



# 自由式轮滑规则

## WSSA FREESTYLE SLALOM RULES

[2012]

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# Freestyle Slalom Rules

## **1. Competition Categories**

Freestyle Slalom Consists of :

a Single Freestyle Slalom

Allowable timing for each run is 80~100 seconds, Contestant may choose their own music for the run and judges will give score after the run

b Speed Slalom

Contestants will be selected for final rounds based on their best timing.

Final rounds will be on KO basis. Contestants who win majority of 2 runs will proceed on to compete against remaining competitors until a final winner emerges.

c Team Freestyle Slalom

Pair Slalom consists of 2 skaters. Rules for competition will be similar as Single Freestyle Slalom.

Chorography, synchronize and coordination of the performance will take into account.

## **2. Regulation Of Registration**

- a Participants should produce valid identification
- b For Speed Slalom and Freestyle Slalom, there will be a separate grouping for men and women categories.
- c There will not be any men and women categories for Pair Freestyle Slalom.
- d Youth category at age of 12 ~15 years old or junior category age under 11 years old.

## **3. Competition Ground Area**

If the competition area permits, competition ground area of 40mX10m to be set.

Otherwise it should be a minimum of 40mX8m.

- a) Positioning of cones
  - There are 4 cone lines and each cone line to be placed 2 meter apart.
  - Each cone line of 50cm and 80 consists of 20 cones and the 120cm cone line consists of only 14 cones respectively.
  - The 4 cone lines to be positioned in straight line ( Center Line )
  - Circle must be marked for each individual cone position and must also indicate the center point.
- ai) Freestyle Slalom Competition
  - There are 3 cone lines and each cone to be placed 50cm, 80cm and 120cm

apart.

- Judges tables should be placed inline facing the center of 50cm cone line and a distance of 2 meter apart from the cones.

iii) Speed Slalom Competition

- There are 2 cone lines and should be placed 3 meter apart.
- Each cone line consists of 20 cones and to be placed 80 cm apart.
- There should be a divider in between the 2 cone lines with a minimum length of 15.2 meter.
- There should be 2 starting lines to distinguish between the two lanes.  
These 2 starting lines should be placed 15cm apart.
- The first cone should be placed 12 meter away from the starting line and the last cone should be placed 80 cm away from the finishing line.
- The total length of each cone line should be calculated as :  
 $12 \text{ meter} + 0.8 \times 19 + 0.8 = 28 \text{ meter}$
- Proper safety measures should be taken if it appears that there may be any potential hazards to contestants.

b) Competition ground area should be at least 40mX8m

- If the competition area permits, another area of 40mX8m may be set up as warm up area
- Contestants are permitted to do warm up at the warm up ground.

#### **4. Freestyle Slalom Competition Procedure**

- There will be qualifying rounds and final rounds or only final rounds depending on factors such as competition quota or judges discretion. Contestants will do minimum 1 individual run for every round.
- Contestant may choose their own music to accompany their own run. The timing commences when the contestant crosses the first cone and end at the last cone. There will be no time indication during each run.
- After one contestant end a run, the next contestant may enter the competition ground to do a short warm up. In the mean time, judges will carry out grading of the previous contestant.
- For every Freestyle Slalom competition, The sequence on which contestants start their individual run will be determine by computerize draw lots.
- Depending on competition situations, extra qualifying rounds may be held to determine if certain contestants are competent in taking part in the main competition. The criteria of such qualifying rounds may be based on actual competition rules as determinants.
- Each run for Single Freestyle Slalom is  $90\pm 10$  second
- Each run for Pair Freestyle Slalom is  $180\pm 15$  second

## 5. Freestyle Slalom Score

Maximum score for Freestyle Slalom competition is 100 points. There are 2 types of grading, Technique score is 60 points and Artistic is 40 points. Final grading of scores will be rounded off to the nearest decimal to determine final scores.

