent with no more than *eight (8) or seven (7)* skaters being permitted on the start line. An equal number of finalists shall be taken from each of these heats in order to qualify the maximum allowable for the final event.
2. At the indoor international championships, speed events shall be conducted by qualification, quarter finals, semi-finals, and finals as the size of the entry requires. The following criteria will be used: Qualification heats shall be skated when there are 25 or more skaters entered in the race. There shall be four heats with three skaters qualifying for semi-finals from each heat. When there are 15 to 24 skaters entered in the race, there will be three heats with four skaters from each heat qualifying for semi-finals. When there are 7 to 14 skaters entered in the race, there will be two heats with three skaters from each heat qualifying for the finals and no semi-finals are required. In events of 33 or greater, quarter finals will be used. Only one start line will be permitted.
3. Semi-finals shall consist of 2 heats of 6 skaters with 3 skaters qualifying for finals from each heat.
4. At International Championships, finals will consist of six (6) skaters/teams unless the total entry in the division is seven (7) or less, in which case the events will be declared a final, without eliminations or semi-finals needed.

5. At all competitions including regional, National and international championships, only one start line is permitted. The number of skaters permitted on that line-up (with the exception of the Jr and Sr World Class 3000M) to a maximum of *eight or seven* skaters-is left to the discretion of the Chief Judge. The number of skaters or skater teams in each qualification heat or semi-final that will qualify to skate the semi-final or final is left to the discretion of the Chief Judge.
6. For all events other than a qualifying event, if there is only one skater or skater team entered in a division, that skater, at the discretion of the Chief Judge must skate at least one lap in one distance.
7. At the recommendation of the Technical Commission, World Skate will allow the open-type race with up to 18 skaters on the track at one time. Skaters would will be placed on the line in accordance with their 100M qualifying times.

### Interruption Of Skating (Broken Skate Rule)

1. When a skater interrupts his skating for any reason including illness, uniform failure, or mechanical failure of the skates, etc., he shall be disqualified from the race being skated.
2. During the running of a race, mechanical failure may, at the discretion of the Chief Judge, eliminate the skater from the race if this imposes a danger to others, but in no instance will the race be stopped or rerun to accommodate repair or replacement.
3. When a breakage occurs during a race warm-up, a false start, or during a race which is subsequently stopped for a restart, the Chief Judge shall have the authority under this rule to allow the damage to be corrected. The Chief Judge may accomplish this by rescheduling the race to a later time in the program or delaying continuation of the events. In either instance, this will not exceed 15 minutes.
4. In the event of an illness during warm-ups, the Chief Judge may, at his discretion, limit the skater to a 15-minute recuperation period. If the skater cannot continue after the 15-minute period, he shall be disqualified.
5. Any skater who, in the opinion of the Chief Judge, endeavors to obtain unfair advantage over an opponent through manipulation of this rule, shall forfeit his right to continue to compete in the race in question.

## Video Replay

Video replay can be utilized for “team fouls” and “technical fouls” Jury clarification. The only video permissible will be from the official video supplier of the championships. In order for a foul to be overturned, the video evidence must be conclusive.

## Official Results

1. Competition results become official only after their ratification by the Chief Judge and their publication in the official communication.
2. For World Championship, the results become official only after their ratification by a Technical Commission Member and their publication in the official communication.

## The Judgement

### Definition of the Fouls

Three (3) kinds of fouls are to be considered; technical fouls, sports fouls and disciplinary fouls. The Chief Judge has to decide whether a foul is a Disciplinary foul.

### Sanctions

Sanctions that can be adopted by the Chief Judge during the competition, towards skaters responsible of violations to the Jury instructions or the principles of sports ethics, are the followings:

- a. False Start (FS);
- b. Reduction in Rank in the order of arrival (RR);
- c. Disqualification from the race (DQ-TF/DQ-SF/DQ-DF);

### Sanctions & Remarks

The Chief Judge applies the sanctions and they shall be made public. They have to be notified on the Official Results of the race as:

1. (W1) (W2) for one or two warnings.
2. (FS1) for the first false start.
3. (RR) for reduce in rank.
4. (DQ-TF) disqualified for technical foul. The disqualified skater is ranked at the end of the heat or round.

