

**SKATEBOARDING COMMISSION**  
**COMPETITION RULES**  
**Vert, Park & Street**

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# SKATEBOARDING COMPETITION RULES

## FOR VERT, PARK AND STREET FORMAT

The following competition rules apply to all World Skate-sanctioned skateboarding events included but not limited to events that provide points-earning opportunities for the World Skateboarding Rankings (WSR). The WSR are used to determine the Olympic World Skateboarding Rankings (OWSR). The OWSR determine athlete eligibility for the Olympic Games as defined in the Olympic Skateboarding Ranking and Qualification System.

The following competition rules only apply to sports and technical matters, for any other purposes World Skate Statutes, By-Laws, Rules and Regulations shall be applied. World Skate reserves the rights to amend or integrate the present document, for specific events, by releasing official bulletins and regulations made available for download on [www.worldskate.org](http://www.worldskate.org) before the competition starts.

## THE SKATER

### Duties and Code of Conduct

All Skaters will have the following responsibilities:

- To hold a valid license, membership, or affiliation to a World Skate-recognized National Federation or/and being granted a Wild Card by World Skate.
- Skaters agree to abide by the rules and regulations of World Skate.
- Skaters will report to the competition office at least one hour prior to the beginning of the competition, each day of competition.
- Skaters will acquaint themselves with the competition area and facilities by warming up and practicing during open practice or during their designated practice times.
- Skaters will clear the competition area before the competition begins and avoid interfering in any way with the progress of the competition.
- Skaters will respect and accept the jury's judgement.
- While there is no minimum age set for athletes to be able to compete in World Skate Official events, Skaters under the age of 18 will wear a helmet during practice and competition.
- Skaters must be aware of their surroundings at all times and should take precautions to be extra vigilant and considerate of other skaters, especially when on course. In order to avoid collisions, it is forbidden to wear headphones while practicing.

# COMPETITION OFFICIALS

## Contest Director

The Contest Director appointed by World Skate will perform the following tasks:

- Coordinate all staff and functions involved in running the event.
- Consult with the head judge and staff, determines the length of competition by establishing the breaks that are needed by the jury or the organization to carry out their work.
- The Contest Director is the ultimate decision-maker on any issue linked to the safety of the competition area.

## Judge Panel

The judging panel is appointed by World Skate and sourced among the certified World Skate International Skateboarding Judges.

- 5 Judges and 1 Head Judge. In this case the Head Judge doesn't score or contribute to Tie Breaking process and may act as TD as well
- Limited to National level event, 4 Judges and 1 Head Judge. In this case the Head Judge scores or contributes to Tie Breaking process

## Head Judge

The Head Judge is the highest authority in the Judging Panel.

- The Head Judge enforces the compliance with the competition regulations and defers to the TD for any disqualification issues.
- The Head Judge works with the Competition Secretary on the competition documents.
- The Head Judge, together with the Judges, checks and approves the competition documents before they are used or shared.
- The Head Judge represents the jury when interacting with Contest Director, TD, organizing committee and the skaters.

## Judges

- Judge the skaters' performances to determine final rankings for the event.
- Behave in a respectable way that is appropriate to their mandate.
- Report any violation of the World Skate Skateboarding Rules, situations that can hinder the development of competition, or aspects that may constitute a hazard for the skaters, the staff, and audience to the Head Judge.
- Being familiar with the regulations is paramount during every event.

- All event judges must look at the safety of all competing athletes as their priority. They should therefore educate, recommend, if needed, the use of proper safety gear to all athletes during the whole duration of the competition
- All judges must witness and assist competition's practice sessions. They should be visible and interact with athletes in order to develop a better understanding of the overall skateboard level, the various difficulties of the skatepark and the range of tricks that riders will perform during the contest.
- Judges must conduct an unbiased evaluation of technical level of skater performance, in no way they should be influenced by clothing, safety gear or any other accessory wore by athletes

## Competition Secretary

The Competition Secretary is in charge of all documents necessary to run the event. They shall interface with the Organizing Committee that will provide them with the list of registered Skaters that have been verified and are permitted to compete. The Competition Secretary receives the list in digital format (spreadsheet) organized by disciplines and competition category.

