



## WSX / World Skate-Cross Series Rulebook

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# **1. PRESENTATION**

## **1.1 Skate Cross**

What is Skate-X ?

It is a skating race with obstacles in two parts: individual qualifications and finals (in groups).

During the qualifications, skaters have to achieve the best possible times to qualify for the final stages.

During the finals, unfolding with groups of 2, 3, or 4 competitors, skaters have to end up first or second in their groups to go through to the next round, and so on until the finals.

## **1.2 Freestyle Cross**

What is Freestyle-Cross ? (or Free Cross)

Skaters have to go one by one following the racetrack, doing as many tricks as possible, using each of the obstacles on their way. At the end of the run, the judges will give them a ranking, and the best skaters will be qualified for the final run.

# **2. EQUIPMENT**

All types of skates are allowed: inline skates with 2, 3, 4 or 5 wheels, and quad-skates.

Skates shall be in good condition, and shall not have any unfixed part that might come undone during the competition, or any cutting external part that might hurt the other competitors.

The jury can check the competitors' equipments and ask them to change or modify them if they do not comply with the rules, or if they show possible risks.

# **3. SKATE-CROSS**

## **3.1. QUALIFICATIONS**

Each competitor has 1 or 2 non consecutive timed individual runs, according to the decision of the organizer and the schedule of the event.

Only the best time out of the 2 is taken into account to make the qualifications ranking.

In case of a tie, the second times will be decisive to decide between two skaters.

### **3.1.1. Order to go**

For the first run of the qualifications, competitors go in the reverse order of the World Ranking. Non-ranked skaters go first in random, followed by ranked skaters.

After the first run, a temporary ranking is made out in decreasing order (from the best time to the worst time).

The second run goes according to the reverse order of the temporary ranking (increasing order): from the worst time to the best time.

All competitors have to appear for the first run.

Skaters not showing up for their first runs will be disqualified. If a skater, for technical or material reasons, cannot take part in the first run, judges may allow him to take part in the second run only.

If a skater decides not to take part in the second run, he has to inform the judges. In this case, only the time of the first run will be taken into account.

### **3.1.2. Unfolding**

When his name is called, the skater shows up at the starting line. He shall wait until the start is given.

Standing start is given in three phases:

Phase 1: *"On your marks"*, during this phase the skater takes up his starting position.

Phase 2: *"Set"*, during this phase, the skater stops moving, stands still and gets ready to go.

Phase 3: the skater can start as soon as he hears the electronic starting beep.

In the case of automatic *"start doors"*, the skater can start as soon as the doors open themselves.

If the skater starts, or moves, before the starting beep, he will get a *"false start"* and he will have to do the whole procedure again. If the skater gets a second false start in-a-row, he will get disqualified for the current round.

Once the start is given, the skater shall go along the track defined by the organizer (get over the set obstacles).

At the end of the track, the skater shall cross the end line on his skates to activate the time cell.

If a skater falls on purpose while crossing the end line (slipping ...) he will get disqualified for the current round.

If a skater leaps over the end line and the stop watch is not activated, he shall come back and stop it or he will be disqualified for the current round.

## **3.2. FINALS**

### **3.2.1. Making up of the groups**

The finals go off with groups of 2, 3 or 4 skaters, according to the type of competition set by the organizer and to the width of the track.

The groups are made up according to the qualifications ranking, based on the chart below, for example with 32 qualified skaters:

1 <sup>st</sup> Round				Quarter Finals				Semi Finals				Finals			
G1				Rank											
1	0	0	0												
16	0	0	0												
17	0	0	0												
32	0	0	0												
G2				Rank											
8	0	0	0												
9	0	0	0												
24	0	0	0												
25	0	0	0												
G3				Rank											
5	0	0	0												
12	0	0	0												
21	0	0	0												
28	0	0	0												
G4				Rank											
4	0	0	0												
13	0	0	0												
20	0	0	0												
29	0	0	0												
G5				Rank											
3	0	0	0												
14	0	0	0												
19	0	0	0												
30	0	0	0												
G6				Rank											
6	0	0	0												
11	0	0	0												
22	0	0	0												
27	0	0	0												
G7				Rank											
7	0	0	0												
10	0	0	0												
23	0	0	0												
26	0	0	0												
G8				Rank											
2	0	0	0												
15	0	0	0												
18	0	0	0												
31	0	0	0												

### 3.2.2. Order to go

The starting procedure is the same concerning the qualifications.

