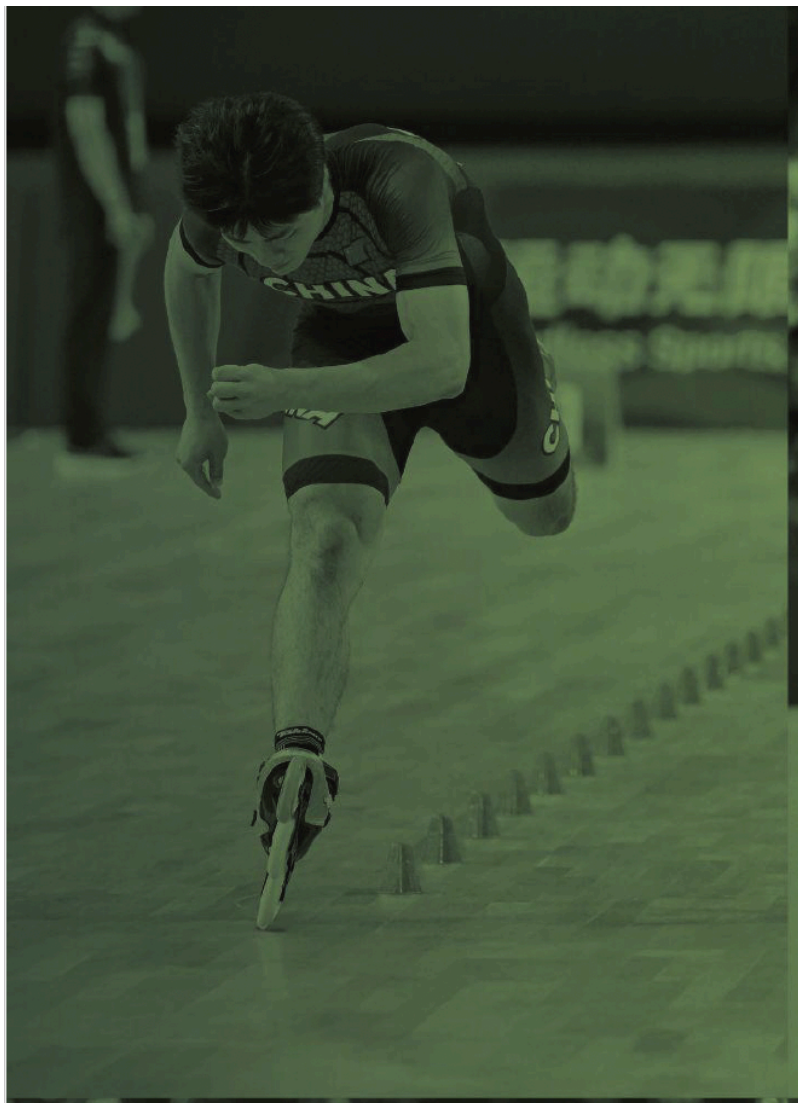
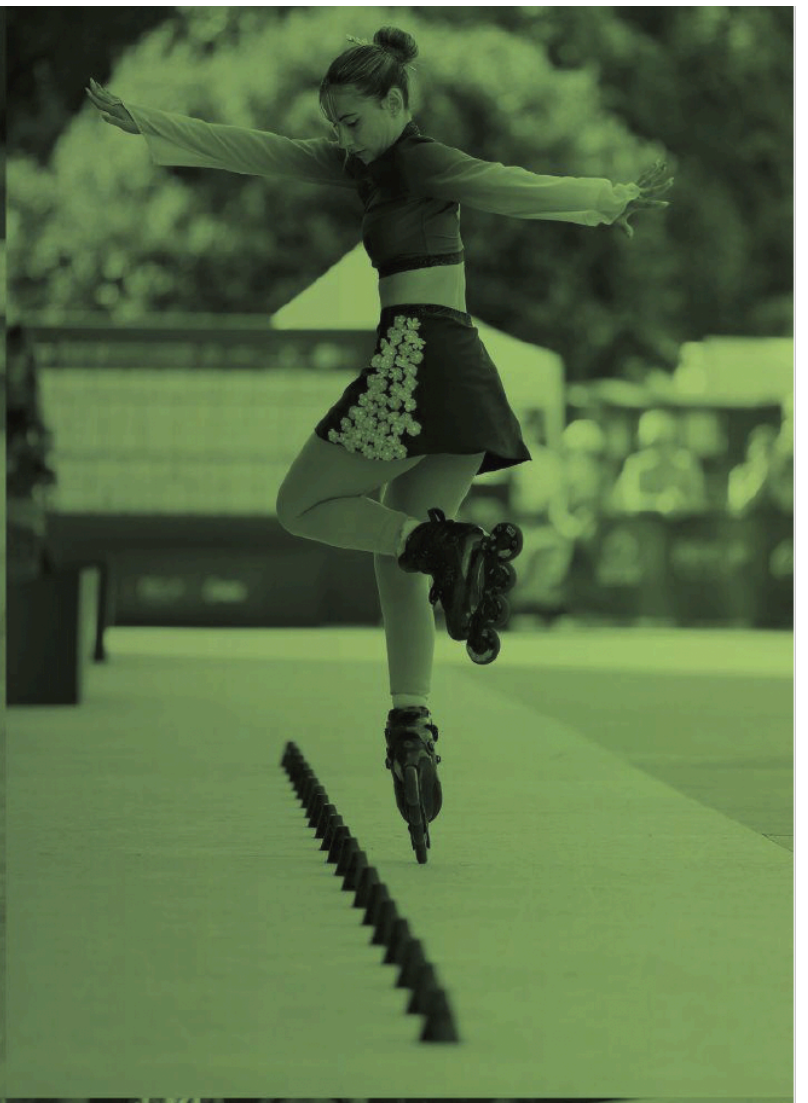








WORLD SKATE

INLINE FREESTYLE RULEBOOK

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DISCLAIMER

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1. GENERAL

1.1. RECONCILIATION

Any matters not provided for in these rules, will be in accordance with World Skate Statutes.

2. TECHNICAL REGULATION

2.1. INTERNATIONAL COMPETITION

2.1.1. All International events between two or more National Federations from at least two different continents must be organized with the rules of World Skate Inline Freestyle Technical Commission.

2.1.2. Members of World Skate Inline Freestyle Technical Commission, Continental or Area Confederations may request that top-class international events which they organize on a regular basis be recognized by World Skate. This can be done provided there is no deviation from the rules of Inline Freestyle Technical Committee or World Skate.

2.1.3. Events which have gained such recognition from World Skate Inline Freestyle Technical Commission will have first priority on the international calendar, enabling the organizing member, Continental or Area confederation to have first choice of dates, providing that such dates and venues are established at least six (6) months in advance. Once such dates are established, they can only be altered by a formal written request from the organizers.

2.1.4. Organization fee and entry fees should be agreed with World Skate.

2.1.5. In the event of unforeseen circumstance or unavoidable postponement, the organizers must immediately inform Inline Freestyle Technical Commission, all participants and National Federations concerning the new dates of the competition

2.2. COMPETITIONS CATEGORIES

2.2.1. Continental championships, regional championships, championships and international competitions may be held in 2 or 3 categories:

- ❖ Senior Skaters
- ❖ Junior U19 Skaters
- ❖ Junior U15 Skaters

2.2.2. Age categories

CATEGORY	AGE
Junior U15	10-14
Junior U19	15-18
Senior	19 years old and above

2.2.3. **Note: The AGE column in the tables above refers to the age the skater is turning in the year of the competition (that is, in the calendar year being; 1st of January through to and including the 31st of December, in the year of the competition).**

2.2.4. To be eligible to compete in the junior category, a skater who has competed in the previous year as a senior is forbidden to enter the junior category. (With the exception of Slide and Jump for 2026)

2.2.5. World, continental, area or national championships for the same event may not be organized more than once per year.

2.2.6. The winners of these events are the official champions until the first day of the next championship for each event.

2.3. WORLD SKATE INLINE FREESTYLE WORLD CHAMPIONSHIPS

2.3.1. World Skate Inline Freestyle World Championships shall be held for:

- Junior U19 men, junior U19 women, senior men, senior women.
  U15 skaters may also be permitted to compete; however, they will be merged into the U19 category.
- In Pair Freestyle Slalom, if one skater is in the senior category, the pair is considered as Senior.

2.4. AVAILABILITY OF INTERNATIONAL JUDGES

2.4.1. Judges for international competitions under World Skate must be World Skate International officials and must be appointed by World Skate.

2.5. WORLD CHAMPIONSHIPS SCHEDULING

2.5.1. The organizers of the world championships must provide all necessary details to the World Skate General Affair Dept. for approval respecting the timeline included in the bidding application.

2.5.2. The organizer must be advised of the details of the world championships as approved by the World Skate and Inline Freestyle Technical Commission.

2.5.3. The World Skate informs all participating National Federations of the schedule of events and competition details, through bulletin.

2.6. NATIONALITY

2.6.1. Athletes participating in World, Continental, Regional and International championships, competing for their National Federation must prove that they have the passport of the same country. Athletes who changed their nationality or having double nationality or more passports cannot represent another country if three (3) years have not elapsed from his last participation representing his previous country. Rule 41 of IOC Olympic Charter.

2.6.2. It is the responsibility of the Inline Freestyle Technical Commission to ensure all athletes are the same nationality as the National Federation they represent.

2.7. ENTRY PROCEDURE AT WORLD CHAMPIONSHIPS

2.7.1. The entries will be managed through the World Skate Entry Platform.

2.7.2. National Federations attending World Championships shall be in good standing with World Skate Membership Fees.

2.7.3. Each member National Federation may enter a maximum of six (6) athletes in each following disciplines and categories:

- Freestyle Slalom Classic – Junior U19 Men (6), Junior U19 Women (6), Senior Men (6), Senior Women (6).
- Speed Slalom – Junior U19 Men (6), Junior U19 Women (6), Senior Men (6), Senior Women (6)
- Freestyle Slalom Battle– Junior U19 Men (6), Junior U19 Women (6), Senior Men (6), Senior Women (6)
- Freestyle Slides – Junior U19 Men (6), Junior U19 Women (6), Senior Men (6), Senior Women (6)

- ❖ Free Jump – Junior U19 Men (6), Junior U19 Women (6), Senior Men (6), Senior Women (6)

2.7.4. Each member of the National Federation may enter a maximum of two (2) pairs for Freestyle Slalom Pair with no restriction on gender in Senior category and a maximum of two (2) pairs for Freestyle Slalom Pair with no restriction on gender in Junior U19 category.

2.7.5. World Championship entry fees must be paid in US dollars by each participating National Federation.

2.7.6. All fees for National Federations and participants must be paid into the World Skate account within the deadline decided by World Skate. The National Federations, which have paid through bank transfer must show the receipt on the accreditation day.

2.7.7. The amount of the entry fee is defined by World Skate by publishing a bulletin.

2.7.8. It is mandatory when completing registration on the platform to attach or send by email to the organizer the music for Freestyle Slalom Classic and Pair Freestyle Slalom in mp3.

2.7.9. The file must be named: Discipline (Classic/Pair)-Skater's Last Name - Skater's Name– Category (junior/senior). Music must be sent before the deadline decided by the Inline Freestyle Technical Commission.

2.7.10. If music is submitted after the deadline, the athlete will receive a 10 points penalty.

2.7.11. If the athlete's music is not received by the end of the team leaders' meeting—or, if no such meeting is held, by 6:00 PM local time on the day before the competition—the skater will not be permitted to compete.

3. SPORT REGULATION

3.1. GENERAL

The purpose of these regulations is to control any unusual case, that may occur during an official Inline Freestyle Skating competitions conducted by World Skate Inline Freestyle Technical Commission or any international competition organized by a member national federation.

3.2. CHIEF REFEREE REGULATIONS

3.2.1. Beside the specific task provided in the articles of the Inline Freestyle Technical Commission general regulations, the Chief Referee is responsible for the technical and judgement of the competition. Therefore;

3.2.2. The chief referee is responsible for conducting the event in accordance with the current rulebook.

3.2.3. The chief referee must ensure all athletes enforce the regulations, also to handle and decide any technical situation that arises during the competition.

3.2.4. The chief referee must have the capability to lead the judge committee and assign tasks to each judge.

3.2.5. The chief referee must co-ordinate and decide in case of any discrepancy during the competition, he may make changes in the program in the interest of the sport but these changes may not be against or conflict with Inline Freestyle Technical Commission regulations and shall be informed and approved by the present of any Inline Freestyle Technical Commission member.

3.2.6. For any unforeseen situation that should happen during the competition, which are not provided for in written regulations, the matter can be settled by the chief referee or by a technical committee member if present in the best interest of the sport.

3.2.7. The chief referee may inform a judge of an unusual variance in his or her score as compared to the score of the other judges. The chief referee may permit the judges to adjust those scores accordingly. Motivation is to permit the judges to clear and fix any obvious typo mistake.

3.2.8. The chief referee is authorized to assign a replacement if a judge does not report for the event or must withdraw due to illness, misconduct, or any other valid reason.

3.2.9. The chief referee shall endorse and acknowledge the results by signing them (electronic pdf format) before releasing the final results for public display.

3.2.10. The chief referee shall hold the team leaders' meeting before the commencement of the competition. However, the competition rules are not to be changed in any way.

3.3. INTERNATIONAL JUDGE REGULATIONS

3.3.1. Judges appointed to World, Continental, Regional Championships and International competitions must respect and strictly enforce all regulations and rules issued by th Inline Freestyle Technical Commission.

3.3.2. The Inline Freestyle Technical Commission is authorised to impose disciplinary measures on judges who violate its general regulations. Such measures may include a formal warning, suspension for up to one year, or permanent dismissal from the judging panel.

3.3.3. Judges shall not, under any circumstances, attempt to influence the decisions of other judges.

3.3.4. Judges shall be ready to officiate 30 minutes prior to the start of the event.

3.3.5. If a judge is missing prior to the start of the event, the chief referee shall assign a replacement or, if necessary, instruct the assistant chief referee to carry out the judge role in the competition.

3.3.6. During Inline Freestyle Slalom Classic and Pair Freestyle Slalom disciplines judges must not discuss the performance of a competitor with other judges or any other person until the final results have been released.

3.3.7. Judges are not teachers, and therefore must not advise or assist participants before, during or after the competitions.

3.3.8. Judges are answerable only to the Inline Freestyle Technical Commission for their conduct as judges and their judging ability. In case of unacceptable judging, the involved judge may lose, temporarily or permanently, their judge commission.

3.3.9. Consuming food is not allowed at the judges table and judges shall not consume food while performing their judging duties during the competition.

3.3.10. During the competition, judges are not permitted to use mobile devices for gaming, social media, or taking photos or selfies while performing

their judging duties. If mobile devices are used, they must be strictly limited to judging-related purposes only.

3.4. CALCULATOR JUDGE REGULATIONS

3.4.1. The calculator judge should prepare all relevant documents related to the events at least one month before the commencement of the first day of the competition.

3.4.2. There shall be a minimum of 2 calculator judges in a World Championship event.

3.4.3. Supplementary calculators may be accepted, but their expenses shall be the responsibility of their National Federation.

3.4.4. Any contestant withdrawals that occur after the grouping but before the commencement of the event shall be reported to the calculator judges immediately.

3.4.5. The calculator judges are responsible for recording all scores and tabulating the final results of the competition.

3.4.6. The individual scores of athletes shall be calculated, taking into account any and all applicable factors. These totals shall be known as the 'sum'. The sums shall then be transferred to the summary score sheet.

3.4.7. The results of all events shall be agreed upon by the calculator judges.

3.4.8. All tabulated results shall be acknowledged and signed by the chief referee before being published.

3.4.9. The calculator judges shall upload the compiled results, signed by the chief referee, in PDF format to the designated online folder accessible to the respective national federations. If digital access is limited, a paper version may still be used.

3.4.10. During the competition, the calculator judges are not allowed to consume food while carrying out their judging duties.

3.4.11. During the competition, the calculator judges are not permitted to use mobile devices for gaming, social media, or to take photos or selfies while performing their judging duties. If mobile devices are used, they must be strictly limited to judging-related purposes only.

3.5. ATHLETES REGULATIONS

3.5.1. Athletes are required to be present at the competition area and prepared to perform when it is their turn.

3.5.2. Athletes reporting after their assigned time to perform shall not be allowed to compete in that event.

3.5.3. The division of participants into groups is done before the competition begins and will not be changed if a participant withdraws or is absent.

