



INDIA SKATE

OTHER GAMES TECHNICAL COMMITTEE GENERAL REGULATIONS REGULATIONS /2019

ROLLER SKATING FEDERATION OF INDIA®

भारतीय रोलर स्केटिंग महासंघ

भारत सरकार द्वारा मान्यता प्राप्त : RECOGNISED BY THE GOVERNMENT OF INDIA
A 695, Shastri Nagar, New Delhi-110052. (India) | www.indiaskate.com

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Roller Skating Federation of India (R.S.F.I) is the governing body for skateboarding and roller sports in India.

The Roller Skating Federation of India (R.S.F.I) registered in 1955, is affiliated with World Skate (World Parent body of Roller Skating) since 1971. R.S.F.I is founder member of the Asian body World Skate Asia(In 1978).Roller Skating Federation of India was accorded recognition by the Government of India since September 1990 followed by recognition by the Indian Olympic Association.

RSFI has so far conducted 56 National Championships in all age groups & disciplines. National Championships are conducted for all age groups, cadet, Sub Juniors, Juniors ,Seniors, Masters(Male & female) for disciplines i.e. Skateboarding, Artistic Skating, Speed Skating, Inline Freestyle, Roller Freestyle, Roller Hockey, Inline Hockey, Inline Downhill, Inline Alpine, Roller Derby & Roller Scooter.

Roller Skating is a part of All India University Games, SGFI Nationals, CBSE Nationals, KV Nationals and ICSE Nationals.

Indian Team is overall 2nd in Asia. Meanwhile Roller Skating was included in the 1992 Olympic Games as a demonstration event and as a medal event in the 42nd National Games held in Andhra Pradesh in 2002 and as a medal event in the 16th Asian Games 2010 in Guangzhou, 3rd beach asian games 2012 in China, World University Games 2017 in Taiwan, 18th Asian games 2018 held at Indonesia and Youth Olympic Games 2018 at Argentina. Roller Sports event "Skateboarding" is included in the 2020 Tokyo Olympics Games.

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Preface

It is with a great pleasure that we present before you the new Other Games Technical Committee (OGTC) General Regulations for the year 2019.

According to the WORLD SKATE and RSFI Statutes, the Other Games Technical Committee amends these regulations and they are applicable starting from 1st April 2019.

- SKATEBOARDING
- INLINE FREESTYE
- DOWNHILL
- INLINE ALPINE
- ROLLER FREESTYLE
- ROLLER DERBY

ADESH P SINGH
Chairman Other Games
Technical Committee
Roller Skating Federation of India

NARESH KUMAR SHARMA
General Secretary
Roller Skating Federation of India

SKATEBOARDING

EVENTS:

- STREET
- PARK (Proposed 2021)

Skateboard

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

STREET DISCIPLINE

Competition format

The Street competition comprises 3 rounds: Qualifiers, Prelims/Semi Finals and Finals.

Qualifiers : A qualifiers phase must be run for events with more than 20 registered athletes. In the qualifiers, skaters will compete in heats of up to 7 skaters, in a best of two 60 seconds runs contest format. In case of a running order comprising more than 60 athletes, if both Contest Director and Head Judge agree, qualifiers may be run in a. Heats of 9, 3 skater 3 minutes jam session format. The first 20 skaters from the qualifier ranking of the heats will progress to the prelims.

JUDGING

Both of the runs, and each of the five tricks, are judged by judges who will use a 0-10.0 points scale. The highest and lowest judges' scores for each run or trick are dropped, and the remaining three scores are averaged to give a score for each run and each trick (seven scores).

Qualifiers:

Skater's will be given a single jam session score based on overall impression. The highest and lowest scores for each rider's jam session performance are dropped, and the remaining three scores are averaged to two decimal places. The score will be used to rank skaters. Scores will not be published until completion of all heats.

Quarter Finals, Semi-Finals, and Finals:

Both of the runs, and each of the five tricks, are judged by judges who will use a 0-10.0 points scale. The highest and lowest judges' scores for each run or trick are dropped, and the remaining three scores are averaged to give a score for each run and each trick (seven scores). The best four scores from all seven attempts (runs



and individual trick sections) will be added to establish the skater's 'overall' score from that round.

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

Performance will be evaluated, and scores assigned against the capabilities of the divisional field of competitors.

Bails during trick section of the competition

- Bailed tricks are scored as a "0" in the Trick Section
- Bails are designated at the discretion of the head judge
- Dragging toes or putting hands down will be scored as a make if momentum is maintained and carried forward, however resulting score will be significantly lower than a properly executed trick
- A manual trick attempt in which a skater drags the nose or tail, or touches all 4 wheels but still rides away, will be counted as landing whatever trick was done into the manual. Bails during run section of the competition
- Bails during the Run Section Athlete's run will be factored into the overall score of the run. There are no fixed-point deduction criteria for bails during a run.
- There is not a bail limit during each run. All skaters are encouraged to skate for the entire 60 seconds

Repeating the same trick

Run Section

A trick can be repeated; however, repeating a trick within the same run will be seen as lacking "originality" and will typically lower the score for that run.

