



# **2014 RULEBOOK**

**Freestyle Slalom**

**Speed Slalom**

**Freestyle Slides**

# WSSA FREESTYLE SKATING RULEBOOK

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# 1. FREESTYLE SKATING COMPETITION RULES

## 1.1. COMPETITION CATEGORIES

Freestyle Skating Competitions consist in all or some of the following categories: Classic Freestyle Slalom, Pair Freestyle Slalom, Speed Slalom, Battle Freestyle Slalom and Freestyle Slides.

## 1.2. REGISTRATION REGULATIONS

1.2.1. Competitors must produce valid identification (e.g. passport).

1.2.2. If there are enough men and women, a competition category should be further divided into male and female categories. If there are not enough to create separate categories, that competition can be unisex. The final decision is at the discretion of the head judge of the competition and event organiser.

1.2.3. If there are enough competitors in an age division, a competition category can be further divided into junior, youth and senior, as applicable to the local regulations. The final decision is at the discretion of the head judge of the competition and event organiser.

1.2.3.1. Junior <12 years old; Youth 12-16 years old; Senior 16+ years old.

e.g. for 2014, Juniors are born on Jan.1, 2002 and younger; Youth are born between Dec.31, 2001 and Jan.1, 1998; Seniors are born on Jan.1, 1998 and older.

## 1.3. COMPETITION AREA AND CONE PLACING

1.3.1. The surface of the competition area should be appropriate for freestyle skating (e.g. flat, level, grippy).

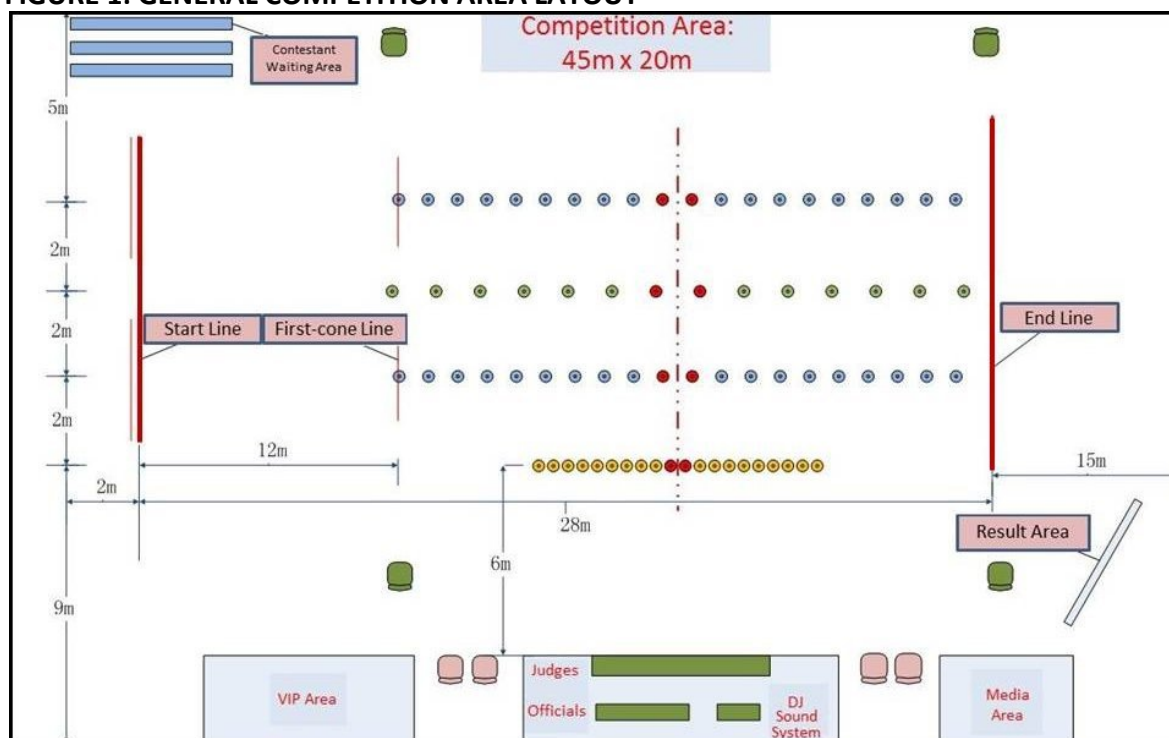
1.3.2. There should be 4 cone lines, with 2 m between each line.

1.3.2.1. The line order is, starting with the line closest to the judges, 50 cm, 80 cm, 120 cm, 80 cm.

1.3.2.2. The centre of each line must be aligned with the judges' table.

1.3.2.3. The cone lines for 50 cm and 80 cm consist in 20 cones. The cone line for 120 cm is only 14 cones.

1.3.2.4. The cone markers should have a diameter of 7.7 cm, and the centre point a diameter of 0.7 cm.

**FIGURE 1: GENERAL COMPETITION AREA LAYOUT**

## 1.4. SAFETY PRECAUTIONS

The competition area must be safe for competitors.

## 1.5. WARMIN-UP AREA

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

## 1.6. PERMITTED SKATES

1.6.1. Competitors are allowed to wear any type of roller skates (inline or quad) for the competition.

1.6.2. Competitors must ensure that their skates are safe and ready for use.

1.6.3. The head judge has the discretion to refuse any skates that are considered unsafe or give an unfair advantage.

## **1.7. OFFICIAL COMPETITION CONES**

1.7.1. The dimensions of competition cones are: height of 7.6 to 8 cm, base diameter of 7.4 to 7.5 cm, top diameter of 2.5 to 2.7 cm.

1.7.2. The cone material should be hard enough at the base to prevent wheels stopping when cones are hit.

## **1.8. REGISTRATION NUMBER**

Number tags should be provided by the event organiser. The head judge will specify where and when they must be displayed by competitors, depending on the layout of the competition area. No alteration of the number tag is permitted.

## **1.9. COMPETITION EQUIPMENT**

Equipment should follow the guidelines in Appendix A: Competition Equipment List.

## **1.10. ANTI-DOPING**

Every competitor may be subject to in-competition testing at WSSA competitions and to out-of-competition testing at any time or place. Competitors shall submit to doping control whenever requested to do so by a responsible official. WSSA currently follows the anti-doping regulations of national federations and Fédération Internationale de Roller Sports.