3.5.4. Athletes shall refrain from exhibiting any inappropriate conduct towards judges or other participants during the competition. In instances of such unacceptable behaviour, the athlete may be subject to disqualification as a penalty.

3.5.5. Athletes failing to promptly follow the judges' instructions, either given directly or through MC, behaving so to impede, slow down, lag or disrupt the competition flow and its procedures might be warned, penalized or disqualified.

3.6. COACHES REGULATIONS

3.6.1. Shouting and instructing skaters at the side of the venue during any competition is prohibited. If this occurs the coach involved will be removed from the venue, and the skater may be disqualified according to the Chief Referee's decision. Instructing skaters is only permitted at the designated coaches' area.

3.7. APPEAL REGULATIONS

3.7.1. Skaters and team representatives can appeal against judging decisions that are claimed to be breaching this rulebook's rules.

3.7.2. This possibility is limited to judges' objective decisions (as example, counting of penalties in speed slalom, first cone and finish line penalties assessment in speed slalom, attempt validation in free jump, counting of cone penalties in freestyle slalom classic and freestyle slalom pair).

3.7.3. It's not possible to appeal against judges' evaluation and grading decisions (as examples, false start in speed slalom, scores in freestyle slalom classic and freestyle slalom pair, group ranking in freestyle slalom battle and freestyle slide, any disciplinary decision).

3.7.4. Skaters, teams' representatives and coaches shall initiate the appeal procedure immediately after the results have been communicated, either via MC announcement or via screen presentation or in printed form. To declare their intention to appeal they shall approach the chief referee raising the hand and stating "appeal".

3.7.5. The appeal procedure shall be initiated before the next run or the next phase of the competition will be started, or anyway before one minute has passed from the results announcements.

3.7.6. The chief referee will immediately pause the competition (only for the part of the competition that might be affected by the appeal decision), and the MC shall announce the “suspensions by appeal” situation. No appeal procedure will be initiated if the next run or phase has been started or more than one minute has passed from the results announcements.

3.7.7. Once the appeal procedure has started, the claimant is required to provide written reasons supporting the appeal on the appeal form sheet. This includes specifying which rule is alleged to have been breached and identifying the athletes involved. It is permissible to base an appeal on a single rule only.

3.7.8. The claimant is required to sign the appeal and submit an appeal fee of 100 USD for Starter/Basic/Prime events, 200 USD for Main events, Continental or World Championships. Appeal fee may be submitted in local currency, provided it is tendered in banknotes exceeding its equivalent value in USD ; however, no change will be issued in such a case. The chief referee is authorized to either accept or reject the appeal claim and will indicate the decision by briefly signing it as accepted or refused.

3.7.9. If the appeal is accepted the chief referee shall check and verify either if the rule has been respected or breached. Official publications, as examples, this rulebook, official rankings, competition related bulletins and written communications released to public display shall be used for assessment. Only official judges team video recordings shall be used for assessment. Third-party videos are not accepted. The chief referee may involve any judge in the verification process and invite a World Skate technical committee member if present at the judges' table.

3.7.10. Once the verification process is completed, the chief referee will confirm the decision and its associated result if the claimed rule has been upheld. Conversely, if the rule has been violated, the chief referee will overturn the decision and its related outcomes, ensuring that the review is conducted in accordance with the rulebook. The outcome of these proceedings will be announced publicly and written on the claim sheet.

If the appeal is successful and the decision is overturned, the appeal fee shall be returned to the claimant. Conversely, if the appeal is unsuccessful and the decision is confirmed, the appeal fee is held by the chief referee

and shall be given to World Skate for Inline Freestyle worldwide development.

3.7.11. Once announced, the decision is final and no further appeal shall be accepted for the same situation.

3.8. OFFICIAL COMPETITION RESULTS

3.8.1. On the last day of the World, Continental and Regional Championships, the organizing Federation must provide the full results to all participating National Federations.

3.9. PERMITTED SKATES

3.9.1. Athletes are allowed to wear any type of skates (inline or quad) for the competition.

3.9.2. Athletes are solely responsible for ensuring that their equipment meets the highest safety standards and is ready for use.

3.9.3. The Chief Referee has full discretion to reject any skates deemed unsafe or providing an unfair advantage.

3.10. OFFICIAL CONES

3.10.1. Slalom cone dimensions shall be as follows: height must be between 7.6 and 8.0 cm, base diameter between 7.2 and 7.5 cm, and top diameter between 2.4 and 2.7 cm.

3.10.2. The cone material (plastic) shall be firm at the base to prevent skaters' wheels from being blocked upon contact.

3.11. ATHLETES' NUMBER TAG

3.11.1. Athletes' number tags are provided by the local organizer. The tags are for all competitions (mainly for Speed Slalom and Freestyle Slides). The chief referee will communicate the specific location of the number tag to be displayed on the athletes and the position depending on the layout of the competition area.

3.11.2. No alteration of the number tag is permitted.

3.11.3. If the number tag is altered the athletes will be liable to face a penalty of 50 US dollars for replacing it with a new tag.

3.11.4. Athletes must not lose their number tags; otherwise, they will be liable to pay a penalty of 50 USD for replacement.

3.12. ANTI-DOPING

3.12.1. All procedures related to sample collection, laboratory analysis, results management, and any other associated matters shall be conducted in full compliance with the following regulatory frameworks:

- The World Anti-Doping Code (WADA Code)
- The World Skate Anti-Doping Rules
- The WADA International Standards
- The World Skate Test Distribution Plan
- The World Skate Technical Document for Sport-Specific Analysis

These documents collectively govern the anti-doping program and ensure adherence to international best practices and standards.

3.13. VICTORY CEREMONY PROTOCOL

3.13.1. Top three skaters (or 3 Teams for Pair Freestyle Slalom and Team Speed Slalom) per discipline / category are awarded at victory ceremony.

3.13.2. For international 3 stars events, Continental and World Championships, Skaters shall wear skates and their team uniform during victory ceremony.

3.13.3. No banner, flag or any other object is allowed to be carried or displayed on the podium at Continental or World Championships. At international events of up to 3 stars, only national flags representing countries or territories with an IOC-recognized National Olympic Committee may be authorized to be displayed on the podium.

3.13.4. During world and continental championships winner national anthem will be played and the top three skaters' olympic flags will be raised/displayed.

3.13.5. The latest Olympic flag manual shall be followed: library.olympics.com/Default/doc/SYRACUSE/3416770/manuel-des-drapeaux-flag-manual-paris-2024-paris-2024

4. COMPETITION RULES

4.1. COMPETITION DISCIPLINES:

Inline Freestyle Skating Competition consists of all or some of the following disciplines:

- ❖ Freestyle Slalom Classic;
- ❖ Freestyle Slalom Pair;
- ❖ Freestyle Slalom Battle;
- ❖ Speed Slalom;
- ❖ Freestyle Slides;
- ❖ Free Jump;
- ❖ Team Speed Slalom.

4.2. COMPETITION AREA AND CONES PLACING

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

4.2.2. There shall be four cone lines, with 2 m between each line.

4.2.3. The order of the cone lines, starting from the one closest to the judges, is: 50 cm, 80 cm, 120 cm, 80cm (Speed Slalom 2nd line).

4.2.4. The center of each line must be aligned with the judges' table.

4.2.5. The 50cm and 80cm cone lines consist of 20 cones, while the 120 cm cone line consists of 14 cones.

4.2.6. The diameter of the cone marking stickers is 7.7cm, and the center point has a diameter of 0.7cm.

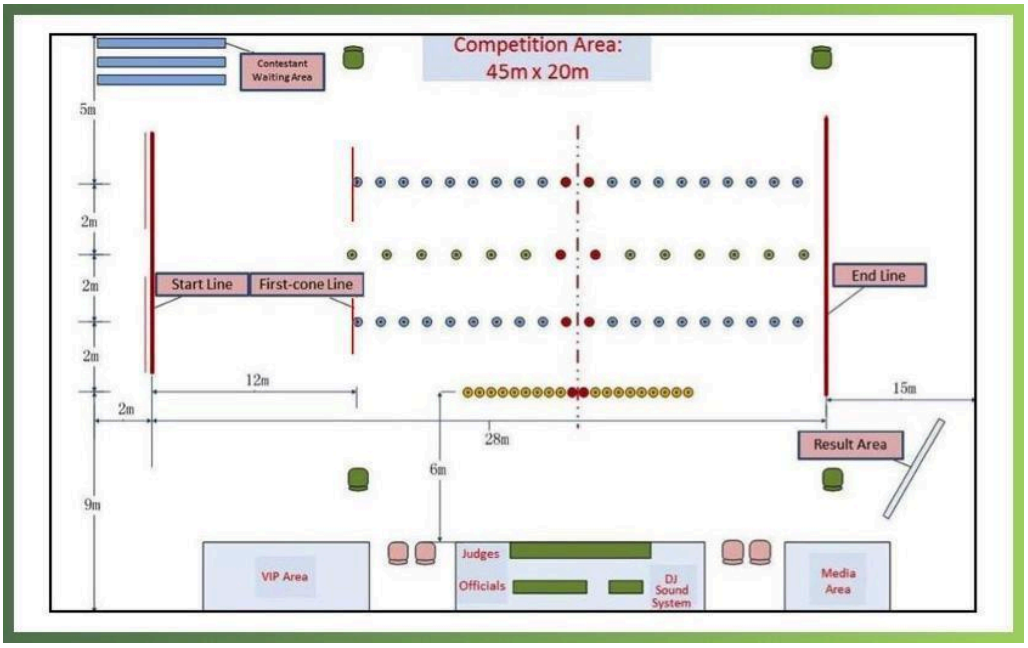


Figure 1: GENERAL COMPETITION AREA LAYOUT

4.3. CONTINGENCY FACTORS AND SITUATION MANAGEMENT PROTOCOL

4.3.1. During competitions, various contingency factors may impact both the event's status and its scheduled timeline:

- ❖ Structural concerns or potential risks to the integrity of the competition area.
- ❖ Major modifications to the skating surface within the competition area.
- ❖ Spectators' conduct causing organizational issues.
- ❖ General safety and security issues.
- ❖ Power outages.
- ❖ Significant transport disruptions of athletes or officials.
- ❖ Strong winds significatively impacting performance or frequently displacing the cones.
- ❖ Rain significatively reducing skating surface grip or causing potential electrical shock hazards.
- ❖ Risk of lightning strikes occurring at or near the venue.
- ❖ Air quality issues, low temperatures, or extreme heat causing potential health hazards to athlete.
- ❖ Natural disasters or other force majeure events.
- ❖ Major malfunctions affecting the scoring, results, or timing system.
- ❖ Critical accidents involving athletes on the skating surface during the competition.

4.3.2. If any of these or other unforeseen factors present a significant risk or hazardous situation, the chief referee, in coordination with the competition organizers and a technical committee member if available at the venue, will assess the situation and propose, where possible, alternative solutions to neutralize or mitigate the contributing factors.

4.3.3. In case of contingency situation, the event schedule and its related status might be modified to:

4.3.3.1. Delayed: A delay may occur if a session does not start as scheduled but should start at a later segment of the same competition day. All athletes shall stand-by in the venue area. The postponed start time will be communicated as soon as possible.
If it is not possible to postpone the start to the current competition day the status will be changed to re-scheduled or cancelled.

4.3.3.2. Interrupted: A session may be subjected to an unforeseen interruption after it has started. The time of resumption will be communicated as soon as possible.
If the session cannot be completed within the current competition day, the status will be changed to re-scheduled or cancelled. The results of previously competed athletes' performances will be carried forward to the new date and start time. An uncomplete performance will continue from the point of interruption or will be granted with a restart, the chief referee shall decide the fairest option to affected athletes considering the situation.

4.3.3.3. Postponed: A delayed or interrupted session has been postponed to a later segment of the same competition day. The postponed start time has been communicated.
If not possible to postpone, the status will subsequently be changed to re-scheduled or cancelled.

4.3.3.4. Re-scheduled: A session may be re-scheduled if it cannot be held at the originally scheduled start date and time. The new date and time have been communicated.
If it is not possible to re-schedule a session within the available time limit of the event schedule, the status may be changed to cancelled.

4.3.3.5. Cancelled: A session that cannot be re-scheduled within available time in the event schedule, including spare days, is cancelled.
In such cases the chief referee, in coordination with technical commission members if present at the venue, shall decide if the results of the affected sessions can be validated and announced.

4.4. WARMING-UP AREA

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

4.5. WORLD RANKING

4.5.1. The World Ranking list to be used to manage grouping and Starting Orders shall be the latest one published on the World Skate Website two weeks before the beginning of the competition.

5. FREESTYLE SLALOM CLASSIC

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

5.1. COMPETITION AREA

5.1.1. There are 3 cone lines, with 2 meters between each line.

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

5.1.3. The cone lines for 50 cm and 80 cm consist of 20 cones. The cone line for 120 cm is 14 cones.

5.1.4. The center of each line must be aligned with the judges' table.

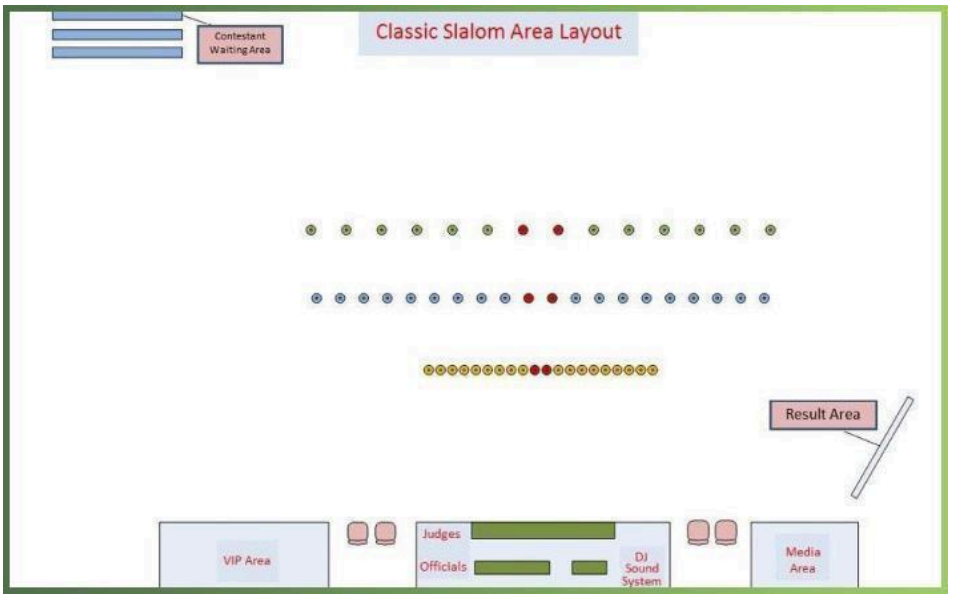


Figure 2: FREESTYLE SLALOM CLASSIC COMPETITION AREA LAYOUT

5.2. COMPETITION REGULATIONS

5.2.1. There is only one round for Freestyle Slalom Classic, however it can have qualification rounds if there is many skaters in a category.

5.2.2. For qualification rounds, the top skaters are automatically prequalified, and the remaining skaters are split into groups and the chief referee decides the number of prequalified skaters, of qualification groups, and the remaining number of skaters going through to the final rounds. The number of prequalified skaters should be minimum a half of the total number of skaters in the final. (e.g. if 20 skaters in final, at least 10 skaters should be prequalified)

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

TOP 16			
+			
Q1	Q2	Q3	Q4
17	18	19	20
24	23	22	21
25	26	27	28
32	31	30	29
33	34	35	36
40	39	38	37

This is an example of qualification group distribution in a category of 40 skaters.

The Top 16 are prequalified for the Final Round, and skaters 17 to 40 are distributed into several (e.g. 4) qualification groups.

Only the firsts (e.g. first 2) of each qualification group will reach the final (and do their run a second time). The Final Round will include the Top 16 and the (e.g. 8) qualified skaters, i.e. 16+8=24 skaters.

Figure 3: EXAMPLE OF FREESTYLE SLALOM CLASSIC QUALIFICATION GROUP MAKING

The Qualification Round performance regulations and requirements are the same as for the Final Round. The Final Round will include the prequalified top skaters and the skaters who qualified.