Trick Section

Repeating tricks that were performed within Run Section runs is allowed in the Trick Section of the competition. Repeating already landed tricks, within Trick Section of the competition, is allowed but not encouraged. Judges will use the following protocol for scoring repeated tricks:

- If the first trick is not perfectly executed and the skater wants to redo for a higher score and the next attempt is perfect, then the second score will be better than for the first attempt.
- Repeated tricks, if executed at a lower level than current best attempt of that trick, will receive a lower score
- Repeating the same trick executed in the same way will result in a progressive lower score. Decreased points being steeper on each one.



PARK DISCIPLINE

Competition format

The Park competition comprises 3 rounds: Qualifiers, Prelims/Semi Finals and Finals. In the qualifiers, skaters will first compete in heats of up to 6 skaters. The first 20 skaters from the combined ranking of the heats will progress to the prelims. In case of a running order comprising more than 80 athletes, if both Contest Director and Head Judge agree, qualifiers may be run in a 3 skater jam session format.

In the prelims, the 20 skaters will compete in 4 heats of 5 skaters. The first 8 skaters from the combined ranking of the heats will progress to the finals.

In each round, the skaters will compete for the best of three or four runs ranging from 40 to 60 seconds depending on skate park size or layout.

JUDGING

The judging panel will use the below criteria to formulate a single score based on overall impression of a skater's performance within the parameters of the competition.

Judging Criteria (in order of priority)

- Difficulty
- Trick Performed
- Obstacle Selection
- Execution
- Quality of Execution
- Style
- Fluidity / Power / Aggression / Aesthetics
- Speed
- Height / Distance
- Quality of Landing
- Use of Course
- Variety of Tricks

A higher number of tricks will not necessarily result in a higher score as the value of difficulty and execution are more important in formulating an overall impression score

- Variety of Obstacles
- Flow
- Consistency



While consistency and runs without any bails are a key factor in any high-level skateboarding performance, consistency alone will not be enough to win a competition as the value of difficulty, execution, and use of course are more important in formulating an overall impression score

Judging scale

The judges will use a 0-100.00 points scale. The highest and lowest scores for each run

are dropped, and the remaining three scores are averaged to two decimal places.

DNS = Did not start

0 - 49 points = Low level of criteria met

50 - 79 points = Medium level of criteria met

80 - 100 = High level of criteria met places.

TIMEKEEPING

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

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

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

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

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



INLINE FREESTYLE

EVENTS:

- SPEED SLALOM
- CLASSIC FREESTYLE SLALOM
- PAIR SLALOM (Proposed 2020)
- BATTLE SLALOM (Proposed 2020)

SPEED SLALOM

Competitors skate through a line of cones as fast as possible on one foot.

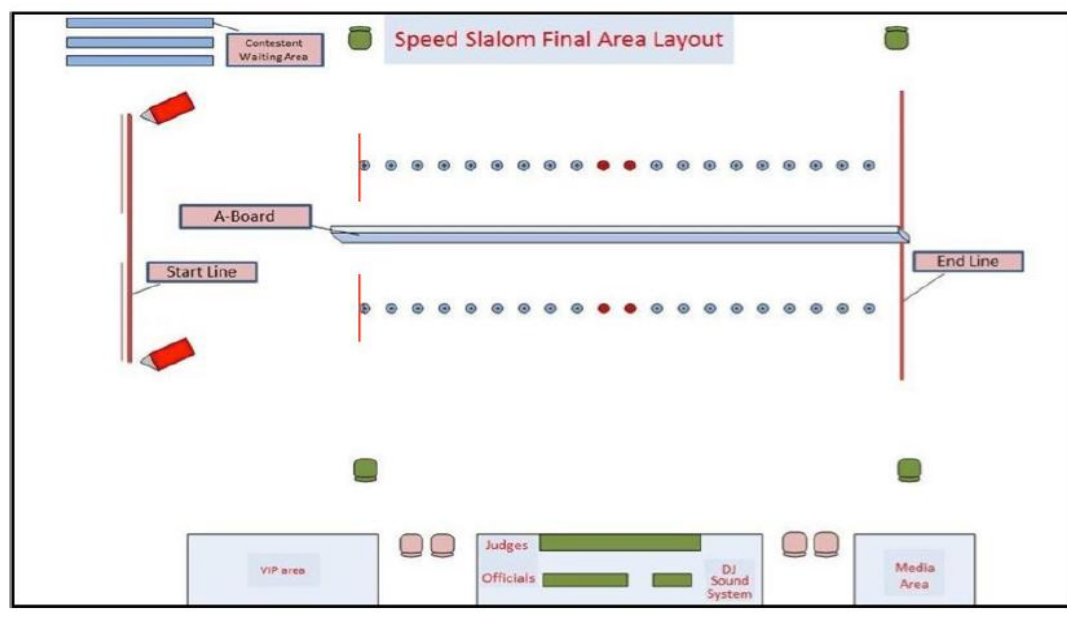
There are 2 lines of 20 cones, spaced at 80 cm intervals. The cone lines are placed 3 meters apart. There must be a divider placed at equal distance between the 2 cone lines with a minimum length of 15.2 m, and height between 15 and 20cm.