5. (DQ-SF) disqualified for sports foul. The disqualified skater is not ranked and he is placed at the end of the official results as disqualified. In case of general ranking, he does not get any point.
6. (DQ-DF) disqualified for disciplinary foul. The disqualified skater is not ranked and he is placed at the end of the official results as disqualified after disqualifications for sports foul. In case of general ranking, he does not get any point.
7. (DNS) did not start.
8. (DNF) did not finish.

## Fouls

### Technical Fouls

- Technical fouls are fouls related to the technical skills, accomplishment of the technical orders, commands and rules or technical requirements.

#### Technical Requirements.

Each skater is solely responsible to observe the technical rules. When a skater does not respect technical rules (uniform, competition number, transponder, skates and size of wheels etc.), the skater in foul is disqualified by technical foul (DQ-TF).

#### Racing suit.

For international competitions all skaters of the same country must wear identical uniforms with long or short sleeves, with the national colours; if there is a particular situation and this is not reported and approved by the Technical Commission, the skater in foul is disqualified by technical foul (DQ-TF).

#### Remove or unfasten the helmet.

A skater who removes or unfastens his helmet is disqualified by technical foul (DQ-TF).

#### Type of helmets.

In Short and Long-Distance races, the hard headgear must have a regular shape and may not have protrusions or ends. A skater who does not respect this rule is sanctioned with a Technical Foul (TF).

- Technical fouls are violations of track rules or procedures for divisions and relays such as:
  1. Skating inside of, intentionally touching, knocking down or straddling a corner marker. Straddling the pylon is defined as occurring when a skater has one skate on the floor outside the pylon and one or more wheels of the other skate touching the floor inside the pylon.
  2. If, in the opinion of the Chief Judge or corner judge, the pylon was hit accidentally and there is no repetition of the act, or if a skater is ridden inside the pylon by the disqualifying act of another skater, there may be no penalty.
  3. A skater may not take unfair advantage of another because a pylon is off its respective mark by skating to the inside of the track.
  4. If a skater has knocked three pylons during a division race, the Chief Judge may declassify or disqualify the skater from the race. If a team has collectively knocked four pylons during a relay race, the Chief Judge may disqualify the team from the race. A skater or team is penalized for knocking a pylon if they can be clearly identified as striking the pylon and the pylon comes to rest completely outside the boundaries of the pylon box. The corner judge should replace the pylon and report the incident, noting the skater or team number that struck the pylon and the corner where it was struck. If the skater or team cannot be definitely identified, the corner judge must replace the pylon and no skater or team will be penalized.

**False Start:**

1. Any start which must be recalled.
2. Any infraction or irregularity on the part of a skater or skaters which necessitates a restart.
3. Any irregularity on the part of officials or spectators which necessitates a restart.

The first false start results in a Warning to the field, the second false start by any skater results in a set back of 4 feet to that skater, the third false start by that same skater results in a disqualification from the race.

**Flying start:** An illegal start; a skater being in rolling motion prior to the start signal for a race. This does not apply to the open-type races where a rolling start is used, with the Chief Judge leading a pace lap or laps from the inside of the track to the timing line.

## Relays Fouls:

Team fouls are violations of team rules in relays, such as:

1. A member being outside the team lane in the gate area during a four-person race. When he is not about to relieve another team member;
2. A member failing to leave the track after he has been relieved (continuing on the track beyond pylon 2 is considered as having two members on the track and is a foul);
3. A member returning to the gate area after skating his required laps;
4. Illegal relays, such as relays made outside of the relay zone, team members not making contact for relay, whip or pull-through relays or any relay other than touching, tagging or a push relay;
5. A member who leaves the gate area for a relay but does not enter the event IMMEDIATELY in the relay zone; That member must continue to skate in a forward motion. No stopping is allowed after leaving the gate area and after entering the relay zone;
6. A member who leaves the gate area before his team member begins the relay lap;
7. A member who skates the incorrect number of laps;
8. Team members who use teamwork or blocking in preparation for and during relay contact;
9. A member who does not enter the gate area from the rear and leave from the front;
10. A member or members of a relay team who accumulate four knocked pylons in a relay race;
11. A skater having all the wheels of both skates outside the designated gate area.

## Sports fouls

- Sports fouls are voluntary fouls against the fair play. When the skater takes part in a situation and/or disputes positions in an unfair and non-honourable way to gain advantage.

If a skater has committed a foul, the Chief Judge may call the skater out immediately or allow him to continue in the race and announce the disqualification after the race is finished.

