

**INLINE FREESTYLE TECHNICAL COMMISSION**  
**INLINE FREESTYLE REGULATION**

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**WORLD  
SKATE**

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## 1. GENERAL

### 1.1. Reconciliation

Any matters not provided for in these rules, will be in accordance with World Skate Statutes.

## 2. TECHNICAL REGULATION

### 2.1. International Competition

2.1.1. All International events between two or more National Federations from at least two different continents must be organized with the rules of World Skate Inline Freestyle Technical Commission.

2.1.2. Members of World Skate Inline Freestyle Technical Commission, Continental or Area Confederations may request that top-class international events which they organize on a regular basis be recognized by World Skate. This can be done provided there is no deviation from the rules of Inline Freestyle Technical Committee or World Skate.

2.1.3. Events which have gained such recognition from World Skate Inline Freestyle Technical Commission will have first priority on the international calendar, enabling the organizing member, Continental or Area confederation to have first choice of dates, providing that such dates and venues are established at least six (6) months in advance. Once such dates are established, they can only be altered by a formal written request from the organizers.

2.1.4. Organization fee and entry fees should be agreed with World Skate.

2.1.5. In the event of unforeseen circumstance or unavoidable postponement, the organizers must immediately inform Inline Freestyle Technical Commission, all participants and National Federations concerning the new dates of the competition

### 2.2. Competitions Categories

2.2.1. Continental championships, Regional championships, championships and International competitions may be held in 2 or 3 categories:

- Senior Skaters
- Junior Skaters

2.2.2. Age categories for 2020.

CATEGORY	AGE
Junior	10-18
Senior	19 old and above

**Note:** The AGE column in the tables above refers to the age the skater is turning in the year of the competition (that is, in the calendar year being; 1st of January through to and including the 31st of December, in the year of the competition).

2.2.3. In order to be eligible to compete in the junior category, a skater who has competed in the previous year as senior is forbidden to enter the junior category.

2.2.4. World, continental, area or national championships for the same event may not be organized more than once per year.

2.2.5. The winners of these events are the official champions until the first day of the next championship in the particular event.

### 2.3. World Skate Inline Freestyle Championships

2.3.1. World Skate Inline Freestyle Championships shall be held for:

- Junior men, junior women, senior men, senior women in speed slalom, Freestyle Slalom Classic, Freestyle Slalom Pair, Freestyle Slalom Battle.
- Men, women with no age separation in Freestyle Slides and Free Jump.

### 2.4. Availability of International Judges

2.4.1. Judges for international competitions under World Skate must be World Skate International officials and must be appointed by World Skate.

### 2.5. Event Scheduling

2.5.1. The organizers of the world championships must provide all necessary details to the World Skate General Affairs Dept. for approval respecting the timeline included in the bidding application.

2.5.2. The organizer must be advised the details of the world championships as approved by World Skate and Inline Freestyle Technical Commission.

2.5.3. The World Skate informs all participating National Federations of the schedule of events and competition details, through bulletin.

## **2.6. Nationality**

- 2.6.1. Athletes participating in World, Continental, Regional and International championships, competing for their National Federation must prove that they have the passport of the same country. Athletes who changed their nationality or having double nationality or more passports cannot represent another country if three (3) years have not elapsed from his last participation representing his previous country. Rule 41 of IOC Olympic Charter.
- 2.6.2. It is the responsibility of Inline Freestyle Technical Commission to ensure all athletes are the same nationality as the National Federation they represent.

## **2.7. Entry procedure at World Championships**

- 2.7.1. The entries will be managed through the World Skate Entry Platform.
- 2.7.2. National Federations attending World Championships shall be in good standing with World Skate Membership Fees.
- 2.7.3. Each member National Federation may enter a maximum of six (6) athletes in each following events:
- Freestyle Slalom Classic - Junior Men, Junior Women, Senior Men, Senior Women
  - Speed Slalom - Junior Men, Junior Women, Senior Men, Senior Women
  - Freestyle Slalom Battle- Junior Men, Junior Women, Senior Men, Senior Women
  - Freestyle Slides - Men, Women
  - Free Jump - Men, Women
- 2.7.4. Each member National Federation may enter a maximum of three (3) pairs for Freestyle Slalom Pair with no restriction on gender and age group.
- 2.7.5. World Championship entry fees must be paid in US dollars by each participating National Federation.
- 2.7.6. All fees for National Federations and participants must be paid into the World Skate account within the deadline decided by World Skate. The National Federations, which have paid through bank transfer must show the receipt on the accreditation day.
- 2.7.7. The amount of the entry fee is defined by World Skate by publishing bulletin.
- 2.7.8. It is mandatory when completing registration on the platform to attach or sent by email to the organiser the music for Freestyle Slalom Classic in mp3. The file must be named: Skater's Last Name Skater's Name- Category (junior/senior). Music must be sent before the deadline decided by Inline Freestyle Technical

Commission. In case of sending music after deadline athlete will receive a 10 (ten) points penalty. If athlete's music is not received before the end of the team leader meeting or, in the case of no team leader meeting, before 6pm local time the day before competition, the skater will not be permitted to compete.

## 3. SPORT REGULATION

### 3.1. General

The purpose of these regulations is to control any unusual case, that may occur during an official Inline Freestyle Skating competitions conducted by World Skate Inline Freestyle Technical Commission or any international competition organized by a member national federation.

### 3.2. Chief Referee Regulations

3.2.1. Beside the specific task provided in the articles of the Inline Freestyle Technical Commission general regulations, the Chief Referee is responsible of the technical and judgement of the competition. Therefore;

3.2.2. The chief referee is responsible for conducting the event in accordance with the current rulebook.

3.2.3. The chief referee must ensure all athletes enforce the regulations, also to handle and decide any technical situation that arises during the competition.

3.2.4. The chief referee must have the capability to lead the judge committee and assign task to each judge.

3.2.5. The chief referee must co-ordinate and decide in case of any discrepancy during the competition, he may make changes in the program in the interest of the sport but these changes may not be against or conflict with Inline Freestyle Technical Commission regulations and shall be informed and approved by the present of any Inline Freestyle Technical Commission member or arbitrator.

3.2.6. For any unforeseen situation should happen during the competition, which are not provided for in written regulations, the matter can be settled by the chief referee or arbitrator in the best interest of the sport.

3.2.7. The chief referee may inform a judge of an unusual variance in his/her score as compared to the score of other judges but is not permitted the judges to adjust the scores accordingly.

3.2.8. The chief referee may assign a replacement if a judge is fails to report for the event or must leave due to unwell, conduct or other cause.

- 3.2.9. Chief referee must endorse acknowledge the results with signature before releasing the final results for the public display.
- 3.2.10. The chief referee has to hold team leaders' meeting before the commencement of the competition. However, the competition rules are not to be changes in anyway or form.

### **3.3. International Judge Regulations**

- 3.3.1. Judges appointed to World, Continental, Regional Championships and International competitions must respect and strictly enforce all regulations and rules issued by Inline Freestyle Technical Commission.
- 3.3.2. Inline Freestyle Technical Commission has the rights to penalise judges for infringing Inline Freestyle Technical Commission general regulations. Disciplinary can be done by giving warning, suspensions of 1 year or final removal from the judging committee.
- 3.3.3. Judges are in no way attempt to influence the decision of any judges
- 3.3.4. Judges must be ready to officiate 30 minutes prior to the start of the event.
- 3.3.5. If a judge is missing prior to the start of the event, the chief referee shall assign a replacement or, if necessary, instruct the assistant chief referee to carry out the judge role in the competition.
- 3.3.6. During Inline Freestyle Slalom Classic discipline judges must not discuss the performance of a competitor with other judges or any other person until the final results have been released.
- 3.3.7. Judges are not teachers, and therefore must not advise or assist participants before, during or after the competitions.
- 3.3.8. Judges are answerable only to the Inline Freestyle Technical Commission for their conduct as judges and their judging ability. In case of unacceptable judging, the involved judge may lose, temporarily or permanently, their judge commission.
- 3.3.9. In the competition, judges are not allowed to consume food while carry out judge duties.
- 3.3.10. In the competition, judges are not allowed to use mobile devices (gaming, social media) while carry out judge duties.

### **3.4. Calculator Judge Regulations**

- 3.4.1. Calculator judge should prepare all relevant documents relates to the events prior 1 month to the commencement of the 1st day of the competition.
- 3.4.2. There must be minimum 2 calculator judges in World Championship event.
- 3.4.3. Supplementary calculator may be accepted but their expenses shall be responsibilities of their National Federation.
- 3.4.4. Any contestant withdrawals which occur after the grouping, but prior commencement of the event must be reported to the calculator judges immediately.
- 3.4.5. The calculator judges are responsible to record all scores and tabulate the final results of the competition.
- 3.4.6. The individual score of athletes shall be calculated, taking into account any and all factors, which may apply. These totals shall be known as “sum” The sums shall be transferred to the summary score sheet
- 3.4.7. The results of all events must be agreed upon the calculator judges.
- 3.4.8. All tabulated results must be acknowledged and signed by the chief referee before publishing.
- 3.4.9. Calculator judge must make copies of compiled results signed by chief referee and hand it over to respective national federations.
- 3.4.10. In the competition, calculator judge is not allowed to consume food while carry out judge duties.
- 3.4.11. In the competition, calculator judge is not allowed to use mobile devices (gaming, social media) while carry out judge duties.

### **3.5. Athletes Regulations**

- 3.5.1. Athletes must be on the skating surface and ready when it is their time to perform.
- 3.5.2. Athletes reporting after his or her time to perform shall not be allowed to compete in that event.
- 3.5.3. The dividing of participants into groups is done before the competition begins and will not be changed should a participant withdraw or missing.

3.5.4. Athletes should not have inappropriate conduct towards judges and other participants during the competition. In case of unacceptable behaviours, the athlete will be liable of facing a penalty of disqualification.

3.5.5. Athletes' number tags are not to be misplaced or they will be liable to face a penalty of 50 US dollars for replacing new tag.

### **3.6. Coaches Regulations**

3.6.1. Shouting and instructing skaters at the side of the rink during any competition is not allowed. If this happens the coach involved will be removed from the rink and the skater may be penalized. Instructing skaters allowed only at the special coaches area.

### **3.7. Appeal Regulations**

3.7.1. Complaints against judging decisions must be presented in writing to chief referee, Inline Freestyle Technical Commission or arbitrator within 10 minutes after the results been published, accompanied by a fee of 100US\$.

3.7.2. No appeal or complaint will be accepted once the competition commenced.

3.7.3. Only the registered Team Manager, Coach or official National Delegates of the country may submit the complaint.

3.7.4. The complaint will be presented to Inline Freestyle Technical Commission for consideration.

3.7.5. The fee will be returned if the rule is in favour of the complaint.

3.7.6. In the competition under Inline Freestyle Technical Commission control and whenever possible, it is recommended the use of an official video recording of the event, on which the accuracy of performances and violation of the rules are recorded.

3.7.7. Only the official video is used, and personal video is not accepted.

### **3.8. Official Competition Results**

3.8.1. The last day of the World, Continental and Regional Championships, the organizing Federation must provide the full results to all participating National Federations.

### **3.9. Permitted Skates**

- 3.9.1. Athletes are allowed to wear any type of skates (inline or quad) for the competition.
- 3.9.2. Athletes are solely responsible that their equipment meets the highest safety and ready for use.
- 3.9.3. The chief referee has the discretion to refuse any skates that are considered unsafe or give an unfair advantage.