For the first round, the best ranked skater in the group (qualifications ranking) will wear the red color t-shirt, and can choose his starting lane first, followed by the second-best ranked, who will wear the yellow color t-shirt, followed by the third-best ranked, who will wear the green t-shirt, and then the fourth ranked, who will wear the blue t-shirt.

For the next rounds, the two skaters of each group who came first during the preceding round, have the right to choose first, according to the qualifications order. In any case, the skater with the red t-shirt, is the first to choose the lane, followed by the yellow t-shirt, followed by the green t-shirt and the blue t-shirt will take the last available lane.

In case of a false start, repeat the same procedure as that of the qualifications.

### 3.2.3. Contentious Actions

During the group phases, involuntary race contacts are tolerated. However, the following actions are forbidden:

- Pushing your opponents;
- Pulling your opponents;

- Holding back your opponents by the shirt;
- Blocking a skater to favor another skater;
- Making your opponents fall on purpose;
- Doing tricks that could be dangerous for the other skaters;
- Making obstacles fall on purpose.

Any contentious action, after judges' deliberation, can lead to the disqualification of the concerned skater(s).

In case of disqualification, the concerned skater will be relegated to the last position, according to the order of arrival.

In no case may a skater subject to dispute get automatically qualified if he is not ranked first or second after the re-ranking.

### **3.2.4. Results**

After each run, skaters shall wait for the official and final results in the results area.

## **4. FREESTYLE-CROSS**

### **4.1 QUALIFICATIONS**

Each competitor is placed in a Qualification Group.

Each group is composed by 4 to 5 skaters, according to the judges' decision.

Each competitor has 1 or 2 individual runs, according to the decision of the organizer and the schedule of the event.

Only the best run out of the 2 is taken into account to make the qualifications ranking.

In case of a tie between 2 or more skaters, the judges can ask for a Best trick to make their decision.

### **4.2 Making of groups**

Each competitor is placed in a qualification group, according to the current world ranking. If the skaters don't have a world ranking, they will be placed randomly in the qualification groups.

### **4.3 Order to go**

For the qualifications, competitors go in the reverse order of the World Ranking. Non-ranked skaters go first in random, followed by ranked skaters.

After the first run, the judges make out a temporary ranking. The second run goes according to the same order of the 1<sup>st</sup> run.

All competitors have to appear for the first run.

Skaters not showing up for their first runs will be disqualified. If a skater, for technical or material reasons, cannot take part in the first run, judges may allow him to take part in the second run only. If a skater decides not to take part in the second run, he has to inform the judges. In this case, only the score of the first run will be taken into account.

## **4.4 Unfolding**

When his name is called, the skater shows up at the starting line. He shall wait until the start is given by the MC, when the all judges are ready.

Once the start is given, the skater shall go along the track defined by the organizer (get over the set obstacles).

The skater is not allowed to go back on the track for any reason. The only case where it is allowed to go back, is when a skater falls between two ramps and he needs to take speed to go to the next obstacle.

At the end of the track, the skater shall go to the result area, where he will wait for the result to be announced.

The skaters are allowed to do any tricks they want on each part of the track.

## **4.5 Judging**

### **4.5.1 Number of judges :**

-3 table judges (incl.1 main judge)

-1 m.c (in charge of modération, group management, results presentation)

### **4.5.2 Table judges :**

Their main goal is to analyse the skaters' performances and to make a group ranking at the end of each group.

-they analyse skaters' global performances to get a general impression (up+down body position, strong+weak points, execution speed, quantity+quality+variety+originality of tricks)

-they rank skaters progressively (the ranking evolves as the group unfolds)]

-identify tricks/combos that each skaters does, note the quality of execution (with "+" and "-" )]

-no mark or points are given per tricks

-they determine who goes through to the next round, and who is out

-the judges can help each other, talk together or comment during the runs, but they are always concentrated on the performance of the skaters

-For each group, the skaters start from scratch.

Their previous round performance will not be taken into account in the current round. Judges have to "forget" the previous rounds for the skaters to start each run equal.

