~~2019~~ 2026 Competition Rulebook

International Unicycling Federation

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Prepared by the IUF Rulebook Committee.

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Part 1

General Rules and Definitions

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1A General

1A.1 Scope of Rules

This rulebook is intended to govern all unicycle competition sanctioned by the International Unicycling Federation, and can be used as a guideline for other competitions.

1A.1.1 Unicon

All IUF Unicons (International Unicycling Conventions) must abide exclusively by these rules. Further rules may be added to cover specific situations, but they may not override the IUF rules without prior approval by the IUF Board of Directors. All additional rules must be published well in advance of international competition, and published together with registration forms.

1A.1.2 Other Uses for These Rules

National or local unicycling organizations may have their own rules. Though they may use IUF rules as a basis for their own rules, in national or local competitions, those rules can no longer be called IUF rules. To get proper results for Unicon qualification it is needed to follow the IUF Rulebook as described above.

Any national organization that wishes to get its modified rules approved by the IUF for a national competition must submit a proposal to the IUF Board of Directors at least 90 days before the start of the given event. If approved, the national competition can still be recognized as an official IUF event.

To host an "official IUF event" means that the results of this event are comparable with results from other official IUF events and can count for possible qualification restrictions. Rules, which are approved for use at a national or local competition by the IUF Board to be used, must not be referred to as IUF rules to prevent confusion for the riders.

1A.2 How to Use This Rulebook

This IUF Rulebook is organized by discipline. Each chapter includes a overview, competitor rules, officials rules, and organizer rules. Additionally, Chapter 1 covers general rules, not tied to a particular event.

How you approach the information in this rulebook will depend on what role you play. The information has been organized with a goal toward separating rules by role, so that you can safely ignore sections that do not pertain to you. For example, if you are only interested in muni as a competitor, you can ignore other chapters and you can mostly ignore the officials and organizer rules within the muni chapter.

The following table gives some guidance for what information you need for various roles:

Role	**Applicable Sections**
Competitor	Chapter 1 and the overview and competitor rules for your events
Official	Chapter 1 and the overview, competitor rules, and officials rules for the event you will officiate
Event director	Chapter 1 and all sections of the chapter for your event
Host	All sections of the Rulebook and the current IUF World Record Guidelines

1A.3 How the Rulebook is Updated

This Rulebook should be updated after every Unicon. This is meant to be the only time that changes to the Rulebook are made, although exceptions are possible in extraordinary cases.

Updating the Rulebook is the responsibility of the IUF Rulebook Chair, who will head the Rulebook Committee, but may optionally name one or more sub-committees, e.g. for various Rulebook Chapters. The Rulebook Committee will officially start meeting at the close of the Unicon, though the Chairperson can open it before, to take advantage of having so many persons physically together.

The Rulebook Committee voting time frame and official members of the Rulebook Committee will be determined by the IUF Rulebook Committee Chair and the IUF Board of Directors. The Committee should strive to finish their business and make their specific proposals to the IUF Board within three months of the close of the Unicon. If they need more time, they may ask the IUF President for a time extension. The IUF President is responsible for making sure that the Rulebook committee stays focused and on schedule.

Anyone may submit a potential change to IUF Rulebook at any time through `https://unicycling.org/contact/`. These will not be official proposals, but suggestions for potential topics during the next Rulebook session.

1A.4 World Champions

~~The Male and Female winners of~~

1. For each individual event ~~at Unicon are the World Champions for that event. There is no age limit to winning the overall title.~~

   ~~Age group winners can use the title 'Age-Group Winner', and the term 'World Champions ' generally refers to winners of Overall, Finals or Expert class.~~

   ~~Winners in the Expert category of each eventat Unicon are the World Champions. In the individual events, separate titles are awarded for male and female.Winners in the Jr. Expert category at Unicon are the Junior World Champions.~~

   ~~The male/female winner of the Expert category at Unicon is the Male/Female World Champion. The male/female winner of the Junior Expert category at Unicon is the Male/Female Junior World~~ that is held at championship level at Unicon, World Champions are determined in the classes and gender categories of the respective event.
2. For classes other than the Senior class, the World Champion title is preceded by the corresponding class name, e.g. Junior World Champion. ~~In the absence of any of these categories, no title will be awarded. No titleis awarded for the Advanced category.~~
3. Only winners of the respective final or final-ranking/overall-ranking of championship level events at Unicon are designated as "World Champions", respectively "World Champions" preceded by the corresponding class name. Age-group winners may use the term "Age-Group Winner", but this does not refer to a World Championship title.

1A.5 World Records

Especially for Unicon or other large conventions, the host is strongly encouraged to ensure that the competitions are conducted and recorded according to the current IUF World Record Guidelines. Competitors will in principle expect that the quality of the results is suitable for world records.

If this is not realistically possible, then the competition results cannot be used for new world records. In this case, every effort must be made that competitors are made aware of this at least two months in advance.

1A.6 Ownership of Data

Each Unicon or other large unicycling convention is a piece of history. At the conclusion of a Unicon or other international event, or within one month thereafter, the convention host must supply the IUF with all competition and other results, in an agreed digital format (e.g. pdf). This will include all data collected to determine placement and winners at all levels and in all events held at the convention. This data is considered public, and is not the sole property of the host.

Attendee registration details, judging sheets, protest forms, and related paperwork are not necessarily public. They are the shared property of the host and the International Unicycling Federation. On request by the IUF Board within a year after closing of the Unicon, the host must make these available to the IUF. Digital data can obviously be copied. Data on paper can either be copied, or the originals can be handed to the IUF.

If requested, the host and convention officials must also provide further information, not necessarily in writing, about decisions made, methods used, and other details covered in the process of planning and running the convention. This information can be invaluable to future hosts, and must not be hidden or lost.

1A.7 Hierarchy of Officials

These people make the competition events work. All of the tasks detailed below must be covered for the events to work. Names must be assigned for all the jobs listed below, to create a hierarchy of authority for the convention. All officials are expected to work objectively and impartially.

1A.7.1 General Officials

IUF Board Of Directors: The IUF Board represents the interests of the IUF on convention requirements, both in the area of competition rules and the necessary spaces and facilities for them, and for any other requirements that go along with putting on an IUF convention. If problems arise in meeting the IUF requirements, the IUF Board and Convention Host work together to find solutions or compromises. The bulk of this should happen during the early planning stages for a convention, when facilities and schedules are being assembled.

IUF Convention Liaison: The Liaison is an optional person who can represent the IUF Board when communicating with convention hosts. The Liaison essentially has the same powers as the IUF Board, but must report to the IUF Board and take direction from it.

Convention Host: This is a single person, or a collective group, that has made the commitment to host a unicycle convention using IUF rules and guidelines. By agreeing to host an IUF convention, they also agree to follow those rules and guidelines wherever possible. If known problems arise in the arrangement of facilities, schedules and events, the Host and the IUF will work together to resolve the problems. For the most part, the Convention Host is the ultimate authority for what happens, and does not happen, at the convention. The exception is any IUF requirements for convention facilities or contents, and rules for IUF competition events.

Top Competition Officials: Each discipline has a set of authority positions which may include Race or Event Director, (Chief) Referee, Artistic Director and/or Chief Judge. They are not autonomous, and must answer to the Convention Host. For Artistic freestyle, it is highly recommended that none of these jobs be combined, and that there

be at least one separate person for each. For other disciplines, combining these roles may be the easy way to organize those events.

1B Competitor Information

1B.1 Personal Responsibility

All attendees should remember that they are guests of the convention hosts, and ambassadors of our sport to all new riders, visitors from far away, and to people in the hosting town. Remember that the Host is renting the convention facilities, and attendees are expected to treat them well. Each rider is responsible for the actions of his or her family and non-riding teammates. Riders may lose placement in races, risk disqualification from events, or be ejected from the convention if they do not work to minimize disruptions from these people. The International Unicycling Federation does not support performance enhancing drugs in sport and strives for clean competition.

1B.2 Supervision of Minors

A parent, guardian or other designated person, must supervise all minors.

1B.3 Knowing The Rules

Lack of understanding of rules will be at the disadvantage of riders, not officials or the IUF. The IUF is also not responsible for any errors that may occur in the translation of rules and information into languages other than those in which they were originally written.

1B.4 Your Privilege

Entry in the competition is your privilege, not your right. You are a guest at the Host's event. You may be in an unfamiliar country, with different customs that are considered the norm. The Host and convention officials determine whether certain events, age groups, or policies will be used. As an attendee, you are obligated to obey all rules and decisions of convention officials and hosts.

1B.5 Nations Represented

For events where the number of participants is limited by country, there may be some question of what country a rider, pair or group may represent. Riders must represent

the country in which they hold citizenship, or in which they are a legal resident. For example, if a rider is attending school in a different country, and is in that country legally, the rider can either represent that country or the rider's home country.

If necessary, citizenship or residence may be established with a passport, driver's license, or legal ID for the country the rider wishes to represent. Riders on extended vacation, exchange students, and other temporary residents of other countries are not eligible to represent those countries, except in multi-rider events (see below).

For Pairs Freestyle or other two-person events, the pair can represent any country that either rider is eligible to represent.

For Group Freestyle, sports teams or other multi-rider events, the group must represent the country that the greatest number of the group's riders is eligible to represent. If there is a tie in this number, the group can represent either of the tied countries.

1B.6 Transgender Riders

The IUF is committed to providing an open and safe environment for people of all genders. A rider may register with the gender ~~(male or female)~~ competition category with which the rider identifies most.

1C Host Information

1C.1 Convention Aspect

All competitions at a Unicon need to make every effort to have equal time for the convention side of Unicon by involving as many competitors as possible and making the event spectator-friendly for other Unicon participants as well as non-unicyclists. Any of the following are examples to achieve this goal:

- Workshops related to the event
- Fun competitions based on the event
- Instant results for the spectators
- Ways for other competitors to be introduced to the event
- Entertainment during breaks in the competition (such as half time entertainment)
- Schedule of the events posted in multiple places

1C.2 Required Events at Unicon

The following events are required at Unicon. Hosts are free to add events or variations that do not appear here, as long as there is no conflict with existing rules. If hosts are unable or unwilling to include any of these events, they must petition the IUF Board according to their Host Agreement and section 1A.1.1.

Required events:

- Track (Racing & Other events): 100m, 400m, 800m, One Foot, Wheel Walk, and IUF Slalom, Track Coasting, Relay (4x100m), see chapter 2.
- Road Racing: at least two races, see specific requirements in chapter 3.
- Muni: Cross Country, Uphill, Downhill, Cyclocross; see chapters 4 and 5.
- Freestyle events: Artistic (Individual, Pairs, Small Group, Large Group), X-Style; see chapters 6 and 8.
- Urban: Flatland, Street, Trials, all Jumps events; see chapters 9, 10, 11, 13.
- Team Sports: Unicycle Hockey ~~, Unicycle Basketball~~A, Unicycle 5x5 Basketball A; see chapters 14 and 15.
- Non-competition events: workshops, judging training

Recommended additional events:

- Track (Racing & Other events): Slow Balance, Downhill Gliding

- Road Racing: a third event
- Team Sports: Unicycle Hockey B~~Tournament, Unicycle~~ , Unicycle 5x5 Basketball B, Unicycle 3x3 Basketball ~~B Tournament~~
- Additional novel or experimental events
- Non-competition events: additional workshops, fun games, social events, sightseeing rides, muni rides

1C.3 Sponsors

The convention host has the option to seek and obtain private sector sponsorship; for example The Unicycle.com Freestyle Awards, the Coca-Cola Hockey Cup, etc. This will allow opportunities for external funding to defray costs for host organizations and competitors. Sponsors are limited to organizations that would not bring the IUF into disrepute and are consistent with the aims and objectives of the International Unicycling Federation, Inc.

1C.4 Materials & Equipment

The Host must supply all necessary materials and equipment to run the competitions, such as a timing system, starting posts, cones for the IUF Slalom, etc. Other materials such as paper and writing materials, judging tables, printers, basketballs, hockey sticks, etc. are also necessary.

1C.5 Early Announcement of Rule Changes

For international competitions, written rules are needed for any planned events not described in the IUF Rulebook, and for events where additional rules are required. These special rules could be variations on the optional events found in this Rulebook. Such rules should be published at the same time as registration forms, or earlier, and must be published at least one month before the start of the event. These rules can be published along with registration forms, and/or on the convention web site. Competitors need to know the specific rules so they can train for those specific events! Hosts also need to decide on rules early, so there is less to worry about near competition time. Rule changes may be a necessary reality, for reasons such as changes in venue, weather or available equipment. When this happens these changes must be posted to the convention web site immediately. Examples: Dismount rules or timing details for off-track races, obstacle information for Street Comp, planned age divisions or combination awards.

If competition events or games not found in the IUF Rulebook are planned, written rules must be provided. These rules, if not pre-existing, should be published at the time of announcement of those events. This generally means at or before the posting of registration forms. For competitors to properly train, and be on an equal footing with local riders, all must be aware of the rules to be used.

1C.6 Registration Forms

Because of the various options available to riders in different events, riders may enter different events in different age groups. A properly structured registration form is essential for making these choices clear to the participants. For example, a rider may enter Pairs as an Expert with an older rider, but may wish to compete in Individual Freestyle in his or her own age group. Before publishing, a Unicon registration form should be examined and approved by members of the IUF Rules Committee or Board of Directors. No rider may enter any event until his or her registration form has been completed, including payment and completion of waivers and/or signatures. No minor may compete until a parent or legal guardian has signed his or her release.

1C.7 Classes

1. Classes reward championship titles. Boundaries of a class ensure equal conditions to compete for that title. There are two classes:

   I Junior (<14)

   II Senior (15+)

2. Classes can never be merged. Organizers may choose to only offer competitions in one of the classes, but if they allow competitors of both classes, they need to be separate.

1C.8 Age Groups

1C.8.1 ~~Initial~~ Mandatory Age Groups

~~It is recommended that hosts publish ("offer") a set of initial~~

1. For all events in which age groups are to be ranked, the organizer must offer at least the mandatory age groups. An exception is made for competitions that have a general restriction on the age of participants, which may mean that mandatory age groups are not included. The mandatory age groups are U11 (0-10 years), U15 (11-14 years), U19 (15-18 years), U30 (19-29 years), U50 (30-49 years), U70 (50-69 years) and 70+ (70 years and older).
2. Mandatory age groups will persist regardless of the number of registered participants and can therefore be guaranteed for the participants.

1C.8.2 Additional Age Groups

1. The host may publish ("offer") additional age groups for ~~each discipline~~ all events in which age groups are to be ranked before registration opens, based on the maximum expected number of riders and their age spectrum. These additional age groups must be subdivisions of the mandatory age groups, i.e. the boundaries of the additional age groups must not exceed those of the mandatory age groups. When publishing, it must be made clear that these ~~initial~~ additional age groups are not necessarily final ~~. Obviously, initial age groups must follow the event rules for each discipline.~~

1C.8.3 ~~Combining Age Groups~~

~~Later in the registration period or after registration closes, final~~ and therefore cannot be taken as guaranteed.

2. A subdivision into maximum the following age groups is possible (including the mandatory age groups): U9, U11, U13, U15, U17, U19, U21, U23, U25, U30, U35, U40, U45, U50, U55, U60, U65, U70, 70+
3. Additional age groups will be ~~created based on the initial~~ combined after the registration deadline on the basis of the registered participants within the mandatory age groups. ~~This is done by combining initial age groups where needed, as follows:~~

   In a competition with more than 50 riders, six riders are needed to complete an age group. In competitions with less than 50 riders, six in each age group are still highly recommended, however three riders are the minimum to complete an age group. ~~Riders generally enter all events with their age group except for events similar to artistic competitions where there are Junior Expert and Expert categories.~~

   Combining is done according to the following principle:

   i The convention host must combine additional age groups with less than six riders (three riders for smaller conventions) if needed. ~~This means that initial age groups are not guaranteed.~~ The combining process ~~can~~ is to be done on a per-event (per-discipline) basis.

   ii When combining, combine the smallest age group (that is, the age group with the smallest number of participants) with its smallest neighboring age group ~~(~~either up or down~~)~~. If more than one age group is the smallest, choose the age group with the smallest neighbor for combining. Continue this process until all resulting age groups (combined and/or original) have at least the minimum required/recommended number of participants. ~~Male~~ Men's age groups and ~~female~~ women's age groups are never combined.

4. In exceptional cases it may be decided to split ~~initial age groups .~~

   offered additional age groups after the registration deadline.
5. The final (combined) age groups for all competitions must be published at the latest seven days before the first day of the convention. Once published, age groups will not change even if competitors drop their events.

1C.9 Awards

Because awards are paid for out of the convention budget, the type, number, and quality of awards are the choice of the convention host. However, these awards must abide to these stipulations:

- ~~Male and female~~ Men and women competitors must be awarded equitably
- Different Class competitors must be awarded equitably within the same competition (i.e. 10k Standard and 10k Unlimited)
- Awards should be equal within the ranks of Teams, Age Groups, and Champions (i.e. 0-14 in Freestyle must be awarded equitably to 16-17 Muni Cross Country)

Generally there are trophies for Champions or for 1st-3rd places in finals, medals for 1st-3rd places in each Age Group for each event, and optionally ribbons or certificates for lower places. The IUF has most frequently awarded 1st-3rd place in most events, but this too is up to the convention host. Once the competition has finished, a personal certificate must be made available to each competitor with a summary of their complete results. This can be done as an online download, and/or sent through e-mail, and/or made available as a physical copy on the event itself. The design of the certificates is up to the convention host.

1C.10 Safety Equipment

Safety equipment worn by riders must meet the definitions for each, which are found in chapter 1D.1. Hosts may only deviate from these rules for safety equipment if this is inevitable. The status of "inevitable" has to be documented and must be approved by the IUF Board of Directors. Any deviation from the IUF safety equipment requirements must be approved and announced at least two months before the event. Additional inevitable changes that arise just before or during an event cannot be approved by the event director alone. The approval of two IUF representatives is required in addition to the event director's approval. These changes are once again only allowed in the case of the inevitable, and not, for example, due to the wishes of the competitors or judges.

1C.11 Protests

1. An official protest ~~/correction~~ form must be available to riders at all times. All protests against any results must be submitted in writing on the proper form~~within two hours after the results are posted~~. The form must be filled in completely. Mistakes in paperwork, inaccuracies in placing, and interference from other riders or other sources are all grounds for protests. All Chief Judge or Referee decisions are final, and cannot be protested.
2. The default protest time (counting from the posting of results) is 120 minutes, unless there is a shorter time specified for certain events (for example: track racing). ~~The form must be filled in completely. This~~ By default for all results published after 8 p.m. on the same day or on another day, the protest deadline is 12 p.m. (noon time)

on the day after publication, unless something different is specified for certain events. Every deviation from the default protest time has to be clearly announced when the results are posted, including stating the protest deadline on the results list itself. The protest time may be extended for riders who have to be in other races/events during ~~that time period. Every effort will be made for all protests to be handled~~ the protest period.

3. All protests will be acknowledged within 30 minutes from the time they are received~~. Mistakes in paperwork and interference from other riders or other sources are all grounds for protests.~~, and an effort will be made to settle the issue within those 30 minutes.
4. Protests handed in after awards have been delivered will not be considered if the results have been posted for at least three hours before the awards. If awards are delivered before results are posted, it is recommended to announce the schedule of posting and the deadline for protests at the awarding ceremonies. ~~All Chief Judge or Referee decisions are final, and cannot be protested.~~
5. The host may decide to make official video of some competitions, for example at the start line and/or the finish line, or the 5-meter-line in case of the 50 m one-foot race. This must be announced before the competition to let the competitors know about their option to protest through this video.

   Regardless of whether official video is available, all possible sources of evidence are generally allowed as a means of verification in case of a protest, including (but not limited to) private photos/videos and eyewitness reports. If someone submits a protest and has evidence that ~~he wants~~ they want to be considered, ~~he~~ they must state that with ~~his~~ their protest. If possible, it is recommended that digital material is copied onto an 'official' computer for analysis. As an alternative, the evidence must be readily accessible, e.g. through a contact person and phone number.
6. In case of video evidence (regardless of its origin), a referee without good skills in video analysis should ask for a skilled assistant in order to prevent incorrect interpretations.
7. The referee decides which evidence ~~he~~ they will consider, and the 'value' ~~he assigns~~ they assign to the various pieces of information. Generally, official camera footage and judge reports will have higher 'value' than private evidence. The objective is that all riders will be judged as fairly as possible.

1C.12 Open Practice Area

For Unicon and other large competitions, at least one area with a smooth safe riding surface, sheltered from the weather, must be made available for all or part of the day on most or all days of the convention. These areas are to be used for non-competition events such as workshops, skills exchange and free practice.

1C.13 Program Book

At Unicons, all registrants shall be provided with a package of pre-printed information containing a full schedule of all events, maps and directions to all event locations, and as much rule and background information as possible. This information shall be provided when registrants first check in at Unicon. Unicon organizers should consider placing as much of this information as is practical in an official Program Book. This can make excellent reading for family members and spectators, and gets them more involved in our sport. It's also a great place to sell ads as a source for convention revenue. At other unicycling events, it is recommended that pre-printed information be provided to all participants.

1C.14 Availability of Rulebook

The host must make sure there are plenty of copies of the rulebook for officials to study on the spot.

1C.15 Photography and Videography

The following rules are required for Unicon and are highly recommended for other large international competitions.

In events with closed perimeters, it may be necessary to limit the number of photographers and filmers (hereafter called "shooters") allowed inside. We want great documentation of the events, but not at the expense of safety, and of spectators' ability to see as well.

The following guidelines apply:

- Shooters must either register ahead of time to be inside the perimeter of an event, or have actual press credentials (professional photojournalists, TV news people, etc.).
- Registered shooters must have some form of ID given to them, whether it be a pass on a lanyard, a volunteer shirt, or something else to help identify them.
- The Referee or Head Official for the event has the final say on shooting that can affect the riders and/or spectators' view.
- The Referee or Head Official should appoint a Media Manager to manage this task.
- If a Media Manager is used, that person is still under the authority of the Referee or Head Official of the competition.
- Media Managers must have a good understanding of the needs of shooters to get the job done.
- Shooters must follow the instructions of the Media Manager or Referee/Head Official, and of the officials at the location.
- Shooters must generally stay aware at all times of the movements around them.

- If shooters continue to get in the way and/or not follow instructions they are to be ejected from the perimeter.
- It is greatly appreciated, but not required, that the shooter submits his or her top shots to the Media Manager during or directly following the convention to be used for the press.
- Flash is never allowed unless specific permission is given by the event director.

1C.16 Publication of Convention Information

Convention dates and other information must be announced and/or published at the earliest possible date. The best way to control the publication of convention information is with a convention web site, with regular updates to provide all the latest information. For Unicon and other large events, registration forms should be made available no less than eight months before the convention start date. A list of all planned competition events, including all rules and information pertinent to quality training, should be published at the same time with newly available data to be added as soon as it is known. Wherever possible, hosts should provide maps, directions and other information to help make people's convention as enjoyable as possible.

1C.17 Publishing Results

Results of national and international championships must be published including details such as time, distance, and total score. For each event, the names and represented nationality of competitors as well as the names and nationality of all officials shall be published. In the artistic events, countries and names of the entire judging panel must be published.

1C.18 Option to Remove People From Events

The host is allowed to remove an individual or a group if they are acting aggressively or abusively against others. These individuals/groups should be given a first warning, followed by removal from the specific event by the Host or the Chief Judge/Referee who is in charge for the competition where the problem appears. The person(s) should only be removed from that competition to have a chance to calm down. If the aggressive or abusive behavior continues, it is also possible to remove the individual or group from the rest of the convention.

1C.19 IUF Public Meeting

The Unicon host will provide time in the convention schedule for the IUF Public Meeting. At this meeting, the IUF will elect officers or other volunteers, and otherwise do business and encourage the opinions and assistance of all interested convention attendees.

The meeting time should be as close to the end of the convention as possible, excepting on the final day, as people may have to leave before that time. At minimum, the meeting should be during the second half of the convention.

A minimum of two hours should be allocated, during which no other official convention events, other than open gym or other informal activities, should take place.

A meeting room must be provided that has adequate space/seating, lighting and acoustical properties to communicate and conduct the meeting. A lecture hall or theater are optimal locations, and a sound and/or projection system would be very helpful.

Other IUF meetings may be held during the convention, both public and private, but the strict requirements apply only to the big public meeting.

1C.20 Changes and Cancellations

The host reserves the right to make changes, if necessary, to ensure the success of a convention or competition. Sometimes these changes must be made at the last minute, such as in switching outdoor events for indoor in the event of rain. Sometimes activities must be cancelled due to events beyond the host's control, such as weather or power outages. When changes or cancellations are made, notification must be posted, communicated and/or distributed as early as possible.

1D Terminology

Event hosts must learn and use the proper names and terminology for our sport and competition events. They should take care not to continue the misuse of outdated or incorrect names and terminology. The correct ones must be used in all announcements, advertising, publicizing, internal and external documents, and especially in any official documents, such as those within, and printed out by, convention software. For example, the specific artistic event names are Individual Freestyle, Pairs Freestyle, Group Freestyle, Flatland, Street Comp, and Standard Skill. Note that the word Artistic is not part of any of the individual event names.

While we call our event "Unicon" (Unicycling Convention), remember this word is unfamiliar to the general public. Remember to spell out the full name of your event so people know what it's about. If it doesn't say unicycle or unicycling, the general public may not know what your event is about.

1D.1 Definitions

Age: Rider's age for all age categories is determined by their age on the first day of the convention, regardless of whether any events occur that day. Time of birth, time zones and date of arrival at the convention are not relevant.

Championship Level: The Championship Level is the highest competition level of an event. Championship titles are only awarded from finals or final-rankings/overall-rankings at Championship Level. Championship Level events are usually defined without any preffix or suffix in their name.

Coasting: Unless stated differently, coasting is riding without touching pedals, cranks or any part of the wheel including the tire. (Freewheeling on a freewheel unicycle is not coasting.)