### **3.10. Official Cones**

- 3.10.1. The dimensions for slalom cones: maximum height 7.6 to 8 cm, maximum base diameter 7.4 to 7.5 cm, top diameter 2.5 to 2.7 cm.
- 3.10.2. The cone material should be hard at the base to prevent wheels stopping when cones are hit.

### **3.11. Athletes' Number Tag**

- 3.11.1. Athletes' number tags are providing by the local organiser, the tags are for all competitions mainly Speed Slalom and Slide. The chief referee will decide the specify location of the number tag to be displayed on the athletes and the position depending on the layout of the competition area. No alteration of the number tag is permitted.

### **3.12. Anti-Doping**

- 3.12.1. For Anti-Doping World Skate regulations please refer to WADA Anti-Doping specifications published on the World Skate website.

## **4. COMPETITON RULES**

### **4.1. Competition Categories**

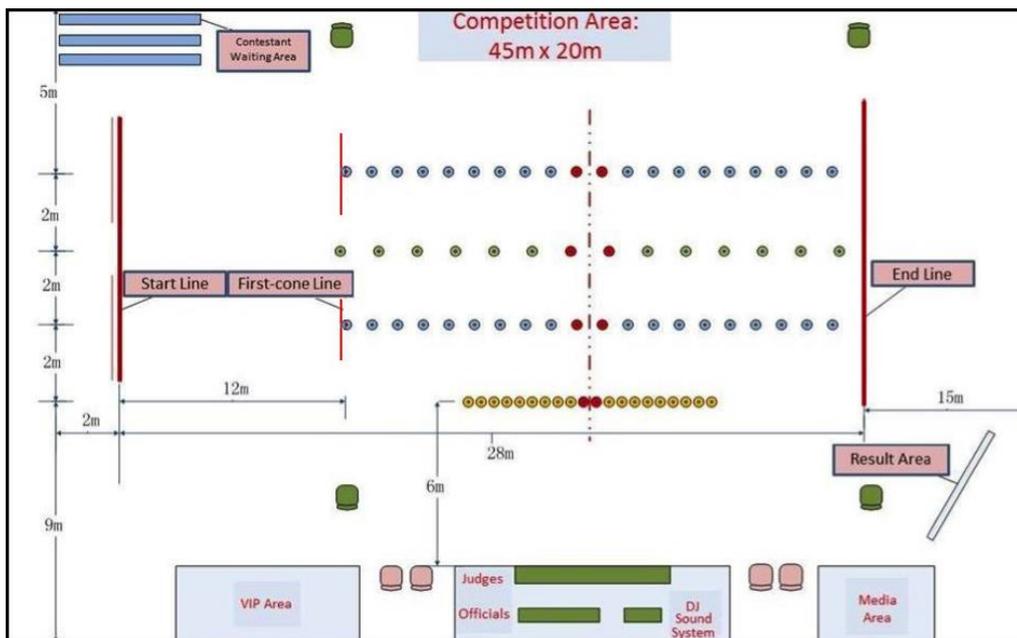
Inline Freestyle Skating Competition consists of all or some of the follow events: Freestyle Slalom Classic, Freestyle Slalom Pair, Freestyle Slalom Battle, Speed Slalom, Freestyle Slides and Free Jump.

### **4.2. Competition Area and Cones Placing**

- 4.2.1. The surface of the competition area should be appropriate for inline freestyle skating (e.g. flat, level, grippy).
- 4.2.2. There should be 4 cone lines, with 2 m between each line.

- 4.2.3. The line order is, starting with the line closest to the judges, 50 cm, 80 cm, 120 cm, 80 cm.
- 4.2.4. The centre of each line must be aligned with the judges' table.
- 4.2.5. The cone lines for 50 and 80cm are 20 cones and the cone line for 120cm are 14 cones.
- 4.2.6. The diameter of the cone marking stickers is diameter 7.7 cm, and the centres point diameter is 0.7cm

**Figure 1: GENERAL COMPETITION AREA LAYOUT**



### 4.3. Safety Precaution

- 4.3.1. The competition area must be safe for competitors.

### 4.4. Warming Area

- 4.4.1. If the competition venue permits, a warming-up area must be provided for competitors. The ground surface should be similar to that of the competition area.

## 5. FREESTYLE SLALOM CLASSIC

Skaters prepare a choreographed run to the music of their choice, which they perform in a specified allowed time at the competition.

### 5.1. Competition Area

- 5.1.1. There are 3 cone lines, with 2 meters between each line.
- 5.1.2. The line order is, starting with the line closest to the judges: 50 cm, 80 cm and 120 cm.
- 5.1.3. The cone lines for 50 cm and 80 cm consist of 20 cones. The cone line for 120 cm is 14 cones.
- 5.1.4. The centre of each line must be aligned with the judges' table.

**Figure 2: FREESTYLE SLALOM CLASSIC COMPETITION AREA LAYOUT**



## 5.2. Competition Regulations

- 5.2.1. There is only one round for Freestyle Slalom Classic, however it can have qualification rounds if there is a large number of skaters in a category.
- 5.2.2. For qualification rounds, the top skaters are automatically prequalified, and the remaining skaters are split into groups and the chief referee decides the number of prequalified skaters, of qualification groups, and the remaining number of skaters going through to the final rounds. The number of prequalified skaters should be minimum a half of the total number of skaters in the final. (e.g. if 20 skaters in final, at least 10 skaters should be prequalified)
- 5.2.3. The grouping of the qualification round should follow the type of distribution below

**Figure 3: EXAMPLE OF FREESTYLE SLALOM CLASSIC QUALIFICATION GROUP MAKING**

TOP 16			
+			
Q1	Q2	Q3	Q4
17	18	19	20
24	23	22	21
25	26	27	28
32	31	30	29
33	34	35	36
40	39	38	37

This is an example of qualification group distribution in a category of 40 skaters. The Top 16 are prequalified for the Final Round, and skaters 17 to 40 are distributed into several (e.g. 4) qualification groups. Only the firsts (e.g. first 2) of each qualification group will reach the final (and do their run a second time). The Final Round will include the Top 16 and the (e.g. 8) qualified skaters, i.e. 16+8=24 skaters.

The Qualification Round performance regulations and requirements are the same as for the Final Round.

The Final Round will include the prequalified top skaters and the skaters who qualified.

- 5.2.4. The sequence order for skaters to start their performance is based on the latest International World Ranking, beginning with the lowest ranked. Non-ranked skaters are added randomly at the beginning of the list and perform first.
- 5.2.5. Skaters must perform in all 3-cone lines of 50 cm, 80 cm, 120 cm and cross every cone interval.
- 5.2.6. Immediately, after one skater has ended their performance, the next skater is called to the competition area for warm-up while the judges are grading the previous competitor
- 5.2.7. Coaches and team leaders can accompany their skaters to the Result Area while waiting for the results to be announced.

### 5.3. Timing Requirements

- 5.3.1. The timing for Freestyle Slalom Classic is 105-120 sec (1 min 45 sec - 2 min).
- 5.3.2. The timing begins when the music starts. The music starts when the skater is ready.
- 5.3.3. The performance ends when the skater indicates that they are finished or when the music stops.

### 5.4. Clothing

- 5.4.1. The clothing can reflect the character of the music so long as it is dignified and appropriate for skating.
- 5.4.2. The clothing should not be overly revealing or sexual in nature.

- 5.4.3. Accessories and props are not permitted.
- 5.4.4. Wearing a mask or face painting other than usual make-up is not permitted.
- 5.4.5. If part of a costume is deliberately removed or thrown, then it is considered as a prop.
- 5.4.6. Unclear clothes issues are Chief Referee's decision.

## **5.5. Performance Behaviour**

- 5.5.1. Disrespectful (e.g. sexual, violent, insulting) movements or gestures, especially towards the judges, are not appropriate and the skater can be penalised or disqualified.
- 5.5.2. It's strictly forbidden to use racist, political, violent, homophobic, sexist or rude songs or songs that appeals to such things. Skater who violates this will be punished by disciplinary action (losing points, losing ranks, disqualification, financial penalty). Also, if any complaints received after the competition from third parties, same disciplinary actions could be taken against the skater.

## **5.6. Grading Criteria**

The final result of a skater's performance for Freestyle Slalom Classic is based on two types of grading criteria: Technique score and Artistic score. The Artistic scoring is partly dependent on technical skill level

### **5.6.1. Technique Grading**

Technique score is based on the following:

- 5.6.1.1. Difficulty of slalom trick (See APPENDIX A: FREESTYLE SLALOM TRICK MATRIX). The Technical score is also affected by the "freestyle footwork" performed by a skater. The difficulty, speed and variety of movements performed will lead to a higher technical mark. Basic or simple freestyle footwork will lead to a decrease of the Technical mark. Tricks levels (from Matrix) are mandatory to be followed by Judges in case the tricks are performed a proper way - average speed, 80cm cones line, min 4 cones or 3 turns for spinning moves.
- 5.6.1.2. Variety: Skaters are encouraged to perform and integrate a variety of slalom tricks that include sitting, spinning, wheeling and other tricks, etc.
- 5.6.1.3. The minimum number of validated tricks for the performance is 8 (in different families and in any proportions), if the skater performs less tricks (or less than 8 successfully performed tricks) - he will be penalised by Judge in Variety mark of Technique.
- 5.6.1.4. Continuity: Tricks should be blended to allow the competitor to move continuously.

5.6.1.5. Speed and rhythm: The speed of the skater's slalom affects the technical difficulty of their slalom. Controlled changes in speed indicate good control of the tricks performed.

#### 5.6.2. Artistic Grading

Judges reflect in the Artistic score the "Show" performed by the Skater. Personal ability to make a complete performance with a good combination of body movements (dance elements), freestyle, music, power. All these details should be combined in a common way and have some logic.

The Artistic score should follow the guideline range of: Technique score  $\pm 10$ , and is based on the following:

##### 5.6.2.1. Body Performance:

Body performance is an important part of the Artistic mark. Skaters should show an ability to blend body movement into their skating, good logic in arms, back and legs synchronisation.

Judges will evaluate body performance according to the following criteria:

- Artistic mark will be decreased a lot - the body performance is absent. The skater does not control his body during the tricks and transitions, his body is forced in an unnatural way to follow the skating.
- Artistic mark will be decreased - the body performance is almost absent or hidden with dance movements not connected to slalom (during stops, out of cone lines, etc).
- Artistic mark remains about 0 - the body performance is present - judges can notice some logic in hands and legs synchronisation, looks mostly nice.
- Artistic mark will be increased - very good body performance, body reflects skater's movements, arms and legs are synchronized, reflects tricks and also show some choreography connected with slalom.

##### 5.6.2.2. Music Expression:

The choice of music should complement, and be consistent with, the skater's skating style. The performance should be choreographed with the music tempo to express the mood, rhythm and speed of the music. Tricks done in time with the rhythm of the music also demonstrate achievement.

##### 5.6.2.3. Trick Management:

This criterion is about the placement of tricks within both the music and the cone lines. The choreography should match the breaks and changes in the music. Skaters are also encouraged to place challenging tricks within a line of cones and not only at the ends. All aspects of the performance should be

conducted inside the cone lines. The Trick Management score will be reduced if a skater spends too much time outside of the cone lines.

## **5.7. Score**

The maximum score for the Freestyle Slalom Classic competition is 130 points. There are 2 components to this grading. The Technique score is from 10 to 60 points and the Artistic score is from 0 to 70 points. The final score is rounded off to the nearest decimal to determine the final result.

