WGSF Race Rules & Regulations 2025

April 2025

1 Introduction

1.1 The WGSF

The World Gravity Sports Federation (WGSF) was formed in 2022 to govern downhill gravity sports, primarily downhill skateboarding and street luge.

WGSF sanctions the World Downhill Skateboarding Championships since 2022.

1.1 WGSF Championships or Sanctioned Events and Frequency

WDSC World Downhill Skateboarding Championship -- Annual also known as Championship Tour (CT)

WDSC Qualifier Series (QS) -- Annual

1.2 WGSF Sanctioned Disciplines

WGSF will sanction the following disciplines; Downhill Skateboarding, Street Luge, Classic Luge, and Downhill Inline.

2 WGSF EVENT ADMINISTRATION

2.1 Eligibility

2.1.1 International Age Categories for Events
Applies to all WGSF Disciplines

>Open: Any person 14 years or older
>Women: Any person who identifies as a Women
>U18 Junior: Any person 17 years and younger
>U16 Junior: Any person 15 years and younger
>U14 Junior: Any person 13 years and younger
>Master: Any person 35 years and older
>Grand Master: Any person 40 years and older

- Special note: Ages are taken from January 1st in the year of participation
- Example: A Master must be 35 years and older ON JANUARY 1ST IN THE YEAR OF COMPETITION
- An Under 18 competitor may not turn 18 between January 1st and December 31st of the year in which they are competing in this Division
- All under-aged racers [Under 18] must have an adult supervision.
- Passports may be verified by WGSF officials prior to the start of all WGSF Events

2.1.2 Representation
A competitor may only represent a country if he/she holds a passport or national identification card issued by the national government of that country. A national

identification card must clearly show nationality or citizenship of the country. A competitor who is a national of more than one country at the same time may represent any of them, as he/she may elect.

2.2 Fees

<mark>For 2025 membership fees will be 25 GBP for one event, and 50 GBP for two or more events and for CT Selected competitors.</mark>

2.3 Official Language

The official language of WGSF is English. Official communications and event announcements will be translated into Spanish, or other languages, based on the membership, when possible. If there is a discrepancy between English and the translated language, the English version will have preference.

3 Competition Procedures

3.1 Overview

Rules are set, annually, by the Executive Committee. Rules must be published 45 days before the first event of the year. Rule changes will not be made mid year, except for extenuating circumstances.

Rule change requests can be made, in writing to the Executive Committee, at least 90 days before the first event of the year.

3.2 Code of Conduct

Code of Conduct Declaration is to be completed and signed by each participating official in any WGSF event. Failure to comply with the WGSF Code of Conduct Declaration may result in disciplinary action by the WGSF in accordance with the WGSF Discipline Policy contained herein.

3.3. Code of Ethics

As part of its participation in and support of the Olympic Movement, and in the interest of disseminating a culture of ethics and integrity within its area of competence, the WGSF has adopted the IOC's Code of Ethics. In adopting the IOC Code of Ethics, the WGSF voluntarily and specifically complies with all provisions of the Code. Visit https://www.olympic.org/code-of-ethics to view the IOC Code of Ethics.

3.4 Competitors Responsibilities

3.4.1 Insurance

Each competitor must provide adequate accident insurance and must have signed the WGSF athletes declaration for an international WGSF license and agree to assume all risks of injury to the competitor's person and property resulting from, caused by or connected

with the conduct and management of the competition and, to release any and all claims which they may have against the officials, the host National Association and the clubs or Organizers holding the competition and against their officers and their entries shall only be accepted on this condition.

3.4.2 Event Clothing, Bibs, Leg Sleeves, or Arm Bands

Shape, size, lettering and attachment method of event clothing may not be altered on penalty of being sanctioned. Event clothing must be worn and worn properly, while on course. At all other times, during the event, if worn, must be worn properly.

3.4.3 Advertising

WGSF reserves the right to refuse a competitor's sponsor's logos to be shown during an event.

3.4.4 Rule Knowledge

Competitors must have a thorough knowledge of the rules, regulations, code of conduct, and code of ethics.

3.4.5 Technical Inspection of Equipment

The competitor must be present together with their equipment during the pre-race technical inspection, and comply with the requests of the WGSF Official, Clerk of the Course, or Event Organizer.

If requested, the competitor must present themselves, and their equipment, for any ad hoc inspection during or immediately after the event.

It is the obligation of the competitor to make sure their racing and protective equipment is within the specifications of the WGSF rules. A rider who uses equipment that is unsafe or outside of the WGSF specifications during qualifying or racing will be issued a conduct penalty and may be disqualified.

It is the obligation of the competitor to inform WGSF officials if major changes have been made to their equipment during the season.