~~Expert~~**Convention Level:**~~The~~ The Convention Level is a competition level in which no championship titles are awarded. The Convention Level supports the convention aspect of an event to allow for a broader field of participants who cannot or do not desire to compete at the highest level. Convention Level events must clearly indicate their affiliation to the Convention Level by a corresponding preffix or suffix in their name.

Expert / Junior Expert: The former word for the top category in events that don't have a system to determine Finalists. ~~When no other limitations are present, riders can choose to compete in this category against the other top riders. Limitations on this may be if top riders are chosen at previous competitions, such as national events, or if there~~

~~is a limit on the number of competitors per country. The category is called Expert, and riders entered in it can be called Experts. The distinction of Experts over Finalists is that they are not chosen based on competition results at the current convention~~Expert or Junior Expert mean events at championship level where there is only one round of competing and a final-/overall-ranking is determined based on this single round.

Figure: (noun) 1. A unicycle feat or skill, such as walking the wheel or riding backward, used to describe skills in the Standard Skill event. 2. A riding pattern, such as a circle or figure 8.

Finalist, Finals: A Finalist is a person, and "the Finals" is the last category or group in any event that has multiple rounds. For example in Track racing, the top riders from the age groups compete against each other in the Finals of most events.

Freewheel: Mechanism allowing the wheel to rotate while the cranks are stationary.

Gearing: Any mechanism that transfers the rotation speed of crank arms to a different rotation speed of wheel.

Gloves: (For racing) Any glove with thick material covering the palms (Leather is acceptable, thin nylon is not). Gloves may be fingerless, such as bicycling gloves, provided the palm of the hand is completely covered. Wrist guards, such as those used with in-line skates, are an acceptable alternative to gloves.

Head Coach: A leader of a team in Basketball, Hockey and Freestyle Large Group. A competitor who may or may not be riding in the event but is able to speak on the team's behalf with Judges and Officials.

Helmet: Helmets must be of bicycle quality (or stronger), and should meet the prevalent safety standards for bicycle (or unicycle) helmets, such as ASTM, SNELL, CPSC, or whatever prevails in the host country. Helmets for sports other than cycling or skating are not permitted, unless the Referee makes exceptions. Helmets are required for some events as described in the Safety section of each chapter.

IUF: International Unicycling Federation. The IUF sponsors and oversees international competitions such as Unicon, creates rules for international competition, and promotes and provides information on unicycling in general.

~~**Junior Expert:** Same as Expert, but open only to riders age 0-14. Riders in this age range may optionally enter Expert instead, to compete in the highest/hardest category.~~

Knee pads: Any commercially made, thick version is acceptable, such as those used for basketball and volleyball, or any with hard plastic caps. Knee pads must cover the entire knee and stay on during the whole length of the competition. Long pants, bandages or patches are not acceptable substitutes.

Muni: Mountain unicycling, or mountain unicycle. The previous term for this was UMX.

Non-unicycling Skills: (for Freestyle judging) The riding of any vehicle with two or more wheels on the ground, and any skills not performed on a unicycle. Any skill with

more than one support point on the riding surface, such as standing on the unicycle with it lying on the floor, or hopping while standing on the frame (seat on floor); two contact points with the riding surface (wheel and seat), both carrying part of the rider's weight. The term also refers to skills such as dance, mime, comedy, juggling, playing music or riding vehicles that do not meet the definitions of unicycles.

Prop: Almost anything other than the unicycle(s) being ridden by competitor(s) in a Freestyle performance. A unicycle being used for a non-unicycling skill (such as a handstand on it while it's lying down) is a prop at that moment. A hat that is dropped and picked up from the floor is a prop. A pogo stick or a tricycle (unless ridden on one wheel) is a prop.

Shoes: Shoes with full uppers are required. This means the shoe must cover the entire top of the foot. Sandals or thongs are not acceptable. Shoelaces must not dangle where they can catch in crank arms.

Shin guards: Any commercially made, thick version is acceptable, such as those used for football or bicycling, or any with hard plastic shell. Shin guards must cover the shin and stay on during the whole length of the competition. Long pants, bandages or patches are not acceptable as substitutes.

Tire Contact Point: The center of the contact patch between the tire and the riding surface. Usually judged by eye.

Unicycle: A Unicycle is a vehicle that has a single rolling contact with the riding surface. It may have multiple wheels, but it must not be possible to ride the unicycle when more than one wheel touches the ground. It is driven by pedals and cranks which rotate to power the wheel. It is powered, balanced and controlled by the rider only, with no additional support devices. Unless noted otherwise, a unicycle may be fitted with handlebars and/or brake(s).

Unicycle, Regular: A regular unicycle is a unicycle with only one wheel. The cranks are fixed directly and permanently to the wheel's axle. (This excludes unicycles with gearing even if in 1:1 ratio, a chain drive and/or a freewheel.) Unless noted otherwise, there are no wheel size and/or crank arm length limitations.

Ultimate wheel: A special unicycle consisting of only a wheel and pedals, with no frame or seat.

UMX: Unicycle Motocross. This term has been replaced by muni.

Unicycling skill: (noun, for Freestyle judging) Also known as 'figure.' Any skills (feats of balance) performed on a vehicle with one support point in contact with the riding surface, this being a wheel, the movement of which is controlled by the rider, thus maintaining balance. All mounts are also 'unicycling skills.'

Unintentional dismount: In most cases, any part of a rider unintentionally touching the ground. A pedal and foot touching the ground in a sharp turn is not a dismount as long as the foot stays on the pedal while the pedal is on the ground. Dismounts during many races disqualify the rider.

Unicon: Unicycling ~~Convention. This word refers to the IUF World Unicycling Championships~~ World Championships and Convention. Unicon is an IUF-sanctioned event organized in partnership with a local host.

Wheel walking: Propelling the unicycle by pushing the top of the tire with one or both feet. Feet touch wheel only, not pedals or crank arms. A non-pushing foot may rest on the fork.

Part 2

Track: Racing

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2A Overview

2A.1 Definition

Track racing covers events done on an athletic track including the racing disciplines, 800m, 400m, 100m, One-Foot, Wheel Walk, and Relay. This chapter also includes technical disciplines such as, IUF Slalom, Slow Balance, Stillstand, Coasting and Gliding.

2A.2 Rider Summary

This section is intended as an overview of the rules, but does not substitute for the actual rules.

- You must wear shoes, knee pads, gloves.
- Helmets are required for Downhill Gliding and races on wheelsizes larger than 24 Class.
- Track racing events have wheel size and crank length requirements that you need to be aware of.
- Be aware of the rules regarding passing, dismounts, interference, and illegal riding.

2B Competitor Rules

2B.1 ~~Safety~~General Track Rules

2B.1.1 Safety

1. Riders must wear shoes, knee pads and gloves (definitions in chapter 1D.1).
2. Helmets are required for Downhill Gliding.
   Riders on wheels larger than 24 Class (or with gearing) must also wear helmets.

2B.2 ~~Unicycles~~

2B.1.1 Unicycles

1. Only regular unicycles may be used. Riders may use different unicycles for different ~~racing~~ track events, as long as all comply with the rules for events in which they are entered.

   ~~For events divided by wheel size, there is a allowable tire diameter range~~
2. When not otherwise specified, 24 Class is the maximum Unicycle Class above age 10. For age groups with a maximum age of 10 or younger, the maximum Unicycle Class is 20 Class. It is allowed to ride in any particular Class with a unicycle that fully conforms to a smaller Class (e.g. a 20 Class unicycle is allowed in a 24 Class race).
3. The youngest age group for 24 Class unicycles should have a minimum age of 0, so riders 10 and younger have the option of racing on 24 Class unicycles with those groups (e.g. 0-8 on 20 Class, 9-10 on 20 Class, 0-13 on 24 Class).
4. There is an allowable tire outer wheel diameter and minimum crank arm length for each Unicycle Class:

Unicycle Class	Outer Wheel Diameter~~Range~~	Min Crank Length	Transmission
16 Class	~~0 –~~ < 418mm	89mm	regular
20 Class	~~more than~~ 418mm – 518mm	100mm	regular
24 Class	~~more than~~ 518mm – 618mm	125mm	regular

~~29 Class more than 618mm – 778mm No limit regular Unlimited Class No limit No limit unlimited~~	

5. Any unicycles in question must be checked for compliance within their ~~wheel class~~ Unicycle Class (wheel diameter, crank length and transmission), with the tire pressure that will be used in the ~~race~~event. Preferably, this check is carried out immediately before the race.

   Crank arm length is measured from the center of the wheel axle to the center of the pedal axle. Longer sizes may be used.

6. In all track ~~racing eventson regular unicycles~~events, shoes must not be fixed to the pedals in any way (no click-in pedals, toe clips, tape, magnets or similar).

2B.2 ~~Rider Identification~~

2B.1.1 Rider Identification

1. Riders must wear their race number clearly visible on their chest so that it is visible during the event and as the rider crosses the finish line (as relevant).
2. Additionally, the rider may be required to wear a chip for electronic timing.

2B.2 ~~Protests~~

2B.1.1 Riders Must Be Ready

1. Riders must be ready when called for their races or attempts. Riders not at the start when their race or attempt begins may lose their chance to participate. The Starter or the Referee will decide when to stop waiting, remembering to consider language barriers, and the fact that some riders may be slow because they are helping run the convention.

2B.1.2 Protests

1. Protests must be filed on an official form. Mistakes in paperwork, inaccuracies in placing, and interference from other riders or other sources are all grounds for protests.

   All Referee decisions are final, and cannot be protested.

2. For a large event such as Unicon or continental championships, the default protest time is 60 minutes (counting from the posting of results), the minimum is 30 minutes.

   For smaller events, the default protest time is 30 minutes, the minimum is 15 minutes.

   Every deviation from the default protest time has to be clearly announced when the results are posted, including stating the protest deadline on the results list itself.

   The protest time may be extended for riders who have to be in other races during the protest period.

3. All protests will be acknowledged within 30 minutes from the time they are received, and an effort will be made to settle the issue within those 30 minutes.

2B.2 ~~Wheel Size Categories~~

2B.1.1 New Attempt After Obstruction

~~Wheel sizes for track racing are 20 Class, 24 Class and 29 Class. Additional groups for 16 Class or other wheels can be added. When not otherwise specified, 24 Class is the maximum wheel size above age 10. For age groups with amaximum age of 10 or younger, the maximum wheel size is 20 Class (~~

1. If a rider is obstructed due to the actions of another rider, or ~~smaller, if smaller sizes are also used).~~

   ~~The youngest age group for 24 Class wheels should have a minimum age of 0, so riders 10 and younger have the option of racing on 24 Class with those groups (e. g. 0-8 on 20 Class, 9-10 on 20 Class, 0-13 on 24 Class)~~outside interference during an attempt, they may request to make a new attempt.

   The Referee decides if the request is granted

   A new attempt must not be granted to a rider who is disqualified based on something that happened before they were obstructed.

   Note: No complete definition of obstruction can be given, but it does include cases where a rider swerves, hesitates and/or decelerates because this is arguably necessary in order to avoid a crash or potential crash.

2. If the request is granted, the rider will be given a new attempt in technical disciplines. In the case of racing diciplines, the Referee has two options acording to 2.1 and 2.2 for an age group race, in case of an final race, the Referee has the option 2.3.

   ~~Unless otherwise specified, it is allowed to ride in any particular Class with a unicycle that fully conforms to a smaller Class (e. g. a 20 Class unicycle is allowed in a 24 Class race).~~

2.1 Re-run the whole heat in question.
In general, this option is preferred only if the heat includes the fastest riders within an age group. For the other riders in the heat, riding again is optional. If they decide to ride again, they agree to discard their previous result. If they don't ride again, their previous result stands. If none of the other riders want to ride again, the Referee reverts to option 2.2.

2.2 Do any of (a), (b) or (c), depending on the conditions.
In general, this option is preferred if the heat in question did not include the fastest riders within an age group:

(a) If possible, the rider is added to an upcoming heat in his own age group; or

(b) If possible, the rider is added to an upcoming heat in another age group; or

(c) If none of the above is possible, the rider does his second attempt in a dedicated heat.

In option 2.2 (c), the rider decides whether or not to have company. They can pick the riders, but cannot hold up the proceedings to wait for them if other riders are available. The Referee has the final say as to which extra riders are allowed to participate in such a heat. It must be stated clearly to any accompanying riders that their result is not official.

2.3 Re-run the whole final.
In the case of a final race the entire final must be re-run. This means that the initial run will be fully cancelled and only the new run will count for all riders of the final. Since a re-run of the entire final is a serious decision, the referee may only grant a re-run if there is a cause so serious to the entire final that a re-run of the race is justified.

3. In all cases, if the obstructed rider is allowed to do a new attempt and decides to do so, the first one is canceled and only the new one counts regardless of the result. In the case where a new attempt was incorrectly granted, for example when the rider was disqualified based on something that happened before the obstruction in question occurred, the result of the new attempt for that rider does not count and the result from the first one stands.

4. In non-lane-bound races, if a rider is forced to dismount due to a fall by the rider immediately in front, it is considered part of the race – not a reason to grant a new attempt – and all riders involved may remount and continue. The Referee can override this rule if intentional obstruction is observed.

2B.1.2 Finals

1. At Unicons, a 'final' must be held for each of the following races: 100m, 400m, 800m, One Foot, Wheel Walk, and IUF Slalom. For any other Track discipline, a 'final' may be held at the discretion of the organizer, after all age group competition for that discipline has been completed.

2. Finals are subject to the same rules as age group competition, including false start rules and number of attempts. For disciplines that are run in heats this will take the form of a final heat. For disciplines that are not run in heats the final will take the form of successive attempts by the finalists.
3. The riders posting the best results regardless of age in the age group competition are entitled to compete in the final. They can be called "finalists". For each final, the number of finalists (finalist teams in case of relay) will be eight, unless for an event that uses lanes, the number of usable lanes is less than eight. In that case the number of finalists equals the number of usable lanes. Finals are composed regardless of age group, but men and women competitors are in separate finals.
4. The best result in a final determines the men's or women's Champion for that discipline (World Champion in the case of Unicon). If a finalist disqualifies, gets a worse result, or doesn't compete in the final, his/her result in age group competition will still stand. The winners of the finals will be considered the Champions for those disciplines, even if a different rider posted a better result in age group competition. In disciplines for which no finals are held, finalist status will still be awarded on the basis of results in age group competition. Accordingly, riders posting the best results in each discipline are the Champions for that discipline.
5. Speed records can be set in both age group competition and finals.

2B.2 Racing Disciplines

2B.2.1 ~~100m~~ 100 m Race

~~In the 100m race , riders must stay in their lane.~~

1. Lane-bound race over 100 m, where riders are started in separate lanes but from a common start line. No remounting after a dismount is allowed.

2B.2.2 ~~400m~~ 200 m Race

~~The 400m race is started~~

1. Lane-bound race over 200 m with a stagger start, where riders are started in separate lanes, at separate locations. ~~In the 400m race , riders must stay in their lane.~~ No remounting after a dismount is allowed.

2B.2.3 400 m Race

1. Lane-bound race over 400m with a stagger start, where riders are started in separate lanes, at separate locations. No remounting after a dismount is allowed.

2B.2.4 ~~800m~~ 800 m Race

1. There are two different ways to run ~~an 800m race~~ the race over 800 m, remounting after a dismount is allowed in both ways:

   1.1 ~~1. 800m~~ **800 m Race with Stagger Start:**
   Riders are started in separate lanes, at separate locations. The race ~~shall be run in lanes~~ must be run as lane-bound race as far as the nearer edge of the breakline where riders may leave their respective lanes. ~~The breakline shall~~ After the breakline, the race must be run as non-lane-bound-race. The breakline must be an arced line marked after the first bend across all lanes other than lane 1. To assist ~~athletes~~ riders identify the breakline, halved tennis balls can be placed on the lane lines immediately before the intersection of the lines and the breakline. ~~After the breakline, non-lane racing rules apply (see section ??).~~

   1.2 ~~2. 800m~~ **800 m with Waterfall Start:**
   Riders are started at a common but curved starting line that places all riders an equal distance from the first turn. ~~If a waterfall start is used, non-lane rules apply~~ The race must be run as non-lane-bound-race from the start.

2B.2.5 One Foot Race

~~The distance of the One Foot Race is 50m. Riders~~

1. Lane-bound race over 50 m, where riders may pedal with both feet for the first 5 meters, but must be pedaling with only one foot after crossing the ~~5m line.~~ 5 m line. All riders start in separate lanes but from a common start line. No remounting after a dismount is allowed.
2. The non-pedaling foot must have left the pedal when the tire contact point crosses the ~~5m~~ 5 m line on the track. The non-pedaling foot may or may not be braced against the unicycle fork.

2B.2.6 Wheel Walk Race

~~Riders start mounted, with one or both feet on the tire, and~~

1. Lane-bound race, where riders propel the unicycle only by pushing the tire with one or both feet. ~~No contact with pedals or crank arms is allowed. No crank arm restrictions.~~ Riders in age groups with a maximum age of 10 or younger will race a ~~10m~~ 10 m Wheel Walk. All other riders will race a ~~30m~~ 30 m Wheel Walk. Riders start in separate lanes but from a common start line, mounted, with one or both feet on the tire. No remounting after a dismount is allowed.
2. No contact with pedals or crank arms is allowed during the race.
3. Rules on crank arm length do not apply.

2B.2.7 Relay (Track)~~The relay distances shall be~~

1. The standard relay distances are 4 x ~~100m or~~ 100 m and 4 x ~~400m~~ 400 m like in athletics. Remounting after a dismount is allowed in all relays.

   1.1 The 4 x 100 m relay is a lane-bound race for all legs. The race is started with a stagger start, where riders are started in separate lanes, at separate locations.

   1.2 The 4 x 400 m relay is a lane-bound race for the entire first leg. The second leg must be run as lane-bound race as far as the nearer edge of the breakline where riders may leave their respective lanes. After the breakline, the race must be run as non-lane-bound-race. The race is started with a stagger start, where riders are started in separate lanes, at separate locations.

2. In the 4 x 100m relay each takeover zone ~~shall~~ must be 30m long, in the 4 x 400m relay each takeover zone ~~shall~~ must be 20m. The takeover zones must be marked on the track. (The zones ~~shall~~ must start and finish at the edges of the zone lines nearest the start line in the running direction.)

   2.1 In the 4 x ~~100m~~ 100 m relay, riders are not permitted to line up outside their takeover zones, and ~~shall~~ must start within the zone.

   2.2 In the 4 x ~~400m~~ 400 m relay, there is no defined preparation area for the next riders~~as long as they stay within their lanes. Riders may remount if necessary, and must pick up the baton if it is dropped.~~. The riders of the second leg must line up in the lane assigned to their relay team at the start. The riders of the third and fourth legs must, under the direction of a designated judge, place themselves in their waiting position in the same order (inside to out) as the order of their respective team members as they enter the last bend. Once the incoming riders have passed this point, the waiting riders must maintain this order and may not change their positions. Waiting riders can take an inner position on the track as incoming team members approach, provided they do not obstruct another rider.

   If a rider does not follow this rule, their team must be disqualified.

3. A baton must be used for all relays and must be held by hand throughout the race. The baton must be a smooth hollow tube with a circular cross-section, made of wood, metal or other rigid material in one piece. It must be no longer than 0.30 m and no shorter than 0.28 m. The outer diameter must be 40 mm (± 2 mm) and the weight must not be less than 50 g. For relays in age groups with a maximum age of 10 or younger the outer diameter of the baton may be smaller but must not be less than 31 mm. It is recommended that the batons have different colors that are clearly visible during the race.

4. If the baton is dropped, it must be picked up by the rider who dropped it. To retrieve it, they may leave their lane, as long as they do not obstruct another rider. The rider must continue the race from the point where the baton was last in their hand. If a rider does not follow this rule, their team must be disqualified.

5. The handover of the baton must be within the takeover zone. This means that before the baton crosses the start mark of the takeover zone only the incoming rider is in touch with the baton and at the end of the takeover zone only the outgoing rider is in touch with the baton. Riders may not throw the baton to make a pass and may not touch the ground with any part of their body while making a pass. If the baton is not handed over within the marked takeover zone, the team will be disqualified. ~~Leaving of the lane within the takeover zone or when remounting does not result in disqualification as long as the riders do not obstruct, impede or interfere with another rider's progress~~
6. Each member of a relay team may ride one leg only.

   ~~Mixed male~~
7. Mixed men/~~female~~ women teams may be used, and reasonable age groups may be used depending on the number of expected competitors of the event. Each relay team may have any mix of ages, the age of the oldest rider determines the age group.

2B.3 Racing Rules

2B.3.1 ~~Other Wheel Size Races~~The Start

~~The host can choose to offer additional track events based upon other wheel size requirements. Two examples include 700c racing and Unlimited. Exclusive of unicycle requirements, all other track racing rules apply.~~

~~An unlimited race is one in which there are no unicycle size restrictions. Any size wheels, any length crank arms, giraffes or any types of unicycles (see definition in chapter 1D.1) are~~

1. Unless noted otherwise, riders start mounted, holding onto a starting post or other support, with the fronts of their tires (forward most part of wheel) behind the edge of the starting line that is farthest from the finish line. Riders may start from behind the starting line if they wish, provided all other starting rules are followed. Riders may place starting posts in the location most comfortable for them, as long as it doesn't interfere with other riders.
2. Rolling starts are not permitted in any race. Riders may lean before the start, but their wheels may not move forward during the start beeps or counting down. Rolling back is allowed.

   ~~In the 700c wheel category, unicycle wheels must be greater than 618mm in diameter, have a maximum bead seat diameter (BSD) of 622 mm, and there are no restrictions on crank length~~
3. All commands of the starter are to be given in English at Unicon or international competitions. At other competitions, English is optional.

2B.4 ~~Racing Rules~~

2B.3.1 ~~Riders Must Be Ready~~

~~Riders must be ready when called for their races. Riders not at the start line when their race begins may lose their chance to participate. The Starter will decide when to stop waiting, remembering to consider language barriers, and the fact that some riders may be slow because they are helping run the convention.~~

2B.3.1 ~~Starting~~

~~This procedure is used for all Track Races, unless noted otherwise.~~

~~Riders start mounted, holding onto a starting post or other support.~~

4. After the command "Ready", all riders must move to their starting position. As soon as the Starter is satisfied that all riders are steady in the correct starting position, the Starter gives the command "Attention" and starts the race. This can be done by a start sequence as follows:

   4.1 Usually, a start-beep apparatus is used. This provides a six-count start: "beep - beep -beep - beep - beep - buup!" The timing between (the start of) successive beeps is one second. The first five beeps have all the same sound frequency. The final tone (buup) has a higher frequency, so that the competitors can easily distinguish this tone from the rest. The proper moment to start is the beginning of the final tone.
   Note: Commonly used electronic starting devices use frequencies of about 650 Hz for the first five tones and about 795 Hz for the sixth tone.

   4.2 As an alternative, the Starter will give a three-count start before firing a starting gun on the fourth count. Example: "One, two, three, BANG!" The time between (the start of) each of these elements ~~should~~ must be the same, and approximately ~~3~~1 second.

   Both variants allow the rider to start leaning ahead of the "buup/~~4 seconds. This allows riders to predict the timing of the gun, for a fair start.~~

   ~~Riders start with the fronts of their tires (forward most part of wheel) behind the edge of the starting line that is farthest from the finish line. Rolling starts are not permitted in any race. Riders may start from behind the starting line if they wish, provided all other starting rules are followed. Riders may lean before the start , but their wheels may not move forward during the start beeps or counting down. Rolling back is allowed. Riders may place starting posts in~~ BANG", for an exact and predictable start. It is recommended to use one or the other of those two options for all races in a competition if possible. The option to be used must be announced in advance of the ~~location most comfortable for them, as long as it doesn't interfere with other riders.~~ competition.

2B.3.1 ~~False Starts~~

5. If the Starter is not satisfied that all is ready for the start to proceed after the Starter gave the command "Ready" and the riders are on their starting position or they otherwise abort the start, the command should be "Go Back". If a start-beep apparatus is used and the start sequence is already started the start should be aborted by blowing a whistle or other clear and predefined signal.

   Where a rider in the judgement of the Starter, after the command "Ready",

   5.1 causes the start to be aborted, for instance by dismounting, without a valid reason (such reason to be evaluated by the Starter); or

   5.2 does not place themselves in their final starting position at once and without delay; or

   5.3 disturbs other riders in the race through sound, movement or otherwise,

   the Starter must abort the start. The Starter may warn the rider for improper conduct (disqualify in case of repeated infringement of the Rule). However, when an extraneous reason was considered to be the cause for aborting the start, or the Referee does not agree with the Starter's decision, no rider gets warned or disqualified. This decision must be clearly indicated to the riders.

2B.3.0.1 False Start

1. A false start occurs if a rider's wheel moves forward before the start signal~~, or if one or more riders are forced to dismount due to interference from another rider or other source~~.
2. If a heat has to be restarted, the Starter will immediately recall the riders, for example by blowing a whistle or other clear and predefined signal. ~~Only the earliest false starting rider gets assigned this false start and the associated~~ Any warning or disqualification resulting from this must be clearly indicated to the riders in question.
3. There are two options on how to deal with false starts:

   3.1 **One False Start Allowed Per Heat:** The use of this option is strongly discouraged when no electronic false start monitoring system is used. After the first false start of a particular heat, all riders receive a warning and may start again. Thereafter, any rider(s) causing a false start are disqualified for this event. ~~This option should not be used without an electronic false start monitoring system.~~ Only the earliest false starting rider gets assigned this false start and the associated disqualification.

   3.2 **One False Start Allowed Per Rider:** After the first false start of a particular rider in a heat, the rider in question receives a warning and may start again. Any rider(s) causing their personal second false start are disqualified ~~.~~ for this event. Only the earliest false starting rider gets assigned this false start and the associated warning or disqualification.

It is recommended to use one or the other of those two options for all races in a competition if possible. The option to be used must be announced in advance of the competition.