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

5.2.5. Skaters must perform in all 3-cone lines of 50 cm, 80 cm, 120 cm.

5.2.6. Immediately, after one skater has ended their performance, the next skater is called to the competition area for warm-up while the judges are grading the previous competitor

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

5.3. TIMING REQUIREMENTS

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

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

5.3.3. The performance ends when when the music stops.

5.4. CLOTHING

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

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

5.4.3. Accessories and props, defined as external items used by skaters during the performance (e.g., handheld objects), are not permitted. The use of such items will result in the disqualification of the skater. Accessories that are an integral part of the costume, such as hairbands, wristbands, or decorative embellishments, are permitted provided they do not present any safety risk. Skaters may also touch or use parts of their clothing during the performance, provided that they remain attached to the costume and do not become handheld objects.

5.4.4. If any part of a costume or accessory is deliberately removed or thrown during the performance, it shall be considered a prop and treated accordingly, resulting in disqualification.

5.4.5. Wearing a mask or face painting other than usual make-up is not permitted.

5.4.6. Any unclear or disputed clothing matters shall be resolved by the Chief Referee, whose decision shall be final.

5.5. PERFORMANCE BEHAVIOUR

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

5.6. PERFORMANCE MUSIC

5.6.1. The use of music containing racist, political, religious, violent, homophobic, sexist, or otherwise offensive content is strictly prohibited. This includes lyrics, themes, or associations that promote or glorify such content, either explicitly or implicitly.

5.6.2. All music used in performances must respect the principles of the Olympic Charter, including Rule 50, which upholds political and religious neutrality during competition and related events. Music must also comply with all copyright and licensing requirements; athletes are responsible for securing the appropriate rights for any music used in their routine.

5.6.3. Violation of these rules may result in disciplinary action, including but not limited to loss of points, demotion in rankings, disqualification, or financial penalties. If complaints or copyright claims are received after the competition—whether from third parties, rights holders, or governing bodies—the same sanctions may be applied retroactively.

5.7. GRADING CRITERIA

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

5.7.1. Technique Grading

Technique score is based on the following:

5.7.1.1. Difficulty of slalom trick (See APPENDIX A: FREESTYLE SLALOM TRICK MATRIX). The Technical score is also affected by the "freestyle footwork" performed by a skater. The difficulty, speed and variety of movements performed will lead to a higher technical mark. Basic or simple freestyle footwork will lead to a decrease of the technical mark.
Tricks levels (from Matrix) are mandatory to be followed by Judges in case the tricks performed are meeting the basic scoring criteria in the matrix table - average speed, 80cm cones line, minimum 3 rotations for spinning moves and 4 cones for tricks belonging to Sitting, Jumping, Wheeling, Other families.

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

5.7.1.3. The minimum number of tricks meeting the basic scoring criteria in the matrix table for the performance is 8 (in different families and in any proportions), if the skater performs less tricks (or less than 8 successfully performed tricks) - he will be penalized by the Judge in Variety mark of Technique.

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

5.7.1.5. Speed and rhythm: The speed of the skater's slalom affects the technical difficulty of their slalom. Controlled changes in speed indicate good control of the tricks performed.

5.7.2. Artistic Grading

Judges reflect in the Artistic score the “Show” performed by the Skater. Personal ability to make a complete performance with a good combination of body movements (dance elements), freestyle, music, power. All these details should be combined in a common way and have some logic.

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

5.7.2.1. Body Performance:

Body performance is an important part of the Artistic mark. Skaters should show an ability to blend body movement into their skating, good logic in arms, back and legs synchronization.

Judges will evaluate body performance according to the following criteria:

- Artistic mark will be decreased a lot - the body performance is absent. The skater does not control his body during the tricks and transitions, his body is forced in an unnatural way to follow the skating.
- Artistic mark will be decreased – the body performance is almost absent or hidden with dance movements not connected to slalom (during stops, out of cone lines, etc).
- Artistic mark remains about 0 – the body performance is present - judges can notice some logic in hands and legs synchronization, looks mostly nice.
- Artistic mark will be increased - very good body performance, body reflects skater’s movements, arms and legs are synchronized, reflects tricks and also show some choreography connected with slalom.

5.7.2.2. Music Expression:

The choice of music should complement, and be consistent with, the skater's skating style. The performance should be choreographed with the music tempo to express the mood, rhythm and speed of the music. Tricks done in time with the rhythm of the music also demonstrate achievement.

5.7.2.3. Trick Management:

This criterion is about the placement of tricks within both the music and the cone lines. The choreography should match the breaks and changes

in the music. Skaters are also encouraged to place challenging tricks within a line of cones and not only at the ends. All aspects of the performance should be conducted inside the cone lines. The Trick Management score will be reduced if a skater spends too much time outside of the cone lines.

5.7.2.4. Artistic grading reference table:

	Body Perf.	Music Exp.	Trick Man.	Extra	
+10	Dynamic Use of head, arms and Hands functional to skating and choregraphy.	Skating is very well performed in rhythm with the music and reflecting its dynamic. Excellent interpretation of the music, even during difficult skating parts, emotionally convincing show and personality. Hard tricks are performed in time with the music.	Logical use of skating variation matching breaks and changes dynamics during most of the perofrmance. Skating is entirely executed inside the cone lines, hard tricks are performed on central part of the lines. The whole performance time is spent skating.	Exceptionally oustanding performance, under any artistic aspect, awarded extra bonus.	+10
+9					+9
+8					+8
+7					+7
+6					+6
+5					+5
+4					+4
+3					+3
+2					+2
+1					+1
0	Head, Arms and Hands in natural/steady position, not used in functional logic with skating.	Fair use of skating, sometimes in rhythm with the music. Some fair interpration of the music, expecially during easy skating parts, raw and immature not convincing performance. Only easier trick are performed in time with the music.	Some sequence of movements fits the music dynamic and changes.Skating is fairly executed inside the cone lines, tricks are performed only at the end of the lines. Skater spends some time not skating.	No extra bonus nor malus	0
-1					-1
-2					-2
-3					-3
-4					-4
-5					-5
-6					-6
-7					-7
-8					-8
-9					-9
-10	Head leaning down rigidly forced into unnatural position, staring at the ground. Arms and Hands moving erratically or rigidly forced into unnatural positions.	Skating is not related to music tempo and dynamic. Dull music interpretation, carelessly executed, without any personality. All tricks are performed regardless of the music tempo.	Movements are randomly or illogically placed regardless of the music dynamic changes. Too much skating is executed outside of the cone lines. Skater wastes too much time not skating.	Complete poorness and total absence of any artistic ability, penalized with extra malus.	-10

5.8. SCORE

The maximum score for the Freestyle Slalom Classic competition is 130 points. There are 2 components to this grading. The Technique score is from 10 to 60 points and the Artistic score is from 0 to 70 points. The final score is rounded off to the nearest half point (O.5pt) to determine the final result.

5.8.1. Trick Standard Rating and General Requirements

5.8.1.1. The trick standard rating is a base mark for the judges to determine the skater's ability in mastering the trick. It assumes that tricks are performed with smoothness and speed on an 80 cm cone line, as the average execution context.

5.8.1.2. The tricks should be executed over a minimum of 4 cones, or 3 spinning rotations.
Any cone displaced during the execution of the trick shall not be included in the cone count.
Example 1: a skater performs a trick on 5 cones, and displaces 1 cone: the

trick is valid.
Example 2: a skater performs a trick on 4 cones or 3 spinning rotations, and displaces 1 cone: the trick is not valid.
Empty cone positions or cones displaced before the trick begins are not counted.
For jumping tricks performed over multiple cones in a single jump, the entire jump counts as one cone. Two consecutive jumps shall be performed in different intervals – 2 jumps performed consecutively in the same interval shall count as 1 cone.

5.8.1.3. Transitions, switching feet or changing directions from one trick to another trick of the same or different family are allowed. However, the transition should be done without pause.

5.8.1.4. Tricks and transitions should be done by the skater clearly and precisely. If a judge has any doubts about trick execution (quality of trick, tapping, number of cones or spins, touching the ground during the jumps, losing trajectory etc.) - they will not validate the trick or transition and count only the part which was correctly performed.

5.9. TRICK FAMILIES AND SPECIFIC REQUIREMENTS

5.9.1. Sitting tricks:

The skater should be in a squatting position, with the waist below or on knee level, at all time when performing on the cones.

5.9.2. Jumping tricks:

Both feet should be in the air at the same time.

5.9.3. Spinning tricks:

The skater should have at least one wheel touching the ground when spinning and remain inside the cone line during the rotation.

5.9.4. Wheeling tricks:

Tricks that are done in a linear direction, whether frontwards or backwards, and inside the cone line, with only one wheel touching the ground. Lower-level tricks have two wheels / one foot / two feet on the ground.

5.9.5. Others tricks:

Do not include sitting, jumping, spinning and wheeling tricks.

5.10. PENALTY GRADING

5.10.1. Timing Penalties

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

5.10.2. Penalties for Moved Cones and 4 consecutive Missed Cone Intervals.

5.10.2.1. Each kicked cone or cone that is moved off its mark enough to reveal its center point receives a 1-point penalty.

5.10.2.2. In exceptional cases, whereby the skater kicks a cone out of the cone marking and the cone rolls back within the cone marking, there is no penalty for that cone.

5.10.2.3. If a cone is knocked onto another cone, a 1-point penalty is awarded for each cone.

Example: If a skater moved a cone - he will receive 1 point penalty, if the cone he moved knocks another cone out of its mark, he will receive 2 point penalty (1 point for each)

5.10.2.4. A 5-point penalty will be applied if the skater fails to pass through 4 or more consecutive intervals during the entire run.
Note: If a skater misses 4 consecutive intervals at the beginning of the performance but passes through it later, the penalty will not be applied.

5.10.3. Mistake Penalties

Losses of balance, falls or mistakes when performing, are penalized. Losses of balance are penalized by the scoring judges. Falls are penalized by the penalty judge. (See 5.10.3.2)

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

5.10.3.2. For falling, the penalty is 2 or 4 points.

5.10.4. Performance Interruption

5.10.4.1. If the skater stops performing due to an external interruption, no penalty will be applied for the interruption. The second performance should start from the beginning and will be judged from the point of interruption of the first performance.

5.10.4.2. If the competitor stops performing due to internal interruption, the skater will still be judged to the point the performance stopped but won't be

allowed to repeat the performance. The skater will be given a 5 points penalty for the internal interruption.

5.10.5. Music received after deadline

5.10.5.1. If a skater's music is sent after the submission deadline, a 10 point penalty is awarded.

5.10.5.2. If a skater's music is not received before the end of the team leader meeting or, in the case of no team leader meeting, before 6pm local time the day before competition, the skater will not be permitted to compete.

5.10.6. Missed tricks and missed families

- If a skater performs fewer tricks (or less than 8 successfully performed tricks) - he will get a deduction by Scoring Judge in Variety mark of Technique of 2 points for each trick not performed successfully.
- If a skater doesn't perform at least one trick from one of the families described on the 5.8 - he will get a deduction by Scoring Judge in Variety mark of Technique of 3 points for each family not performed successfully

5.10.7. Penalty Judge Reference Chart

TYPE	PENALTY POINT	DESCRIPTION
Falling	2 OR 4	**2-point penalty:** A minor fall that does not affect the performance. The skater uses one hand or one knee to recover without any clear interruption to the performance. **4-point penalty:** A heavy fall to the ground or any fall that clearly interrupts or stops the performance.
Performance Time	10	Performance ending before or after allowed time range (105-120 sec).

Performance Interruption	5	Performance interrupted by the skater is the discretion of the chief referee.
Moved Cones	1	For each moved (or kicked) cone
Missed Intervals	5	For 4 consecutive missed intervals
Loss of Clothing	2	Clothing, including glasses, falling off
Clothing Prop	DQ	Using clothing as prop
Music Penalty	10	Music submitted after the deadline

5.11. CONE PICKERS

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

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

5.12. RANKING

5.12.1. For both the Qualification Groups and the Final Round in Slalom Classic, the ranking is determined using the same standardized method:

Each scoring judge assigns a personal ranking to each skater based on their score, from which any penalties assessed by the penalty judge are directly deducted. These personal rankings are then processed using the *Victory Point System* (see APPENDIX B for full details).

5.12.2. The Final Ranking includes all participating skaters and is determined as follows: Finalists Ranking: Skaters who competed in the final round are ranked first, according to their results in the Final Round Ranking. Non-Qualified Skaters Ranking: Skaters who did not qualify for the final round are ranked immediately after the last-placed finalist. Their respective positions are determined based on their placement within their Qualification Group Ranking.

5.12.3. The qualification round and Final rankings shall display the following information:

- Overall ranking

- Family name and given name
- Country code
- Penalty points
- Ranking of each judge
- Remark field showing penalties that have been counted. (Fall/Moved Cones/Consecutive Missed intervals/Missed Families/Missing Tricks/Music/...)

6.FREESTYLE SLALOM PAIR

Two skaters prepare a choreographed run to the music of their choice, which they perform in a specified allowed time at the competition. Scoring is based on synchronization and music expression as well as technique.

6.1.COMPETITION AREA

The Pair Slalom competition area is the same as the Classic Slalom competition area. (See 5.1)

6.2. COMPETITION REGULATIONS

6.2.1.Other than for the sequence order, the rules for Slalom Pair are the same as for Freestyle Slalom Classic (See 5.2).

6.2.2.The sequence order is made according to the pair freestyle International World Ranking. A Pair's ranking is determined by adding together the individual rankings of its two members.

6.2.3.In the case of World or Continental or Regional Championships, both skaters must represent the same nation.

6.2.4.A skater cannot compete in more than one pair in the same competition

6.3. TIME REQUIREMENT

6.3.1.The timing requirements for Pair Slalom are the same as for Classic Freestyle Slalom (See 5.3).

6.3.2.The timing for Pair Slalom is 105-120 sec (1 min 45 sec – 2 min).

6.4. CLOTHING

The rules for clothing are the same as for Classic Freestyle Slalom (See 5.4).

6.5. PERFORMANCE BEHAVIOUR

The rules for performance behavior are the same as for Classic Freestyle Slalom (See 5.5).

6.6. PERFORMANCE MUSIC

The rules for Performance Music are the same as for Classic Freestyle Slalom (See 5.6.).

6.7. GRADING STRUCTURE

The result of a competitor's performance for pair slalom is based on three types of grading structure: Technique score, Artistic score and Synchronization score. Both the Artistic and Synchronization scores are partly dependent on technical skill level.

6.7.1. Technique Grading

The rules for the technique score are the same as for Classic Freestyle Slalom (See 5.7.1).

6.7.2. Artistic Grading

The rules for the artistic score are the same as for Classic Freestyle Slalom (See 5.7.2).

6.7.3. Synchronization

6.7.3.1. The Synchronization score should follow the guideline range of Technique score ±10

6.7.3.2. The performance of the two skaters should have the same body coordination and timing, performing the same movements in the same direction. Variations are possible: e.g. heel/toe, forward/backward, left/right.

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

6.7.3.4. The distance between the two skaters is taken into account to establish the mark. The mark will be higher for skaters who are skating closer to each other during their whole performance

6.8. SCORE

The maximum score for the Pair Classic Freestyle Slalom competition is 200 points. There are 3 components to this grading. The maximum

Technique score is 60 points, the maximum Artistic score is 70 points and the maximum synchronization score is 70 points. The final score is rounded off to the nearest half point (0.5pt) to determine the final result.

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

6.9. PENALTY GRADING

The penalty grading is the same as for Classic Freestyle Slalom (See 5.10.).

6.10. CONE PICKERS

The rules for cone pickers are the same as for Classic Freestyle Slalom (See 5.11.).

6.11. RANKING

The rules for the final ranking are the same as for Classic Freestyle Slalom (See 5.12.).

7.SPEED SLALOM

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

7.1.COMPETITION AREA

All calculations are made from the center of the cone lines

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

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

7.1.3.During the Qualifying Phase (Time Trials) there are 2 parallel start lines, placed 40 cm apart. Each skater starting point is marked by a 2 m wide box (See Figure 5)

7.1.4.During the Final Phase (KO) there is only one start line.

7.1.5.The first cone's center mark is placed 12 m away from the closest start line. The end line is placed 80 cm from the last cone's center mark (See Figure 4 & Figure 5).

7.1.6.The total length of each cone line is calculated as: 12 + (19 x 0.8) + 0.8 = 28m. An electronic chronometer must be used for both qualifying rounds and final rounds.

7.1.6.1. During qualifying rounds, the start line gate sensors must be set 40cm (+/- 2cm) above ground and finish line gate sensors also must be set 20cm (+/- 2cm) above ground. The sound speakers must be placed in the center, behind the skaters.

7.1.6.2. During the final rounds, there is no start line gate sensor and the finish line gate sensors must be set 20cm (+/- 2cm) above ground.