3.4.6 Course Familiarity

Competitors are responsible for familiarizing themselves with the course prior to taking a descent. Competitors should bring any safety issues to the attention of the officials.

3.4.7 Abilities

Competitors acknowledge they have the ability to safely navigate the course, and are capable of riding with other competitors. Any competitor showing a lack of ability to navigate the course safely may be removed from the event.

3.4.8 Social Media Presence
All selected CT riders are required to post at least 4 social posts per event they attend. At least one post should be posted prior to the event, and at least one post within two weeks

of the end of the event. Posts must be tagged with the required social media tags. Any selected CT rider not making the requisite posts may be penalized, up to, and including removal from the CT select rider's list. Posts must be made on Instagram, Facebook, or TikTok. Each post on each platform will be considered one post. For example one post shared to two platforms would be considered two posts.

3.4.9 Official Communication Channels

Each event will have a group on WhatsApp that will be used as the official communication channel for that particular event. It is each competitor's responsibility to stay abreast of information posted to the WhatsApp group.

3.5 Event Officials

Further info on each official can be found in the separate Officials Guide.

3.5.1 Race Director

The Race Director is responsible for the entire event. All decisions pertaining to the event will go through the race director, including decisions to postpone or cancel due to inclement weather, or other reasons, and all protests.

The race director should be an WGSF official, and ensure the WGSF rules are followed.

3.5.1.1 Duties

Before the competition

- Approves the schedule
- Checks safety installations on the course.

During the competition

- Ensure the event stays on schedule.
- Oversees and rules on protests, Race Director decisions will be final.
- Controls the WGSF rules for advertising marking.
- Enforces WGSF rules.

3.5.2 Clerk of the Course

The Clerk of the Course is responsible for the safety of the course, and the athletes participating in the event. The clerk is the conduit between the starter and the corner marshals. All requests for motor vehicles to enter the course, or for any other such obstacles, must go through the clerk.

The clerk will decide when a course is red, or closed to the competition, and when the course is green, or open to the competition. A green course should never have a motor vehicle on the course, unless it is the competitor shuttle, following at a safe distance behind the last competitor.

The clerk will also announce when competitors may enter the course, to start a run, during practice, qualifying, and racing.

3.5.3 Starter

The starter is responsible for releasing athletes onto the course, during practice, qualifying, and racing. The starter should coordinate with the clerk before releasing riders.

The starter ensures athletes start correctly and cleanly during qualifying and race starts. The starter is responsible for calling for false starts and potential disqualifications due to starting.

3.5.4 Timer

The timer is the person, or group of people, who will time the event. A timer is only required for the qualification round. But a timer may be used during practice, or the race itself.

It is highly recommended to use a timer, and a transponder type system, during the race.

The timer has no official capacity, other than to time the event.

The timer is responsible for informing the starter when they are ready, or if there are issues with the timing.

3.5.5 Corner Marshals

Corner Marshals are responsible for making sure their portion of the course is safe, that the safety procedures are in place, and spectators or other obstacles are not on or near the road. The marshals will display the appropriate colored flag, based on the course condition, or if there is a crash in the vicinity of the corner. The marshals are required to request an ambulance, if the crash requires it. Marshals may be asked to provide their input, if a protest occurs. Marshals must all maintain appropriate statistics involving injuries and crashes in their corner.

3.5.6 Corner Marshal Coordinator

The corner marshal coordinator is responsible for making sure each marshal spot has a marshal. To ensure the marshals are rotated, or given a break when necessary. And to ensure that the marshal's needs, such as food and water, are taken care of.

The corner marshal coordinator has no official capacity in regards to the race.

3.5.7 Competitor Coordinator

The competitor coordinator ensures athletes clear the shutdown area, ensures no other barriers are in the shutdown area, and ensures the athletes load the shuttle in a timely manner.

The competitor coordinator has no official capacity in regards to the race.

3.5.8 Technical Inspector

The Technical Inspector is responsible for technical inspections, which may occur at any time during the event. The technical inspector or delegate is responsible for pre race

inspections. In addition the technical inspector will decide if an inspection is necessary after a crash, or at the behest of the race director.

The technical inspector can deem equipment unsafe and unraceable.

4 Equipment and Safety Specifications

4.1 Boot and Board Weights and Dimensions

	Maximum Weight	Length	Width
Skateboard	7.0 kg	122 cm	31 cm
Street Luge	25.0 kg	See below	61 cm
Classic Luge	7.0 kg	122 cm	31 cm
Inline	2.5 kg	60 cm	20 cm

Boards must not possess any sharp edges. Skateboards and street luges may be any shape within the size limits, except no part may enclose the competitor's body. Any potential enclosures cannot hinder the braking ability, nor may protrude between the competitor's legs.