All disqualifications must be turned into the Chief Judge before the following race or the disqualification will be nullified.

If a skater refuses to leave the track when ordered out by a Chief Judge, the Chief Judge may recommend to the meet director the immediate suspension of the skater from the remainder of the speed competition.

- Disruptive body contact or any kind of disruption between skaters can be considered as a sports foul. In the case the lead skater gives way to the passing skater without being touched, then he gives up his right to the lead.

**Blocking:** any unnatural method used by one skater to prevent another from passing, with or without body contact. A skater must follow a reasonably straight course in skating the straightaway in a race. Blocking by shuttle skating (excessive weaving) or blocking by two skaters skating shoulder to shoulder (or intentional impeding the progress of another skater) will subject the offender to declassification or disqualification.

**Body contact** is not necessarily a foul unless it impedes the progress of other skater or skaters.

**Charging:** A foul; a trailing skater overtaking another skater in such a manner as to cause body contact which disrupts the normal progression of the skater or skaters passed.

**Delaying the start of a race:** or the start of a contest by actions causing other skaters on the start line to jump the gun;

**Elbowing:** the use of the elbows by a skater which interferes with the progress of another skater.

**Hipping:** the intentional use of the hips by a skater to gain an advantage over or disrupt the progress of another skater.

**Holding;** a skater who temporarily delays something through illegal obstruction of an opponent, by use of the hands, arms, or legs.

**Interference** - Skating with hands on hips with elbows extended, or use of the hands, hips, shoulders or legs in any manner so as to interfere with another skater. Also a form of blocking;

**Jamming:** A foul; a skater deliberately and suddenly slowing up his pace, causing the trailing skaters to run into each other.

**Pushing:** A foul; intentional body conduct by one skater against another (except members of own team during relay);

**Riding In** - skater's body contact from the outside of the track forcing another skater from the line of travel;

**Riding Out** - skater's body contact from the inside of the track forcing another skater from the line of travel. Body contact must be made between two skaters before a foul is committed. If the lead skater gives way to the passing skater without being touched, then he gives up his right to the lead.

**Right-of-way** - The privilege of leading skater s to an unobstructed track when overtaking a lapped skater or skaters. (This privilege does not include permission for leading skater s to push or make contact with the lapped skater or skaters.)

**Right of Way:** When a leading skater is about to lap another, the lapped skater must move to the right (outside) of the track, giving inside right-of-way to the leading skater. When lapping a skater, the lead skater is not permitted to interfere in any way with the progress of the lapped skater.

**Shoving:** A foul; one skater intentionally pushing another with the intent to impede his progress in the race.

**Shuttle skating:** A foul; abnormal movement from side to side across the normal line of travel by a leading skater to hinder a trailing skater.

**Striking** another skater;

**Tripping:** A foul; action by one skater which obstructs another's footing, whether or not a fall results.

**Weaving:** A foul; irregular or unnecessary side to side movement of a skater when skating the straightaway of the track-a type of blocking.

**Direction of the race:** The direction of the race shall be counter clockwise. A skater who voluntarily does not respect this rule, taking advantage or gaining positions, is disqualified by sports foul (DQ-SF).

**Sports foul during the start procedure:** When a voluntary sports foul is committed during the start procedure (rounds, Semi Finals and finals) that may influence the outcome of the race, the skater in foul is disqualified by sports foul (DQ-SF).

**Disqualifying act against a skater in qualifying position:** When a skater commits a disqualifying act against a skater in qualifying position, in a qualifying round, and the victim skater is advanced to the next round by the Chief Judge, the skater in foul is disqualified by sports foul (DQ-SF).

**Assistance to skater:** Skaters are strictly forbidden to accept or provide any sort of help. In case of fall, skaters who are still able to continue the race must stand up without any help from a third



party. Otherwise, they are disqualified for sports fouls (DQ-SF) of the race. The skater can receive advice or information from the trainers or coaches.

**No respect of jury instruction:** If the skater does not respect the instruction of a Judge/Chief Judge or the announcement of the Official Announcer, he is sanctioned.

## Reduction in rank

During a race, when a skater commits a foul towards one or several opponents, he may be reduced in rank according to the decision of the Chief Judge. When an unintentional arrival act hinders a skater's placement, the sanction Reduce in Rank (RR) can be used.

