

SCOOTERING TECHNICAL COMMISSION

RULEBOOK



2023 Competitions & World Championships Criteria



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INTRODUCTION

The following competition rules apply to all World Skate sanctioned scootering events included, this document's content applies to sports and technical matters; for any other purposes, World Skate Statutes, By-Laws, Rules, and Regulations shall be applied.

DEFINITIONS

Disciplines

World Skate event rules in this document are set for sanctioned scootering competitions in two official disciplines:

- Street
- Park
- Vert

Divisions

Divisions distinct by athlete's gender:

- Male
- Female
- Junior (Mixed)

Age Limit

Male (Pro): 14+ years old

Female (Pro): 14+ years old

Junior: 10-17 years old

If an athlete is within the Junior age guidelines but old enough to compete in Pro (14-17 years old), they can move categories. However, if a rider has registered for - and completed a single run in - a Pro category, they will no longer be eligible to compete in Junior for any future events.

Age is determined by birth year, not by specific date. E.g., in 2023, athletes born in 2005 are counted as 18 years of age, regardless of their day and month of birth, and therefore not eligible for Junior competitions.

Visual Identification

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

ATHLETES

Responsibilities

All athletes have the following responsibilities:

- To hold a valid license, membership, or affiliation to a World Skate-recognized National Federation or have been granted a wild card by World Skate.
- To abide by the World Skate rules and regulations.
- Athletes will check-in at the competition office according to deadlines and times defined by World Skate in official bulletins or communications.

To attend official practice according to the official schedule released by World Skate.

- To clear the competition area before the competition begins and avoid interfering in any way with the progress of the competition.
- To respect and accept the Jury's judgment.
- Street athletes under the age of 18 must wear a helmet during practice and competition.
- All park athletes, regardless of their age, must wear a certified helmet during practice and competition at all times.
- To read, understand, and acknowledge the World Skate Concussion Protocol, which must be considered as valid and effective for all sanctioned and non-sanctioned events. (Please see Concussion Protocol in the annexed documents section on page 30).
- To be always aware of their surroundings while in the skatepark (FOP) in order to avoid collisions throughout practice and competition time. Wearing headphones during practice and competition isn't recommended, at the Technical Delegate's discretion, scooters can be required to stop using headphones for safety reasons.

Nationality

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

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

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

Athlete Eligibility Status for the 2023 World Championships

Athletes are eligible to register and compete in the 2023 World Championships under the different status listed below:

<p>Country Quota Athletes</p>	<p>Country Quota athletes are riders who enter the competition by being registered by a National Governing Body member of World Skate.</p> <p>A fixed number of athletes can be registered by NGBs at each event in addition to any pre-seeded athletes.</p> <p>Country Quota athletes must be registered by NGBs through the World Skate sports entry platform or through any other registration procedure communicated by World Skate.</p> <p>Quota: Male: 10 per NGB Female: 10 per NGB Junior (mixed): 5 per NGB</p>
<p>Pre-Seeded Athletes</p>	<p>For the 2023 World Championships, there are a maximum of 11 pre-seeded athletes for the Male and Female categories, and 5 for Junior. This is the same for both Park and Street disciplines. These have been determined by the following:</p> <p>Male (Park & Street)</p> <ul style="list-style-type: none"> - Top 10 from the 2022 Men’s World Championships - 1st place from the 2022 Junior World Championships, <i>if they are eligible for Male competition and decide to permanently move category</i>. This is the decision of the athlete. <p>Female (Park & Street):</p> <ul style="list-style-type: none"> - Top 10 from the 2022 Women’s World Championships - 1st place from the 2022 Junior World Championships, <i>if they are eligible for Female competition and decide to permanently move category</i>. This is the decision of the athlete. <p>Junior Mixed (Park & Street):</p> <ul style="list-style-type: none"> - Top 5 from the 2022 Junior World Championships. <i>If the 2022 Junior World Champion chooses to compete in Male/Female categories as above, then 6th place is also eligible.</i> <p>Pre-seeded athletes don't count against the country quota. The competent NGB shall confirm the pre-seeded athletes attending the competition upon World Skate’s request.</p> <p>The registration of these athletes must not be processed on the World Skate sports entry platform.</p>
<p>Wild Card Athletes</p>	<p>Wild card athletes are athletes who are otherwise non-eligible to participate in the event but allowed to compete by World Skate.</p> <p>The status of a wild card athlete is granted at World Skate’s discretion and is limited to the following case:</p> <ul style="list-style-type: none"> ● Lack of an existing and recognized NGB in the country of the athlete’s origin.

