

SKATE-CROSS RULEBOOK



**WORLD
SKATE**

INDEX

Section 1 - Competition regulations

- 1.1 : Registration
- 1.2 : Classifications and types of competition
- 1.3 : Categories / Disclaimer / Competitors
- 1.4 : Competitor Insurance
- 1.5 : Sponsorship and Advertising

Section 2 - The Competition

- 2.1 : Individual WSX Format
- 2.2 : Individual WSX - World Ranking
- 2.3 : Team Cross Competition - Competition Format
- 2.4 : Athletes Briefing
- 2.5 : Inspection and Training
- 2.6 : Contact / Disqualification
- 2.7 : Rule Violations
- 2.8 : False Start
- 2.9 : Protest / Video Control

Section 3 - Competition Notes

- 3.1 : Equipment
- 3.2 : Starting and Bib Numbers
- 3.3 : Judge Committee
- 3.4 : Athletes' Representative
- 3.5 : Competition Cancellation
- 3.6 : POV Cameras
- 3.7 : Timing / Transponders

Annex 1 : Compulsory and Recommended Protectives

Annex 2 : Winpool System

1. COMPETITION REGULATIONS

1.1 Registration

The registration for the World Championships is managed through the World Skate Entry Platform.

If Wild Cards will be granted, it will be specified in WS bulletins.

The organization will precise the conditions of registrations and give all details about deadlines for other events than World Championships.

The name of the athletes must be written the same way as in his official documents.

All registered skaters will be given an identification number that they will keep during all his career unless further changes and will be used for all future competition registration.

1.2 : Classifications and types of competition

The WSX World Ranking

Until and for the 1st WSX 3 stars event of the season, the World Ranking of the previous year will be used in order to organize the time trials.

After the first WSX event of the season, the WSX World Ranking will be temporarily based on 1 competition or 2 competitions after the second event instead of best 3. The new ranking will be used only after the 1st main event of the season.

An updated WSX World Ranking will be posted at www.worldskate.org in the beginning of each month.

WSX Men World Cup :

The WSX World Cup will consist of various events in level 1, 2 or 3 stars. The best 3 results per skater will be compiled to crown the World Cup winner.

WSX Women World Cup :

The WSX World Cup will consist of various events in level 1, 2 or 3 stars. The best 3 results per skater will be compiled to crown the World Cup winner.

Team Cross Competition :

The Team Cross Competition will consist of various events in level 1,2 or 3 stars. The best 2 results per team will be compiled to crown the World Cup Winner.

WSX Men World Championships :

The WSX World Championships will consist of 1 single event. The winner of this event will be awarded as World Champion.

WSX Women World Championships :

The WSX World Championships will consist of 1 single event. The winner of this event will be awarded as World Champion.

1.3 : Categories / Disclaimer / Competitors

1.3.1 : Categories

Categories may be applied for the WSX competition(s). Three ages categories :
U15 skaters will be aged between 10 (included) and 14 (included) years old the year of the competition (calculation based only on birth year and competition year)
Junior skaters will be aged between 15 (included) and 18 (included) years old the year of the competition (calculation based only on birth year and competition year)
Senior skaters will be aged at least 19 years old the year of the competition (calculation based only on birth year and competition year).

Organization and judge committee is allowed to decide the day of the competition to change the categories and separate Junior from Senior or to make a single category including Junior and Senior.

Competitors under 18 years of age are only allowed to start with their parents' or legal representative's written permission. This rule may be adapted in accordance with the legislation of the host country.

1.3.2 : Disclaimer

No competitor is allowed to start without having produced a signed disclaimer. By signing the disclaimer the competitor confirms that he/she :

- inspected the track from the outside
- takes part at his own risks
- holds a private and valid accident insurance
- accept the official rules of the competition

1.3.3 : Competitors Duties

The competitors are obliged to make themselves familiar with the appropriate WSX rules and must comply with the additional instructions of the WSX official judge. Competitors must follow all WSX rules and regulations.

Competitors, who do not attend the prize-giving ceremonies without decent excuse approved by a WSX sport delegate, lose their claim to any prize including prize money. Another member of his team may represent, in exceptional circumstances, the competitor but this person has no right to take his place on the podium.