# **2. CLASSIC FREESTYLE SLALOM**

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

## **2.1. COMPETITION AREA**

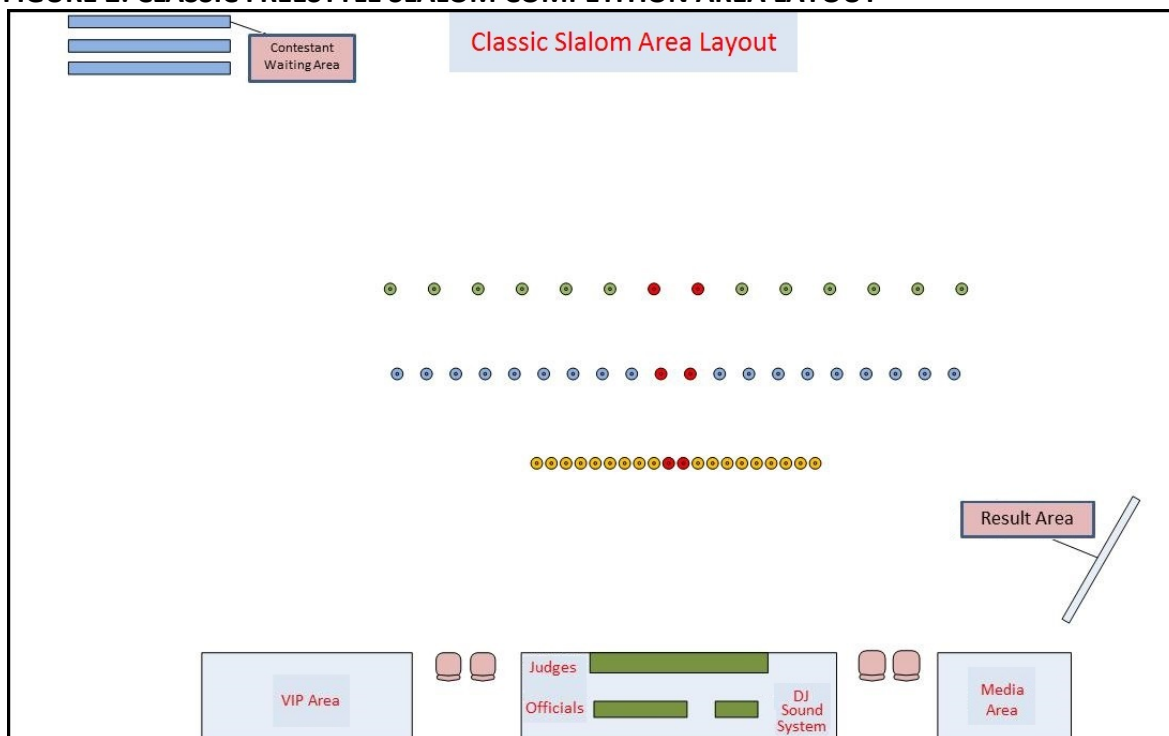
2.1.1. There are 3 cone lines, with 2 m between each line.

2.1.1.1. The line order is, starting with the line closest to the judges: 50 cm, 80 cm and 120 cm.

2.1.1.2. The cone lines for 50 cm and 80 cm consist in 20 cones. The cone line for 120 cm is only 14 cones.

2.1.1.3. The centre of each line must be aligned with the judges' table.

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



## 2.2. COMPETITION REGULATIONS

2.2.1 There is only one round for Classic Freestyle Slalom, however local organisers can have qualification rounds if there is a large number of skaters in a category.

2.2.1.1. For qualification rounds, the top skaters are automatically prequalified, and the remaining skaters are split into groups according to their WSSA Freestyle World Ranking. The head judge decides the number of prequalified skaters, of qualification groups, and the number of skaters going through to the final round.

2.2.1.2. The grouping of the qualification round should follow the type of distribution below:

**FIGURE 3: EXAMPLE OF CLASSIC FREESTYLE SLALOM 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.

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

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

2.2.2. The sequence order for skaters to start their performance is based on the latest WSSA Freestyle World Ranking, beginning with the lowest ranked. Non-ranked skaters are added randomly at the beginning of the list and perform first.

2.2.3. Skaters must perform in all 3 cone lines of 50 cm, 80 cm, 120 cm and cross every cone interval.

2.2.4. 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.

2.2.5. Coaches and team leaders can accompany their skaters to the Result Area while waiting for the results to be announced.

## **2.3. TIMING REQUIREMENTS**

2.3.1. The timing for Classic Freestyle Slalom is 105-120 sec (1 min 45 sec – 2 min).

2.3.1.1. The timing begins when the music starts. The music starts when the skater is ready.

2.3.1.2. The performance ends when the skater indicates that they are finished or when the music stops.

## **2.4. CLOTHING**

2.4.2. The clothing can reflect the character of the music so long as it is dignified and appropriate for skating.

2.4.2.1. The clothing should not be overly revealing or sexual in nature.

2.4.3. Accessories and props are not permitted.

## **2.5. PERFORMANCE BEHAVIOUR**

Disrespectful (e.g. sexual, violent, insulting) movements or gestures, especially towards the judges, are not appropriate and the skater can be penalised or disqualified.

## 2.6. GRADING STRUCTURE

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

### 2.6.1. Technique Grading

Technique score is based on the following:

2.6.1.1. Difficulty of slalom trick (See Trick Matrix Appendix B).

2.6.1.2. Variety: Skaters are encouraged to perform and integrate a variety of slalom tricks that include sitting, spinning, wheeling and other tricks, etc.

2.6.1.3. Continuity: Tricks should be blended to allow the competitor to move continuously.

2.6.1.4. 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. Tricks done in time with the rhythm of the music also demonstrate technical achievement.

### 2.6.2. Artistic Grading

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

2.6.2.1. Body Performance: Skaters should show ability to blend body movement into their skating. Skaters should pay attention to their arms, head and body when slaloming.

2.6.2.2. 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.

2.6.2.3. Trick Management: This criterion is about the placement of tricks within both the music and the cone lines.

2.6.2.3.1. The choreography should match the breaks and changes in the music.

2.6.2.3.2. Skaters are also encouraged to place challenging tricks within a line of cones and not only at the ends.

2.6.2.3.3. 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.



## 2.7. SCORE

The maximum score for the Classic Freestyle Slalom competition is 100 points. There are 2 components to this grading. The maximum Technique score is 50 points and the maximum Artistic score is 50 points. The final score is rounded off to the nearest decimal to determine the final result.

### 2.7.1. Trick Standard Rating and General Requirements

2.7.1.1 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.

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

2.7.1.3 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.

### 2.7.2. Trick Families and Specific Requirements

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

2.7.2.2. Jumping tricks: The skater's feet should leave the floor together.

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

2.7.2.4. 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.

2.7.2.5. Other tricks: Do not include sitting, jumping, spinning and wheeling tricks.

## 2.8. PENALTY GRADING

### 2.8.1. Timing Penalties

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

### 2.8.2. Penalties on Moved Cones and Missed Cone Intervals

2.8.2.1. Each kicked cone or cone that is moved off its mark enough to reveal its centre point receives a 0.5 point penalty.

2.8.2.1.1. 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.

2.8.2.1.2. If a cone is knocked onto another cone, a 0.5 point penalty is awarded for each cone.

2.8.2.2. Each cone interval that the skater does not cross receives a 0.5 point penalty.

### 2.8.3. 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 2.8.5)

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

2.8.3.2. For falling, the penalty range is 2.5 ~ 3.5 points.

### 2.8.4. Performance Interruption

2.8.4.1. 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.

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

### 2.8.5. Penalty Judge Reference Chart

FAIL TYPE	PENALTY POINT	DESCRIPTION
Falling	2.5	Light fall with one or both hands touching the ground that does not affect the performance.
Impact Falling	3.5	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. Discretion of head judge.
Moved Cones Missed Intervals	0.5	For each moved cone or missed interval.

## 2.9. CONE PICKERS

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

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

## 2.10. RANKING

2.10.1. The final ranking is based on the comparison between each scoring judge's personal ranking and on the victory point system. (See Victory Point Appendix C)

2.10.2 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.

## 3. PAIR CLASSIC FREESTYLE SLALOM

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.

### 3.1. COMPETITION AREA

The Pair Slalom competition area is the same as the Classic Slalom competition area (See 2.1).

### 3.2. COMPETITION REGULATIONS

3.2.1. Other than for the sequence order, the rules for Pair Slalom are the same as for Classic Freestyle Slalom (See 2.2).

3.2.2. The sequence order is made according to the combination of the rankings of both skaters of each pair, starting with the highest result to the lowest.

e.g. PAIR1 with WR#3 and WR#7 skaters (3+7=SUM10) will perform before PAIR2 with WR#2 and WR#4 (2+4=SUM6) as  $10 > 6$ .