2B.3.1 ~~Lane Use~~The Race

~~In most races, a rider must stay in his or her own lane, except when the rider has to swerve to avoid being involved in a crash. In all other cases, a rider who goes outside their lane is disqualified. Going outside a track~~

2B.3.1.1 Obstruction

1. Obstruction includes jostling, blocking, intentionally interfering with a rider in any way and distracting a rider with the intention of slowing them or causing a dismount during a race. Jostling should be understood as physical contact between riders and/or their unicycles. Blocking should be understood as deliberately crossing in front of a rider to prevent them from moving on, or deliberately preventing a rider from passing.
2. If a rider is obstructed during a race and the referee
   - 2.1 considers the obstruction to be unintentional, not caused by any specific rider, or if the source of the problem cannot be determined, no penalty may be imposed on any rider for it.
   - 2.2 finds another rider to be responsible for the obstruction, that rider (or in case of a relay competition, their team) must be disqualified for this race/event.
3. A rider who was obstructed may file a protest immediately at the end of the race. The Referee may, if they consider that the rider (or their team) was seriously affected by the obstruction, grant a new attempt in accordance with rule 2B.1.1 New Attempt After Obstruction.

2B.3.1.2 Lane Infringement

1. In all races or sections of races:
   - 1.1 that are lane-bound, riders may not leave and ride outside their assigned lane. Riding outside of a lane means that the tire of the unicycle touches the ~~ground outside his assigned lane. Riding on the marking is allowed~~marking on either side of the assigned lane, this means riding on the markings is not allowed.
   - 1.2 that are non-lane bound, riders may not leave lane 1 to the inside. Leaving lane 1 to the inside means to ride on or inside the kerb or line marking of the track border.

   If a rider violates this rule, they (or in case of a relay competition, their team) must be disqualified. This does not apply to cases described in paragraph 2.

2. A rider (or in case of a relay competition, their team) must not be disqualified if the rider:

   2.1 is pushed or forced by another person or object to leave their lane or ride on or inside the kerb or line marking of the track border, e.g. to avoid being involved in a crash, or

   2.2 rides outside their lane on the straight or rides outside the outer line of their lane on the bend

   2.3 leaves the lane during a relay competition to pick up the dropped baton

   and does not gain a material advantage by doing so and does not obstruct another rider in the process. If, in the judgement of the referee, a material advantage is gained and/or another rider is obstructed, the rider (or team) must be disqualified.

2B.3.1.3 Passing

1. In all races or sections of races:

   1.1 that are lane-bound, passing riders as well as riders being passed should strive to not extend any body part into the next lane to avoid any obstruction of the other rider. ~~No physical contact between riders is allowed during racing.~~

2B.3.2 ~~Passing in Non-Lane Races~~

~~This applies to 800m and other events without lanes. No physical contact between riders is allowed. In track races, an overtaking rider~~

   1.2 that are non-lane bound, riders must pass on the outside~~, unless there is enough room to safely pass on the inside. Riders passing on the inside are responsible for any fouls that may take place as a result. Riders~~. The passing rider is responsible for maintaining a safe distance from the rider being passed, the rider being passed must maintain a ~~minimum of one (24 Class)wheel diameter (618~~ reasonably straight course and must not block or interfere with the passing rider. This applies from the beginning of the pass (this is the case when the wheels start to overlap, as seen from the side), until the passing rider is a safe distance in front of the rider being passed. A safe distance is half a lane width (610 mm as judged by eye~~) between each other when passing, and at all other times. This is measured~~; this distance is also approximately one 24 Class wheel diameter) from wheel to wheel~~, so~~. This means that one rider passing another may come quite close, as long as their wheels remain at least ~~618~~ 610 mm apart. ~~The slower rider must maintain a reasonably straight course, and not interfere with the faster rider.~~

2B.3.2 ~~Dismounts~~

If, in the judgement of the referee, a rider violates this rule and obstructs another rider, they (or in case of a relay competition, their team) must be disqualified.

~~A dismount is any time a rider 's foot or other body part touches the ground.~~

2B.3.1.1 Remounting and Assisting Racers

1. Except for the 800m, Relay races, and other races where this is announced in advance, remounting after a dismount is not allowed.
2. In all races:

   2.1 in which remounting after a dismount is not allowed, after a dismount the race may not be continued and will be considered as not finished (DNF - Did Not Finish). ~~In races where riders are allowedto remount and continue~~

   2.2 in which remounting after a dismount is allowed, riders must immediately remount at the point where the unicycle comes to rest, without running. If a dismount puts the rider past the finish line, the rider must back up and ride across the line in control, in the normal direction.

2B.3.2 ~~Assisting Racers~~

~~In races where riders are allowed to remount, the riders~~ Riders must mount the unicycle completely unassisted. Spectators or helpers may help the rider to ~~his or her~~ their feet and/or retrieve the dropped unicycle, but the rider (and the unicycle) may not have any physical contact with any outside object or person, including a starting block under the wheel, when mounting.

2B.3.2 ~~Illegal Riding~~

~~This includes intentionally interfering in any way with another rider, deliberately crossing in front of another rider to prevent him or her from moving on, deliberately blocking another rider from passing, or distracting another rider with the intention of causing a dismount. A rider who is forced to dismount due to interference by another rider may file a protest immediately at the end of the race. Riders who intentionally interfere with other riders may receive from the Referee a warning, a loss of placement (given the next lower finishing place), disqualification from that race/event, or suspension from all races.~~

2B.3.2 ~~Second Attempt After Hindrance or Interference~~

~~If a rider is hindered due to the actions of another rider, or outside interference, either during the start or during the race, he or she may request to make a second attempt. The Referee decides if the request is granted. A second attempt must not be granted to a rider who is disqualified based on something that happened before they were hindered.~~

~~No complete definition of hindrance or interference can be given, but it does include cases where a rider swerves, hesitates and/or decelerates because this is arguably necessary in order to avoid a crash or potential crash.~~

~~If the request is granted, the Referee has two options:~~

~~**Option 1:** Re-run the whole heat in question.In general, this option is preferred only if the heat includes the fastest riders within an age group. For the other riders in the heat, riding again is optional. If they decide to ride again, they agree to discard their previous result. If they don't ride again, their previous result stands. If none of the other riders want to ride again, the Referee reverts to option 2.~~

~~**Option 2:** Do any of (a), (b) or (c), depending on the conditions.In general, this option is preferred if the heat in question did not include the fastest riders within an age group:~~

2.3 ~~If possible, the rider is added to an upcoming heat in his own age group; or~~

2.4 ~~If possible, the rider is added to an upcoming heat in another age group; or~~

2.5 ~~If none of the above is possible, the rider does his second attempt in a dedicated heat.~~

~~In option 2, the rider decides if he wants company or not. He can pick the riders, but cannot hold up the proceedings to wait for them if other riders are available. The Referee has the final say as to which extra riders are allowed to participate in such a heat. It must be stated clearly to any accompanying riders that their result is not official.~~

~~In all cases, if the hindered rider is allowed to do a second attempt and decides to do so, the first run is canceled and only the second run counts regardless of the result. In the case where a second attempt was incorrectly granted, for example when the rider was disqualified based on something that happened before the hindrance in question occurred, the result of the second attempt for that rider does not count and the result from the first run stands.~~

~~In non-lane races, if a rider is forced to dismount due to a fall by the rider immediately in front, it is considered part of the race – not a reason to grant a second attempt – and all riders involved may remount and continue. The Referee can override this rule if intentional interference is observed.~~

2B.3.2 ~~Finishes~~ The Finish

1. The finish moment is when the front of the tire crosses the finish. The exact location of the finish is the edge of the finish line that is nearest to the starting line. Riders are thus not timed by outstretched bodies.
2. At the finish moment, riders must be mounted and in control of the unicycle. "Control" is defined as follows:
   (a) in regular races: the rider has both feet on the pedals; or
   (b) in one-foot races: the rider has one foot on a pedal; or
   (c) in wheel walk races: the rider continues to wheel walk.

   ~~In races where dismounting~~
3. In races in which remounting after a dismount is allowed (800m, Relay, etc.), in the event that a rider does cross the finish line but not in control, the rider must back up on foot, remount and ride across the finish line in control. ~~In races where dismounting is not allowed, the rider is disqualified.~~

2B.3.3 ~~Finals~~

~~At Unicons, a 'final' must be held for each of the following races: 100m, 400m, 800m, One Foot, Wheel Walk, and IUF Slalom. For any other Track discipline, a 'final' may be held at the discretion of the organizer, after all age group competition for that discipline has been completed.~~

~~For disciplines that are run in heats, such as 100m races or relay races, this will take the form of a final heat. For disciplines that are not run in heats, such as IUF slalom or slow balance, the final will take the form of successive attempts by the finalists.~~

~~The riders posting the best results regardless of age in the age group heats are entitled to compete in the final. They can be called "finalists". For each final, the number of finalists (finalist teams in case of relay) will be eight, unless for an event that uses lanes, the number of usable lanes is less than eight. In that case the number of finalists equals the number of usable lanes. Finals are composed regardless of age group, but male and female competitors are in separate finals.~~

~~Finals are subject to the same rules as age group competition, including false start rules and number of attempts.~~

~~The best result in a final determines the male or female Champion for that discipline (World Champion in the case of Unicon).~~

~~If a finalist disqualifies, gets a worse result, or doesn't compete in the final, his/her result in age group competition will still stand. The male and female winners of the finals will be considered the Champions for those disciplines, even if a different rider posted a better result in age group competition. Speed records can be set in both age group competition and finals.~~

~~In disciplines for which no finals are held, finalist status will still be awarded on the basis of results in age group competition. Accordingly, riders posting the best results in each discipline are the Champions for that discipline.~~

2B.4 Technical Disciplines

~~In general, and as relevent, the rules above described for Track Racing Disciplines also apply to the Technical Disciplines below. These include, but are not limited to, rules describing false starts, lane use, dismounts, and sections such as "Riders Must Be Ready" and "Second Attempt After Hindrance or Interference."~~

2B.4.1 IUF Slalom

Figure 2B.1: IUF Slalom Course

~~Pictured here is the IUF Slalom , in which you must ride around~~

1. The IUF Slalom is a parcours consisting of 10 ~~cones~~ cones, as shown in figure 2B.1, which must be run through as fast as possible in the correct pattern~~. Arrows marked on the ground should indicate the direction of the turns for riders unfamiliar with the course.~~ , without knocking cones over. No remounting after a dismount is allowed. Riders get two attempts.
2. The rider has to start directly behind the Start line. The Starter gives the opening ~~, and then the competitor has to start during the next 3 seconds~~by indicating the start of the 3-second time window to cross the start line. The timer is started when any defined point of the tire (for example the part that crosses a low light beam) crosses the start line, and stops when a similar point of the tire crosses the finish line. If the rider has not yet started after 3 seconds, the timer will start counting anyway. ~~The rider is not disqualified for this~~This does not invalidate the attempt. Time measurement at start and finish line must be identical to insure accurate time measurement.
3. It must be secured that riders do not gain momentum before crossing the start line (no flying starts). ~~Remounting is not allowed .~~ If a flying start occurs, the start must be aborted by a clear and predefined signal. Flying starts can be automatically detected and signalled to the rider, e.g. by a light barrier system behind the rider at the start or by the responsible judge. If this happens the first time during an attempt, the rider is allowed to start over, but if it happens the second time, the attempt is invalid.
4. Cones may be hit, but not knocked over, otherwise the attempt is invalid. The course must be followed correctly, including the direction of turns. ~~The last cone must be completely circled before the rider's time is taken at the finish line.~~ Riders who go the wrong way around a cone can go back and make the turn the correct way with the clock still running~~.~~, otherwise the attempt is invalid. Arrows marked on the ground should indicate the direction of the turns for riders unfamiliar with the course. The

last cone must be completely circled before the rider's time is taken at the finish line.

5. The cones used are plastic or similar material traffic cones. ~~For official competition, cones~~ Cones must be between 45 and 60 cm tall ~~, with bases no more than 30 cmsquare. The~~ and the base plate must fit inside a square with side length 32 cm. The cones should be stable enough to stay put even in a stiff wind. Cones that do not have a round base plate must be aligned with at least one side parallel to the start/finish line.
6. The course must be set up accurately. The proper positions of the cones should be marked on the ground for a cone to be replaced quickly after it has been knocked over. ~~Riders get two attempts.~~ An area of at least 1.5 m in depth must be kept clear in front of the start line/behind the finish line, in which only equipment directly needed for timing is allowed to be located. With electronic timing, the light beams at the start and finish should be placed in such a way that the rider can cross the start and finish line at any reasonable location.
7. At least one practice course is required. If the practice course is not on a surface similar to the timed course, each rider should be allowed one practice run before their timed run. If they do not do both of their timed runs at the same time, another practice run should be allowed before the rider's second timed attempt.

2B.4.2 Track Coasting

1. An event to determine which rider coasts the furthest distance. No remounting after a dismount is allowed. Riders get two attempts.
2. Rules on crank arm length do not apply.
3. There is a 30 meter speed-up distance. Riders' coasting distances are measured from a 'starting line' with a 5 meter minimum, which will be marked by a ~~'qualifying line.'If the rider does not cross the qualifying lineit will count as a failed attempt. The farthest distance from the line wins.~~'qualifying line.' The distance is measured to the rearmost part of the rider that touches the ground when dismounting, or to the tire contact point where the rider stops coasting. ~~Remounting is not allowed. Riders get two attempts~~The farthest distance from the 'starting line' wins.
4. If the rider does not cross the 'qualifying line' it will count as an invalid attempt. If a rider crosses the ~~coasting line~~'starting line' (tire contact point) not in coasting position, ~~he or she is disqualified in that attempt. The event should~~ it will count as an invalid attempt.
5. The competition must be held on a ~~track or other very level, smooth surface that is~~ standard athletics competition track with the surface as clean as possible. The ~~track may be straightor curved.~~ speed-up distance must begin with the straight, thus allowing the riders to first coast as far as possible on the straight before entering the bend. The inside must be on the left in the direction of coasting.
6. Ample time must be allowed for all ~~competitors~~ riders to make some practice runs on the course before the official start. ~~Crank arm rules do not apply.~~

7. Wind must be at a minimum for records to be set and broken.

2B.4.3 Track Gliding

1. An event to determine which rider glides the furthest distance. In Gliding, the balance has to be kept all the time by the braking action between one or both feet and the top of the tire. If, for example, the foot loses contact with the tire due to small bumps, the contact must be restored immediately. No remounting after a dismount is allowed. Riders get two attempts.
2. It is held on a track with the same rules as Track Coasting ~~(see above~~paragraphs 2. to 9. (2B.4.2), with the addition that the riding surface must be dry.

2B.4.4 Downhill Gliding

1. A downhill race in gliding for speed. In Gliding, the balance has to be kept all the time by the braking action between one or both feet and the top of the tire. If, for example, the foot loses contact with the tire due to small bumps, the contact must be restored immediately. ~~A downhill race for speed.~~ Riders start from a standstill, or speed up to the ~~'starting line.' Riders~~ 'starting line' and are timed over a measured distance to the finish line. ~~Dismounts before~~ No remounting after a dismount is allowed. Riders get two attempts.
2. Rules on crank arm length do not apply.
3. Helmets are mandatory.
4. The timer is started when any defined point of the tire (for example the part that crosses a low light beam) crosses the start line, and stops when a similar point of the tire crosses the finish line~~disqualify the rider in that attempt. Helmets are mandatory.~~ .
5. In case of a dismount before the finish line, it will count as an invalid attempt.

2B.4.5 Slow Balance Forward

1. In Slow Balance Forward, the rider rides a distance of 10 meters in a continuous forward motion as slowly as possible without stopping, going backward, hopping or twisting more than 45 degrees to either side. Any age group with riders of 11 years or older must use a board of 15 cm wide. Any age group with no riders of 11 years or older must use a board of 30 cm wide at Unicon; in other conventions the host may choose to use either a 15 cm wide board or a 30 cm wide board for this age group. Tires may overlap the edges of the board, but if the tire contacts the ground next to the board, that would be the end of that attempt.
2. There are no crank arm length or wheel size restrictions for this event.

   ~~Riders must wear shoes. No other~~
3. The only required safety gear is ~~required.~~ shoes.

2B.4.5.1 Timing

1. The position of the unicycle during Slow Balance is defined by the tire contact point.
2. In Slow Balance, the rider starts behind the starting line. On command by the starter, the rider has 10 seconds to start forward motion and let go off the starting post. The timer starts recording time when the tire contact point crosses the starting line. At this moment, the rider may not be in contact with the starting post anymore. Timers must watch the hands and the feet/wheel at the same time at that moment. The time stops when the tire contact point crosses the finish line.

2B.4.5.2 Optional Penalty Rules

1. At any bigger conventions where there is a large pool of judges (such as Unicon) it is recommended that the host uses a system wherein the judges may give penalties to riders who seem to make "micro-errors" or if the judges are in doubt whether an error was made. Examples of micro-errors are twisting about 46 or 48 degrees, or vibrations of the wheel. Each penalty subtracts one second from the ridden time. ~~Riders are still disqualified for clear errors, such as riding off the board, dismounting or twisting 90 degrees.~~ Using these penalty rules is especially discouraged for possible errors for which a reliable objective detection system is being used.
2. Riders are still disqualified for clear errors, such as riding off the board, dismounting or twisting 90 degrees.

2B.4.5.3 Age Group and Final Rounds

1. Age Group and Final rounds are always required.
2. **Age Group Round:**

   2.1 All riders must participate in the Age Groups. Riders get two attempts.

   2.2 The best 8 ~~female~~ women and the best 8 ~~male~~ men riders qualify for the finals.

   2.3 For Unicon a minimum of 20 seconds is required to achieve a valid result. For any age group with no riders of 11 years or older the minimum time is 15 seconds. Riders who don't reach this threshold are automatically disqualified. If your net time after penalties brings you below the minimum time, you are also disqualified. For other competitions than Unicon, the host may adjust the threshold to a lower time or have no threshold at all.

3. **Final Round:**

   3.1 The Judging team for the Finals must consist of a single group of people that watch every rider, or (insofar available) an accurate and reliable technical means to check adherence to the rules.

   3.2 Riders get two attempts.

   3.3 The champion is the rider who performs the best result in the final round.

2B.4.6 Slow Balance Backward

1. This is the same as Slow Balance Backward, with the following differences *in italic*:

   1.1 Riders ride *backward*.

   1.2 It is an error to ride *forward*.

   1.3 ~~For Unicon a minimum of *15 seconds* is required to achieve a valid result. For any age group with no riders of 11 years or older the minimum time is *10 seconds*.~~

   1.4 Any age group with riders of 11 years or older must use a board of *30 cm* wide. Any age group with no riders of 11 years or older must use a board of *60 cm* wide at Unicon; in other conventions the host may choose to use either a *30 cm* wide board or a *60 cm* wide board for this age group.

   1.5 For Unicon a minimum of *15 seconds* is required to achieve a valid result. For any age group with no riders of 11 years or older the minimum time is *10 seconds*.

2B.4.7 Stillstand

1. Stillstand is a competition in which the rider attempts to balance as long as possible ~~. The rider cannot hop or turn the tire more than 45 degrees, and must remain~~ on a 25 cm long, 10 cm wide, and 3 cm tall block of wood ~~.~~ without hopping or turning the tire more than 45 degrees. Riders get two attempts.
2. The competition should take place indoors on a level surface.
3. The only required safety gear is shoes.

   ~~Each participant has~~

4. The 2 attempts ~~that~~ can be done at any time during the time window set by the host. The host can decide to add to each of the 2 attempts a window up to 20 seconds, in which the ~~competitor~~ rider can start the number of tries needed.
5. The starting post is placed anywhere the ~~participant~~ rider prefers. Time starts running when the ~~competitor~~ rider lets go of the starting post. After time starts running, the starting post will be taken away. Time stops at the moment when the ~~participant~~ rider rides off the board, dismounts, starts hopping or turns the tire more than 45 degrees.
6. There are no finals for the Stillstand competition. The overall results will be determined by the best results for ~~males and females respectively.~~

   men and women respectively.

2C Judges and Officials Rules

~~The Referee has final say on whether a rider's safety equipment is sufficient. The Starter will remove from the starting line-up any riders not properly equipped to race, including riders with dangerously loose shoelaces.~~

2C.1 ~~Racing~~ Track Officials

2C.1.1 Track Director

1. The Track Director is the head organizer and administrator of track events. The Track Director is the highest authority on everything to do with the track events, except for decisions on rules and results.
2. The Track Director is responsible for the logistics and equipment for all track events.
3. With the Referee, the Track Director is in charge of keeping events running on schedule, and answers all questions not pertaining to rules and judging. ~~The Track Director is the highest authority on everything to do with the track events, except for decisions on rules and results.~~
4. With the Referee, the Track Director may decide to stop a race for serious reasons and classify the remaining riders in the race as not finished. In extreme situations, the Track Director together with the Referee may also decide to stop or cancel entire competitions. As this is a serious decision, it may only be done if there is no other reasonable option.

2C.1.2 Referee

1. The Referee is the head track official~~, whose primary job is to make sure the competitors follow~~. The Referee is responsible for making sure that the competition rules are observed and for deciding on all related questions that arise during the event. This applies in particular to the handling of protests, as well as to questions of interpretation of the rules. ~~The Referee makes all final decisions regarding rule infractions. The Referee is responsible for resolving protests~~
2. The Referee has full control and authority over all judges and must instruct them on all details and regulations related to the competition.

3. The Referee must ensure that all necessary judges are on their assigned places. The Referee ~~makes sure other track officials are trained and ready.~~

   ~~The Starter starts races; explains race rules; calls riders back in the event of false starts. Also checks riders for correct unicycles and safety equipment.~~

   may replace absent, incapacitated or inadequate judges with others and may appoint additional judges. The ~~Finish Line Judge determines whether rides cross the finish line properly, according to the rules~~Referee must ensure that the judges do not interfere in the competition in a biased manner.

4. The Referee can ban persons from the competition venue for the duration of the competition, if they significantly disturb the execution of the competition.

2C.2 ~~Training Officials~~

~~As the rules state, competitions cannot be started until all key track officials have been trained and understand their tasks. For Racing, the Referee is in charge of making sure this happens.~~

5. The Referee has the exclusive right to disqualify riders in case of violations of the competition rules, with the exception of violations concerning the start (2B.7.1). Violations of the competition rules can be determined by their own observations or in reports of the responsible judges. Violations of the competition rules have to be reported to the referee with the following information: Position and name of the judge, competition, heat number, lane number and/or start number of the rider, as well as a clear description of the violation.

2C.2 ~~Starter Responsibilities~~

2C.1.1 Starter

~~Most Starter~~

1. The Starter starts races and calls riders back in the event of false starts. The Responsibilities follow from the text in ~~??~~2B.3.1, Starting and ~~??~~2B.3.0.1, False Starts.
2. If a verbal (spoken) count is used, ~~there should be about 3/4 second between each element in the count, with the same amount of time between each of them~~the time between (the start of) each of these elements must be the same, and approximately 1 second. Starters should practice this before the races begin. Timing of the count is very important for an accurate start. This count ~~can be in the local language, or a language agreed upon before competition starts.~~ are to be given in English at Unicon or international competitions. At other competitions, English is optional.

2C.2 ~~Finish Line Judge Responsibilities~~

3. The Starter checks riders for correct unicycles and safety equipment and will remove from the starting line-up any riders not properly equipped to race, including riders with dangerously loose shoelaces.

2C.1.1 ~~Judging Finish Line Dismounts~~

~~One or more officials~~

4. The starter has to take a position for the start from which the starter has an unobstructed view of the riders and the start command and signal can be easily perceived by the riders.

2C.1.1 Timekeeper

1. The Timekeeper is responsible for the conformity to the rules and the functioning of the timing system.
2. If a fully automatic timing and photo finish system is used, before the start of an event the Timekeeper must perform a zero control test to ensure that the system is started automatically by the starter's signal within the limit identified in rule 2D.9 (i.e. equal to or less than 0.001 second).
3. The Timekeeper supervises the timing system and if a fully automatic timing and photo finish system is used, makes sure that the camera is correctly aligned.
4. The Timekeeper (in conjunction with an adequate number of assistants) must determine the official times of the riders. The timekeeper must ensure that these results are correctly entered in or transferred to the competition results system.

2C.1.2 Finish Line Judge

1. The Finish Line Judge determines whether riders cross the finish line properly, according to the rules.
2. In all races in which remounting after a dismount is allowed, one or more Finish Line Judges are required at the finish line to judge dismounts~~in all races where dismounting is allowed. These officials must be appointed by the racing referee so they fully understand their crucial job. The finish line judges~~. The Finish Line Judges are the voice of authority on whether riders must remount and cross the finish line again. Any riders affected must be clearly and immediately signaled to return to a spot before the finish line, remount without overlapping the finish line, then ride across it again. The path for backing up must be made clear by the Finish Line Judge and may involve going around any finish line timing or optical equipment to prevent data problems for other riders in the race.

3. The Finish Line Judge can be assigned the task by the referee to document the running-in order. At least two Finish Line Judges should be assigned for this purpose if necessary.

2C.1.3 ~~Timing Penalty For Finish Line Dismounts~~Lane Judge

~~When a rider dismounts while crossing the finish line and has to back up, remount and cross the finish properly, it may happen that the first (illegal) finish is timed, and that this prevents the timing system from recording the time of the actual (proper) finish. (This may happen with a light beam finish timing system, or one based on chip timing. It will usually not happen with a modern slit camera system.)~~

~~If possible, the proper finish time must be reconstructed or estimated from whatever data is available, such as legitimate finish times of other riders in relation to the rider in question, video, photographs, or a "manual" reading from a running time display.~~

1. The Lane Judge observes the adherence to the corresponding competition rules during the race. Sufficient number of Lane Judges are to be appointed according to the discipline to guarantee a complete supervision of the adherence to all rules on all lanes.