There are 2 parallel start lines, placed 40 cm apart. Each skater starting point is marked by a 2 m wide box (See Figure 5). The first cone is placed 12 m away from the closest start line. The end line is placed 80 cm from the last cone (See Figures 4 & 5). The total length of each cone line is calculated as: $12 + (19 \times 0.8) + 0.8 = 28\text{m}$

Electronic chronometer must be used for both qualifying rounds and final rounds.

During qualifying rounds, the start line gate sensors must be set 40cm (+/- 2cm) above ground and finish line gate sensors also must be set 20cm (+/- 2cm) above ground.

During the final rounds, there is no start line gate sensor and the finish line gate sensors must be set 20cm (+/- 2cm) above ground.



Speed Slalom is structured in two phases: A qualifying phase, based on individual time trials, and a final phase (KO Systems), based on grouping for the knockout. In India we are currently having only the qualifying phase from which we get the results by marking the best run. But soon we will be starting with the KO System as well.

Entering the cone line:

A line, perpendicular to the cones and level with the front edge of the first cone, marks the end of the speed-up area and the beginning of the slaloming area.

Skaters must enter the cone line on one foot.

End Line

Skaters must cross the end line with their supporting foot with at least one wheel touching the ground.

PENALTY

•If a skater is not on one foot when entering the cone line, the first cone is considered a missed cone and they will be given a first cone penalty. If a skater is not on one foot when passing the second cone, they will be given a missed cone penalty in addition to the first cone penalty. If a skater is not on one foot when passing the third cone, the

run will be void and no time will be given.

•If a skater changes foot or if their free foot touches the ground before the end line, their run will be void and no time will be given.

•If the end line is not crossed at first by the supporting foot, the run will be void and no time will be given. It is forbidden to jump over the end line. If so, the run will be void and no time will be given. It's allowed to jump before the end line if skater landed before the finish line.

•A penalty of +0.2 sec for each missed and kicked cone will be added to the skater's time. A cone for which the marking centre is revealed is considered a kicked cone and a +0.2 sec penalty will be added to the skater's time.

•If a skater has more than 4 cone penalties, his run will be void and no time will be given. For small scale competitions, the number of cone penalties leading to the run's disqualification is at the discretion of the head judge.

CLASSIC FREESTYLE SLALOM

Skaters prepare a choreographed run to the music of their choice, which they perform in a specified allowed time at the competition.

There are 3 cone lines, with 2 meter between each line.

The line order is, starting with the line closest to the judges: 50 cm, 80cm and 120 cm.

The cone lines for 50 cm and 80 cm consist of 20 cones. The cone line for 120 cm is only 14 cones. The centre of each line must be aligned with the judges' table.



The timing for Classic Freestyle Slalom is 105-120 sec (1 min 45 sec - 2 min).

The timing begins when the music starts. The music starts when the skater is ready. The performance ends when the skater indicates that they are finished or when the music stops.

Skaters must perform in all 3-cone lines of 50 cm, 80 cm, 120 cm and cross every cone interval.

It's strictly forbidden to use racist, political, violent or rude songs or songs that appeals to such things. Skater who violates this will be punished by disciplinary action (losing points, losing ranks, disqualification, financial penalty). Also, if any complaints received after the competition from third parties, same disciplinary actions could be taken against the skater.

The final result of a skater's performance for Classic Freestyle Slalom is based on two types of grading structure: Technique score and Artistic score. The Artistic scoring is partly dependent on technical skill level.

Technique Grading

Technique score is based on the following:

- Difficulty of slalom trick** (See Trick Matrix Appendix B). The Technical score is also affected by the "freestyle footwork" performed by a skater. The difficulty, speed and variety of movements performed will lead to a higher technical mark. Basic or simple freestyle footwork will lead to a decrease of the Technical mark. Tricks levels (from Matrix) are mandatory to be followed by Judges in case the tricks are performed a proper way - average speed, 80cm cones line, min 4 cones or 3 turns for spinning moves.

- Variety:** Skaters are encouraged to perform and integrate a variety of slalom tricks that include sitting, spinning, wheeling and other tricks, etc.

- The minimum number of validated tricks for the performance is 8 (in different families and in any proportions), if the skater performs less tricks (or less than 8 successfully performed tricks) - he will be penalised by Judge in Variety mark of Technique.

- Continuity:** Tricks should be blended to allow the competitor to move continuously.

- Speed and rhythm:** The speed of the skater's slalom affects the technical difficulty of their slalom. Controlled changes in speed indicate good control of the tricks performed.

Artistic Grading

Judges reflects in the Artistic score the "Show" performed by the Skater. Personal ability to make a complete performance with a good combination of body movements (dance elements), freestyle, music, power. All this details should be combined in a common way and have some logic. The Artistic score should follow the guideline range of: Technique score ± 10 , and is based on the following:

- Body Performance:**

Skaters should show ability to blend body movement into their skating. Skaters should pay attention to their arms, head and body when slaloming.