Competitors must behave in a correct and sportsmanlike manner towards members of the Organization, Judge Committee, volunteers, officials and the public.

The Judge Committee and the WSX Sport Director may disallow any competitor from competing at any time if the competitor shows an unacceptable attitude on or off the track to other competitor, organization member, media member, spectator or anybody closely related or not to the competition.

1.4 : Competitor Insurance

All competitors participating in WSX event must carry accident insurance, in sufficient amounts to cover accident, transport and rescue costs, including race risks. Competitors must be able to show proof of the respective insurance coverage at any time on request of WSX representative, Organization or any member of the Judge Committee. The organizer can request national federation license.

1.5 : Sponsorship and Advertising

Advertising on all pieces of equipment is permitted as long as it alters in no way the legibility of the bib number and does not mask the logo of WSX sponsors or event Sponsors nor modify the WSX bib. The judge committee has the right to ban competitor's partners that are not suitable for sports (e.g. drugs) without notice. Advertising for tobacco, drugs (narcotics)... is forbidden.

2.THE COMPETITION

2.1 : Individual WSX competition format

WSX competitions shall typically be held over a 2 day period

Day 0

Arrival of the skaters

If the track is ready and useable, skaters may be allowed to discover and test the track.

Day 1 - Training & time trials

Morning : Track open

Discovery of the track

Trainings

Athletes briefing

Time trials

Team Cross

(Finals for U15 and Junior Categories)

Day 2 - Finals day

Open Training for qualified skaters only

Athletes briefing

Women 8th of finals

Men 8th of finals

Women Quarter finals

Men Quarter finals

Women Semi finals

Men Semi finals

Women Final

Men final

Under certain circumstances, a WSX competition may be compacted in 1 single day comprising training sessions, time trials, and finals. In this case the race format may be changed and/or adapted. Team Cross competition can be cancelled if organization needs to adapt the schedule at last minute (e.g. for bad weather conditions)

Course Inspection Procedure

The competitors' inspection takes place after the inspection by the WSX and judge committee has been completed and after the track is officially open. The track is generally inspected from the beginning to the end. During trainings, skaters can stop and work how to skate some specific ramps. In that case they should be very careful and never stand and skate reverse in the middle of the track.

2.1.1 : WSX time trials procedure

Timed runs are used to qualify competitors for the finals (heat or knockout format)

For women time trials and men time trials, the starting order of the 1st run shall be determined by the athlete's position in the World Ranking (best ranked skaters goes last)

For the 2nd run, the order will be determined by the athlete's position in the first run (best time goes last)

Start intervals

During the time trials runs, there will be an automatic start procedure for each riders. MC will ask to the skater to get ready.

Judge can start the procedure and computer will give appropriate command :

- "on your marks"
- few sec gap
- "ready"

After ready, the skater is free to start his run within 5sec. If the time between ready and the start of the skater is longer than 5 sec. A false start will be given.

If the skater start before ready, a false start will be given.

Two consecutive false start will lead to a disqualification of the skater for the concerned run.

During time trials, skaters will go 1 by 1 on the track and they are not allowed to grab any part of the track (like fences or cones, etc...) with their hands in order to gain speed. (special allowance can be given when a skater has difficulty to reach the top of a ramp.) Using forbidden short cuts or in special situation clearly announced by the judges during athletes' briefing will lead to a disqualification of the skater for this run.

The skaters must finish the race crossing the finish line with at least one wheel on the ground. If the skaters jump over the line, he/she might be disqualified according to head judge's decision. If the skaters jump over the line chronometer does not stop, there will be no re-run for the competitor and the competitor will be disqualified for this run.

If a competitor goes through the finish line falling on his body, judges may not count the run and disqualify the skater for this run.

Two formats are possible for timed runs :

- A) Two run time trials : all competitors have two timed runs. The best time of these two runs determines the ranking (starting order is organized as follow : 1st run in world ranking reverse order. Second run in the reverse order of the 1st run results). A competitor who did not start (DNS), did not finish (DNF), or was disqualified (SDQ or DQ) in time trials 1st run one may nevertheless participate in time trials 2nd run.
- B) One run time trials : all competitors are timed and the fastest time counts. The top X riders advance to the final

In time trials (A), two runs per competitors are timed and the fastest counts. The top X riders advance to the finals.

