

**WORLD SKATE**

# **E-SPORT RULEBOOK**

**2026**

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**SESSION: SKATE SIM • COMPETITION RULES**

WORLD SKATE E-SPORT WORLD CHAMPIONSHIP

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# 1 Introduction

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World Skate announces the 2026 E-Sport World Championship of Sim Skate or skateboarding competition simulation. This document's content applies to sports and technical matters; for any other purposes, World Skate Statutes, By-Laws, Rules, and Regulations shall be applied.

## 2 Game used and type of competition

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The game used for the competition is Session: Skate sim (link) in its PC, Playstation, Xbox versions. The Switch version is currently considered out of the final competitions, ergo it will not be possible during the finals to play with the Switch version or with a similar controller compatible with other platforms (see point 6).

### Updates

Session: Skate sim will be used in the latest update available.

## 3 Participation Requirements, Age and Gender

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The competition includes a single age category from 12 years old. The gender is established in male and female according to the guidelines of the federation. The number of athletes, unless they do not participate, must be identical for one or the other gender.

## 4 Number of participants

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The number of participants is set at a maximum of 2 per gender for each National federation.

## 5 Conduct of the competition

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The competition consists of two phases:

- Semi-Final
- Final

The semi-finals will select finalists by gender with the scoring criteria attached to the document. In the event of a tie, a further tiebreaker run will be held under the same conditions as the first. The ranking will be published within 20 minutes of the end of the runs.

Among finalists by gender with the scoring criteria in the attached document, the winners of 1st, 2nd and 3rd place will be awarded. The ranking will be published within 20 minutes of the end of the runs.

## 6 Permitted platforms

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For the home training the following platforms are allowed:

- -PC
  - -Playstation 4
  - -Playstation 5
  - -Xbox one
  - -Xbox Series S
  - -Nintendo Switch
- No emulators can be used in the various phases of the tournament, the use of emulators will result in disqualification from the competition.
- For the final stages, the platform will be the one represented by the largest number of players. In the event of a tie, the draw will be held the day after the publication of the qualifying rankings.
- Under no circumstances will it be possible to play with Nintendo Switch limited to this competition.

## 7 Playing Area

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The playing area used for both semifinals and finals will be after the qualifiers

## 8 Match officials

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There are 5 match officials, divided as follows:

- Three Skateboarding judges
- A Chair Referee
- A technical arbiter checking devices

The criteria adopted by Skateboarding judges can be found in point 15.

The chair referee is next to the player, identifies him, makes sure that the race conduct is clean, sanctions excesses as per the sporting regulations in force, takes the time of the run, warns the player of the start, when there are 30 seconds left to the end and warns him again when there are ten seconds left. Blow the whistle for the end of the run.

Equipment: A stopwatch, a referee's whistle.

The chair judge is the only one who can impose sanctions (see point 13)

For the training of chair judges, please refer to the appropriate section in the esports technical judges.

The device judge is in charge of examining the participants' pads (see point 12). After the inspection and the test, he stamps them for the race. The pad cannot be replaced after boiling and must be delivered with the batteries at full charge. The pad cannot be loaded after the sticker nor can it be connected to other electronic devices other than the race consoles, under penalty of disqualification.

Equipment: Control console (not mandatory), stickers to stamp the pads, anti-fraud devices (not mandatory).

The dispositive court decides which devices are suitable and which are not (see point 12)

For the training of dispositive judges, please refer to the appropriate section in the esports technical judges.

The technical judges have different uniforms from the Skateboarding judges, it is recommended to wear vests with the name and logo of the federation.

## 9 Order of Participation

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The order of participation for the semi-finals is composed according to the score of the qualifiers (see point 8) in a descending manner (from best to worst).

The order of participation in the finals of the 8 finalists will be the reverse of the ranking of the semi-finals (from the lowest score admitted to the highest).

The race number assigned to each player is that of the sequence of runs (the first one starts is 1, the second 2 etc.)

## 10 Running

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The player is required to go, when close to the call, to the appropriate Stand by zone.

The chair referee calls the player by his match number (see point 9).

The player sits down in the race station and starts the warm up. [The warm up is a free run that serves to stretch your hands and become familiar with the monitor, the visibility conditions, and the height of the workstation].