### 1) Technique score

Technique grading	Range of score
A	50~60
B	40~50
C	30~40
D	20~30
E	10~20
F	0~10

### 2) Artistic score

Artistic grading	Range of score
A	30~40
B	20~30
C	13~20
D	8~13
E	4~8
F	0~4

## Technical level

Grade	Others	Sitting	Jumping	Wheeling	Spinning	Single Trick's Point	Style Point
A 50~60		Toe Christy-LV9				1.5	A 20~30
					sit spin -LV8		
		Toe footgun-LV7			lcone lfoot spin -LV7		
	l wheel special -LV5						
	swan eagle -LV4				lcone lwheel spin -LV4		
			Toe Wiper - LV3				
				wheeling shift -LV2			
	Toe Fake -LV1				cock foot -LV1		
B 40~50						1	B 20~30
	tong tong -LV9				Outer edge lfoot spin -LV9		
	cross heel toe -LV8	back christy -LV8			Inner edge lfoot spin -LV8		
	toe toe reverse eagle -LV5		back kazakachok -LV5				
				back front wheeling -LV4			
		christy -LV3		Front back wheeling -LV3			
		back footgun -LV2	Special Jump -LV2				
	reverse eagle -LV1						
C 30~40				backward wheeling -LV4		0.75	C 13~20
			kazakachok -LV8				
					lcone swan -LV7		
	one foot continous flip -LV4		Footspin -LV4		swan -LV4		

	2wheel crab -LV2											
										1cone 2wheels spin -LV1		
D 20~30					forward wheeling -LV10						0.5	
	Z crab -LV9								oliver/2wheels spin -LV9			
				Wiper -LV8								
	back j turn -LV7											
		footgun -LV6										
	Special -LV5											
									2feet spin -LV4			
	QQ(jturn) / Brush / Xback											
	HeelToeSpecial / TotalCross											
EagleSnake / EagleCross												
E 10~20	HeelToeBack OneCone moves Eight	footflip CrabCross	FanVolt BackEight		CrazyLeg			GregFriet X-Jump			0.25	E 4~8
F 0~10	Italian Volt Heel-Toe X BackSnake	CrazySun BackDoubleCrazy Mabrouk OneFoot BackSnake	Stroll DoubleCrazy ChapChap Nelson Snake		BackStroll Sun Crab BackNelson Cross			Mexican Crazy BackOneFoot BackCross Fish				F 0~4

## 6. Freestyle Slalom Grading Structure

There are 2 grading categories which are the Technique score and Artistic score.

However, the Artistic scoring is in part derived from Technique score.

(a) **Technique score is consider base on the following:**

- **Difficulty of Slalom Tricks:**

Contestants should try their best to do all kinds of Slalom Tricks including sitting, jumping, spinning, single-wheeling and so on.

- **Speed**

Although contestants are graded on the timing per run, they must also express their personal style and execute each slalom trick with style, while matching the music tempo. Contestants' technical skill should be executed with a sense of ease and elegance.

(b) **Artistic score is consider base on the following:**

- **Body Performance:**

Contestants should complete their tricks with ease, elegance and smoothness.

- **Music Expression:**

The choice of music should complement the contestant's personal style.

The tricks should blend with the music to express the rhythm, tune, emotion and tempo of music.

- **Tricks Management:**

Contestants should plan their run with a range of tricks, whether they are entering or exiting the cone lines, with varying levels of difficulty. Contestants should also be able to smoothly execute the combination of tricks with ease, confidence and avoid looking stiff.

## **7. Freestyle Slalom Technique Requirement**

**The following requirements of technique involve tricks of C level and above.**

### **a) Sitting Trick**

- Sitting trick counts when contestants' body is below knee level.
- Sitting tricks should be done by passing 4 cones or more continuously.
- Contestants may transit from 1 sitting trick to another after passing 4 or more cones. Switching from left foot to right foot or changing direction from front to back. However, the tricks transition should be executed while in sitting position and without pausing.

### **b) Jumping Trick**

- Jumping trick counts when contestant's feet leave the floor together.
- Jumping trick should be done by passing 4 cones or more continuously.
- Contestants may transit from 1 jump trick to another after passing 4 or more cones. Switching from left foot to right foot or changing direction from front to back. However, the tricks transition should be executed without pausing.