### **5.7.1. Trick Standard Rating and General Requirements**

5.7.1.1. The trick standard rating is a base mark for the judges to determine the skater's ability in mastering the trick. It assumes that tricks are performed with smoothness and speed on an 80 cm cone line, as the average execution context.

5.7.1.2. The tricks should be executed over a minimum of 4 cones, or 3 spinning rotations.

5.7.1.3. Transitions, switching foot or changing directions from one trick to another trick of the same or different family are allowed. However, the transition should be done without pause.

5.7.1.4. Tricks and transitions should be done by the skater clearly and precisely. If a judge has any doubts about trick execution (quality of trick, tapping, number of cones or spins, touching the ground during the jumps, losing trajectory etc.) - they will not validate the trick or transition and count only the part which was correctly performed.

## **5.8. Trick Families and Specific Requirements**

### **5.8.1. Sitting tricks:**

The skater should be in a squatting position, with their waist below knee level, at all time when performing on the cones.

### **5.8.2. Jumping tricks:**

Both feet should be in the air at the same time.

### **5.8.3. Spinning tricks:**

The skater should have at least one wheel touching the ground when spinning and remain inside the line during the rotation.

### **5.8.4. Wheeling tricks:**

Tricks that are done in a forward direction, whether frontwards or backwards, and inside the cone line, with only one wheel touching the ground.

### **5.8.5. Other tricks:**

Do not include sitting, jumping, spinning and wheeling tricks.

## **5.9. Penalty Grading**

### **5.9.1. Timing Penalties**

If the skater finishes before 105 sec or after 120 sec, they receive a 10-point penalty.

### **5.9.2. Penalties on Moved Cones and Missed Cone Intervals**

5.9.2.1. Each kicked cone or cone that is moved off its mark enough to reveal its centre point receives a 1 point penalty.

5.9.2.2. In exceptional cases, whereby the skater kicks a cone out of the cone marking and the cone rolls back within the cone marking, there is no penalty for that cone.

5.9.2.3. If a cone is knocked onto another cone, a 1 point penalty is awarded for each cone.

5.9.2.4. Example: If a skater moved a cone - he will receive 1 point penalty, if the cone he moved knocks another cone out of it's mark, he will receive 2 point penalty (1 point for each)

5.9.2.5. If more than 5 cone intervals are not crossed by the skater, a 5 point penalty will be awarded.

### **5.9.3. Mistake Penalties**

Losses of balance, falls or mistakes when performing, are penalised. Losses of balance are penalised by the scoring judges. Falls are penalised by the penalty judge. (See 5.9.3.2)

5.9.3.1. For losses of balance, the penalty range is 0.5 ~ 1.5 points.

5.9.3.2. For falling, the penalty range is 2 ~ 5 points.

### **5.9.4. Performance Interruption**

5.9.4.1. If the skater stops performing due to external interruption, there is no penalty for the repeat performance. The second performance should start from the beginning and will be judged from the point of interruption of the first performance.

5.9.4.2. If the competitor stops performing due to internal interruption, there is a penalty of 5 points for the repeat performance.

### 5.9.5. Music received after deadline

5.9.5.1. If a skater's music is received after the submission deadline, 10 point penalty is awarded.

5.9.5.2. If a skater's music is not received before the end of the team leader meeting or, in the case of no team leader meeting, before 6pm local time the day before competition, the skater will not be permitted to compete.

### 5.9.5.3. Missed tricks and missed families

- If a skater performs fewer tricks (or less than 8 successfully performed tricks) - he will get a deduction by Scoring Judge in Variety mark of Technique of 2 points for each trick not performed successfully.
- If a skater doesn't perform at least one trick from one of the families described on the 5.8 - he will get a deduction by Scoring Judge in Variety mark of Technique of 3 points for each family not performed successfully

### 5.9.6. Penalty Judge Reference Chart

FAIL TYPE	PENALTY POINT	DESCRIPTION
Falling	2	Light fall that does not affect the performance.
Impact Falling	5	Heavy fall on the ground.
Performance Time	10	Performance ending before or after allowed time range (105-120 sec).
Performance Interruption	5	Performance interrupted by the skater is the discretion of chief referee.
Moved Cones	1	For each moved (or kicked) cone
Missed Intervals	5	For more than 5 missed intervals
Loss of Clothing	2	Clothing, including glasses, falling off
Clothing Prop	DQ	Using clothing as prop
Music Penalty	10	Music submitted after the deadline

### 5.10. Cone Pickers

5.10.1. Cone pickers must wait for the instruction of the penalty judge before replacing the moved cones once the performance has ended.

5.10.2. Cone pickers must not wear skates when they are on duty.

### **5.11. Ranking**

The final ranking is based on the comparison between each scoring judge's personal ranking and on the victory point system. (See APPENDIX B: VICTORY POINT SYSTEM)

5.11.1. The scoring judges' personal rankings are based on their scoring and on the penalties given by the penalty judge, which are directly removed from each personal score.

## **6. FREESTYLE SLALOM PAIR**

Two skaters prepare a choreographed run to the music of their choice, which they perform in a specified allowed time at the competition. Scoring is based on synchronization and music expression as well as technique.

### **6.1. Competition Area**

The Pair Slalom competition area is the same as the Classic Slalom competition area. (See 5.1)

### **6.2. Competition Regulations**

6.2.1. Other than for the sequence order, the rules for Slalom Pair are the same as for Freestyle Slalom Classic (See 5.2).

6.2.2. The sequence order is made according to the pair freestyle International World Ranking.

6.2.3. In the case of World or Continental or Regional Championships, both skaters must represent the same nation.

6.2.4. Each pair will be given an ID for the International World Ranking.

6.2.5. A skater which is in more than one pair will have more than one ID number for the International World Ranking.

6.2.6. A skater cannot compete in more than one pair in the same competition

### **6.3. Time Requirement**

6.3.1. Other than for the duration, the timing requirements for Pair Slalom are the same as for Classic Freestyle Slalom (See 5.3).

6.3.2. The timing for Pair Slalom is 160-180 sec (2 min 40 sec - 3 min).

#### **6.4. Clothing**

The rules for clothing are the same as for Classic Freestyle Slalom (See 5.4).

#### **6.5. Performance Behaviour**

The rules for performance behaviour are the same as for Classic Freestyle Slalom (See 5.5).

#### **6.6. Grading Structure**

The final result of a competitor's performance for pair slalom is based on three types of grading structure: Technique score, Artistic score and Synchronization score. Both the Artistic and Synchronization scores are partly dependent on technical skill level.

##### **6.6.1. Technique Grading**

The rules for the technique score are the same as for Classic Freestyle Slalom (See 5.6.1).

##### **6.6.2. Artistic Grading**

The rules for the artistic score are the same as for Classic Freestyle Slalom (See 5.6.2).

##### **6.6.3. Synchronization**

6.6.3.1. The Synchronization score should follow the guideline range of Technique score  $\pm 10$

6.6.3.2. The performance of the two skaters should have the same body coordination and timing, performing the same movements in the same direction. Variations are possible: e.g. heel/toe, forward/backward, left/right.

6.6.3.3. Mirror synchronization is not judged as part of the synchronization score. It is included in the artistic score.

6.6.3.4. The distance between the two skaters is taken into account to establish the mark. The mark will be higher for skaters who are skating closer to each other during their whole performance

#### **6.7. Score**

The maximum score for the Pair Classic Freestyle Slalom competition is 200 points. There are 3 components to this grading. The maximum Technique score is 60 points, the maximum Artistic score is 70 points and the maximum synchronization score is 70 points. The final score is rounded off to the nearest decimal to determine the final result.

6.7.1. The technique score is based on the lower-skilled competitor.

**6.8. Penalty Grading**

The penalty grading is the same as for Classic Freestyle Slalom (See 5.9).

**6.9. Cone Pickers**

The rules for cone pickers are the same as for Classic Freestyle Slalom (See 5.10).

**6.10. Ranking**

The rules for the final ranking are the same as for Classic Freestyle Slalom (See 5.11).

## 7. SPEED SLALOM

Competitors skate through a line of cones as fast as possible on one foot.

**7.1. Competition Area**

All calculations are made from the centre of the cone lines

7.1.1. There are 2 lines of 20 cones, spaced at 80 cm intervals. The cone lines are placed 3 meters apart.

7.1.2. There must be a divider placed at equal distance between the 2 cone lines with a minimum length of 15.2 m, and height between 15 and 20 cm.

7.1.3. During Qualifying Phase (Time Trials) there are 2 parallel start lines, placed 40 cm apart. Each skater starting point is marked by a 2 m wide box (See Figure 5)

7.1.3.1. During Final Phase (KO) there is only one start line.

7.1.4. The first cone's centre mark is placed 12 m away from the closest start line. The end line is placed 80 cm from the last cone's centre mark (See Figure 4 & Figure 5).

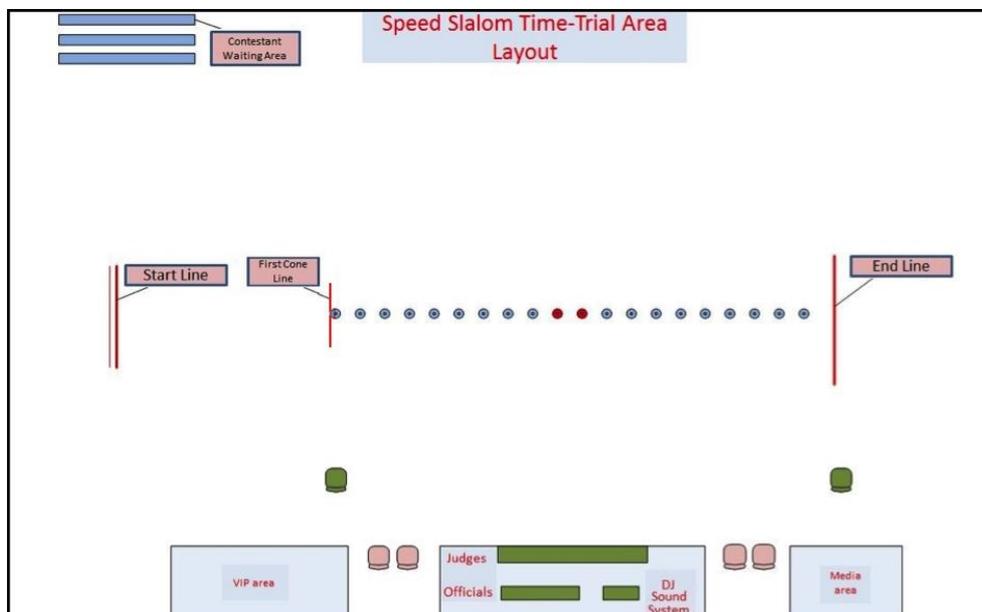
7.1.5. The total length of each cone line is calculated as:  $12 + (19 \times 0.8) + 0.8 = 28\text{m}$

7.1.6. Electronic chronometer must be used for both qualifying rounds and final rounds.

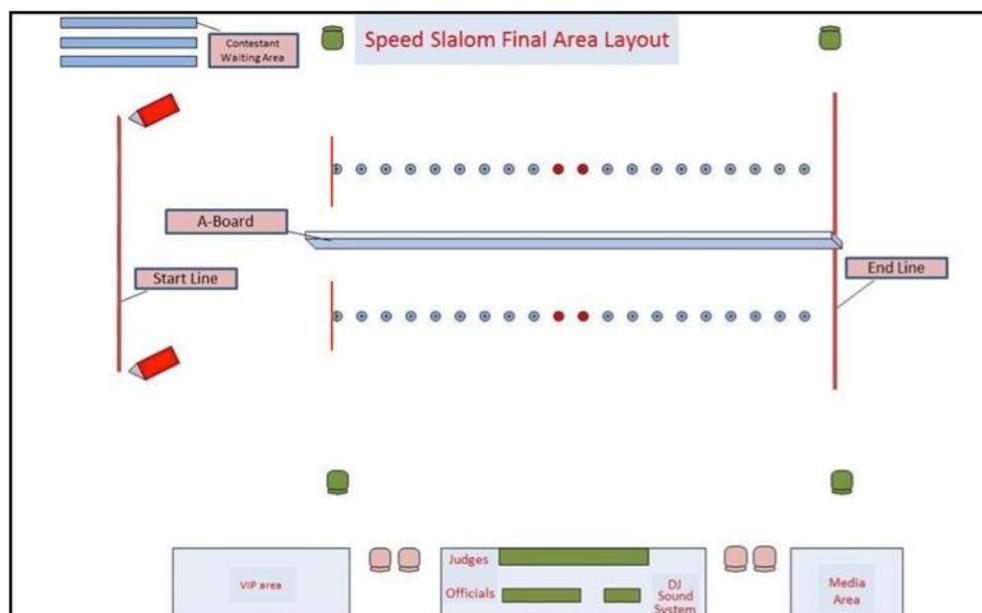
7.1.6.1. During qualifying rounds, the start line gate sensors must be set 40cm (+/- 2cm) above ground and finish line gate sensors also must be set 20cm (+/- 2cm) above ground. The sound speakers must be placed in the centre, behind the skaters.