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

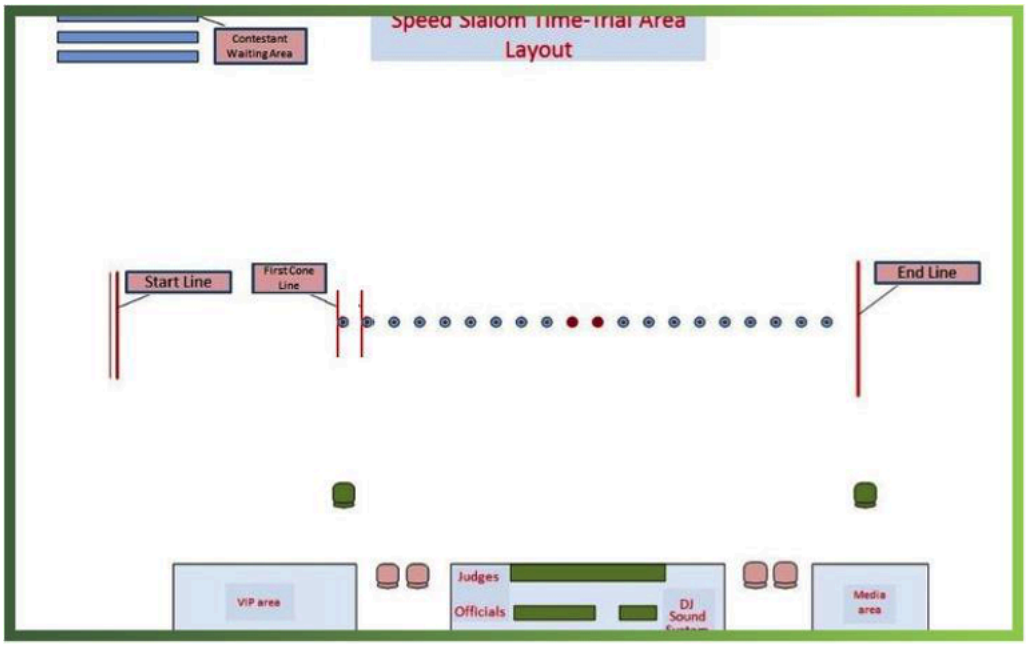
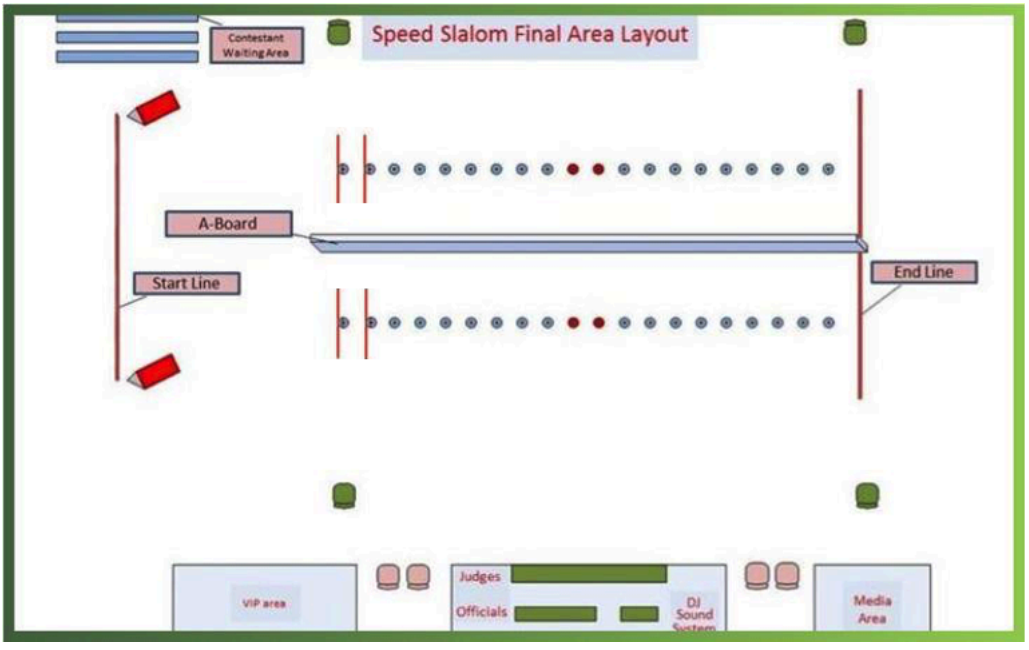


Figure 5: SPEED SLALOM COMPETITION AREA LAYOUT: FINAL PHASE (KO SYSTEMS)



7.2.COMPETITION REGULATION

Speed Slalom is structured in two phases: A qualifying phase, based on individual time trials, and a final phase (KO Systems), based on grouping for the knockout.

7.2.1.Qualifying Phase (Time trials)

There are two free start runs (tries) per skater. Only the best run out of the two is taken into account for the qualification ranking. The skaters with the best times are qualified for the final phase.

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

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

7.2.1.3. Depending on the number of skaters and at the chief referee's discretion, the top 4, 8, 16, 32 or 64 skaters are qualified for the final phase. (See Figure 6 and Figure 7).

7.2.1.4. Athletes who receive a disqualification (DQ) in both qualification runs and therefore have no recorded time are not eligible to participate to the Final Phase

7.2.2. Final Phase (KO Systems)

7.2.2.1. The qualified skaters are grouped by two as follows: first qualified against last qualified, second against second to last, etc. (See

7.2.2.2. Figure 6 and Figure 7) The first skater to win 2 runs goes through to the next round, the other is knocked out.

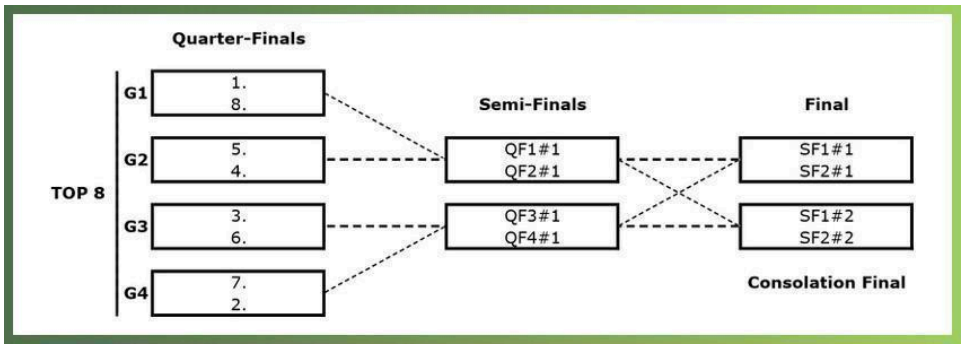


Figure 6: KO SYSTEM GROUPING TOP 8

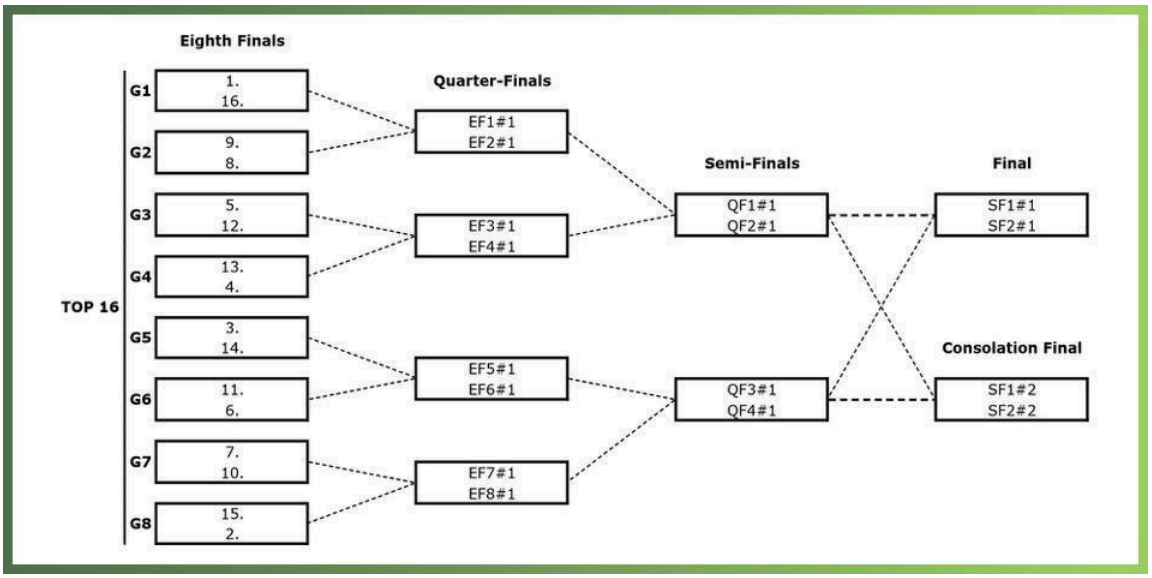


Figure 7: KO SYSTEM GROUPING TOP 16

7.2.2.3. If a qualified skater gives up without any valid reason, his result is void and the remaining skater of the group goes through to the next round.

7.2.2.4. If there is no winner in a group after 5 runs, the best-ranked skater at the qualifications is declared winner and goes through to the next round.

7.2.2.5. At the end of the Semi-Final Round, the winners of each Semi-Final group compete for places 1 and 2 in the Final Round, after the two other skaters have competed for places 3 and 4 in a Consolation Final.

7.2.2.6. Each skater can ask for a 15 sec timeout during each duel.

7.3. SPEED SLALOM REQUIREMENTS

7.3.1. Start and Start Command

7.3.1.1. Qualifying Phase (Time Trials)

- ❖ The start command for a free start qualification run is: “On Your Marks” followed by “Ready”
- ❖ The skater must start their run within 5 sec after the start command “Ready”, or they will be subjected to a false start warning. In the case of two consecutive false starts, the run is declared void.

- ❖ After “Ready” the skater’s front foot must be within the starting box (40cm x 2m) and no part of it, wheels included, should touch the front and back starting lines.

Parts of the back foot may touch the back starting line. Both skates and parts of these must touch the ground. Once the skater’s front foot has left the box floor, it shall not be placed back completely inside the box, nor partially or completely behind the back starting line. The oscillation of the skater’s body is allowed. Time starts when any part of skaters’ body crosses the gate beam.

It is not allowed to pass over the gate beam with the first leg that crosses the start line. In that case the skater will be given a false start and a warning.

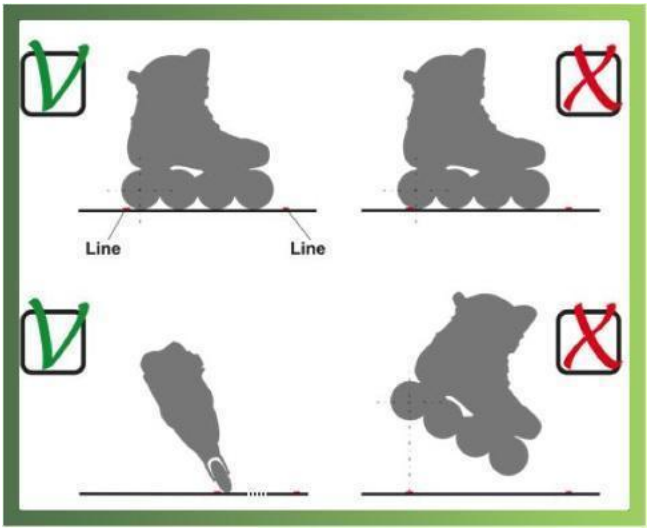


Figure 8: SKATER’S FRONT FOOT POSITION IN STARTBOX

7.3.1.2. Final Phase (KO System)

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

- ❖ “On your marks”: The skaters should get ready and pick a starting stance within 3 sec, or they will be given a false start warning.
- ❖ “Set”: No move or body oscillation is allowed after the “Set” command, or the skater will be given a false start warning.
- ❖ Start Signal (“Beep”): The skaters must wait for the start signal (“Beep”) to go, or they will be given a false start warning.

- ❖ The skater's front foot must be behind the starting line and no part of it, wheels included, should touch the starting line. Both skates or parts of these must touch the ground and must not be rolling. No wheels should be over the start line.

7.3.2. Entering the cone line

A line, perpendicular to the cones and level with the front edge of the first cone, marks the end of the speed-up area and the beginning of the slaloming area.

7.3.2.1. Skaters must enter the cone line on one foot. The first part of the skate, whether the front part of the first wheel or the toe marks the entrance on the cone line. It is allowed to be on one wheel during the run and a skater cannot be penalized for this.

7.3.3. End Line

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

7.4. PENALTY GRADING

7.4.1. Start line Penalties

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

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

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

7.4.1.4. It is permitted up to one false start per round per skater. If a skater commits two false starts during the same round, they will be disqualified from the current run. Upon a third false start in that round, they will be disqualified from the entire round. In the case that the 2 skaters commit simultaneously a 3rd false start, as both skaters cannot be disqualified simultaneously, an additional run shall be given until one skater wins the round or according to 7.2.2.4.

- ❖ Example 1: Skater 1 commits one false start in the first run and a second in the second run. Therefore, Skater 1 is disqualified from the second run.

- ❖ Example 2: Skater 1 commits one false start in the quarter-final. This does not carry over to the semi-final. Skater 1 is therefore still allowed one false start in the semi-final.

7.4.2. First Cone Penalties

7.4.2.1. If a skater is not on one foot when entering the cone line, the first cone is considered a missed cone and they will be given a first cone penalty. If this first cone is kicked or moved then only one penalty will be given.

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

7.4.3. Slaloming Penalties

7.4.3.1. If a skater changes foot or if their free foot touches the ground before the end line, their run will be void and no time will be given.

7.4.4. End Line Penalties

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

7.4.4.2. It is forbidden to jump over the end line. If so, the run will be void and no time will be given. It's allowed to jump before the end line if the skater landed before the finish line.

7.4.5. Cone Penalties

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

7.4.5.2. A cone for which the marking center is revealed is considered a kicked cone and a +0.2 sec penalty will be added to the skater's time.

7.4.5.3. Moved cones for which the marking centers are not revealed are not penalized.

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

7.4.5.5. If a moved cone knocks another cone, both cones will receive a +0.2 sec penalty. Example: If a skater moved a cone - he will receive +0.2 sec penalty, if the cone he moved knocks another cone out of its mark, he will receive +0.4 sec penalty (+0.2 sec for each)

7.4.5.6. If a skater has more than 4 cone penalties, his run will be void and no time will be given. For small scale competitions, the number of cone penalties

leading to the run's disqualification is at the discretion of the Chief Referee.

7.4.5.7. A cone moved by skater's indirect action is considered as a kicked cone.

7.5. CONE PICKERS

The rules for cone pickers are the same as for Freestyle Slalom Classic (See 5.10).

7.6. RANKING

7.6.1. Qualifying Phase (Time Trials) Ranking

7.6.1.1. The final ranking of the Qualification Phase is based on each skater's best time from their two runs.

7.6.1.2. Resolving ties:

In the event of a tie on a skater's best time, the second qualification time will be used to determine the ranking. If the tie persists (i.e. both qualification times are identical), the skaters' Speed Slalom International World Rankings will be used to break the tie. If the tie still remains (no ranking or identical World ranking), the final decision will be made by a coin toss.

7.6.1.3. Skaters who have no recorded time in both qualification runs—whether due to two disqualifications (DQ), or a combination of one disqualification (DQ) and one Did Not Start (DNS)—will all be ranked jointly in last place in the final competition ranking.

7.6.1.4. Skaters who Did Not Start (DNS) in both qualification runs will not be included in the final competition ranking.

7.6.1.5. In the official results of the qualification phase, each skater's performance will be presented with the following information for each of their two runs:

- ❖ Pure Time: The raw time recorded for the run.
- ❖ Penalties: The number of penalties incurred during the run.
- ❖ Total Time with Penalties: The final adjusted time for the run (Pure Time + additional penalty time).

7.6.2. Final Ranking

This ranking applies to all skaters participating in the competition, including both those who advanced through the elimination rounds (K.O. System) and those who did not.

7.6.2.1. Places 1 and 2 are awarded to the skaters who reached the Final Round and are determined based on the results of that round.

7.6.2.2. Places 3 and 4 are awarded to the skaters who reached the Semi-Final Round but did not advance to the Final Round. Their ranking is determined based on the results of the Small Final.

7.6.2.3. Places 5 to 8 are awarded to the skaters who reached the Quarter-Final Round but did not advance to the Semi-Final Round. Their ranking is determined based on their best time from the Qualification Phase.

