



## **2014 – Freestyle Skating Statutes & Bylaws.**

### **Part 2**



## Index

### 6 - Sports rules

6.1: FREESTYLE SPORTS

6.2: GENERALITIES

6.3: FREESTYLE SLALOM

6.4: SPEED SLALOM

6.5: FREE JUMP

6.6: HIGH JUMP

6.7: JAM



## **6 - Sports rules.**

### 6.1: FREESTYLE SPORTS

1- Official sports need to be organised matching the official rules. In 2009 a number of three official sports have been approved: Freestyle Slalom, Speed Slalom, Free Jump.

2- Open sports are recommended but not compulsory. Official rules are recommended but not compulsory. In 2009, two sports are open sport: High Jump, Jam

### 6.2: GENERALITIES

1- IFSA sport does present 2 categories: Male and Female. This mean all athlete of any age, but over 8, are welcomed to enter among these 2 categories.

2- In case less than 5 athletes are taking part; the category cannot be opened for this sport & this competition.

3- If something independent from the skater does cross his line of cones, the performance can be voided by the skater and he can ask to perform it again. If the cones are moving for any reason independent from the skater, the skater can void the performance, and he can ask to perform it again. If the music stop playing or serious problems of display come up, the skater can void the performance, and he can ask to perform it again. The skater himself can only ask the interruption by raising his hand and stopping his performance. The void of the run won't be validated if the skater stops his performance due to his proper error.

In case the performance is being done again, the whole run needs to be repeated, but the judges are judging only the part missing, and keeping the first part from the first run.

4- Five different marks are composing the global score of the run. Each mark is judging a different aspect of the performance. These marks are independent one from another.

5- Only one mark will remain for the global result of the event. If the skater perform the entire competition and go to the Final run, only the mark of the Final run will mark. If the skater stop at the first run only the mark of the first run will be taken into account.

### 6.3: FREESTYLE SLALOM

1- As defined on the IFSA requirement (Cf. 5.5), the official competition area for freestyle slalom must be at least forty-two meter long (42m.) and ten meters large (10m). The evolution area (Cf. annexe 1) is composed of three lines of cones. One line is composed of fourteen cones (14) separated by one hundred and twenty centimetres (120cm); the second line will be composed of twenty cones (20) separated by eighty centimetres each. The last line will be composed of twenty cones (20) separated by fifty centimetres (50cm). Each line is two meter away from the other; the eighty centimetres line will be between the other two. The middle of each line will be on the same axe as the middle of the competition area. Judge table will be on the same axe, three meters from the fifty centimetres line.

2- The training area is compulsory and must match the same requirements as defined previously as well as per the IFSA Requirement (Cf. 5.5). The training area must be available anytime, during the event.

3- The equipment must match the IFSA requirement as given in 5.5.

4- The skater will perform a run of one minute and thirty second (1min 30sc.) (Time starting at the first cone) over the three lines of slalom. It is judged by four officials IFSA judges (Cf 5.7).

The performance will be achieved with music, which the competitor choose and will provide on CD before his run. Clothes of performance are free. Protective gears are not compulsory.

5- The freestyle slalom performance is set as follow:

#### **A – First run**

All the skaters have a first run, which scores for the final ranking. The first run is a ninety (90) seconds run. Set on music chosen by the competitor and judged on the five criteria. Cf.7

The order of the first run will be set on the decreasing order of the mark obtaint by the technical tricks and transition list given at inscription time.

#### **B – Second run**

Depending on the time, a second run will be given to all skaters, to the top 10 skaters or not given at all. In case an athlete does 2 runs, the best run will score for the final ranking.

The skating order of the second run is the same than the first run. The second run is set straight after the first run. The results won't be publish straight after the runs as the judges have to review the best run in order to confirm the accuracy of the results.

If the podium is planned straight after the runs, the organisation have to leave at least 60 minutes for the judges to review.

6. The freestyle slalom run is evaluated thanks to four criteria.

**A - The technical mark** is based on a 58 points mark = 48+5+5. This mark is subdivides as per the following.

Technical tricks and transitions are evaluated on a basis of (48) points = 7x6+6  
Each technical trick performed does score points according to the Technical Tricks Matrix (Cf. annexe 2). Only the best seven (07) tricks or transition will be taken into account. The tricks are ranked according to their difficulties calling for strength, balance, flexibility, blind. In case, tricks are not listed into the matrix, the difficulty will be compared to the other tricks of the matrix and the value defined. The technical tricks score starts from zero at the beginning of the performance. Tricks are mainly validated on four cones or two circles. In case tricks are performed out of the cones, it will mark half of the normal mark.

In case a trick is done twice, it will score another time the value of the normal mark. If it is repeated extra times it will not score : 0 point. The judge will mark this tricks and circle it on his judge sheet. At the end of the run the technical judge will take the best circle trick and will add 100% to the trick value.