The Competition Secretary's duties include:

- Compile the entry list and verify athlete compliance with World Skate rules (e.g. National Federation Membership)
- Compile the starting list.
- Print the competition sheets for the jury, announcer, and DJ.
- Collect the completed competition sheets from the Head Judge.
- In case of use of an electronic contest system, the Competition Secretary is in charge of setting up and running the system, acquiring scores, and supplying results.
- Receive approval, denial or comments on competition results from the Head Judge before.
- In case scoring is done manually, without electronic scoring system aid, the Competition Secretary operates using a personal computer connected to the internet and a printer made available by the Organizing Committee.

## Timekeeper

The Timekeeper is responsible for keeping the times of competition. They operate by using a chronometer accurate to 1/10 of a second. The Timekeeper reports to the head judge and communicates on timing directly to the announcer and head judge.

# Announcer

The announcer (one or more) delivers commentary, as well as communications / deliberations between Organizing Committee and Head Judge, to the audience and Skaters.

- They announce the starting order and introduces the Skaters.
- They announce the competition results.
- They make announcements of interest for the audience or the Organizing Committee.
- On the basis of indication by the Head Judge, the Announcer makes announcements regarding the jury's decisions.
- They announce the contest timing
- They should comment the athletes' performance and in an entertaining, balanced and respectful way for the Skaters and their Countries
- They help to keep positive and friendly atmosphere during the whole time of the competition and practice hours

## World Skate Technical Delegate (TD)

The Technical Delegate is a function established for all International competitions sanctioned by World Skate and is designated with the following responsibilities:

- Officially represent World Skate with dignity and respect for local Organizing Committee and their staff
- Arrive a day before the beginning of the first day of training
- Have the final decision connected with disqualifications of athletes for competition related reasons
- Technical Delegate should make all efforts to create a friendly and productive atmosphere before, during and after the event
- Issue final approval of the following event outputs before they can be released, announced, and distributed:
  - Entry Lists
  - Starting lists
  - Partial, Final and Complete Results
- In any situation which has a significant impact on the running of an event the World Skate Technical Delegate will, within the following ten (10) minutes, complete a description of the incident made on the appropriate form. The following information should be included:
  - Who made the decision
  - The event and/or skater affected

- The date and time of the decision
- The description of the decision
- The affected area (results, schedule or other)
- The signature of the decision maker attesting to the accuracy of the TD's description of the incident

During the Olympic qualifying period, limited to National Championship and following World Skate written approval, Competition official may be appointed by the National Federation and the role of the TD can be performed by the Contest Director.

## SAFETY

Safety is an essential aspect for World Skate. The Organizing Committee, together with its staff, the Competition Officials, and the Skaters, shall collaborate so that the event is carried out under the safest conditions possible for all parties involved.

In case of injury, the final decision on the participation of the athlete concerned in the competition shall be taken by the Contest Director having regard to the opinion expressed by the Official Doctor.

## Medical Emergency

The Organizing Committee shall comply with domestic regulation and take the necessary steps so guarantee prompt medical first aid during the entire duration of the event. The Organizing Committee shall take the necessary steps so that it is possible for the emergency vehicles and staff to get easy and prompt access in the competition area.

## Competition area access

During the course of the event, access in the competition area will be permitted only to:

- Skaters
- Coaches/Team managers
- Media Operators
- Competition Officials
- Announcer
- DJ
- Provider of medical and paramedical services
- Organizing Committee staff

In order for each phase of competition to begin, the competition area shall be clear of Skaters, technical staff and media operators. The presence of objects and people on the margins of the competition area can be allowed only if it does not interfere with the competing Skaters' performance.

The Organizing Committee shall implement a system that regulates the access in the venues, so that only authorized personnel are allowed in the competition area. In specific circumstance, and following the approval of World Skate, access permission can be varied to suit the need of event operations.