## Distanced Skaters

1. A skater in any race must keep within one lap of the leader or leaders. When about to be lapped by said leader or leaders, the skater may be declared "distanced" and called out of the race by the Chief Judge, unless the skater is still in position to place.

2. A skater will be considered lapped when the leader or leaders are in a position to pass him or her. It is not necessary to actually be passed by the leader in order to be moved out by the Chief Judge. Before trying to improve their position, skater or skaters being lapped must remain in their position until the leading skater or skaters have passed.

4. It is the lead skater's responsibility to pass a lapped skater safely without interfering with the skater being passed, whether or not a Chief Judge is present to move the lapped skater over.

## Disqualification

Disqualification measures are decided by the Chief Judge and may be applied:

Disqualification for technical foul (DQ-TF):

- a. when a skater commits two (2) false starts (FS);
- b. During 100 m sprint, if the skater skates inside of the pylons, he is disqualified.
- c. when a skater commits a wrong relay (pull or touch relay, relay out of the relay zone, enter in relay zone without relay) all the team is disqualified;
- d. when a skater removes or unfastens his helmet;
- e. when a skater does not respect technical rules (uniform, competition number, transponder, skates and size of wheels etc.);

- f. when, during international competitions, skaters of the same country do not wear identical uniforms and this is not approved by the Technical Commission.

#### Disqualification for sport foul:

- a. when a skater commits one (1) foul considered as voluntary and dangerous;
- b. when a skater receives three (3) warnings in a race, (accumulated in qualification heat & finals);
- c. when a skater gets out voluntarily of the race course;
- d. when a skater voluntarily does not respect the direction of the race, taking advantage or gaining positions;
- e. when it is not possible to apply a Reduce in Rank sanction (RR);
- f. sport foul during the start procedure;
- g. disqualifying act against a skater in qualifying position;
- h. when a skater benefits voluntarily of assistance from another skater in order to take advantage or gain positions;
- i. when, in case of fall, a skater is not able to stand up and continue, and receives assistance from a third party.
- j. when a skater provides voluntarily physical assistance to another skater in order to give an advantage to that skater;
- k. when, in case of fall, a skater is not able to stand up and continue, who provides voluntarily physical assistance is sanctioned.

## Disciplinary fouls

Disciplinary fouls are faults against the fair play, when a skater behave desiring to inflict injury, harm, or suffering on another, either because of a hostile impulse or out of deep-seated meanness, in a planned or sudden attack.

## Fair play

Fair play means respect. Fair play means respecting the opponent, the judge, the rules, and also complying with the spirit of the sport; it is competing fairly above the ambition of victory; practice fair play, without cheating, tricks or simulations to confuse the opponent or the judge; not offend, humiliate or mistreat any participant in the competition; assume defeat with dignity and enjoy victory with respect.

All the skaters must take part in races fairly and enthusiastically. Those showing a negative attitude or clear inability may be excluded from the competition or the race can be cancelled.

**Profanity:** The use of profanity in any competition is not accepted and can be cause for declassification or disqualification by the Chief Judge.

**Loafing:** All athletes must take part in races fairly and enthusiastically. Skaters deliberately slowing the pace down, may be excluded from the race after receiving a warning by the Chief Judge.

**Aggression:** It is the responsibility of the Chief Judge to qualify a sports fault in disciplinary fault, taking in consideration the aspect voluntary or involuntary.

## Team fault

There are two (2) types of Team faults (1 and 2):

- **Team Fault 1**

- When skater A makes a voluntary sports fault in order to let his teammate (Skater B) win one (1) or more positions.
- Skater A who commits the fault is disqualified by sports fault or disciplinary fault (DQ-SF / DQ-DF) and may be excluded by the Technical Commission from the whole Competition.
- Skater B who benefices of the fault must be reduced in rank (RR).

**Type 1:** Skater A voluntarily makes a fault (DQ-SF/DQ-DF) - Skater B involuntarily receives a benefit (RR)

- **Team Fault 2**

**2.A** - When two (2) skaters (A and B) make a voluntary sports fault acting physically together in order avoid and prevent another or other skaters from passing them and win one (1) or more positions.

**2.B** - When two (2) skaters (A and B) make a voluntary sports fault cooperating physically together (to relay or grab in order to drag the teammate) in order to let his teammate (Skater A - B) win one (1) or more positions.

- Skaters A and B are disqualified by sports fault or disciplinary fault (DQ-SF / DQ-DF) and may be excluded by the Technical Commission from the whole Competition.

