



Skateboard GB Competition Rules National Championships

INDEX

INTRODUCTION	3
DEFINITIONS	3
Skateboarders	3
Nationality	4
EVENT OFFICIALS AND STAFF	4
SAFETY	5
Skateboarder Safety Equipment	6
RIDER MEETING	6
PRE-COMPETITION PROCEDURES	6
Practice & Warm-Up	6
COMPETITION FORMATS	7
Park	7
Street	8
SCORING PROCESS REGULATIONS	8
Tie-Break	8
Makes versus Bails	8
Judging Clarification Request	8
TIMEKEEPING	8
COMPETITION RELATED PROCEDURES AND SITUATIONS	9
Competition Related Procedures	9
Competition Related Situations	9
SKATEBOARDER'S COMPETITION PERFORMANCE REQUEST	10
Skateboarder's Re-run Request	10
EVENT RESULTS VALIDATION PROCEDURE AND CONTINGENCY FORMAT PROTOCOL	11
If the runs cannot all be completed	11
If the final cannot take place/cannot be completed	11
EVENT COMMUNICATION	11
Start list and results	11
ANNEXES AND RELATED DOCUMENTS	12
CONCUSSION PROTOCOL	12
Managing Concussion At An Event	12
CLARIFICATION REQUEST PROTOCOL	15
CLARIFICATION REQUEST FORM	16

INTRODUCTION

The following competition rules apply to all Skateboard GB sanctioned skateboarding events

DEFINITIONS

Disciplines

Skateboard GB event rules in this document are set for sanctioned skateboard competitions in two Olympic disciplines:

- Street
- Park

Divisions

Divisions distinct by skateboarder's gender:

- Male
- Female

Age Limit

There are no age limits set for skateboarders to enter the competitions. All skateboarders of the same gender compete in one division of a given discipline.

Visual Identification

No visual identifications for skateboarders such as bibs, numbers, name tags, or other physical identification must be applied to competitors.

SKATEBOARDERS

Responsibilities

All skateboarders have the following responsibilities:

To hold a membership with Skateboard GB -
<https://skateboardgb.org/skateboarder-membership>

To abide by the Skateboard GB rules and regulations.

Skateboarders will check-in at the competition desk according to deadlines and times defined by Skateboard GB in official communications.

To attend official practice according to the official schedule released by Skateboard GB.

To clear the competition area before the competition begins and avoid interfering in any way with the progress of the competition.

To respect and accept the Jury's judgement.

Street skateboarders under the age of 18 must wear a helmet during practice and competition.

All park skateboarders, regardless of their age, must wear a helmet during practice and competition.

To read, understand, and acknowledge the Skateboard GB Concussion Protocol, which must be considered as valid and effective for all sanctioned and non-sanctioned events. (Please see Concussion Protocol in the annexed documents section on page 13).

To be aware of their surroundings at all times while in the skatepark (Field Of Play, FOP) in order to avoid collisions throughout practice and competition time. Wearing headphones during practice and competition isn't recommended, at the C&E manager's discretion, skaters can be required to stop using headphones for safety reasons.

Nationality

All skateboarders entering Skateboard GB National Championships must be a legal resident or citizen of the UK.

EVENT OFFICIALS AND STAFF

Skateboard GB Officials (SBGBO)

<p>Competition & Events Manager (C&E Manager)</p>	<p>The C&E Manager ensures that the competition is organised and conducted in compliance with National Federation rules and technical standards.</p> <p>C&E Manager has the final word/authority regarding skateboarder disqualifications for competition or safety/health-related issues.</p> <p>C&E Manager issues the final approval of the following event outputs before they can be released, announced, and distributed:</p> <ul style="list-style-type: none">● Entry lists● Practice groups● Starting lists● Partial, final, and complete results
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Judging Panel	<p>The judging panel is appointed by Skateboard GB and sourced among Skateboard GB National Skateboarding Judges, it consists of 5 Judges and 1 Head Judge. In this case, the Head Judge doesn't score or contribute to the Tie-Break process.</p> <p>Appointed judging panel members must agree and follow Skateboard GB's Judges Code of Conduct.</p>
Timekeeper (TK)	<p>The Timekeeper is responsible for keeping the time of each skateboarder's performance during the competition.</p> <p>The timekeeper reports to the Head Judge and C&E Manager. They communicate on timing directly to the announcer and Head judge.</p>
Course Manager (CM)	<p>The Course Manager is a technical official appointed by Skateboard GB, with responsibility to oversee and manage operations any time skateboarders have access to the Field of Play (FOP).</p> <p>All skateboarders, media, support staff, and everyone else present inside the FOP is subject to the course manager's responsibility and rule.</p>
MC	<p>The MC (one or more) delivers commentary, as well as communications from the C&E Manager and the Head Judge, to the audience and skateboarders.</p>