   ~~If it is in no way possible to assess an actual finish time, the rider's time will be recorded as 0.01 seconds faster than the next rider to cross the line after their remount and crossing. In this way, the heat finish order is preserved. If the rider in question is the last one on the track, the time recorded should be~~

2. The Lane Judge observes at lane-bound races in particular that no rider leaves his lane and at non-lane-bound races that the riders respect the rules for overtaking and the ~~best possible estimate of their actual time crossing~~ minimum distances.
3. The Lane Judge observes in the one-foot race whether the riders take a foot off a pedal in time at the 5 m line. A Lane Judge should supervise a maximum of two lanes without technical aids.
4. The Lane Judge observes during the relay that the takeover of the baton is carried out according to the rules.

2C.1.4 Technical Discipline Judge

1. The Technical Discipline Judge supervises the adherence to the corresponding competition rules in the Technical Disciplines according to 2B.8 and the corresponding subchapters.
2. The Technical Discipline Judge must score and record all attempts of the athletes in the Technical Disciplines. There must be at least two Technical Discipline Judges for each competition of a Technical Discipline at Unicon and other international competitions, and it is strongly recommended that this is also applied to all other competitions.

2C.2 Training Officials

1. As the rules state, competitions cannot be started until all key track officials have been trained and understand their tasks. For all Track disciplines, as written in 2C.1.2 4.,the Referee is in charge of making sure this happens.

2D Event Organizer Rules

2D.1 Venue

1. All Track Racing Disciplines, as well as Track Coasting and Track Gliding, must be held on a standard athletics competition track. Exceptions are the 50m One Foot and the 30m Wheel Walk, which can also be held at an indoor athletics venue. The IUF Slalom must be held on a surface that has the same characteristics as a standard athletics competition track and therefore complies with paragraph 2.1. If the requirements cannot be fulfilled, the disciplines cannot be offered as official IUF Track Disciplines and this has to be announced accordingly before the competition.

   Note: If the track is outdoors, plans must be made to deal with inclement weather. Using an indoor track can eliminate this problem. The track must be available for enough days to allow for inclement weather.

2. Every track and field competition venue for athletics approved by a national athletics organization or higher is approved for official unicycle competitions.
   The essential criteria that such a venue must comply with are the following:

   2.1 Any firm, uniform surface that complies with the specifications for syntetic surfaces for athletic competition venues is permitted.

   2.2 The nominal length of a standard competition track is 400 m, it must be not shorter than 400.00 m and not longer than 400.04 m. It must consist of two parallel straights and two bends whose radii must be equal. The inside of the track must be bordered by a kerb of suitable material that should be coloured white, with a height of 50 mm to 65 mm and a width of 50 mm to 250 mm. The kerb on the two straights may be omitted and a white line 50 mm wide substituted.

   2.3 The measurement must be taken 0.30 m outward from the kerb or, where no kerb exists on a bend, 0.20 m from the line marking the inside of the track.

   2.4 The distance of the race must be measured from the edge of the start line farther from the finish to the edge of the finish line ~~after their remount~~nearer to the start.

2E ~~Event Organizer Rules~~

2D.1 ~~Venue~~

2.5 In all races up to and including 400 m, each rider must have a separate lane, with a width of 1.22 m ± 0.01 m, including the lane line on the right, marked by white lines 50 mm in width. All lanes must be of the same nominal width. The inner lane must be measured as stated in pragraph 2.3, but the remaining lanes must be measured 0.20 m from the outer edges of the lines.

~~A track must be made available for conducting the track races. The track must be marked in meters, and should be prepared in advance~~

3. The track must be prepared with start and finish lines for the various racing events that are unique to unicycle racing (such as 50, 30, 10 and 5 meter lines). ~~In addition to the track, a smooth area of sufficient size must be set aside to run the IUF Slalom.~~

4. For races that include at least one turn, the inside lane must be on the left in the direction of the race. The individual lanes must be numbered, starting with the left-hand lane as No. 1.

5. A public address system must be provided to announce upcoming events and race winners. Bullhorns are usually not adequate for the track environment.

   ~~If the track is outdoors, plans must be made to deal with inclement weather. Using an indoor track can eliminate this problem. The track must be available for enough days to allow for inclement weather.~~

2D.1 Officials and Judges

1. The host must designate the following officials for ~~track racing~~all track events:
   - Track Director
   - Referee

   1.1 For races the following additional officials and judges must be designated:
   - Starter
   - ~~Finish Line Judges~~ Timekeeper
   - Finish Line Judge
   - Lane Judge

1.1 For technical disciplines the following additional judges must be designated:

- Technical Disciplin Judge

2D.2 Communication

~~A Host is allowed to make helmets and/or knee pads mandatory for track races but it must be announced when registration is opened and must appear as an extra point to check for each discipline the competitor registers for.~~

~~If a large convention advertises events~~

1. If a convention host advertises events for disciplines with the names of the ones detailed in this chapter, they must use the rules provided here. If hosts desire to do variations on these rules, for example by offering other unicycle classes or wheel sizes, the events must be labeled accordingly~~. Example:~~ , i.e. "100m Unlimited" or "Track Coasting; Modified". The host can also offer events for additional disciplines. In both cases, the events for modified disciplines and the additional disciplines, they cannot be considered official IUF disciplines. In cases such as this, hosts must remember to provide detailed rules for these events at the same time the events are announced.
   Note: Examples of modified discipline events would be Unlimited races, where races can be run on unicycles without any restrictions. An example of another wheel size category would be the 700c wheel category, where unicycle wheels must be greater than 618mm in diameter, have a maximum bead seat diameter (BSD) of 622 mm, and there are no restrictions on crank length.
2. A Host is allowed to make helmets and/or other safety equipment mandatory for the competition or individual disciplines but it must be announced when registration is opened and must appear as an extra point to check when the competitor registers.

2D.3 Age Groups

~~The following age groups are the minimum required by the IUF to be offered at the time of registration for any Track discipline : 0-10 (20 Class), 0-13, 14-18, 19-29, 30-UP. Convention hosts are free to offer more age groups, and often do. For example , a full range of offered age groups might look like 0-8 (20 Class), 9- 10 (20 Class) , 0-12, 13-14, 15-16, 17-18, 19-29, 30-39, 40-49, 50-59, 60-UP. All age groups must be offered as male and female age group.~~

1. Scoring will be based on age groups in accordance with rule 1C.8.

2D.4 ~~Track Combined Competition~~Cross-Discipline Rankings

2D.4.1 Track Combined Competition

1. The best finishers combined from ~~the 6 racing events listed above~~ 100 m, 400 m, 800 m, One Foot, Wheel Walk and IUF Slalom will win this title. ~~Points~~
2. Placement points are assigned for a placement in each of the above ~~races~~disciplines, based upon ~~best times in the final heats. In smaller events, the finishing age group times in the IUF Slalom can be used if no additional final is run.~~ finals/final rankings. The following system is used: 1st place gets 8, 2nd place 5, 3rd place 3, 4th place 2, and 5th place ~~1.~~ 1 point. Highest total points score is the ~~World~~ Track Combined Champion; one each for ~~male and female.~~ mens and womens.
3. If there is a tie, the rider with the most first places wins. If this still results in a tie, the title goes to the better finisher in the ~~100m race. Points are not earned in age group heats.~~ 100 m race.

2D.4.2 Event-specific Overall Ranking

1. It is up to the organizers to determine from which disciplines placement points will be awarded for the Event-specific Overall Ranking.
   Note: The winner of this Event-specific Overall Ranking could be called for example the "Overall Winner of XY Cup".
2. Placement points are assigned in the individual disciplines. Usually the following system is used: 1st place gets 8, 2nd place 5, 3rd place 3, 4th place 2, and 5th place 1 point. Highest total points score is the winner of the Event-specific Overall Ranking. Men and women should always be separated. There are two different ways of determining an overall ranking:

   2.1 As an age group combined overall ranking, points will be awarded for placements in the finals/final rankings, no points will be awarded in the age group rankings.

   2.2 As an age group separated overall ranking, points will be awarded for placements in the corresponding age group, no points will be awarded in the final races/final rankings.
3. If there is a tie, the rider with the most first places wins. If this still results in a tie, the title goes to the better finisher in the 100 m race or, if this race is not part of the disciplines, it should go to the better finisher of the next longer standard track race (according to 2B.2.2 - 2B.2.4). If there is no standard track race longer than 100 m, the organizers can use another predefined discipline as tiebreaker.
4. The choice of disciplines, the system to assign placement points and the tiebreaker discipline should be published at the same time as the registration form or earlier.

2D.5 Race Configuration

1. Racing competition is held in two separate divisions: ~~Male and Female.~~ Men and Women. An exception are the relays, which can be mixed men/women according to 2B.2.7, 7.
2. There will be no mixing of age groups, or ~~males and females~~men and women (except for the relays), in heats except with permission from the Racing Referee.
3. Track events must have both a preliminary and final round.

2D.6 Heat and Lane Assignments

The following heat and lane assignments must be used for Unicon and international competitions. Also for other competitions it is recommended to do the assignments accordingly. The rule is applied for each age group independently.

1. The riders with the fastest seed times will be placed in the last heat, the next riders in the second last heat, etc. until all riders are distributed over the heats.
2. In age group races the distribution is done according to the seed times. Riders for whom no seed times are given will be placed without time behind the rider with the slowest seed time. The order in which riders with the same time are seeded will be decided by lot.
3. In final races the distribution is done according to the times achieved in the age group races. The order in which riders with the same time will be seeded ~~shall~~ must be decided by lot.
4. The lane assignment in lane-bound races is carried out according to the subsection below.
5. In each heat at least three riders should be seated if possible; however, this number can be undercut due to cancellations.

2D.6.1 Lane assignments in lane-bound races

1. In races up to and including 100m the lanes are to be distributed as follows in each heat:
   - If the number of lanes is odd, the rider with the fastest seed time in the race will be placed on the middle lane. The rider with the next fastest seed time will be placed on the lane to the right of the middle lane (number of the middle lane +1) and all other riders will be placed alternately to the left and right of the middle lane according to their seed times.
   - If the number of lanes is even, the rider with the fastest seed time will be placed on the lane with a number value of half the total number of lanes. The rider with the next fastest seed time will be placed to the right of this lane (half lane number +1) and all other riders will be placed alternately to the left and right according to their seed times.

2. In races from 200m the lanes are to be distributed as follows in each heat:
   - The rider with the fastest seed time in the race will be placed on lane 1, the rider with the next fastest seed time will be placed on lane 2 and all other riders will be placed one lane higher according to their seed times.
3. If a lane cannot be used, due to poor quality or other reasons, skip it and proceed as described above.

Example for the seeding of a 8-lane track *from fastest to slowest seed time*:
100m and shorter: fastest time in lane 4, then lane 5,3,6,2,7,1,8
200m and longer: fastest time in lane 1, then lane 2,3,4,5,6,7,8

2D.7 ~~Optional Race-End Cut-Off Time~~

~~It may be necessary to have a maximum time limit for long races, to keep events on schedule. When this is planned in advance, it must be advertised as early as possible, so attending riders will know of the limit. Additionally, at the discretion of the Racing Director, a race cut-off time may be set on the day of or during an event. The purpose of this is to allow things to move on if all but a few slow racers are still on the course. These cut-offs need not be announced in advance. At the cut-off time, any racers who have not finished will be listed as incomplete (no time recorded, or same cut-off time recorded for all). Optionally, if there is no more than one person on the course per age category and awards are at stake, they can be given the following place in the finishing order. But if each participating age category has had finishers for all available awards (no awards at stake), there is no need to wait.~~

2D.7 Timing, Photo Finish and False Start Monitoring

1. A Fully Automatic Timing and Photo Finish System must be used for the track races at Unicon and is strongly recommended for track races at all other competitions. The system must have been tested, and have a certificate of accuracy issued within 4 years of the competition, including the following:

   1.1 The System must record the finish through a camera positioned in the extension of the finish line, producing a composite photo finish image of at least 100 images per second, ideally 1000 images per second. The image must be synchronized with a uniformly marked time-scale graduated in 0.01 seconds.

   1.2 The System ~~shall~~ must be started automatically by the Starter~~'~~'s signal, so that the overall delay between the start signal and the start of the timing system is constant and equal to or less than 0.001 second.

   Note: A system that works not automatically at start and finish will not produce fully automatically measured times and therefore does not comply with this requirements.

2. The placing and times of the riders must be read from the Photo Finish image by means of a cursor with its reading line guaranteed to be perpendicular to the time scale.
   Note: In order to confirm that the camera is correctly aligned and to facilitate the reading of the Photo Finish image, the intersection of the lane lines and the finish line must be coloured black in a suitable design. Any such design must be solely confined to the intersection, for no more than 20 mm beyond, and not extended before, the leading edge of the finish line. Similar black marks may be placed on each side of the intersection of an appropriate lane line and the finish line to further facilitate reading.
3. The system must automatically determine and record the riders finish times and must be able to produce a printed image (in physical form or into a file) showing the time of each rider. Additionally, the system must provide a tabular overview showing the time or other result for each rider. Subsequent changes of automatically determined values and manual input of values (like start time, finish time), must be indicated by the system automatically in the time scale of the printed image and the tabular overview.
4. For the track races at Unicon a false start monitoring system, which is able to reliably detect a crossing of the start line before the start signal, must be used and is strongly recommended for track races at all other competitions.

2D.8 Accuracy of Results

1. For all Gliding and Coasting disciplines where the distance is measured, unless the distance is an exact 0.1 meter, the distance ~~shall~~ must be converted and recorded to the next shorter 0.1 meter, e.g. 34.56 m ~~shall~~ must be recorded as 34.5 m. When two riders reach the same distance, it ~~shall~~ must be determined to be a tie and the tie ~~shall~~ must remain and gets published as such.
2. For all Slow disciplines and Stillstand, unless the time is an exact 0.1 second, the time ~~shall~~ must be converted and recorded to the next shorter 0.1 second. When two riders reach the same time, it ~~shall~~ must be determined to be a tie and the tie ~~shall~~ must remain and gets published as such.
3. For all other track racing events mentioned in this chapter, unless the time is an exact 0.01 second, the time ~~shall~~ must be converted and recorded to the next longer 0.01 second, e.g. 14.533 seconds ~~shall~~ must be recorded as 14.54 seconds. In the event that there is a tie where an award and/or a place in the final is at stake, if the performances in question were achieved in the same heat and a photo finish system was used, the image of this system ~~shall~~ must be used to decide on the placings. In this case, the note (Photo Finish: +0.00X) is printed on the results list next to the official time. In other cases it ~~shall~~ must be determined to be a tie and the tie ~~shall~~ must remain and gets published as such.

Example: If two riders have reached a time of 0:07.08 and the image of the photo finish system shows a difference of 0.006 seconds, the following will be printed on the result list:

1st Place	Rider 1	0:07.08
2nd Place	Rider 2	0:07.08 (Photo finish: +0.006)

2D.9 Wind Measurement

It is recommended to measure the wind speed for 100 m, 200 m, One Foot, Wheel Walk, Track Coasting and Track Gliding since tailwind can have a significant influence when the track is not ridden at least once complete. For Unicons such wind speed measurement is required. For World Records to be valid, there may not be a tailwind averaging more than 2 m/s during the period specified below. The following rules apply to wind measurement:

1. All wind gauge equipment must be IUF approved and manufactured and calibrated according to international standards. The accuracy of the measuring eqipment used in the competition must have been verified by an appropriate organisation accredited by the national measurement authority.
   Note: All WordAthletics certified devices are approved.
2. Non-mechanical wind gauges must be used.
3. The wind gauge should preferably be started and stopped automatically and remotely, and the information conveyed directly to the competition computer. A manual start and stop should only be performed if there is no other possibility. In any case, the responsible juge needs a separate instruction for the correct operation of the wind gauge.
4. The wind gauge must be read in meters per second, rounded to the next higher tenths of a meter per second, unless the second decimal is zero, in the positive direction. Gauges that produce digital readings expressed in tenths of meters per second must be constructed so as to comply with this rule.
   Explanation: This means that a reading of +2.03 m/s must be recorded as +2.1 m/s; a reading of -2.03 m/s must be recorded as -2.0 m/s.
5. The wind gauge is placed beside the straight, adjacent to lane 1 and 50 m from the finish line (200 m and 100 m) respectively 25 m from the finish line (One Foot and Wheel Walk). During the Track Coasting the wind gauge is placed beside the straight, adjacent to lane 1 and 50 m from the starting line. In all cases the measuring plane must be positioned at 1.22 m ± 0.05 m height and not more than 2 m away from the track.
6. The period for which the wind velocity must be measured from the start signal are as follows:
   100 m . . . . . 14 seconds,
   One Foot. . . . . 8 seconds,
   Wheel Walk . . . . . 8 seconds.
   For a 200 m race, the wind velocity must normally be measured for a period of 14 seconds commencing when the first athlete enters the straight. The measuring can

also be startet automatically after 14 seconds from the start signal.
For Track Coasting the wind velocity must be measured for a period of 15 seconds from the time when the athlete passes the start line.

Part 3

Road: Races

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3A Overview

3A.1 Definition

Road races are long distance races held on paved roads or paved bicycle paths. This definition includes both fixed-distance and free-distance races, and different formats such as mass start races, time-trials and criterium

3A.2 Rider Summary

This section is intended as an overview of the rules, but does not substitute for the actual rules.

- You must wear shoes, gloves, and helmet.
- Personal music systems are not allowed for any races on public roads where there may be motorized traffic.
- Water and food stations are at the discretion of the host.
- Road racing events have wheel size, crank length, and gearing requirements that you need to be aware of.
- Road races are often run in two classes: standard and unlimited.
- Be aware of the rules regarding false starts, passing, dismounts, and illegal riding, repair or replacement of a unicycle, and protests.
- There may be a race cut-off time, as communicated by the host.

3B Competitor Rules

3B.1 ~~Safety~~General Road Racing Rules

3B.1.1 Safety

Riders must wear shoes, gloves and a helmet (see definitions in chapter 1D.1). Knee pads and elbow pads are suggested optional safety gear.

Personal music systems are not allowed for any races on public roads where there may be motorized traffic.

Water and food are the responsibility of the rider. It is recommended riders carry their own water on races longer than 10k. Hosts may offer food and water stations at their discretion.

3B.2 ~~Unicycles~~

3B.1.1 Unicycles

1. Riders may use different unicycles for different ~~racing~~ road events, as long as ~~all comply with the rules for~~ they comply with rules for the events in which they are entered. ~~See~~ 3B.3.2.1 ~~for the rules around using multiple unicycles in a single race.~~

   ~~For Unicon, if a 10 km race is organized, it must have~~

2. Unicycle racing is divided into two categories: ~~24 Class (including~~ standard and unlimited. In the standard category, unicycles have a standardised wheel size and fixed transmission. The recognised classes in the standard category are the 16 class, 20 ~~Class for riders under 11 years old) and Unlimited Class. For conventions other than Unicon, this is recommended.~~

   ~~For Unicon, if a 42.195 km race and/or a 100 km race is organized, it must have two categories: 29 Class and Unlimited Class. For other conventions than Unicon, this is recommended.~~

   ~~Using~~ class, 24 ~~Class and smaller wheels is not allowed in races longer than 20km without express permission of the racing director. The following chart defines the unicycle size limitations.~~

   class and 29 class. In the unlimited category unicycles are not-standardised by wheel size. The recognised class in the unlimited category is the unlimited class.

3. There is an allowable tire diameter range, minimum crank arm length and transmission for each unicycle class:

Unicycle Class	**Diameter Range**	**Min Crank Length**	**Transmission**
16 Class	0 – 418mm	89mm	regular
20 Class	more than 418mm – 518mm	100mm	regular
24 Class	more than 518mm – 618mm	125mm	regular
29 Class	more than 618mm – 778mm	No limit	regular
Unlimited Class	No limit	No limit	unlimited

~~Any unicycles in question~~

4. For Unicon and continental championships, both standard and unlimited competition categories are mandatory for time-trials, criterium and fixed/free-distance races. For smaller regional and national championship events, the two competition categories are strongly recommended. Exceptions apply (see section 3B.2.4.1)
5. For fixed/free distance races:
   5.1 If the distance is greater than 10km, the standard category is the 29 Class, and the Unlimited category is the Unlimited Class.
   5.2 If the distance is 10km or less, the standard category is the 24 Class and the unlimited category is the unlimited class. For age group competition, there should be a 20 Class for riders under 11 years old. The youngest age group for 24 Class wheels should have a minimum age of 0, so riders 10 years and younger also have the option of racing in the 24 Class (e.g. 0-8 on 20 Class, 9-10 on 20 Class, 0-13 on 24 Class).
6. For time-trials, the standard category is the 29 class and for the unlimited category is the unlimited class. For criterium, the standard category is the 24 class and the unlimited category the unlimited class.
7. A unicycle can be ridden if it is smaller than the class in which it is entered (e.g. 20 Class unicycle is allowed in a 24 Class race). However, if a race is over 20km, 24 Class and smaller unicycles are not permitted unless exempted by the race director.
8. Unicycles must be checked for compliance within their wheel class (wheel diameter, crank length and gearing), with the tire pressure that will be used in the race. Preferably, this check is carried out immediately before the race. Crank arm length is measured from the center of the wheel axle to the center of the pedal axle. Longer sizes may be used.

~~Unless otherwise specified, it is allowed to ride in any particular Class with a unicycle that fully conforms to a smaller Class (e.g. a 20 Class unicycle is allowed in a 24 Class race).~~

3B.2 ~~Rider Identification~~

3B.1.1 Rider Identification

3B.1.1.1 Race Numbers

Riders must wear their race number ~~(s) fixed at the four corners, clearly visible on their chest and, when required, on their back~~ so that it is clearly visible during the race and ~~as the rider crosses~~ when crossing the finish line. The recommended position for the start number is on the back. Organizers may provide special race numbers for the helmet, arms or hips, so that the riders can be identified from the side during the race.

Riders must use the officially provided race number unmodified in any manner. Numbers should not be folded, trimmed, or otherwise defaced. Referee approval must be sought to modify a ~~number plate~~ race number if it cannot otherwise be attached securely due to hydration pack, rider physique or posture when riding. Lost or damaged race numbers must be replaced with approval by referee. ~~Additionally, riders~~

3B.1.1.2 Chips for Electronic Timing

Riders may be required to wear ~~a chip for electronic timing .~~

3B.2 ~~Protests~~

~~Protests must be filed on an official form within two hours of the posting of event results. Every effort will be made for all protests to be handled within 30 minutes from the time they are received~~an electronic timing chip, as specified by the timing personnel. This chip may be attached, among other methods, as a disposable tag to the race number, which may have to be worn on the chest.

3B.2 ~~Event Flow~~

3B.1.1 Riders Must Be Ready

Riders must be ready when called for their races. Riders not at the start line when their race begins may lose their chance to participate. The Starter will decide when to stop waiting, remembering to consider language barriers, and the fact that some riders may be slow because they are helping run the convention.

3B.1.2 ~~Starting~~Protests

1. Protests must be filed on an official form. Mistakes in paperwork, inaccuracies in placing, and interference from other riders or other sources are all grounds for protests. All Referee decisions are final, and cannot be protested.
2. The default protest time (counting from the posting of results) depends on the type of event and the time after the competition within the results are published. The default protest time can be extended or shortend up to the minimum by the Race Director. Every deviation from the default protest time has to be clearly announced when the results are posted, including stating the protest deadline on the results list itself. The protest time may be extended for riders who have to be in other races during the protest period.

   2.1 For a large event such as Unicon or continental championships, for all results published within 90 minutes after the end of the competiotion, the default protest time is 120 minutes, the minimum is 30 minutes. For results published more than 90 minutes after the end of the competition but before 8 p.m. of the same day, the minimum protest time is 120 minutes. For all results published after 8 p.m. on the same day or on another day, the protest deadline is 12 p.m. (noon time) on the day after publication.

   2.2 For smaller events, for all results published within 90 minutes after the end of the competition, the default protest time is 60 minutes, the minimum is 15 minutes. For results published more than 90 minutes after the end of the competition, the minimum protest time is 60 minutes.
3. All protests will be acknowledged within 30 minutes from the time they are received, and an effort will be made to settle the issue within those 30 minutes.

~~Riders~~

3B.2 Road Racing Disciplines

3B.2.1 Fixed Distance Races

1. Fixed Distance Races are drafting races, with a wave or mass start, where riders races against each other over a defined and precisely measured distance.
2. The officiall recognized distances are

   i 10 km

   ii Marathon (42.195 km)

3B.2.2 Free Distance Races

1. Free Distance Races are drafting races, with a wave or mass start, where riders race against each other in a non-recognized fixed distance.
2. A Free Distance Race can be any race with a distance that is greater or lesser than 3 % from an officially recognized Fixed Distance. For Free Distance Races longer than a Marathon, a mass start is preferred.
3. The approximate distance of the race must be announced at the time of registration, to help riders plan and prepare accordingly.
4. There is no requirement for the course of a Free Distance Race to be officially measured. However, once the final course has been confirmed, the distance must be communicated to riders with at least kilometer-level precision. Organizers are encouraged to share a GPS track of the confirmed course whenever possible.

3B.2.3 Criterium

1. A Criterium is a short drafting race with distances of about 5 km to 10 km. It can be held around city block(s) or within a large parking lot. The courses should have left and right turns and multiple laps with a recommended lap length of 500 m to 1000 m.
2. A Criterium can be run in one of the following two variants:
   - 2.1 As a set distance criterium, where all riders will complete the same number of laps.
   - 2.2 As a time-based criterium, in which all riders ride one more lap after a set time and then everyone finishes the race.

3B.2.3.1 Set Distance Criterium

1. The number of laps should be three to ten laps and must be announced clearly to riders before the start of the race.
2. Each rider is responsible for counting their laps; organizers are not responsible for riders who do not finish the race due to not completing the required number of laps.

3B.2.3.2 Time-Based Criterium

1. Using the time from the top rider's first two laps, the referee will determine how many laps could be completed in the desired time limit. From this point on, the number of remaining laps (for the leaders) will be displayed and this will be used to determine when finish of the race occurs. A bell will be rung with one lap to go.

2. Lapped riders in the race will all finish on the same lap as the leader and will be placed according to the number of laps they are down and then their position at the finish.