**Types 2:** Skater A voluntarily makes a fault (DQ-SF/DF) Skater B voluntarily receives a benefit (DQ-SF/DF)

## Misconduct against the Jury

1. Any member of the jury who is affected before, during or after a competition by any offence or violence of any kind on the part of a skater or another member of delegations, may immediately inform the Chief Judge who shall seize the Disciplinary Commission.
2. Any WORLD SKATE official who is affected during an official event is in power to seize Disciplinary commission

## Disciplinary procedure

1. It is the responsibility of the Chief Judge to seize the Disciplinary Commission in case of disciplinary fault. Anyone, skater, coach or delegate who commits disciplinary fault is sanctioned by the Disciplinary Commission.
2. Any member of the Technical Commission who observes a disciplinary fault is in power to seize the Disciplinary Commission.

## Progress of the disciplinary commission

When a skater or a member of an official delegation committed a disciplinary fault, he is convened by the Disciplinary Commission. This person has the possibility to appear in front of the disciplinary commission and he may be accompanied by the official of the delegation. The blamed facts are presented to him by President of the commission. The skater or the official of the delegation has then the possibility of presenting a defence.

## Disciplinary measures

Disciplinary measures that can be adopted by the Disciplinary Commission are the following:

1. Exclusion of the competition.
2. Period of suspension.

## Exclusion of the competition

In the case of very serious infringement, any skater or member of the official delegation may be excluded Disciplinary Commission from all the competition. In case of exclusion, the credential card is removed.

## Suspension

The Disciplinary Commission has the ultimate power to adopt suspension measures for period of time, of a maximum up to six (6) months.

## Body of first instance (claims)

1. The Technical Commission is the body of first instance for claims concerning the application of general regulations different from Jury decisions about sanctions.
2. The Technical Commission evaluates if the claim proceeds and if, it does, they will give an official answer.

## Claims procedure

Each Delegation has the right to make a claim during the competition. The reasons behind the claim must be described in writing and given to the Technical Commission.

For the World Speed Championship, claim must be written on an official form (annex) in the World Skate official language (English), signed by the Official Delegate of the nation.

1. Claims regarding the admittance of a skater to a competition may be submitted:
2. by a Federation Delegate who believes that one of his skaters has not been admitted though he was eligible;
3. by all Federations Delegates believing to have been damaged because of the admittance to the competition of a skater belonging to another Federation, who does not have the right to participate.
4. Claims are to be signed by the Official Delegate and submitted in writing to the Technical Commission thirty (30) minutes prior to the beginning of the race. When the Chief Judge believes he has adequate information to admit a skater to a competition, and that such an admittance is the subject of a dispute, he can admit said skater with due reservation, leaving the final decision to the Technical Commission that will take care of any necessary control;
5. This decision must be made known to the Official Delegates of the participating countries.

## Claims fees

A fee in the amount of 300 US \$ shall accompany any claims to the Technical Commission.

## Body of second instance (appeal)

The WORLD SKATE Executive Board is the body of second instance and receives the appeals after the decision taken in first instance by the Technical Commission regarding disciplinary faults. See General regulation of WORLD SKATE Paragraph 5

## Decisions

The decisions shall be verbally communicated to the Delegate of the complaining country, and then made official by writing.

Such an amount shall be given back only when the claim is upheld.

## Chapter 2. Indoor World Speed Championship - Specific rules

### Categories

Indoor World Speed Championships are divided as follows:

- Senior & Junior: men and women on INDOOR Track

### Official distances for World Championships

For the Indoor track:

100 m Time Trial

500 m Sprint tournament

1.000 m Sprint tournament

1500 m Distance race

2500 m elimination race

3.000 m relays

### Program

1. The Official Program for World Speed Championships is released during the year of the Championships.
2. The Organizer of the World Speed Championships has the possibility to propose a different program, but it is up to the Technical Commission to decide the final official version.

3. Should the need arise to reduce or modify the races, as a result of exceptional circumstances, the Technical Commission members are then to decide which races to cancel.
4. There will be no loser's finals at the Indoor Inline World Speed Championships.
5. For television requests, the program and the initial schedule can be change by the Technical Commission during the World Championships.
6. The Technical Commission has the power to modify the program for any sport or technical reasons.