## Maximum number of Skaters in the competition area

The Organizing Committee shall impose and enforce a maximum simultaneous number of Skaters on the competition area. Said number shall be established to allow a reasonably low-level risk of collision among Skaters. At any moment, the Contest Director can ask for a count of the people in the competition area and suspend the event until the aforementioned safety conditions are reinforced.

## Skaters' safety protection

Each Skater shall skateboard using safety gear they deem necessary to guarantee their safety. Said choice shall be made evaluating one's own ability level and style of skating. Wearing of a helmet is compulsory for athletes under the age of 18. This shall be enforced by the Organizing Committee also during the training/practice sessions. The Contest Director will not start the competition in the case that Skaters required to wear helmets are not wearing them. Failure to wear a helmet will invalidate any skater's score under the age of 18 and will result in disqualification.

## Technical specifications of the materials

### Skateboard

A skateboard consists of a deck with four wheels attached by trucks. There are no limitations on shape, materials, or size of the skateboard or its parts. The skateboard cannot be attached to a skater's feet by any physical means.

### Helmet

While leaving the choice to Athlete's preference, World Skate suggests the use of the following products:

- Helmets with ATSM, CE, CPSC, SNELL certification or other verifiable valid certifications.
- Helmets manufactured using EPS (Expanded Polystyrene) as the primary component for shock absorption.

## Visual Identification

Bibs, numbers, name tags, or other physical identification aids are not used in Skateboarding competitions.

# PRE-COMPETITION PROCEDURES

## Practice

**Pre-competition practice** - Skaters shall be given a fair amount of practice prior to the beginning of a competition. During pre-competition practice, only registered Skaters may access the course (field of play). Separate practice session shall be organized for female skaters.

**Competition warm up** - Skaters shall be given at least 5 minutes minimum of practice prior to their competition heat. During competition practice only Skaters about to compete in the following competition phase may access the course (field of play).

In adverse conditions, the Contest director, after an optional counsel with riders, has the ability to decide to run the event, even if skaters have not been able to practice as described above.

## Information meetings and signalling

### Judge Meeting

A judge meeting must be conducted before every Skaters Meeting. This meeting must be attended by the following staff members: Head Judge, Judges, Technical delegate, Contest director. Timekeeper, Announcer and DJ may be asked to join the meeting for discussion and updates on topics pertaining their role. Judge Meeting should include a Skatepark walk through and discussion of obstacles and feature difficulty and evaluation criteria

### Skaters Meeting

The Skaters meeting will take place at the contest venue before competition of each discipline (i.e. a single Skaters' meeting for both women and men or each discipline). Such meeting will be hosted by the contest director in conjunction with head judge and will be open for to skaters, coaches, team managers, and competition officials. Topics of Skaters' meeting should include at least competition schedule, contest system, judging criteria.

### Info Board / info Area

A well-defined, easy to reach and visible info area or Info board must be available for Skaters, Coaches, Team managers, Media personnel. Information regarding event schedule, competition format, judging criteria, prize purse breakdown, competition results must be provided at minimum.



# COMPETITION PROCEDURE

## Competition rounds terminology

The names of the competition rounds can be used in the following forms:

Qualifier, Open Qualifier, Open Qualifiers, Qualification or Qualifications,

Quarter Final, Quarterfinal or Quarterfinals,

Semi Final, Semifinal or Semifinals,

Final or Finals

## VERT DISCIPLINE

### Competition format

The Vert competition comprises 3 rounds: Qualifier, Semi Final and Final. The Semi Final round may be held in case of contest entries are more than 50. In each round, the skaters will compete for the best of 2 to 4 runs of 40 to 50 seconds or until they fall. The number of runs and run time depend on the overall number of athletes competing and on layout of the Vert Ramp.

#### Qualifier

In the Qualifier, skaters will first compete in heats of up to 6 to 9 skaters. The first 24 to 30 skaters from the combined ranking of the heats will advance to the Semi Final. If the event doesn't comprise Semi Final, the first 12 skaters from the combined ranking of the heats will advance directly to the Final

#### Semi Final

They will comprise maximum 24 to 30 athletes that will compete in heats of 6 skaters each. The first 12 to 30 skaters from the combined ranking of the heats will progress to the Final.