The front most portion of a street luge cannot extend closer than 5 cm from the bottom of the racers heel, when laying in a supine position. The rear most portion of the street luge cannot extend more than 50 cm from the crown of the racers helmet, when laying in a supine position.

Boards cannot have any section that can trap or entangle another board.

Anything attached to the boards must be secured to prevent falling off during competition.

Classic luges must have a minimum ride height of 80mm. Minimum ride height is the lowest portion of the deck that is not the trucks, nor truck attachment hardware, nor stiffeners. Classic luges may have non aerodynamic stiffeners or skateboard style grip rails underneath, or foam padding on the top.

For Inline, the specification is per boot. Boots must have a cuff above the ankle. Anything, including the wheel framework, attached to the boots must be secured to prevent falling off during competition.

4.1.1 Padding
Any board, weighing more than a skateboard (7.0 kg), must have soft padding that covers the front end of the board, as well as the back end. The padding must have a minimum

height of 26mm and minimum thickness of 40mm, and be tall enough to cover the portion of the board it is attached.

Padding can be made of any material, but be soft enough to be punched.

4.2 Trucks and Wheels

Trucks must be lean steer activated with a maximum width of 305 cm wide, as measured from the outside edge of the axles. The axles can not protrude significantly past the wheel.

No mechanized braking devices are allowed. Heel brakes are not allowed on inline boots.

Wheels on an inline boot are required to be in an in line formation.

	Number of Trucks	Number of Wheels	Max Wheel Diameter
Skateboard	2-4	4-8	110 mm
Street Luge	unlimited	unlimited	130 mm
Classic Luge	2	4	76 mm
Inline	0	12	125 mm

4.2.1 Wheel Limitations

At the organizers discretion there may be a limit to the number of wheels that can be used during the qualifying and race. One set of wheels is considered 4 wheels. Wheels will be marked by the organization. If a wheel is destroyed, it can be replaced with another with the same level of wear. There is no limit to changing the position of the wheels. Competitors racing or qualifying on unmarked wheels will be disqualified.
WDSC CT level events will NOT have wheel limits.

	Set Limits
Skateboard	3
Street Luge	5
Inline	3

4.3 Safety and Competition Clothing

WGSF cannot be held liable for any injuries that a racer may sustain from the use of a specific item of equipment or protective clothing.

All competitors must wear all protective gear on all WGSF sanctioned runs; practice, qualifying, and racing.

4.3.1 Helmets

A protective, full face style helmet must be worn during competition. The helmet must be properly fastened, be of a good fit, and be in good condition. The helmet must have a chin strap type 'retention system.' Eye protection, made of shatter-proof material, must also be worn. Helmets must fit, and it should not be possible to slip the 'retention system'.

Certified helmets are recommended.

Regional events with a max speed less than 40 KPH require a helmet, but not necessarily a full face helmet. Eye protection is recommended but not required.

4.3.2 Footwear

Footwear, in a good condition, of a closed design, must be worn.

4.3.3 Gloves

All competitors must wear full finger gloves made of leather or other materials having equivalent properties. It is required that Skateboarders and Inliners also wear a hard material, or puck, on the gloves to facilitate sliding. Due diligence must be taken to ensure the pucks will not come off during competition.

4.3.4 Protective Clothing

Competitors must wear a complete leather suit, in one or two pieces, with a minimum thickness of 1.2 mm for cow leather, and .9mm for kangaroo leather. A heat resistant, abrasion resistant material, such as an aramid (such as Kevlar) can be used in place of leather. It is permissible for the suit to have less abrasive, stretchable materials, in places that will normally not contact the road in a crash, such as the under arms, or crotch areas. All protective clothing must be in good condition with no visible signs of major wear, major tears, or fraying, or other damage that threatens the structure of the suit, or puts the competitor at additional risk, and must be clean in appearance. It is highly recommended that the clothing conforms to EN 13595 or EN 17092 AAA regulations.

Protective clothing is not required for regional events with a max speed less than 40 KPH.

4.3.5 Body Protection

At least CE Level 1 Back Protectors are required for Downhill Skateboard and Inline. At least CE Level 1 Kneel Pads are required for Downhill Skateboard and Inline. Protection gear can be integrated in protective clothing, worn under, or worn or over the protective clothing.

In general, competitors are encouraged to use all available protective gear which does not restrict safe racing or present hazardous conditions. Elbow pads are highly recommended for all competitors.

For Inline: For 2025 ONLY, the competitor can opt out of wearing a full leather, or abrasion resistant suit. If the competitor opts out, then they must wear the following additional protection; Hip and glute protector, elbow protector, and shin protector. In addition to the CE Level 1 back and knee protectors. All skin below the neck must be covered.

4.3.6 Ballast
Adding additional weight to a rider, as a form of ballast is strictly prohibited.

4.3.7 Names and Symbols
Obscene names and/or symbols on clothing and equipment are forbidden. Competitors may be asked to cover or hide the names or symbols. Refusal to do so can lead to disciplinary action, including removal from the event.