## Training Programs

1. organizing Federation establishes the schedule of training times under the control of the Technical Commission.
2. Indoor track must be available for free training at least five (5) days before the beginning of the World Championships.

## Ranking of the previous World Championship

The ranking of previous Indoor World Speed Championship is used for the composition of the starting order. The nations who did not participate at the previous World Championship complete the ranking using the alphabetic order in English.

## Country Quota

1. For SENIOR World Speed Championship, each country may enter a total of four (4) male skaters and a total of four (4) female skaters for the championship.
2. For JUNIOR World Speed Championship, each country may enter a total of four (4) male skaters and a total of four (4) female skaters for the championship.
3. Two (2) skaters only from each country may take part in races of the Speed World Championships.
4. Three (3) skaters from each country may be registered in relay race.
5. Inscription must be done on the WORLD SKATE platform.

## Entry form

1. This preregistration can be modified by the Federation's delegate. Only preregistered skater can be changed, supplementary registration cannot be done. Modification must be done at

the Technical Commission office the day before the concerned race. The time limit to give this modification is within twenty (20) minutes of the end of races of the day. The modification must be done with the Technical Commission official folder (annex). If no modification is done, preregistration will be considered as official inscription.

2. When a skater registered is suspended, he cannot be replaced by a teammate.
3. An injured skater can be replaced by a teammate until the call of the Chief Judge for the call area. The delegate must joint a medical certification with this official form. The injured athlete will not be allowed to race until the end of the World Championship.

## Federation & Athlete Participation Fees

1. Each Federation must pay one federation registration fee of 200 US \$ for the country competing at the World Championship.
2. An athlete registration fee of 100 US \$ for each senior skater and for each junior skater entered on track.

## Ranking and Heats

The heats will be made up according to the ranking of the nations of the previous World Championship and the serpentine system.

Nations Ranking	Skaters	Starting Line	Heat 1	Heat 2	Heat 3	Heat 4	Heat 5	Heat 6	Heat 7
1. Colombia	2	Called first	Colombia	Colombia	USA	USA	Italy	Venezuela	Venezuela
2. USA	2	Called second	↓ South Africa	South Africa	Chile	Spain	China	Korea	Korea ↓
3. Italy	1	Called third	Germany	Germany					
4. Venezuela	2								
5. Korea	2								
6. China	1								
7. Spain	1								
8. Chile	1								
9. South Africa	2								
10. Germany	2								



## International Ranking

1. For World Speed Skating Championships, the rankings per country are one, calculated by adding the medals. The WORLD SKATE criteria is the number of gold medals, the second criteria is silver medal and third criteria is bronze medals. If nations have the same number of medals with one of these criteria the following one is used to rank them. For the countries without medals, the ranking is established adding the points obtained in each event.
2. Skaters placed first in each race obtain a number of points equal to the number of skaters who took part in that race; skaters placed second obtain one point less; those placed third two points less; and so on till the skater placed last who obtains only one point.
3. For long distance races (2500m), there is no loser final. According with the total of skaters participating in the race, the unqualified skaters keep the points obtained in qualification heat.
4. Disqualified skaters do not receive any point.
5. At the end of the World championships, four (4) international rankings per nation are established as follows:

INDOOR TRACK			
JUNIOR		SENIOR	
Women	Men	Women	Men

## Trophies & Prizes

At the end of the World Speed Skating Championships the organizers award the first five (5) nations for the following four (4) rankings.

INDOOR TRACK			
JUNIOR		SENIOR	
Women	Men	Women	Men

## Podium

- The winner of each Championship race is named Champion of that race distance and holds the title until the following Championship.
- The organizers shall supply the jerseys for all the winning senior skaters only.

- The first, second and third place winners of each Championship race receive gold, silver and bronze medals, supplied by World Skate or organizers.
- Skaters must wear their racing suit and their skates during the award presentations. Cap and sunglasses are forbidden.
- If a skater is not present for the award ceremony and this has to be postponed, or be held with two or one skater, the skater loses his medal for the general rankings (individual & nation). The organizer and the Technical Commission must inform the Chief Judge if a skater was absent. In the case skater is injured, and it is impossible to be present for the award ceremony, the Delegate can present a medical certification to the Technical Commission.

### Chapter 3. World Indoor Cup

The World Cup of Indoor is an official international event of WORLD SKATE. This event has its own regulations and applies the Technical Commission rules.