7.6.2.4. Places 9 to 16 are awarded to the skaters who reached the Eighth-Final Round but did not advance to the Quarter Final Round. Their ranking is determined based on their best time from the Qualification Phase.

7.6.2.5. This pattern continues for all subsequent elimination rounds (e.g., Sixteenth-Finals), with skaters eliminated at the same stage ranked according to their best qualifying time.

7.6.2.6. Skaters who did not qualify for the final elimination phases (KO system) will be ranked immediately after the last-placed skater of those final phases. Their specific ranking within this group will be determined by their Time Trials ranking.

7.6.2.7. In the final ranking table, the results of skaters who qualified for the final phase will be shown with their best times from both the qualification and final phases. Skaters who did not qualify for the final phase will be listed with their best qualification time only.

8.FREESTYLE SLALOM BATTLE

Skaters compete in small groups of 3 or 4 and have several runs to outbid their opponents in technique. The best two go through to the next round. The ranking is made by direct comparison between the skaters.

8.1.COMPETITION AREA

The Freestyle Slalom Battle Competition Area is the same as that of Freestyle Slalom Classic (See 5.1 and Figure 2).

8.2.COMPOSITION OF GROUPS

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

8.2.2. Each group has a minimum of 3 skaters and a maximum of 4 skaters. In case that the number of skaters registered doesn't allow to have groups of 3 or 4 skaters, or to reduce the competition time, Qualification groups can be organized according to the chief referee's decision.

8.2.3. In the case of qualification groups only, the chief referee may exceptionally decide to group five skaters together. Furthermore, and exclusively during the qualification phase, the chief referee may decide to qualify only the top-ranked skater to the next round in order to reduce competition time.

8.2.4. The number of groups depends on the number of skaters. They are organized as follows: 12-16 skaters > 4 groups; 18-23 skaters > 6 groups; 24-32 skaters > 8 groups; etc. (See Figure 10 & Figure 11)

8.2.4.1. Once the groups are calculated and confirmed by the chief referee, if any skater gives-up after the publication of the groups, there may not be regrouping of the skaters, and the group where the skater was assigned will have one skater less.

8.2.4.2. If a skater gives up without a valid reason such as medical reason at an international event, this skater shall be given a warning. If a skater gets a second warning for the same reason, this skater shall be suspended for 12 months, including for World and/or Continental Championships.

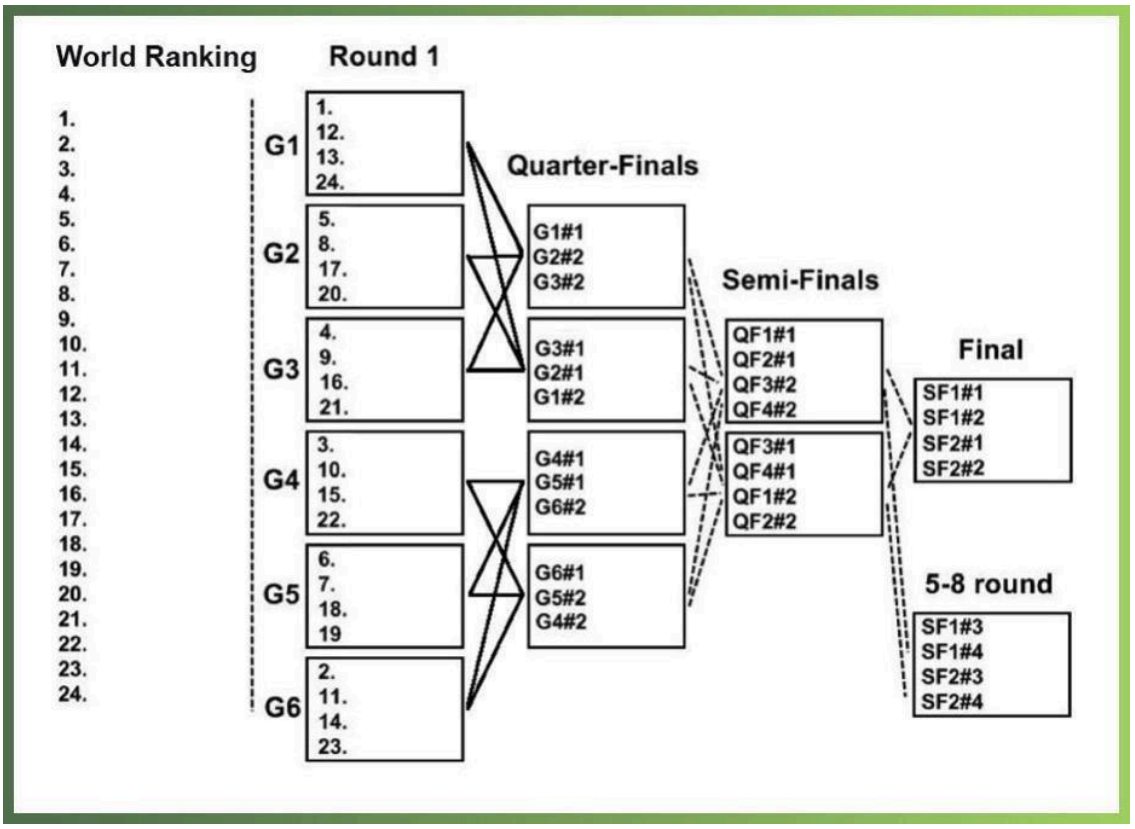


Figure 10: BATTLE GROUPING DIAGRAM 24

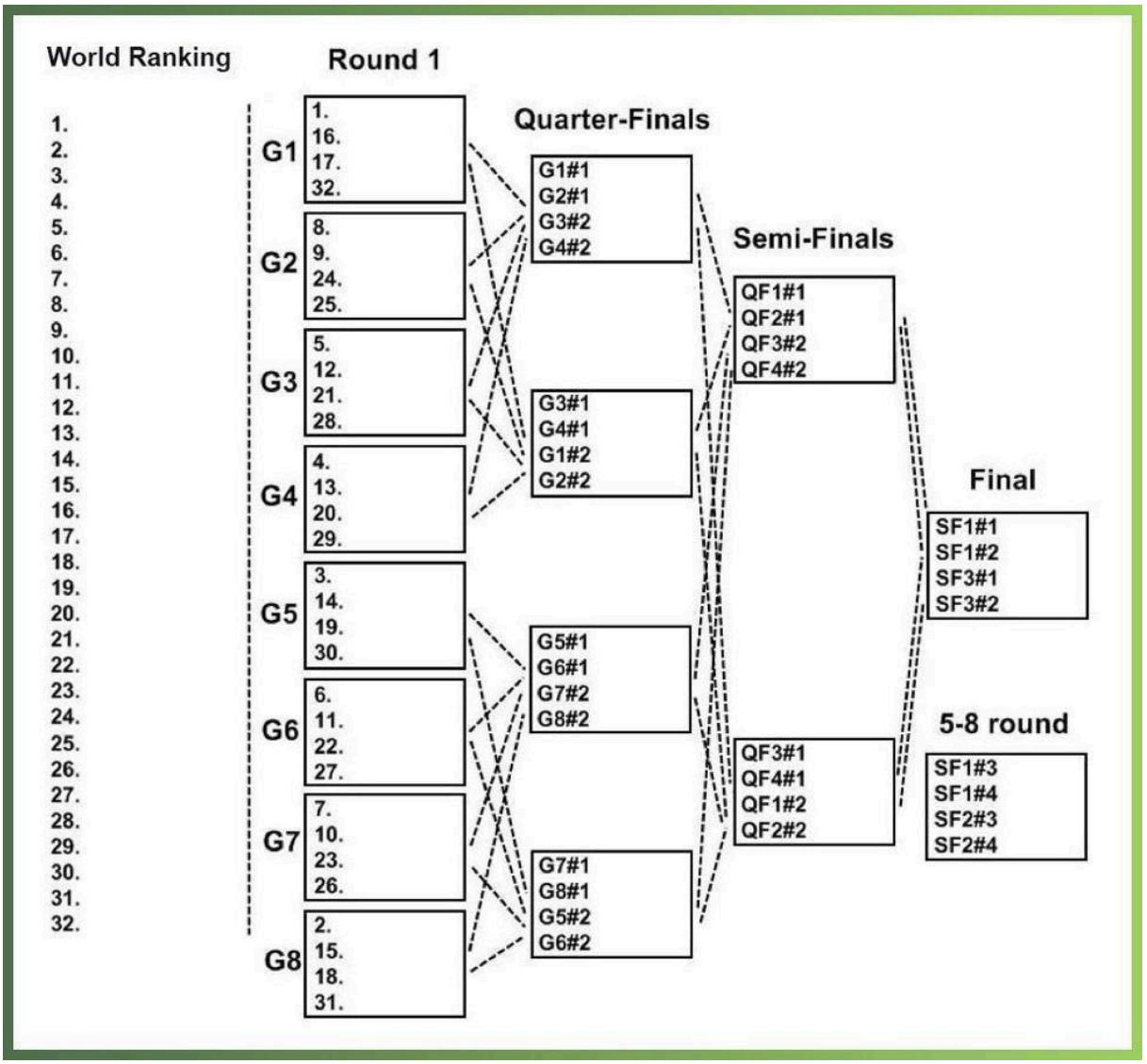


Figure 11: BATTLE GROUPING DIAGRAM 32

8.3.COMPETITION REGULATION

8.3.1. The skaters of a group have the same number of runs and perform one by one. Each run lasts 30 sec. The countdown starts when the skater enters the first cone, and the judges stop judging after exactly 30 sec

8.3.1.1. The number of runs in a group varies: Up to Quarter-Final Rounds, skaters may have 2 or 3 runs at the discretion of the chief referee. In the Semi-Finals, skaters have 3 runs each. In the Consolation Final, skaters have 2 runs and 1 last trick each. In the Final, skaters have 3 runs and 1 last trick each (See 8.4).

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

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

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

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

8.3.2. During the runs:

8.3.2.1. It is not compulsory to use each line or skate each cone.

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

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

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

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

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

8.3.3.3. When the judges' deliberation is done, the MC stops the warm-up and announces the results in the following order: the first-qualified skater (1), the last-ranked skater (4), the second-qualified skater (2), and the third-ranked skater (3). The 2 qualified skaters go to the next round, the 2 other skaters are out.

8.3.3.4. In case of a tie, see 8.4.1

8.3.3.5. In the events, where the “double judging” formula with 2 teams of judges is used, the 8.3.1.2 and 8.3.3.2 may not be applied.

8.3.4. In the Final Round:

8.3.4.1. At the end of the Semi-Final Round, the two best skaters of each group are qualified for the Final to compete for places 1 to 4. The two last ranked of each group will compete for places 5 to 8 in the Consolation final.

8.3.4.2. According to the chief referee’s decision prior to the start of the Freestyle Battle competition, the consolation final may be cancelled.

8.3.4.3. In the Final only, the finalist skaters choose their order to go as following: the best ranked at the International World Ranking chooses first out of the 4 available places (1, 2, 3 or 4), the second best-ranked skater chooses

out of the 3 remaining places, the third best-ranked skater chooses out of the 2 remaining places, the fourth skater gets the last place available.

8.4. BEST TRICK AND LAST TRICK

8.4.1. Best Trick:

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

8.4.1.1. A Best Trick consists of one single trick repeated as many times as possible.

8.4.1.2. The judges' final decision is based on the Best Trick performance only, regardless of the previous runs performed by the concerned skaters during the round.

8.4.2. The Best Trick procedure is as following:

8.4.2.1. The order to go is drawn by the chief referee. The winner of the toss chooses the order.

8.4.2.2. Each concerned skater has a maximum of 2 consecutive attempts of 30 sec max. If the first attempt exceeds 10 sec, the skater does not have a second try. Only the best attempt is taken into consideration.

8.4.2.3. Once the Best Tricks performed, the MC goes to the judges' table and handles the microphone to each judge who announces their individual decision. The skater who gets the more votes wins the Best Trick.

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

8.4.3.1. A Last Trick consists of one single trick repeated as many times as possible.

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

8.4.4. The Last Trick procedure is as following:

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

8.4.4.2. Each skater has a maximum of 2 consecutive attempts of 30 sec max. If the first attempt exceeds 10 sec, the skater does not have a second try. Only the best attempt is taken into consideration.

8.5. TECHNIQUE REQUIREMENTS

8.5.1. Tricks Standards and General Requirements.

8.5.1.1. A trick = slalom move normally performed on a cone line which can be identified by the Judge. The tricks can be executed on any number of cones, but the minimum number of cones for the trick to be validated by the Judge without any penalties - 4 cones (or 3 spinning rotations). If a trick is not performed on 4 cones or 3 spinning rotations, a judge will still count it as a trick but will decrease the value of the trick.

8.5.1.2. Transitions, switching feet or changing directions from one trick to another trick of the same or different family are allowed. However, the transition should be done without pause to be validated.

8.5.2. The trick families are also taken into account by Judges. It's not mandatory for the Skater to use all the tricks families but the judges compare not only tricks quality, length, speed, clearness etc., but also a variety to compare the skaters in a group.

8.5.2.1. **Sitting tricks:**

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

8.5.2.2. **Jumping tricks:**

Both feet should be in the air at the same time.

8.5.2.3. **Spinning tricks:**

The skater should have at least one wheel touching the ground when it spins, and should remain inside the cone line during the rotation.

8.5.2.4. **Wheeling tricks:**

Tricks that are done in a forward direction, whether frontwards or backwards, and inside the cone line, with only one wheel touching the ground.

8.5.2.5. **Other tricks:**

Do not include sitting, jumping, spinning and wheeling tricks.

8.5.3. Judges cannot consider "attempts" of tricks or transitions like a trick, but just as a missed trick or not count at all if not performed fully or not landed properly.

8.5.4. The performances of the skaters within a same group are not scored, but ranked by direct comparison, after a deliberation of the judges who take a common decision. The judges base their ranking on technical criteria:

8.5.4.1. Quantity and Quality: The difficulty of a trick is assessed according to its number of repetitions as well as to the quality of its execution, of the skater's control from the start to the end of the trick. A trick with less repetition but with a mastered exit will be preferred to a slightly longer trick from which the skater exits in collapsing (the number of cones performed is also taken into account in the comparison). A trick is considered as inside the line if a wheel crosses either of the lines parallel to the side edges of the cones.

8.5.4.2. Continuity and Flow: Tricks with controlled starts and exits as well smooth transitions between the different phases of the lines.

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

8.5.4.4. Footwork and Linking: Integrating a trick into footwork shows a higher technical achievement of the trick itself than doing the same trick with no footwork introduction or exit. The complexity of the footwork itself is also taken into consideration.

8.6. PENALTIES

8.6.1. There is no penalty given for failing a trick, kicking cones, losing balance or falling. However, they downgrade the technical quality of the skater's performance.

8.6.2. Kicked or missed cones:

8.6.2.1. Kicked and missed cones during a trick are taken into account by decreasing the trick’s “length”. e.g. 2 cones kicked out of an 8-cone trick = 6-cone trick.

8.6.2.2. Likewise, performances on previously kicked cones will not be taken into account. e.g. a trick performed on 6 cones with one cone previously kicked in the middle of those will count as 5 cones trick.

8.6.3. **Falls:**

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

8.6.4. **Repetitions:**

If a same trick is performed several times in the same round, only the best attempt will be taken into consideration. A same trick or similar tricks repeated several times in the same round lowers the appreciation of a skater's variety.

8.7. CONE PICKERS

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

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

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

8.8. RANKINGS

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

8.8.1.1. If all the judges agree with the group ranking, it is validated without deliberation and immediately announced by the MC.

8.8.1.2. If the judges do not reach a unanimous agreement on the group ranking, a deliberation process shall take place as follows:

- ❖ Each judge has one minute to explain their ranking.
- ❖ After the explanation phase, each judge may revise their own group ranking.

8.8.1.3. If the judges do not reach a unanimous agreement, the majority decision shall prevail (i.e., a 2 vs. 1 decision). This shall be specified by the MC during the announcement of the results.

8.8.1.4. If there is no clear majority (2 vs. 1), the positions assigned to each skater by each judge will be summed, and the skaters will be ranked from the lowest total (1st place) to the highest total (4th place). In case of a tie in the totals, refer to section 8.8.1.5.

8.8.1.5. If the judges cannot decide between two skaters, they may request a Best Trick (See 8.4).

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

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

8.8.2.2. Places 5 to 8 are awarded to the skaters who reached the Semi-Final Round but did not advance to the Final Round. Their ranking is

determined based on the results of the Small Final. If the Small Final does not take place, the two skaters who placed 3rd in their respective Semi-Final groups will be jointly awarded 5th place, while the two skaters who placed 4th will be jointly awarded 7th place.