#### Final

In the Final, the 12 skaters will compete in 2 heats of 6 skaters or Organised Jam competition format. In the Organized Jam, skaters are given a maximum Jam session time (suggested 30 minutes) and they will skate in order, one at a time and until they fall, following their reverse seeding order. The Organized Jam continues until the Jam session time is over. If time remaining for the Organised Jam session does not allow another full round of all skater's run attempts to be finished, it is in the discretion of Contest Director and Head Judge to decide when to finish the Jam session in order to deliver the most equal and fair competition opportunity to all skaters.

#### Judging

The five judges will use a 0.00-100.points scale.

In Run format's rounds, the highest and lowest scores for each run are dropped, and the remaining three scores are averaged to two decimal numbers.

In the Organized Jam format rounds, each judge scores the athlete based on his/her overall performance during the 30 minutes of Jam session. The highest and lowest scores for each run are dropped, and the remaining three scores are averaged to two decimal numbers.

## Seeding

World Skate Sanctioned events and competitions in the current season may be subject to Rider Seeding Procedure. For details visit [www.worldskate.org/skateboarding](http://www.worldskate.org/skateboarding)

# COMPETITION PROCEDURE

## PARK DISCIPLINE

### Competition format

The Park competition comprises 4 rounds: Qualifier, Quarter Final, Semi Final and Final. The Quarter Final round should be held in case of contest entries are more than 50 skaters per gender, and the competition structure involves pre-seeded athletes into Quarter Final and/or Semi Final

In each round, the skaters will compete for the best of 2 to 4 runs of 40 to 50 seconds, depending on the overall number of athletes competing and on layout of the Park. Park competition may be held applying different competition formats for different contest rounds, if necessary, due to schedule time restriction, the organizer may opt to run qualifier using Jam session competition format (3 skaters per 3 minutes jam or 2 skaters per 2 minutes jam).

### Qualifier

In the Qualifier, skaters will first compete in heats of up to 6 to 9 skaters. A minimum of 10 skaters from the combined ranking of the heats will advance to the Quarter Final. If the event doesn't comprise Quarter Final, the first 24 to maximum 32 skaters from the combined ranking of the heats will advance to the Semi Final.

### Quarter Final

Quarter Final will comprise a maximum of 30 to 32 skaters, part of which are pre-seeded based on previous competition results. They will compete in heats of 6 skaters each. A minimum of 10 skaters from the combined ranking of the heats will advance to the Semi Final.

### Semi Final

They will comprise a maximum of 16 to 32 skaters, part of which may be pre-seeded based on previous competition results. A minimum of 8 skaters from the combined ranking of the heats will advance to the Final.

### Final

In the Final, 8 to maximum 12 skaters will compete in 2 heats. The combined ranking of the heats will provide the final ranking.

## Judging

The five judges will use a 0.00-100. points scale. The highest and lowest scores for each run or Jam session are dropped, and the remaining three scores are averaged to two decimal numbers. In case of Run competition format, the best scored run of each skater will count towards the competition round result.

## Seeding

World Skate Sanctioned events and competitions in the current season may be subject to Rider Seeding Procedure. For actual details visit [www.worldskate.org/skateboarding](http://www.worldskate.org/skateboarding)

# COMPETITION PROCEDURE

## STREET DISCIPLINE

### Competitions formats

The Street competition comprises maximum 4 rounds: Qualifier, Quarter Final, Semi Final and Final.

The Quarter Final round should be held in case of contest entries are more than 50 per gender, and the competition structure involves pre-seeded athletes into Quarter Final and/or Semi Final.

A minimum of 8 skaters from the Qualifier ranking will advance to the next phase of the competition.

In Quarter Final, a minimum of 10 skaters advance to the next round of competition, in Semi Final it is 8 skaters. Skaters compete in heats of 5 or 6 riders.

In Final, comprising of 8 to maximum 10 riders, skaters compete in one heat only.

Street competition may be held applying different competition formats for different contest rounds, depending on the total number of competing athletes, involvement of pre-seeded skaters and the event organizer schedule preferences.