Technical tricks and transition list should be given prior the start of the event, as required by the organisation (Mainly at inscription time). The technical list should present 10 tricks maximum – the best 7 tricks or transitions will score.

It is recommended to present the tricks in the order of the performance but it is not compulsory. This list is ameliorating the accuracy of the mark, as the score of each trick will be set ahead, the judge will just have to validate or to unvalidate the tricks during the performance. It is compulsory to be prepared in English and the tricks name must be common English name (as based on Matrix).

Footwork & Technical impression is evaluated on a basis of five (5) points. This mark will evaluate the technicity or simplicity of the footwork among the cones done which are nor tricks nor transitions, and the general technical impression, including extra difficulties issued from speed of performance.

The bonus mark is evaluated on a basis of five (5) points, each special trick that is not properly slalom, which could be performed without cones, is a bonus. Each bonus performed does score points according to the Bonus Matrix (Cf. Annexe 4). In case, bonus is not listed into the matrix, the difficulty will be compared to the other transition of the matrix, and the value defined. In case bonus is performed out of the cones, the value will be the half of the normal mark.

**B - The body control mark** is evaluated on basis of twenty (20) points.

The body control is evaluated on a basis of twenty points; each line of slalom will be judged separately over twenty points. The body control measures the ease, the smooth of the performance, the balance of the body, and the proper achievement of the tricks and transitions. It does not take into account the difficulty or the technical validation. At the end of the performance, an average is set by the judge based on each of the marks from each line (mathematic average rounded by the judge).

**C - The music mark** is evaluated on a basis of twenty points (20) sub-divides as per the following:

Ten points are dedicated to the rhythm matching with the music used for the performance. The other ten points are dedicated to special matching with the melody.

The judge must appreciate and figure the overall music and melody match of the run.

**D - The penalty mark** is a negative mark. It will reduce the sum of the other three components (technique, style, management).



Each cone falling due to the competitor is scoring a negative mark of half a point (-0.5). In case one cone is knocking another cone, the second cone is not a penalty. During the performance, the competitor needs to slalom every cone, in case it does not slalom a cone at the end of the time, he gets a penalty of half a point (-0.5). If during his performance the skater falls down, he will receive a penalty between minus one to minus five points, depending how heavy it is. (Cf. Annexe 5) In case the competitor finishes before sixty seconds (80sc.) of performance, a penalty of minus five (-5) points is given. The judges stop giving points at 90 seconds. In case the competitor continues to perform at 100 seconds, the judges ask him to stop the performance, a penalty of minus five points (-5) is given.

The Variety of the tricks is now evaluated on a penalty basis. If the skater does not perform one of the four basic components, the skater will receive a penalty of three (3) points for every component non-realised. The four basic components are as follows:

- The Wheeling tricks have to be performed over four cones on one foot and one wheel for inline skate, two wheels are accepted for quads skates.
- The jumping tricks have to be performed over four cones (three jumps) on one foot
- The Sitting tricks have to be performed on one foot with the hips under or at least at the same level of the knee, from the leg skating.
- The spinning tricks have to be a performance on one or two wheels, one or two skates, making at least two circles (720°) around the cones or crossing the slalom line.

## 6.4: SPEED SLALOM

1- As defined on the IFSA requirement (Cf. 5.5), the official competition area for free-style slalom must be at least forty-two meter long (42m.) and ten meters large (10m). The evolution area (Cf. annexe 6) is composed of two lines of twenty cones each separated by eighty centimetres (80cm). A net is separating the two lines, average size twenty centimetres (20cm) high. The start line is twelve meter away from the first cone. Some two further meters are required for the competitor start area. The finish line is eighty centimetres behind the last cone. The breaking area is minimum ten meters long.

First cone line is drawn perpendicularly to the slalom lines at the first cone level, on both sides of the slalom lines (80cm long total). Last cone line is drawn perpendicularly to the slalom lines at the last cone level, on both sides of the slalom lines (80cm long total).

2- The same area is required to welcome the trainings for the competitors. However more slalom lines recommended. This area has to be next to the competition area and available any time.

3- The equipment must match the IFSA requirement as given in 5.5. These entire requirements are compulsory. Speed slalom can't take place without an electronic chronometer 100<sup>th</sup> seconds precision.

4- Each competitor will perform two runs of Time Trials. One run following the other. Skaters are skating two by two. In case one skater is alone (end of the list), the area judge will do the other skater.

5- The results will display the two time trials performed + the penalties. The best total will be use to rank the skaters among the time trials results. (Shortest time until longest time). In case two skaters get the same best Time Trials results, they will be ranked according to their second result.