SAFETY

Safety is an essential aspect of Skateboard GB events. Skateboard GB together with competition officials and skateboarders, shall collaborate to carry out the event under the safest conditions possible.

- Any medical or injury-related situation that poses a threat to skateboarders, staff, or spectator safety is evaluated by the onsite Medical staff / first aiders.
- The Skateboard GB Concussion protocol (Annex no. 1) must be followed at all times during practice and competition.

Skateboarder Safety Equipment

Each skateboarder shall skateboard using the 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 a helmet is compulsory during practice and competition time for skateboarders under the age of 18 in Street and mandatory for all skateboarders in Park.

skateboarders must wear helmets, if applicable, under their own responsibility or of their legal guardian. Failure to wear a helmet when required will result in the skateboarder's disqualification.

RIDERS MEETINGS

Meetings for all skateboarders and coaches will take place in a suitable location before the first day of competition begins.

The C&E Manager will host such meetings in conjunction with the Head Judge. It will be open to skateboarders, coaches, team managers, and competition officials. Topics of skateboarder meeting should include at least the competition schedule, contest format, judging criteria, and all-important event related information.

The time and place of this meeting will be officially announced in advance, slotted into the competition schedule, published in the venue and via other available communication channels.

PRE-COMPETITION PROCEDURES

Practice & Warm-Up

Pre-competition practice - Skateboarders shall be given a minimum of 45 minutes of practice prior to the beginning of a competition. The minimum duration of a single pre-competition practice session shall not be shorter than 45 minutes.

To guarantee fair conditions and the safety of all participating skateboarders in pre-competition practice, skateboarders in the park must skate individually (not in groups or by synchronised skating) and after dropping-in must not occupy the FOP for more time than the duration of a competition run. Sneaking in or blocking skateboarders from dropping-in or approaching any obstacle in the FOP is considered as a violation of the pre-competition practice and the Skateboard GB Competition rules.

Unsportsmanlike behaviour towards other skateboarders and disrespectful use of the FOP during the pre-competition practice and warm-up practice will be considered a violation of the Skateboard GB Competition Rules

The C&E Manager or Course Manager will conduct all practice sessions. If pre-competition practice or warm-up session rules are being violated by any skateboarder, the C&E Manager may intervene and address this breach of the Competition Rules with initial verbal warning or, depending on the character of the violation, with a reduced practice-time penalty. If the pre-competition practice rules are repeatedly

violated by the same skateboarder(s), the C&E Manager may address the situation by means of a DSQ or DQB ruling.

Competition warm-up - skateboarders will be granted a minimum warm-up time of 5 minutes prior to their competition heat.

During the warm-up, only those skateboarders about to compete in the following heat may access the course. Park skateboarders must not occupy the FOP longer than the full time of a competition run.

The Course Manager will conduct all warm-ups. If warm-up rules are being violated by a skateboarder, the C&E Manager may intervene and address this breach of the competition Rules by a reduced Competition warm-up time penalty.

COMPETITION FORMATS

Park

Park competitions must be undertaken applying the Run format for every competition round. The skateboarders will compete for the best out of two runs of 45 seconds in round one, best out of two runs of 45 seconds in the semi finals and best out of three runs of 45 seconds in the finals depending on the overall number of skateboarders competing, as well as the size and layout of the Park FOP (skatepark). The length of runs will be communicated alongside the registration information. The five judges will each use a 0.00-100 point scale. The highest and the lowest scores for each run are dropped, and the remaining three scores are added and then averaged to two decimal places. The skateboarder's highest overall scoring run using this formulation, counts for the final ranking position.