### **c) Spinning Trick**

- Spinning trick counts when contestants' 2 feet (2 wheels) or 1 foot (1 wheel) touch the ground while spinning.
- Spinning trick counts when contestant rotate 3 circles or pass 3 cones
- Contestants are not allow to change spin trick while passing 3 circle or 3

cones.。

**d) Single Wheeling Trick**

- Single wheeling trick counts when contestants completes a trick with only 1 wheel touching the ground.
- Single wheeling trick should be done by passing 4 cones or more.
- Contestants are not allowed to change foot before passing 4 cones or more.  
(Changing from toe wheeling to heel wheeling)
- Contestants may change their direction while performing single wheel tricks provided they remain on the same wheel during the transition.

**e) Other Tricks**

- Other tricks do not include sitting, jumping, wheeling and spin tricks.
- Other tricks are not required to pass any number of cones continuously.
- Contestants are allowed to combine a range of tricks but transit must be executed smoothly without pausing.

## **8. Freestyle Slalom Penalty Grading**

- Contestants should slalom 3 cone lines and each cone line not less than 1 time.

**a) Penalty of Kick-off and Missed Cone**

- Each kick-off cones, missed cones or cones which moved outside of the cone

marking should get a -0.5 penalty point.

- Any cone(s) that moved out of center point but still within the cone marking will still penalized -0.5 points.
- In exceptional case whereby the contestants knock a cone out of the cone marking, no penalties will be awarded if the cone rolls back into the cone marking.
- The above penalties should be calculated into technique score.

**b) Timing Penalty (Single Freestyle)**

- The performance time for Single Freestyle Slalom is  $90\pm 10$  second.
- Contestants should perform their run between 80~100 seconds  
(Including 80 sec and 100 sec) should be no penalty.
- If a participant overall performance end before a minimum require time or exceeded maximum allocated timing for a run will be penalized -5 points.  
( between 70 to 79sec or 101 to 110sec )
- The above penalties should be calculated into artistic score.
- There will be no score given to contestants should they exceeded the allocated time.
- There will be a penalty points awarded for missed cone and kick off cone for exceeded timing.

**c) Timing Penalty (Pair Freestyle)**

- The performance time for Pair Freestyle Slalom is  $180\pm 15$  second.  
Contestants should perform their run between 165~195seconds  
(Including 165sec and 195sec) should be no penalty.

- If a participant ends a run before the minimum required time or exceed the allocated timing (165~195sec) for a run will be penalized -5 points. (between 160 to 164sec or 195 to 205sec )
- The above penalties should be calculated into artistic score.
- There will be no score given to contestants should they exceeded the allocated time.
- There will be a penalty points awarded for missed cone and kick off cone for exceeded timing.

#### **d) Mistake Penalty**

- During the run participants make mistake on control of balance will get a penalty. Both serious fall and serious non-fall will be carry penalty on both technique and artistic score.
  - > Serious falling (body touch the ground) penalty of -2 points on technical and -1.5 points on artistic score.
  - > Non serious falling (body touch ground) penalty of -1.5 points on technical and -1 point on artistic score
  - >Loss of balance (body don't touch the ground) Penalty will be graded according to the situation of participants and the experience of judges. Penalty of -1 point on technical and -0.3 ~ 1 point on artistic score

## **10. Freestyle Slalom Contestant Placing**

- Placing for Freestyle will be determined starting from the bottom placing to top placing. Final result will be tabulated by WSSA ranking software to determine the skaters placing
- In the event that contestants have the same placing, judges should take their technique score to determine their ranking.

## **11. Speed Slalom Competition Procedure**

### **a) Qualifying Round**

- There will be a qualifying round base on chronometer ( timing device) final round will be on KO basic.
- In the event base on judges discretion, contestants will be grope into 2 persons per ground or individually to perform their run. Contestants will do 2 individual runs during the qualifying rounds and they will be selected for final rounds base on their best timing.

### **b) Final Round**

- Depending factors such as competition quota or judges discretion, the top 4 (or top 8 or top 16 or top 32) will enter the final rounds.
- Participants on final rounds will be group according to KO basic. 2 people per group to do 3 runs, participants who win majority of 2 runs will proceed

to compete against the remaining competitors.

- For no apparent valid reason if participant's give up their competing chance, the next sequence contestant will be called to perform.
- During the semi final round qualify contestants will be competing for 2<sup>nd</sup> runner up placing. Contestants with best timing/score will proceed to final rounds competing for championship.