4.3.8 Aerodynamic or Other Devices
Any aerodynamic devices attached to the board, or the competitor, including the competitor's protective gear, must be attached in such a way as to prevent falling off during competition. In addition the devices must not present a hazard to the competitor, or other competitors. Any device found to present a hazard, may need to be removed before the competitor can resume competition, or face disqualification.

4.4 Video Cameras

4.4.1 POV Cameras
It is permissible to wear a POV camera. The camera must be attached in such a manner that it is unlikely to fall off. Cameras must not add a significant amount of weight, and should not be a safety hazard to the competitor or other competitors.

It is also permissible to attach a camera to the board. The camera must be attached in such a manner that is unlikely to fall off. The camera should not be a safety hazard to the competitor or other competitors.

4.4.2 Required Cameras
If a camera is required to be worn, in a race heat, all competitors, in that heat, must wear a camera. Not wearing a camera, even if broken, can be grounds for disqualification from the round.

Required cameras will be attached via a GoPro style mount.

Required cameras should be the same or similar for all racers in the heat. Cameras should be mounted to the top of the helmet for street luge and to the chin area for downhill skateboard. Cameras may also be mounted to a competitor's board, if it does not interfere with the competitors natural movement.

4.5 Technical Inspection

4.5.1 Main Inspection
At the competitors first event of a season, or any event with a QS race, a thorough inspection of equipment and safety gear is required. Additional inspections can happen at any time during an event. The technical inspector will quickly inspect the equipment and make sure it conforms to the WGSF rules, weight, and size limits, and generally appears to be safe. In addition the rider's safety gear must be inspected.

4.5.2 Secondary Inspection

At the competitor's second ==CT only event==, or more, event of the season, only the safety gear needs to be checked. The gear needs to be checked to ensure it is in good and working condition, and that any marks (advertising or otherwise) aren't obscene or in contrast with the event and series sponsors. Equipment may also be inspected.

4.5.3 Accidents

Equipment involved in an accident may be required to undergo a technical inspection before being allowed to continue, ==in subsequent heats.==

4.5.4. Deemed unsafe or illegal

If equipment is deemed unsafe or illegal, by the technical inspector, the athlete must fix the issue, and bring the equipment up to code, before being allowed to compete. If there is a disagreement, the athlete may appeal to the Race Director. It is permitted to race another competitor's equipment, with the other competitor's consent.

5 Racing Procedures

5.1 Practice

Each event must give each competitor at least two practice runs. In addition, if more than four hours has passed since practice, competitors must be given a warm up run before qualifying, or start of racing. If qualifying or racing is split over multiple days, a warm up run is required on subsequent days.

5.2 Qualifying

- **Timed Runs -** Each competitor will get at most three timed solo runs. The timing will be used to seed some, or all of the competitors into a final race.
- **Race To Qualify** - A round robin style of races, with competitors receiving points based on their position. After multiple rounds, the total points will be used to seed competitors into a final race. Run offs can be used to break ties.
- **Random** - Random selection can be used to seed racers for a final. This system should be used as a last resort. If used, racers eliminated in the same round, in the same position will be considered a tie. Run offs or losers brackets can be run to break the tie.
- **Elimination** - When no competitor is being eliminated, a special three tiered timed system can be used. First tier, every competitor gets a timed run. The bottom third to half are "eliminated" from qualifying, their one run will be used to seed them in the bottom of the bracket. This continues in the second round (if there are enough competitors) with their second run time used to seed them in the middle of the bracket. The final round will determine the seeding of the top riders, with the winner of round three receiving the pole position.
  - Example with 32 riders. First round 32 competitors get a timed run. The bottom 12 riders will use their first run to seed bracket positions 21-32. The

second round has 20 competitors getting a timed run. The bottom 12 riders will use the second round time to seed positions 9-20. The third and final qualifying times will be used to seed the top 8 riders.
- With 8 competitors, recommendation is two rounds, with bottom 4 being placed after round 1.
- 16 competitors can be done in three rounds, dropping 4 each round.

WDSC series must use timed runs. If timed runs can't be used, rankings from the previous season can be used.

International events should strive to use timed runs. National events should use timed runs, but it isn't required. Regional events are encouraged to randomly select or use a 'race to qualify' type system.

5.2.1 Timed Runs
If timed runs are used, ties in timing can be resolved, in order:

1. The fastest of the 2nd times,
2. The current ranking
3. Previous year's final ranking.
4. Coin toss.

5.2.2 Race To Qualify
Qualification by three or more heats. Competitors will be assigned randomly. Depending on the field size there will be up to three heats with three competitors.