7.1.6.2. During the final rounds, there is no start line gate sensor and the finish line gate sensors must be set 20cm (+/- 2cm) above ground.

**Figure 4: SPEED SLALOM COMPETITION AREA LAYOUT: QUALIFYING PHASE (TIME TRIALS)**



**Figure 5: SPEED SLALOM COMPETITION AREA LAYOUT: FINAL PHASE (KO SYSTEMS)**



## 7.2. Competition Regulation

Speed Slalom is structured in two phases: A qualifying phase, based on individual time trials, and a final phase (KO Systems), based on grouping for the knockout.

7.2.1. Qualifying Phase (Time trials)

There are two free start runs (tries) per skater. Only the best run out of the two is taken into account for the qualification ranking. The skaters with the best times are qualified for the final phase.

7.2.1.1. The sequence order for the skaters' first runs is based on the latest International World Ranking, beginning with the lowest ranked. Non-ranked skaters are added randomly at the beginning of the list and perform first.

7.2.1.2. The sequence order for the skaters' second runs is based on the first run ranking, beginning with the lowest ranked. Non-ranked skaters (no time) are added randomly at the beginning of the list and perform first.

7.2.1.3. Depending on the number of skaters and at the head judge's discretion, the top 4, 8, 16, 32 or 64 skaters are qualified for the final phase. (See

7.2.1.4. Figure 6 and

7.2.1.5. Figure 7)

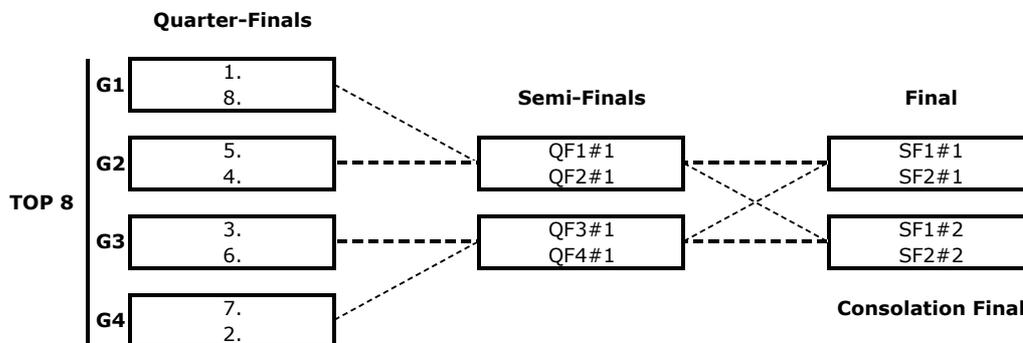
7.2.2. Final Phase (KO Systems)

7.2.2.1. The qualified skaters are grouped by two as following: first qualified against last qualified, second against second to last, etc. (See

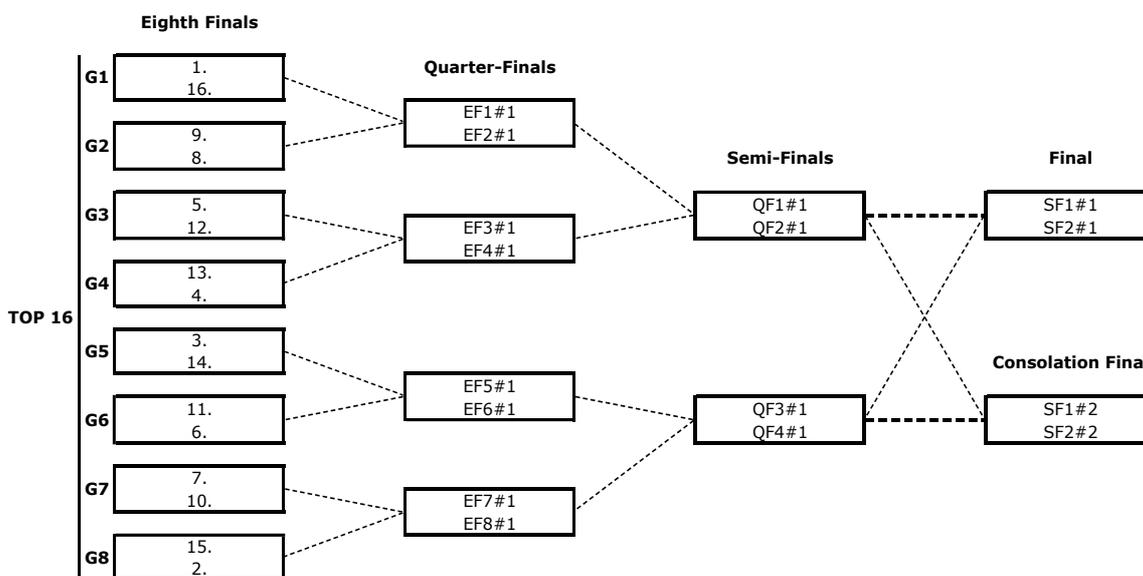
7.2.2.2. Figure 6 and

7.2.2.3. Figure 7) The first skater to win 2 runs goes through to the next round, the other is knocked out.

Figure 6: KO SYSTEM GROUPING TOP 8



**Figure 7: KO SYSTEM GROUPING TOP 16**



7.2.2.4. If a qualified skater gives up without any valid reason, his result is void and the remaining skater of the group goes through to the next round.

7.2.2.5. If there is no winner in a group after 5 runs, the best-ranked skater at the qualifications is declared winner and goes through to the next round.

7.2.2.6. At the end of the Semi-Final Round, the winners of each Semi-Final group compete for places 1 and 2 in the Final Round, after the two other skaters have competed for places 3 and 4 in a Consolation Final.

7.2.2.7. Each skater can ask a 15 sec timeout during each duel.

### 7.3. Speed Slalom Requirements

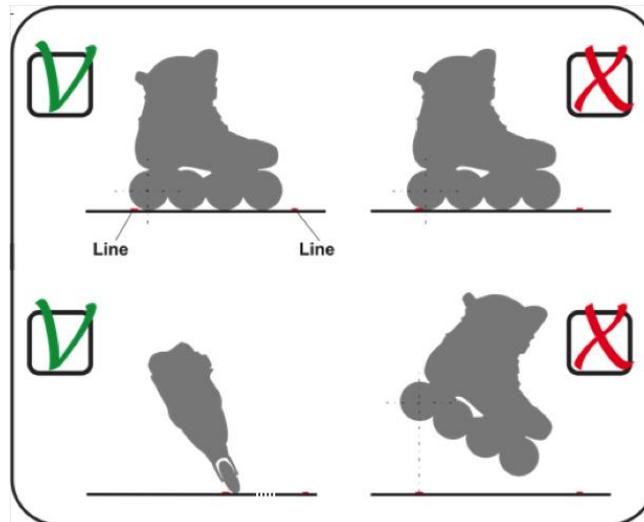
#### 7.3.1. Start and Start Command

##### 7.3.1.1. Qualifying Phase (Time Trials)

- The start command for a free start qualification run is: “On Your Marks” followed by “Ready”
- The skater must start their run within 5 sec after the start command “Ready”, or they will be subjected to a false start warning. In the case of two consecutive false starts, the run is declared void.
- The skater’s front foot must be within the starting box (40cm x 2m) and no part of it, wheels included, should touch the front and back starting lines.

Parts of the back foot may touch the back starting line. Both skates and parts of these must touch the ground. The first movement forward of the skate must pass the starting line. The oscillation of the skater's body is allowed. Time starts when any part of skaters' body crosses the gate beam.

**Figure 8: SKATER'S FRONT FOOT POSITION IN STARTBOX**



#### 7.3.1.2. Final Phase (KO System).

- The start command process for a run of the Final Phase is: “On Your Marks. Set. [Beep Signal]”
- “On your marks”: The skaters should get ready and pick a starting stance within 3 sec, or they will be given a false start warning.
- “Set”: No move or body oscillation is allowed after the “Set” command, or the skater will be given a false start warning.
- Start Signal (“Beep”): The skaters must wait for the start signal (“Beep”) to go, or they will be given a false start warning.
- The skater's front foot must be behind the starting line and no part of it, wheels included, should touch the starting line. Both skates or parts of these must touch the ground and must not be rolling. No wheels should be over the start line.

#### 7.3.2. Entering the cone line

A line, perpendicular to the cones and level with the front edge of the first cone, marks the end of the speed-up area and the beginning of the slalom area.

7.3.2.1. Skaters must enter the cone line on one foot. Its allowed to be on one wheel during the run and a skater cannot be penalised for this.

#### 7.3.3. End Line

7.3.3.1. Skaters must cross the end line with their supporting foot with at least one wheel touching the ground.

## **7.4. Penalty Grading**

### **7.4.1. Start line Penalties**

7.4.1.1. If a skater does not freeze within 3 sec after the “On your marks” command, they will be given a false start warning.

7.4.1.2. After the “Set” command, no movement or body oscillation is allowed, or a false start warning will be given.

7.4.1.3. If a skater starts before the start signal (Beep), they will be given a false start warning.

7.4.1.4. If a skater makes two false starts (on the same run), they will be disqualified for the run.

### **7.4.2. First Cone Penalties**

7.4.2.1. If a skater is not on one foot when entering the cone line, the first cone is considered a missed cone and they will be given a first cone penalty.

7.4.2.2. If a skater is not on one foot when passing the second cone, they will be given a missed cone penalty in addition to the first cone penalty.

7.4.2.3. If a skater is not on one foot when passing the third cone, the run will be void and no time will be given.

### **7.4.3. Slaloming Penalties**

7.4.3.1. If a skater changes foot or if their free foot touches the ground before the end line, their run will be void and no time will be given.

### **7.4.4. End Line Penalties**

7.4.4.1. If the end line is not crossed at first by the supporting foot, the run will be void and no time will be given.

7.4.4.2. It is forbidden to jump over the end line. If so, the run will be void and no time will be given. It's allowed to jump before the end line if skater landed before the finish line.