In case of tie. The 2nd time will be used to separate the skaters. If a tie remains, judges can use the World Ranking to separate the skaters. If a tie remains, judges will use the first called skater in the first run as best qualified skater.

If there is only one time trials run and two or more competitors have the same time, the competitor with the best position in the current world ranking shall be ranked first. If a tie remains, judges will use the first called skater in the first run as best qualified skater.

If a skater is DQ in his 2 timed runs (A) or his only timed run (B), this skater cannot take part in the finals per groups.

If a competitor is not able to ride the course safely and at a certain speed, the judge committee has the right to forbid the athlete from starting.

If the time trials are cancelled, the matrix for the finals will be filled based on the world ranking.

A winpool system might be organized instead of timed runs if validated by the WSX representative. (Winpool system to be detailed in Annex document)

2.1.2 : Finals

The finals shall be run in a single knockout format.

The time trials results determine the groups for the finals as follows :

1 st Round				Quarter Finals				Semi Finals				Finals			
G1				QF1				SF1				Final			
1	16	17	32	G1 #1	G2 #1	G2 #2	G1 #2	QF1 #1	QF2 #1	QF2 #2	QF1 #2	SF1#1	SF2#1	SF2#2	SF1#2
0	0	0	0	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX
0	0	0	0	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank
G2				QF2				SF2				Consolation Final			
8	9	24	25	G4 #2	G3 #2	G3 #1	G4 #1	QF3 #2	QF4 #2	QF3 #1	QF4 #1	SF1#3	SF2#3	SF2#4	SF1#4
0	0	0	0	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX
0	0	0	0	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank
G3				QF3				SF2				Consolation Final			
5	12	21	28	G5 #1	G6 #1	G6 #2	G5 #2	QF3 #1	QF4 #1	QF3 #2	QF4 #2	SF1#3	SF2#3	SF2#4	SF1#4
0	0	0	0	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX
0	0	0	0	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank
G4				QF4				SF2				Consolation Final			
4	13	20	29	G7 #2	G8 #2	G7 #1	G8 #1	QF3 #2	QF4 #2	QF3 #1	QF4 #1	SF1#3	SF2#3	SF2#4	SF1#4
0	0	0	0	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX
0	0	0	0	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank
G5				QF4				SF2				Consolation Final			
3	14	19	30	G5 #1	G6 #1	G6 #2	G5 #2	QF3 #2	QF4 #2	QF3 #1	QF4 #1	SF1#3	SF2#3	SF2#4	SF1#4
0	0	0	0	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX
0	0	0	0	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank
G6				QF4				SF2				Consolation Final			
6	11	22	27	G7 #2	G8 #2	G7 #1	G8 #1	QF3 #2	QF4 #2	QF3 #1	QF4 #1	SF1#3	SF2#3	SF2#4	SF1#4
0	0	0	0	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX
0	0	0	0	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank
G7				QF4				SF2				Consolation Final			
7	10	23	26	G7 #2	G8 #2	G7 #1	G8 #1	QF3 #2	QF4 #2	QF3 #1	QF4 #1	SF1#3	SF2#3	SF2#4	SF1#4
0	0	0	0	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX
0	0	0	0	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank
G8				QF4				SF2				Consolation Final			
2	15	18	31	G7 #2	G8 #2	G7 #1	G8 #1	QF3 #2	QF4 #2	QF3 #1	QF4 #1	SF1#3	SF2#3	SF2#4	SF1#4
0	0	0	0	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX	FAUX
0	0	0	0	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank	Rank

The final matrix shows which competitors shall compete in which group. The order for choosing starting gates is :

- Red shirt always choose 1st
- Followed by Yellow
- Followed by Green
- Blue choose the last available gate.

Under particular circumstances the program might be shortened. In this case, a different matrix will be presented to the competitors

The time trials results determine the pairings for the finals. If, for any reason, it is not possible to proceed with the time trials, the finals matrix will be filled based on the current World Ranking.

Finals Race Procedure

Choice of starting gate

In every race of the finals, the choice of starting gate for each group is based on the ranking of the time trials. The best ranked competitor from the time trials list chooses a gate first, followed by the second best ranked competitor, and so on. The colored bib will always be given as follow in the first round : Best ranked skater of the time trials is in RED, 2nd in YELLOW, 3rd in GREEN and 4th in BLUE.