The player informs the chair umpire of the end of the warm up. The warm-up cannot last longer than 3 minutes from the player's call and can be interrupted, for match needs, at any time by the chair umpire.

The chair judge informs the disciplinary judges that the run is about to begin.

The athlete performs his run in 2:00 from the whistle of the chair umpire who follows the protocol of point 8.

The athlete gets up and leaves the competition space.

## 11 Run Rules

- The player can perform tricks and combinations in a totally free way
- The player can choose the point from which to start. The choice of the point is part of the race time.
- The player can choose at any time to restart from any point (respawn) if he does so in case of fall he will not be given any penalty, if he does so by interrupting the run he will have a penalty equal to 10% of the total score. The penalty also includes any accidental touch of the respawn button.
- The player can use any skater, In both stances (Goofy and Regular).
- The player cannot take advantage of any bugs and glitches in the game: if this happens involuntarily, the stopwatch is stopped and the player will restart from a point of his choice without time bonus.

## 12 Gaming Controller

- For the competition in question, the only game peripheral allowed is the pad
- The player can use any personal pad that passes the anticheating control (see point 8)
- The player can redefine the keys as they see fit.
- If the player's pad does not pass the anti-cheating check, a standard one will be provided in the judge's available devices (see point 8)

## 13 Penalties

The only official who can impose sanctions is the chair judge. He may also consult with the other match officials requesting the temporary suspension of the competition. If a run is in progress, it must necessarily start from the beginning (0:00 stopwatch).

The sanctions imposed may relate to penalties or disqualifications according to the following criteria:

| Event                                 | Sanction                                                                                                      |
|---------------------------------------|---------------------------------------------------------------------------------------------------------------|
| Call Delay                            | Verbal warning, if persistent penalty of 10% of the final score, if persistent disqualification.              |
| Intentional exploitation of game bugs | Suspension of the run with restart on the remaining part of the stopwatch, penalty of 20% on the final score. |

|                                                                         |                                                                                                  |
|-------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|
| Unsportsmanlike Conduct                                                 | Verbal warning, if persistent penalty of 10% of the final score, if persistent disqualification. |
| Inappropriate behavior outside the game area but still inside the event | Verbal warning, if persistent disqualification.                                                  |
| False start                                                             | Verbal warning for the first, disqualification for the second with a score of 0.                 |
| Exit Delay                                                              | Verbal warning, if persistent penalty of 10% of the final score, if persistent disqualification. |

## 14 Complaints

It is the right of the competitor, in the event that his interest or right has been harmed, to send a complaint to the sports officials. The competitor can file a complaint from the beginning of the race until within 30 minutes after the time of publication of the provisional ranking. Any complaint received after this time frame is deemed unacceptable. A competitor who intends to file a complaint involving more than one player or more than one run must file as many complaints as there are drivers complained of. A competitor may then submit a notice of appeal to a decision of the stewards within 30 minutes of the time of publication of the provisional rankings, and in compliance with the provisions of the federation's regulations. The procedures for formalizing the appeal are regulated by the current World Skate regulations and by the Sports Justice Regulations.

## 15 Judging criteria

1. JUDGING MISSION STATEMENT A World Skate Judging Criteria has been created to foster and preserve the progression of skateboarding while highlighting the importance of creativity and originality of skateboarding in a competitive environment.

2. JUDGING PHILOSOPHY Judging Skateboarding doesn't exist to standardize or create a definition of what is considered to be good skateboarding. Skateboard Judging is a tool to compare and rank the skateboard performances against each other within any given competition round. This must be done by using the same system of criteria applied to a globally unified and accepted process of their evaluation.

- Scoring is based on an individual's performance either in a jam session, run, and/or single trick attempt during that Competition Round only.

- Skateboard Judging does not rank with respect to past individual performances or potential abilities.
- Skateboard Judging ranks the skater's performance against the current global field of competitors.