### 3.3. TIMING REQUIREMENTS

3.3.1. Other than for the duration, the timing requirements for Pair Slalom are the same as for Classic Freestyle Slalom (See 2.3).

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

### **3.4. CLOTHING**

The rules for clothing are the same as for Classic Freestyle Slalom (See 2.4).

### **3.5. PERFORMANCE BEHAVIOUR**

The rules for performance behaviour are the same as for Classic Freestyle Slalom (See 2.5).

### **3.6. 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.

#### **3.6.1. Technique Grading**

The rules for the technique score are the same as for Classic Freestyle Slalom (See 2.6.1).

#### **3.6.2. Artistic Grading**

The rules for the technique score are the same as for Classic Freestyle Slalom (See 2.6.2).

#### **3.6.3. Synchronization**

3.6.3.1. 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.

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

### **3.7. SCORE**

The maximum score for the Pair Classic Freestyle Slalom competition is 150 points. There are 3 components to this grading. The maximum Technique score is 50 points, the maximum Artistic score is 50 points and the maximum synchronization score is 50 points. The final score is rounded off to the nearest decimal to determine the final result.

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

### **3.8. PENALTY GRADING**

The penalty grading is the same as for Classic Freestyle Slalom (See 2.8).

### **3.9. CONE PICKERS**

The rules for cone pickers are the same as for Classic Freestyle Slalom (See 2.9).

### **3.10. RANKING**

The rules for the final ranking are the same as for Classic Freestyle Slalom (See 2.10).

## **4. SPEED SLALOM**

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

### **4.1. COMPETITION AREA**

All calculations are made from the centre of the cone lines.

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

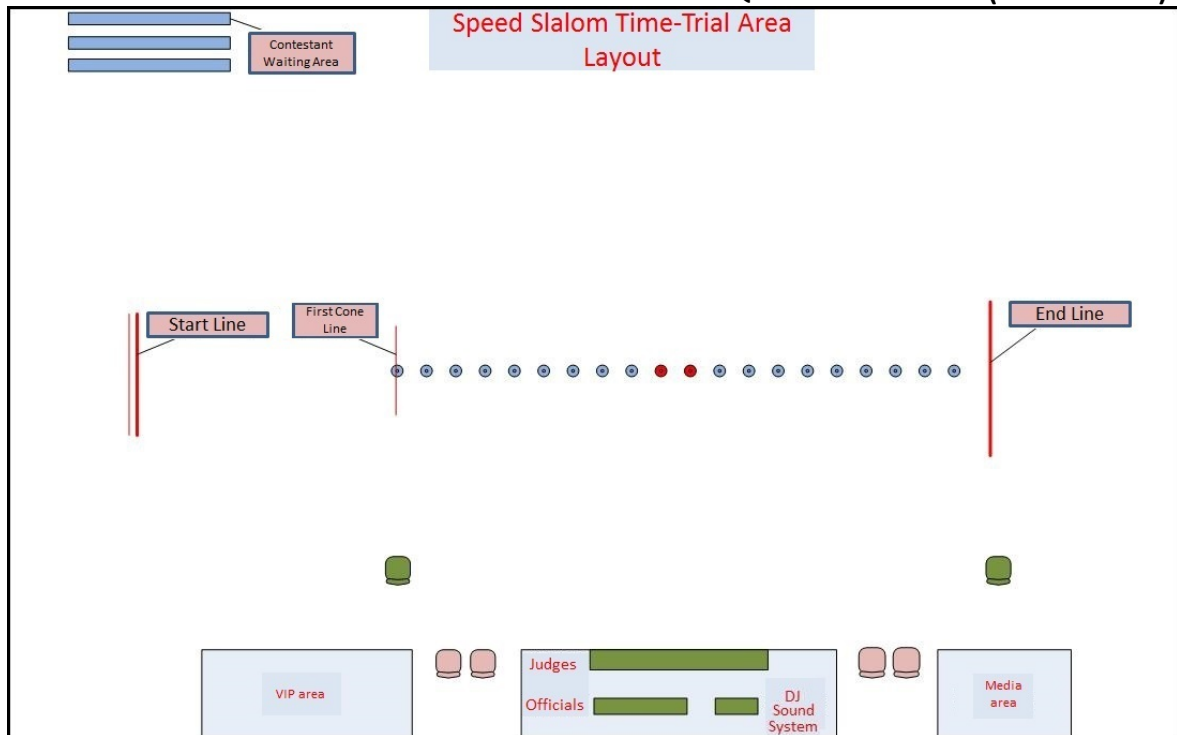
4.1.1.1. There must be a divider placed at equal distance between the 2 cone lines with a minimum length of 15.2 m, and height between 15 and 20 cm.

4.1.2. There are 2 parallel start lines, placed 40 cm apart. Each skater's starting point is marked by a 2 m wide box (See Figure 5).

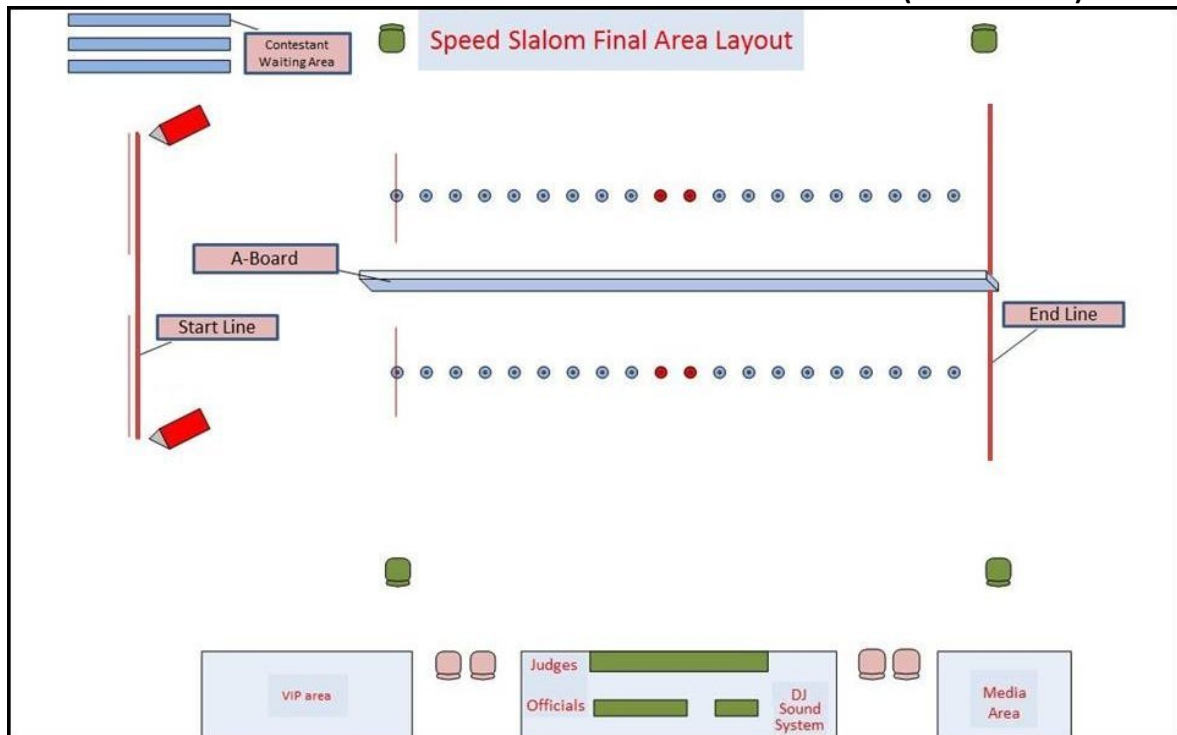
4.1.2.1. The first cone is placed 12 m away from the closest start line. The end line is placed 80 cm from the last cone (See Figures 4 & 5).