- Music Expression:**

The choice of music should complement, and be consistent with, the skater's skating style. The performance should be choreographed with the music tempo to express the mood, rhythm and speed of the music. Tricks done in time with the rhythm of the music also demonstrate achievement.

- Trick Management:**

This criterion is about the placement of tricks within both the music and the cone lines. The choreography should match the breaks and changes in the music. Skaters are also encouraged to place challenging tricks within a line of cones and not only at the ends. All aspects of the performance should be conducted inside the cone lines. The Trick Management score will be reduced if a skater spends too much time outside of the cone lines.



SCORE

The maximum score for the Classic Freestyle Slalom competition is 130 points. There are 2 components to this grading. The Technique score is from 10 to 60 points and the Artistic score is from 0 to 70 points. The final score is rounded off to the nearest decimal to determine the final result.

Trick Standard Rating and General Requirements

- The trick standard rating is a base mark for the judges to determine the skater's ability in mastering the trick. It assumes that tricks are performed with smoothness and speed on an 80 cm cone line, as the average execution context.
- The tricks should be executed over a minimum of 4 cones, or 3 spinning rotations.
- Transitions, switching foot or changing directions from one trick to another trick of the same or different family are allowed. However, the transition should be done without pause.
- Tricks and transitions should be done by the skater clearly and precisely. If a judge has any doubts about trick execution (quality of trick, tapping, number of cones or spins, touching the ground during the jumps, losing trajectory etc) - they will not validate the trick or transition and count only the part which was correctly performed

Trick Families and Specific Requirements

- Sitting tricks: The skater should be in a squatting position, with their waist below knee level, at all time when performing on the cones.
- Jumping tricks: The skater's feet should leave the floor
- Spinning tricks: The skater should have at least one wheel touching the ground when spinning, and remain inside the line during the rotation.
- Wheeling tricks: Tricks that are done in a forward direction, whether frontwards or backwards, and inside the cone line, with only one wheel touching the ground.
- Other tricks: Do not include sitting, jumping, spinning and wheeling tricks.

Penalty Grading

| FAIL TYPE | PENALTY POINT | DESCRIPTION |
|--------------------------|---------------|--|
| Falling | 2 | Light fall that does not affect the performance. |
| Impact Falling | 5 | Heavy fall on the ground. |
| Performance Time | 10 | Performance ending before or after allowed time range (105-120 sec). |
| Performance Interruption | 5 | Performance interrupted by the skater. Discretion of head judge. |
| Moved Cones | 0.5 | For each moved (or kicked) cone |
| Missed Intervals | 5 | For more than 5 missed intervals |
| Loss of Clothing | 2 | Clothing, including glasses, falling off |
| Clothing Prop | DQ | Using clothing as prop |
| Music Penalty | 10 | Music submitted after the deadline |



DOWNHILL

EVENTS:

- **DOWNHILL TIME TRIAL**

In this kind of competition a single rider, (riders go down one by one) must cover the race track in the shortest possible time. The best time set by each rider in one of the multiple attempts (runs),

decides the final ranking. Normally each rider has two runs, the best of which counts for the final ranking.

- **Approved Course**

A downhill course that complies with the IIDA guidelines must be between 1000 and 3500m long and shall consist of a section of an asphalt or concrete road in good condition with a surface smooth

enough to be suitable for top level inline skating. Possible dangerous spots shall be detected by the Race Office (race director or organizing committee) and marked on the asphalt, in order to be clearly visible by the riders whilst during pre race inspection and during high speed riding.

These spots shall be pointed out to the riders during the riders' meeting (or pre-race briefing).

The recommended average incline of the course is 8%-12%.

The starting line consists of a white line on the surface of the racetrack at least 5 centimetres wide. The start has to be marked with a starting-box and/or with a start ramp (the use of a start ramp shall

be authorized prior to the race by the IIDA Board of Directors and the ramp itself approved by the IIDA Board of Directors). The finishing-line is defined as a white line on the surface of the racetrack

at least 5 centimetres wide. It is advised that the finish line is marked with banners and/or with a finishing-arch.



INLINE ALPINE

EVENTS:

- **SLALOM**

Technical Specifications

A slalom gate consists of a tilt-pole with a fixation-system.

The distance from pole to pole may not be less than 3m and not more than 8m.

Not less than 30 gates and not more than 60 gates in 2 different colors

Slalom must consist of horizontal (open) and vertical (blind) gates.

Must feature one at minimum and three at maximum vertical combinations, consisting of three or four gates. When possible 1-3 hairpin combinations.

The track must have a grade of 6% up to 15%

The track should be about 5m broad.

Avoidance of monotonous series of standardized combination of gates. Gates that force the competitors to abrupt braking should be avoided. They interfere the fluent driving without any difficulties that a modern slalom track contains. It is considered best to place a gate, which allows the competitors to pass the following combination controlled, in front of the difficult combination. It is not advantageous to place difficult combinations of gates at the start or at the end of the track. The last gates shall be so fast so that the competitors can pass the finish line very fast. The final gate is not placed too close to the finish line. It directs the competitor to the middle area of the finish line. The last gate should be set so that the risk of gate faults minimized. The track must be prepared for race 1.5 hours before the official start.