After the 1st round of finals, the color bibs can change according to the results of the previous round.

A blue bib beating a red bib will steal his red bib for the next group in consequences, he will skate with red or yellow bib according to the time trials ranking of the skater beaten.

Start command

« on your marks » - short pause - 3 seconds for the skater to freeze
« set » - skater is frozen and can't move after the word set -
random bip between 1sec and 3 sec after set

Starting before the bip, moving between the command « set » and the « bip » will lead to a false start. Only one false start for a skater will be allowed. 2nd false start for the same skater in the same round will lead to the disqualification of the skater.

In the case that the events' starting gates are equipped with automatic opening starting doors, the false start will be given only if the skater force the opening of the door. In such case the 1st false start will lead to the disqualification of the skater.

At the finish line

For all wxs competitions, the first wheel that touch the ground and cross the finish line determines the winner of the group.

Throwing the body across the finishing line, is forbidden, and will lead to a disqualifications or a loss of place inside the group.

The first and the second competitors to cross the finish line advance to the next round. Even obvious result must be confirmed by judges after video check that no penalty is given to one of the 2 firsts skaters.

2.1.3 : Final Ranking

Competitors 1 to 4 are ranked according to their finishing place in the final and eventual judges decision.

All other competitors are ranked according to the round they were eliminated in (e.g.) semifinals), their position in their respective group (3rd or 4th) and their ranking in the time trials list among those who were eliminated in the same round. For example, both competitors eliminated in the semifinals finishing 3rd shall be ranked 5th and 6th, according to their ranking in the time trials. Both skaters finishing 4th shall be ranked 7th and 8th according to their ranking in the time trials.

All competitors eliminated in the quarterfinals finishing 3rd shall be ranked from 9 to 12, according to their ranking in the time trials, and so on. Then all competitors eliminated in the quarter finals finishing 4th shall be ranked from 13 to 16, according to their ranking in the time trial and so on.

This rule must be applied for all stages of the competition.

In the finals (knockout format), competitors who do not complete a round will be ranked as follows : DNF (did not finish) shall be ranked the highest, followed by SDQ (sport disqualification) and DQ (intentional contact).

In case a judge has to rank more than one skater in situation of DQ, SDQ, DNF or DNS, he will follow this order to rank them.

DNF will be ranked after skaters who completed the race and before DQ, SDQ or DNS.

DQ will be ranked after DNF and before SDQ or DNS.

SDQ will be ranked after DNF or DQ and before DNS.

DNS will be ranked after DNF, DQ or SDQ.

All competitors who are not qualified for the finals are ranked according to their position in the time trials.

The following rules may apply under special circumstances.

Should a competition be cancelled in part, the results from the last complete round (including time trials, round of 64, round of 32 quarterfinals, and semifinals) shall be considered the final results from that competition. If the competition is cancelled before the finals starts, points shall be awarded according to the results of the time trials list. Prize money will only be paid if the finals are completed.

2.1.3.1 : DNS vs Lucky loser

A competitor who does not start in the first round of finals in which he was scheduled to start shall automatically be replaced by the best competitor available who did not qualify (the lucky loser).

In the first round, if a competitor does not start, he will be replaced by the best ranked competitor up to this point. This means the next ranked competitor after the time trials qualified skaters will be back in the competition. (example : 17th, 33rd, 65th...)

The competitor who DNS will take the ranking spot of his replacement, the 65th spot in the final competition ranking.

2.2 : WSX individual World Cup Ranking

The WSX world cup consist of X 3stars races and any 2 & 1 stars races.

The winner of the world cup will be determined as follow :


The best 3 scores will be totaled to give an adjusted point score.