3B.2.4 Individual Time Trial

1. An Individual Time Trial is a non-drafting race, with an individual start for each rider, where each rider races against the clock.
2. An Individual Time Trial can be run in one of the following two variants, either as part of an official unicycling competition or as independent events, such as record attempts:

   2.1 As a distance-based time trial, in which a given distance is completed as fast as possible.

   2.2 As a time-based time trial, in which the greatest possible distance is completed in a fixed amount of time.

3B.2.4.1 Distance-based Time Trials

1. These events may be held either during an official competition or independently, including for official record purposes.

   1.1 In official competitions, there is no fixed distance requirement for time trial course. Organizers may choose any course length that fits the format of their event. It is recommended to use a point-to-point course without loops, in order to minimize interactions between participants. The course should allow riders to overtake safely with sufficient space over most of the course.

   1.1.1 Riders must start one by one at fixed intervals, typically every 20 to 30 seconds. The starting order should be based on estimated performance, with slower riders starting first and faster riders starting later.

   1.1.2 The organizer may choose between brutto timing (elapsed time from the official start time of each rider) or netto timing (measured using a chip or electronic device triggered upon crossing the start line).

   1.1.3 If a 10 km fixed-distance course is used for a 24" Standard race, it may also be used for a time trial. Two options are possible:

   i Preferred option: Hold the 24" Standard fixed-distance race on a different day. This allows the time trial to be held with both 29" Standard and Unlimited categories.

   ii Alternative option: If it is not possible to separate the events across different days, the time trial may include only an Unlimited category and should take place just before or after the 24" Standard race on the same course.

1.2 For time trials held outside of official competitions, such as those organized for the purpose of record attempts, it is recommended to use a closed course on a road or track. The course must be measured and verified in accordance with the WR guidelines.

2. Official formats recognized for the purpose of establishing official records are
   - i 10 km time trials and
   - ii 100 km time trials and
   - iii 100 miles time trials.

3B.2.4.2 Time-based Time Trials

1. Time-based Time Trials must take place on a closed circuit, either on a road or a track. The course must be designed so that the start and finish occur at the exact same location. These events are not held as part of official competitions, but are recognized for the purpose of establishing official records.
2. Official formats recognized for the purpose of establishing official records are
   - i 1-hour time trials and
   - ii 24-hour time trials.

3B.2.5 Hill Climb

1. A Hill Climb is a unicycle road race held on a sustained uphill course, designed to test the riders' climbing ability rather than their top speed on flat or descending terrain.
2. A Hill Climb must take place in a region with appropriate topography, featuring a continuous ascent over several kilometers. Flat or downhill sections should be avoided, especially at the start and the end of the course. A flat section may be used if required for a safe and practical race start. The course must either have an average gradient of at least 6 %, or a total elevation gain of at least 850 meters.
3. There is no fixed maximum distance for a Climbing Road Race. The course length should be determined based on local topography, aiming for meaningful and challenging durations. Organizers are encouraged to consider a minimum distance of 5 km.
4. If topography allows, organizers may offer two course options: a longer "Expert" course and a shorter "Beginner" course. Both courses should follow the same climb whenever possible.
5. The majority of the course must be on paved road surfaces. Short unpaved sections are allowed only if they are smooth and rideable. The entire course must be rideable by elite riders without requiring dismounts due to excessive steepness or technical difficulty.
6. Intentionally running to gain time is not permitted.

7. A Hill Climb is a single unlimited-category competition, meaning that all riders, including standard category, start together in the same race without separation by unicycle category. When the event is held at an UNICON, additional awards shall be given to the top three males and top three females using 29" standard unicycles.

3B.3 Racing Rules

3B.3.1 The Start

1. Riders start with the fronts of their tires (forward most part of wheel) behind the edge of the starting line that is farthest from the finish line.

   1.1 With an individual start, the rider may start mounted, holding onto a starting post or other support. The rider may place the starting post or other support in the location most comfortable for them. The rider may mount after the start signal, if they wish. The rider has to start directly behind the Start line.

   1.2 With an heat or mass start, riders may start mounted, holding onto a starting post or other support, or onto each other. Riders may mount after the start signal, if they wish.

2. Rolling starts are not permitted in any race. Riders may lean before the start, but their wheels may not move forward during the start beeps or counting down. Rolling back should be avoided.

3. All commands of the starter are to be given in English at Unicon or international competitions. At other competitions, English is optional.

4. For heat or mass starts, the starter must announce the last remaining minute before the start. About 10 seconds before the start, the starter should give the command "Ready". After the command "Ready", all riders must move to their starting position. As soon as the Starter is satisfied that all riders are steady in the correct starting position, they gives the command "Attention" and starts the race. This can be done by a start sequence as follows:

   4.1 Usually, a start-beep apparatus is used. This provides a six-count start: "beep - beep -beep - beep - beep - buup!". The timing between (the start of) successive beeps is one second. The first five beeps have all the same sound frequency. The final tone (buup) has a higher frequency, so that the competitors can easily distinguish this tone from the rest. The proper moment to start is the beginning of the final tone.

   4.2 As an alternative, the Starter will give a three-count start before firing a starting gun on the fourth count. Example: "One, two, three, BANG!". The time between (the start of) each of these elements ~~should~~ must be the same, and ~~approximately 3~~should approximately 1 second.

   Both variants allow the rider to start leaning ahead of the "buup/~~4 seconds. This allows riders to predict the timing of the gun, for a fair start.~~

~~Riders start with the fronts of their tires (forward most part of wheel) behind the edge of the starting line that is farthest from the finish line. Rolling starts are not permitted in any race. Riders may start from behind the starting line if they wish, provided all other starting rules are followed. Riders may lean before the start , but their wheels may not move forward during the startbeeps or counting down. Rolling back is allowed.~~ BANG", for an exact and predictable start. It is recommended to use one or the other of those two options for all races in a competition if possible. The option to be used must be announced in advance of the competition.

5. If the Starter is not satisfied that all is ready for the start to proceed after they gave the command "Ready" and the riders are on their starting position or they otherwise abort the start, the command should be "Go Back". If a start-beep apparatus is used and the start sequence is already started the start should be aborted by blowing a whistle or other clear and predefined signal. Where a rider in the judgement of the Starter, after the command "Ready",

   5.1 causes the start to be aborted, for instance by dismounting, without a valid reason (such reason to be evaluated by the Starter); or

   5.2 does not place themselves in their final starting position at once and without delay; or

   5.3 disturbs other riders in the race through sound, movement or otherwise,

   the Starter must abort the start. The Starter may warn the rider for improper conduct (disqualify in case of repeated infringement of the Rule). However, when an extraneous reason was considered to be the cause for aborting the start, or the Referee does not agree with the Starters decision, no rider gets warned or disqualified. This decision must be clearly indicated to the riders.

3B.3.2 ~~False Starts~~

3B.3.1.1 False Start

1. A false start occurs if a rider's wheel moves forward before the start signal~~, or if one or more riders are forced to dismount due to interference from another rider or other source. In any case, only the earliest false starter will be assigned a false start, with the associated penalty (warning, time penalty or disqualification).~~

   .

2. If a heat has to be restarted, the Starter will immediately recall the riders, for example by blowing a whistle or any other clear and predefined signal. Any warning or disqualification resulting from this must be clearly indicated to the riders in question.

3. There are three options on how to deal with false starts:

3.1 **One False Start Allowed Per ~~Rider~~Heat:** The use of this option is strongly discouraged when no electronic false start monitoring system is used. In case of a false start, the heat is restarted. ~~Any rider(s) who caused their personal~~ After the first false start of a particular heat, all riders receive a warning and may start again. ~~Any~~ Thereafter, any rider(s) causing ~~their personal second~~ a false start are disqualified for this event. Only the earliest false starting rider gets assigned this false start and the associated disqualification.

3.2 **One False Start Allowed Per ~~Heat~~Rider:** In case of a false start, the heat is restarted. ~~For~~ After the first false start of a particular ~~heat, all riders~~ rider in a heat, the rider in question receives a warning and may start again. ~~Thereafter, any~~ Any rider(s) causing ~~a~~ their personal second false start are disqualified for this event. Only the earliest false starting rider gets assigned this false start and the associated warning or disqualification.

3.3 **Time Penalty:** In case of a false start, the heat is not restarted. If a false start occurs by one or multiple riders, these riders receive a time penalty (such as 10 seconds). ~~If a heat has to be restarted, the Starter will immediately recall the riders, for example by firing a gun or blowing a whistle or any other clear and pre-defined signal.~~

It is recommended to use one or the other of those three options for all races in a competition if possible. The option to be used must be announced in advance of the competition.

~~If the race is started using individual starts or heat starts (see sections 3D.8.1 and 3D.8.2) a time penalty is the recommended option . In the case of a mass start (section 3D.8.3), any option is viable~~

3B.3.2 The Race

3B.3.2.1 Illegal Riding

Illegal riding includes intentionally interfering in any way with another rider, deliberately crossing in front of another rider to prevent him or her from moving on, deliberately blocking another rider from passing, or distracting another rider with the intention of causing a dismount.

3B.3.3 ~~Passing~~

3B.3.2.1 Passing

An overtaking rider must pass on the outside, unless there is enough room to safely pass on the inside. Riders passing on the inside are responsible for any fouls that may take place as a result. No physical contact between riders is allowed. The slower rider must maintain a reasonably straight course, and not interfere with the faster rider.

3B.3.3 ~~Dismounts~~

3B.3.2.1 Dismounts

Dismounting and remounting is allowed. If a rider is forced to dismount due to a fall by the rider immediately in front, it is considered part of the race, and both riders should remount and continue.

3B.3.3 ~~Illegal Riding~~

~~Illegal riding includes intentionally interfering in any way with another rider, deliberately crossing in front of another rider to prevent him or her from moving on, deliberately blocking another rider from passing, or distracting another rider with the intention of causing a dismount.~~

3B.3.2.1 Repair, Change, or Replace a (Broken) Unicycle

3B.3.3 ~~Repair, Change, or Replace a (Broken) Unicycle~~

~~In Road Races, riders may make modifications to their unicycles, but must be self-sufficient in this. The rider must carry all necessary parts and tools needed for the modification(s), and do all the work without any assistance. For example, a rider may change cranks but must carry the new cranks and all tools from the start of the~~

1. Riders are allowed to modify or adjust their unicycle during the race.

   ~~Assistance is allowed~~ Assistance from others is permitted at any time, including tools and hands-on help.

2. Replacement of the unicycle or wheel is permitted only in the event of ~~a breakdown or damageto the unicycle. Outside tools and hands-on help may assist the rider to continue, including replacing the unicycle if necessary~~mechanical problems or damage. The replacement unicycle must belong to the same category as the original and should ideally have same characteristics (wheel size, crank length, hub). The Referee must confirm that the situation was unplanned and was indeed ~~"accidental". If the Referee determines otherwise and the rider used outside assistance for changes to the unicycle, the rider will be disqualified.~~

   accidental.

3. The rider may continue the course on foot (walking, not running) with the broken unicycle. If ~~the rider exits from~~ they leave the course, they must reenter the course at or before the point where they exited from the course. ~~When the rider is off course, he~~ While off-course, they may run or use any ~~other~~ form of transportation.

~~Any modifications made to the unicycle must still adhere to the requirements of the category that the rider is entered in . For example, if a rider broke a crank in the 24 Class 10k race , they are only allowed to install a new crank of 125 mm or longer.~~

3B.3.2.1 Drafting

1. Drafting is riding close behind another rider or vehicle to reduce air resistance and benefit from the slipstream. It is considered drafting when the distance is less than 5 meters front/back or 1.5 meters laterally.
2. In all road races drafting behind non-unicyclist participants, non-participants and vehicles is prohibited at all times. Additinally in all
   - 2.1 non-drafting races, drafting behind other unicyclist participants is forbidden at any time.
   - 2.2 drafting races, drafting between unicyclist participants in the same race is permitted unless otherwise specified in the event rules.
3. Race officials may evaluate drafting infractions based on rider behavior, timing, and positioning.

3B.3.3 ~~Finishes~~The Finish

Finish times are determined when the front of the tire first crosses the vertical plane of the nearest edge of the finish line.

Riders are always timed by their wheels, not by outstretched bodies. If riders do not cross the line in control, they are awarded a 5 second penalty to their time. "Control" is defined by the front of the wheel crossing the vertical finish plane (as defined above) with the rider having both feet on the pedals. (Note: a rider is not considered in control if the unicycle crosses the finish line independent of the rider. The finish time is still measured by when the wheel crosses the vertical finish plane and the 5 second penalty is applied.)

In the case where a rider is finishing with a broken unicycle, the rider must bring at minimum the wheel to the finish line, and time is still taken when the wheel crosses the finish line. The 5 second penalty is applied.

3B.4 ~~Criterium~~

~~A Criterium race is a short road race with distances of 5k to 10k. Courses should have left and right turns and multiple laps.~~

3C Judges and Officials Rules

3C.1 Racing Officials

3C.1.1 Race Director

1. The Race Director is the head organizer and administrator of road race events. The Race Director is the highest authority on everything to do with the road race events, except for decisions on rules and results. With the Convention Host, the Race Director determines the course, obtains permits, interfaces with the community, and determines the system used to run the event.
2. The Race Director is responsible for the logistics, equipment for all road racing events.
3. With the Referee, the Race Director is in charge of keeping events running on schedule, and answers all questions not pertaining to rules and judging.
4. The Race Director is ~~the highest authority on everything to do with the road raceevents, except for decisions on rules and results.~~ responsible for ensuring that a race briefing is held with the riders before each race, in which course-specific aspects, in particular safety aspects, are explained.

3C.1.2 Referee

1. The Referee is the head racing official~~, whose primary job is to make sure the competitors follow the rules . The Referee makes all final decisions regarding rule infractions. The Referee is responsible for resolving protests. The Referee must above all be objective and favor neither local, nor outside riders.~~ . The referee is responsible for making sure that the competition rules are observed and for deciding on all related questions that arise during the event.
2. The referee has full control and authority over all judges and must instruct them on all details and regulations related to the competition.
3. The referee must ensure that all necessary judges are on their assigned places. The referee may replace absent, incapacitated or inadequate judges with others and may appoint additional judges. The referee shall ensure that the judges do not interfere in the competition in a biased manner.
4. The referee can ban persons from the competition venue for the duration of the competition, if they significantly disturb the execution of the competition.

5. The referee has the exclusive right to disqualify riders in case of violations of the competition rules, with the exception of violations concerning the start. Violations of the competition rules can be determined by their own observations or in reports of the responsible judges. Violations of the competition rules have to be reported to the referee with the following information: Position and name of the judge, competition, start number of the rider, as well as a clear description of the violation.

3C.1.3 Starter

~~The starter starts races , explains race rules,~~

1. The Starter starts races and calls riders back in the event of false starts. The ~~starter is in charge ofchecking~~ Responsibilities follow from the text in 3B.5.2, Starting and 3B.5.3, False Starts.
2. If a verbal (spoken) count is used, the time between (the start of) each of these elements must be the same, and should be approximately 1 second. Starters should practice this before the races begin. Timing of the count is very important for an accurate start. This count is to be given in English at Unicon or international competitions. At other competitions, English is optional.
3. The Starter checks riders for correct unicycles and safety equipment ~~.~~ and will remove from the starting line-up any riders not properly equipped to race, including riders with dangerously loose shoelaces.
4. The starter has to take a position for the start from which they have an unobstructed view of the riders and the start command and signal can be easily perceived by the riders.

3C.1.4 Timekeeper

1. The Timekeeper must be responsible for the conformity to the rules and the functioning of the timing system.
2. The Timekeeper supervises the timing system and if a fully automatic timing and photo finish system is used, makes sure that the camera is correctly aligned.
3. The Timekeeper (in conjunction with an adequate number of assistants) must determine the official times of the riders. The timekeeper must ensure that these results are correctly entered in or transferred to the competition results system.

3C.1.5 Course Judge

1. The Course Judge observes the adherence to the corresponding competition rules during the race. Sufficient number of Course Judges are to be appointed according to the discipline to guarantee an adequate supervision of the adherence to the rules.

2. The Course Judge can be assigned the task of securing the race course and directing the riders to the correct way.

3C.2 Officials Can Compete

The Referee may not compete in any competition where they may be required to make a decision. The Race Director may compete, as long as the race course has been announced early enough that the Race Director does not have an advantage from knowledge of the course.

3C.3 Consequences of Infractions

The Referee has final say on whether a rider's safety equipment is sufficient. The Starter will remove from the starting line-up any riders not properly equipped to race, including riders with dangerously loose shoelaces.

A rider who is forced to dismount due to interference by another rider may file a protest immediately at the end of the race. Riders who intentionally interfere with other riders may receive from the Referee a warning, a loss of placement (given the next lower finishing place), disqualification from that race/event, or suspension from all races.

3D Event Organizer Rules

3D.1 Venue

~~These are races held usually~~

1. Depending on the Road Racing discipline, courses are usually held on one of the following options:
   1.1 Fixed and Free Distance Races are usually held on roadways or bike paths. It is recommended to use a point-to-point courses without loops. For Fixed Distance Races additional requirements are described in 3D.1.2.
   1.2 Criteriums are held around city block(s) or within a large parking lot, allowing the course to have left and right turns and multiple laps with a recommended lap length of 500 m to 1000 m.
   1.3 Distance-based Time Trials in officiall competitions are held on the same courses as Fixed and Free Distance Races. Outside of officiall competitions they can also held on the same courses as Time-based Time Trials.
   1.4 Time-based Time Trials must take place on a closed circuit, either on a road or a track with a recommended lap length of 200 m to 1000 m.
2. The course must be designed with rider safety as a top priority. It should include clear signage, road barriers where necessary, and an adequate number of marshals to guide and protect participants.
3. The road surface should be smooth, durable, and free of hazards such as deep potholes, cracks, off-camber sections, or uneven terrain. Rough surfaces, narrow segments, and other obstacles should be avoided or adequately managed to ensure rider safety. If bicycle paths are used, they must be sufficiently wide to accommodate riders at speed and should be free of any hazards. Objects adjacent to the course—such as benches, trees, or metal posts—must be considered potential risks and properly safeguarded.
4. Throughout most of the course, riders must have enough space to overtake safely. This is not nesseccary for individual Time Trials outside of official competitions.

~~For any road race over a fixed (traditional) distance~~

3D.1.1 Start and Finish Area for Races with Mass Start or Wave Start

1. The start area must be wide enough to accommodate several riders launching simultaneously in safe conditions.
2. It is recommended that the finish area is not downhill, as downhill finishes increase the risk of crashes. Organizers may choose to place the finish on flat or uphill terrain. The final few hundred meters of the course should be straight, with no sharp turns, to allow for safe sprint finishes.

3D.1.2 Fixed Distance Races

1. For any Fixed Distance Race according to 3B.2.1, it is ~~encouraged~~ recommended that the course complies with the requirements for IUF World Records. In short: ~~(1)~~

   i The start and finish points of the course, measured along a theoretical straight line between them, shall not be further apart than 50% of the race distance. ~~(2)~~

   ii The overall decrease in elevation between the start and finish shall not exceed 1:1000, i.e. 1m per km (0.1%).

   Please refer to the IUF World Records Guidelines for details.

3D.2 Officials

The host must designate the following officials for each road race:

- Race Director
- Referee
- Starter

3D.3 Communication

The host must announce the false start method at least two months before the event.

Details of all non-track racing events, or other events with unique courses or details must be published as soon as they are known. This is to provide competitors with the information they need to train, and to help them prepare the appropriate unicycles. These are major needs for attendees from far away. Necessary details depend on the event, but include things like course length, elevation and elevation change, steepness, level of terrain difficulty, amount of turns, riding surfaces, course width, etc. Maps should be provided when possible. While sometimes courses cannot be planned until weeks or days before the convention, as soon as they are known the details must be posted to the convention web site and/or all places where convention information is posted. It is acceptable to publish tentative courses while waiting for permits to be approved, etc.

3D.4 Age Groups

~~The following age groups are the minimum required by the IUF to be offered at the time of registration for any Road Racing discipline: 0-13, 14-18, 19-29, 30-UP. For any discipline for which there is a 24 Class wheel size category, also an age group 0-10 (20 Class) must be offered. All age groups must be offered as male and female age group.~~

1. Scoring will be based on age groups in accordance with rule 1C.8.

3D.5 Practice

If the course is open for practice to all riders for at least 7 days leading up to the event, then there are no restrictions on who can compete. If the course is not open for practice until the day of the event, then anyone who has pre-ridden the course is not allowed to compete. Organizers must therefore ensure that course marking and set-up are done by non-competing staff/volunteers.

3D.6 ~~Ungeared Awards~~

~~At Unicon, if there are five or more geared male riders in an Unlimited event, the fastest three ungeared male riders will be awarded with an ungeared title for that event. Similarly, if there are five or more geared female riders in an Unlimited event at Unicon, the fastest three ungeared female riders will be awarded with an ungeared title for that event. This is only for the overall classification, not for Age Groups. Other events can choose to award the fastest three, one, or none of the ungeared riders as they wish.~~

3D.6 ~~Criterium~~

~~Criterium can be held around city block(s) or within a large parking lot. The recommended lap length is 500 to 1000 meters. It is recommend that the course has left and right turns, with consideration given to the safety and number of riders in the race. The race can be run as a set distance race (all riders will complete the same number of laps), or based upon time. A set distance race is strongly recommended for larger events. Different categories (e.g. Unlimited and Standard 24 Class) can have different race lengths. The starts are a mass start. If a rider falls due to other riders falling ahead or nearby, this is generally considered part of the race. Intentional interference with other riders is not permitted and may result in disqualification by the Referee.~~

3D.5.1 ~~Set Distance Length~~

~~If the race is run as a set distance event, the number of laps should be announced clearly to riders before the start of the race. There should be three to ten laps. Each rider is~~

~~responsible for counting their laps; organizers are not responsible for disqualified riders who do not complete the required number of laps.~~

3D.5.1 ~~Time-based Length~~

~~The Criterium can also be run as a time-based event. Using the time from the top rider's first two laps, the referee will determine how many laps could be completed in the desired time limit. From this point on, the number of remaining laps (for the leaders) will be displayed and this will be used to determine when finish of the race occurs. A bell will be rung with one lap to go. Lapped riders in the race will all finish on the same lap as the leader and will be placed according to the number of laps they are down and then their position at the finish.~~

3D.6 Race Configuration

Riders are usually divided by age group and unicycle type, such as 24 Class versus 29 Class unicycles, and/or Standard (a Regular Unicycle, any size wheel and cranks) versus Unlimited.

3D.7 Starting Order

1. The goal in determining the starting order is to sort racers fairly by speed while still making sure that ~~males and females~~ men and women race amongst themselves. Unless otherwise noted below, the fastest riders start first, and also within a start group (heat or mass start), riders should be positioned in the line-up by speed with the fastest in front. ~~Starting order can be determined by seed time , or from the results of a previous Road Race in that competition. For example, if the Marathon follows the 10k, the results of the 10k can be used to determine the starting order for the Marathon. In the case that a racer does not have a seed time , and is signed up for a particular event (such as the Marathon) and did not participate in the previous race (such as the~~
2. At Unicons, the Starting Order is determined based on an expected time or average speed declared by each competitor at registration. This declared value may be based on a previous race, a training session, or a personal estimate. It may be entered directly or selected from a predefined range provided during registration. Riders with the fastest expected performances will be placed in the earliest waves for wave starts, or at the front of the start line for mass starts. Riders who do not provide an expected time or speed may be placed in the last wave or at the back of the start line.
3. If results from a previous road race held during the same competition are available—such as a 10k ~~), the Racing Clerk has the right to assign a starting position where they see fit.~~ before a marathon—they may also be used to help determine the starting order.

4. The starting order is the joint responsibility of the Race Director and the Referee.

3D.8 Starting Configuration

Line-up order and heats must be assigned prior to the race. There are three allowable formats for designating the starting configuration of a Road Race: individual start (section 3D.8.1), heat start (section 3D.8.2), or mass start (section 3D.8.3).

To determine which start configuration to use, read the following rules from top to bottom. Once you have an outcome, *disregard* the remaining rules.

- If this is an "Individual Time Trial" format race, use individual start.
- If the course is too narrow to allow for racers to safely and fairly start in heats, use individual start.
- If you cannot safely start five or more riders across, use individual start.
- If the starting field consists of 30 riders or less, use a mass start.
- If the course does not allow for ten riders to ride abreast for at least 500 meters before the course narrows, use heats of 12 or more riders.
- If the starting field consists of more than ~~50~~ 100 riders, use heats of 20 or more riders.
- In all other cases, use a mass start.

~~The various classes may share the race course, but Standard racers should always start separately from Unlimited racers, also in the case of mass starts.~~ Unlimited racers should start first, unless there is no risk that Unlimited riders have to pass Standard riders (for example they race on different days).

In the sections below, "fastest rider" means "fastest rider by seed time." Seed time is defined as an estimated finish time, preferably based on past performance in similar event(s). If no seed time is submitted by the rider or their coach, the organization can assign a seed time.

3D.8.1 Individual Start

Each rider is individually started at a fixed time interval, such as every 20 or 30 seconds. Riders are sorted by speed with the fastest rider going first. (Except in the case of an Individual Time Trial, where the race can start with either the fastest or slowest rider.)

3D.8.2 ~~Heat~~ Wave Start

~~Heats~~

1. A wave start is a start where a smaller group of competitors start the race together. This type of start is commonly used in fixed distance races (e.g. 10km or Marathon) when a mass start is not feasible due to space limitations.
2. The various classes may share the race course, but Standard racers should always start separately from Unlimited racers.
3. Waves should consist of at least 12 riders, either ~~male or female~~ men or women (no mixed heats). ~~Heats~~ Waves may vary in size. ~~Heats~~ Waves are sorted by speed with the fastest ~~heat~~ wave going first. The first ~~heat~~ wave should be devoted to the fastest ~~males. The second heat should be devoted~~ men, and the second wave to the fastest ~~females~~women. These waves must be single-gender. The top ~~males~~ men and the top ~~females~~ women must have equivalent racing conditions. The following ~~heats~~ waves should be sorted by speed. The time intervals between ~~heats should run as follows:~~
4. ~~For non-lapped races, there should be a time interval of at least 5 minutes (for the 10k) or 10 minutes (for the Marathon) between heats 1 and 2, as well as between heats 2 and 3. This is to ensure safe and fair racing for the top male and top female heats.~~
5. ~~For lapped races (and races other than the 10k and Marathon), the time intervals between heats~~ waves 1, 2, and 3 should be set up such that following ~~heats~~ waves have the least chance of interfering with the top ~~male and female riders.~~ men and women riders. In all cases, the minimum time interval between two waves is 1 minute.