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

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



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



## 4.2. COMPETITION REGULATIONS

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.

### 4.2.1. 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.

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

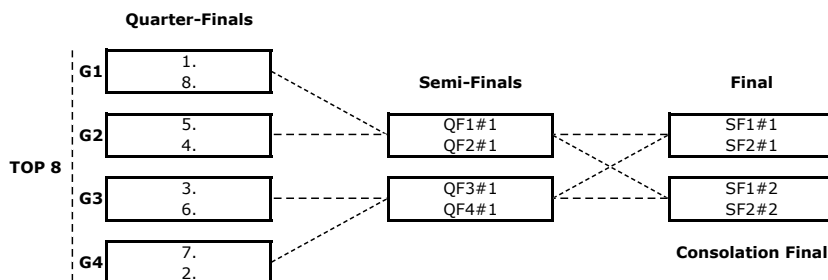
4.2.1.2. The sequence order for the skaters' second runs is based on the first run ranking, beginning with the lowest ranked. Non-ranked skaters (no time) are added randomly at the beginning of the list and perform first.

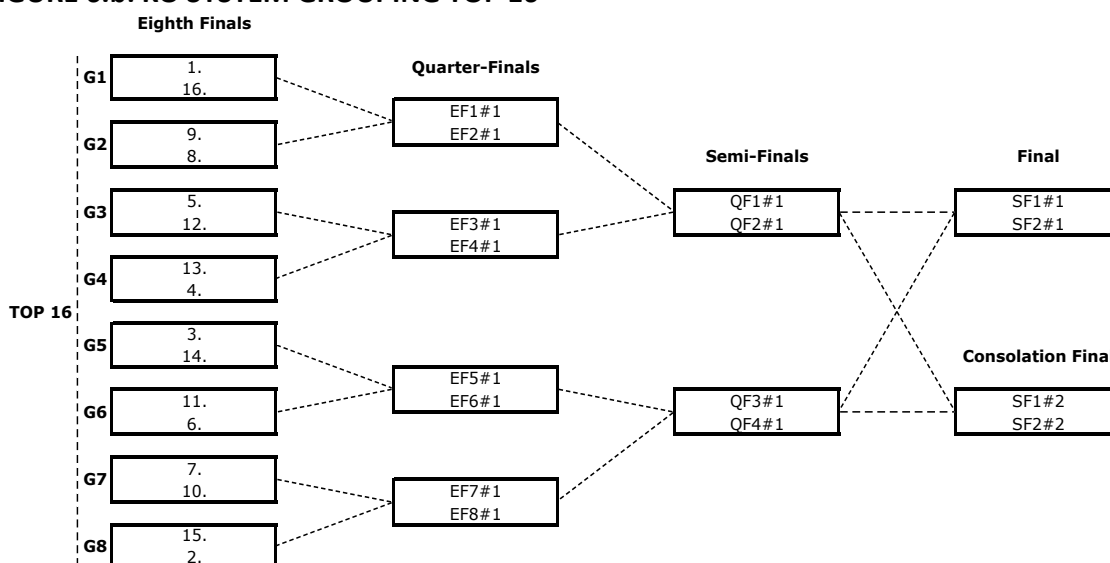
4.2.1.3. Depending on the number of skaters and at the head judge's discretion, the top 4, 8, 16, 32 or 64 skaters are qualified for the final phase. (See Figures 6.a and 6.b)

### 4.2.2. Final Phase (KO Systems)

4.2.2.1. The qualified skaters are grouped by two as following: first qualified against last qualified, second against second to last, etc. (See Figures 6.a and 6.b) The first skater to win 2 runs goes through to the next round, the other is knocked out.

**FIGURE 6.a: KO SYSTEM GROUPING TOP 8**



**FIGURE 6.b: KO SYSTEM GROUPING TOP 16**

4.2.2.2. 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.

4.2.2.3. 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.

4.2.2.4. 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.

### 4.3. SPEED SLALOM REQUIREMENTS

#### 4.3.1. Start and Start Command

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

4.3.1.1.1. The start command for a free start qualification run is: "On Your Marks".

4.3.1.1.2. The skater must start their run within 5 sec after the start command, or they will be subjected to a false start warning. In the case of two consecutive false starts, the run is declared void.

4.3.1.1.3 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 or parts of these must touch the ground and must not be rolling. The first movement of the skate must pass the starting line. The oscillation of the skater's body is allowed.



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

4.3.1.2.1. The start command process for a run of the Final Phase is: “On Your Marks. Set. [Beep Signal]”

4.3.1.2.1.1. “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.

4.3.1.2.1.2. “Set”: No move or body oscillation is allowed after the “Set” command, or the skater will be given a false start warning.

4.3.1.2.1.3. Start Signal (“Beep”): The skaters must wait for the start signal (“Beep”) to go, or they will be given a false start warning.

4.3.1.2.2 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 or parts of these must touch the ground and must not be rolling.

#### 4.3.2. Entering the cone line

A line, perpendicular to the cones and crossing the first cone in its centre, marks the end of the speed-up area and the beginning of the slalom area.

4.3.2.1. Skaters must enter the cone line on one foot. (See 4.4.2)

#### 4.3.3. End Line

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

### 4.4. PENALTY GRADING

#### 4.4.1. Start Line Penalties

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

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

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

4.4.1.4. If a skater makes two consecutive false starts, they will be disqualified for the run.

#### 4.4.2. First Cone Penalties

4.4.2.1. 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.

4.4.2.2. 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.

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

#### 4.4.3. Slaloming Penalties

4.4.3.1. 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.

#### 4.4.4. End Line Penalties

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

4.4.4.2. It is forbidden to jump over the end line. If so, the run will be void and no time will be given.

#### 4.4.5. Cone Penalties

4.4.5.1. A penalty of +0.2 sec for each missed and kicked cone will be added to the skater's time.

4.4.5.2. 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.

4.4.5.2.1. Moved cones for which the marking centres are not revealed are not penalized.

4.4.5.2.2. In the special case a moved cone rolls back into its cone marking, covering its centre, no penalty will be added.

4.4.5.3. If a moved cone knocks another cone, both cones will receive a +0.2 sec penalty.

4.4.5.4. If a skater has more than 4 cone penalties, their 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 head judge.

## 4.5. CONE PICKERS

The rules for cone pickers are the same as for Classic Freestyle Slalom (See 2.9).

## 4.6. RANKING

### 4.6.1. Qualifying Phase (Time Trials) Ranking

4.6.1.1. The final ranking of the qualifying phase is based on the best time of each skater, out of their two runs.

4.6.1.2. 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' WSSA Speed

Slalom World Rankings will be used to decide between them. In case of a tie (no world ranking), the qualification should be decided by coin tossing.

#### 4.6.2. Final Phase (KO System) Ranking

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

4.6.2.2. 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.

4.6.2.3. 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.

4.6.2.4. 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.