Tie breaking : If two or more competitors are tied, WSX will only separate top 3 skaters in the ranking. To untie the skaters WSX will use the following criterias :

- 1) Biggest Quantity of point for the best 3 results
- 2) Biggest quantity of point including all results of the season (including 2 & 1 stars events)
- 3) The best ranked on the last 3 stars event of the season

2.2.1 : WSX competition ranking

Points shall be allocated for each WSX competition as follow :

WSX Ranking Point System			
Rank	☆☆☆	☆☆	☆
1	300	200	100
 2	270	180	86
3	250	170	78
4	238	161	72
5	226	153	66
6	216	147	62
7	207	141	58
8	201	137	55
9	195	133	52
10	190	130	50
11	185	127	48
12	181	125	46
13	176	122	44
14	173	120	43
15	170	118	41
16	167	116	40
17	164	114	39
18	162	113	38
19	161	112	37
20	159	111	36
21	157	110	35
22	156	109	34
23	154	108	33
24	153	107	32
25	151	106	31
26	150	105	30
27	149	104	29
28	148	103	28
29	147	102	27
30	146	101	26
31	145	100	25
32	144	99	24
33	143	98	23
34	142	97	22
35	141	96	21
36	140	95	20
37	139	94	19
38	138	93	18
+1	-1	-1	-1

2.2.2 : individual WSX competition ranking

Points obtained by all competitors shall be added to the world ranking after each competition

An update of the world ranking will be posted at www.worldskate.org at the beginning of each month.

2.3 : Team Competition - Competition format

WSX Team Cross competition shall typically be a one day competition

Day 1 - Training & Time trials

Morning : Track open

Discovery of the track

Trainings

Athletes briefing

Time trials

Team Cross

Athletes briefing

Finals with top 16 teams or top 8 teams.

There is no specific team practice session

There is no specific team time trials session

The team competition will be presented on Day1. In case of bad weather or poor conditions the team competition may be postponed or cancelled.

2.3.1 : Team Cross competition - Teams

A team shall be composed by 2 skaters.

All members of a team need to get an official time from men or women time trials to be eligible for the Team Cross competition. In exceptional cases, judge can allow a skater that didn't take part in the time trials to be on a team. In that case his « qualification time » will be 100 sec (so his team will be qualified last.)

Each team needs a captain who will make sure all rules are respected.

Eligibility

A team needs to have at least 2 official team members at the starting gates to be eligible for the Team Cross competition.

Team names shall be provided in the latin alphabet (no expletives allowed ; a team's application may be rejected if the team name is deemed unacceptable by the judge committee).

All team members must wear the same color bib given by the organization before the start of the race. The color bib will be RED or Yellow and will be given according to the time trials best team. If a worst ranked team beat a best ranked team, the worst ranked team steal the rank of the other team for the rest of the competition.

The judge committee can provide helmet number stickers (1,2,3) to members of all top X teams that qualified for the WSX Team Cross competition. Numbers are assigned according to the time trials ranking of the team.

An athlete can only enter in one team per competition.

2.3.2 : Team competition - qualification system

The Team Cross competition is an open competition. A team can be composed of a mix of men and women, only men or only women.

The 2 members of each team are required to start in the individual Men or Women time trials to put the team on the official team qualification list.

Qualification rank for Team Cross will be organized as explained below :

The best time of each skater of a team will be added to each other and give a new time that will be considered as the team qualification result. The team with the lowest time will be 1st of the qualification ranking. The qualification ranking will be used to build the pairings for the finals.

The team qualification ranking will be available after the men and women time trials.

2.3.3 : Team competition - competition format

Finals (knock-out format) : the 2 competitors from team A run against the 2 competitors from team B. The 1st placed team (from the team qualification list) competes against the 16th placed team, the 2nd placed team against the 15th placed team, the 3rd placed team against the 14th placed team, and so on.

Round of 8					
	G1				Rank
RED	1 ⁰		TEAM 1	0	
YELLOW	16 ⁰		TEAM 16	0	
	G2				Rank
RED	8 ⁰		TEAM 8	0	
YELLOW	9 ⁰		TEAM 9	0	
	G3				Rank
RED	5 ⁰		TEAM 5	0	
YELLOW	12 ⁰		TEAM 12	0	
	G4				Rank
RED	4 ⁰		TEAM 4	0	
YELLOW	13 ⁰		TEAM 13	0	
	G5				Rank
RED	3 ⁰		TEAM 3	0	
YELLOW	14 ⁰		TEAM 14	0	
	G6				Rank
RED	6 ⁰		TEAM 6	0	
YELLOW	11 ⁰		TEAM 11	0	
	G7				Rank
RED	7 ⁰		TEAM 7	0	
YELLOW	10 ⁰		TEAM 10	0	
	G8				Rank
RED	2 ⁰		TEAM 2	0	
YELLOW	15 ⁰		TEAM 15	0	

Both teams select gates alternatively. The Team with the fastest qualification time (team A) has the first pick. Any of the 2 riders from the team may choose any gate. The next pick will be for the 2nd riders of the team A. The 2 last gates will be picked by the other team (team B).