Each competitor wins points for each round depending on the competitor's rank in the heat. The pointers per rank are different for heats with 4 than heats with 3 or 2 competitors.

See Race for Points format for lane choice selection.

Number in heat	1st	2nd	3rd	4th
4	10	5.6	3	1.4
3	8.9	5.1	1.4	
2	6.5	1.9		

DNF: 1 pt

DNS: -1.5

The qualification rank is based on the higher sum of points out of the qualification heats.

An alternative form of Race To Qualify is to seed each round by their current number of points. This means the winners of the first round will compete against each other in round 2, while those who took second in each heat will compete against each other, etc.

5.3 Race Formats
- **Single Elimination** - 2, 4, or 6 man race formats. Each round, the top 1, 2, or 3 competitors will advance to the next round. The bottom half will either be finished and garner placements due to their qualifying, or continue in a loser's bracket.
  - Lane choice in the first round will be based on qualifying position.
  - Lane choice in subsequent rounds will be based on the finish in the previous round, with qualifying positions used to break ties.
  - Formats larger than 6 man, called Super Mass, are also accepted. When using super mass, either reduce each round by half, or if the entire field is run in one run, another option is to reduce the field by dropping the last, or more, places, and rerun. This allows for several runs.
- **Double Elimination** - 2, 4 or 6 man race formats. Each round, the top 1, 2, or 3 competitors will advance to the next round. In addition, anyone finishing in the bottom 1, 2, or 3, will advance to the next round, unless it is their second time finishing in the bottom. The exception to this is the final, where the athletes finish is their final placement, regardless of how many "losses" they have incurred. While this guarantees everyone at least two race heats, it also means anyone that finishes in the bottom half at least once, can potentially have more heats than normal, and still win the event.
  - Lane choice in the first round will be based on qualifying position.
  - Lane choice in subsequent rounds will be based on the finish in the previous round, with qualifying positions used to break ties.
- **Full Bracket** - A full bracket is identical to single elimination, except the bottom half will transfer to "losers bracket" and continue racing. Each athlete will compete the same number of rounds. With the final round racing the bottom 4 against each other, and the next 4, etc, until the top four race for the final position.
- **Half Bracket** - Also known as dirty thirties. Also similar to single elimination except after the first round, the bottom half will race in a second single elimination bracket. After the first round, any athlete finishing in the bottom half will be eliminated. This guarantees everyone at least two race heats.
- **Race For Points -** A format that is run exactly like the race to qualify, with no final round at the end, only run offs to break ties.
  - Optionally, run one final of the top 4 athletes (or more if there are ties.)
  - Lane choice is random in the first round.
  - Lane choice in subsequent rounds is based on total points, with the higher value selecting first. First tie breaker is the position from the previous round. If there is still a tie, it is broken randomly.
  - A version of super mass can be run, allowing the entire field to run at once, in a points style race.
- **Timed Runs** - Timed runs are the same as timed runs for qualifying. Multiple timed runs can be used, with the best run use for the winner. It is also possible to add

multiple runs, or rather use the average of several runs. This should only be used if more than 3 timed runs will be run. Timed runs as the sole race format is highly discouraged.

- **Team Format** - Amateur events are allowed to run a team format. The recommendation is to create a random team, with one race from the top third, one from the middle third, and one from the bottom third of qualifying. Heats are raced with two or four teams at once. The winning team is based on the last person on the team to cross the line. With two teams all 6 racers start on the start line, with the teams interspersed. Or, in three rows of two, with one member from each team in each row. Four team races are also lined up in three rows of four. Two team heats, one team advances. With four teams, the top two will advance.

WDSC CT series must use a single elimination format, with or without a losers bracket. Four competitor brackets are preferred, but two, six or eight versions can be used based on the course. A version of super mass, can be run, with multiple rows of competitors. Each row should fit as many people as is safe.

5.4 Start Procedure

5.4.1 Start Signals and Commands

The starter will verify the course is clear, or the previous run is far enough down the course.

After calling the next heat to the line, the starter will begin the start procedure with **"Racers Ready"** and confirm each racer is ready. The start will then either say **"Racers Set"**, after which no major movement will be allowed. After a random 1-4 seconds, the starter will release the racers by releasing the start gate, sounding a loud sound (as in an air horn) and/or having a timing tree with lights. Alternatively an automated timing system can be used, after the query "**Racers Ready**" three beeps at a set interval will occur, with no major movement after the third beep. 1-4 seconds after the 3rd beep a final audible sound is heard to release the riders, or the gate is released.

An audible sound is required to start the event, even if some sort of visual cue is provided. It is preferred that the sound be an air horn, or loud beep, but can also be the starter shouting "GO."

5.4.2 Start Positions

Skateboard: When starting for qualifying or racing, the competitor must have one foot on the deck, with all wheels, and one foot must be on the ground.