ROLLER FREESTYLE

EVENTS:

ROLLER FREESTYLE PARK.

ROLLER DERBY

International Rules of Roller Derby

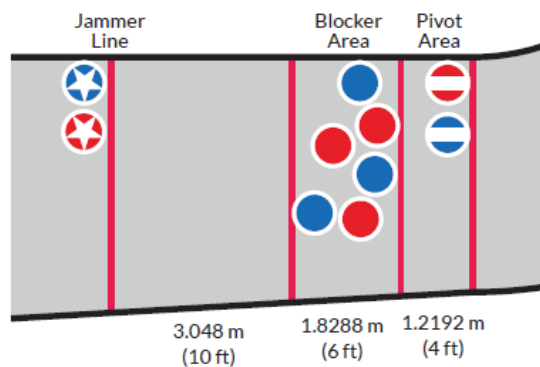
Quick Reference

The Jam

Jams start with a single whistle and last a maximum of ninety (90) seconds. Breaks between jams last thirty (30) seconds.

Prior to the start of a jam, pivots must be within the Pivot Area, blockers must be within the Blocker Area and jammers must be behind the Jammer Line.

Players out of compliance at the start of the jam are excluded and waved off the track for the duration of the jam. No penalty is given to excluded players.



Penalties

All penalties carry a thirty (30) seconds trip to the box. No impact, no penalty is used for blocking penalties. After seven (7) penalties during a game, a player fouls out.

Direction of Play / Continuous Motion

During the jam, all players must continuously skate in a counterclockwise direction, clockwise is not permitted. Players can skate facing any direction as long as their movement is still counterclockwise.

Coming to a complete stop is not allowed unless the player is out-of-bounds or out-of-play in front of the Pack, in which case they must restart forward motion when they are again within proximity from the Pack.

Momentarily stopping is only allowed while changing direction, recovering from a block or avoiding a collision.

Scorer and Lead Scorer

Jammers gain scorer status once they legally complete their initial pass and "emerge" from the pack. They emerge when they are 10 feet ahead of the foremost blocker in the pack.

Pivots can "break" from the pack and gain scorer status if they are part of the pack and the opposing jammer already gained scorer status. If a pivot breaks, her/his team's jammer becomes a blocker for the remaining of the jam. No players should remove their helmet cover during play.

The first jammer to emerge will be declared lead scorer, but the lead status may change at any time if the lead scorer is legally passed by the other scorer or if the lead scorer is sent to the penalty box.

A jammer does not have to be on the track in order for her/his pivot to become scorer.

Calling Off the Jam

Lead scorers have the right to call off the jam, but they must first pass at least one opposing Blocker (during the first scoring pass) and must be in the upright skating position and in bounds to do so.

Cutting the Track

Players who are hit out of bounds must re-enter without improving their position relative to where they left the pack.

Players who improve their position after re-entering will receive a warning and must exit the track and then slow down or stop in order to yield to all players in the Pack before re-entering. No penalty is given.

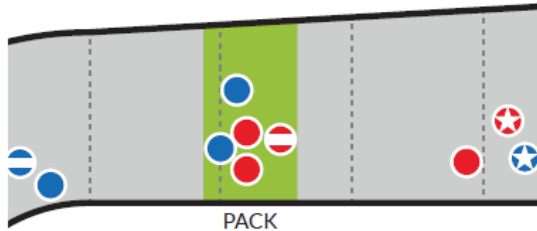
Scorers who cut an opposing scorer while not in the Pack will receive the same warning and must yield to the scorer who they cut in the first place.

Jammer or Pivot Penalized

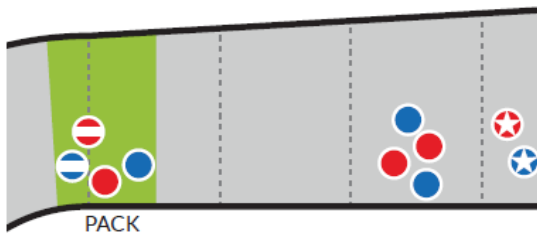
Penalty box seats are not designated for scorers. Penalties are assigned to the individual, not to the position, so jammers and pivots on or on the way to the box at the end of a jam remove their helmet covers and serve their penalty as blockers while their team can field a jammer and a pivot.

Pack Definition

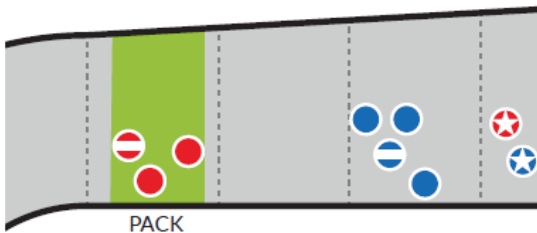
The pack is the largest group of blockers when the group comprises players of both teams in proximity (10 feet) to one another.



If there is no group that is larger than the others, the group most forward on the track is the pack.