### **7.4.5. Cone Penalties**

- 7.4.5.1. A penalty of +0.2 sec for each missed and kicked cone will be added to the skater's time.
- 7.4.5.2. A cone for which the marking centre is revealed is considered a kicked cone and a +0.2 sec penalty will be added to the skater's time.
- 7.4.5.3. Moved cones for which the marking centres are not revealed are not penalized.
- 7.4.5.4. In the special case a moved cone rolls back into its cone marking, covering its centre, no penalty will be added.
- 7.4.5.5. If a moved cone knocks another cone, both cones will receive a +0.2 sec penalty. Example: If a skater moved a cone - he will receive +0.2 sec penalty, if the cone he moved knocks another cone out of its mark, he will receive +0.4 sec penalty (+0.2 sec for each)
- 7.4.5.6. If a skater has more than 4 cone penalties, his run will be void and no time will be given. For small scale competitions, the number of cone penalties leading to the run's disqualification is at the discretion of the Chief Referee

## **7.5. Cone Pickers**

The rules for cone pickers are the same as for Freestyle Slalom Classic (See 5.10).

## **7.6. Ranking**

### **7.6.1. Qualifying Phase (Time Trials) Ranking**

- 7.6.1.1. The final ranking of the qualifying phase is based on the best time of skaters, out of their two runs.
- 7.6.1.2. In case of a tie, the second qualification runs will be used to decide between the skaters. In case of a tie on both qualification runs, the skaters Speed Slalom International World Rankings will be used to decide them. In case of a tie (no International World Ranking), the qualification should be decided by coin tossing.
- 7.6.1.3. In case of athletes have no time (DQ) in their both qualification runs all of them will take the same last place in the ranking of the competition

### **7.6.2. Final Phase (KO System) Ranking**

- 7.6.2.1. Places 1 and 2 go to the skaters who reached the Final Round. They are determined according to the results of the Final Round.

- 7.6.2.2. Places 3 and 4 go to the skaters who reached the Semi-Final Round but did not go through to the Final Round. They are determined according to the results of the Consolation Final.
- 7.6.2.3. Places 5 to 8 go to the skaters who reached the Quarter Final Round but did not go through to the Semi-Final Round. They are ranked according to their best time at the qualifying phase.
- 7.6.2.4. Places 9 to 16 go to the skaters who reached the Eighth Final Round but did not go through to the Quarter Final Round. They are ranked according to their best time at the qualifying phase. etc.
- 7.6.2.5. On the final ranking table, the results of the skaters who qualified for the final phase will be indicated with their best times of both the qualifying and final phases. Skaters who did not qualify for the final phase will be indicated with their best qualification time.

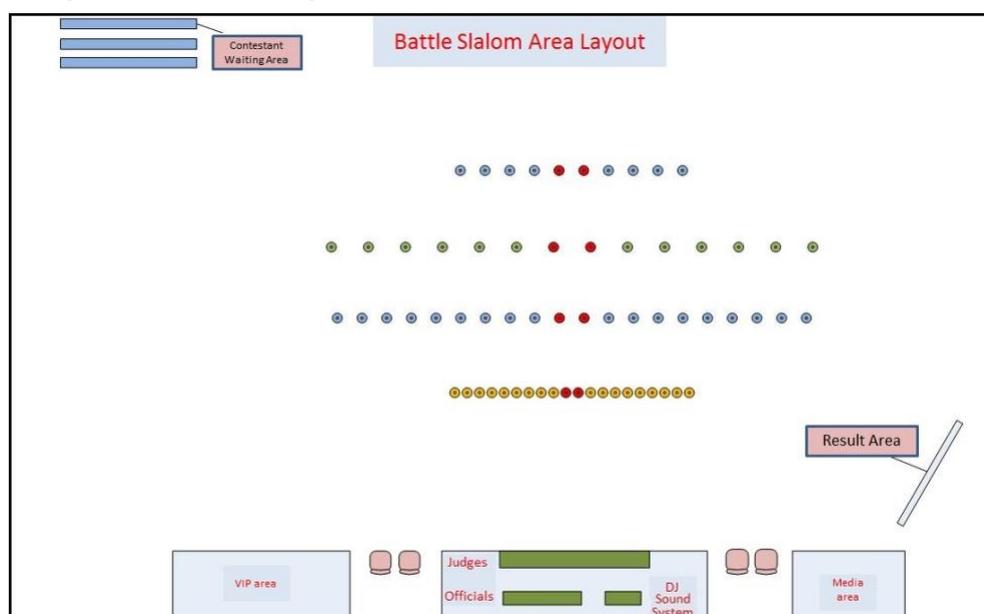
## 8. FREESTYLE SLALOM BATTLE

Skaters compete in small groups of 3 or 4 and have several runs to outbid their opponents in technique. The best two go through to the next round. The ranking is made by direct comparison between the skaters.

### 8.1. Competition Area

The Freestyle Slalom Battle Competition Area is the same as that of Freestyle Slalom Classic with an additional line of 10 cones with a 80 cm spacing, placed 2 m apart from the 120 cm cone line (See 5.1 & Figure 9) **Figure 9: FREESTYLE SLALOM BATTLE COMPETITION AREA LAYOUT**

### 8.2. Composition of Groups



- 8.2.1. Groups are calculated according to the latest International World Ranking. Each skater is ranked in the list according to their International World Ranking. Non-ranked skaters are added randomly at the end of the list.
- 8.2.2. Each group has a minimum of 3 skaters and a maximum of 4 skaters. In case that the number of skaters registered doesn't allow to have groups of 3 or 4 skaters, or to reduce the competition time, Pre-qualification groups can be organized according to head judge's decision. In the only case of pre-qualification groups, the head judge can exceptionally decide to group 5 skaters together.
- 8.2.3. The number of groups depends on the number of skaters. They are organized as following: 12-16 skaters > 4 groups; 18-23 skaters > 6 groups; 24-32 skaters > 8 groups; etc. (See Figure 10 & Figure 11)
- 8.2.3.1. Once the groups are calculated and confirmed by the head judge, if any skater gives-up after the publication of the groups, there may not be regrouping of the skaters, and the group where the skater was assigned will have one skater less. If a skater gives up without a valid reason such as medical reason, this skater could be penalized for this event, next events, or lose International World Ranking points, according to the World Skate Inline Freestyle Technical Commission.

**Figure 10: BATTLE GROUPING DIAGRAM 24**

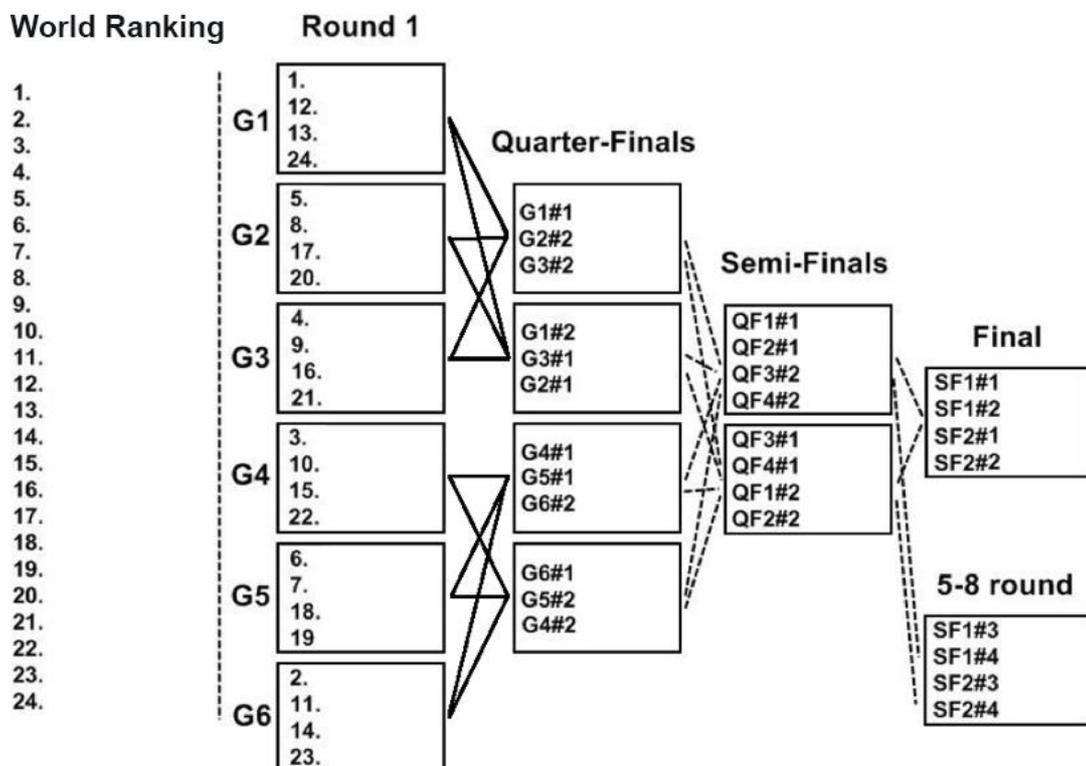
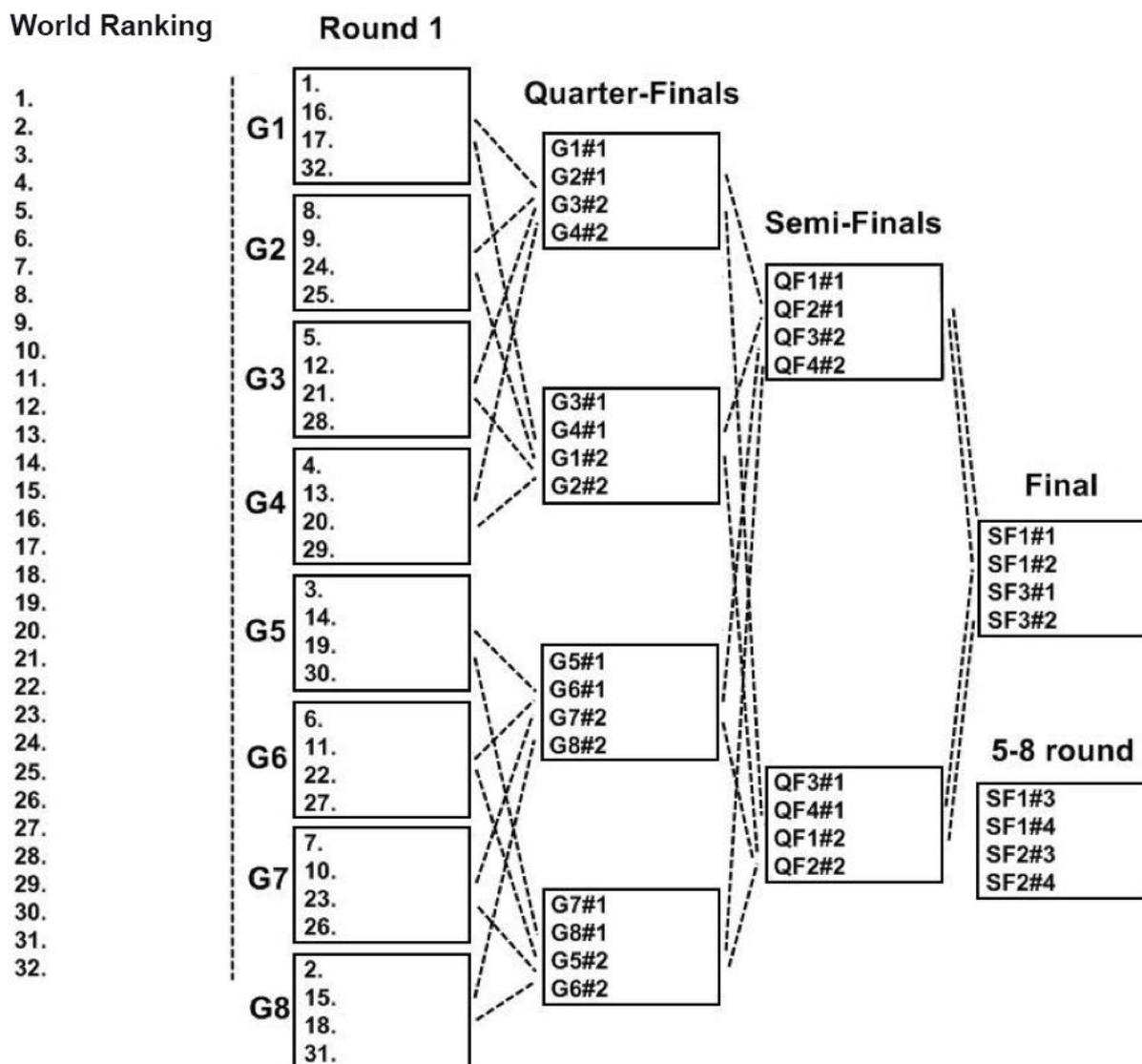