8.8.2.3. The four skaters who placed 3rd in their respective Quarter-Final groups will be ranked jointly in 9th place overall. The four skaters who placed 4th in their respective Quarter-Final groups will be ranked jointly in 13th place overall.

8.8.2.4. The eight skaters who placed 3rd in their respective Eighth-Final groups will be ranked jointly in 17th place overall. The eight skaters who placed 4th in their respective Eighth-Final groups will be ranked jointly in 25th place overall.

8.8.2.5. The same ranking principle applies to any previous elimination rounds, with skaters ranked jointly based on their final position within their respective groups.

9.FREESTYLE SLIDE

Skaters compete in small groups of 3 to 4 and have several runs to outbid their opponents in technique. The best two go through to the next round. The ranking is made by direct comparison between the skaters. The use of all protectives, including helmet is highly recommended for this discipline.

9.1.COMPETITION AREA

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

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

9.1.3. The Competition Area should be of 40 m long by 5 m wide, (width and length may be reduced depending on the venue size and is subject to chief referee's decision) including:

9.1.3.1. A Speed-up Area of 20 m between the start line and the slide area line, for the competitor to accelerate in order to execute the trick.

9.1.3.2. A Slide Area of 20 m delimited on both sides by lines of cones, placed 1 m apart from one another in order to indicate the 1 m distance marking.

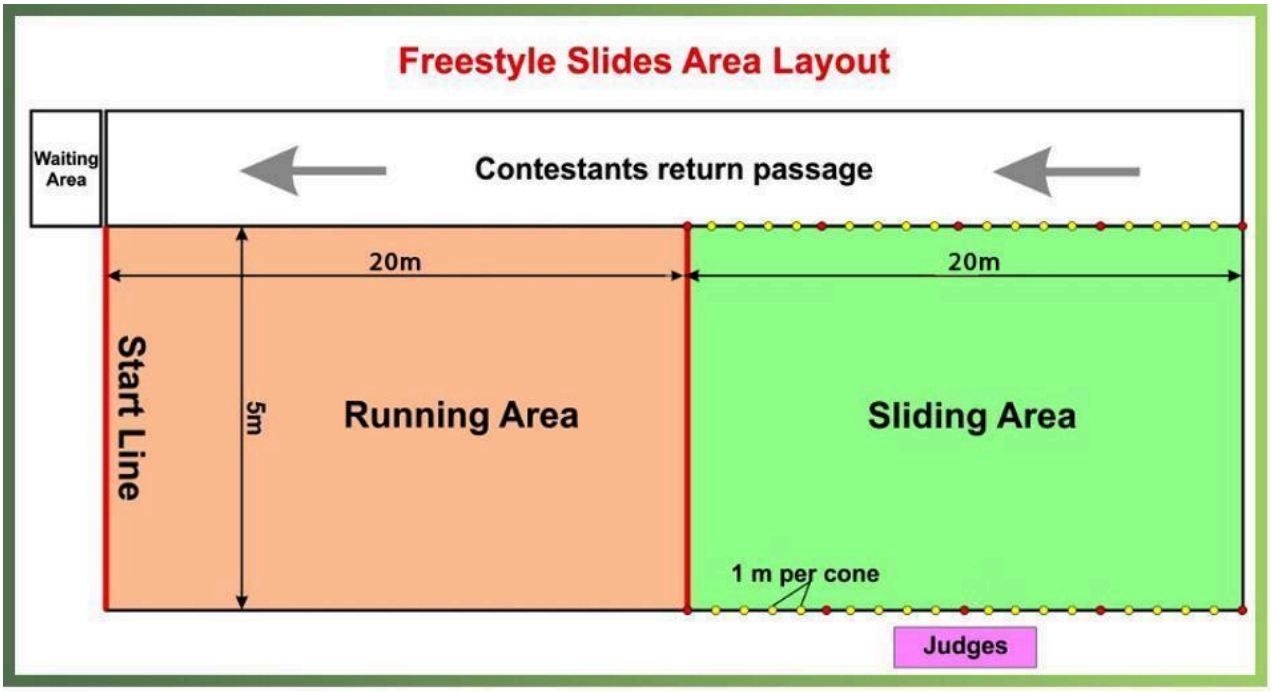


Figure 12: FREESTYLE SLIDES COMPETITION AREA LAYOUT

9.2. COMPOSITION OF GROUPS

9.2.1. Groups are determined based on the latest Slide International World Ranking. Each skater is placed on the list according to their ranking, while unranked skaters are added randomly at the end of the list.

In events where the majority of skaters do not have an International World Ranking, preliminary ranking rounds may be held for grouping purposes. Skaters will be grouped based on their results. If time permits, each skater will be allowed two runs, with the best result used for grouping. If time does not permit, each skater will be allowed only one run, which will determine their grouping.

9.2.2. Each group has a minimum of three skaters and a maximum of four skaters. In case that the number of skaters registered doesn't allow to have groups of three or four skaters, or to reduce the competition time, qualification groups can be organized according to the chief referee's decision.

9.2.3. In the case of qualification groups only, the chief referee may exceptionally decide to group five skaters together. Furthermore, and exclusively during the qualification phase, the chief referee may decide to qualify only the top-ranked skater to the next round in order to reduce competition time.

9.2.4. The number of groups depends on the number of skaters. They are organized as follows: 12-16 skaters > 4 groups; 18-23 skaters > 6 groups; 24-32 skaters > 8 groups; etc. (See Figure 10 & Figure 11)

9.2.4.1. Once the groups are calculated and confirmed by the chief referee, if any skater gives-up after the publication of the groups, there may not be regrouping of the skaters, and the group where the skater was assigned will have one skater less.

9.2.4.2. If a skater gives up without a valid reason such as medical reason, this skater could be penalized for this event, next events, or lose International World Ranking points, according to the World Skate Inline Freestyle Technical Commission.

9.3. COMPETITION REGULATIONS

9.3.1. All skaters within a group have the same number of runs and perform one by one.

9.3.1.1. The number of runs per skater varies by round: up to the Final Round, each skater has four runs. In the Final, each skater has five runs.

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

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

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

9.3.3. During the runs:

9.3.3.1. Skaters may do single slides or slide combinations. There is no limitation (See 9.5).

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

- ❖ In Final, the 4 best runs (out of 5) of each skater are taken into account;
- ❖ The performances of the previous rounds are not taken into account;
- ❖ The dismissed slide is used in the event of a tie.

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

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

9.3.3.5. Slides that extend outside the Slide Area are considered incomplete and will be penalized by the judges. Only the portion performed within the Slide Area will be evaluated, and a reduced value will be awarded.

9.3.3.6. Skaters who are unable to come to a complete stop within the Slide Area will be considered to have performed an incomplete slide/performance. They will be penalized by the judges and awarded a lower value for this attempt.

9.3.4. After the runs at the end of each group:

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

9.3.4.2. The judges' deliberation and group ranking process follows the same procedure as in Freestyle Slalom Battle (see sections 8.8.1 to 8.8.1.5.).
Refer to 9.4. in case of a tie.

9.3.4.3. Once the judges' deliberation is complete, the MC stops the warm-up and announces the results in the following order: the first-qualified skater (1st), the last-ranked skater (4th), the second-qualified skater (2nd), and the third-ranked skater (3rd). The two qualified skaters advance to the next round; the other two are eliminated.

9.3.4.4. In case of a tie, see 9.4

9.3.5. **In the Final Round:**

9.3.5.1. At the end of the Semi-Final Round, the two best skaters of each group are qualified for the Final to compete for places 1 to 4. The two last ranked of each group will compete for places 5 to 8 in the Small final.

9.3.5.2. According to the chief referee's decision prior to the start of the Freestyle Slides competition, the small final may be cancelled.

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

9.4. BEST SLIDE

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

9.4.2. A Best Slide consists of one single slide. (See 9.5)

9.4.3. The judges' final decision is based on the Best Slide performance only, regardless of the previous runs performed by the involved skaters during the round.

9.4.4. The Best Slide procedure is as following:

9.4.4.1. The order to go is drawn by the chief referee. The winner of the toss chooses the order.

9.4.4.2. Each skater involved is allowed a maximum of two consecutive attempts. Only the best attempt will be considered.

9.4.4.3. Once the best slide is performed, the MC goes to the judges' table and handles the microphone to each judge who announces their individual decision. The skater who gets the more votes wins the Best Slide.

9.5. TECHNIQUE REQUIREMENTS

The performances of the skaters within a same group are not scored, but ranked by direct comparison, after a deliberation of the judges who take a common decision. The judges base their ranking on technical criteria:

9.5.1. Difficulty

The primary criterion for ranking skaters is the difficulty of the tricks successfully performed. The relative difficulty of each type of trick within each trick family is described in Appendix C: Freestyle Slides Trick Matrix.

The difficulty of a trick is weighted alongside other criteria such as execution quality and the other criteria outlined in this 9.5 section.

9.5.2. Length and Quality:

The difficulty of a trick is assessed according to its length as well as to the quality of its execution, of the skater's control from the start to the end of the trick. A shorter trick but with a mastered exit will be preferred to a longer trick from which the skater exits in collapsing.

9.5.2.1. The minimum length for a single slide is 2 meters. However, since the base difficulty of a slide is set at 4 meters, shorter slides will receive a lower value.

9.5.2.2. A Slide Combination (combo) consists in 2 or more single sliding tricks combined with transitions into 1 slide. In combo, the minimum length of each slide is 2 m and the transition distance must not exceed 1 m.

9.5.3. Continuity and Flow:

Tricks with controlled starts and exits as well smooth transitions for combos between the different slides.

9.5.4. Body management with a mastered use of the upper body.

9.5.5. Trick variety:

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

9.5.5.1. Skaters must show slides from a minimum of two families.

9.6. PENALTIES

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

9.6.2. If one or both hands of a skater touch the ground, the slide is considered void.

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

9.7. FINAL RANKING

The final ranking of Freestyle Slides follows the same organization as that of Freestyle Slalom Battle (See 8.8.2).

10. FREE JUMP

Skaters have several attempts to jump as high as possible over a bar.

10.1.COMPETITION AREA & EQUIPMENT

10.1.1.Competition Area

The Free Jump area consist of:

- ❖ A starting line, 5m width, with two cones placed at its extremities;
- ❖ A run-up area of minimum 10m length, not delimited in width;
- ❖ A landing area, 5m in length and not delimited in width;
- ❖ A finish line, 5m width, with two cones placed at its extremities.

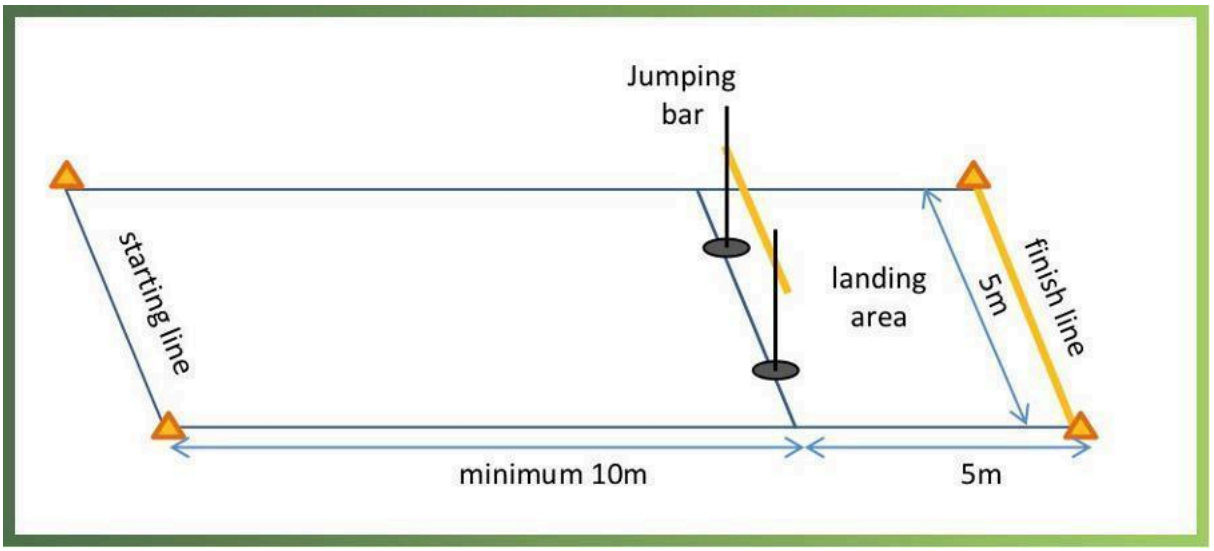


Figure 13: FREE JUMP COMPETITION AREA LAYOUT

10.1.2.Equipment

The minimum required equipment consists of two poles graduated from 0.4 m to 1.80 m, and a bar at least 3 meters long. It is compulsory to have spare bars available for replacement if necessary.

A finish line shall be marked (using tape) 5 meters beyond the bar.

10.2.COMPETITORS

10.2.1.Protective Gear

No protective gear is mandatory. However, wrist guards are strongly recommended.

10.3. COMPETITION REGULATIONS

The skaters' starting order is determined by the reverse order of the latest published International World Ranking.

10.3.1. Regulations

10.3.1.1. The competitor must jump over a bar. They are allowed 2 or 3 attempts, depending on the decision of the Chief Referee. If the jump is successful, the competitor advances to the next round.

10.3.1.2. A competitor may choose to skip a height and wait for the next round. A skip can be announced after one or two failed attempts; in such cases, any failed attempt(s) at the skipped height shall count toward the competitor's total attempts, leaving only the remaining attempt(s) available at the next height (i.e., two attempts remaining after one failed attempt, or one attempt remaining after two failed attempts).

10.3.1.3. If the bar falls after the jump, or if the competitor passes under the bar, the jump is considered failed.

10.3.1.4. The jump is considered successful if the competitor lands without falling, and without touching the ground with their hands, knees, or any other part of the body. The jumper must cross the finish line for the attempt to be validated. If the skater falls after crossing the finish line, the attempt is valid. If the skater falls before the line, the attempt is considered a failure.

10.3.1.5. If the competitor fails their final attempt, they are eliminated from the competition.

10.3.1.6. The competition starts at different heights for Junior Women, Women, Junior Men, and Men. The Chief Referee will determine the initial bar height and the heights sequences based on the context (time constraints, category, type of event, etc.).

Example of starting heights and sequences applicable for international events:

- ❖ Junior U19 Women: 60cm/70cm/80cm/85cm/90cm/95cm and so on...
- ❖ Women: 80cm/90cm/100cm/105cm/110cm/115cm and so on...
- ❖ Junior U19 Men: 80cm/90cm/100 cm/105cm/110cm/115cm and so on...
- ❖ Men: 100cm/110cm/120cm/125cm/130cm/135cm and so on...

10.3.1.7. **Pre-Skip-Format**

The *Pre-Skip* format may be used in a competition if announced in the competition announcement. The announcement shall specify how competitors must submit their starting height and the submission deadline. Once the starting order has been published, no changes to the selected starting heights shall be permitted.

The starting order shall be determined by the selected starting heights, beginning with the lowest. Competitors selecting the same starting height shall be ordered according to the WS Ranking, with the lowest-ranked competitor skating first. Competitors without a WS Ranking shall skate first within their group, in a random order.

Competitors may only select an official height for their category. If a non-official height is submitted, it shall be adjusted to the next lower official height.

A competitor shall first be called at the selected starting height and may either attempt the jump or skip it. Selecting a starting height does not require the competitor to make an attempt. All lower heights shall be recorded as Skipped (Not Attempted).

In the Final, competitors shall be called at every height. Any previously selected starting height shall no longer apply if that height has not yet been reached.

In International Competitions, the selected starting height shall not exceed the competitor's best height achieved in previous International Competitions.

10.3.1.8. When only three skaters remain, they shall choose their jump height in consultation with each other. If no agreement is reached between the final athletes, the lowest requested height will be set. This minimum height must be at least 2 cm higher than the previous height.

10.3.1.9. A skater who unreasonably delays starting a trial may have that attempt disallowed and recorded as a failure. It is up to the Chief Referee to decide, based on all circumstances, what constitutes an unreasonable delay. The official responsible shall inform the skater when everything is ready for the trial to begin, and the allowed time for the attempt shall start from that moment.