Street Luge and Classic Luge: When starting for qualifying or racing, the competitor must be in a sitting position, facing forward and pushing by paddling with their hands. At least four wheels must be on the ground when starting.

Inline: When starting for qualifying or racing all wheels are required to be on the ground, with the foremost wheel just behind the start line.

In all disciplines, the forward most part of the board or racer must be behind the start line and no further back than 15 cm from the start.

If starting handles are used, then the competitors must have their hands on the start handles, and can use these handles to propel themselves forward.

5.4.3 Start Lanes

Lanes will be 100-120 cm wide and 3-10 meters long. The lanes must be straight and parallel to each other.

When starting, in the race, competitors must clear the push lanes before moving out of their lane. Reaching over a lane line, either with the kick foot or push hands is not necessarily a means for disqualification.

There is no limit to how far or when the competitor can push on the race course.

5.4.3.1 Start Lane Violation

If a competitor moves out of their push lane they will be penalized with a false start. If a competitor reaches outside their lane, and interferes with another rider, they may be penalized.

5.4.4 False Starts

Any competitor that makes a major movement after the "Racers Set" command, or after the third beep will be assessed a false start.

The second false start, in the competition, for the same discipline, will disqualify the competitor, for the current round.

5.5 Finish Procedure

The heat is finished when the competitor crosses the finish line, in contact with their board and all safety gear.

5.5.1 Timing for Qualifying

In qualifying, the time is started when the timing system is triggered, or if using manual timing, when the starter verbally announces the start.

For qualifying, the end time will be used when the timing system is triggered. Timing can only be used if there is a way for the finish line to be automatically triggered when the competitor crosses the finish line.

Timing can be used during racing, but the time itself cannot be used to determine the winner.

5.5.2 Ranking at the Finish Line

Skateboard and Inline: Ranking in each heat is determined by the forward most part of the forward most wheel that crosses the finish line.

Street Luge and Classic Luge: Ranking in each heat is determined by the first part of the body or the board that crosses the finish line.

A finish line camera, if used, will be the final arbiter, as transponders are not necessarily fast enough.

5.5.3 Ties

If there is a tie before the final rounds, ties will be broken by qualifying times.

Ties in the final round will not be broken, and the competitors will receive the same rank.

5.5.4 Final Rankings of those that don't advance

If the losers bracket is not raced, then the competitors that don't advance, in a heat, outside of the final round, their final placement will be grouped with others with the same finish in that round, ordered by their qualifying time. For example, in a four person heat, all third place finishes of the given round will be grouped, followed by all fourth place finishers, followed by any that failed to finish, followed by any that are disqualified, followed by any that failed to start.

If the losers bracket, or some other run off is performed, then the results of that racing will determine the final ranking.

5.5.5 DNF and DNS

5.5.5.1 Ranking of Competitors that Did Not Finish (DNF)

In a case where more than one competitor receives a DNF, the competitors will be ranked, in the heat, based on how far down the course they traveled. If a DNF competitor ranks high enough to transfer, the competitor will advance to the next round. For final rankings, DNF competitors will be ranked behind all other finishers for that round.

5.5.5.2 Ranking of Competitors that were Disqualified (DQ)

Competitors that are disqualified (DQ) will not be ranked in that heat and will not advance to the next round. For final rankings DQ competitors will be grouped with other DQed racers, ordered by qualifying time, and placed after all other finishers and DNFs for that round.

5.5.5.3 Ranking of Competitors that Did Not Start (DNS)

Competitors that did not start (DNS) will not be ranked in that heat and will not advance to the next round. For final rankings, DNS competitors will be ranked behind all other finishers, DNFs, and DQs for that round.

5.5.6 Force Majeure

If the racing can not start, rankings will be based off of qualifying times.

If racing starts, but can not be completed, the rounds that have been completed will stand, while the remaining competitors will be ranked by qualifying time.

5.6 Protests

A competitor who wishes to protest, must protest to a race official, as soon as possible upon the completion of the race heat and before the next round starts.

5.7 Rulings

Rulings will be made, as quick as possible, before the next round by the Chief Steward and staff. Decisions will be final.

5.8 Flags

5.8.1 Green Flags

Green flags signify the course is clear and open for the competitors.

Green flags are mandatory at WDSC events, but not mandatory at other events, although highly recommended.

5.8.2 Yellow Flags

Competitors are urged to use caution, and should not overtake competitors in the upcoming corners. Yellow flag is in effect until the next marshal that is waving a green flag, or no flag in the case that green flags aren't used.

Yellow flags should not be used during the racing portion of the competition. In this case the red flag should be displayed.

5.8.3 Red Flag

There is danger on course. Competitors should come to a stop as soon as it is safe to do so, and proceed cautiously to the next marshal. Danger can include a fallen rider, failed safety system, a vehicle on course, or other safety hazard to the competitors on the course.