NATIONAL TEAM

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

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

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

International Technical Officials (ITOs)

Judging Panel	The judging panel is appointed by World Skate, it consists of 5 Judges and 1 Head Judge. In this case, the Head Judge doesn't score or contribute to the Tie-Breaking process and may act as TD as well.
Head Judge (HJ)	<p>The Head Judge is the highest authority on the Judging Panel.</p> <p>Among Head Judges duties are:</p> <ul style="list-style-type: none"> • Enforcing compliance with competition regulations, while deferring to the TD for any disqualification issues. • The Head Judge provides a final and official statement on the following matters: <ul style="list-style-type: none"> ▪ Landed versus bailed tricks, runs and jams ▪ Timing related validity of tricks ▪ The Head Judge checks and approves the competition documents before they are signed by the TD <p>The Head Judge represents the Jury when interacting with the Event Director, TD, Local organizing committee (LOC), National Federations, and the athletes.</p>
Judges	Judges evaluate athlete performances to determine the event's final rankings.
Timekeeper (TK)	<p>The timekeeper is responsible for keeping the time of each athlete's performance during the competition.</p> <p>The timekeeper operates by using a chronometer accurate to 1/10 of a second. The timekeeper reports to the Head Judge and Technical Delegate. They communicate on timing directly to the announcer and Head judge.</p>
Course Manager (CM)	<p>The course manager is a technical official with the responsibility to oversee and manage operations any time athletes have access to the Field of Play (FOP).</p> <p>All athletes, media, support staff, and everyone else present inside the FOP are subjected to the course manager's responsibility and rules.</p> <p>The course manager's work is supported by the course security staff, a group dedicated to managing people and their security inside the FOP.</p>

SAFETY

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

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

Athlete Safety Equipment

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

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

Competition Area Access

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

Judging Area Access

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

TECHNICAL SPECIFICATIONS OF MATERIALS

Scooter

A scooter consists of a deck, handlebars, two wheels, a fork and other minor components. Only a stunt scooter which adheres to the following guidelines may be used in competition: Only non-electrical push scooters are permitted; no foldable mechanism, no toy scooters, no dirt scooters or scooters with more than 2 wheels. Wheels are no greater than 135mm in size. Scooters must be in good working conditions.

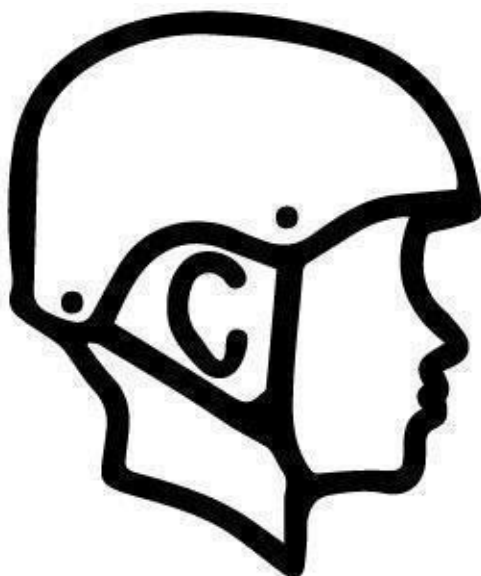
Helmet

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

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

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

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



RIDERS MEETINGS

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

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

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

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

PRE-COMPETITION PROCEDURES

Practice & Warm-Up

Pre-competition practice - Athletes shall be given a minimum of 60 minutes of practice prior to the beginning of a competition. The minimum duration of a single pre-competition practice session shall not be shorter than 30 minutes. During pre-competition practice, only registered athletes may access the course (field of play - FOP).

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

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

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

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

Practice groups

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

- Skatepark design
- Discipline
- Schedule constraints
- Gender

Practice groups can be defined based on:

- Scootering World Ranking
- Age groups

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

COMPETITION FORMATS

Boundaries of Performance

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

Park

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

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

RUN - In the Qualifying Round, Quarter-final and Semi-final, each athlete performs 2 runs. The highest and the lowest scores from each run are dropped, and the remaining three scores are added and then averaged to two decimal numbers. The best run's score counts for the final ranking position.

Each run is scored out of 100 points.

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

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

Street discipline competitions formats

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

Round		
Qualifying	Run	Jam Session
Quarter-final	Run	
Semi-final	1+1/1+1	
Final	1+1 or 2/5/3 or 2/3/3	

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

RUN - In the Qualifying and Quarter Final each athlete performs 2 runs. The highest and the lowest scores from each run are dropped, and the remaining three scores are added and then averaged to two decimal numbers. The best run's score counts for the final ranking position.