10.3.1.10. If the skater subsequently decides not to attempt a trial, it shall be considered a failure once the allowed time for the trial has elapsed. No additional time will be granted for further adjustments. If the allowed time expires after the athlete has started their trial, the attempt shall not be disallowed

10.4. FINAL RANKING & TIES MANAGEMENT

Skaters are ranked according to their highest successful jump.

10.4.1. Ties shall be resolved as follows for places 1 to 3:

10.4.1.1. The athlete with the fewest number of jumps at the height where the tie occurs shall be awarded the higher place.

10.4.1.2. If the tie still remains, the athlete with the fewer total attempts shall be awarded the higher place.

10.4.1.3. If the tie still remains, the athlete who has the higher first failed jump shall be awarded the higher place.

10.4.1.4. **Golden Jump**
If the tie still remains, the jumpers will perform additional jumps. The initial height shall be at 2 cm higher than the highest bar successfully jumped.

10.4.1.4.1. Each jumper has a maximum of three attempts per height. However, if one jumper succeeds and the other fails on the same attempt, no further attempts will be allowed, and the jumper who succeeded shall be awarded the higher place (Golden Jump).

10.4.1.4.2. After each height, the bar is alternately lowered or raised by 2 cm until one jumper succeeds at a given height or attempt. After lowered/raised 4 times, if no results – skaters are declared Tie.

10.4.1.4.3. Athletes tied in this manner must jump on each attempt and are not allowed to skip an attempt.

10.4.2. Ties shall be resolved as follows for 4th place and all subsequent places:

10.4.2.1. The athlete with the fewest jumps at the height where the tie occurs shall be awarded the higher place.

10.4.2.2. If the tie still remains, the athlete with the fewer total attempts shall be awarded the higher place.

10.4.2.3. If the tie still remains, the athlete who has the higher first failed jump shall be awarded the higher place.

10.4.2.4. If the tie still remains, the tied athletes shall share the same ranking.

10.4.3. **Disqualification (DQ) and Did Not Start (DNS)**

10.4.3.1. Any skater who fails to successfully clear any bar during the competition shall be considered Disqualified (DQ) and will be ranked at the last place of the competition.

10.4.3.2. Any skater who has registered for the event but does not attempt any jump will be considered DNS and shall not appear in the final ranking.

11. TEAM SPEED SLALOM

This optional discipline can be held in either a mixed or gender-separated format.

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

11.1. COMPETITION AREA

The competition area for the Team Speed Slalom is identical to that of the individual Speed Slalom. (See Section 7.1 of the World Skate Inline Freestyle Regulations)

11.2. COMPETITION REGULATIONS

The Team Speed Slalom competition regulations are generally the same as those of the Speed Slalom competition. (Refer to Section 7.2 of the World Skate Inline Freestyle Regulations).

However, the following rules apply specifically to the team competition format:

11.2.1. Team Composition and Categories

11.2.1.1. Team Structure:

11.2.1.1.1. Mixed Format: Each team must consist of a minimum of four (4) and a maximum of six (6) skaters:

- ❖ 2 Men and 2 Women (required)
- ❖ Plus, up to 2 substitute skaters (1 Man and 1 Woman, optional)

11.2.1.1.2. Gender-separated Format: Each team must consist of a minimum of three (3) and a maximum of four (4) skaters:

- ❖ 3 main skaters of the same gender (required)
- ❖ Plus 1 substitute skater (optional) of the same gender as the 3 main members.

11.2.1.1.3. Teams may include both junior and senior skaters. A same skater shall be registered in only one team.

11.2.1.1.4. In World Championships, Continental Championships, and Area Championships, each country may register only one (1) team. All members of a team must be of the same nationality. For these official

championships, teams must be registered in advance under the name: "[Country Name]".

11.2.1.1.5. In other types of competitions (non-national selection), teams may be formed freely, or represent a club, without nationality restrictions.

11.2.1.2. Registration:
Skaters registered for Team Speed Slalom must also be registered for individual Speed Slalom.

11.2.1.2.1. Prior to the competition check-in and before the start of the Qualifying Phase, the team delegate must confirm the choice of any substitute skaters.

11.2.1.2.2. If no confirmation is provided, the default team composition will be the one registered initially.

11.2.2. Substitutes:

11.2.2.1. In the first round, the substitutes may only compete if a main team member is unable to continue due to illness or injury sustained prior (including warm-up) or after the qualifying phase, or an injury sustained during the Final phase (including warm-up) and only if confirmed by the events or team's medical staff.

11.2.2.2. During the Final Phase, if an injury occurs during a run, and the skater is unable to complete the run, that run will be forfeited (lost). The substitute may enter the competition starting from the next run and will continue for the remainder of the competition.

11.2.2.3. The replaced skater may not return to the competition under any circumstances.

11.2.2.4. From the second round, the substitutes may enter the competition to replace a main team member. The substitution must be announced by the Team's Coach to the judges. The main member then becomes substitute and may only enter the competition in the case described in 11.2.2.1. The substitute takes the place of "M2/W4" or "M6/W8" (Mixed format) or "3" or "6" (Gender separated format) as described in 11.2.4.5. This rule can be applied at each following new round.

11.2.2.5. Substitutes and Victory ceremony
Any team member, including a substitute, is eligible to receive a medal and may appear on the podium.

11.2.3. Qualifying Phase

11.2.3.1. The individual Speed Slalom qualification times are also used for the Team Speed Slalom qualification.

11.2.3.2. The best individual time from each of the three (gender separated format) or the four (mixed format) main team skaters is added to determine the total team qualification time.Times from substitute skaters are not counted.

11.2.3.3. If any team member (excluding substitutes) fails to record a valid time (i.e., is disqualified in both qualification runs), the entire team will be disqualified from the competition.

11.2.3.4. Depending on the number of registered teams, the Chief Referee may decide to qualify either the top 4 or top 8 teams for the Final Phase.

11.2.4. Final Phase

11.2.4.1. Each woman from a team will race once (only ONE run) against each woman from the opposing team.

11.2.4.2. Each man from a team will race once (only ONE run) against each man from the opposing team.

11.2.4.3. The first team to win five (5) runs wins the round and advances to the next round. The losing team is eliminated.

11.2.4.4. If, after all runs have been completed, no team has reached 5 points, the team with the highest score wins the round and advances to the next round.

11.2.4.5. In each round, teams remain on the same assigned line throughout. The team with the best qualification time will skate on Line 1.

11.2.4.6. Run Order

11.2.4.6.1. The match-up order is illustrated in APPENDIX D: Figure 14 (Mixed) and APPENDIX E: Figure 15 (Gender-separated). Skaters are ranked within their teams based on their best qualification time:

Mixed Format:

- **Team A**: Men: M1 (fastest) and M2 / Women: W3 (fastest) and W4
- **Team B**: Men: M5 (fastest) and M6 / Women: W7 (fastest) and W8

Gender-separated format:

- **Team A**: 1 (fastest), 2 and 3
- **Team B**: 4 (fastest), 5 and 6

11.2.4.7. **Golden run**

11.2.4.7.1. In either the Mixed or Gender separated format, if both teams are tied after the last run, a Golden Run will determine the winner. A draw is held in two steps:

- To determine the gender of the final run (Gender separated format - men or women),
- To select which skater from each team that will compete

11.2.4.7.2. In case of no winner (i.e., double DQ) in the Golden Run, the run is repeated with the same skaters once. In case of no winner in the repeated run. The winner is the team with the best time sum from the Qualification Phase.

11.2.4.8. In Team Speed Slalom, rule 7.4.1.4 on false starts does not apply. It is permitted up to one false start per run per skater. If a skater commits two false starts in the same run, they will be disqualified from that run.

11.3. FINAL RANKING

11.3.1. The Final ranking includes all participating Teams, both those that advanced through the elimination rounds (K.O. System) and those that did not.

11.3.2. Places 1 and 2 are awarded to the Teams that reached the Final Round and are determined based on the results of that round.

11.3.3. Places 3 and 4 are awarded to the Teams that reached the Semi-Final Round but did not advance to the Final Round. Their ranking is determined based on the results of the Small Final.

11.3.4. Places 5 to 8 are awarded to the Teams that reached the Quarter-Final Round but did not advance to the Semi-Final Round. Their ranking is determined based on their best time sum from the Qualification Phase.

11.3.5. This pattern continues for all subsequent elimination rounds (e.g., Sixteenth-Finals), with Teams eliminated at the same stage ranked according to their best qualifying time sum.

11.3.6. Teams who did not qualify for the final elimination phases (KO system) will be ranked immediately after the last-placed Team of those final phases. Their specific ranking within this group will be determined by their Time Trials ranking, based on the best time sum.

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APPENDIX

APPENDIX A: FREESTYLE SLALOM TRICKS MATRIX

INLINE FREESTYLE SLALOM TRICKS MATRIX 2026 - All Technical Tricks are based on good execution, stability, speed, 4 cones/3 rotations, on 80 cm cones line.

Families -->			OTHERS Do not include sitting, jumping, spinning and wheeling tricks.	SITTING Squatting position, with the waist below or on knee level, at all time when performing on the cones.	JUMPING Both feet should be in the air at the same time.	WHEELING Tricks that are done in a linear direction, whether frontwards or backwards, and inside the cone line, with only one wheel touching the ground. Lower level tricks have two wheels/one foot/two feet on the ground.	SPINNING The skater should have at least one wheel touching the ground when spinning and remain inside the cone line during the rotation.			
	10	60						60	10	
	9				FRONT TOE FOOTGUN KAZACHOK		BACK TOE CHRISTIE SPIN		9	
	8				HEEL WIPER		TOE CHRISTIE SPIN		8	
	7								7	
A	6				TOE WIPER		BACK TOE FOOTGUN SPIN		6	A
	5			BACK TOE CHRISTIE			TOE FOOTGUN SPIN		5	
	4					BACKWARD LEAF SERIES	BACK SEVEN int/ext		4	
	3					SIDE/FORWARD LEAF SERIES	ONE CONE BACK SEVEN int/ext		3	
	2			TOE CHRISTIE		WHEELING SHIFTS / COUNTERSHIFTS SERIES			2	
	1		BUTTERFLY CROSS			SQUARE SERIES	1 CONE TOE FOOTGUN SPIN		1	
	10	50		BACK TEAPOT / BACK SUPERMAN			SEVEN int/ext	50	10	
	9				FOOTGUN SPIN JUMP	WHEELING FLIP / DAYNIGHT SERIES	ONE CONE SEVEN int/ext		9	
	8								8	
	7								7	
B	6		BUTTERFLY	BACK TOE FOOTGUN	FOOTGUN WIPER				6	B
	5								5	
	4			TEAPOT / SUPERMAN		FRENCH SHIFT SERIES	FLAT BACK SEVEN int/ext		4	
	3				BACK KAZACHOK				3	
	2		TOE TOE REVERSE EAGLE	TOE FOOTGUN			FLAT SEVEN int/ext		2	
	1					TOE SEWING MACHINE	ONE CONE BACK KOREAN SPIN		1	
	10	40					BACK KOREAN SPIN	40	10	
	9		BACK COBRA	BACK SITTING COBRA		BACK WHEELING			9	
	8			BACK CHRISTIE	KAZACHOK		ONE CONE KOREAN SPIN		8	
	7		COBRA	SITTING COBRA			KOREAN SPIN		7	
C	6		REVERSE EAGLE	CHRISTIE	KAZACHOK SPIN	FLAT SHIFTS / COUNTERSHIFTS SERIES			6	C
	5						BACK TWO WHEEL SPIN		5	
	4		TWO WHEELS EAGLE	BACK FOOTGUN	FRONT WIPER	FWD WHEELING			4	
	3						TWO WHEELS SPIN		3	
	2			FOOTGUN	WIPER	FLAT FLIP / DAYNIGHT SERIES			2	
	1		Z-EAGLE				BACK J-TURN		1	
	10	30						30	10	
	9		TOE TOE SPECIAL	SITTING HEEL TOE BACK CROSS	FOOTSPIN JUMP		J-TURN		9	
	8						TWO FEET SPIN		8	
	7		BRUSH	SITTING HEEL TOE CROSS		TWO WHEELS BACK CROSS			7	
D	6		HEEL TOE SPECIAL				TOTALCROSS		6	D
	5		EAGLE / EAGLE CROSS			TWO WHEELS BACK SNAKE			5	
	4			BACK SITTING HEEL TOE SNAKE					4	
	3		SWEEPERS			TWO WHEELS CROSS			3	
	2			SITTING HEEL TOE SNAKE					2	
	1					TWO WHEELS SNAKE			1	
	10	20						20	10	
	9		EIGHT				ITALIAN / VOLT		9	
	8			SMALL CART / 5 WHEELS SITTING	X JUMP	BACK ONE FOOT			8	
	7		BACK EIGHT						7	
E	6						CRAZY SUN / MEXICAN		6	E
	5				CRAB CROSS	ONE FOOT			5	
	4		STROLL/BACK STROLL				SUN / MABROUK		4	
	3		CRAZY/DOUBLE CRAZY SERIES			BACK SNAKE / BACK CROSS			3	
	2		CHAPCHAP / X		CRAB SERIES				2	
	1		MEGA SERIES			SNAKE / CROSS			1	
	0	10	NELSON / BACK NELSON SERIES	SITTING FISH		FISH		10	0	

tricks not included in this matrix are placed and evaluated according to technical similarity to other tricks

	FOOTWORK The difficulty, speed and variety of movements performed will lead to a higher technical mark. Basic or simple freestyle footwork will lead to a decrease of the Technical mark.
A	Very fast-paced, technically advanced and highly difficult, with high variety, jumping and turning in both directions, continuous blend of movements integrated as intro and outro to very difficult tricks, very wide, strinkingly powerful or elegantly executed freestyle footwork on every aspect
B	Fast-paced, difficult, jumping and turning, above-average continuity, movements linked to difficult tricks, wide, fairly powerful or elegant, good quality freestyle footwork
C	Medium speed, easy, jumping or turning, average continuity aspects with movements linked to medium-level tricks, average width, fairly powerful or elegant, medium-quality freestyle footwork
D	Slow-paced, basic, only flat movements, below-average continuity with movements linked to easy tricks, narrow, weak, inelegant, raw-quality freestyle footwork
E	Very slow-paced, elementary, monotonous or repetitive, stuttering and discontinuous, not linked to any trick, very narrow, flimsy or heavy, messy and unsteady freestyle footwork
	No freestyle footwork

APPENDIX B: VICTORY POINT SYSTEM

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

Example

Table 1. Judges' marks

Name	Pen	Judge 1			Judge 2			Judge 3			Judge 4			Judge 5		
		Tech	Style	Total	Tech	Style	Total	Tech	Style	Total	Tech	Style	Total	Tech	Style	Total
Skater 1	1	42	33	74	32	27	58	41	34	74	44	35	78	44	36	79
Skater 2	0	35	25	60	28	19	47	38	28	66	36	27	63	35	25	60
Skater 3	2	38	28	64	22	16	36	29	22	49	36	27	61	32	26	56
Skater 4	2	31	26	55	26	19	43	36	28	62	37	27	62	27	18	43
Skater 5	0	28	28	56	35	28	63	25	24	49	33	28	61	25	19	44
Skater 6	2,5	12	16	25,5	15	7	19,5	22	20	39,5	24	20	41,5	22	12	31,5
Skater 7	2	21	20	39	14	5	17	21	19	38	26	19	43	15	8	21
Skater 8	3	11	14	22	14	4	15	20,5	20	37,5	21	19	37	13	6	16

Table 2. Judges rankings

Name	J1	J2	J3	J4	J4
Skater 1	1	2	1	1	1
Skater 2	3	3	2	2	2
Skater 3	2	5	4	4	3
Skater 4	5	4	3	3	5
Skater 5	4	1	4	4	4
Skater 6	7	6	6	7	6
Skater 7	6	7	7	6	7
Skater 8	8	8	8	8	8

Table 3. Victory Points List and final ranking

	Skater 1	Skater 2	Skater 3	Skater 4	Skater 5	Skater 6	Skater 7	Skater 8	Win Sum	Local WP	Tech Pts Sum	Total Win Pts	Total marks Sum	Place
Skater 1		5	5	5	4	5	5	5	7					1
Skater 2	0		4	5	4	5	5	5	6					2
Skater 3	0	1		2	3	5	5	5	4	5	157	21		3
Skater 4	0	0	3		2	5	5	5	4	5	157	20		4
Skater 5	1	1	2	3		5	5	5	4	5	146			5
Skater 6	0	0	0	0	0		3	5	2					6
Skater 7	0	0	0	0	0	2		5	1					7
Skater 8	0	0	0	0	0	0	0		0					8

Table shows home many judges voted for skaters in column against skater in row (victory points)

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

When we compare each skater with others skaters If the victory points of the skater in the cell is greater than half of the judges number we add 1 point to Criteria 1 (Win Sum). The highest rank goes to the highest sum. The meaning of Criteria 1 is how many times more than half of the judges voted for this skater against other skaters.