Red flags must be displayed when the course is closed to the competitors and is open to vehicular traffic.

6 Racing Rules

6.1 Racing Positions

6.1.1 Skateboard

Competitors must ride with at least a portion of the bottom of one foot on the top of the board. Riding in a supine, prone, sitting, or kneeling position is prohibited.

6.1.2. Street Luge and Classic Luge

Competitors are required to ride in a supine or seated position with feet forward. Riding in a standing, prone, or kneeling position is prohibited.

6.1.3. Inline
Competitors wear boots with wheels attached, therefore any position is allowed as long as one or both boots are on the ground. Although it is permissible to jump if necessary for safety.

It is also permitted to drag a hand on the ground, it isn't permissible to have wheels attached anywhere else, other than in an inline formation on the bottom of the boots.

6.2 Contact
A competitor must, to the best of their ability, avoid any contact with other riders. Accidental contact that benefits the initiating party may result in a penalty.

Competitors who deliberately make contact in an effort to "steal speed" from another competitor will be issued a penalty.

Competitors who deliberately make contact in an effort to benefit another competitor, may be issued a penalty.

6.3 Passing

6.3.1 Lead Competitor
A competitor is considered to be leading another competitor, if at least three quarters of board length is further ahead of the other competitor, heading into a turn. The concept of a lead competitor is between any two riders, and not necessarily the foremost rider of the heat. For Inline both boots must be ahead of the overtaking inliners boots.

A competitor becomes a lead when they have completely passed the other competitor. The lead competitor retains the lead, unless another competitor overtakes, as per 6.3.6.

6.3.2 Right of Line
The lead competitor has the "*Right of Line*". As long as they lead, they may choose any position on the course, providing that the chosen line does not abruptly deviate from the ideal race line from their current position. And they do not interfere with a competitor ahead. Competitors behind may not interfere in any manner except to attempt an overtake in accordance with the rules.

If, due to 6.3.6, no competitor is deemed to be a lead competitor, then no person has a "*Right of Line*."

6.3.3 Definition of "Line"
The "*line*" is defined as a fair and reasonable amount of space on the track in which the rider's body and equipment may be operated in a normal racing fashion. The racing line is what most would consider to be the fastest line from the current position through the next turn.

6.3.4 Beginning of a Turn

The beginning of a turn, or approach to a turn, is defined as the area before a turn that most competitors would consider requires a change of board position or board speed to set up for the turn. The exact position may be different between different disciplines.

6.3.5 Interference caused by Blocking

Interference by blocking can occur by a lead competitor's deviation from the "ideal" race line with the intent to prevent overtaking by another competitor, especially if the deviation is abrupt. If interference is determined to have occurred, the interfering competitor shall be sanctioned.

6.3.6 Overtaking

Overtaking competitors assume the responsibility of avoiding the lead competitor. Once the overtaking competitor has completely passed the former lead competitor, the overtaking competitor can move into the race line of the former lead competitor, as long contact does not take place. The overtaking competitor then becomes the lead competitor.

If an overtaking competitor does not pass the lead competitor, by at least three quarters board length before the next turn, then neither competitor will be considered to be in the lead for the next turn. For Inline this overtaking competitor's boots must completely pass the original lead competitors boots.

6.3.7 Rough Riding

Some contact in close racing is expected. Competitors who purposely spin, block, or cause another competitor to crash will be penalized. A competitor is responsible for their own braking and must avoid transferring speed to another rider by touching or bumping another rider. Overly aggressive, dangerous, or rough riding will not be tolerated. The offending rider will be penalized,

6.3.8 Intentional Contact

Intentional contact between riders is generally forbidden. Limited exceptions may be made for instances in which limited contact is necessary to ensure the safety of competitors without significantly affecting race positions or results.

6.4 Restarting after a Crash

Competitors must re-enter the track as close to where the board landed as possible. Restart procedure must be identical to the start procedure. Skateboarders must restart with one foot on the board and kicking with the other. While street luge and classic restart by sitting on their board, and pushing off with their hands.

The restart must be entirely self-propelled. Using another competitor's equipment, or intentionally interfering with another competitor during their restart is not permitted.

6.5 Protective Position

The protective position starts at the beginning of the final hard turn, if the commonly accepted apex to that turn is approximately 250 meters before the finish line. If an incident

occurs that affects the position of a rider, and another rider is disqualified as a result, then the order of the riders at the time of the incident are considered protected. With the disqualified competitor dropping to the end of the position, and all other riders moving up. If multiple incidents occur, in the protective position zone, the incidents will be handled in order they occurred.