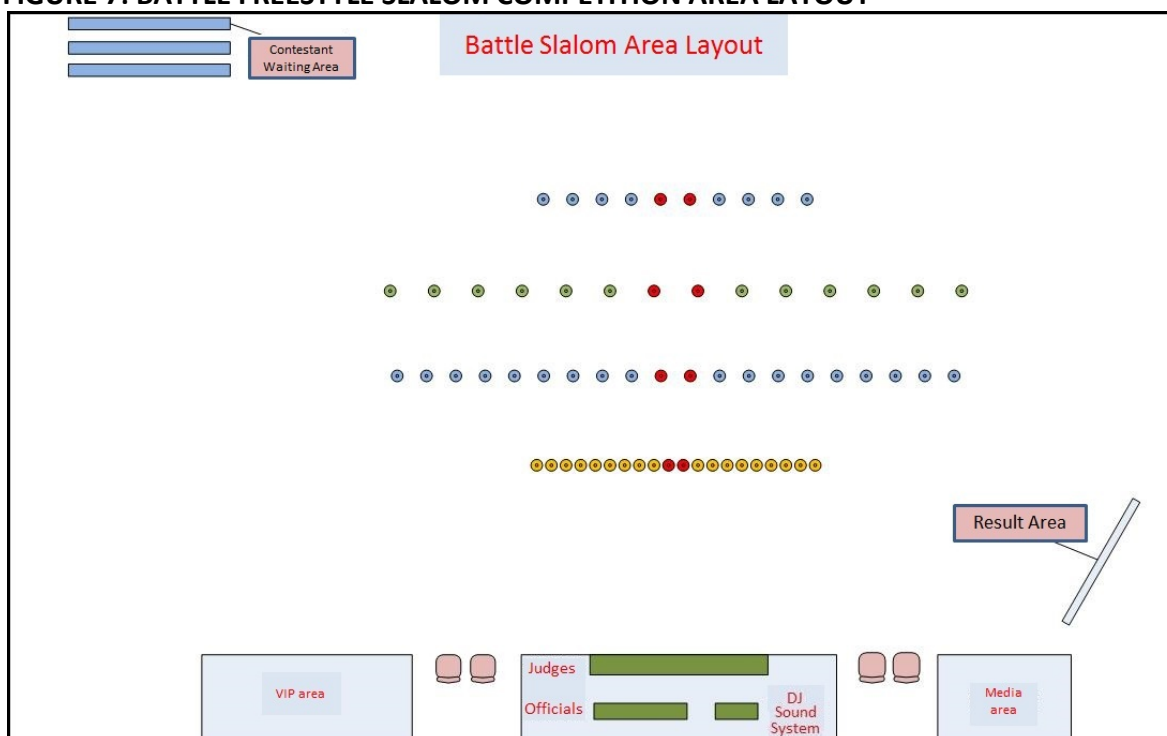
4.6.2.5. On the final ranking table, the results of the skaters who qualified for the final phase will be indicated with their best times of both the qualifying and final phases. Skaters who did not qualify for the final phase will be indicated with their best qualification time.

## 5. BATTLE FREESTYLE SLALOM

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.

### 5.1. COMPETITION AREA

5.1.1. The Battle Freestyle Slalom Competition Area is the same as that of Classic Freestyle Slalom with an additional line of 10 cones with a 80 cm spacing, placed 2 m apart from the 120 cm cone line (See 2.1 & Figure 7).

**FIGURE 7: BATTLE FREESTYLE SLALOM COMPETITION AREA LAYOUT**

## 5.2. COMPOSITION OF GROUPS

5.2.1. Groups are calculated according to the latest WSSA Freestyle World Ranking. Each skater is ranked in the list according to their WSSA Freestyle World Ranking. Non-ranked skaters are added randomly at the end of the list.

5.2.2. Each group has a minimum of 3 skaters and a maximum of 4 skaters.

5.2.3. 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 Figures 8.a & 8.b)

FIGURE 8.a: BATTLE GROUPING DIAGRAM 24

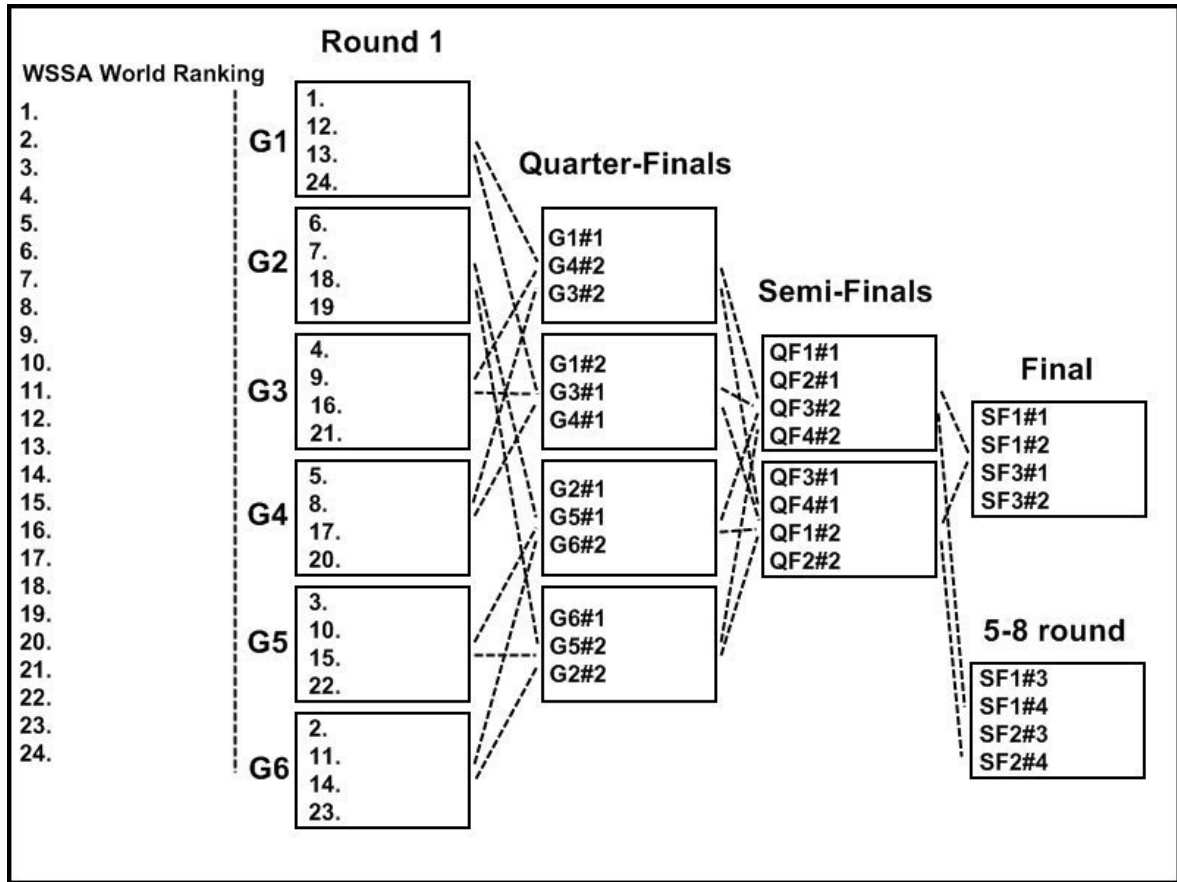
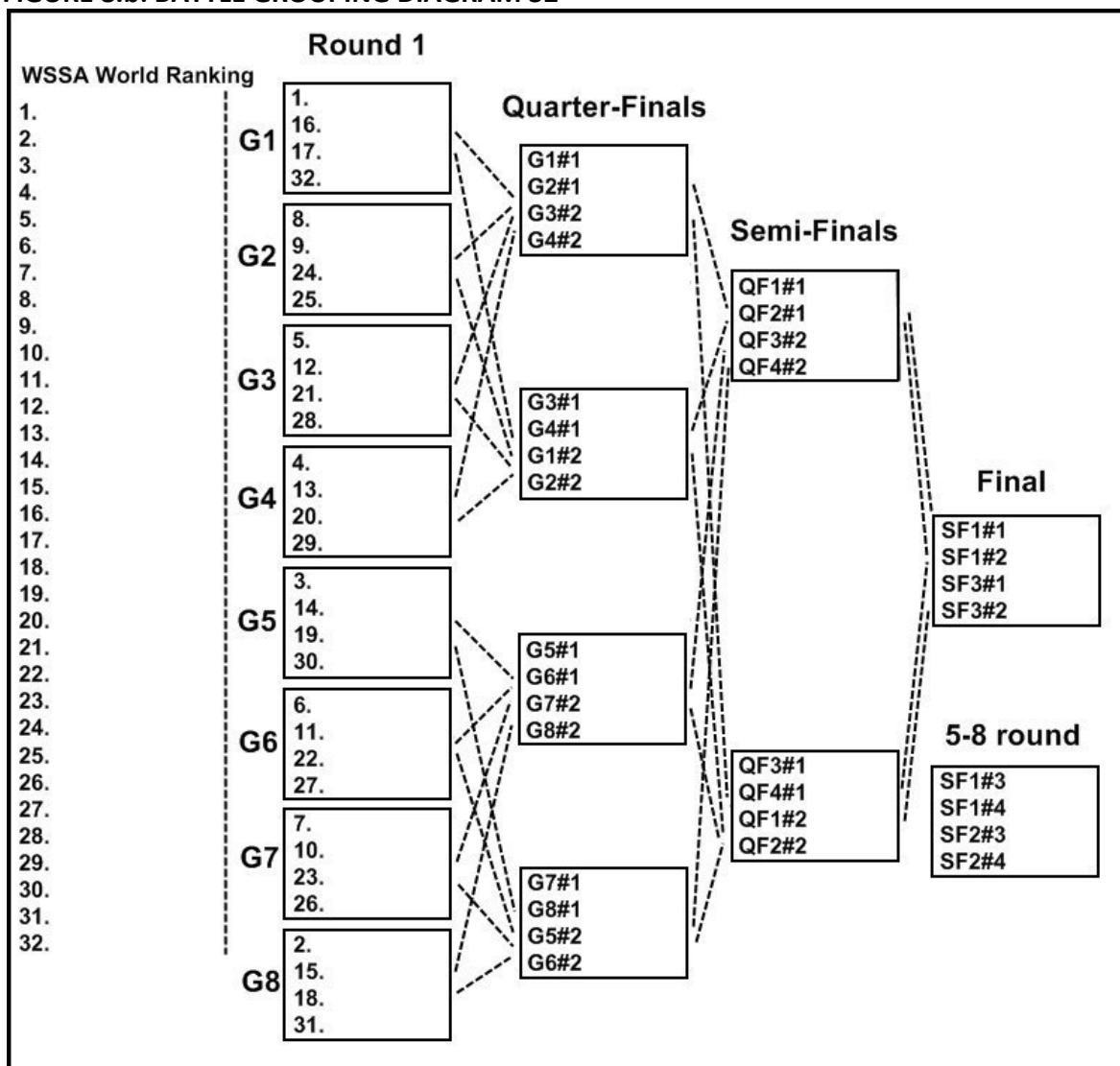