## 12. **Speed Slalom Technique Requirement**

### a) **Starting Point**

- To signal the commencement of each run, an official will give the following commands. “On your Mark”、 “Set”、 “Beep” .
- Chronometer Timing Devise- Contestants must commence their run within 5 secs when they hear “On your Mark” or a fault penalty will be awarded.
- The signal given to commence the run for both using Chronometer and stop watch method is similar.
- When contestants hear “On your mark”, they should prepare themselves and get ready. When “Set” is command they should adopt the pick stance and still remain stationary and make sure they're behind the starting line. Not event 1 wheel touch on the starting line. Contestants may only commence their run when they hear “Beep” .
- When contestants prepare and get ready themselves for the run, both feet much touch ground and no wheels should touch the starting line.
- Contestants may adopt form of staring postures. However, they must

remain in their own lane and should not be touching the starting line.

**b) Entering cones**

- Upon reaching and entering the first cone, contestants can only be on one foot.
- During a run, contestant are not allow to change foot and their balancing foot must not touch ground. This violation will bear penalty points.
- To complete each run, contestants must cross the finishing lines with the foot that started the run with. The timing will not be recorded if contestants violate this point.
- While crossing the finishing line, it is compulsory that the contestant must have at least one wheel on the ground

### **13. Speed Slalom Penalty Grading**

**(a) Penalty Grading**

- After the “Set” command, contestants must not move any parts of the body.
- Contestant are allowed to raise up their hands and say that they are not ready to go before the “Set” command is given, but not after the command otherwise its consider as fault.
- If contestants violate penalty point twice in 1 run, they will be disqualified for competing.
- If contestants change foot during a run, the timing will not be recorded.
- If contestants changes foot even after passing the last cone and cross the finishing line, they will be disqualified and no timing is recorded.

**(b) Skating Stance**

- For missed cone and knocked off cone, 0.2secs penalty timing will be add to contestants' run.
- For touched cones, contestants will not be penalizes if the cone center point is still under the cone. It will be awarded a 0.2secs penalty timing if the cone is outside the cone marking.
- In exceptional cases where contestant knocks a cone outside the cone marking no penalty will be awarded if the cone rolls back into the cone marking.
- Contestants who missed 5 cones and more will not have their timing recorded.

**14. Speed Slalom Contestant Placing****a) Qualifying Rounds**

- At the end of qualifying rounds, contestants' best timing will be used to determine their placing. Depending factors such as competition quota, the top 4, top 8, top16 or top 32 will enter final round.
- In the event that contestants have the same best timings, the second result will be used to determine their ranking.
- In exceptional cases where the points of such 2<sup>nd</sup> timing bears the same points, the judges will disregard the cone penalty and take the better timing as winning determinant. (e.g., Contestant A: 5.6secs, kicks 2 cones, total timing 6secs. Contestant B: 5.8 secs, kicks 1 cone, total timing 6secs.

Contestant A will be declared the winner.

- In further exceptional case whereby the point of such cone penalty bear the same timing, the judges will base on the 2<sup>nd</sup> timing and take the best timing as winning determinant.
- In the event of a tie, contestants will keep competing until there is a final winner.

**b) Final Rounds**

- 2<sup>nd</sup> runner up, 1<sup>st</sup> runner up and championship winners will be determined from final round.
- 5<sup>th</sup> to 8<sup>th</sup> placing contestants from quarter final rounds will proceed to semi final round to determine placing.
- 9<sup>th</sup> and 16<sup>th</sup> placing contestants from preliminary rounds will proceed to quarter final rounds to determine placing.
- In the event that 2 contestants end up with same results for both runs, they will compete again until a winner emerges.

**15. Freestyle Slalom Shoe**

- Contestants are permitted to enter competition with Quad Skates. However, contestants are not allowed to wear automated quad skates.

## 16. **Registration Number**

- Contestants must wear their registration number tags visibly at all times during competition. 2 number tags must be worn. One near left should area and another at the waist area from behind.

## 17. **Anti Doping**

- In the event that it is necessary to carry out drug testing, testing procedures will be adopted from regulations from The People's Republic of China and/or from International Roller Sports Association.