Each run is scored out of 100 points.

JAM SESSION - In the Jam session format, athletes will compete in a multi-rider Jam Session for a set time.

Athletes will be given a single Jam session score based on an overall impression from their performance. The highest and lowest scores from each athlete's jam session performance are dropped, and the remaining three scores are added and then averaged to two decimal numbers. The resulting score will be used to rank athletes for the final results of the competition round. Scores will not be published until the completion of all Jam Session heats.

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

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

2/5/3 & 2/3/3 - In the 2/5/3 format, athletes perform 2 runs, followed by 5 single trick attempts. In the 2/3/3 format, athletes perform 2 runs followed by 3 single trick attempts. In both formats, the best run's score together with 2 best single trick attempts scores count for the final aggregated overall score.

Each athlete in a competition heat performs a single attempt at a time; the next athlete follows him/her in the heat starting order. This continues until all athletes finish their 2 runs and 5 individual trick attempts.

The highest and lowest scores for each run or trick are dropped, and the remaining three scores are added and then averaged to two decimal numbers without any "rounding of numbers". Each athlete is scored for each run and every single trick. Athletes will have a total of seven scores. The best run's score together with 2 best single trick attempts scores are added together to establish the athlete's overall score and ranking in each event phase.

Runs are scored out of 100, and each trick is scored out of 50. Total maximum score is 200 points (100 + 50 + 50).

Seeding Order

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

Round	Seeding order
Quarter Final	Country quota athletes and Qualifying Round athletes in reverse standing
Semi-final	Quarter Final reverse ranking
Final	Semi-final reverse Standing: top 8 or 10 riders

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

SCORING PROCESS REGULATIONS

Tie-Break for Park and Run/JAM Street Formats

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

Tie-Break for Standard Street Formats

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

Makes versus Bails

The head judge is the final decision maker in identifying made tricks versus bailed tricks.

Judging Clarification Request

Once competition scores are approved by the head judge and published, they are final and not subject to any appeal. Athletes can request an explanation on judging and competition-related matters following the WS clarification protocol.

For details, see World Skate Clarification Request Protocol listed on page 36.

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

TIMEKEEPING

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

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

For all runs, jam sessions, and individual trick attempts, athletes have a 5-second limit to begin after receiving the course manager's signal. If athletes purposefully don't start their performances within this time limit, they may lose the opportunity to be scored.

The clock is triggered by the timekeeper when the athlete places both feet on the scooter deck.

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

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

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

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

The head judge will be applying the following criteria in deciding if a trick is in time:

- Athletes must pop the scooter before the end of the signal horn.
- Athletes are approaching a trick and have both wheels in the transition "wall" when the signal horn starts.

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

COMPETITION RELATED PROCEDURES AND SITUATIONS

Competition Related Procedures

<p>Event Registration</p>	<p>This is the first step of the procedure to enter a competition. Event registration follows the rules and procedures set by the World Skate event bulletin and are done only electronically.</p> <p><i>WHERE: Online</i> <i>WHEN: Within the registration time window</i> <i>WHO: National Federations</i></p>
<p>Event Check-in</p>	<p>The event check-in is a time-limited and in-venue procedure that confirms an athlete's participation in the competition. It can be fulfilled by the athletes or preferably performed by the national team manager. A valid passport is required to complete the check-in.</p> <p><i>Only after completion of the event check-in will the athlete be added to the competition start list and allocated a practice and competition slot.</i></p> <p><i>WHERE: Registration office</i> <i>WHEN: Upon the first arrival at the venue</i> <i>WHO: Athletes or national team managers</i></p>
<p>Competition Check-in</p>	<p>The competition check-in is an FOP procedure to be completed in order for athletes to confirm their presence and participation in the competition round. Athletes check-in to the course manager. This procedure must be completed at each competition round.</p> <p><i>Only after the competition check-in are athletes allowed to access the competition warm-up and compete.</i></p> <p><i>Only checked-in athletes are technically considered as competitors in the specific competition phase and are eligible to be awarded OWSR points according to their ranking</i></p> <p><i>WHERE: Field of Play (FOP)</i> <i>WHEN: Before each competition phase/round</i> <i>WHO: Athletes only</i></p>
<p>Athlete Withdrawal & Replacement</p>	<p>Athletes can withdraw from the event for any reason before the competition check-in. The withdrawal must be communicated to the technical <i>delegate directly or through the competition secretary in written form. The withdrawal must be signed by either the withdrawing athlete or the national team manager. Replacements are possible only for quarterfinal and semifinal rounds; replacements are not allowed for the final round of competition.</i></p> <p><i>WHERE: Registration Office</i> <i>WHEN: Before the competition check-in</i> <i>WHO: Athlete or national team manager</i></p>