### Chapter 4. World records and Validation

The Technical Commission recognizes and validates world records, set on current official World Championship distances as by program and during world or continental championships or World Games.

#### Records

The following records are recognized:

men indoor track races

women indoor track races

- men relay races indoor
- women relay races indoor
- men world cup indoor
- women world cup indoor

#### Record Validation

1. When a record is set, the organizing Federation of the World or Continental championship where the result has been obtained must immediately notify the Technical Commission, the following information:

- a. date when the record is set,
  - b. Minutes bearing the signature of the Chief Judge and the judges who attended the competition. The minutes must include the list of times achieved and must be undersigned by the official time-keeper of the competition. When the records are set on a track or on a closed circuit, this list shall specify the total times and the times achieved for each lap around the track. The minutes must indicate where the competition was held, the day and hour, the name of the skater who set the record.
2. With this signature, the competition Chief Judge certifies that all the items of the Technical Commission official regulations have been respected and that those who sign the minutes have really acknowledged the times registered by the timekeepers with the corresponding tape or electronic recording.
  3. Together with the minutes, it is necessary to enclose the following:
    - a. plan of the competition course, indicating the course length, start point, finish line and the exact number of laps determining the distance;
    - b. a list of the skaters, in order of arrival, who took part in the competition during which the record was set;
    - c. passport's copy of the skater who set the record;
    - d. certification specifying that the doping control has been carried out.

## Publication

The Technical Commission must inform all the WORLD SKATE member Federations about the changes made in the list of the records. This shall take place through publication in the WORLD SKATE website.

## 8. Indoor Speed Glossary

**Barrier:** The outside wall, railing, or traffic line forming the boundaries of the skating surface.

**Captain:** A member chosen by a relay team to represent them in an official capacity. Since only relay team members are allowed on the skating surface during a relay event, rules do not permit appointment of another skater or non-skating captain.

**Championship:**

1. A group of contests qualifying a skater to or toward the national championships; sometimes called a qualifying meet.

2. A non-qualifying meet which follows specific rules concerning officials, awards and events, such as a league or unofficial state championship.

**Club:** A group of skaters registered in the World Skate for the purpose of promoting and enjoying competitive skating.

**Commission:** A certification granted by World Skate to individuals who meet the requirements for officiating or refereeing in speed skating contests.

**Competitive skater:** A person who conducts him or herself in the Olympic tradition of good sportsmanship while engaging in World Skate competitions and all other sponsored activities of the Confederation. The competitor must be truthful and honorable in dealing with other athletes and officials and when establishing eligibility for World Skate competitive events which are determined by age or previous competitive experience. There are no occupational requisites or restrictions applied to World Skate competitive eligibility.

**Competitive age:** The age of a skater as of December 31st of the current competitive year.

**Competitive steward** - An official charged with the UN-delayed succession of competitors in their proper order for each race. Also charged with checking skaters for compliance with uniform, equipment and safety rules.

**Corner:** 1. The area of the skating surface permitting the shortest linear dimension parallel to the barrier, or at right angles to the straightaway; the area of a skating surface of least length. 2. Any one of four positions on a track indicating a proper placement of a corner marker. 3. The area in the vicinity of the corner marker.

**Corner marker:** A device, officially designated by rule as to size and construction, placed at each of the four corners of a speed track; also known as pylons.

**Declassification:** The reduction in rank considered for placement by the decision of the referee.

**Disqualification** -

1. Elimination from consideration for placement.
2. Elimination of an individual skater for an infraction of procedures or rules of conduct.
3. Elimination of a team because of an individual or team rule infraction.
4. Elimination of an entire club from participation in a contest for flagrant or continual violation of the rules.
5. Elimination from one race in a division of competition.
6. Meet Disqualification-Elimination from all races, including relays, in a competition.

**Distanced skater:** A skater who is further than one lap behind the leader or leaders of a race and not in a position to place and is disqualified by the referee for being distanced.

**Event:** One race in a division of competition.

**Final:** The concluding race in a particular distance of a division, or, the concluding race of a division competition.

**Final placement:** The rank of the skater s or teams after the completion of all races in a division of competition.

**Finish:** The end of any race; the instant the last remaining skater completes the final lap of a race.

**Finish line:** The line marking the completion of a distance at which a race is to end.

**Gate area:**

1. A marked or painted system of lanes from which members of a relay team enter a race.
2. The center area of the skating surface located to the inside of the speed track.