The two athletes of the team will start in each race.

All starting gates open at the same time.

The DQ rules are valid at all times during the WSX Team Cross competition

A DQ against one team member automatically leads to a DQ for the whole team.

The ranking of teams eliminated in the round of 16 and quarterfinals is determined by their ranking in the team qualification list. Teams who do not qualify for the knockout rounds (beyond 16th place) will be ranked after the teams qualified for the finals. WSX will use the Team Qualification Time to rank them and all teams will score points

The first wheel that touch the ground and cross the finish line determines the winner of the group and other places in the group.

The team that will win the race is the one placing their 2 skaters in the top 3. (1st and 2nd, or 1st and 3rd, or 2nd and 3rd) If one member of a team finishes at 4th place, his/her team is eliminated.

Throwing the body across the finishing line, is forbidden, and will lead to a disqualifications or a loss of place inside the group.

Even obvious result must be confirmed by judges after video check that no penalty is given to one of the 2 firsts skaters.

The finals rounds follow the standard elimination system :

8 groups for round of 16 ; 4 groups for quarterfinals ; 2 groups for semifinals ; 1 group for 4th and 3rd place ; 1 group for 2nd and 1st place

In any case, a team participating will always score, at least 1 point.

2.3.4 : Team competition ranking

Points shall be allocated for each Team Cross competition the same way than for individual (2.2.1 : WSX competition ranking)

2.4 Athletes briefing

It is mandatory for all competitors to participate in the athletes briefing. Time and place will be announced on site in due time. Only competitors are allowed at the athletes briefing (no coaches, friends, family, etc...).

A competitor who is not attending the athletes briefing can be disqualified.

2.5 : Inspection and training

It is each competitor's own responsibility to inspect the track before skating the track and its ramps. A training time will be given to allow the skaters to learn how they can skate the ramps the best way. If a skater missed the training time, it is his responsibility to start without knowing the track.

The judge committee and the WSX officers may disallow any competitor from competing at any time if the competitor shows an unacceptable attitude on the track or demonstrates insufficient skating skills that could create unsafe situation for him and/or other skaters.

2.6 : Contact / Disqualification

Contact or interference by means of holding, pushing, hitting, and purposeful hindrance resulting in a competitor's slowing down, falling or drifting off course shall lead to automatic disqualification. Unavoidable casual contact may be acceptable (e.g. 2 skaters can be shoulder counter shoulder while taking speed or inside a turn. Or 1 skater faster behind another one can put his hand on the back of the other skater, judges will check if the skater pushed or make a strong contact which would disqualify him. In opposition, if the fastest skater shows a bended arm trying to absorb a contact... the judges may not DQ the skater. Re-runs due to intentional contact are not allowed. A competitor who is disqualified because of intentional contact will automatically be ranked last in the respective round (DNS excluded). All contact infractions shall be sanctioned at the discretion of the judge committee.

If a competitor is disturbed by a contact with another skater who is DQ because of this contact will gain one place at the end of the group if the DQ skater finished in front of him. So if he finishes 3rd behind the DQ skater, he will become second and be qualified. If he finishes 4th, he will become 3rd and will not be qualified.

2.6.1 : Priority Rule

In sharp turns or hairpin turns, a priority rule will be applied to judge the contacts during each turn. The skater who is in front of the others and who takes the trajectory at first, will have the priority over the following skaters. If a skater comes from behind, cutting the trajectory of the skater in front of him, causing a contact with the skater in front of him, and the effect is that the first skater is pushed out of the trajectory or falls down, the skater coming from behind will be disqualified. The priority rule shall not apply if both skaters are on the same level before the

turn, or if the full body and skates are not clearly in front of the other skaters. The head judge shall decide to disqualify or not a skater, according to the video materials that will be provided by the video controllers.