Irregular Ranking Marks (IRM)

Code	Description
DNS	<p>Did Not Start. This IRM is used to refer to athletes that completed a competition check-in, but later did not skate any of the competition runs, jam sessions, and/or trick attempts.</p> <p>DNS athletes are normally ranked at the bottom of the competition round in which they refused or were unable to skate.</p> <p>In order to provide more transparency and readability of the competition ranking, different types of DNS will be used in round results and complete results.</p> <p>Round results</p> <ul style="list-style-type: none"> • DNS: Generic, unspecified cause • DNS-INJ: Inability to start because of an Injury <p>Complete results</p> <ul style="list-style-type: none"> • DNS: Generic cause <p>Score marking</p> <ul style="list-style-type: none"> • DNS is granted as a scoring mark in case an athlete failed to start a performance within 5 seconds from when the course manager provides the start signal
N/A	<p>Not Available. Athletes that did the event check-in, but fail to show up for the competition check-in, will be ranked according to the last competition round they have checked-in to.</p>
WDW	<p>Withdrawal. Athletes that did the event check-in, but later withdraw from the competition will be ranked according to the last competition round they have checked-in to. In order to provide more transparency and readability of the competition ranking, different types of WDW will be used in round results and complete results.</p> <p>Round results</p> <p>WDW: Withdrawn not having been replaced WDW-REP: Withdrawn and replaced with another competitor</p> <p>Complete results</p> <p>WDW: Generic withdrawn mark</p>
DSQ	<p>Disqualified from competition due to competition rules infringement. DSQ athletes will be listed at the bottom of the event round and final event ranking. DSQ athletes are listed in the competition results without a ranking position.</p>
DQB	<p>Disqualified from competition due to bad behavior. DQB athletes will be listed at the bottom of the event round and final event ranking. DQB athletes are listed in the competition results without a ranking position.</p>

In case of replacements made by the TD after an athlete withdrawal, the replaced athletes will be ranked as the first-in-line of the non-qualified athletes of the previous competition round.

Disqualified athletes (DSQ, DQB) and pre-seeded athletes, who received an IRM and didn't skate in any competition round, will be listed in the round ranking with the relevant marking. Once the competition is completed, they will be listed at the bottom of the complete results without being ranked or awarded any OWSR points.

If two or more athletes receive the same IRM within the same competition round, they will be ranked following their placement in results from the previous competition round. If they haven't skated at all during the event, they will be listed in order based on their current OWSR standi

Competition Related Situations

<p>A presented athlete does not start a run, jam session, or a trick attempt</p>	<p>If an athlete, for reasons other than personal health condition, does not start a run or a trick attempt within 5 seconds from the starting signal provided by the course manager DNS will be used as a score marking for the run, jam, or single trick attempt.</p>
<p>Competition interruption during an athlete performance</p>	<p>The competition will resume from where it was interrupted, and the interrupted athlete(s) will be granted a restart or re-run within the same or a later session of the same competition heat.</p>
<p>External interference during an athlete performance</p>	<p>In case of external interference that might compromise the athlete's performance, the technical delegate or event director -at their own discretion- can grant the athlete a restart or re-run option.</p>
<p>Equipment (scooter) failure during athlete's run or a jam session</p>	<p>If any equipment failure occurs during a run or a jam session, the athlete may try and continue with the broken or otherwise damaged equipment.</p> <ul style="list-style-type: none"> ● The clock is not interrupted. ● The run is scored up until the withdrawal or the end of the run. ● The athlete can be provided a replacement scooter. The clock is not interrupted. ● The run is scored up until the end of the run. <p>In case the athlete stops: the run is scored up until the moment of withdrawal.</p>
<p>Failure of the scoring system/clock</p>	<p>In case of interruption due to a timing or scoring equipment failure, the competition may be resumed using the OC manual timing and scoring systems. Affected outputs will be produced as normal.</p>
<p>Minor infringement to the competition rules</p>	<p>The technical delegate may decide to score a run or a single trick attempt with a "0" - ZERO points. The athlete remains eligible for ranking with their other performances.</p>
<p>An athlete qualified for the final event round and is disqualified before the final starts</p>	<p>If an athlete who has qualified for the final is marked as disqualified before the start of the final round, the next highest-ranked non-qualified athlete from the previous competition round will progress to the final.</p>
<p>Disqualification after an event</p>	<p>Disqualification due to any violation of the Olympic Charter, or the World Anti-Doping Code, or any other serious breach of an applicable regulation issued by the IOC, World Skate, or a NOC, will be sanctioned by the technical delegate and will be indicated with the Invalid Results Mark "DQB" in all event outputs and OWSR.</p> <p>This type of DQB is applicable from the moment of official competition finish and up to 24 hours after the award ceremony completion.</p>