3D.8.3 Mass Start

1. A mass start is a ~~start in which all racers of a certain class (such as Standard or Unlimited) start together. Males and Females of the same class startat the same time.~~ grouped start where all participants start the race together. This type of start is commonly used for long-distance races (marathon or longer free distance road races).
2. The organizer may choose to separate the starts based on class and gender, allowing for up to four separate starts, resulting in three possible configurations:
   - 2.1 Standard and Unlimited start together, all genders combined (1 start) (not suitable for road races at UNICON),
   - 2.2 Standard and Unlimited start separately, all genders combined (2 starts),
   - 2.3 Standard and Unlimited start separately, with men and women also starting separately (4 starts).
3. In any case the starting order on the line may be determined based on seed times or other criteria set by the organizer.

3D.9 ~~Starter Responsibilities~~

3D.9 Timing, Photo Finish

~~If a verbal (spoken) count is used, there should be about 3~~

1. The use of Fully Automatic Timing and Photo Finish Systems or Transponder Timing Systems that fulfill the specified criteria are permitted for timekeeping in road races at IUF sanctioned events. For other competitions, these are highly recommended, but Hand Timing that fulfills the specified criteria is also allowed here.
2. The use of Fully Automatic Timing and Photo Finish Systems is permitted, provided they meet the criteria set out in Rule 2D.8 and are operated accordingly.
3. The use of Transponder Timing Systems is permitted, provided that:
   - i None of the equipment used at the start, on the course or at the finish line is a significant obstacle to the progress of a rider.
   - ii The weight of the transponder and its housing carried or worn by the rider is not significant.
   - iii The System is started by the start signal.
   - iv The System requires no action by a rider during the competition, at the finish or at any stage in the result processing.
4. The use of Hand Timing is permitted, provided that:
   - i Timekeepers are in line with the finish and all have a good view of the finish line.
   - ii Timekeepers use manually operated electronic timers with digital readouts. All such timing devices are termed "watches" for the purpose of the Rules.
   - iii The time is taken from the start signal.
   - iv Two official Timekeepers time the winner of every event and any performance for record purposes.
   - v Each Timekeeper acts independently and without showing their watch to, or discussing their time with, any other person.
   - vi The time measurement must be carried out with a resolution of at least 1/~~4 second between each element in the count, with the same amount of time between each of them. Starters should practice this before the races begin. Timing of the count is very important for an accurate start. This count can be in the local language, or a language agreed upon before competition starts.~~

3D.10 ~~Finishes~~

~~If finish times for a race are timed using microchips or other non-photographic electronic equipment, finish~~ 10 of a second, unless the measurement system ensures that the times are always given to at least the next longer full second. Unless the time is an exact full second, the time will be converted to the next longer full second. If the measuring system only displays full seconds and it cannot be ensured that this is the next longer full second, one second must be added to the displayed time. If two watches are prescribed and, after converting as indicated above and two watches are prescribed, the two watches disagree, the longer time will be official.

5. For all times to be official, unless the measured time is an exact whole second, the time shall be converted and recorded to the next longer whole second, e.g. 1:33:47.153, the official time is recorded as 1:33:48. All official times must be determined considdering paragraph 6 and 7 where required.
6. The placing order must be ~~verified by photo timing equipment if the finishers are within 0.1 seconds of each other. Also, in the case where a world record is suspected of being set, the time must be verified with photo timing equipment.~~determined at the finishing moment in accordance with rule 3B.5.8. It is recommended that Judges and/or video recording(s) also be provided to assist in determining the finishing order and the identification of riders. For all road races at IUF sanctioned events, a Photo Finish System according to paragraph 3 or a video recording perpendicular to the finish line must be available to determine the placings.
7. If a reliable deternmination of the finishing order between competitors is not possible, the competitors must be ranked equally and assigned the same official time.
8. Only official times will be published.
9. When two competitors have the same official time and the placing is determined based on the actual finishing order, the result list should indicate if a Photo Finish System was used or not (e.g., "Photo Finish: +0.03" or "Timekeeper Decision").

3D.10 Optional Race-End Cut-Off Time

It may be necessary to have a maximum time limit for long races, to keep events on schedule. When this is planned in advance, it must be advertised as early as possible, so attending riders will know of the limit. Additionally, at the discretion of the Racing Director, a race cut-off time may be set on the day of or during an event. The purpose of this is to allow things to move on if all but a few slow racers are still on the course. These cut-offs need not be announced in advance. At the cut-off time, any racers who have not finished will be listed as incomplete (no time recorded, or same cut-off time recorded for all). Optionally, if there is no more than one person on the course per age category and awards are at stake, they can be given the last place in the finishing order. But if each participating age category has had finishers for all available awards (no awards at stake), there is no need to wait.

3D.11 ~~Special Marathon Events~~Lead Vehicle

~~Exceptions from the default rules may be allowed for a marathon race that is embedded in a big city marathon.This allows the unicycling organizer to follow some requirements of the main marathon organizer in order for the unicycling marathon to fit within the larger event.~~

~~The following exceptions to the rules may be made:~~

1. ~~Mass start / Group start (Mass start could be forced by the main host for schedule requirements)~~ A lead vehicle is used to guide the front of the race, provide visibility, and ensure safety, especially in races held on open roads.
2. ~~Start groups do not have to separate males/females and/or wheel sizes~~ Its use is recommended for all open-road races, except time trials.
3. ~~Netto times (time from when the rider's wheel crosses the start line) can be used for placements while the Brutto time (time from when the raceis started) counts for records.~~ The lead vehicle must stay approximately 50 to 100 meters ahead of the leading unicyclist, without interfering with the race or providing a drafting advantage. It must be fast and maneuverable enough to stay ahead throughout the race.
4. A two-wheeled vehicle is preferred. This may be a motorcycle, an e-bike, or a fit elite cyclist capable of riding faster than the leading unicyclist. The use of a car is discouraged due to its width and the larger slipstream it creates.
5. It should be clearly marked and easily identifiable by both competitors and marshals.
6. The operator should be in contact with race officials to report hazards or incidents on the course.
7. If no lead vehicle is feasible, alternative safety measures must be put in place.

3D.12 Race Distances and Distance Measurement

3D.12.1 ~~Fixed Distance and Free Distance Races~~

~~The recognized fixed distance races are the 10km, Marathon (42.195km) and 100km.~~

~~A free distance race can be any race distance that is more than 3% different from the distance of any recognized fixed distance race.~~

~~It is expected that Unicon will have at least two road events, of which at least one is a recognized fixed distance event~~

3D.12.1 Distance Measurement for Fixed Distance Races

~~In the case of fixed distance~~

1. For fixed-distance races, the course must be ~~accurately measured along the shortest possible path. The course must be guaranteed to be no shorter than the advertised distance.~~ measured accurately along a path 30 cm from the kerb or other solid boundaries to the riding surface, to ensure that the measured distance is at least equal to the advertised distance.

   1.1 When ever possible an official measurement must be carried out before the race. For this the course distance must be measured using a Jones Counter, following the official IAAF recommendations or an equivalent method offering comparable accuracy. This measurement ensures the validity of the results and the potential recognition of records.

   1.2 If an official measurement before the race is not feasible, a simplified method using a Jones Counter may be used. This method maintains a high level of accuracy and ensures a conservative measurement by applying a correction factor of 1.003. No records can be recognized by this measurement.

2. If the simplified method was used before the race, an official measurement must be conducted after the event to validate any potential record.

~~The following procedure is acceptable for accuracy. A more accurate method is also allowed.~~

3D.12.1.1 Simplified method using a Jones Counter

1. The following equipment is required for measurements using a Jones Counter:

   i A certified Jones Counter, mounted on a bicycle wheel (preferably with a smooth, well-inflated tire).

   ii ~~Set out a calibration courseon~~ A calibration course: a straight, flat~~asphalt, with a minimum lengthof 100 meters, using a~~, and stable section of road with a known precise length, ideally between 300 m and 500 m.

   iii A certified steel measuring tape of ~~5 metersor longer~~at least 30 meters, used to confirm or verify the exact length of the calibration course.

   iv ~~Ride~~ Markers to clearly define the start and end points of the calibration course~~at least once with a bike or unicycle (minimum wheel size 24 inch). Ride normally, without too much wobble, and at normal speed. Take care that mounting and dismounting don't cause the wheel to swerve, or be lifted from the surface. Carefully count the number of wheel revolutions required to ride~~.

   v A notebook or app to record all measurements.

2. The simplified method using a Jones Counter consists of three steps, according to i - iii. Calibration and course measurement must be carried out consecutively at a time of day when there is no great variation in temperature.

i **Calibration of the Jones Counter:** a critical step
Calibrating the Jones Counter is essential to ensure the accuracy of all subsequent measurements. This step must be performed meticulously:

- i.i Setting up the calibration course~~. Include partial wheel revolutions (for example through counting the number of spokes passed for the last partial revolution)~~: Choose a straight, stable section of road, and confirm its exact length using a steel measuring tape. Ensure that the start and end points are clearly marked and fixed.
- i.ii ~~Calculate the wheel roll-out (meters per revolution) from step 2.~~ Measuring the calibration course: Perform 4 measurements (2 round trips) of the calibration course with the Jones Counter: Ride slowly and steadily along the full length of the course, maintaining a straight line. Record the Jones Counter readings at each end for every pass.
- i.iii ~~If you are going to use a cycle computer: enter the wheel roll-out value to the nearest millimeter in a reliable cycle computer with a wheel sensor (such as a magnet)~~ Managing errors: If any reading deviates significantly from the others, it must be discarded. Such errors may arise from deviations in the bicycle's path or instability. If necessary, repeat the 4 measurements to obtain reliable data.
- i.iv ~~Fit the cycle computer, or a wheel revolution counter, to the same bike or unicycle used in Step 2.~~
- i.v ~~Ride the actual race course, following the shortest possible path. Take care to ride in the same way as in step 2.~~ Calculating the calibration factor (CF): Average the valid readings to determine the calibration factor:
  CF = Average number of Jones Counter counts over 4 measurements / Length of the calibration course in meters
- i.vi ~~Read the distance from the cycle computer, or calculate from wheel revolutions and wheel roll-out~~Applying the correction factor: Apply a correction factor of 1.003 to ensure a conservative measurement:
  CFcorrected = CF x 1.003

ii **Measuring the course:**

- ii.i Starting point: Position the bicycle equipped with the Jones Counter at the starting point of the course.
- ii.ii ~~Calculate the applicable safety margin by adding up (1)0.4% of the measured distance, and (2) the resolution of the cycle computer distance readout.~~ ~~**Example:** if your cycle computer shows 10.15 km, the safety margin is $0.4\% \cdot 10.15\,\text{km} + 0.01\,\text{km} = 0.0506\,\text{km} = 50.6\,\text{m}$~~Measurement: Ride slowly and steadily along the shortest possible path of the course (the "ideal line"). ~~**Note:** you can skip (2) if you use a wheel revolution counter that can resolve single wheel revolutions~~
- ii.iii Final reading: Record the Jones Counter reading at the finish point.

iii ~~Add the safety margin to the actual course (for example shift the start and~~**Calculating the measured distance:**
Use the corrected calibration factor to convert the Jones Counter readings into the actual distance:
Actual distance (m)= Total number of Jones Counter counts over the course / ~~or finish line), to guarantee that the course is at least the advertised distance.~~ CFcorrected

~~Note that Steps 2 through 7 must be done without breaks. The same rider should ride the calibration course and the race course. The tire pressure should not be altered in the mean time.~~

3D.13

~~Distance Measurement for Free Distance Races~~Road Racing Events at Unicon

~~In the case where a free distance is used, the course must be measured with an accuracy of plus or minus 3% or better.~~ **Example:** ~~if a race is advertised as 80, the actual distance must be between 77.6and 82.4. A good consumer-type GPS unit is acceptable, provided the track shows continuous reception of sufficient satellites (no 'stray' data points, or missing points).Also acceptable is the Distance Measurement Tool of Google Maps. A car odometer, on the other hand, might easily be off by more than 3%,and is therefore not acceptable unless you know how to correct it. Using a more accurate measurement is also allowed,such as the method described for 'Fixed Distance Races'.~~

3D.14 ~~Accuracy of Results~~

~~For all road race results, unless the measured time is an exact whole second, the time shall be converted and recorded to the next longer whole second, e.g. 1:33:47.153 shall be recorded and published as 1:33:48.~~

~~In the event that there is a tie where an award is at stake, if a photo finish system or other accurate method was used, the results of this shall be used todecide on the placings. In this case, the note (Photo Finish: +0.XX) is printed on the results list next to the official time. In other cases it shall be determined to be a tie and the tie shall remain and gets published as such .~~

~~**Example:** If two riders have reached a time of 1:33:48 and the image of the Photo Finish System shows a difference of 0.456 seconds, the following will be printed on the result list:~~

1. It is expected that Unicon will have at least three road racing events, of which at least one is a recognized fixed distance event. If only one fixed distance event is held, it should be the 10km.
   ~~1st Place Rider 1 1:33:48~~ **Note:** Examples of road racing events at Unicon include:
   ~~2nd Place Rider 2 1:33:48 (Photo finish: +0.456)~~ – a 10km,
   – a Marathon or a longer free distance race with a mass start,

– a Criterium.
A climbing road race may be considered instead of, or in addition to, the Criterium if the location allows for such a course.

Part 4

Mountain Unicycling: Races

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4A Overview

4A.1 Definition

Mountain unicycling (muni) refers to off-road races over any type of terrain. Terrain can be anything from dirt to paved areas, hills, ditches, curbs, rocks, sand, mud, or grass (Mountains are not required).

4A.2 Rider Summary

This section is intended as an overview of the rules, but does not substitute for the actual rules.

- You must wear shoes, knee pads, gloves, and helmet.
- Water and food stations are at the discretion of the host.
- Muni racing events have no wheel size, crank length, or gearing requirements.
- Be aware of the rules regarding false starts, passing, dismounts, illegal riding, and protests.

4B Competitor Rules

4B.1 Safety

For all muni events, riders must wear shoes, knee pads, gloves ~~/wrist-guards~~ and helmets (see definitions in chapter 1D.1). Additional equipment such as shin, elbow or ankle protection are optional. Back protector or backpack and full-fingered gloves are recommended for Downhill.

Water and food are the responsibility of the rider. Hosts may offer food and water stations at their discretion.

4B.2 Unicycles

~~There are no restrictions on wheel size, crank arm length, brakes, or gearing~~Any unicycle may be used (as defined in chapter 1D.1).

4B.3 Rider Identification

Riders must wear their race number(s) fixed at the four corners, clearly visible on their chest and, when required, on their back so that it is visible during the race and as the rider crosses the finish line. Riders must use the officially provided race number unmodified in any manner. Numbers should not be folded, trimmed, or otherwise defaced. Referee approval must be sought to modify a number plate if it cannot otherwise be attached securely due to hydration pack, rider physique or posture when riding. Lost or damaged race numbers must be replaced with approval by referee. Riders who lose or damage their race numbers *during* a race will not be penalized. Additionally, riders may be required to wear a chip for electronic timing.

4B.4 Protests

Protests must be filed on an official form within two hours of the posting of event results. Every effort will be made for all protests to be handled within 30 minutes from the time they are received.

4B.5 Event Flow

4B.5.1 Uphill Race

An Uphill muni race challenges a riders ability to climb. Courses may be short and steep or longer, endurance-related challenges.

4B.5.2 Downhill Race

A Downhill muni race is a test of speed and ability to handle terrain while riding downhill.

4B.5.3 Cross Country (XC) Race

The Cross Country race is an off-road distance race that challenges a rider's fitness and ability to ride fast on rough terrain.

4B.5.4 Starting

Riders start with the fronts of their tires (forwardmost part of wheel) behind the nearest edge of the starting line.

4B.5.5 False Starts

A false start occurs if a rider's wheel moves forward before the start signal, or if one or more riders are forced to dismount due to interference from another rider or other source.

4B.5.6 Passing

Riders must pay attention while passing and avoid physical contact as much as possible. Violations of this passing rule may result in disqualification or a time penalty, to be determined and announced before the start of the race.

If a faster rider comes from behind, the rider in front does not need to yield to the rider behind, as long has he/she is mounted. The faster rider should try to pass when safe. A mounted rider always has priority over an unmounted rider.

4B.5.7 Dismounts

Dismounts are allowed in all muni races unless otherwise noted. In mass-start events, dismounted riders must yield to mounted riders behind them as quickly as possible after a dismount, and until re-mounted. Riders may not impede the progress of mounted riders when trying to mount. If necessary they must move to a different location so mounted riders can pass. If riders choose not to ride difficult sections of the course, they must not pass any mounted riders while walking or running through them. In time trial-type events, see below for variations based on the other event details. Violations of these non-riding rules may result in disqualification or a time penalty, to be determined and announced before the race start.

4B.5.7.1 Dismounts: Uphill

Riders must ride the entire course. In the event of a dismount, the rider must remount the unicycle at the location of the wheel at the moment of the dismount. Riders may also choose to back up (toward the start line) to remount, if they prefer.

4B.5.7.2 Dismounts: Downhill

Dismounted riders must not impede the progress of, or pass mounted riders. They must remain aware of riders coming from behind, and not block them with their unicycles or bodies.

Running and fast walking are not allowed, except momentarily to slow down after an unplanned dismount. After a dismount, riders have to come to a complete halt before mounting the unicycle again. If a rider falls in front of their unicycle, they may run back up the hill to retrieve it, but must come to a complete halt before remounting. Riders may generally walk slowly if necessary. A rider may choose to dismount for a difficult section, but must walk slowly through the section until stopping to remount. The following penalties apply if riders disregard this:

- Riders get an immediate time penalty of five seconds when they intentionally run or walk fast, not recovering from a fall. A judge must clearly indicate when the time penalty starts and when the rider may continue, for example by blowing a whistle and counting down from five.
- Riders get disqualified immediately when they do not stop and wait five seconds after the judge's indication. The disqualification should be signaled to the rider immediately by a judge, for example by blowing a whistle twice.
- Judges must be trained and tested to correctly enforce these rules. Riders must be informed about the type of signaling prior to the race.

4B.5.7.3 Dismounts: Cross Country

If the event is held as a time trial, dismounted rider restrictions must be announced before the start of the race. Depending on course length and difficulty, dismounted riders may be required to walk, or walk only limited distance, or have no restrictions at all.

4B.5.8 Finishes

4B.5.8.1 Finishes: Uphill

Riders must cross the finish line mounted on the unicycle, having both feet on the pedals. In the event of a dismount at the finish line the rider must back up, remount and ride across the finish line again.

4B.5.8.2 Finishes: Cross Country and Downhill

Riders can cross the finish line mounted as well as walking. Any finish where the rider is not mounted on the unicycle, having both feet on the pedals, will be penalized by adding a 10 second penalty.

4C Judges and Officials Rules

4C.1 Muni Director

The Muni Director is the head organizer and administrator of muni events. With the Convention Host, the Muni Director determines the course, obtains permits, interfaces with the community, and determines the system used to run the event. The Muni Director is responsible for the logistics and equipment for all muni events. With the Referee, the Muni Director is in charge of keeping events running on schedule, and answers all questions not pertaining to rules and judging. The Muni Director is the highest authority on everything to do with the muni events, except for decisions on rules and results.

4C.2 Referee

The Referee is the head muni official, whose primary job is to make sure the competitors follow the rules. The Referee makes all final decisions regarding rule infractions. The Referee is responsible for resolving protests.

4C.3 Starter

The starter starts races, explains race rules, and calls riders back in the event of false starts. The starter is in charge of checking riders for correct unicycles and safety equipment.

4C.4 Course Marshall

The Course Marshall is responsible for securing and marking the course, as well as for positioning and instructing volunteers to signal the correct way to race participants or to serve as judges in the case of dismounts (see respective rule sections for details). Furthermore, the Course Marshall should assist the Muni Director in selecting an appropriate course abiding by the guidelines in this rulebook.

4C.5 Officials Can Compete

The Referee may not compete in any competition where they may be required to make a decision. The Muni Director or Course Marshall may compete, as long as the race course has been announced early enough that ~~the Muni Director does~~ they do not have an advantage from knowledge of the course.

4D Event Organizer Rules

4D.1 Venue

Very dangerous sections should be secured (for example by removing sharp stones/branches from areas where riders are likely to fall/run into due to the physics of the course).

At Unicons, Downhill and Cross Country courses ~~must be rated in advance by two people using the appropriate IUF Muni Difficulty Scale (see the IUF publication and online calculator). Ratings and their underlying data must be published at least seven days prior to the event~~should be selected by experienced expert riders using their subjective judgement. Detailed course description with character of technical sections should be provided and if possible supported by photo or video documentation as soon as the course is selected.

4D.1.1 Uphill

Uphill courses must be primarily uphill but may include flat or downhill sections. At Unicon, if the terrain is technically easy (i.e. smooth to ride, no or only very small rocks and roots), the main course has to be longer than 500 m or have a height difference greater than 100 m. If the terrain is more difficult, the course may be shorter or have less elevation gain. The event hosts may consider additionally offering Beginner/Advanced categories competing on shorter and easier tracks or on selected parts of the main course. It is recommended that Uphill courses at other types of events or competitions adhere to these rules as well.

4D.1.2 Downhill

Downhill courses must be primarily downhill but may include flat or uphill sections. Recommended course length is 2.5 km, or 1 km at a minimum, depending on available terrain, trails and schedule time. The ~~overall course difficulty must be rated with the Unicycle Downhill Scale. A minimum score of 20 points is recommended. Courses with scores below 15 points should be labeled "beginner downhill" for clarity~~course difficulty should match the skill of the riders at given event and should measure abilities to ride technical sections.

4D.1.3 Cross Country

A Cross Country course should be held primarily off-road but may consist of gravel and paved roads. There is freedom for the amount of downhill, flat and uphill sections, as long as the course is not primarily downhill or uphill.

Special recommendations for Unicon and Continental Championships:
There are ~~four~~ three main categories based on distance and difficulty. The ~~overall course difficulty must be rated with the Unicycle XC Scale. If multiple laps need to be completed, then the total distance is the basis for the rating~~course difficulty should match the skill and fitness of the riders at given event.

Main categories:

1. **Beginners:** distance 3-7 km, ~~max 15 points Unicycle XC Scale~~ designed for riders who have problems to ride over small obstacles.
2. **Intermediate:** distance 8-13 km, ~~16-21 points Unicycle XC Scale~~ designed for majority of the riders with common Muni skills.
3. **~~Elite~~Expert:** distance 15-25 km, ~~minimum 24 points Unicycle XC Scale, suggested to last 1h30min for fastest riders~~
4. ~~**Marathon:** longer than 30 km~~designed for roughly 20-30 top world riders, suggested to last ~~3-5 hours~~ 1h30min for fastest riders.

The ~~Elite~~ Expert category with subcategories ~~Male and Female~~ Men and Women is required to be run. Other categories are run on the host discretion.

The ~~Elite~~ Expert Cross Country course should be designed such that the fastest rider completes the race in about 1 hour 30 minutes, but never less than 1 hour. The course should be chosen such that geared riders do not have an undue advantage. Unrideable sections should be avoided to prevent riders from walking however uphill sections may include technical difficulties. Long and gentle uphills are preferred over short and steep ones. If only shorter trails are available, riders can be required to complete multiple laps of the course.

Cross Country races that are longer than 30 km and that last minimum 3 hours for the fastest riders are called Cross Country Marathon or XC Marathon.

4D.2 Officials

The host must designate the following officials for each muni race:

- Muni Director
- Referee
- Starter
- Course Marshall

4D.3 Communication

The host must publish two lists of results for each discipline after the competition: Age group based ranking and overall ranking (separating ~~male~~men/~~female~~women).

If the hosts wish to include events other than the first three (Up, DH, XC), they must remember to provide detailed rules for these events at the same time the events are announced.

Details of all muni events must be published as soon as they are known. It is highly recommended that photo or video documentation is also provided. This is to provide competitors with the information they need to train, and to help them prepare the appropriate unicycles. These are major needs for attendees from far away. Necessary details depend on the event, but include things like course length, elevation and elevation change, steepness, level of terrain difficulty, amount of turns, riding surfaces, course width, etc. Course details should be published as soon as possible and a GPS-track must be published on the web site at least one month prior to the convention. ~~Ratings of courses (using the IUF Muni Difficulty Scale) and their underlying data must be published at least seven days prior to the event.~~ It is acceptable to publish tentative courses while waiting for permits to be approved, etc.

4D.4 Age Groups

~~Age groups must be offered as male and female age group. There must not be any age group specific restrictions on equipment. The following age groups are the maximum allowable for muni competitions:~~

~~Under 15 Youth 15-16 Juniors 17-18 Rookies 19-29 Elites 30-49 Masters 50+ Veterans~~

1. Scoring will be based on age groups in accordance with rule 1C.8.

4D.5 Route Signaling

Courses must be clearly marked. At each intersection, the correct direction must be indicated by at least one of the following options:

- **Option 1:** Painting or chalk marking (only if authorized by authorities).
  Arrows showing the correct course direction must be drawn 5 to 10 meters before the intersection, at the intersection, and 5 to 10 meters after the intersection. Crosses must be drawn on each wrong direction at the intersection and 5 to 10 meters after the intersection on the wrong paths.
- **Option 2:** Using bands (also known as barrier tape).
  Small pieces of bands (shorter than 1 m) are used instead of arrows to show the right way to go. Longer pieces of bands barring the wrong paths over their entire width are used instead of crosses. These bands can lie on the ground if they cannot be hung in the air because of any restriction.