3. SKATEBOARDING COMMON SENSE "Skateboarding Common Sense" is an important factor to take into consideration for all Skateboarding judges. Skateboarding Common Sense is a comprehensive understanding of the mechanics of every skateboard maneuver and their constantly-evolving significance throughout the history of the sport. Skateboarding Common Sense is something that comes from years of active personal experience, participating in, discussing, and watching all aspects of Skateboarding and its associated culture. A judge with a high level of Skateboarding Common Sense will be able to impartially distinguish and evaluate a trick difficulty, the complexity of lines, historical references, traditional backgrounds, and multiple ways of possible executions on any given skateable terrain when ranking skateboarding performances within the field of the current global skateboard community.

4. OVERALL IMPRESSION IN RUN PERFORMANCES OR JAM SESSION PERFORMANCES The judging panels will use the following Judging Criteria to formulate a single score based on the overall impression of an athlete's performance within the parameters of the competition. Skateboarding Judging Criteria are the results of values, principles, and virtues generally shared and accepted by skateboard communities around the world.

1. Difficulty and Variety of Performed Tricks
2. Quality of Execution
3. Use of Course and Individual Obstacles
4. Flow and Consistency
5. Repetition

#### 7. JUDGING SCALE SCORING IN THE RUN OR JAM SESSION FORMAT

Scoring is based on a 0-100-point range on the following global scale with the use of two decimal numbers:

DNS Low level of criteria met

Did not start 00.01- 29.99 points

Medium level of criteria met 30.00 -69.99 points

High level of criteria met 70.00 -100 points

DEFINITIONS RUN: The timed performance of an individual athlete on the course.

SPEED: An OBJECTIVE element of STYLE referring to how fast an athlete is going while executing a trick, run, or jam session.

**STYLE:** A distinctive manner or appearance by which a trick is executed. How a skater looks when they do a trick, or how a trick looks when executed. Every skateboarder's style is unique and some elements of style, like aesthetics, aggression, fluidity, and power will be subjective to each judge. Style is not absolute. An athlete who is known as "stylish" might not always execute a trick with style. An athlete not known for having a great style may execute a trick with style at times.

**TRICK PERFORMED:** The trick being judged at the given moment in time. This includes both makes and bails.

**VARIETY OF TRICKS:** A larger variety of tricks performed by an athlete in Run and Jam Sessions result in a proportionally higher final overall score. The Variety of tricks, as one of the main "objective" judging criteria, is also encouraged in the Individual Trick Attempts.

**USE OF COURSE:** Refers to the manner in which an athlete navigates the course and utilizes the obstacles within. An athlete may choose to perform tricks on a few obstacles throughout the course or on many obstacles throughout the course. A wider, unique, and more difficult variety of course use is favorable.

**VARIETY OF OBSTACLES:** Refers to how many different obstacles the athlete uses in competition performance.

**AESTHETICS:** A SUBJECTIVE element of STYLE and how a trick looks when executed. For example, foot placement, and how the feet catch the skateboard, or arm movements. An aesthetically good trick is well executed and pleasing to the eye. Aesthetics will be subjective criteria for each judge. **AGGRESSION:** A SUBJECTIVE element of STYLE referring to bold, forceful, assertive, energetic skateboarding. Aggression will be subjective to each judge.

**CONSISTENCY:** An athlete's ability to land tricks, or tricks of a certain difficulty level, continuously without bailing and with full control during the entirety of his or her performance.

**DIFFICULTY:** The top criteria in both disciplines by which skateboarding tricks are judged in any competition. Difficulty encompasses how hard the trick performed is to execute, the obstacle on which the trick is executed, and if the trick or trick component is repeated, regardless of the obstacle, during an individual phase of the competition.

**DISTANCE:** An OBJECTIVE element of STYLE referring to how far an athlete travels while executing a trick, be it a grind, a slide, a manual, an air, an ollie, a flip trick, etc.

**DID NOT START (DNS):** Refers to an athlete not taking their run or jam session or a trick attempt. DNS could be the result of an injury, an equipment issue, or an athlete opting not to skate.

**EXECUTION:** How well a trick is done from start to finish. Execution incorporates style, speed, distance, and height at the beginning, middle, and end of the trick. The quality of landing is also included.

**FLOW:** Applies to contest runs and jam sessions only. Flow is how well an athlete assembles a sequence of tricks on the course, how well the course is utilized, and the style with which the athlete executes the performance. It also means the athlete's ability to connect the tricks within his or her performance in a continuous, organic, and spontaneous way.