Athlete's Re-run request

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

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

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

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

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

EVENT SCHEDULE RELATED STATUS

DELAYED	<p>A delay may occur if a session does not start as scheduled, but should start within the current segment of the same competition day. The new exact start time is unknown. All athletes shall stand-by in the venue area.</p> <p>If the delay exceeds the current competition day, the status will be changed to rescheduled or canceled.</p>
POSTPONED	<p>A session did not start as scheduled and has been postponed to a later segment of the same competition day. The new date and start time are yet unknown, but will be announced and published as soon as possible.</p> <p>If not possible to postpone, the status will subsequently be changed to rescheduled or canceled.</p> <p>If a postponed session cannot be resumed within the current competition day and the new date and start time are unknown, the status will be changed to rescheduled or canceled.</p>
INTERRUPTED	<p>A session may be subject to an unplanned interruption after it has started. The time of resumption is yet unknown.</p> <p>If the session cannot be completed within the current competition day, the status will be changed to rescheduled or canceled.</p> <p>The results of previously completed athlete performances will be carried forward to the new date and start time.</p> <p>An uncompleted performance will continue from the point of interruption (score and time) or will be granted with a re-run status. The technical delegate decides the utmost fair option to affected athletes considering each and every individual situation.</p>

RESCHEDULED	<p>A session may be rescheduled if it cannot be held at the originally scheduled start date/time. The new date and start time are known.</p> <p>If it is impossible to reschedule a session or round of competition within a certain time frame, the status may be changed to "canceled".</p>
CANCELLED	<p>An event phase that cannot be rescheduled within the available time in the competition schedule, including the weather reserve days, is canceled.</p> <p>In such a case, the World Skate Technical Delegate must follow the steps of the event contingency protocol and decide if results can be validated and announced.</p>

EVENT RESULTS VALIDATION PROCEDURE AND CONTINGENCY FORMAT PROTOCOL

If the runs/tricks cannot all be completed

STREET

In Run/JAM Street Formats

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

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

1+1/1+1 Street Format

If a contingency competition format hasn't been announced, runs and individual trick attempts must be completed to validate the round results.

PARK

In Park - Qualification, semifinal, and final rounds: A minimum of two runs must be completed to validate the round results.

If the final cannot take place/cannot be completed

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

Contingency situation causing factors

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

Contingency Competition Format

In the case where it is clear that the weather, or other external condition, will not allow the completion of the intended competition format, the technical delegate, after consulting with the event director, might opt to apply an alternate competition format.

Depending on the competition round of application, and provided that equal opportunities have been granted to all competitors, all athletes competing in a single heat will complete their first run with their first run, then try and complete the second run, and so forth. If the competition has to be stopped, the round ranking will be established based on the completed runs (e.g., the same number of runs is considered for all athletes). This system also applies the 1+1/1+1 standard street competition format. If the competition has to be stopped, all riders will be marked as DNS in the interrupted run or round, and the final ranking will be established based on the number of runs or rounds that all athletes have completed.

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

EVENT COMMUNICATION

Event entries

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

Start list and results

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

ANNEXES AND RELATED DOCUMENTS

1) CONCUSSION PROTOCOL

Managing Concussion At An Event

INTRODUCTION

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

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

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

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

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

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

Consequences Of Continuing In The Event While Concussed

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

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

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

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

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

Recognizing Concussion

(Concussion recognition Tool and SCAT5 Concussion assessment tool attached)

Watch for when an athlete collides with:

- Another athlete
- A piece of equipment

- The ground

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

Visual Signs

- Lying motionless on the surface
- Getting up slowly after a hit to the head
- Disorientated or unable to respond quickly and appropriately to questions
- Having a blank or vacant stare even if he does respond to questions
- Having balance or coordination difficulties, e.g., stumbling, unsteady
- Having a facial or head injury