Criteria 2 - local win points

If Criteria 1 is equal, (for example, in this table, skaters 3, 4, 5 are equal in Criteria1) then calculate victory points relative to these 3 skaters only (Local points).

Criteria 3

If Criteria 2 is equal too we will compare their sum of technical marks.

Criteria 4

When Criteria 3 is equal we calculate total victory points for these skaters

Criteria 5

When Criteria 4 is equal too, then compare their sum of total marks.

If Criteria 5 is equal also, then they got same rank

APPENDIX C: FREESTYLE SLIDE TRICKS MATRIX

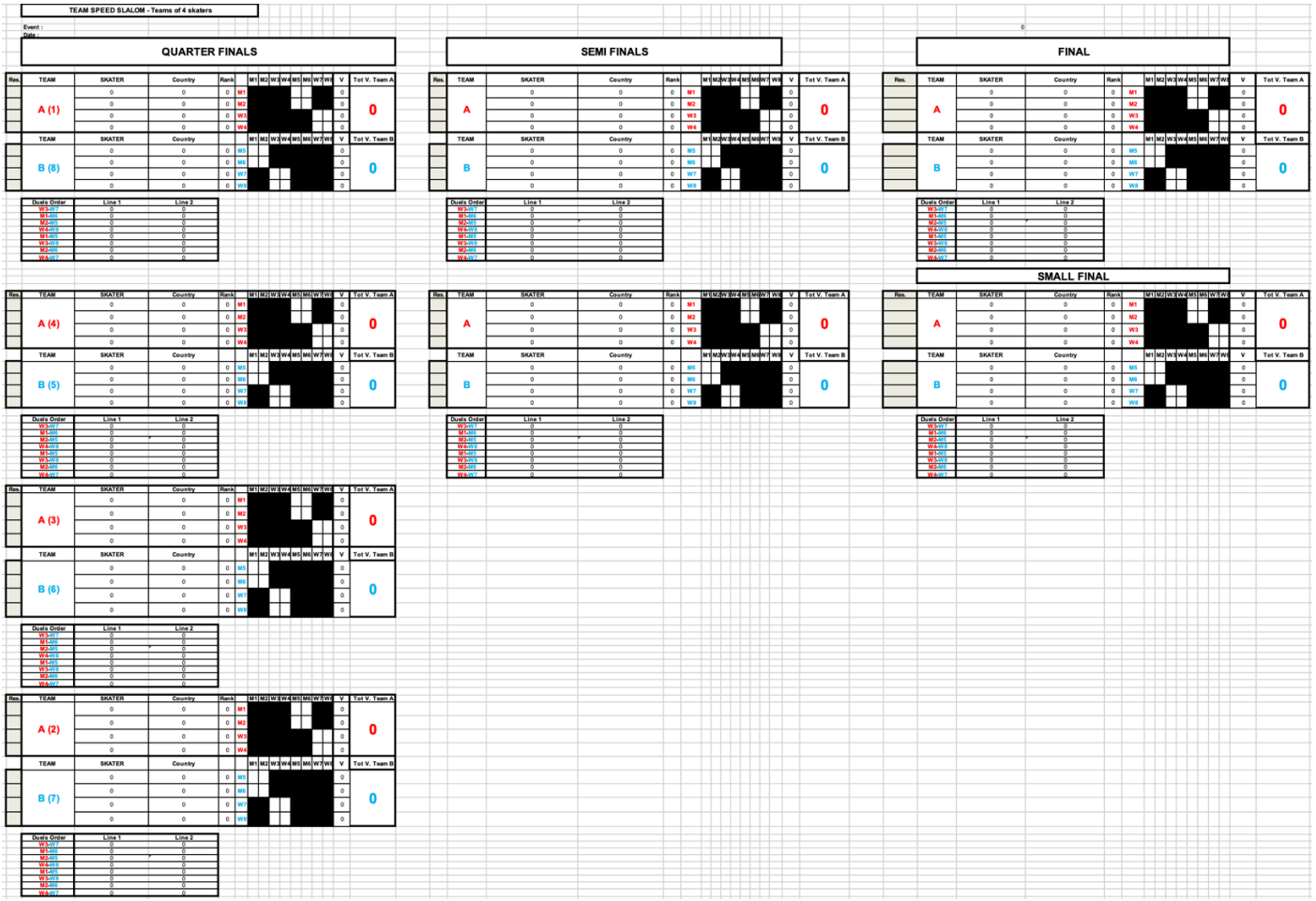
APPENDIX C: 2026 FREESTYLE SLIDE MATRIX

Technical Level	INSIDE	OUTSIDE	FORWARD	BACKWARD	SIDEWAYS (2 Legs)
	FAMILY 1	FAMILY 2	FAMILY 3	FAMILY 4	FAMILY 5
A			HEEL HEEL 8 CROSS		HEEL HEEL SUPERCROSS PARALLEL
	HEEL FAST		TOE TOE 8 CROSS	2W BUTTERFLY	TOE TOE SUPERCROSS PARALLEL
	TOE FAST	HEEL HEEL COWBOY	HEEL TOE 8 CROSS	BUTTERFLY	HEEL SUPERCROSS PARALLEL
		TOE TOE COWBOY	HEEL HEEL CROSS UFO		
		HEEL TOE COWBOY			SUPERCROSS PARALLEL
		1W TORQUE	TOE TOE CROSS UFO	V HEEL TOE	
		HEEL/TOE BACK SLIDE	HEEL TOE CROSS UFO	V TOE TOE	2 W TORQUE
				CROSS V	
			8 CROSS	V FLAT	HEEL HEEL CROS PARALLEL
		4W TORQUE		HEEL CROSS ERNSUI	TOE TOE CROSS PARALLEL
B				TOE CROSS ERNSUI	HEEL TOE CROSS PARALLEL
	FAST SLIDE		2W UFO SPECIAL		
					8W TORQUE
		COWBOY			
			CROSS UFO	CROSS ERNSUI	
			2W EAGLE		
		BACK SLIDE	EAGLE		
C			2W SNOWPLOW		2W UNITY / SAVANNAH
			2W UFO		
	HEEL HEEL MAGIC			HEEL ERNSUI	
	HEEL TOE MAGIC			TOE ERNSUI	
	TOE TOE MAGIC		UFO SPECIAL		CROSS PARALLEL
			UFO		
				HEEL SOYALE	2W PARALLEL
	HEEL FAST WHEEL			TOE SOYALE	
	TOE FAST WHEEL			ERNSUI	
D		2W CROSS ACID			
		2W ROYAL BARROW			
		2W WHEEL BARROW		2W BACK SNOWPLOW	
				2W P-STAR	UNITY / SAVANNAH
					PARALLEL
	MAGIC	2W ACID		SOYALE	
	FAST WHEEL				
		CROSS ACID TOE			
E		ROYAL BARROW			
		WHEEL BARROW			
	2W POWERSLIDE	ACID TOE	SNOWPLOW		
		CROSS ACID		5W P-STAR	
	HEEL/TOE SOUL	MISTRIAL			
		5W ACID		8W SOYALE	
	5W POWERSLIDE			BACK SNOWPLOW	
				P-STAR	
	SOUL	ACID			
	POWERSLIDE				

Tricks not included in this matrix are placed and evaluated according to the technical similarity to other tricks

TEAM SPEED SLALOM

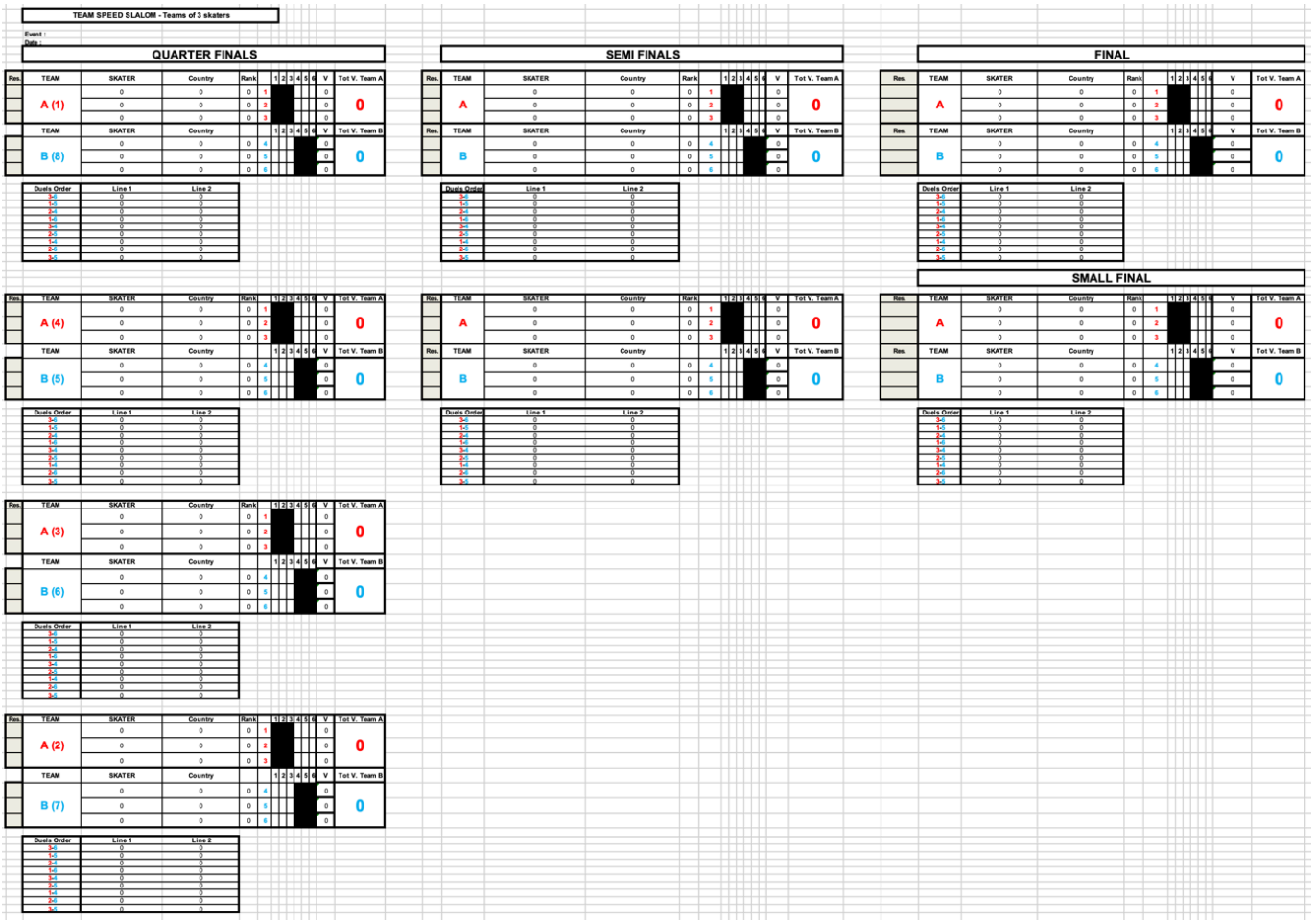
APPENDIX D : Figure 14 (Mixed)



TEAM	
A	M1
	M2
	W3
	W4
TEAM	
B	M5
	M6
	W7
	W8

Duels Order
W3-W7
M1-M6
M2-M5
W4-W8
M1-M5
W3-W8
M2-M6
W4-W7

APPENDIX E: Figure 15 (Gender-separate)



TEAM	
A	1
	2
	3
TEAM	
B	4
	5
	6

Duels Order
3-6
1-5
2-4
1-6
3-4
2-5
1-4
2-6
3-5

CHANGES/ADDITIONS/REMOVALS		
Page / Item	Previous	New
6 / 2.3 Championships (2020)	World Skate Inline Freestyle Championships didn't include Junior/Senior separation for Pair Freestyle Slalom.	**REMOVAL**
	ADDITION	In Pair Freestyle Slalom, if one skater is in the senior category, the pair is considered as Senior.
8 / 2.7 Entry procedure	**ADDITION**	in Senior category and a maximum of two (2) pairs for Freestyle Slalom Pair with no restriction on gender in Junior U19 category
5. FREESTYLE SLALOM CLASSIC		
22 / 5.2.5	and cross every cone interval.	**REMOVAL**
22 / 5.3.3	the skater indicates that they are finished or	**REMOVAL**
22 / 5.4 Clothing (props & accessories)	**ADDITION**	Skaters may also touch or use parts of their clothing during the performance, provided that they remain attached to the costume and do not become handheld objects.
25 / 5.8.1.2	**ADDITION**	Any cone displaced during the execution of the trick shall not be included in the cone count. Example 1: a skater performs a trick on 5 cones, and displaces 1 cone: the trick is valid. Example 2: a skater performs a trick on 4 cones or 3 spinning rotations, and displaces 1 cone: the trick is not valid. Empty cone positions or cones displaced before the trick begins are not counted. For jumping tricks performed over multiple cones in a single jump, the entire jump counts as one cone. Two consecutive jumps shall be performed in different intervals – 2 jumps performed consecutively in the same interval shall count as 1 cone.
27 / 5.10.2 Missed Intervals	**ADDITION**	and 4 consecutive Missed Cone Intervals.
28 / 5.10.2.4 Missed Intervals	Skaters are required to pass through each interval marked by the three lines throughout the course.	. A 5-point penalty will be applied if the skater fails to pass through 4 or more consecutive intervals during the entire run.

+28 / 5.10.7 & 29 / 5.12.3		Note: If a skater misses 4 consecutive intervals at the beginning of the performance but passes through it later, the penalty will not be applied.
28 / 5.10.3.2 Fall penalty	For falling, the penalty range is 2 ~ 5 points.	For falling, the penalty is 2 or 4 points.
28 / 5.10.7 Fall penalty	Falling 2 Light fall that does not affect the performance. Impact Falling 5 Heavy fall on the ground.	**2-point penalty:** A minor fall that does not affect the performance. The skater uses one hand or one knee to recover without any clear interruption to the performance. **4-point penalty:** A heavy fall to the ground or any fall that clearly interrupts or stops the performance.
7. SPEED SLALOM		
34 / Figure 4	**ADDITION**	Added a judging line on the second cone of the speed slalom layout.
37 / 7.3.1.1 Qualifying — Start Command	**ADDITION**	It is not allowed to pass over the gate beam with the first leg that crosses the start line. In such case the skater will be given a false start and a warning.
38 / 7.4.1.4 Start line penalties	**ADDITION**	In the case that the 2 skaters commit simultaneously a 3rd false start, as both skaters cannot be disqualified simultaneously, an additional run shall be given until one skater wins the round or according to 7.2.2.4.
38 / 7.4.2 First cone penalties	7.4.2.1. If not on one foot at 1st cone → first cone penalty. 7.4.2.2. If not on one foot at 2nd cone → additional missed cone penalty. 7.4.2.3. If not on one foot at 3rd cone → run void.	7.4.2.1. If not on one foot at 1st cone → first cone penalty **ADD :** if cone kicked/moved, only one penalty). 7.4.2.2. At 2nd cone → run void.
39 / 7.4.5.7 Cone moved by indirect action	**ADDITION**	A cone moved by the skater's indirect action is considered a kicked cone (+0.2 sec).
8. FREESTYLE SLALOM BATTLE		
42 / 8.2.4.2.	If a skater gives up without a valid reason such as medical reason, this skater could be penalized for this event, next events, or lose International World Ranking points, according to the World Skate Inline Freestyle Technical Commission.	If a skater gives up without a valid reason such as medical reason at an international event, this skater shall be given a warning. If a skater gets a second warning for the same reason, this skater shall be suspended for 12 months, including for World and/or Continental Championships.

10. FREE JUMP		
57 / 10.3.1.2. 10.3.1.6. Entry Jump	However, the first bar height ("entry jump") is mandatory and cannot be skipped. All skaters must perfom the entry jump.	**REMOVAL**
59 / 10.3.1.7 Pre Skip Format	**ADDITION**	The *Pre-Skip* format may be used in a competition if announced in the competition announcement.
59 / 10.4.1.4.2	**ADDITION**	After lowered/raised 4 times, if no results – skaters are declared Tie.

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