FIGURE 8.b: BATTLE GROUPING DIAGRAM 32



### 5.3. COMPETITION REGULATIONS

5.3.1. 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.

5.3.1.1. 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 Quarter-Finals and 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 5.4).

5.3.2. The skaters of the first group are called for warm-up on the competition area (1-5 min).

5.3.2.1. In the meantime, the MC presents the skaters and announces their order to go within the current group.

5.3.2.2. Before each run, skaters must wait for the MC to allow them to go.

5.3.2.3. The DJ is in charge of the music. Skaters are not allowed to choose their music.

5.3.3. During the runs:

5.3.3.1. Skaters may do whatever they want. It is not compulsory to use each line or skate each cone.

5.3.3.2. Only the performances of the current round are taken into account. The performances of the previous rounds are not taken into account.

5.3.3.3. If the time is not displayed on a screen, the MC must inform the skaters about the time left: 20, 10, 5 sec.

5.3.4. After the runs at the end of the group:

5.3.4.1. Skaters must wait for the results in the Result Area.

5.3.4.2. During the judges' deliberation, the MC calls the skaters of the next group for warm-up.

5.3.4.3. 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.

5.3.4.4. In case of a tie, see 5.4.

5.3.5. In the Final Round:

5.3.5.1. 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.

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

## **5.4. BEST TRICK AND LAST TRICK**

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

5.4.1.1. A Best Trick consists in one single trick repeated as many times as possible, or a combo of tricks of the same family.

5.4.1.2. 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.

5.4.2. The Best Trick procedure is as following:

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

5.4.2.2. 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.

5.4.2.3. 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.

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

5.4.3.1. A Last Trick consists in one single trick repeated as many times as possible, or a combo of tricks of the same family.

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

5.4.4. The Last Trick procedure is as following:

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

5.4.4.2. 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.

## 5.5. 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:

5.5.1. 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 repetitions but with a mastered exit will be preferred to a longer trick from which the skater exits in collapsing.

5.5.2. Continuity and Flow: Tricks with controlled starts and exits as well smooth transitions between the different phases of the lines. Body management with a mastered use of the upper body.

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



5.5.4. 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.

## 5.6. PENALTIES

5.6.1. 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.

5.6.2. Kicked or missed cones:

5.6.2.1. Kicked and missed cones during a trick are not taken into account. e.g. 2 cones kicked out of an 8-cone trick = 6-cone trick.

5.6.2.2. Likewise, performances on previously kicked cones will not be taken into account.

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

5.6.4. 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.

## 5.7 CONE PICKERS

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

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

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

## 5.8. RANKING

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

5.8.1.1. If all the judges agree with the group ranking, it is validated without deliberation and immediately announced by the MC (See 5.3.4.3).

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

5.8.1.3. 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.

5.8.1.4. If the judges cannot decide between two skaters, they may ask for a Best Trick (See 5.4).

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

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

5.8.2.2. 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.

5.8.2.3. 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.

5.8.2.4. 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 17th place, etc.

## 6. BATTLE FREESTYLE SLIDES

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.