Symptoms

- Headache
- Feeling "Pressure in the head"
- Balance problems
- Nausea or vomiting
- Drowsiness
- Dizziness
- Blurred vision
- Sensitivity to light
- Sensitivity to noise
- Aggression or more irritable than usual
- Doesn't feel right
- Brain feels like jelly or in a fog
- Difficulty in concentrating or remembering
- Feeling anxious or nervous
- Feeling slow
- Emotional

Memory Test

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

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

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

- Neck pain or tenderness
- Double vision
- Weakness or tingling of the arms or legs
- Severe or increasing headache
- Seizure or convulsion

- Deteriorating consciousness
- Vomiting
- Increased restlessness, agitation, or aggression

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

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

Athletes with a suspected concussion should

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

2) JUDGE'S CODE OF ETHICS

World Skate Code of Conduct for all Scootering Judges

All scootering judges, nominated or certified by World Skate, must follow, respect, and fully comply with the following rules when working at all sanctioned and non-sanctioned competitions:

1. Have a full understanding of the World Skate Competition Rules and acknowledge, agree and abide by the World Skate General Rules which can be found [here](#).
2. Behave in a respectable way that is appropriate to their mandate.
3. Respect competition officials and all athletes.
4. Shall work as a team and recognize that each judge has an equal right to their opinion.
5. Respect that discussions between judges about the course, potential runs, and level of competition witnessed during practice sessions are to stay confidential among the judges only.
6. Witness one full day of the competition's official practice and attend the judges debrief meeting prior to every competition's round start.
7. Shall not be under the influence of alcohol, substances or drugs, which will alter their judgment, while officiating or participating in any skateboard event.
8. Shall not discriminate against anyone on the basis of race, color, religion, gender, age, national origin, disability, or sexual orientation.
9. Judges must conduct an unbiased evaluation of the technical level of an athlete's performance, without being influenced in any way by fashion, the use of safety gear, or any other accessories worn by athletes.
10. Shall limit their communication to a necessary minimum when judging any ongoing competition phase.
11. Shall not enter into any form of harassment or abuse, be it physical, professional, or sexual, and cause or instigate any physical injuries outside of competition or mental injuries.
12. To remain free from any bribes, betting, or attempt to manipulate results or be involved in any other form of corruption in any scootering activity.

13. Judges shall not be biased when executing their mandate on the judging panels.
14. All event judges must look at the safety of all competing athletes as their priority. Judges should therefore educate, recommend or remind (if needed) the use of proper safety gear to all athletes for the duration of the competition
15. Judges shall not use smartphones or other communication devices while judging or during competition warm-ups. *During these times, the use of mobile phones is allowed in emergency situations only.*
16. Limit the use of communication devices while in the judging booth, inside or in the close vicinity of the FOP, during practice sessions, and during the designated breaks between competition heats to a necessary minimum.
17. Judges must not share personal opinions or preferences, in respect to a competition they are judging, with any third-party including athletes, team managers, coaches, any other NGB staff or the public. Neither verbally or in a written form, nor via social media.
18. Shall refrain from verbally expressing personal opinions, comments, recommendations, or scoring suggestions related to any competing athlete while judging.
19. Judges must not discuss or share any technical or strategic advice relevant to the competition that may benefit competitors in any way. The suspension of communications includes:
 - NGB staff
 - Coaches
 - Athlete agents
 - TV/ Media/Press
 - Social media
 - Athletes and other riders
 - General public and visitors

This rule applies to the time:

- ***Starting with the release of the World Skate bulletin which includes the event FOP design***
 - ***For the duration of the event***
 - ***30 days after the event completion***
20. Judges must not verbally and visually promote, use, or endorse any products, substances, or other materials that are:
 - Illegal
 - Prohibited
 - Might be hazardous to minors
 - Listed among WADA sanctioned substances

21. Judges shall not encourage athletes, especially minors, to conduct any illegal activity on, around, or outside the FOP. They shall not encourage disobeying the rules of the competition or to not follow any effective and valid regulations and norms.
22. Judges shall respect and follow all venue regulations.
23. Shall not behave in any way, public or private, which may cast doubt on their impartiality as a scootering competition judge (ITO).
24. Report any violation of the World Skate Scootering Rules, situations that can hinder the development of competition, or constitute a hazard for the athletes, supporting team members, staff, and the audience immediately to the head judge or to the technical delegate.

3) CLARIFICATION REQUEST PROTOCOL

How to file a competition clarification request:

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

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

Please follow these steps to apply for a clarification:

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

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

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

4) CLARIFICATION REQUEST FORM

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