### Qualifier

A Qualifier phase must be run for all events with more than 20 registered athletes. In the Qualifier skaters will compete in heats of up to maximum 10 skaters, in a best of two 45 to 60 seconds runs contest format.

In case of a running order comprising more than 60 athletes, and if both Contest Director and Head Judge agree, a Qualifier may be run in a number of heats of 9 riders.

Each heat is divided into 3 Jams of 3 skaters. Skaters in each Jam will compete in 3 minutes jam session format.

## Judging

The five judges will use a 0.00-100 points scale. The highest and lowest scores for each run or jam session are dropped and the remaining three scores are averaged to two decimal numbers. In case of Run competition format, the best scored run of each skater will count towards the competition round result.

### Quarter Final, Semi Final and Final

The organizing committee can choose between different competition formats:

## RUN format

Skaters will compete in 2 to 3 single runs ranging from 45 to 60 seconds, depending on Skatepark size and layout.

## Judging

Each run is judged following overall impression criteria by five judges with a scale of 0.00 -100 points . The highest and lowest scores for each overall rider performance are dropped and the remaining three scores are averaged to two decimal numbers.

## 2/5/4 Olympic Format

Skaters will compete in heats of 5 to 6 skaters during the Quarter Final and Semi Final rounds. Final will feature a single heat comprised of 8 skaters.

Skaters perform 2 runs of 45 seconds each, followed by 5 single best trick attempts, and wherein their top 4 scores from these 7 attempts will be aggregated to produce their final overall score.

Each skater in the heat performs a single attempt at a time, with the heat's list of skaters in order rotating through completely and before moving on to the next attempt beginning with the original skater.

## Judging

Both of the runs, and each of the five tricks, are judged by five judges who will use a 0-10.0 points scale.

The highest and lowest judges' scores for each run or trick are dropped, and the remaining three scores are averaged to give a score for each run and each trick (seven scores). The best four scores from all seven attempts (runs and individual trick sections) will be added to establish the skater's 'overall' score from that round.

Runs will be scored based on Judges' overall impression while single tricks will be scored individually rewarding difficulty, obstacle use, risk taking, creativity and style.

## Seeding

Sanctioned events and competitions in the current season may be subject to Rider Seeding Procedure. For actual details visit [www.worldskate.org/skateboarding](http://www.worldskate.org/skateboarding)

# TIE BREAK RULES

## Tie Break for Park, Vert and Non-Olympic Street Formats

- The score of the second highest run decides the Tie-break
- If still tied, the next highest run score breaks the tie. This continues until Tie is broken.
- If the Tie is not broken, the Jury votes to break the Tie. Each Judge has one vote. Head Judge records the Voting process and breaks the Tie in the Final Results and Rankings.

### Tie Break for Olympic Street Formats

- The highest scoring run decides the Tie-break
- If still tied, the five judges will be asked to vote (electronically) on who is first. In case of several Ties, the judges will be asked again to vote for the second best, etc.

## ATHLETE WITHDRAWING AND REPLACEMENTS

Skaters can withdraw from the event for any reason, by giving notice to Contest Director. Only for Qualifier, Quarter Final and Semi Final round, the Contest Director may decide if the empty spot can be filled with the next available, non-qualified skater to compete in the next competition round. The replacement skater will take the seeding place of the replaced skater.

## JUDGING AND APPEAL

Once competition scores are approved by the Head Judge and published, they are no longer open to appeal.

## TIMEKEEPING

For all run and trick attempts, skaters are given five seconds to start after the starter's signal. If the skater purposefully does not begin their run or trick attempt within five seconds of the starter's signal they will lose their opportunity to be scored on that attempt at the discretion of the Contest Director.

The clock is triggered by the Timekeeper when the skater places both feet on their board at the beginning of the run.

A horn signal will be triggered when time expires upon the clock reaching zero. A trick will be considered during time and scored if the maneuver is in progress before the horn signal. The Head Judge will decide if a trick completed after time will be counted toward scoring.

For Street events, the clock will not be stopped under any conditions. If the run has to be interrupted for external reasons, the skater will be given a restart.