### 6.1. COMPETITION AREA

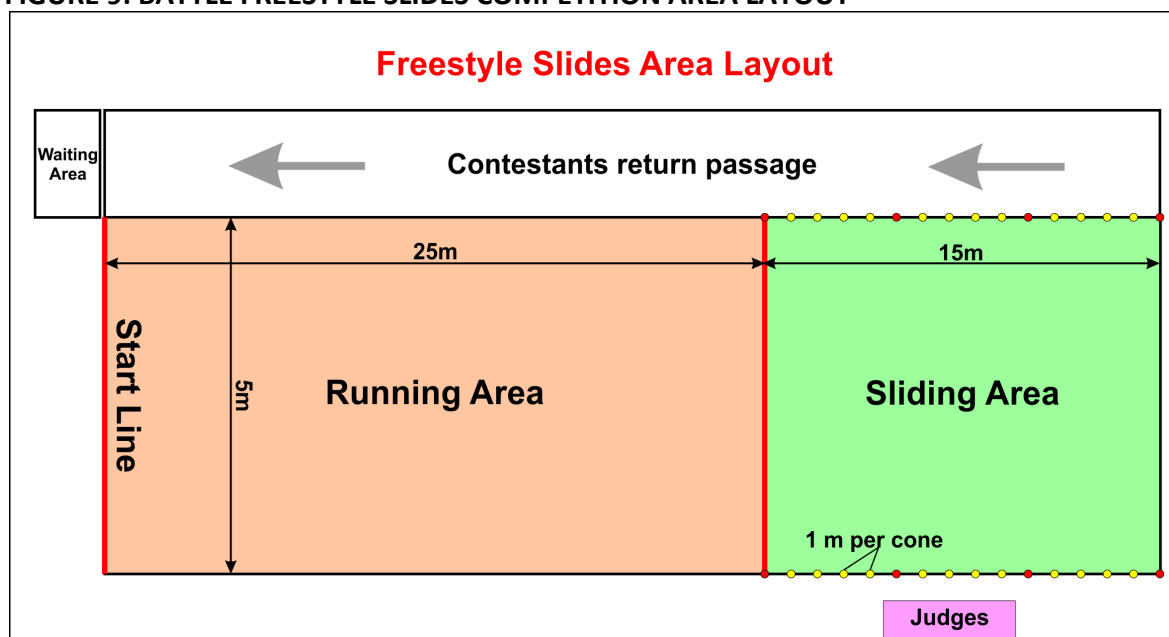
6.1.1. The surface of the Competition Area should be appropriate for sliding: flat and smooth, without holes or bumps.

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

6.1.3. The Competition Area should be of minimum 40 m long by 8 m wide, including:

6.1.3.1. 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.

6.1.3.2. 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 9: BATTLE FREESTYLE SLIDES COMPETITION AREA LAYOUT**

## 6.2. COMPOSITION OF GROUPS

6.2.1. Groups are calculated according to the latest WSSA Slide World Ranking. Each skater is ranked in the list according to their WSSA Slide World Ranking. Non-ranked skaters are added randomly at the end of the list.

6.2.2. Each group has a minimum of 3 skaters and a maximum of 4 skaters.

6.2.2.1. There may exceptionally be 5 skaters in a first round group.

6.2.3. 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 Figures 8.a & 8.b of 5.2)

## 6.3. COMPETITION REGULATIONS

6.3.1. The skaters of a group have the same number of runs and perform one by one.

6.3.1.1. 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.

6.3.2. The skaters of the first group are called for warm-up on the competition area (1-5 min).

6.3.2.1. In the meantime, the MC presents the skaters and announces their order to go within the current group.

6.3.2.2. Before each run, skaters must wait for the MC to allow them to go.

### 6.3.3. During the runs:

6.3.3.1. Skaters may do single slides or slide combinations. There is no limitation (See 6.5).

6.3.3.2. The 3 best runs (out of 4) of each skater are taken into account.

6.3.3.2.1. In Final, the 4 best runs (out of 5) of each skater are taken into account.

6.3.3.2.2. The performances of the previous rounds are not taken into account.

6.3.3.3. Only slides performed into the Slide Area are taken into account.

6.3.3.4. Only the distance slid inside of the Slide Area is taken into account.

6.3.3.5. Slides outside of the Slide Area are considered void and disqualified.

### 6.3.4. After the runs at the end of each group:

6.3.4.1. During the judges' deliberation, the MC calls the skaters of the next group for warm-up.

6.3.4.2. 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.

6.3.4.3. In case of a tie, see 6.4.

### 6.3.5. In the Final Round:

6.3.5.1. 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.

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

## 6.4. BEST SLIDE

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

6.4.1.1. A Best Slide consists in one single slide or a combination of slides (See 6.5).

6.4.1.2. 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.

6.4.2. The Best Slide procedure is as following:

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

6.4.2.2. Each concerned skater has a maximum of 2 consecutive attempts. Only the best attempt is taken into consideration.

6.4.2.3. 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.

## 6.5. 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:

6.5.1. 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.

6.5.1.1. The minimum length for a single slide is 2 m.

6.5.1.2. 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.

6.5.2. Continuity and Flow: Tricks with controlled starts and exits as well smooth transitions for combos between the different slides. Body management with a mastered use of the upper body.

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

## 6.6. PENALTIES

6.6.1. In the case of tripping or falling, the slide is considered void.

6.6.2. If both hands of a skater touch the ground, the slide is considered void.

6.6.3. If one hand touches the ground, the slide is taken into consideration and the technical quality is downgraded.

6.6.4. If a skater repeats several times the same slide during a round, only the best attempt will be taken into account.

## **6.7. RANKING**

The ranking of Slides Battle follows the same organization as that of Freestyle Battle (See 5.8).

**APPENDIX A: COMPETITION EQUIPMENT LIST** (See 1.9)



**APPENDIX B: FREESTYLE SLALOM TRICK MATRIX** (See 2.6)

**APPENDIX C: VICTORY POINT SYSTEM** (See 2.10)

**APPENDIX D: FREESTYLE SLIDES TRICK MATRIX** (See 6.5)

## APPENDIX A: Freestyle skating competition equipment list

Note: The list shows all possible equipment needed for your competition and the organization of it.

No.	Description	Quantity	Remark	Needed	In-Charge	Confirm
1	Sound System	1 set	With mixer, mixer, etc., which can play MP3, and connect a computer to play			
2	Microphone	2 or more	Wireless microphone, can cover the entire stadium			
3	Audio adapter cable	1 set	MP3 / Computer audio cable kit			
4	Long audio cable	1 pc	Allows judges direct access to the audio system			
5	Audio Player	2 set	Laptop, or iPad, music player, second alternate.			
6	Walkie - Talkie	7 pcs	Small portable radio link (receiver and transmitter) including charger with headphones			
7	Laser Printers	1	Printer drivers			
8	Printer cartridges	1				
9	Power extension cables		50 meters is recommended to bring a cylindrical reel			
10	Power Supply Board	2				
11	First-aid station		First-aid kit or first-aider			
12	Judges Tables	8 to 10	Single desk length of at least 1.2 m			
13	Table Cloth		Judges tables			
14	Judge Chair	25	Judges, check-in area and cone pickers			
15	Canopy Tent	4	Outdoor events, each 3 * 3 m			
16	Auditorium					
17	Check-In signage	1				
18	Result bulletin board	1				
19	Measuring tape	1	30 to 50 meters			
20	Stopwatch	2pcs				
21	Hand flag	4	2 red, 2 white			
22	Whistle	1				
23	Yellow & Red card	4	Similar to soccer, Yellow / Red			
24	Cones	8set	Each set of 20, 2 sets of 4 colors each with distinct color to competition floor.			
25	Adhesive tape	100m	For starting line and finish line use, self-adhesive non-slippery surface.			
26	Safety tapes		Isolators, 50 m			
27	Water-based markers	3	Competition area markings			
28	Chalk	1box				
29	Writing pen	15				
30	Clip Board	8				
31	Cone Stickers	150	Round stickers, diameter 7.7cm, center hole 0.7cm (hollowed or transparent).			
32	A4 Paper	3pkts				
33	Big envelope	30	Able to fit A4 size paper			
34	Stationery	1 set	Transparent glue, scissors, staplers, staples.			
35	Laptop	1	Windows systems, for speed slalom and Battle.			
36	Drinking water		Judges			
37	Speed Slalom lane divider		15 ~ 20cm high. Total length of 16 meters. 			
38	Speed Slalom lane sign	4pcs	30cm high, 25cm long. 			
39	Result area Backdrop		About 3 m * 3 m			
40	Result area		4-place sofa or 4 chairs			
41	Chorometer		Speed Slalom			
42	Big Screen or Tv		Large size, can be connected to a computer, for Battle and speed slalom timer.			
43	Resting Bench		Available seating 20 to 30 people			
44	Gymnastics mats		Indoor use, speed slalom for wall cushion.			
45	Trash bins (bags)	2pkts				
46	Mop	3	Absorbent mop			

