



WSX – World Skate Cross Series Skate Cross

Athletes' Rulebook 2016

Tour stops and other details are outlined on the website under
www.skatecross.net

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Section 1 – Competition Regulations

1.1 : Countries & responsibilities

A valid passport shall determinate the country of origin of a competitor.

A WSX representative for the series must supervise all competitions listed in the WSX calendar. For big event he will coordinate and supervise the event with organization before, during and after the event. For small event (1 star), it might be only before the event. The official judge will take the responsibility and care about the respect of the rules during the competition.

1.2 : Limitation of participations

According to the different context, organization may limit the quantity of registrations for its event. In such case, a spot will be reserved for the top 20 for male and top 5 for female.

No special limitation of registrations are applied (exemple : country, sex,...).

1.2.1 : Registration

All athletes who want to take part in a WSX event must register for every race or competition. All information will be posted on www.skatecross.net .

The organization will precize the conditions of registrations and give all details about deadlines.

An athletes will represent a country only if he can show a valid passport from this country. If an athlete has no passport, he will be allowed to represent the country with his official national ID.

A foreigner living in a country is not allowed to represent the country where he is living without having official National ID or Passport from this country.

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

1.3 : 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.skatecross.net in the beginning of each month.

WSX Men World Championship :

The WSX World Championship 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 Champion 2016.

WSX Women World Championship :

The WSX World Championship 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 Champion 2016.

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 Champion 2016.

Team Cross will not give official World Champions titles and stay an « open discipline ».

1.4 : Disclaimer / Competitors / Type of Competition

Categories may be applied for the WSX competition(s). Two ages categories :

Junior skaters will be aged between 10 (included) and 15 (included) years old the year of the competition (calculation based only on birth year and competition year)

Senior skaters will be aged at least 16 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.

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

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.

1.5 : 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.

1.6 : 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



Section 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 race is ready and useable, skaters can discover and test the race.

Day 1 – Training & time trials

Morning : Track open

Discovery of the track

Trainings

Athletes briefing

Time trials

Team Cross

Day 2 – Finals day

Open Training for qualified skaters only

Athletes briefing

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 and chronometer does not stop, there will be no re-run for the competitor.

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 depending on the circumstances.

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 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.

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



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 red bib who won all his group will go to the final using always a red bib.

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 -

**« set » - skater is frozen and can't move after the word set -
random bip between 1s 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.

At the finish line

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

Deliberately kicking out of a skate (so that the skate is losing entirely its contact with the ground) at the finish line, or 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.

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 Championship Ranking

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

The winner of the world championship 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 :

RULES

The rules are temporarily not available, the latest version will be online soon

WSX World Skate Cross Series 2015 Point System

★	1 star	★★	2 stars	★★★	3 stars
1.	100	1.	200	1.	300
2.	86	2.	180	2.	269
3.	78	3.	169	3.	250
4.	72	4.	161	4.	238
5.	66	5.	153	5.	226
6.	62	6.	147	6.	216
7.	58	7.	141	7.	207
8.	55	8.	137	8.	201
9.	52	9.	133	9.	195
10.	50	10.	130	10.	190
11.	48	11.	127	11.	185
12.	46	12.	125	12.	181
13.	44	13.	122	13.	176
14.	43	14.	120	14.	173
15.	41	15.	118	15.	170
16.	40	16.	116	16.	167
17.	38	17.	114	17.	164
18.	37	18.	113	18.	162
19.	36	19.	112	19.	161
20.	35	20.	111	20.	159
21.	34	21.	110	21.	157
+1	-1	+1	-1	22.	156
				23.	154
				24.	153
				25.	151
				26.	150
				27.	149
				28.	148
				+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.skatecross.net 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 and registration

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.

The captain of all teams who wish to take part in a WSX Team Cross competition must register for every race or competition on the website of the competition. The registration will close at the same time than individual registrations (Each organization will give its own deadline)

Entries made after the posted deadline will not be considered.

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						Rank
	G1					
RED	1	0	TEAM 1	0		
YELLOW	16	0	TEAM 16	0		
	G2					
RED	8	0	TEAM 8	0		
YELLOW	9	0	TEAM 9	0		
	G3					
RED	5	0	TEAM 5	0		
YELLOW	12	0	TEAM 12	0		
	G4					
RED	4	0	TEAM 4	0		
YELLOW	13	0	TEAM 13	0		
	G5					
RED	3	0	TEAM 3	0		
YELLOW	14	0	TEAM 14	0		
	G6					
RED	6	0	TEAM 6	0		
YELLOW	11	0	TEAM 11	0		
	G7					
RED	7	0	TEAM 7	0		
YELLOW	10	0	TEAM 10	0		
	G8					
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 members of a team may complete each team competition run.

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 as follow.

Exemple :

8 teams are qualified on 11 participant in a 3 stars event.

Team 8 has 201 points. Team 9th will have $201-1= 200$ points, team 10th $200-1 = 199$ points ; team 11th will have $199-1 = 198$ points and so on...

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.

Organization must prepare a « result area » where skaters must wait for the final results of their group.

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 consecutive 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 :

- 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.



Section 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, 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 helmet, knee pads, elbow pads, gloves, 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.

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
 - on the track every competitor shall wear a helmet at all times.
 - MotoX or Mtb downhill CPSC bicycle safe... Certified helmets are allowed. If the competitor wears a MTB or MotoX Helmet, goggles are recommended. The chinstrap must be properly fastened.
 - Also allowed are hockey helmets approved
 - Also allowed are inline aggressive helmet approved
- Elbow protection / pads
- Gloves
 - The gloves must be covered by protective pads on top of hands and wrist. The palm of the glove must not be removed to permit the use of bare hands.
- Knee pads
- Skates
 - All types of skating boots are allowed. No skates with sharp point or any other feature that might harm other competitors are permitted.



- 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 :

- neck protector
- shoulder protection
- back protector
- throat protector
- mouth guard
- chest and back protection shield
- shinebone

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.

Annex 1 : Required equipment