For Park events, the clock will be stopped in case of a fall. The run will be terminated before expiration of the time limit and scored.

For Vert events, events, the clock will be stopped in case of a fall. The run will be terminated before expiration of the time limit and scored.

## COMPETITION RELATED SITUATIONS

### A skater does not start a run or a trick

If a skater does not start a run or a trick during their starting time, he will be awarded a zero score.

## Competition interruption during a skater performance

The competition will resume from where it was interrupted and the interrupted skater will get a restart, within the same, or a later session.

## External interference during a skater performance

In case of an external interference that might compromise athlete performance, the contest director at his discretion can give the skater a restart option

## The runs/tricks cannot all be run

### STREETSTYLE

**In Non-Olympic Street Formats:**

***RUN format:***

In Qualifier: All jams or runs must be completed to validate round results.

In Semi Final and Final: A minimum of two runs must be completed to validate the Final results.

***2/5/4 Format:***

In Qualifier: All jams or runs must be completed to validate round results.

In Semi Final and Final: A minimum of two runs must be completed to validate the Final results.

**In Olympic Street Format** - All runs and tricks must be completed to validate each competition round's results

### PARKSTYLE

In Qualifier, Quarter Final, Semi Final and Final: A minimum of two runs must be completed to validate the Final results.

### VERTICAL RAMP

In Qualifier, Semi Final and Final: A minimum of one run must be completed by all the participants to validate the Final results. In the Organised Jam format, one full Jam round must be completed by all participating skaters.

## The Final cannot take place/cannot be completed

The results of an event can be considered final and used to distribute medals and diplomas if the competition has to be stopped after the completion of the Prelims for any reason. It is extremely important that skaters are informed about this possibility before the beginning of the Prelims in an event.

## A skater qualified for the Final cannot start (for reasons other than DQB)

If a skater who has qualified for the Final cannot start the Final (e.g. being injured during the warm-up), he or she will not be replaced and will be ranked last in the Final.

## A skater qualified for the Final is DQB before the Final starts

If a skater who has qualified for the Final is marked as DQB before the start of the Final, the next highest ranked non-qualified skater will advance to the Final.

## Minor infringement to the rules

The World Skate Technical Delegate may decide to score a run or a trick with 0 points. The skater remains eligible for ranking with their other performances.

## Equipment (skateboard) failure during a run

- The skater may try and continue with the broken equipment. The clock is not interrupted. The run is scored up until the withdrawal or the end of the run.
- The skater can be provided a replacement skateboard. The clock is not interrupted. The run is scored up until the end of the run.
- The skater stops: The run is scored up until the withdrawal.

## Failure of the scoring system/clock

If case of interruption due to a timing or scoring equipment failure, the competition may be resumed using the OC manual timing and scoring systems and affected outputs will be produced as normal.

## Disqualification Types

- Disqualification for breach of World Skate competition rules (DSQ). A disqualification due to breach of World Skate competition rules should be indicated with the Invalid Results Mark "DSQ".
- Disqualification for unsportsmanlike behaviour (DQB). A disqualification due to any violation of the Olympic Charter, of the World Anti-Doping Code, or any other serious breach of applicable regulation issued by the IOC, World Skate or an NOC should be indicated with the Invalid Results Mark "DQB".

- Disqualification after an Event and up to the Day after the Closing Ceremony. After an event and up to the day after the Closing Ceremony, OC Technology will update all results as required. All updated outputs should be approved by World Skate Technical Delegate or the designated person before distribution. If a disqualification impacts medal or diploma allocation, the table presented in Appendix D - Supporting Documents should be used to establish the new classification, unless specified differently.

## \* COMMUNICATION TO WORLD SKATE

### Contest entries

At the end of the last practice day World Skate Technical Delegate, after sign off, will submit **contest entries** and other relevant communication to World Skate.

### Start list and results

At the end of every competition day World Skate Technical Delegate, after signing off, will submit the **Start Lists, Results** and other relevant communication to World Skate.

Formats and delivery method will be agreed with World Skate before the first day of practice begins.