## APPENDIX A: Freestyle skating competition equipment list

47	Badge lanyards		Judges, staff, athletes, coaches, team leaders, media.			
48	Number Tags		Cloth, 18cm * 12cm, each athletes one piece, with a safety pin.			
49	Safety Pin		4 to 5 per athletes			
50	Judges Apparel		Be based on the number of referees			
51	Staff Apparel					
52	Competition staff	11	2 Check-in , 8 cone pickers into 2 groups, 1 record			
53	Acrylic stand	4pcs	Base height 10cm width * 30cm * 25cm long, triangular			
54	Medals		All category top three awards			
55	Certificate		All category top six certification			
56	Certificate of Participation		Based on number of athletes			
57	Contestants Insurance					
58	Judges resting area	1				
59	Athletes resting area	Several rooms				
60	Media Room		With WiFi, multiple power interfaces, drinks, snacks, chairs			
61	Competition Backdrop					
62	Podium					
63	Presentation Tray					
64	Tray red cloth					
65	Flag-raising device					
66	Flag-raising team					
67	Participating countries flags					
68	National flag for Award Presentation					
69	National anthem					
70	Miss etiquette					
71	Meeting Room		Judges and coaches meeting / leader meeting			
72	Flagpole kits		Removable type			
73	Large Board or Cloth		Isolated competition area and warm-up area facilities			





## APPENDIX C: VICTORY POINT SYSTEM FOR CLASSIC FREESTYLE SLALOM

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

### Example

Table 1. Judges marks

Name	Pen.	Judge 1			Judge 2			Judge 3			Judge 4			Judge 5		
		Tech	Style	Total	Tech	Style	Total	Tech	Style	Total	Tech	Style	Total	Tech	Style	Total
Skater 1	1	42	23	64	42	22	63	41	24	64	44	23	66	44	25	68
Skater 2	0	35	15	50	38	18	56	38	17	55	36	17	53	35	15	50
Skater 3	2	38	17	53	30	12	40	29	12	39	37	16	51	33	12	43
Skater 4	2	31	16	45	36	16	50	36	18	52	37	17	52	27	11	36
Skater 5	0	28	18	46	33	25	58	25	14	39	33	18	51	25	14	39
Skater 6	2,5	12	6	15,5	10	5	12,5	22	10	29,5	24	10	31,5	22	10	29,5
Skater 7	2	21	10	29	7	4	9	21	9	28	26	9	33	15	8	21
Skater 8	3	11	4	12	6,5	4	7,5	20,5	10	27,5	21	9	27	13	6	16

Table 2. Judges rankings

Name	Judge 1	Judge 2	Judge 3	Judge 4	Judge 5
Skater 1	1	1	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	2	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	Criteria 1 Win Sum	Criteria 2 Local WP	Criteria 3 Tech Pts	Total Win Pts Criteria 4	Total marks Criteria 5	Rank
Skater 1		5	5	5	5	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	167	21		3
Skater 4	0	0	3		2	5	5	5	4	5	167	20		4
Skater 5	0	1	2	3		5	5	5	4	5	144			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

The table shows how many judges have voted for the skaters in column against the skaters in row (victory points).

**Criteria 1: Main criteria – the number of victories against all skaters**

When each skater is compared with the others skaters, if the victory points of the skater in the cell is greater than half of the judges' number, 1 point is added to Criteria 1 (Win Sum). The highest rank goes to the highest sum. The meaning of Criteria 1 corresponds to how many times more than half of the judges have voted for this skater against the other skaters.

**Criteria 2: Local win points**

If Criteria 1 is a tie, (e.g. in this table, there is a tie between skaters 3, 4, 5 in Criteria 1) the victory points are calculated for these 3 skaters in relation to one another (Local points).

**Criteria 3**

If Criteria 2 is a tie, the skaters are ranked according to the sum of their technical marks.

**Criteria 4**

If Criteria 3 is a tie, the skaters are ranked according to their total victory points.

**Criteria 5**

If Criteria 4 is a tie, the skaters are ranked according to the sum of their total marks.

If Criteria 5 is a tie, the skaters get the same rank.

Technical Difficulty Rate Based on 2Meter					
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			
		Cowboy 8 Wheels	8 Cross 8 Wheels		
			Cross UFO Heel Heel		
			Cross UFO Toe Toe		
			Cross UFO Toe heel		
			Cross UFO 8 Wheels		
		Cross Ern Sui Heel Heel		BackSlide Toe	
				BackSlide Heel	
		Cross Ern Sui Heel Toe		FastSlide Toe	
		Cross Ern Sui Toe Toe		FastSlide Heel	
		Cross Ern Sui Heel	Eagle Toe Toe		
	Cross Ern Sui Toe				
		Eagle Toe Heel			
		Eagle Heel Heel			
		Eagle 8 Wheels			
B			UFO Heel Heel	BackSlide 4 Wheels	Cross Parallel Heel Heel
			UFO Toe Heel	FastSlide 4 Wheels	Cross Parallel Toe Toe
			UFO Toe Toe		Cross Parallel Toe Heel
			UFO 8 Wheels		
		Ern Sui Heel Heel		Magic Toe Toe	Cross Parallel 8 Wheels
		Ern Sui Heel Toe		Magic Heel Heel	
		Ern Sui Toe Heel		Magic Toe Heel	
		Ern Sui Toe Toe			
		Ern Sui 4 Wheels			Unity / Savannah Heel Heel
					Unity / Savannah Toe Toe
				Unity / Savannah Toe Heel	
C	Soyale Heel Heel			Magic 8 Wheels	Unity / Savannah 8 Wheels
	Soyale Heel Toe			FastWheel 4 Wheels	Parallel Toe Toe
	Soyale Toe Heel			FastWheel Heel	Parallel 8 Wheels
	Soyale Toe Toe			FastWheel Toe	Parallel Heel Toe
	Soyale Heel			FastWheel Heel Heel	Parallel Heel Heel
	Soyale Toe			FastWheel Toe Toe	
	Soyale 4 Wheels			FastWheel Toe Heel	
				FastWheel Heel Toe	
		Cross Acid Heel Toe			
		Cross Acid Toe Heel			
		Cross Acid Toe Toe			
		Cross Acid Heel Heel			
		Barrow Heel Toe			
		Barrow Toe Heel			
		Barrow 4 Wheels			
		Barrow Toe			
		Barrow Heel			
		Cross Acid 8 Wheels			
		Cross Acid Toe			
		Cross Acid Heel			
		Acid Toe Heel		Powerslide Toe	
		Acid Heel Toe		Powerslide Heel	
		Acid Toe Toe		Powerslide Toe Toe	
		Acid Heel Heel		Powerslide Heel Heel	
		Acid Toe		Powerslide Heel Toe	
		Acid Heel		Soul Toe	
	Acid 4 Wheels		Soul Heel		
			Soul 4 Wheels		

\* Highlighted in RED is the sliding leg.