- **Option 3:** Using any other clear signaling method.
  Chipped wood or large signs with printed arrows or crosses are examples of other acceptable method. Similar to options 1 and 2, signaling must be placed 5 to 10 meters before, at, and 5 to 10 meters after any intersection, as well as signaling very clearly any wrong direction at the intersection, and 5 to 10 meters after it on the wrong paths.

Any element of the route such as the ground, trees, rocks, or barriers can be used as marking or for hanging bands, as long as the result is easily visible and not likely to be erased/removed by the passage of riders, other occupants, or weather. If the weather forecast predicts rain, option 2 or 3 is preferred over option 1. At major intersections, having a volunteer signaling the correct way, in addition to marks or bands, is highly recommended. Any signaling option can also be used on any long section between intersections, in order to confirm to riders that they are still on the right track.

If authorized by authorities, an effort must be made to mark the courses a few days before they occur, so riders can practice on it.

Any change in the track from the one given in the website/program book must be announced to the riders by email as soon as this is known, even if this is a short amount of time before the race. If the change occurs the day of the race, riders must also be told on the start line that there has been a change.

4D.6 Practice

For all muni races, every rider must get the chance of at least one test run to get familiar with the track before the actual race. If possible, the track should be open for training during all days of the event prior to the race. For multi-day events the muni competitions should take place during the second half of the event in order to give riders more time to practice on the course. The race cannot be held without the possibility of practice.

4D.7 Race Configuration

For uphill and downhill races riders should race one at a time, released at regular time intervals. If the schedule has a small time window for the race, riders should be run in heat sizes that allow passing on the course, and do not bottleneck at the beginning.

For a downhill course length less than 2 km, two separate runs should be held. In this case the ranking of the riders is based on the fastest of the two runs.

For the uphill race, either one or two runs can be held. In the case of two runs, the ranking of the riders is based on the fastest of the two runs.

4D.8 Starting Configuration

There are three different types of starting modes, that can be used in muni races.

1. **Mass starts:**
   All riders start at the same time. Mass starts must not be used when the race duration is expected to be shorter than 30 minutes. The track must provide sufficient space for passing in the first section, so that the field of starters is aligned before the track narrows down. Space for passing must be given along the track. Mass starts with more than 40 riders have to be split to avoid accidents.
2. **Heat starts:**
   Groups of riders start at intervals that can vary from 30 seconds to a few minutes. The maximum number of riders per heat is determined by the average width of the first 100 m of the track. There can be one rider for each meter in width. The first heats must be separated based on gender with the first heat consisting of the top ~~males~~ men and the second heat consisting of the top ~~females~~women. After the top ~~males~~ men begin, there must be a minimum 10 minute time interval before the top ~~females~~ women start. After the top ~~females~~ women start there must be a minimum 5 minute time interval before the next heat begins.
3. **Individual starts:**
   Individual riders start at intervals that can vary from 30 seconds to a few minutes.

4D.9 Starting Order

The fastest riders should always start first, regardless of the starting mode. The order can be determined by seeding runs or another method.

4D.10 False Starts

There are several options on how to deal with false starts:

- **Time Penalty:**
  In case of a false start, the heat is not restarted. If a false start occurs by one or multiple riders, these riders receive a time penalty (10 seconds is recommended).
- **One False Start Allowed Per Rider:**
  In case of a false start, the heat is restarted. Any rider(s) who caused their personal first false start may start again. Any rider(s) causing their personal second false start are disqualified.
- **One False Start Allowed Per Heat:**
  In case of a false start, the heat is restarted. For the first false start of a particular heat, all riders may start again. Thereafter, any rider(s) causing a false start are disqualified.

It is highly recommended to use the time penalty method for all different kinds of starts (i.e. mass, heat, and individual starts as described in section 4D.8). If no false start rules are announced prior to the race, this is the default method. In case of a purposeful false start several seconds before the official start, violating rider(s) should be disqualified at the discretion of the Starter.

At Unicons and continental championships, a camera has to be set up to record the start of all waves from a suitable angle. The official footage from this camera serves as evidence in case of disputed false start events or other start-line related protests after the race.

Restarting heats (options 2 & 3) should be avoided. If a heat has to be restarted for any reason, the Starter will immediately recall the riders, for example by firing a gun or blowing a whistle or any other clear and pre-defined signal.

4D.11 Finish Camera

At Unicons and Continental championships, a camera has to be set up to record the finish line from a suitable angle. The official footage from this camera serves as evidence in case of dismounts over the finish line or other finish-line protests after the race.

Part 5

Mountain Unicycling: Cyclocross

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5A Overview

5A.1 Definition

Cyclocross is a multi-lap event featuring cross country trails, grassy fields, pavement, and natural and man-made obstacles where dismounting will be necessary. A typical lap length is between 1 km and 2.5 km. All riders race for approximately the same length of time, with faster riders completing more laps than slower riders.

5A.2 Rider Summary

This section is intended as an overview of the rules, but does not substitute for the actual rules.

- You must wear shoes, knee pads, gloves, and helmet.
- Be aware of the rules regarding passing, dismounts, illegal riding, and protests.

5B Competitor Rules

5B.1 Safety

Riders must wear shoes, knee pads, gloves/wrist-guards and a helmet (see definitions in chapter 1D.1).

5B.2 Unicycles and Categories

The host or event director may establish categories based upon ability. The categories should be named accordingly, if used: Beginners, Intermediate, ~~Elite. Elite~~ Expert. Expert is the only category which decides the overall champion.

Categories should not separate competitors by any kind of unicycle setup (wheel size, crank size, gearing, etc.).

5B.3 Rider Identification

Riders must wear their race number(s) fixed at the four corners, clearly visible on their chest and, when required, on their back so that it is visible during the race and as the rider crosses the finish line. Riders must use the officially provided race number unmodified in any manner. Numbers should not be folded, trimmed, or otherwise defaced. Referee approval must be sought to modify a number plate if it cannot otherwise be attached securely due to hydration pack, rider physique or posture when riding. Lost or damaged race numbers must be replaced with approval by referee. Riders who lose or damage their race numbers *during* a race will not be penalized. Additionally, riders may be required to wear a chip for electronic timing.

5B.4 Protests

Protests must be filed on an official form within two hours of the posting of event results. Every effort will be made for all protests to be handled within 30 minutes from the time they are received.

5B.5 Event Flow

5B.5.1 Starting

There will be a Le Mans style start. Unicycles will be lined up in a designated area away from the riders near the lap/finish line. Riders will line up behind an additional line and then be required to run to retrieve their unicycle when the race starts. They will then need to mount their unicycle to ride. Riders must be mounted within 10 meters after crossing the lap/finish line.

5B.5.2 Passing

An approaching rider needs to alert the slower rider of their intentions to pass. Special care at international events should be taken due to language differences.

5B.5.3 Dismounts

Upon dismounting there are no restrictions about passing riders. Dismounted riders may run with their unicycle. Courtesy is expected to avoid accidents, but the running unicyclist does not have to yield to riding unicyclist.

5B.5.4 Illegal Riding

Riders cannot cut the course around the obstacles. They may ride through the obstacle section if possible or dismount and run with their unicycle. By definition, the majority of riders should not be able to ride or hop the obstacle section. Riding or hopping through the obstacle section should not damage or break the obstacle.

Unicyclists must attempt to ride at least 50% of the course on each lap. This is to avoid someone running the entire race carrying or pushing a unicycle without riding it. A racer in violation will be warned by a racing official. Failure to heed the warning will result in a disqualification.

5B.5.5 Finishes

Riders can cross the finish line mounted, as well as walking or running.

5C Judges and Officials Rules

5C.1 Cyclocross Director

The Cyclocross Director is the head organizer and administrator of cyclocross events. With the Convention Host, the Cyclocross Director determines the course, obtains permits, interfaces with the community, and determines the system used to run the event. The Cyclocross Director is responsible for the logistics and equipment for all cyclocross events. With the Referee, the Cyclocross Director is in charge of keeping events running on schedule, and answers all questions not pertaining to rules and judging. The Cyclocross Director is the highest authority on everything to do with the cyclocross events, except for decisions on rules and results.

5C.2 Referee

The Referee is the head cyclocross official, whose primary job is to make sure the competitors follow the rules. The Referee makes all final decisions regarding rule infractions. The Referee is responsible for resolving protests.

5C.3 Officials Can Compete

The Referee may not compete in any competition where they may be required to make a decision. The Cyclocross Director may compete, as long as the race course has been announced early enough that the Cyclocross Director does not have an advantage from knowledge of the course.

5D Event Organizer Rules

5D.1 Venue

It will be a multi-lap event featuring a bit of cross country trail, grassy fields and natural and man-made obstacles where dismounting will be necessary. Courses should be designed such that the course does not favor any type of unicycle. A course should have no fewer than two and no more than six obstacle or barrier sections where riders normally dismount and run with the unicycle. The starting and finishing stretches shall be free of obstacles within 10 meters. The course should be designed to avoid bottlenecks and give riders enough room to pass each other, especially after the start.

It is suggested that the length of the course not be much shorter than 1 km in length and no longer than 2.5 km in length. Organizers should keep in mind that most of the course should be visible from several vantage points.

5D.2 Officials

The host must designate the following officials for each cyclocross race:

- Cyclocross Director
- Referee

5D.3 Communication

The cyclocross event is exempt from the rule about early publication of course details. This is because the cyclocross course is typically set up immediately before the race.

5D.4 Age Groups

~~Age groups must be offered as male and female age group. There must not be any age group specific restrictions on equipment. The following age groups are the maximum allowable for muni competitions:~~

~~Under 15 Youth 15-16 Juniors 17-18 Rookies 19-29 Elites 30-49 Masters 50+ Veterans~~

1. Scoring will be based on age groups in accordance with rule 1C.8.

5D.5 Course Availability for Practice

The cyclocross course must be available for practice at least one hour immediately prior to a cyclocross event. This will ensure that course setters do not have an advantage over other riders, and may compete.

5D.6 Race Configuration

It is suggested that the ~~Elite~~ Expert race be close to 45 minutes in length and the Beginner/Intermediate race be close to 30 minutes in length. Using the time from the top rider's first two laps, the referee will determine how many laps could be completed in the desired time limit (e.g. 45 minutes). From this point on, the number of remaining laps (for the leaders) will be displayed and this will be used to determine when finish of the race occurs. A bell will be rung with one lap to go.

Lapped riders in the race will all finish on the same lap as the leader and will be placed according to the number of laps they are down and then their position at the finish.

Part 6

Freestyle: Artistic

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6A Overview

6A.1 Definition

In Artistic Freestyle, riders perform to music, with costumes, props and any kinds of unicycles. Riders are judged not only on skill, but also on how well they entertain and put on a show. There are Individual, Pair, and Group Freestyle events.

6A.2 Rider Summary

This section is intended as an overview of the rules, but does not substitute for the actual rules.

- No safety gear is needed.
- Any number or type of unicycle is allowed.
- Be aware of advance registration requirements.
- Be aware of the time limits for your events.
- Be aware of judging criteria when creating an artistic routine.

6B Competitor Rules

6B.1 Safety

No safety gear is needed.

6B.2 Unicycles

Any type and any number.

6B.3 Rider Identification

No rider identification is required.

6B.3.1 Removal of Convention Wristband

If, at Unicon, all of the following conditions are met:

- Competitors are given a wristband to show their registration status.
- The wristband is of a non-removable type, or removing the wristband damages it.
- The rider is competing in a Junior Expert or Expert Individual or Pair Freestyle competition.
- The wristband interferes with the competitor's costume or other aspect of their performance.

Then the competitor may remove this wristband on the same day prior to their competition, and shall be given a new wristband, on the same day, by the event organizers following their competition.

6B.4 Protests

Protests must be filed on an official form within 15 minutes of the posting of event results. Protest is only possible against mistakes in calculation or other mistakes not connected to a judge's subjective score. Protest against judges' scores is not permissible. The Chief Judge must resolve all protests within 30 minutes of receipt of the written form.

6B.5 Deadline For Signing Up

These events have a deadline for entry, which must be specified in the registration form. If not specified in the registration form, the deadline is one month before the official convention start date. A maximum of ten Individuals, ten Pairs routines, and two groups will be allowed to be added after this time to account for difficulties in travel planning or other valid reasons that are communicated about in advance. These will be added in the order of their request to the Chief Judge and Convention Director via email or fax. Participants who attempt to sign up less than 36 hours prior to the beginning of the specified competition will not be allowed to enter.

Changing pairs partners is allowed up to 24 hours prior to the actual competition as long as the category does not change. For Group Freestyle, it is recommended to sign up alternates for the routine. In the case of injury or illness, groups with alternates signed up may substitute riders up until the start of the routine. If a group does not have alternates signed up, then they must get the permission of the Chief Judge to substitute riders and this is only allowed up to 24 hours prior to the start of that competition. If a group adds or subtracts riders so that they must change from Large Group to Small Group (or vice versa), this is allowed as long as it doesn't violate the per-country limitations for the competition and it is done at least 24 hours before the event. The Chief Judge must be notified of any changes or substitutions to be made.

6B.6 Competitions

6B.6.1 Group Freestyle Restrictions

Group Freestyle is divided in Large Groups and Small Groups Each rider may enter each competition (Small Group, Large Group) only once. For example: a rider can be in one small group routine and one large group routine but not two small group routines.

A rider may appear in a second Group Freestyle performance (Small Group, Large Group) with permission of the Chief Judge, to replace a rider due to illness, injury or other mishap.

6B.6.1.1 Small Group

Minimum of three riders, maximum of eight.

6B.6.1.2 Large Group

Minimum of nine riders, no maximum number of riders and it may include one registered Head Coach.

6B.7 Categories

Artistic Freestyle competitions are organized either by age group (Age Group, Junior Expert, and Expert) or by category (Novice, Intermediate, and Expert) as determined by the host.

6B.7.1 Choosing Categories

Category Name	Level
Novice	0-3
Intermediate	4-6
Expert	7-10

Categories are determined by skill level. The IUF Skill Levels are used as a guide to determine level of skill. Skill level testing is not required; these numbers are just used as a point of reference.

For Pairs Freestyle the skill levels of the two riders should be averaged to determine category placement.

Riders may enter the competition category they wish according to the approximate skill level of the skills planned for the routine. Riders who wish to enter a category that falls outside the guidelines must communicate their choice and reasons to the Chief Judge before the competition. The Chief Judge will review the choices to assure that riders enter categories that match their skills.

6B.7.2 Promoting Rider(s) to a Higher Category

Because these categories are determined based on skill level and not age, it can be difficult to determine the correct category for any given routine. Therefore, there may be a need to promote routines to a higher category after they have been evaluated.

Routines are allowed to have a maximum of some successfully performed skills that are deemed to be higher than the allowed level for the category. Skills successfully performed is defined as performing the skill for a reasonable distance without falling, given the choreography of the routine. Individual routines are allowed to have a maximum of three such skills and pairs routines are allowed to have a maximum of six such skills. When this limit is exceeded, the routine is to be promoted to the next most difficult level. Clearly the skill levels are not an inclusive list of all the skills that may be performed in any given routine. Therefore, the approximate difficulty level of each skill performed in any routine must be evaluated to determine whether or not the skill is too difficult for the given category.

It is up to the discretion of the Chief Judge as to whether or not a routine is promoted to a higher category. The Chief Judge should take into account the opinions of the other judges when making this decision.

6B.8 Event Flow

6B.8.1 Time Limits

~~Artistic Freestyle competitions use the time limits outlined below.~~

6B.8.1.1 ~~Time Limits For Age Groups~~

~~**Competition Age Time Limit** 0-14 2 minutes 15+ 3 minutes Jr. Expert 3 minutes Expert 4 minutes 0-14 2 minutes 15+~~ The maximum for routine lengths are:

- Individual: 3 ~~minutes Jr. Expert~~ min
- Pair: 3 ~~minutes Expert 4 minutes Jr. Expert 4 minutes Expert 5 minutes Large Group All~~ min
- Group: 5 ~~minutes~~ min

6B.8.1.1 ~~Time Limits for Categories~~

~~**Category Name Time Limit** Novice 2 minutes Intermediate 3 minutes Expert 4 minutes~~ IUF Sanctioned & Endorsed events: Time limits are enforced.

Other events (eg. Newcomer Freestyle events that welcome first timers) can allow shorter durations to lower the entrance barrier for first timers. The maximum routine length must be announced with tender/bidding for each event.

6B.8.2 Judging Method

6B.8.2.1 Judging Method: Individual

Riders' scores are divided into three parts called Technical, Performance, and Dismounts. Read the Artistic Freestyle Judging section to learn more.

6B.8.2.2 Judging Method: Pair

Same as Individual Freestyle. In Pairs, there is extra emphasis on teamwork; two person skills, etc. (See Judging Criteria for a full description.)

6B.8.2.3 Judging Method: Group

Same as Individual Freestyle, but with additional emphasis on teamwork and multiple person skills, such as formation riding. Extra consideration will be given to account for widely different group sizes, relative skill levels, and relative ages of riders. (See Judging Criteria for a full description.)

6B.8.2.4 Music Preparation

In Artistic Freestyle events, music is included in the judging and competitors should use it. Competitors must provide their music in a type that is supported, and has been announced by the Artistic Director. It is required to have at least one backup copy of all music in case of loss or damage. This backup copy must be provided in a format which is supported at the competition. All music must be clearly labeled with the competitor name(s), age group or category, event type (such as Pairs), and if needed, the track number. For recordable disks (CDs), competitors are also recommended to test their music on multiple players to make sure it will work at competition time.

6B.8.3 Props and Decorations

Props are all items which are used by the rider in his/her performance and require a technical handling by the rider (for example typical objects like clubs, ribbons, hoop, etc.). These items can be used to do a unicycling trick, like rope skipping with the unicycle. However, they can also be employed to show a non-unicycling skill which supports and enhances the choreography, like the elaborate use of a hat. Props have to be presented by the rider. It is not mandatory to include props in the performance. If none are used, the score will not be lower.

Decoration: In contrast to props, decoration is used to present the rider or clarify the theme of the performance. Decoration does not require a technical handling by the rider. For example other persons in costumes and background images. Decoration is no personal contribution of the rider and therefore effects of the Decorations should not be judged. On the contrary, Decorations can also be judged negatively if it distracts from the rider's performance. For Junior Expert and Expert categories at Unicon, it is forbidden to use decorations (including people) that are too large, which the competitor cannot carry and/or put on by oneself.

For Props and Decoration neither fire nor sharp objects (such as juggling knives) are allowed.

6B.8.4 Riders Must Be Ready

Riders who are not ready at their scheduled performance time may or may not be allowed to perform after the last competitor in their age group or category. The Chief Judge will remember to consider language barriers, and that riders may be engaged in convention work to slow them down. A rider may not perform before a different set of judges than those that judged the rest of their age group or category.

6B.9 Performance Set-Up

Competitors are allowed a maximum of two minutes to set up their unicycles and props in the performing area. Competitors who take too long risk being disqualified. An

extension of the set-up time can be given only by the Chief Judge and must be requested in advance. Competitors must show a legitimate need when requesting more time, such as numerous props or complicated special effects.

6B.9.1 Start Of Performance

The judging, the stopwatch, and the 'performance' all start at the same time. The Timer starts the watch at the beginning of the music, or at a signal from competitors, whichever comes first. The signal can be a nod, wave, bow, verbal cue ("Start!") or any clearly understandable means. Any non-unicycling activities such as dancing, posing, acrobatics, etc., must be included within the time limit of the routine to be judged.

6B.9.2 End Of Performance

The performance ends at a signal from the rider, such as a bow or "Thank you," an obvious endpoint, or at the end of the time limit. Nothing that occurs after the time limit may affect judging scores.

An acoustic signal will indicate the end of the time limit. This acoustic signal can be a generated sound from a computer/device, a buzzer, or a whistle. This acoustic signal must be clearly audible to the competitor(s), judges, and officials. Any figures or performing that are done after the end of the time limit will not be judged Performing past the time limit will reduce the rider's score. All time limits are maximums. Riders need not fill the entire time, but a routine that is very short may suffer in points over a routine with more content. However, a routine that is boring, repetitive or 'padded' may lose points for being too long. The rider must decide what makes the best performance.

6B.9.3 Clean-Up

In unicycling, a clean, dry riding surface is essential. After a performance, the riding area must be left the way it was before the performance. Riders and their helpers must clear all props, unicycles, and debris from the performing area within two minutes. The next rider may also be setting up during this time.

6B.9.4 Messy Performing Area

Riders who are thinking of using messy props in their performances must carefully consider the above rule. Popping balloons, dirt or powder, confetti, water, pies, etc. may take longer than two minutes to remove. Special permission must be received from the Chief Judge or Artistic Director before any such props are used. Competitors who make messes they are unable to remove may be disqualified from the event.

6C Judges and Officials Rules

6C.1 Artistic Officials

Artistic Director: The head organizer and administrator of artistic events. The Artistic Director's job starts well before the convention, arranging equipment for the gyms (or performing areas) and recruiting the other artistic officials. With the Convention Host, the Artistic Director determines the operating systems, paperwork and methods to be used to run the events. With the Chief Judge, the Artistic Director is in charge of keeping events running on schedule, and answers all questions not pertaining to rules and judging. The Artistic Director is the highest authority on everything to do with the artistic events, except for decisions on rules and results.

Chief Judge: Like the Referee, the Chief Judge should be a thoroughly experienced person who must above all be objective and favor neither local, nor outside riders. The Chief Judge must be thoroughly familiar with all of the artistic officials' jobs and all aspects of artistic rules. The Chief Judge oversees everything, deals with protests, and answers all rules and judging questions. The Chief Judge is responsible for seeing that all artistic officials are trained and ready, and that the artistic riding areas are correctly measured and marked on the floor. The Chief Judge is also responsible for the accuracy of all judging point tabulations and calculations.

Timer: Keeps the time for all performances, and makes acoustic signals at key points in performances.

Judge: Rates the performances. The various artistic categories require different judging qualities, and may use different judges. All judges must be completely impartial, and must understand the rules and judging criteria.

Announcer: Operates sound system with DJ, and announces all upcoming riders and results of competitions. May also provide color commentary between performances.

DJ: Operates sound system, plays all performance music, and keeps track of riders' music media and any special instructions.

6C.2 Training Officials

Competitions cannot be started until all key artistic officials have been trained and understand their tasks. For Artistic events, the Chief Judge is in charge. For certain artistic events, a minimum level of judging experience is required. See section 6C.4.

6C.3 Interruption Of Judging

An interruption of judging can result from material damage, injury or sudden illness of a competitor, or interference with a competitor by a person or object. If this happens, the Chief Judge determines the amount of time left and whether any damage may be the fault of the competitor. Re-admittance into competition must happen within the regulatory competition time. If a routine is continued and the competitor was not at fault for the interruption, all devaluations coming forth from the interruption will be withdrawn.

6C.4 Freestyle Judging Panel

At Unicon and continental championships there must be a minimum of five judges each of Technical and Performance for Age Group, Jr. Expert and Expert competitions (including Group). At Unicon a minimum of four Dismount judges are required for group routines. For smaller competitions there must be a minimum of three judges for Technical and Performance, and a minimum of two Dismount judges. There must be an equal number of Technical and Performance judges. All judges must attend a workshop provided as part of the convention schedule before the start of the Artistic Freestyle competitions. Exceptions to workshop attendance are granted by the Chief Judge if judging rules have not changed since the previous judging experience and the judge has high Accuracy Scores.Unless otherwise noted, judges at a Unicon must either speak English or have translation assistance for the specified language while judging. Judges at other unicycle conventions should speak the dominant language of that convention or have translation assistance.

Judges' names must be provided to the Chief Judge (via email, FAX, or postal mail) by at least one month prior to the start of the unicycle convention and include the number of Freestyle conventions where they have been a competitor, judge, or simply in the audience.See section 6C.4.8 for description of which teams/countries are required to provide judges. Judges must be at least 14 years of age at the start of the event. Judges are recommended to be a current Freestyle competitor, a former Freestyle competitor, an active coach of Freestyle routines, a proven judge at prior competitions, or an avid spectator who has observed many Freestyle routines.

Anything that happens in the course of the judging process (including, but not limited to, judge scores and discussions with the Chief Judge) is confidential and can not be discussed or shared.

6C.4.1 Selecting Judges

A person should not judge an event if ~~he or she~~ the person is:

- A parent, child or sibling of a rider competing in the event.

- An individual or team coach, manager, trainer, colleague who is member of the same club specified in the registration form, colleague's family etc. of a rider competing in the event.
- A sponsor, part of a sponsoring organization or connected to an organization sponsoring any riders in the group to be judged.
- A family member of another judge on the judging panel.

If the judging pool is too limited by the above criteria, restrictions can be eliminated starting from the bottom of the list and working upward as necessary only until enough judges are available.

6C.4.2 Assignment Of Age Group and Category Judges

Judges will be chosen from the list of judges as provided in section 6C.4.8. Judges who are competing in the event just before or just after the current category are strongly suggested to be eliminated from the list. Judges will also be eliminated from the list for the current category as described in section 6C.4.5. The final selection of judges will be chosen based on their accuracy scores from the remaining list.

6C.4.3 Assignment Of Expert (And Junior Expert) Judges

Assignments for Expert and Jr. Expert judges will be made by the Chief Judge using the most qualified of all judges available. Qualifications are determined in the following order of importance:

- Highest judging accuracy scores obtained while judging age group (age groups judges must have a minimum of five entrants) or other Jr. Expert and Expert events.
- Greatest amount of Jr. Expert and Expert judging experience.
- Greatest amount of international judging experience.
- Greatest number of Freestyle competition experienced (viewed, judged, or as a competitor).

Judges who are competing in the event just before or just after the current category are eliminated from the list. Judges will also be eliminated from the list for the current category as described in section 6C.4.1. Judges will also be eliminated from the list if they exhibit Judging weaknesses during their Age Group judging as described in Section 6C.4.5. At Unicons, if more than five judges each of Technical and Performance remain, judges who have not judged at a previous Unicon will be removed from the list. If there are still more than five each then the final list of judges for the category will be chosen by accuracy scores as defined in section 6C.4.7.