If two or more groups exclusively comprise players from the same team, the pack is the group most forward on the track.



Basically, there is always a pack and the advantage is given to the team who controls the front. If an entire team slows down, the other team will become the pack and they will not be able to block.

Rosters

Teams must have at least eight (8) players and at most fifteen (15) players on their game roster.

Overtime Play

If a game ends with a tie during regular play, there will be a five (5) minute overtime period. Teams get an extra timeout but penalties are not reset. If the game is still tied after the overtime period, there will be ninety (90) seconds post-overtime jams until one of the teams win. Penalties are carried over during post-overtime jams. The rules of the game do not change during the overtime period or the post-overtime jams.

Official Reviews

Teams may request the review of a particular call made by an Official during the preceding jam. Teams must have at least one (1) available timeout in order to request an official review, which lasts at least ninety (90) seconds. During the review, the teams conference with the Head Referee, who then may separately talk with other Officials to investigate the grievance and determine merit.

The Head Referee will announce a final decision based on the review and may make the proper adjustments based on such decision.

If the call in question is upheld or the points challenged remain unchanged, the requesting team will lose their team timeout. If the challenge results in a call being overturned or in points being altered due to the review, the requesting team will retain the same number of team timeouts as before the Official Review was requested.

Approved by the World Skate Roller Derby Technical Commission

Valid as of January 1, 2018

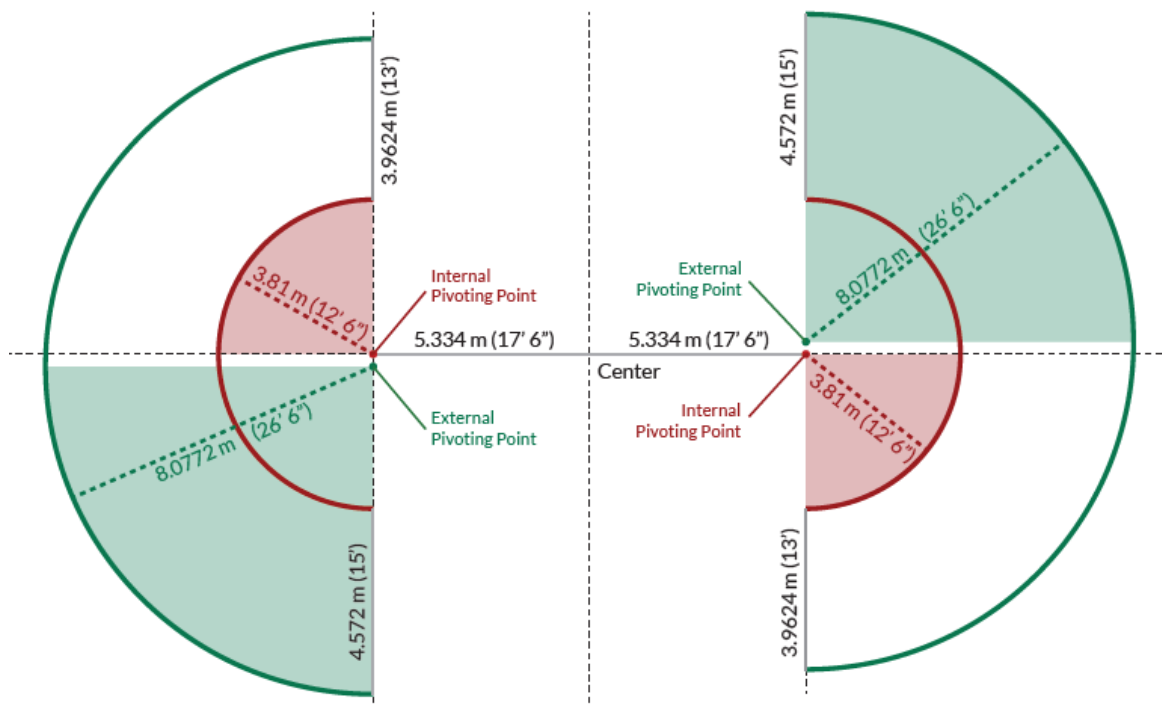
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OFFICIAL TRACK SETUP GUIDELINES

These guidelines are provided to assist interpretation, the text in the International Rules of Roller Derby acts as the definitive specification.

Turns

1. Identify the center of the surface where you will be setting the track.
2. From the center of the track surface, measure 5.334 m (17.5 ft) lengthwise along the center line in both directions and mark the two internal pivoting points. From one of those internal pivoting points, move perpendicularly to the left facing away from the center and measure 30.481 cm (1 ft) to mark the first external pivoting point. Repeat at the opposite internal pivoting point to mark the second external pivoting point.
3. Tether your marking device to each internal pivoting point, move 3.81 m (12.5 ft) perpendicular to the center line and draw a semi-circle which defines the internal turns.
4. Tether your marking device to each external pivot point, move 8.0772 m (26.5 ft) perpendicular to the center line and draw a semi-circle.