In all Park Competition rounds Run for full time duration format will be applied. So, for example, if a skateboarder falls before their 45 secs time is up, they can continue to skate until the whole run time has elapsed.

Street discipline competitions formats

The Skateboard GB National Street competition will use the following competition format and rounds.

RUN - In the Run format, each skateboarder performs a minimum of two 45 second runs in round one, two 45 second runs in the semi-final and three 45 second runs in the finals depending on the overall number of skateboarders competing, as well as the size and layout of the Park FOP (skatepark). In the run format, the five judges will use a point scale from 0.00 to 100. The highest and the lowest scores from each run are dropped, and the remaining three scores are added and then averaged to two decimal numbers. The skateboarder's highest overall scoring run using this formulation counts for the final ranking position.

The Street competition typically comprises 3 rounds: qualifier, semifinal, and final.

In all Street Competition rounds Run for full time duration format will be applied. So, for example, if a skateboarder falls before their 45 secs time is up, they can continue to skate until the whole run time has elapsed.

If due to unforeseen circumstances the competition schedule and format may be changed - ie an accident that delays running or part of course broken this should be at the discretion of the C&E Manager.

SCORING PROCESS REGULATIONS

Tie-Break

- The score of the second-highest run decides the Tie-break.
- If the tie is not broken, the jury votes to break the tie. Each judge has one vote. The Head Judge records the voting process and breaks the tie in the final results and rankings.

Makes versus Bails

The Head Judge is the final decision maker (authority) in identifying made tricks versus bailed tricks.

Judging Clarification Request

Once competition scores are approved by the Head Judge and published, they are final and not subject to any appeal. skateboarders can request an explanation on judging and competition-related matters following the Skateboard GB Clarification Protocol.

For details, see Skateboard GB Clarification Request Protocol listed on page 15.

In every circumstance, skateboarders and Coaches must address their clarification requests respectfully and professionally to the Event Staff. Any unprofessional and/or aggressive (physical or verbal) behaviour will be evaluated by the C&E Manager and may result in the disqualification of the Coach and/or the skateboarder from the competition.

TIMEKEEPING

All devices and other tools used to measure or signal the time of skateboard performances are managed by a Timekeeper.

Skateboarders can commence their performances only after a Course Manager's signal.

For all runs skateboarders have a 5-second limit to begin after receiving the Course Manager's signal. If skateboarders intentionally fail to start their performances within this time limit, they may lose the opportunity to be scored.

The clock is triggered by the Timekeeper when the skateboarder places both feet on the board: e.g Park - If you're rolling into the bowl, your time will begin as soon you place both feet on the skateboard and as all four wheels are down on the platform and not once you have landed into the bowl.

For Street events, the Timekeeper will not stop the clock under any circumstances other than the skateboarder's withdrawal. If the performance has to be interrupted for external reasons, the skateboarder will be granted a restart or re-run option.

The Timekeeper will trigger a signal horn upon expiration of time at the end of a skateboarder's performance.

A trick will be considered within time and scored only when the manoeuvre has been in progress before the signal horn marking the performance's end sounds. The Head Judge is the final decision maker in this process.

The Head Judge shall apply the following criteria in determining whether trick is within time:

- Skateboarders must pop the tail or nose of their skateboards before the end of the signal horn.
- Skateboarders are approaching a trick and have all four wheels on the transition "wall" when the signal horn starts.