If, for any reason, an athlete did not start (DNS) at the start gate, he will be disqualified. His ranking will be determined as described under section 2.1.3

The same rules apply to the team competition. If one or more competitors of a team are disqualified, the whole team is disqualified.

If a competitor is disqualified because of an intentional contact, the team shall automatically be ranked last in the respective round (DNS excluded). All contact infractions shall be sanctioned at the discretion of the judge committee.

2.7 : Rule Violations

All violations against a rule can be followed by :

- Last pick of starting gate
- Prize money deduction
- Loss/deduction of points
- Suspension
- Loss of rank for the competition / unranked for the competition

The decision can be issued at any time at the discretion of the judge committee

2.8 : False start

2 consecutives false starts are considered as a disqualification. After every race (qualification or finals) the false-start that a skater did in a previous run will be forgotten.

Qualification/Time trials :

- Starting before command : « ready » is a false start
- Starting more than 5 sec after command « ready » is a false start

Finals :

- moving after command : « set » and before « bip » is a false start
- doing a « last move » after set is considered as a break of the previous point and will be considered as a false start.

The same rules apply to the team competition. If one or more competitors of a team are disqualified, the whole team is disqualified.

An empty gate after a disqualification for 2 false starts shall not be filled by another skater.

2.9 : Protest / video control

Organization must provide video control all along the track in order to judge all contacts during the race. As soon as a judge will see a contact between 2 skaters or a fall close to a contact, he will automatically check the video and decide if there is a penalty to be given.

No complain will be allowed as every contact or fall will be checked by the judges.

A skater is allowed to inform what happened and ask if the judge checked this special situation. The competitor must stay polite and behave an appropriate way while asking for it and while receiving the decision of the head judge.

Video control will be used for all WSX races if possible. The duties of the video controller are to check the competitors' passage on the course. Final decisions made by the judges using the videos are restricted to disqualifications and sanctions. Footage of the entire race or any specific sequence footage used to judge won't be provided or shared with competitors. Moreover, videos from coaches, family, friends... will not be considered unless a judge specially asked for it.

3. COMPETITION NOTES

3.1 : Equipment

A competitor may only take part in a WSX race with the equipment conforming to the following regulations. A competitor is responsible for the equipment that he uses (skates, helmets, knee pads, gloves, wrist guards etc...). It is his duty to make sure that the equipment he uses conforms to the WSX specifications and general safety requirements and is in working order.

A competitor's equipment shall consist of skates, helmet, knee pads, elbow pads, gloves, skate wrist guards, crash pads, shinebone protective and back protective. Organizations, according to the race profile and ramps sizes may decide to select some of those protectives and make it facultative. In opposition, organization can decide to upgrade the mandatory protectives and specificity. This information must be given to the registered skaters at least 1 week before the competition. Organization can make personal email announcement or update the competition website.

- Skates
 - o All types of skating boots are allowed. No skates with sharp point or any other feature that might harm other competitors are permitted.

It is forbidden to ride the track without a helmet. A rider who loses his helmet at any time on the track must stop, put the helmet back on, and fasten the chinstrap properly before continuing to skate down the track.

A skater who rides the track without helmet will be disqualified (ranked last of the final race result), get zero points and no prize money for this competition. The judge committee will decide his participation in the next competition.

The complete protection equipment is mandatory whenever stepping onto the track, including :

- Helmet
 - o on the track every competitor shall wear a helmet at all times.
 - o MotoX or Mtb downhill CPSC bicycle helmets are allowed. The chinstrap must be properly fastened.
 - o Also allowed are hockey helmets approved
 - o Also allowed are inline aggressive helmets approved
 - o Also allowed are inline downhill helmets approved
- Elbow protection / pads
- Gloves / Skate Wrist guards
 - o The gloves must be covered by protective pads (bare skin is not permitted and should at least be covered) on top of hands and wrist. The palm of the glove must not be removed to permit the use of bare hands.
- Knee pads
 - o If a competitor appearing at the start without the mandatory equipment he will not be permitted to start.

In addition, it is recommended to wear :

- shoulder protection, chest and back protection shield
- crashpad
- back protector
- mouth guard
- shin bone pads

Please check annex 1 for more details.

3.2 : Starting and bib numbers

During all training sessions, time trials and finals (individual and team competition), it is mandatory to wear the helmet numbers provided by the competition organization and/or the judge committee.