Figure 11: BATTLE GROUPING DIAGRAM 32



### 8.3. Competition Regulation

- 8.3.1. The skaters of a group have the same number of runs and perform one by one. Each run lasts 30 sec. The countdown starts when the skater enters the first cone, and the judges stop judging after exactly 30 sec.
  - 8.3.1.1. The number of runs in a group varies: Up to Quarter-Final Rounds, skaters may have 2 or 3 runs at the discretion of the head judge. In Semi-Finals, skaters have 3 runs each. In Consolation Final, skaters have 2 runs and 1 last trick each. In Final, skaters have 3 runs and 1 last trick each (See 8.4).
  - 8.3.1.2. The skaters of the first group are called for warm-up on the competition area (1-5 min).

- 8.3.1.3. In the meantime, the MC presents the skaters and announces their order to go within the current group.
- 8.3.1.4. Before each run, skaters must wait for the MC to allow them to go.
- 8.3.1.5. The DJ is in charge of the music. Skaters are not allowed to choose their music.
- 8.3.2. During the runs:
  - 8.3.2.1. It is not compulsory to use each line or skate each cone.
  - 8.3.2.2. Only the performances of the current round are taken into account. The performances of the previous rounds are not taken into account.
  - 8.3.2.3. If the time is not displayed on a screen, the MC must inform the skaters about the time left: 20, 10, 5 sec.
- 8.3.3. After the runs at the end of the group:
  - 8.3.3.1. Skaters must wait for the results in the Result Area.
  - 8.3.3.2. During the judges' deliberation, the MC calls the skaters of the next group for warm-up.
  - 8.3.3.3. When the judges' deliberation is done, the MC stops the warm-up and announces the results in the following order: the first-qualified skater (1), the last-ranked skater (4), the second-qualified skater (2), and the third-ranked skater (3). The 2 qualified skaters go to the next round, the 2 other skaters are out.
  - 8.3.3.4. In case of a tie, see 8.4.
  - 8.3.3.5. In the events, where “double judging” formula with 2 teams of judges is used, the 8.3.1.2 and 8.3.3.2 may not be applied.
- 8.3.4. In the Final Round:
  - 8.3.4.1. At the end of the Semi-Final Round, the two best skaters of each group are qualified for the Final to compete for places 1 to 4. The two last ranked of each group will compete for places 5 to 8 in the Consolation final. According to the head judge’s decision prior to the start of the Freestyle Battle competition, the consolation final may be cancelled.

8.3.4.2. In the Final only, the finalist skaters choose their order to go as following: the best ranked at the International World Ranking chooses first out of the 4 available places (1, 2, 3 or 4), the second best-ranked skater chooses out of the 3 remaining places, the third best-ranked skater chooses out of the 2 remaining places, the fourth skater gets the last place available.

#### **8.4. Best Trick And Last Trick**

##### **8.4.1. Best Trick:**

At any round, in case of a tie between two skaters, a Best Trick may be asked by the judges.

8.4.1.1. A Best Trick consists of one single trick repeated as many times as possible.

8.4.1.2. The judges' final decision is based on the Best Trick performance only, regardless of the previous runs performed by the concerned skaters during the round.

8.4.2. The Best Trick procedure is as following:

8.4.2.1. The order to go is drawn by the main judge. The winner of the toss chooses the order.

8.4.2.2. Each concerned skater has a maximum of 2 consecutive attempts of 30 sec max. If the first attempt exceeds 10 sec, the skater does not have a second try. Only the best attempt is taken into consideration.

8.4.2.3. Once the Best Tricks performed, the MC goes to the judges' table and handles the microphone to each judge who announces their individual decision. The skater who gets the more votes wins the Best Trick.

8.4.3. The Last Trick is a supplementary run added in the Consolation Final and Final Rounds.

8.4.3.1. A Last Trick consists of one single trick repeated as many times as possible.

8.4.3.2. The sum of the runs and the last trick is taken into consideration by the judges for the ranking of the group

8.4.4. The Last Trick procedure is as following:

8.4.4.1. The order to go is the same at that of the runs.

8.4.4.2. Each skater has a maximum of 2 consecutive attempts of 30 sec max. If the first attempt exceeds 10 sec, the skater does not have a second try. Only the best attempt is taken into consideration.

## **8.5. Technique Requirements**

### **8.5.1. Tricks Standards and General Requirements.**

8.5.1.1. A trick = slalom move normally performed on a cone line which can be identified by the Judge. The tricks can be executed on any number of cones, but minimum number of cones for the trick to be validated by Judge without any penalties - 4 cones (or 3 spinning rotations). If a trick is not performed on 4 cones or 3 spinning rotation, a judge will still count it as a trick but will decrease the value of the trick.

8.5.1.2. Transitions, switching foot or changing directions from one trick to another trick of the same or different family are allowed. However, the transition should be done without pause to be validated.

8.5.2. The trick families are also taken into account by Judges. It's not mandatory for the Skater to use all the tricks families but the judges compare not only tricks quality, length, speed, clearness etc., but also a variety to compare the skaters in a group.

#### **8.5.2.1. Sitting tricks:**

The skater should be in a squatting position, with their waist below knee level, at all time when performing on the cones.

#### **8.5.2.2. Jumping tricks:**

Both feet should be in the air at the same time.

#### **8.5.2.3. Spinning tricks:**

The skater should have at least one wheel touching the ground when spins, and should remain inside the cone line during the rotation.

#### **8.5.2.4. Wheeling tricks:**

Tricks that are done in a forward direction, whether frontwards or backwards, and inside the cone line, with only one wheel touching the ground.

#### **8.5.2.5. Other tricks:**

Do not include sitting, jumping, spinning and wheeling tricks.

- 8.5.3. Judges cannot consider "attempts" of tricks or transitions like a trick, but just as a missed trick or not count at all if not performed fully or not landed properly.
- 8.5.4. The performances of the skaters within a same group are not scored, but ranked by direct comparison, after a deliberation of the judges who take a common decision. The judges base their ranking on technical criteria:
  - 8.5.4.1. Quantity and Quality: The difficulty of a trick is assessed according to its number of repetitions as well as to the quality of its execution, of the skater's control from the start to the end of the trick. A trick with less repetition but with a mastered exit will be preferred to a slightly longer trick from which the skater exits in collapsing (the number of cones performed is also taken into account in the comparison). A trick is considered as inside the line if a wheel crosses either of the lines parallel to the side edges of the cones.
  - 8.5.4.2. Continuity and Flow: Tricks with controlled starts and exits as well smooth transitions between the different phases of the lines.
  - 8.5.4.3. Trick variety: Performing a wide range of tricks shows a more complete technical achievement than just focusing on one skill.
  - 8.5.4.4. Footwork and Linking: Integrating a trick into footwork shows a higher technical achievement of the trick itself than doing the same trick with no footwork introduction or exit. The complexity of the footwork itself is also taken into consideration.

## **8.6. Penalties**

- 8.6.1. There is no penalty given for failing a trick, kicking cones, losing balance or falling. However, they downgrade the technical quality of the skater's performance.
- 8.6.2. Kicked or missed cones:
  - 8.6.2.1. Kicked and missed cones during a trick are taken into account by decreasing the trick's "length". e.g. 2 cones kicked out of an 8-cone trick = 6-cone trick.
  - 8.6.2.2. Likewise, performances on previously kicked cones will not be taken into account. e.g. a trick performed on 6 cones with one cone previously kicked in the middle of those will count as 5 cones trick.
- 8.6.3. Falls:

In case of a fall, the trick performed will only be taken into account until the skater's loss of balance.

#### **8.6.4. Repetition:**

If a same trick is performed several times in the same round, only the best attempt will be taken into consideration. A same trick or similar tricks repeated several times in the same round lowers the appreciation of a skater's variety.

#### **8.7. Cone Pickers**

8.7.1. Cone pickers must replace all cones on their markings after each run.

8.7.2. Cone pickers must ensure that the area is clear before and during each run.

8.7.3. Cone pickers must not wear skates when they are on duty.

#### **8.8. Rankings**

8.8.1. The ranking of each group is made by common decision of the judges.

8.8.1.1. If all the judges agree with the group ranking, it is validated without deliberation and immediately announced by the MC.

8.8.1.2. If all the judges do not agree with the group ranking, they deliberate until they come up with a common agreement.

8.8.1.3. If the judges do not come up with a common agreement, the majority wins (2 vs. 1 decision). To be specified by the MC at the result announcement.

8.8.1.4. If the judges cannot decide between two skaters, they may ask for a Best Trick (See 8.4).

8.8.2. The final ranking of the competition goes as following:

8.8.2.1. Places 1 to 4 go to the skaters who reached the Final Round. They are determined according to the results of the Final Round.

8.8.2.2. Places 5 to 8 go to the skaters who reached the Semi-Final Round but did not go through to the Final Round. They are determined according to the results of the Consolation Final. In the case that the consolation final doesn't take place, the 2 skaters who took the 3rd place in their respective Semi-final group would be awarded the joint 5th place, while the 2 skaters who took the 4th place in their respective Semi-final group would be awarded the joint 7th place.

8.8.2.3. The 4 skaters who ranked 3rd of their respective Quarter Final Groups get the overall 9th place. The 4 skaters who ranked 4th of their respective Quarter Final Groups get the overall 13th place.

8.8.2.4. The 8 skaters who ranked 3rd of their respective Eight Final Groups get the overall 17th place. The 8 skaters who ranked 4th of their respective Eighth Final Groups get the overall 25th place, etc

## 9. FREESTYLE SLIDE

Skaters compete in small groups of 4 and have several runs to outbid their opponents in technique. The best two go through to the next round. The ranking is made by direct comparison between the skaters. The use of all protectives, including helmet is highly recommended for this discipline.