COMPETITION RELATED PROCEDURES AND SITUATIONS

Competition Related Procedures

<p>Skateboarder Withdrawal & Replacement</p>	<p>skateboarders can withdraw from the event for any reason before the competition check-in. The withdrawal must be communicated to the C&E Manager directly in written form (email Richard@Skateboardgb.org)</p> <p>Replacements are possible only for quarterfinal and semifinal rounds; replacements are not allowed for the final round of competition.</p>
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Competition Related Situations

<p>A presented skateboarder does not start a run</p>	<p>If a skateboarder, for reasons other than personal health condition, does not start their run within 5 seconds from the starting signal provided by the Course Manager DNS (Did Not start) will be used as a score marking for the run.</p>
<p>Competition interruption during an skateboarder performance</p>	<p>The competition will resume from where it was interrupted, and the interrupted skateboarder(s) will be granted a restart or re-run within the same or later session of the same competition heat.</p>

External interference during an skateboarder performance	In case of external interference which might compromise the skateboarder's performance, the C&E Manager -at their own discretion- can grant the skateboarder a restart or re-run option.
Equipment (skateboard) failure during skateboarder's run or a jam session	<p>If any equipment failure occurs during a run or a jam session, the skateboarder may try to continue with the broken or otherwise damaged equipment.</p> <ul style="list-style-type: none"> ● The clock is not interrupted. ● The run is scored up until the withdrawal or the end of the run. ● The skateboarder can be provided with a replacement skateboard. The clock is not interrupted. ● The run is scored up until the end of the run. <p>In case the skateboarder stops: the run is scored up until the moment of withdrawal.</p>

SKATEBOARDER'S COMPETITION PERFORMANCE REQUEST

Skateboarder's Re-run Request

A skateboarder can request a re-run of the run performance only when:

- Conditions of the FOP change dramatically and unexpectedly during the skateboarder's performance and negatively influenced it (e.g. weather change)
- Technical conditions on or around the FOP prevented the skateboarder from completing a full performance (cables and cameras in the way, venue lights went off, concrete from an obstacle chips off, etc.)
- Third-party interference during the skateboarder's performance (security running on FOP, fans jumping in, photographer flashes from a close proximity, etc.)

In the situation described above or alike, an skateboarder must:

- Stop during or immediately after any interference or change of condition occurs,
- Raise their hand and approach the Course Manager to claim the re-run request,
- Describe the incident and request a new trick attempt or run.

The Head Judge & C&E Manager shall decide if the request will be accepted. Re-runs can be granted right away or deferred at the Head Judge's discretion. The Head Judge's decision will be communicated by the MC.

EVENT RESULTS VALIDATION PROCEDURE AND CONTINGENCY FORMAT PROTOCOL

If the runs cannot all be completed

STREET

At least one run must be completed to validate round results. In semifinal and final rounds: a minimum of one run must be completed to validate the final's results.

PARK

If a contingency competition format has not been announced, then in qualification, semifinal and final rounds: a minimum of two runs must be completed to validate the round results.

If the final cannot take place/cannot be completed

The results of an event can be considered final and used to distribute medals and awards if all the competitors had an equal chance to compete in the previous competition rounds.

EVENT COMMUNICATION

Start list and results

At the end of every competition day Skateboard GB will release and distribute the **start lists**, **results**, and other relevant communication.

ANNEXES AND RELATED DOCUMENTS

CONCUSSION PROTOCOL

Managing Concussion At An Event

INTRODUCTION

A concussion is a brain injury caused by a blow to the head and/or a blow to another body part that is transmitted to the head.

It affects the way the brain functions rather than the structure of the brain, so you can't see it on an X-ray, CT, or MRI. This means you must be able to recognise it from assessing how the injury occurred and the way the skateboarder behaves.

Only about 10% or so of concussed skateboarders will lose consciousness.

Effects of concussion may be immediate or may develop over hours to days.

The effect of concussion is more serious in children and young skateboarders and takes longer to resolve.

Skateboarders, coaches, event administrators, parents, and everyone involved in sport need to know how important it is to recognise and manage concussion appropriately both at the events and afterwards.

CONSEQUENCES OF CONTINUING IN THE EVENT WHILE CONCUSSED

If second and subsequent concussions happen before the first one is resolved, then there is a significant risk of a more serious concussive injury, which can lead to more serious damage which takes a long time to resolve and may cause permanent damage.