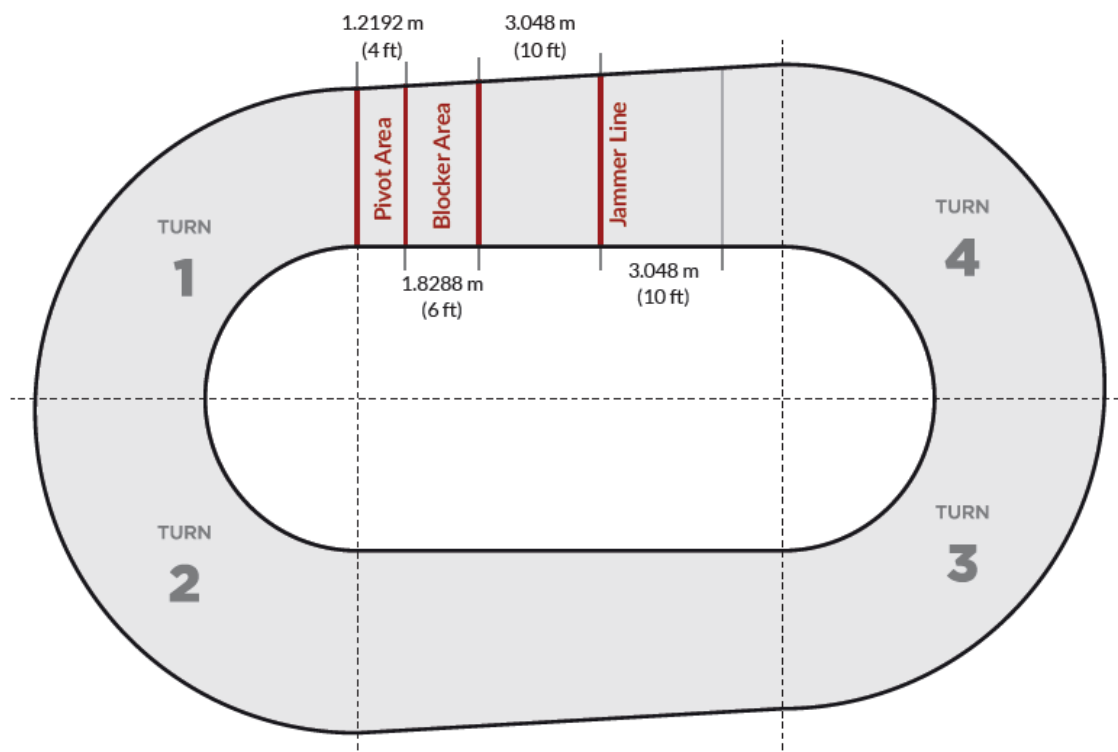


Straightaways

1. Connect the endpoints of each side of the small semi-circles to create the straightaways and complete the internal boundary.
2. Connect the endpoints of each side of the large semi-circles to create the straightaways and complete the external boundary.

Starting Areas

1. Select one of the narrow turns to place the starting areas, this will be turn 1.
2. Connect the endpoints of the internal and external semi-circles at turn 1 to draw the front line of the Pivot Area.
3. Measure 1.2192 m (4 ft) down the internal boundary on the straightaway to draw the back line of the Pivot Area, which is also the front line of the Blocker Area.
4. Measure 1.8288 m (6 ft) down the internal boundary on the straightaway to draw the back line of the Blocker Area.
5. Continue down the internal boundary and measure 3.048 m (10 ft) to draw the Jammer line.
6. Continue down the internal boundary and measure 3.048 m (10 ft) to draw a track line that will assist with false starts.