During all finals stages, competitor must wear the bibs given by WSX or organization without hiding sponsors.

3.3 : Judge Committee

The judge team is composed by the head judge, race judges and WSX officers. The judge team shall be responsible for all rule reviews, course changes, and decisions on medical clearances. All judge team decisions are final and without appeal.

In addition to the above members of the judge team, the following associate members of the judge team can be solicited :

- An athletes' representative can be solicited under particular circumstances. He has no voting right.
- The video controller will be a consultant of the sport director and has no voting right.
- The start referee is responsible for organizing and supervising the start and for the observance of all rules related to false starts, communication with the judge team, equipment check, etc...
- 2 to 8 race judges (depending on course length) supervise the track from start to finish.
- The finish referee is responsible for organizing and supervising the finish area (including the finish line).

In certain circumstances, the judge team has the right to add, adjust or change a rule at any moment during the season.

3.4 : Athletes' representative

At the beginning of each WSX season, an athletes' representative shall be appointed as a liaison between athletes and judge committee. This person must have participated in at least 3 full seasons of WSX. A vote will be organized between skaters and WSX to define who will be the athletes' representative.

3.4.1 : Athletes' representative responsibilities

The Athletes' representative must be a link between WSX, Judge Team from one side and athletes from the other side. He will do his best to communicate the athletes general requests during and between events. Moreover, WSX may invite him to take part in some discussions during and between events about, rules, sanctions, or any points that the judge committee decides.

3.5 : Timing

For the time trials, the start impulse shall be given by the starting gate and the finish impulse by photocells (light beam). The minimum precision for the final result for each competitor's run is then expressed to a hundredth of a second.

For the final stages, no chronometer is required. The arrival order will determine the ranking of the group. A photo / movie finish will be required.

Compulsory Protectives

Helmet



Knee Pads & Elbow Pads



Gloves & Wrist Guards



Recommended Protectives

Crashpad



Back Protector



Mouth Guard



Shin Bone Pads



Shoulder & Chest Protector



Annex 2 : Winpool Qualification System

Instead of Time trials, a “winpool” system can be organised for Qualifications.

- Winpool Groups are first organised according to World Ranking.
- The list of skaters is sorted in the order of the World Ranking.
- Non-ranked skaters will be randomly added to the list after the ranked skaters.
- The rounds are randomly determined according to number position in the World Ranking.
- The number position is determined by the number of competitors divided by 4, then the first quarter get a number 1, second quarter a number 2, third quarter a number 3, fourth quarter a number 4.
- 2 Skaters cannot meet 2 times during the Winpool qualification rounds.
- Each group will be randomly composed by a number 1 skater, number 2 skater, number 3 skater and number 4 skater.

For example, for 28 skaters, first 7 skaters will be assigned N° 1, then following 7 skaters will be assigned N° 2, and so on.

Name	World Rank	Position N°
Skater 1	1	1
Skater 2	5	1
Skater 3	8	1
Skater 4	9	1
Skater 5	12	1
Skater 6	16	1
Skater 7	17	1
Skater 8	20	2
Skater 9	34	2
Skater 10	36	2
Skater 11	37	2
Skater 12	42	2
Skater 13	53	2
Skater 14	67	2
Skater 15	69	3
Skater 16	71	3
Skater 17	108	3
Skater 18	156	3
Skater 19	301	3
Skater 20	NR	3
Skater 21	NR	3
Skater 22	NR	4
Skater 23	NR	4
Skater 24	NR	4
Skater 25	NR	4
Skater 26	NR	4
Skater 27	NR	4
Skater 28	NR	4

After each race, each skater get points according to their ranking in each race.

The skater finishing at the first place will get 5 points

The skater finishing at the second place will get 3 points

The skater finishing at the third place will get 2 point

The skater finishing at the fourth place, DNS, DNF, or disqualified skaters will get 1 points

Depending on the number of competitors, 1, 2, or 3 winpool rounds can be organised according to head judge's decision.

The sum of points of each skater is calculated to establish a qualification ranking in order to prepare the final racing groups.

If 2 or more skaters have the same number of points, the best ranked skater in the World Ranking will be placed in front.

If 2 or more skaters have the same number of points, and no World ranking, they will be randomly ranked among the other skaters.