If a skateboarder continues to compete or train while affected by a concussive injury, their reaction time, judgment, and balance may be affected, making a fall and further concussive and musculo- skeletal injury more likely.

A more serious brain injury may be present in addition to any concussion.

Recognising Concussion

(Concussion Recognition Tool and SCAT5 Concussion assessment tool attached)

Watch for when an skateboarder collides with:

- Another skateboarder
- A piece of equipment
- The ground

Asking observers and video review of the incident can be very helpful in assessing the chances of concussion.

Visual Signs

- Lying motionless on the surface
- Getting up slowly after a blow to the head
- Disorientated or unable to respond quickly and appropriately to questions
- Having a blank or vacant stare even if they do respond to questions
- Having balance or coordination difficulties, e.g. stumbling, unsteady
- Having a visible facial or head injury

Symptoms

- Headache
- Feeling "Pressure in the head"
- Balance problems
- Nausea or vomiting
- Drowsiness
- Dizziness
- Blurred vision
- Sensitivity to light
- Sensitivity to noise
- Aggression or more irritable than usual
- General feeling of unwellness
- Brain feels formless or clouded
- Difficulty in concentrating or remembering
- Feeling anxious or nervous
- Feeling slow
- Emotional

Memory Test

- What venue are we at today?
- What part of the competition is in progress now?
- What day of the week is it?
- What is the time right now?

You can adjust these questions to questions which any competitive skateboarder should be able to answer. Failure to correctly answer any of these questions means concussion is possible, and the skateboarder should be removed from the competition.

Red Flags (indicators that more serious injury may be present)

- Neck pain or tenderness
- Double vision
- Weakness or tingling of the arms or legs
- Severe or increasing headache
- Seizure or convulsion
- Deteriorating consciousness
- Vomiting
- Increased restlessness, agitation, or aggression

- If any of these signs are present, the skateboarder should receive an urgent assessment by a medical practitioner at the venue, emergency department, or at a local practice.
- Initial management of any concussion must adhere to basic first aid rules, airway, breathing, circulation, and spinal immobilisation before removal from the competition area.
- Skateboarders with a suspected concussion should
- Be immediately removed from participation after any basic first aid
- Not be left alone initially and for at least 2 hours
- Not drink alcohol
- Not take aspirin, ibuprofen, or any other NSAID
- Not use recreational drugs
- Not sent home to be by themselves
- Not drive a motor vehicle
- Be referred for appropriate medical assessment

CLARIFICATION REQUEST PROTOCOL

HOW TO FILE A COMPETITION CLARIFICATION REQUEST:

As per Skateboard GB competition rules:” Once competition scores are approved by the Head Judge and published, they are final and not subject to any appeal.”

skateboarders can request an explanation on judging and competition-related matters following the Skateboard GB Clarification Protocol.

Please follow these steps to apply for a clarification:

- Clarification requests can **only** be filed in written form by using the dedicated formulary available at the event registration desk (during event time) or online at the following address:
richard@skateboardgb.org
- Clarification requests can be filed anytime during and within 24h from the end of the competition, at the latest.
- Clarification requests must be sent via email to richard@skateboardgb.org or hand delivered to the C&E Manager at the event registration desk. Under no circumstance should the Head Judge, or the judges be contacted directly.
- Clarification requests can be filed exclusively by:
The skateboarder or legal guardian if under 18
Coach
In case of a clarification request filed by the Coach, the skateboarder or legal guardian must provide consent to the filing by co-signing the form.
- All clarification requests must be duly filled in all parts, providing details and context that is to be clarified. Generic requests will be rejected.

Once the C&E Manager has received the clarification request, they will connect with the Head Judge and other relevant event staff to process the request.

While running the competition has priority over responding to clarification requests, the C&E Manager will do their best to process the request within 24h during the competition, and within one week from filing the clarification request after the competition is completed.

CLARIFICATION REQUEST FORM

Skateboarder's name:
Date and Time of occurrence:
Event name, discipline, competition phase:
Clarification request (explain the facts and express in detail your clarification request)
Email contact
Name and role of the applicant (if different from the skateboarder's)
Signature of the applicant