### 9.1. Competition Area

9.1.1. The surface of the Competition Area should be appropriate for sliding: flat and smooth, without holes or bumps.

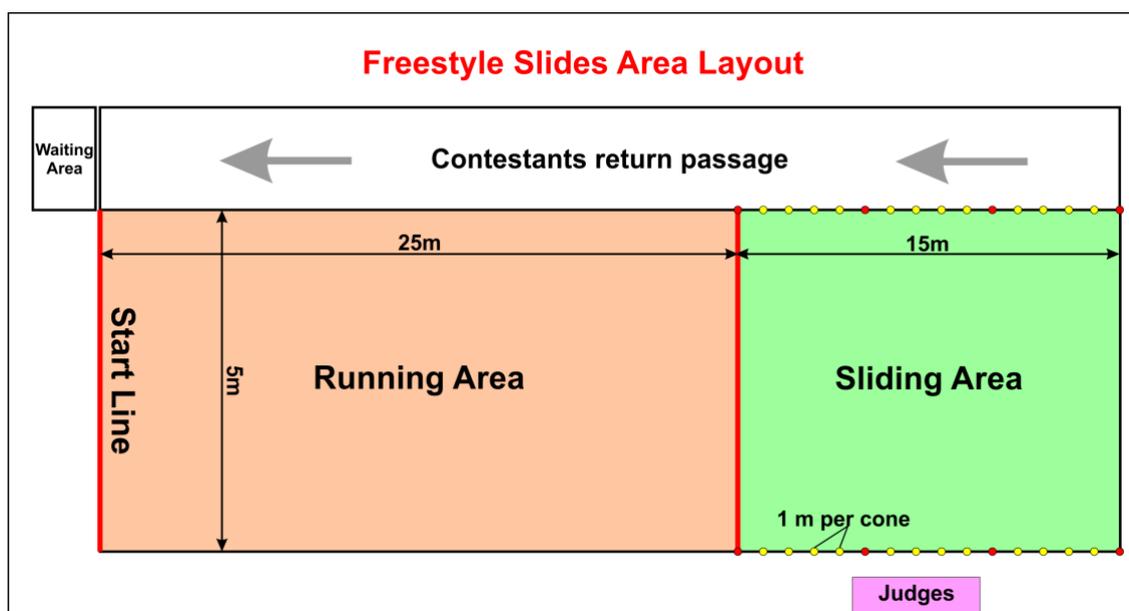
9.1.2. The judges' tables are placed facing the execution area. They should be at least 1 m away from the competition area.

9.1.3. The Competition Area should be of minimum 40 m long by 5 m wide, (width may be reduced depending on the venue size and is subject to Head judge's decision) including:

9.1.3.1. A Speed-up Area of 25 m between the start line and the slide area line, for the competitor to accelerate in order to execute the trick.

9.1.3.2. A Slide Area of 15 m delimited on both sides by lines of cones, placed 1 m apart from one another in order to indicate the 1 m distance marking

Figure 12: FREESTYLE SLIDES COMPETITION AREA LAYOUT



## **9.2. Composition Of Groups**

- 9.2.1. Groups are calculated according to the latest slide International World Ranking. each skater is ranked in the list according to their Slide International World Ranking. Non-ranked skaters are added randomly at the end of the list.
- 9.2.2. In a event whereby majority of the skaters do not have International World Ranking. There can be prequalifying rounds for the grouping. Each skater will be group according to their results If time permits, skaters are allow 2 runs, taking the best results for final grouping. If times do not permit, skaters are only allowed one run, taking the result for grouping.
- 9.2.3. Each group has a minimum of 3 skaters and a maximum of 4 skaters. In case that the number of skaters registered doesn't allow to have groups of 3 or 4 skaters, or to reduce the competition time, Pre-qualification groups can be organized according to head judge's decision. In the only case of pre-qualification groups, the head judge can exceptionally decide to group 5 skaters together.
- 9.2.4. The number of groups depends on the number of skaters. They are organized as following: 12-16 skaters > 4 groups; 18-23 skaters > 6 groups; 24-32 skaters > 8 groups; etc. (See Figure 10 & Figure 11)

## **9.3. Competition Regulations**

- 9.3.1. The skaters of a group have the same number of runs and perform one by one.
  - 9.3.1.1. The number of runs in a group varies: Up to the Final Round, skaters have 4 runs each. In Final, skaters have 5 runs each
- 9.3.2. The skaters of the first group are called for warm-up on the competition area (1-5 min).
  - 9.3.2.1. In the meantime, the MC presents the skaters and announces their order to go within the current group.
  - 9.3.2.2. Before each run, skaters must wait for the MC to allow them to go.
- 9.3.3. During the runs:
  - 9.3.3.1. Skaters may do single slides or slide combinations. There is no limitation (See 9.5).

- 9.3.3.2. The 3 best runs (out of 4) of each skater are taken into account.
- In Final, the 4 best runs (out of 5) of each skater are taken into account.
  - The performances of the previous rounds are not taken into account
  - The dismissed slide is used in the event of a tie.
- 9.3.3.3. Only slides performed into the Slide Area are taken into account.
- 9.3.3.4. Only the distance slid inside of the Slide Area is taken into account.
- 9.3.3.5. Slides that continue outside of the Slide Area are treated as incomplete slides and will be penalized by the Judges - only the section inside the Slide Area will be counted and a lower value will be granted.
- 9.3.4. After the runs at the end of each group:
- 9.3.4.1. During the judges' deliberation, the MC calls the skaters of the next group for warm-up
- 9.3.4.2. When the judges' deliberation is done, the MC stops the warm-up and announces the results in the following order: the first-qualified skater (1), the last-ranked skater (4), the second-qualified skater (2), and the third-ranked skater (3). The 2 qualified skaters go to the next round, the 2 other skaters are out.
- 9.3.4.3. In case of a tie, see 9.4
- 9.3.5. **In the Final Round:**
- 9.3.5.1. At the end of the Semi-Final Round, the two best skaters of each group are qualified for the Final to compete for places 1 to 4. The two last ranked of each group will compete for places 5 to 8 in the Consolation final. According to the head judge's decision prior to the start of the Freestyle Slides competition, the consolation final may be cancelled.
- 9.3.5.2. In the Final only, the finalist skaters choose their order to go as following: the best ranked skater at slide International World Ranking chooses first out of the 4 available places (1, 2, 3 or 4), the second best-ranked skater chooses out of the 3 remaining places, the third best-ranked skater chooses out of the 2 remaining places, the fourth skater gets the last place available.
- 9.4. Best Slide**
- 9.4.1. At any round, in case of a tie between two skaters, a Best Slide may be asked by the judges.

- 9.4.2. A Best Slide consists in one single slide or a combination of slides (See 9.5)
- 9.4.3. The judges' final decision is based on the Best Slide performance only, regardless of the previous runs performed by the concerned skaters during the round.
- 9.4.4. The Best Slide procedure is as following:
  - 9.4.4.1. The order to go is drawn by the main judge. The winner of the toss chooses the order.
  - 9.4.4.2. Each concerned skater has a maximum of 2 consecutive attempts. Only the best attempt is taken into consideration.
  - 9.4.4.3. Once the best tricks performed, the MC goes to the judges' table and handles the microphone to each judge who announces their individual decision. The skater who gets the more votes wins the Best Trick.

## **9.5. Technique Requirements**

The performances of the skaters within a same group are not scored, but ranked by direct comparison, after a deliberation of the judges who take a common decision. The judges base their ranking on technical criteria:

- 9.5.1. Length and Quality:

The difficulty of a trick is assessed according to its length as well as to the quality of its execution, of the skater's control from the start to the end of the trick. A shorter trick but with a mastered exit will be preferred to a longer trick from which the skater exits in collapsing.

  - 9.5.1.1. The minimum length for a single slide is 2 m.
  - 9.5.1.2. A Slide Combination (combo) consists in 2 or more single sliding tricks combined with transitions into 1 slide. In combo, the minimum length of each slide is 2 m and the transition distance must not exceed 1 m.
- 9.5.2. Continuity and Flow:

Tricks with controlled starts and exits as well smooth transitions for combos between the different slides.
- 9.5.3. Body management with a mastered use of the upper body.
- 9.5.4. Trick variety:

Performing a wide range of tricks shows a more complete technical achievement than just focusing on one skill.

  - 9.5.4.1. Skaters must show slides from a minimum of two families.

## 9.6. Penalties

- 9.6.1. In the case of tripping or falling, the slide is considered void.
- 9.6.2. If one or both hands of a skater touch the ground, the slide is considered void.
- 9.6.3. If a skater repeats several times the same slide during a round, only the best attempt will be taken into account.

## 9.7. Ranking

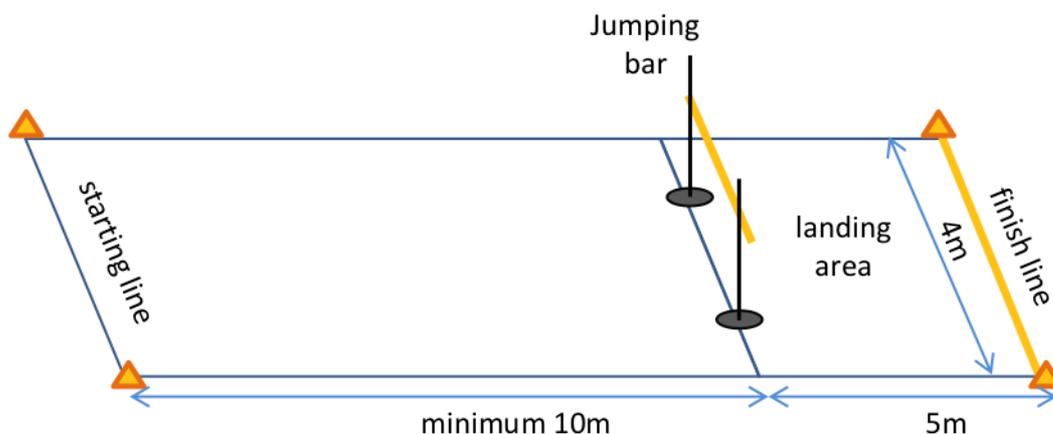
The ranking of Freestyle Slides battle follows the same organization as that of Freestyle Slalom Battle (See 8.8).

# 10. FREE JUMP

Skaters have several attempts to jump as high as possible over a bar.

## 10.1. Areas and Equipment

Figure 13: FREE JUMP COMPETITION AREA LAYOUT



### 10.1.1. Equipment

The minimum necessary equipment is two poles graduate from 0.4 m to 1m70 and a bar of 3 meters long. It is strongly recommended to have spare bars in case for replacement if necessary.

A finish line must be drawn (tape) 5m after the bar.

## 10.2. Competitors

### 10.2.1. Protective Gears.

There is no protective gear compulsory. Wrist guards are strongly recommended.

### **10.3. Competition Regulations**

The sequence order for the skaters is based on the reverse order of the latest International World Ranking published.

#### **10.3.1. Regulations**

10.3.1.1. The competitor will jump over a bar, they can try 2 to 3 times to jump over the bar (according to the head judge's decision), and if they successfully performed a jump - they can continue to the next round. The competitor can also decide not to jump a bar of jump, waiting for the next step (skip the height). The competitors cannot skip the jump at first bar's height ("entry jump").

10.3.1.2. If the bar after the jump falls or if the competitor goes under the bar of jump, the competitor fails the jump.

10.3.1.3. If he jumps over and lands without falling, without touching the floor with his hand or his knee, or any other part of his body, the competitor succeeds. The jumper must cross the finish line to validate his attempt. If the skater falls after the finish line, the attempt will be validated. If the skater falls before, the attempt will be considered as a fail.

10.3.1.4. If the competitor fails his last try, he is out of the competition.

10.3.1.5. The competition starts at different height for women and for men. The Head judge will decide the height of the first bar according to the context (time, category...) All skaters must jump the first bar.

- Women: ...70cm / 80cm / 90cm / 95cm / 100cm / 105cm / 110cm and so on...
- Men: ...90cm / 100cm / 110cm / 115cm / 120cm / 125cm / 130cm and so on...