**Heat:** A preliminary race qualifying skaters to a semi-final or final in a given distance of a division.

**Judge:**

1. Corner judge: a commissioned official stationed outside each corner marker to observe the performance of skaters within the area and to note any infractions, personal or technical, which occur.
2. Placement judge: a commissioned official stationed at the finish line of a race to determine in what order a skater finished.
3. Auxiliary corner judge: same duties as corner judge.
4. Chief placement judge: a commissioned official assigned the responsibility of listing the placement of all skaters in an event, checking placement of the place judges and submitting place sheet forms, in the order of placement, to the tabulator.
5. Relay judge: a commissioned official responsible for relay team conduct pertaining to number of laps, legality of relay and gate area conduct.

**Lane:** Any one single part of a gate area, each lane being a maximum of two-and-a-half feet wide and a maximum of 22 feet long.

**Lap:**

1. One complete circuit of the measured and marked track. In relay skating, a complete circuit is considered to be from pylon 4 to pylon 4. (The lap is considered complete when the skater enters the relay zone.)
2. The count of the lap being skated.

**Lap counter:** A series of cards or an electronic device used to indicate or announce the number of laps remaining to be skated.

**Lapped skater:** A skater who has been overtaken by the leader or leaders of the race and allowed to continue by the Chief Judge. The overtaken skater being at least one lap behind and may be in position to place.

**Leaving the gate area:** In relays, a skater is considered to have left the gate area when he has all the wheels of both skates outside of the designated gate area.

**Meet:** A competition consisting of more than one contest.

**Meter:** The basic unit of length in the metric system; equivalent to 39.37 inches.

**No contest:** A ruling by the Chief Judge which requires that a heat, semi-final or a final be re-run.

**Pace:**

1. The stride and rate of movement maintained by a group of skaters in a pack; distinguishable from a sprint by the unity of movement among the several skaters in the pack.
2. The rate of progression of the leading skater in a race.

**Pass:** The act of a trailing skater overtaking a leading skater and moving into a more forward position in the pack.

**Passing area:** Any part of or location on an official track.

**Points:** The value of first, second, third or fourth place in a final race.

**Protest:** A written complaint concerning status, eligibility, conduct, competition, officials or membership.

**Pylon:** Same as corner marker.

**Qualifying meet:** A group of contests qualifying a skater to or toward the national championships.

**Qualifying placement:**

1. Placement in a race which is high enough to permit advancement to the next race in the same contest.
2. Placing World First, second or third in a contest which permits advancement to the same contest in the next higher-ranking championship.
3. Placing World First, second, third or fourth in a Junior Olympic contest which permits advancement to the same contest in the next higher-ranking championship.

**Race:** A contest between two or more skaters to determine which can skate a given distance in the fastest time; sometimes called an event.

**Re-entry zone:** The area of the track between pylons 1 and 2 through which a member of a relay team must pass when returning to the gate area.

**Re-skate:**

1. To repeat any part of a contest; also called re-run.
2. The act of repeating any part of a contest which has been nullified by the Chief Judge.

**Sprint:** 1. A distance not to exceed 1500m. 2. The act of a skater in taking the lead and leaving the pack in a distance race; breaking the pace to take the lead.

**Start:** The beginning of any race in a speed contest; the sounding of the starter's gun.

**Starter:** The commissioned official whose duty is to start races in a speed contest.

**Start line:** The line marked on the track from which a race is to begin.

**Straddling the pylons:** Occurring when a skater has one skate on the floor outside the pylon and one or more wheels of the other skate touching the floor inside the pylon.

**Straightaway:**

1. The area of the skating surface permitting the greatest linear dimension parallel to the barrier; the area of a skating surface of greatest length.
2. The area of a track between corner markers 2 and 3, and markers 4 and 1.

**Tabulator:** A commissioned official whose duties include recording the entry and tabulation of contest results.

**Team foul:** A foul; two or more skaters acting together to prevent another or others from passing.

**Timer:** A commissioned official whose duty is to determine the elapsed time of any race.

**Timing line:** The designated position on the track where the timers' watches are started to begin recording the elapsed time of a race. On a 100m track, the timing line will be located in the same position as the finish line.

**Track:** An official registered course, laid out and marked on a skating surface for the purpose of running races. The inside boundary of the track is indicated by corner markers, the outside boundary by the wall, barrier or outermost edge of the skating surface.