7 Discipline Policy

By participating in an WGSF event, each member acknowledges and agrees to abide by WGSF's rules and procedures, including those related to release and waiver of liabilities and claims. In addition, competitors are responsible for the actions of their families and crew members. All parties involved in WGSF sanctioned competition are expected to conduct themselves in a responsible manner, respecting the rights of others at all times. Participation in WGSF sanctioned activities is a privilege, and all participants understand that violation of WGSF rules and procedures can lead to forfeiture of their competition privileges.

This list is provided as guidance to competitors but does not restrict the WGSF and event officials from invoking penalties for other actions detrimental to the sport that are not specifically contained herein.

7.0.1 Appeals

Any Yellow or Red card can be appealed to the appeals board. The appeals board will consist of the WGSF board and the WGSF Rider's committee. All decisions by the appeals board will be final. Appeals must be acted on in a timely manner.

7.1 Orange Card

An orange card is typically a warning, and potentially disciplined with a small fine.

- Being late or failing to attend mandatory rider meetings.
- Riding in such a manner as to endanger the safety of others.
- Failing to immediately, and safely, to respond to a red flag.
- Failing to obey WGSF or event officials.
- During a race, a competitor must always attempt to succeed. If not, they shall not be allowed to continue the competition and may be penalized.
- Audible obscenities, or visual obscenities heard or seen by the public.

7.2 Yellow Card

Yellow card discipline are more severe violations, potentially resulting in a loss of position, small fines, and potentially suspension from one or more events.

- Receiving two orange cards in the prior 52 weeks.
- Riding in such a manner as to endanger the safety of others.
- Physical violence against WGSF or event officials or other competitors or the public.
- Engaging in any unfair practice, misbehavior or action deemed by the referee or the WGSF to be detrimental to the sport.

7.3 Red Card

Red cards are for serious violations. Disciplinary actions can include disqualification from the current event, large fines, suspension from one or more events, and even permanent disbarment from WGSF. Receiving multiple red cards in a career can potentially lead to disbarment.

- Receiving two yellow cards the prior 52 weeks
- Riding in such a manner as to endanger the safety of others.
- Physical violence against WGSF or event officials or other competitors or the public.
- Any corrupt or fraudulent act, or any action prejudicial to the interests of the event or of the sort, carried out by a person or WGSF member during an event.

8 Points

Points will be given to each competitor's final position based on the following tables. Points for CT will only be awarded if half or more of the selected riders compete, in at least the time qualifications.

Selected riders for CT are 32 for Skateboard, 16 for Street Luge, 8 for Women's Skateboard, and 4 for Women's Luge.

8.1 Qualifier Series Points

Position	Points	Position	Points
1	100	33	8
2	86	34	8
3	75	35	8
4	66	36	8
5	59	37	8
6	53	38	8
7	48	39	8
8	44	40	8
9	41	41	8
10	39	42	8
11	37	43	8
12	35	44	8
13	33	45	8
14	31	46	8
15	29	47	8
16	27	48	8

17	25	49	6
18	24	50	6
19	23	51	6
20	22	52	6
21	21	53	6
22	20	54	6
23	19	55	6
24	18	56	6
25	17	57	6
26	16	58	6
27	15	59	6
28	14	60	6
29	13	61	6
30	12	62	6
31	11	63	6
32	10	64	6

Positions after 65 through 94 will receive 4 points, 95 through 128 will receive 2 points, and all other competitors will receive one.

8.2 WDSC CT Points

Position	Points
1	100
2	86
3	75
4	66
5	59
6	53
7	48
8	44
9	41
10	39
11	37
12	35
13	33

14	31
15	29
16	27
17	25
18	24
19	23
20	22
21	21
22	20
23	19
24	18
25	17
26	16
27	15
28	14
29	13
30	12
31	11
32	10

8.3 Race Requirements for Points

The points for the QS and CT series will be a summation of the best results from the following number of races. Points from the extra races will be dropped.

	Maximum Number of Races
CT Skateboard	4
CT Street Luge	3
CT Women's Skateboard	2
CT Women's Street Luge	2
QS Skateboard	3
QS Street Luge	3
QS Women's Skateboard	2

QS Women's Street Luge	2
Inline	3

8.4 Tie Breakers

End of season rankings will not use tie breakers for the final season rankings, except to quantify the top three positions. The following tie breakers will be used, using only the races that are used for a racers final total tally.

1. Compare head to head race results.
2. If still tied, or undetermined, assign points based on qualifying position, tallied the same way as the series tally.
3. If still tied, or undetermined, compare the total number of competitors, with the winner facing the most competitors
4. If still tied, or undetermined, compare head to head qualifying positions.
5. If still tied, or undetermined, compare head to head qualifying times with the winner having the largest time delta.
6. If still tied, or undetermined, compare the time delta between each competitor and the next place qualifier, the largest delta wins.