10.3.1.6. When only 3 skaters are left, the skaters shall choose their height in consultation one to each other. If no decision has been taken between the final athletes, the lowest height requested will be placed. The minimum will be 2cm more than the previous height.

10.3.1.7. A skater, who unreasonably delays making a trial, renders him liable to have that trial disallowed and recorded as a failure. It is a matter for the Judges to decide, having regard to all the circumstances, what is an unreasonable delay. The official responsible shall indicate to the skater that all is ready for the trial to begin, and the period allowed for this trial shall commence from that moment.

10.3.1.8. If the skater subsequently decides not to attempt a trial, it shall be considered a failure once that period allowed for the trial has elapsed. No additional time will be allowed for further adjustment. If the time allowed elapses after an athlete has started his trial, that trial should not be disallowed.

#### **10.4. Ties**

Ties shall be resolved as follows for places 1 to 3:

10.4.1. The athlete with the lowest number of jumps at the height at which the tie occurs shall be awarded the higher place.

10.4.2. If the tie still remains, the athlete with the lowest total of try shall be awarded the higher place.

10.4.3. If the tie still remains, the athlete who has the higher first fail jump shall be awarded the higher place.

10.4.4. If the tie still remains, the jumpers have an additional jump. Each jumper has maximum three attempts, but if a jumper succeeds and the other fails at the same attempt, there will be no further attempts and the jumper who succeeded shall be awarded the higher place (Golden Jump). The bar is then alternately lowered or raised 2cm by 2 cm until one jumper succeeds at a given height/attempt.

10.4.5. Athletes so tying must jump on each occasion when resolving the tie.

10.4.6. Ties shall be resolved as follows from the 4<sup>th</sup> place and other places after:

10.4.7. The athlete with the lowest number of jumps at the height at which the tie occurs shall be awarded the higher place.

10.4.8. If the tie still remains, the athlete with the lowest total of try shall be awarded the higher place.

10.4.9. If the tie still remains, the athlete who has the higher first fail jump shall be awarded the higher place

10.4.10. If the tie still remains, the athletes will have the same ranking

# APPENDIX A: FREESTYLE SLALOM TRICK MATRIX

All technical tricks based on stability, average speed, on 80cm cones (min 4 cones on tricks, min 3 cones (or spins) for spinning moves)									
	Others	Sitting	Jumps	Wheelings	Spins				
A (50-60)	10	Toe Christie Back			Toe Footgun Spin	10			
	9	Toe Christie	Toe Wiper			9			
	8					8			
	7					7			
	6					6			
	5	Toe Footgun Back			Internal / External 1 Cone 7 Back	5			
	4	Butterfly			Internal / External Backward 7	4			
	3					3			
	2				Internal / External 7	2			
	1	Tea Pot/Superman				1			
B (40-50)	10	Toe Footgun	Footgun Footspin	Flipping 360 Shift / Wheeling Fishleg / Daylight	Internal / External 1 Cone 7	10			
	9		Kazatchok Back			9			
	8	Toe Reverse Eagle				8			
	7					7			
	6					6			
	5					5			
	4					4			
	3					3			
	2	Cobra Back				2			
	1				Sewing Machine	1			
C (30-40)	10	Christie		Wheeling Back		10			
	9	Footgun Back	Kazatchok		Cross Korean Volt Back	9			
	8	Reverse Eagle			One Cone Cross Korean Volt	8			
	7				Cross Korean Volt	7			
	6	Toe Wheeling Eagle		Flat Shift / Flat Fake		6			
	5			Wheeling Forward	Two Wheelis Spinning	5			
	4					4			
	3	Z-Eagle	Footgun		Reverse J-Turn	3			
	2		Gross Sitting Heel-Toe			2			
	1	Special	Gross Sitting Heel Toe	Special Jumps		1			
D (20-30)	10	Bush	Footspin		J-Turn	10			
	9	Heel Toe Special			2Feet Spin	9			
	8	Eagle / Eagle Cross / Sidesurf	Sitting Heel-Toe Back		Total Cross	8			
	7		Sitting Heel-Toe / Full Remi			7			
	6			Heel-Toe Back		6			
	5			Fan Volt Series / Sweepers		5			
	4					4			
	3					3			
	2					2			
	1	Eight	Small Car / 5 Wheelis Sitting			1			
E (10-20)	10	Eight Back	X Jump	One Foot Back	Italian / Volt	10			
	9	Crazy Legs	Grab Cross			9			
	8					8			
	7					7			
	6	Stroll / Back Stroll			Crazy Sun / Mexican	6			
	5	Crazy / Double Crazy Series			Sun / Mabrouk	5			
	4	Chap Chap / X		Crab		4			
	3	Nelson / Nelson Back				3			
	2		Sitting Fish			2			
	1	Others	Sitting	Jumps	Gross / Snake / Fish Series	Wheelings	Spins	1	

## APPENDIX B: VICTORY POINT SYSTEM

The main idea of the system is to calculate how many times more than half of the judges voted (by their rankings) for the one skater against other skaters.

Example

**Table 1. Judges marks**

Name	Pen	Judge 1			Judge 2			Judge 3			Judge 4			Judge 5		
		Tech	Style	Total												
Skater 1	1	42	33	74	32	27	58	41	34	74	44	35	78	44	36	79
Skater 2	0	35	25	60	28	19	47	38	28	66	36	27	63	35	25	60
Skater 3	2	38	28	64	22	16	36	29	22	49	36	27	61	32	26	56
Skater 4	2	31	26	55	26	19	43	36	28	62	37	27	62	27	18	43
Skater 5	0	28	28	56	35	28	63	25	24	49	33	28	61	25	19	44
Skater 6	2,5	12	16	25,5	15	7	19,5	22	20	39,5	24	20	41,5	22	12	31,5
Skater 7	2	21	20	39	14	5	17	21	19	38	26	19	43	15	8	21
Skater 8	3	11	14	22	14	4	15	20,5	20	37,5	21	19	37	13	6	16

**Table 2. Judges rankings**

Name	J1	J2	J3	J4	J4
Skater 1	1	2	1	1	1
Skater 2	3	3	2	2	2
Skater 3	2	5	4	4	3
Skater 4	5	4	3	3	5
Skater 5	4	1	4	4	4
Skater 6	7	6	6	7	6
Skater 7	6	7	7	6	7
Skater 8	8	8	8	8	8

**Table 3. Victory Points List and final ranking**

	Skater 1	Skater 2	Skater 3	Skater 4	Skater 5	Skater 6	Skater 7	Skater 8	Win Sum	Local WP	Tech Pts Sum	Total Win Pts	Total marks Sum	Place
Skater 1		5	5	5	4	5	5	5	7					1
Skater 2	0		4	5	4	5	5	5	6					2
Skater 3	0	1		2	3	5	5	5	4	5	157	21		3
Skater 4	0	0	3		2	5	5	5	4	5	157	20		4
Skater 5	1	1	2	3		5	5	5	4	5	146			5
Skater 6	0	0	0	0	0		3	5	2					6
Skater 7	0	0	0	0	0	2		5	1					7
Skater 8	0	0	0	0	0	0	0		0					8

Table shows how many judges voted for skaters in column against skater in row (victory points)

**Criteria1** - Main criteria - the number of victories against all skaters

When we compare each skater with other skaters if the victory points of the skater in cell is greater than half of the judges number we add 1 point to Criteria 1 (Win Sum). Highest rank goes to the highest sum. The meaning of the Criteria 1 is how many times more than half of the judges voted for this skater against other skaters

**Criteria2** - local win points

If Criteria1 is equal, (for example, in this table, skaters 3, 4, 5 are equal in Criteria1) then calculate victory points relatively these 3 skater only (Local points).

**Criteria3**

If Criteria2 is equal too we will compare their sum of technical marks.

**Criteria4**

When Criteria3 is equal we calculate total victory points for these skaters

**Criteria 5**

When Criteria4 is equal too, then compare their sum of total marks.

If Criteria5 is equal also, then they got same rank

## APPENDIX C: FREESTYLE SLIDES TRICK MATRIX

Technical Difficulty Rate Based on 2 Meters					
Technical Level	Family 1	Family 2	Family 3	Family 4	Family 5
A	V - Toe Toe	Cowboy Heel Heel	8 Cross Heel Heel		
		Cowboy Toe Toe	8 Cross Toe Toe		
			8 Cross Toe Heel		
		Cowboy Toe Heel			
			8 Cross 8 Wheels		
	Cross Ern Sui Heel Heel	Cowboy 8 Wheels	Cross UFO Heel Heel	FastSlide Heel	
			Cross UFO Toe Toe	FastSlide Toe	
	Cross Ern Sui Heel Toe	Backslide Toe	Cross UFO Toe heel		
	Cross Ern Sui Toe Toe	Backslide Heel	Cross UFO 8 Wheels		
Cross Ern Sui Heel				Cross Parallel Heel Heel	
Cross Ern Sui Toe				Cross Parallel Toe Heel	
				Cross Parallel Toe Toe	
B	Cross Ern Sui 4 wheels		Eagle Toe Toe		
			Eagle Toe Heel		
			Eagle 8 Wheels		
			Eagle Heel Heel		
	Ern Sui Heel Heel		Ufo special heel heel		
	Ern Sui Toe Heel		Ufo special toe toe	FastSlide 4 Wheels	
	Ern Sui Heel Toe		Ufo special toe heel		Unity / Savannah Heel Heel
	Ern Sui Toe Toe		Ufo special heel toe		Unity / Savannah Toe Toe
		Backslide 4 Wheels	UFO Toe Toe		Unity / Savannah Toe Heel
			UFO Toe Heel	Magic Toe Toe	
			UFO Heel Heel	Magic Heel Heel	
				Magic Toe Heel	Cross Parallel 8 Wheels
		Ufo special 8 wheels			
		UFO 8 Wheels			
C		Cross Acid Toe Heel			Parallel Toe Toe
	Ern Sui 4 Wheels	Cross Acid Heel Heel		FastWheel Heel	Parallel Heel Toe
		Cross Acid Heel Toe		FastWheel Toe	Parallel Heel Heel
		Cross Acid Toe Toe		FastWheel Heel Heel	Unity / Savannah 8 Wheels
				FastWheel Toe Toe	
				FastWheel Toe Heel	
			FastWheel Heel Toe		
D		Barrow Heel Toe			
	Soyale Heel Heel	Barrow Toe Heel			
	Soyale Heel Toe	Barrow Toe			
	Soyale Toe Heel	Barrow Heel			
	Soyale Toe Toe	Barrow 4 Wheels			
	Soyale Heel	Cross Acid Toe			Parallel 8 Wheels
	Soyale Toe	Cross Acid Heel			
	Soyale 4 Wheels	Acid Toe Heel			
		Acid Heel Toe		Magic 8 Wheels	
		Acid Toe Toe		FastWheel 4 Wheels heel	
			FastWheel 4 Wheels toe		
	Acid toe 4 wheels				
E	Soyale 8 wheels	Barrow 8 wheels			
				Powerslide Toe	
				Powerslide Heel	
		Cross Acid 8 Wheels		Powerslide Toe Toe	
				Powerslide Heel Heel	
				Powerslide Heel Toe	
		Acid Toe		Soul Toe (Fastwheel Toe)	
		Acid Heel		Soul Heel (Fastwheel Heel)	
		Acid 4 Wheels		Soul 4 Wheels (Fastwheel 4 wheels)	
				Powerslide	