**FLUIDITY:** A SUBJECTIVE element of STYLE referring to the ease by which an athlete executes the tricks. Fluidity will be subjective to each judge.

**FIELD OF PLAY (FOP):** The field of play and/or the (skate) Course, is the designated physical area within which athletes compete.

**HEIGHT:** An OBJECTIVE element of STYLE referring to how far off the ground or obstacle an athlete executes a trick. This also refers to how tall an obstacle is.

#### PRINCIPLES JUDGING CRITERIA:

##### 1. Difficulty and Variety of performed tricks

- Obstacle selection or influences the trick selection and difficulty
- Trick selection o Is influenced by obstacle selection and athlete's capacity
- Originality and innovation (in runs, jam sessions, and mainly in individual trick attempts) o A unique or innovative approach to the individual use of the course terrain and featured obstacles 2.

##### Execution

- Quality of trick execution (pre- and post-landing)
  - Style of execution or Fluidity, Power, Aggression, personal Aesthetics (as subjective criteria) o Speed / overall Velocity (as objective criteria) o Height / Distance (as objective criteria) o Quality of Landing (as objective criteria)
- ##### 3. Use of course and featured obstacles
- o Quantity of tricks performed in runs or jam sessions
  - More tricks are typically better, but a higher number of tricks will not necessarily result in a higher point evaluation. The values of difficulty and execution are more decisive in formulating an 'overall impression' score. o Variety of used obstacles o Connecting tricks in lines
- ##### 4. Flow and Consistency (in run and jam sessions)
- While flow and consistency are key factors in any high-level skateboarding performance, these alone will not in all likelihood be enough to win a competition. The values of difficulty, execution and the use of course and obstacles are more critical in formulating the 'overall impression' score.
- ##### 5. Repetition (in runs, jam sessions, and especially in individual trick attempts)
- Trick Selection, Variety, and Originality are the main virtues in athletes' competition performances, together with the original form of their use on the specific course or any individual obstacle. Repetition of tricks or trick components, on the other hand, is considered antithetical and constitutes a potential penalization factor in the 'overall impression' evaluation and may reflect in the resulting scores.

▪ Scores are a 'marker' used by judges to create a competition-round ranking. For this reason, the same Run or Single Tricks performed in different competition rounds will not necessarily be scored identically. The athlete is free to do any trick within his or her performance. However: DURING THE RUN OR JAM SESSION FORMAT Repetition of tricks already landed during a previous Run or Jam Session will be considered as indicative of limited originality within an athlete's trick repertoire; lacking variety in trick selection may therefore result in a lower 'overall impression' score at the end. Repeating trick components, e.g., same-basis tricks performed in their multiple variations or adjusted with an additional enhancing factor will be considered as indicative of limited originality within the athlete's trick repertoire; lacking variety in trick selection may result in a lower 'overall impression' score at the end.

## 16 Antidoping

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World Skate condemns doping as fundamentally contrary to the spirit of sport and upholds the principles of Fairness, Respect, Responsibility and Safety in Sport.

All Athletes have the right to participate in doping-free sport and to promote health, fairness and equality for all Athletes worldwide.

For this reason, all athletes, even those competing in e-sports competitions, are bound and required to comply with World Skate anti-doping rules and may be subject to doping controls.

The doping controls, the sample collection processes, and the laboratory analysis will be conducted in accordance with the World Skate Anti-doping Rules, the WADA Code, the International Standards for Testing and Investigation (ISTI), incorporating the requirements of the Technical Document for Sport Specific Analysis (TDSSA), and following the instruction of the World Skate Anti-doping Manager/Delegate.

During the sign-up procedure to the Sports Registration System (World Skate Infinity, please see above), all athletes and staff members must upload a valid Anti-Doping Training Course Certificate. Those issued by WADA (through the Adel platform), ITA (International Testing Agency), National Anti-Doping Organizations and/or World Skate during 2022, 2023 and 2024 are accepted.

Should you need a new Anti-Doping Training Course Certificate, please visit the WADA ADEL platform and complete the relevant Course, according to your role.

We remind you that the WADA ADEL platform is not run by World Skate; therefore, should you have any issue in this regard, you will need to contact WADA's support directly.