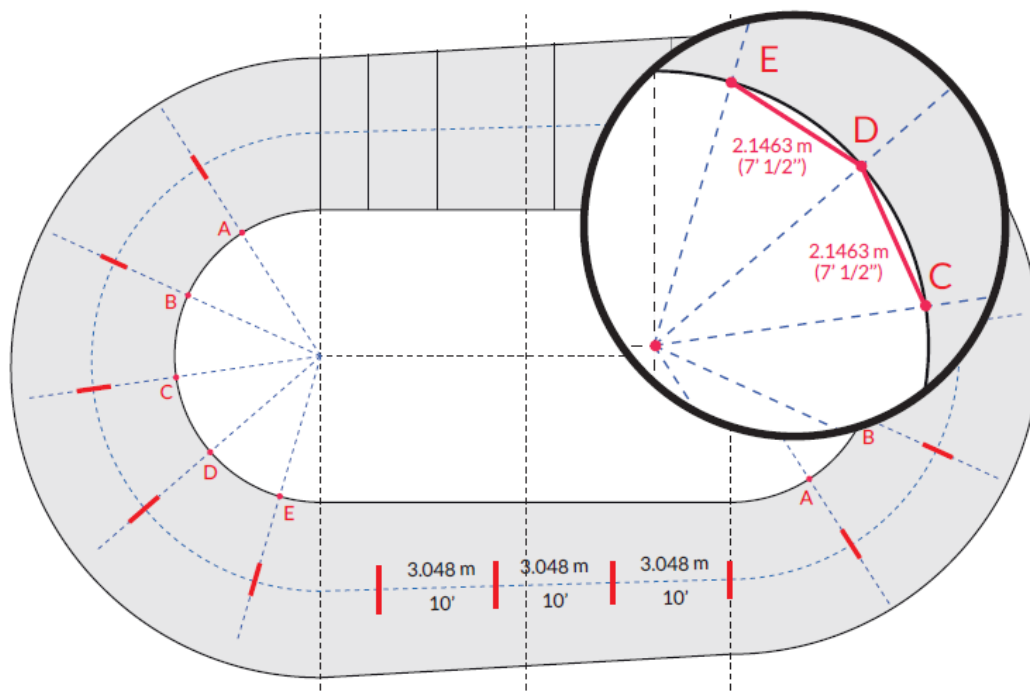


Track Lines

Track lines are optional but recommended as a way to assist the Referees in assessing proximity. These lines may go all the way across the track or may be marked only at the middle of the track. If track lines are marked, they must be at least 30.96 cm (2 ft) long.

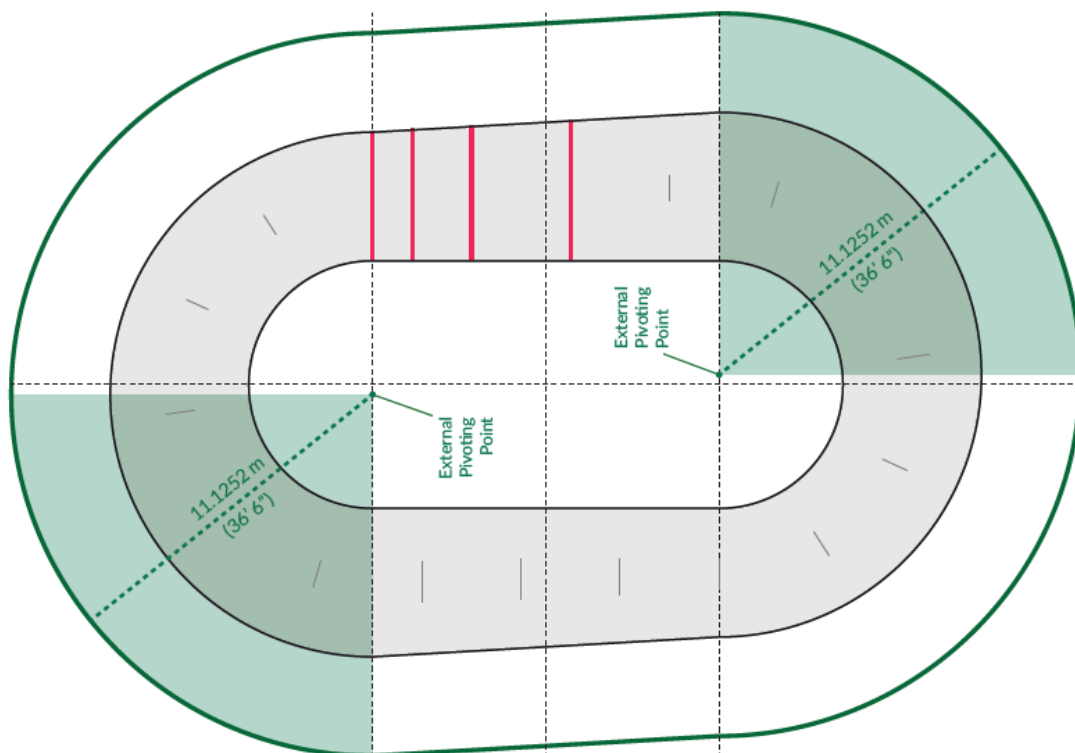
Follow these steps to create the track lines:

1. Reference the endpoints of the internal and external semi-circles at turn 3 to draw a track line.
2. Measure 3.048 m (10 ft) down the internal straightaway to draw the next track line.
3. Repeat two more times to have a total of four track lines on the straightaway.
4. From the internal boundary of the Pivot Line, measure 2.1463 m (7 ft 1/2in) in a straight line to where it intersects with the internal semi-circle. Mark this intersection (A) and extend a line from the internal pivoting point across it and continuing all the way across the track. Use this to mark a track line across the track or in the middle.
5. From previous intersection (A), measure 2.1463 m (7 ft 1/2in) in a straight line until it intersects with the internal semi-circle. Mark this intersection (B) and extend a line from the internal pivoting point across it and continuing all the way across the track. Use this to mark a track line across the track or in the middle.
6. Repeat 3 more times, finding intersections (C, D and E) along the internal semi-circle.
7. Repeat steps 4-6 on the other side of the track starting with mark A at turn 3 and working your way to mark E at turn 4.



Safety Area

1. Tether your marking device to one of the external pivoting point, move 11.1252 m (36.5 ft) perpendicular to the center line and draw a semi-circle.
2. Tether your marking device to the other external pivoting point, move 11.1252 m (36.5 ft) perpendicular to the center line and draw a semi-circle.
3. Connect the endpoints of each semi-circle to complete the edge of the safety area.



**OFFICIAL TRACK SETUP
FINAL DESIGN**