#### **4.5.3 Penalties :**

- if a skater falls during his run, the trick he was performing is not taken into account.
- if a skater repeats several times the same tricks during one run, the judges will only take into account the best attempt.

#### **4.5.4 Judges decision :**

At the end of each group, judges compare their ranking with that of the other judges :

- if they all agree about the result, it is validated without délibération
- if they don't agree about the result, they start to deliberate and explain the reasons of their decision. If then they agree on the ranking, they validate the result.
- if they don't agree after deliberation, the majority will win the decision (2 out of 3)
- if judges cannot decide between 2 skaters, they can ask for a last trick to make their decision.

#### **4.5.5 Freestyle Cross judging recap :**

The Judges have to :

- Watch skaters performance (general impression + specific tricks + quality & quantity) ;
- Make a provisory ranking evolving in mind ;
- Write the ranking of each skater after each individual run ;
- Take notes about important performance to remember and quality and quantity of tricks ;
- Validate their own ranking ;
- Compare their rankings and agree on a final common ranking ;
- Qualify the first two skaters of the group and knock out the others ;

#### **4.5.6 Judge sheet**

Judge sheet are useful to judge in good conditions

1 sheet is used for each group.

Skater A	Run 1	Run 2	Rank
Skater B	Run 1	Run 2	Rank
Skater C	Run 1	Run 2	Rank
Skater D	Run 1	Run 2	Rank
Skater E	Run 1	Run 2	Rank

#### 4.5.7 Results

After each run, skaters shall wait for the official and final results in the results area.

## 5. BEHAVIOR

At all times skaters shall display sportsmanship and behave in accordance to sports ethics towards the organizers, the other skaters, the public and the judges.

No verbal abuse or physical violence will be tolerated. It would lead to disqualification for the current competition, to suspension for several following events, even to expulsion from the Skate-X circuit.

For the competitors' safety, judges may disqualify a skater if they consider that he is not able or in no proper condition to compete.

## 6. SPECIFICATIONS

### a. JUDGES

- Head judge
- Track judges (number according to the track and the event)
- Start judge (time)
- Arrival judge

## **b. EQUIPMENT**

- Stop watch (time cells) + computer
- Current source
- Multi-outlet
- Tape
- Results and information display unit/board
- Printing machine
- USB key
  
- Sound system + MC
  
- (Computer linked to sound system for starts)

## **c. LAYING OUT OF THE TRACK**

The track shall be laid out in a “skatepark” style, with modules: such as launch ramps, flat banks, quarter pipes, fun boxes, tables...}

Highly advised launch module: flat bank. A quarter pipe is not recommended as a launch element, but may be accepted if no other option is available.

The track shall be laid out with barrier tape or any kind of demarcating system to mark out the circuit so that it is clearly identifiable.

At no time shall the track allow the skaters to meet.

The track can be laid out with obstacles to get over (egg: cardboard box, double bend, carpet, waterbox, car...)

There shall not be any back and forth on the same module, but bends are allowed.

The arrival shall be materialized with a clearly identifiable line.

Starting “boxes” shall be materialized and clearly identifiable for the starting position of each skater.

Before each competition, the track shall be inspected by the jury who will check its state and that of the modules. The jury has the right to change the track if it does not comply with the security rules.

T-shirts of different colors shall be given to each skater before the start of each group.

4 colors, minimum 4 per color. The colors used are Red, Yellow, Green and Blue.

The public or the competitors are not allowed to cross the track, nor go backwards. There shall be a clearing lane at the end of the track to enable the competitors to get out. The starting area shall be reachable through a side lane, off the competition track.

All potentially dangerous zones (pillars, edges, etc.) shall be protected.

The judges can define different possibilities to clear some obstacles (egg: going along a chicane or leaping over it). If an obstacle is cleared in any different way, the skater gets disqualified.

The track shall be wide enough to enable overtakings in several areas (straight lines, bends).

The track shall be the same for every skater. Side obstacles shall be replaced after each run if shifted during the previous run.

Some “dangerous” obstacles are prohibited for skatecross.

Some modules are strongly advised against (example: spine for skatecross), but can be authorized for freestyle cross.

In any case, the judges can decide to remove an obstacle, or ramp if necessary.

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