6- Performance KO system (Knock out system). The judges are selecting the best  $2^n$  skaters of the time trials (n is an integer), so that  $2^n$  represent minimum fifty per cent of the skaters of the time trials.

The skaters are ordered in KO system display. The sum of the time trials rank of the two competitors =  $2^{n+1}$ . This organisation of the KO is made so that the greatest skater meets his greatest opponent (according to the time trials) at the latest stage. (Cf. annexe 7)

7- Starting process: The skaters are called by the judges to come to the start line. The judge says, "Set". The skaters need to get ready, and stop moving within five seconds. They should not start skating and crossing the front line for any reason, without begging permission. When both skaters do not move at all, the judge launches the start with electronic signal, time is starting.

In case one competitor start running before the signal or cannot get ready and stop moving within five seconds, he get a false start. The run is cancelled and played again. For Time trials, the other competitor continue to run, or can choose to run again. After two false starts, the start is cancelled for this player. Either he gets a 100 second score for Time Trials, or looses a run for KO.



8- The Penalty value is 0.2secondsThe skater needs to skate all the cones with a single trick. Example: for one foot forward, the skater needs to be on one foot at the 1<sup>st</sup> cone, as well as on the last cone. Both feet on the floor at this moment would provide a penalty.

If a skater knocks a cone, it is a penalty. One cone knocking another cone is not a penalty.

If a skater does not cross one space (in between two cones) & does not knock one of the cones of this space, it is a penalty.

If a skater does not cross the finish line, or does really change trick, the time of penalty is 100 seconds.

9- When the skater slalom on a one-foot tricks, the skater is not allowed to touch the floor with his other skate even for 0.02sc this will withdraw him from the run. In case of a KO, the other skater will be declaring the winner of the run. In case of time trial the time of the skater will be registered as 100seconds.

10- The 20 cones must be slalom, from the very first cone to the very last; only one trick is permitted throughout the run. The skater is allowed to touch the floor after the last cone and before the finish line.

11- If something independent from the skater does cross his line of cones, the skater can void the performance, and he can ask to perform it again. If the cones are moving for any reason independent from the skater, the skater can void the performance, and he can ask to perform it again.

12- Each step of the KO display opposes 2 competitors. The competitor winning two runs is winning and by the way eliminates his opponent. The winner of the finale is first, the looser second. The looser of ½ finales are playing a consolation finale to set the third and fourth places. The losers of the ¼ finales are 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> according to their time trials. Then the losers of 1/8 finale. All the competitors who did not enter the KO system are ranked according to their time trials.



## 6.5: FREE JUMP

1- The size of the competition area has to be at least forty-two meters (42m) long by ten meter (10m) large.

2- The same area is required for the training area, available any time.

3- The Equipment must match the IFSA requirement as in 5.5. For freestyle jump, the necessary equipment is two poles of two meter high at least and a bar of three meter long. The poles need to be graduated with accuracy.

4- When a competitor is called to perform, he has thirty seconds to jump.

5- The competitor will jump over a bar, he can try two times to jump over, and if he does he can continue the contest. (When three competitors or less remain, then they have a third try). The competitor can also decide not to jump a bar of jump, waiting for the next step.

6- If the bar of jump is falling, or if the competitor is going under the bar of jump, the competitor fails the jump. If he jumps over and lands without falling, without touching the floor with his hand or his knee, the competitor succeeds. If the competitor fails his last try, he is out of the competition.

7- The competition starts at seventy centimetres (70cm) for women and one hundred and ten centimetres (1m10) for men. This height is then followed by a 10 centimetres increase and then 5 by 5 until 3 skaters remain. Then the skaters shall choose their height in concentration one to each other. If no decision has been taken between the final athletes the lowest height requested will be placed.

8- Ties shall be resolved as follows:

A - The athlete with the lowest number of jumps at the height at which the tie occurs shall be awarded the higher place.

B - If the tie still remains, the athlete with the lowest total of failures throughout the competition up to and including the height last cleared shall be awarded the higher place.

C - If the tie still remains:

C.a - If it concerns the first place, the athletes tying shall have one jump at the next height after the height last cleared by the athletes tying, and if no decision is reached, the bar shall be raised if the tying athletes were successful, or lowered if not. 2cm by 2 cm. They shall then attempt one jump at each height until the tie is resolved. Athletes so tying must jump on each occasion when resolving the tie.

C.b - If it concerns any other place, the athletes shall be awarded the same place in the competition.



10- A skater, who unreasonably delays making a trial, renders him liable to have that trial disallowed and recorded as a failure. It is a matter for the Judges to decide, having regard to all the circumstances, what is an unreasonable delay. The official responsible shall indicate to the skater that all is ready for the trial to begin, and the period allowed for this trial shall commence from that moment.

If the skater subsequently decides not to attempt a trial, it shall be considered a failure once that period allowed for the trial has elapsed. No additional time will be allowed for further adjustment. If the time allowed elapses after an athlete has started his trial, that trial should not be disallowed.

The following times should not normally be exceeded:

<u>Number of skaters remaining</u>	<b>Free Jump</b>
More than 3	1 min
2 or 3	1.5 min
1 skater	3 min

9- There is no protective gear compulsory. Wrist guards are recommended.

#### 6.6: HIGH JUMP

1- The size of the competition area has to be at least forty-two meters (42m) long by ten meter (10m) large.

2- The same area is required for the training area, available any time.

3- The Equipment must match the IFSA requirement as in 5.5. For High jump, the necessary equipment is two poles of three meter high at least and a bar of three meter long. The poles need to be graduated with accuracy.

A jump board; there isn't any shape or size compulsory.

4- When a competitor is called to perform, he has thirty seconds to jump

5- The competitor will jump over a bar, he can try two times to jump over, and if he does he can continue the contest. (When three competitors or less remain, then they have a third try). The competitor can also decide not to jump a bar of jump, waiting for the next step.

6- If the bar of jump is falling, or if the competitor is going under the bar of jump, the competitor fails the jump. If he jumps over and lands without falling, without touching the floor with his hand or his knee, the competitor succeeds. If the competitor fails his last try, he is out of the competition.

7- The competition starts at one hundred and sixty centimetres (160cm) for women and two hundred centimetres (2m) for men. The height is going from ten centimetres by ten centimetres, for the two first heights, then five centimetres by five centimetres. Until there are three competitors left, and then they choose the following height.



8- Ties shall be resolved as follows:

A - The athlete with the lowest number of jumps at the height at which the tie occurs shall be awarded the higher place.

B - If the tie still remains, the athlete with the lowest total of failures throughout the competition up to and including the height last cleared shall be awarded the higher place.

C - If the tie still remains:

C.a - If it concerns the first place, the athletes tying shall have one jump at the next height after the height last cleared by the athletes tying, and if no decision is reached, the bar shall be raised if the tying athletes were successful, or lowered if not. 2cm by 2 cm. They shall then attempt one jump at each height until the tie is resolved. Athletes so tying must jump on each occasion when resolving the tie.

C.b - If it concerns any other place, the athletes shall be awarded the same place in the competition.

10- A skater, who unreasonably delays making a trial, renders him liable to have that trial disallowed and recorded as a failure. It is a matter for the Judges to decide, having regard to all the circumstances, what is an unreasonable delay. The official responsible shall indicate to the skater that all is ready for the trial to begin, and the period allowed for this trial shall commence from that moment.

If the skater subsequently decides not to attempt a trial, it shall be considered a failure once that period allowed for the trial has elapsed. For the High Jump the time shall begin when the crossbar has been adjusted according to the previous wishes of the athlete. No additional time will be allowed for further adjustment. If the time allowed elapses after an athlete has started his trial, that trial should not be disallowed.

The following times should not normally be exceeded:

<i>Number of skaters remaining</i>	<b>High Jump</b>
More than 3	1 min
2 or 3	2 min
1 skater	5 min

9- There is no protective gear compulsory. Wrist guards, kneepads, helmet are recommended.



## 6.7 JAM

- 1- The Jam is an open IFSA sport. Therefore it is not compulsory to set it on the IFSA event and therefore it can be cancel if necessary for the schedule.
- 2 – The jam is a Freestyle slalom performance practiced in team.
- 3- The jam area must be the same as for the freestyle slalom performance.
- 4- The jam is marked on a same criteria as set on freestyle slalom (cf:6.3 6)

However in order to reflect the work related to Jam skating, team skating the body control mark is change to a coordination, synchronisation mark.

This mark is a twenty-point mark. Each line of slalom will be mark separately on a twenty-point basis and therefore at the end of the performance the average of those lines will be done to define the final mark.

The mark will take care of the realisation between the two skaters and the synchronisation of their tricks and movements.

- 5- The Jam performance is set over a one run of ninety seconds. Realized on a music chosen by the team.
- 6- the mark for the jam is displayed straight after each run.



## 6.8: CELEBRATION: AWARDS CEREMONY

The organisation of the Award ceremony must be agreed prior to the event between the organisation and the IFSA. Jointly they will choose the best appropriate time to set the award ceremony.

More than one award ceremony can take place throughout the event.

When the ranking is known by the organisation, the top three competitors are celebrated: the third is invited to come on the podium, then the second, then the first.

Prizes are required for the winners (cup, medals, diploma, prizes...) Then the global ranking is communicate to all the competitors: printed and presented on a board to all.

Proper equipment such as microphone and a podium must be present for the award ceremony. Moreover, the IFSA kindly ask the organisation to be able to play the National anthems.