6C.4.4 Judging Panel May Not Change

The individual members of the judging panel must remain the same for the entirety of an age groups or category; for example one judge may not be replaced by another except between age groups or categories .—In the event of a medical or other emergency, this rule can be waived by the Chief Judge.

6C.4.5 Rating Judge Performance

Judges are rated by comparing their scores to those of other judges at previous competitions. Characteristics of Judging Weaknesses

- **Excessive Ties:** A judge should be able to differentiate between competitors. Though tying is most definitely acceptable, excessive use of tying defeats the purpose of judging.
- **Group Bias:** If a judge places members of a certain group or nation significantly different from the other judges. This includes a judge placing members significantly higher or significantly lower (a judge may be harsher on his or her own group members) than the other judges.
- **Inconsistent Placing:** If a judge places a large number of riders significantly different from the average of the other judges.

6C.4.6 Reinstating Judges

If a judge has been labeled as having a Judging Weakness, they may have a chance to be reinstated on the list by:

- Discuss with the Chief Judge the scores that were Tied, Biased, or Inconsistent.
- Practice judge on at least two categories with at least 4 competitors.

If the practice judging shows no further examples of Judging Weakness, they may be reinstated on approval by the Chief Judge and Artistic Director. If the Chief Judge and Artistic Director are the same person, then the next highest-ranking official must agree to the reinstatement.

6C.4.7 Calculating Accuracy Scores

The Chief judge should decide to replace a judge if he/she shows signs of weakness. To find the right decision, the chief judge may use heuristics, statistical analytics, etc. as indicators.

6C.4.8 Nominating Freestyle Judges

Parties (Countries/Clubs) that participate at competitions must nominate judges in relation to the number of Artistic Freestyle participants they send (see table below). For the purpose of counting judges, an "Artistic Freestyle participant" is defined as a routine. (For example: If Country A has 3 Individual routines, 2 sets of Pairs routines, and 1 Small Group, then they have 6 participants and will need 2 judges.) After registration finishes, the chief judge will send a request to all parties. The request contains the compiled number of minimum judges per party and a question to nominate the candidates. Judge nominations include the experience of the judges (such as previous competitions, how long he/she has been judging, age group/expert judging or other relevant qualifications such as educations).

Number of Participants per Party	Minimum Number of Judges per Party
<5	0
5-10	2
11-20	3
21-30	4
>30	5

6C.4.9 Not Providing Judges

At Competitions, parties that are unable to provide their required number of judges (either Group or Individual/Pairs) may have their competitors removed from that competition. Exceptions will be granted on a special basis with a letter to the Chief Judge, Artistic Director, and Convention Director. **Note:** A party that isn't able to nominate their minimum judges can ask a party that has more than the required number of minimum judges to nominate their additional judges as their own.

6C.4.10 Judges Workshop

Judges should have read the rules prior to the start of the workshop. The workshop will include a practice judging session. Each judge will be required to sign a statement indicating they have read the rules, attended the workshop, agree to follow the rules, and will accept being removed from the list of available judges if their judging accuracy scores show Judging Weaknesses.

6C.5 Scoring

To tabulate the scores in Artistic Freestyle ~~events, each judge's scores in a category or age group are totaled and restated as a percentage of that judge's total points for that category or age group, i.e. the judge's relative preferences for each performer. Then the percentages from all of the judges are averaged per riders. This is done first in~~ competitions, the scores per judging part (Performance, Technical ~~, and Dismount~~and

Dismount) are averaged for all judges. For the published results, athletes will receive one value per judging part and the total score. Athletes are ranked based on the total score. ~~Once the percentage average value for each competitor has been calculated, these three averaged percentages are added together according to their weighting to see the final results~~

Performance Score = AVG(Performance score of all judges)
Technical Score = AVG(Technical score of all judges)
Dismount Score = AVG(Dismount score of all judges)

These scores are weighted for the total score:

45% Performance Score
45% Technical Score
10% Dismount Score

Total Score = (Performance Score * 0.45 / 30 + Technical Score * 0.45 / 30 + Dismount Score * 0.1 / 10) * 100

The total score is rounded to three fraction digits. The formula for total score respects the weighted scores but normalizes them to 100 pts maximum. For example a rider scoring 30 pts in performance and technical and 10 pts in dismount would have 100 pts as total score.

6C.5.1 ~~Removing Scores~~

~~All of the judgesscores must be kept. The Chief Judge has the power to remove scores only if they are deemed to be biased, inaccurate, or another extreme case.~~ Example for tabulated results*:

Name	Performance Score	Technical Score	Dismount Score	Total Score
John Doe	23	14	7	62.5
Jane Doe	8	17	6	43.5

6C.5.1 ~~Ties~~

~~In the case of a tie where more than one competitor has the same placing scoreafter the above process, those riders will be ranked based on their placing scores for Technical. The scoring process must be repeated using only the Technical scores for the tied riders to determine this rank. If competitors' Technical ranking comes out equal, all competitors with the same score are awarded the same place~~

6C.5.1 Scope of Ranking

As routines are judged with scores, the results can be ranked per class and/or age group, see 6E.5 which ranking(s) will be used.

6C.5.2 Removing Scores

The highest and lowest scores for Performance and Technical may be removed to increase accuracy of final results. A minimum of five judges per judging part is required.

IUF Sanctioned and Endorsed events: The removal of highest and lowest scores is compulsory.

6D Artistic Freestyle Judging

6D.1 Introduction

Judging for Individual, Pairs, and Group Freestyle is divided into three components, Technical, Performance, and Dismounts. They are weighted as follows:

Technical	45%
Performance	45%
Dismounts	10%

Qualified judges may judge one or more components (Technical, Performance, Dismounts) per competition category, except in the case of group freestyle. For each component, there are subcategories each of which **is always scored out of 10 points** (for the ease of judging). High scores are better. Scores such as 2.0, 2.2, or even 2.25 are encouraged to help differentiate between riders of similar ability. The subcategories for each component may be weighted differently as described below.

6D.1.1 Pairs and Group Freestyle – Additional Judging Criteria

The judging criteria listed in the following sections applies to Individual, Pairs, and Group Freestyle. In many sections, there is additional judging criteria for Pairs and/or Group Freestyle that judges also need to consider.

6D.2 Technical Score

The Technical part of the judging is broken into three subcategories. These subcategories are weighted by a factor as follows:

Quantity of Unicycling Skills And Transitions	~~33.33...%~~ factor: 1
Mastery And Quality of Execution	~~33.33...%~~ factor: 1
Difficulty And Duration	~~33.33...%~~ factor: 1

6D.2.1 Quantity of Unicycling Skills and Transitions

Quantity is the number of unicycling skills and transitions successfully executed. Transitions, before and after the skill, should also be counted. If a dismount happens during transition but after a skill was successfully executed, only the completed skill is counted and the failed transition should not be counted. For example, if a dismount happens

during stand up gliding, only the transition from riding to stand up is counted. If a dismount happens after stand up gliding and during the transition from the stand up gliding to riding, the previous transition into stand up and the stand up gliding are counted.

Only 'unicycling skills' will be counted (see definition in chapter 1D.1). For example, if a rider is juggling while idling, idling is counted as a unicycling skill and juggling will affect the Interpretation: Props and other Performance scores. Performing many short skills with quick transitions can increase this score, but will decrease the score as related to the Duration score.

Variety: Different variations of the same type of skill are counted separately. Skills should be chosen to work with the style of the performance, but performing exactly the same skill multiple times will decrease this score.

Examples:

- 'Drag seat in front' and 'drag seat in back' are counted independently.
- The following variations of 'stand up gliding one foot' will be counted differently;
  - Arabesque (The free leg is extended behind the body above hip height - at least a 90 degree angle)
  - Knee hold (one hand supporting the knee of the free leg)
  - Y-character balance (holding a straightened leg up with one hand and using other hand to form a Y shape)
  - Catch-foot (the free leg being held in one or both hands)
  - Biellmann (the free leg grasped from behind and pulled overhead in the Biellmann position)
- Face up spins are different from normal upright spins
- Combinations of one-rotation spins/turns are different from continuous spins

Originality: Skills with unique variations that are completely new or with new approaches will get more points. Originality is mainly judged in Performance (section 6D.3).

6D.2.1.1 Pairs Freestyle:

Number of skills should be counted for each rider separately. If a rider is not riding a unicycle and performing non-unicycling skills while the other rider doing unicycling skills, only one skill for a rider is counted.

Pairs Vs. Doubles: 'Doubles' refers to two riders on one unicycle. In case of Doubles, the Quantity is counted as same as the skill by a single rider.

6D.2.1.2 Group Freestyle:

Approximate number of skills may be counted for all members in total. The number of skills should be weighted by the number of unicycling riders in the group. If some riders are not on unicycles or are performing non-unicycling skills while the other riders doing unicycling skills, the count is reduced accordingly.

6D.2.2 Mastery And Quality of Execution

Mastery is the amount of control shown by the rider(s) during their execution of the skills and transitions. The body form should demonstrate good control and Mastery of the unicycle. If a rider is showing good style during difficult skills, the Mastery score should be high. Mastery of the unicycling skills is also required to perform the "additional non-unicycling skills", such as juggling, dancing, and acrobatics.

There are several viewpoints to check the Quality of Execution, such as Stability, Duration, Speed, Synchronization, and Fluidity of Transition. These viewpoints don't have to be evenly weighted, but required to check.

Duration: Holding a skill for a longer amount of time and distance also indicates a higher level of mastery and difficulty for that skill.

Stability: High scores should not be given if unintentional jerky body movement, or a wandering spin or pirouette is shown occasionally.

Speed: High score is given when the rider controls the speed (faster or slower) of turns, spins, and transitions excellently.

Synchronization: Being synchronized with the rhythm of the music and timing accuracy should be judged. High scores are awarded for a routine if timing of the skills is well planned and accurate.

Fluidity of Transition: High scores are given for transitions when the rider performs a skill straight into another skill quickly. Low scores are given for transitions if several revolutions, idles, hops (or other setup-type skill) need to be performed before performing the more difficult skill - unless it is obvious that these are used to increase the overall choreography and timing of the routine.

6D.2.2.1 Pairs and Group Freestyle:

Synchronization: Timing-synchronization with each other should be judged in Pairs and Group routines. High scores awarded for a routine if timing of every skills are well planed and accurate. Even though riders do not do the same skill/movement at the same timing intentionally, timing accuracy of each movement can be measured as synchronization with rhythm of the music, in a manner similar to individual routines.

6D.2.3 Difficulty And Duration

The level of Difficulty is taken into account for successfully executed skills including transitions. High scores are awarded for a routine packed with a number of skills all with high difficulty. High scores should not be given if only one or two of the skills are of a high level. Generally:

- Backward skills are more difficult than the same type of Forward skills.
- 'Seat against body' is easier than 'Seat not touching body'.
- Faster spins/turns with smaller diameter are more difficult than slower spins/turns with larger diameter.
- 'Stand up with a hand touching the seat' is easier than 'stand up with neither hand touching the seat'.
- 'Jump up from the pedals to the frame removing both feet simultaneously' is more difficult than 'Standup with one or both feet on the frame'.

Only 'unicycling skills' will be judged; non-unicycling skills only affect Performance scores. Dancing, juggling, and other non-unicycling skills can only affect the Performance score, and have no influence on this score. However, if a rider is juggling while idling, for example, the difficulty of idling does not carry the same difficulty as idling without juggling. The same applies for dancing and acrobatics.

Duration: Holding a skill for a longer amount of time and distance also indicates a higher level of mastery and difficulty for that skill.

6D.2.3.1 Pairs Freestyle:

The Difficulty level of a multiple person act is determined by the overall level of difficulty displayed by the pair, not by the difficulty of feats presented by a single rider. If one rider's skill level is a great deal higher than the other, judges must keep the Difficulty score somewhere between the levels of the two riders. Number of skills should be counted for each rider separately. If a rider is not riding a unicycle and performing non-unicycling skills while the other rider doing unicycling skills, only one skill for a rider is counted. A skill in which the two riders obviously support each other will score lower than the same skill performed separately. Judges must be able to distinguish between 'support' and 'artistic contact.' Riders who are merely holding hands may not be supporting each other, but if their arms are locked, they probably are.

Note: Some skills are more difficult with riders holding hands, such as one foot riding, side-by-side.

Pairs Vs. Doubles: 'Doubles' refers to two riders on one unicycle. In case of Doubles, the Quantity is counted as same as the skill by a single rider. Some Pairs performers use lots of doubles moves, with lifting, strength, and the associated difficulty. Other Pairs acts use no doubles moves at all. How to compare them? Remember that the skill level of both riders is being judged. If the 'top' rider does not display much unicycling skill when ~~he or she rides~~riding, judges must keep that in mind, and rate their average

difficulty accordingly. If the top rider never rides, one can argue that this is not a Pairs act, and give a major points reduction. Doubles moves are difficult for both persons, but must be weighed carefully against non-doubles performances.

Duration can be increased if a rider pulls or pushes another rider with holding hands, but will decrease the score as related to Quantity.

6D.2.3.2 Group Freestyle:

As in Pairs, judges must seek to find the average Level of Difficulty of what may be a widely varied group of riders. Top level skills done by only one rider cannot bring the Difficulty score up to top level. High scores should not be given if only one or two of the skills are of a high level even if done by all riders or with skills that are the same type but with minor variations. All riders in the routine must be used effectively. This means that if one or more riders are at a beginner level, they can still ride around in circles, carry banners, be carried by other riders, etc. Riders should not be left standing on the side.

Small Group Vs. Large Group: Some groups will be much smaller or larger than others, and judges must include this information in their decisions. Large groups may have a tendency toward formation riding and patterns, while smaller groups may focus more on difficult skills. With so many possibilities, judges must compare many different factors to get an adequate judgment. Large numbers alone should not earn a high difficulty score, and neither should a few difficult skills performed by a small number. The judges must consider the group's size as a part of the overall performance, including the advantages or limitations that size has on the types of skills being performed.

6D.3 Performance Score

The Performance part of the judging is broken into three subcategories. These subcategories are weighted by a factor as follows:

Presence/Execution	~~33.33...%~~ factor: 1
Composition/Choreography	~~33.33...%~~ factor: 1
Interpretation of the Music/Timing	~~33.33...%~~ factor: 1

Below you can find a definition of each subcategory as well criteria to be considered by the judges.

6D.3.1 Presence/Execution

There are two parts to this section. Each part does not need to be evenly weighted, but judges are required to consider both parts.

Presence: involvement of the rider physically, emotionally and intellectually as they translate the intent of the music and choreography.

Execution: quality of movement and precision in delivery. This includes harmony of movement.

Criteria:

- Physical, emotional and intellectual presence
- Carriage
- Authenticity (individuality/personality)
- Clarity of movement
- Variety and contrast
- Projection

6D.3.1.1 Pairs Freestyle:

Additional Criteria:

- Unison and "oneness"
- Balance in performance between partners
- Spatial awareness between partners

6D.3.1.2 Group Freestyle:

Additional Criteria:

- Teamwork and cooperation
- Use of all riders effectively

6D.3.2 Composition/Choreography

An intentional, developed and/or original arrangement of all types of movements according to the principles of proportion, unity, space, pattern, structure and phrasing.

Criteria:

- Purpose (Movements, tricks, costume and music to match for a unified experienced)
- Harmony (Interaction between tricks and body movements)
- Utilization (Utilization of space and pattern usage for proper floor coverage)
- Dynamics
- Imaginativeness (Imaginative, originality and inventiveness of purpose, movement and design)

6D.3.2.1 Pairs Freestyle:

Additional Criteria:

- Unity
- Shared responsibility in achieving purpose by both

6D.3.2.2 Group Freestyle:

Additional Criteria:

- Uniform coverage of the performance area

6D.3.3 Interpretation of the Music/Timing

The personal and creative *musical realization* of the rhythm, character and content of music to movement in the performance area.

Criteria:

- Continuity and musical representation (Effortless proper musical realization to artfully characterize the routine)
- Expression of the music's style, character and rhythm
- Use of *finesse* to reflect the nuances of the music
- Timing

Musical realization can occur in four different ways:

- Analog: Representing the highlights/cues in the music through movements
- Congruent: Representing every beat/tone/note in the music through movements
- Contrastive: Movement that is contrary to the music (fast movements to slow music or vice versa) or putting moves on the off-beat
- Autonomy: Movement and music are independent. Music and movements don't need to match, yet can. This offers the artist the most freedom in his creative process

Finesse is the refined, artful manipulation of nuances by the rider(s). Nuances are the personal artistic ways of bringing variations to the intensity, tempo, and dynamics of the music made by the composer and/or musicians.

6D.3.3.1 Pairs Freestyle:

Additional Criteria:

- Relationship between the partners reflecting the character of the music

6D.4 Dismount Score

The Dismount Score is calculated based on the number of major and minor falls as outlined below. Judges need to be able to differentiate between a planned dismount and an unplanned dismount.

Major dismounts are when the unicycle falls and/or a hand or any body part other than the rider's foot or feet touch the floor. Major dismounts are also when the choreography of a rider's routine is clearly affected.

Minor dismounts are when the unicycle does not fall, only the rider's foot or feet touch down and the choreography of a rider's routine is not affected. A minor dismount may also be counted when Judges cannot differentiate between a planned dismount and an unplanned dismount.

Exception: Dismounts that occur while the rider is performing a seat drag skill have to be evaluated somewhat differently since the unicycle is already on the ground. For these dismounts, the judges should use the current above language regarding minor and major dismounts but disregard the parts talking about the unicycle. For example, if a rider is performing seat drag in back and steps off the unicycle with only their feet touching the ground, it would be considered a minor dismount unless the choreography of the routine is plainly affected.

Individual and Pairs Freestyle Dismount Score Calculation:

$$\text{Dismount Score} = 10 - \text{number of major dismounts} - 0.5 \cdot \text{number of minor dismounts}$$

6D.4.0.1 Group Freestyle:

At Unicon a minimum of four dismount judges must be appointed by the Chief Judge to count falls for group routines. At smaller competitions a minimum of two dismount judges should be appointed by the Chief Judge to count falls for group routines. These judges should be chosen to fairly represent the different groups present (e.g. four judges from four different countries). Neither Performance nor Technical judges should count falls for group freestyle. Each dismount judge should count all of the major and minor dismounts of a group, not only dismounts in one part of the floor. The counts from each judge should be averaged to create the dismount score for a group.

Group Freestyle Dismount Score Calculation: The number of dismounts should be weighted by the number of riders in the group. The following formula is used:

$$\text{Mistake Score} = 1.0 \cdot \text{number of major dismounts} + 0.5 \cdot \text{number of minor dismounts}$$

$$\text{Final Dismount Score} = 10 - \frac{\text{mistake score}}{\sqrt{\text{number of riders}}}$$

The Final Dismount Score cannot be lower than 0.

6E Event Organizer Rules

6E.1 Venue

Traditionally a gymnasium is used. Artistic competitions are also possible in an auditorium, if the stage is large enough. If this is done, a gym must also be available for practice, and possibly for group competition. There must also be enough room for judges and spectators. Seating must be provided for spectators, and a practice area must be provided for riders. Ideally, this practice area would be in a separate gym. The primary practice area cannot be outdoors, as wet or extreme weather would prevent riders from warming up and exchanging skills. If necessary, the practice area can be behind a curtain in the competition gym, or behind the spectator seating. Neither of these solutions is as desirable, due to the distraction that is unavoidably caused by riders using these areas.

The gym or riding surface must be marked with the boundaries of all riding areas for events in which they are required. In some facilities black tires, metal pedals, untaped wooden hockey sticks, etc. might not be allowed. The host must make sure the participants are informed of this in advance. All performing and practice areas must be in well-lit places that are protected from the weather, or have fallback locations in case the weather is bad.

It is very important that a good quality public address system be available for announcements, and to play competition music. At least two music-playing devices must be provided (one as a backup or test machine). These should be compatible with all the media types specified for the various events to be held there.

6E.1.1 Size Of Performing Areas

The minimum size for an Artistic Freestyle event must be 28 x 15 meters. Hosts must publicize the dimensions of the available performing area as far in advance of the competition as possible, and organizers of international championships at least three months prior to the event.

6E.2 Officials

The host must designate the following officials for Artistic Freestyle:

- Artistic Director
- Chief Judge

6E.3 Communication

6E.3.1 Announcing Of Results

At Unicon and Continental Championships, final results will be announced at the awards ceremony. The protest period begins at the conclusion of the awards ceremony.

At other events, hosts can choose to announce results and the awards ceremony or continuously announce and/or post them for public view. If this second option is chosen, Results Sheets will be posted after each age category of an event. The protest period begins at this point.

Results Sheets show a summary of the overall results for each category. The summary includes the percentage each competitor received out of a total 100% (all competitors together) for Performance, Technical, and Overall, along with the number of major and minor falls from the Dismount category. Judge scores will never be shared. A sample Result Sheet can be found here.

6E.4 Judges Workshop

The hosts of the convention must provide for a judge's workshop at least 24 hours prior to the start of the Artistic Freestyle competition. A minimum of 2 hours must be set aside, in a classroom or similar environment.If possible, it is strongly recommended to have more than one workshop to accommodate schedules.Variations on this can be approved by the Chief Judge. Workshop schedule(s) must be announced to all judges at least three weeks prior to the start of the competition.

6E.5 Age Groups and Categories

Age groups and categories may be different for different types of events. The minimum allowable age groups and categories are listed for each event. Convention hosts are free to add more age groups but additional categories can only be added when agreed upon by the Artistic Director, Chief Judge, and Event Host. Categories may not be added or removed at a Unicon without approval by the IUF Board. Age group is determined by the rider's age on the first day of the convention. Junior Expert is open to all riders 0-14. Expert is open to riders of any age, including 0-14. Riders must state the category in which they are entering for each Freestyle event in which they participate.

Example: Riders who enter Individual Freestyle as Experts can enter Pairs in another category if they wish. Riders are divided into male and female in Individual Freestyle, but not in Pairs or Group.

6E.5.1 Minimum Age Groups: Individual

Unicon and Continental Championships: 0-14, 15-UP, Jr. Expert, Expert.

Other competitions: 0-14, 15-UP, Expert.

The decision to enter as Expert or Jr. Expert (if used) is optional, but must be stated in advance.

6E.5.2 Minimum Age Groups: Pair

Unicon and Continental Championships: 0-14, 15-UP, Jr. Expert, Expert.

Other competitions: Age Group (all ages), Expert.

Each rider may enter only once. The age of the older rider determines the age group for the pair. The decision to enter as Expert or Jr. Expert (if used) is optional, but must be stated in advance.

6E.5.3 Minimum Age Groups: Group

Small Group: Jr. Expert, Expert. Large Group: none.

6E.6 Categories for Smaller Competitions

At competitions where the number of Artistic Freestyle competitors is low, the Event Host may choose to only offer categories and no age groups. This decision would be made to encourage a competition that is fair and engaging for both spectators and competitors. See 6B.7.1 for a description of recommended categories.

6E.7 Pre-Event Practice Time

In order to give fair practice time in the Freestyle competition venue to the high level competitors, thirty minutes for practice must be reserved immediately before each Jr. Expert and Expert competition. During each thirty minute warm-up period, only the competitors for that event are allowed to be on the competition floor.

Each group that is competing also must be given time to rehearse on the competition floor. The Artistic Director is responsible for publishing a rehearsal schedule at least two weeks before the competition day. The amount of time allotted to each group is to be determined by the Artistic Director, however, each group must be given the same amount of rehearsal time and it cannot be less than fifteen minutes.

6E.8 Order Of Performance

Performance order for Jr. Expert and Expert in Pairs/Individual/Group Freestyle are defined by an open drawing without a computer.The drawing/selection should be done publicly and transparently, at a time that is announced ahead of time so people can witness it. The method to randomly determine performance order for age groups is completely up to the Artistic Director.

6E.8.1 Media Types

The Artistic Director is responsible for announcing what media types will be supported, and making sure the necessary equipment is provided.

6E.8.2 Music Volume

Volume level is controlled by the DJ, at instructions from the Chief Judge. The base volume for Freestyle music should be loud enough to sound clear, and be heard by all. Some competitors' music may start with especially loud or quiet sections, and the DJ should be advised of these so volume levels do not get compensated in the wrong direction. Some competitors may request that their music be played at lower levels. These requests can be made directly to the DJ. Requests for higher volumes must be approved by the Chief Judge, who has the option of passing this responsibility to the DJ.

6E.8.3 Special Music Instructions

Some competitors may have special music instructions, such as stopping or starting the music at a visual cue, changing volume level during the performance, etc. The DJ is not responsible for errors carrying out these instructions. For best results, the competitor should supply a person to coach the DJ during the performance, so there are no mistakes. If the DJ receives instructions that sound unusual, the Chief Judge should be consulted for approval.

6E.9 Limiting Competitors

6E.9.1 Maximum Number of Competitors for Jr. Expert and Expert: Individual

Non-Unicon: Organizers of non-Unicon events can choose to limit the number of competitors using the guidelines below, come up with their own limit guidelines, or have no limit.

Unicon: Each country can submit a maximum of three individuals in each category to compete at Unicon in the Individual Freestyle events (three in Jr. Expert ~~Male~~Men, three

in Jr. Expert ~~Female~~Women, three in Expert ~~Male~~Men, three in Expert ~~Female~~Women). If a country has placed 1st, 2nd, or 3rd in Individual Freestyle at the previous Unicon, they can submit one additional competitor for each placing in that category. For example, if Country-A wins first place in Expert ~~Male~~ Men at the previous Unicon, they may submit up to four individuals for Expert ~~Male~~ Men at the current Unicon. If Country-B wins second and third place in Jr. Expert ~~Female~~ Women at the previous Unicon, they may submit up to five individuals in Jr. Expert ~~Female~~ Women at the current Unicon.

6E.9.2 Method for Limiting the Competitors at Unicon: Individual

A country that has more interested individuals than allowed should select individuals by their own way. Any type of competition using the IUF judging methods to determine their competitors is recommended. If a country is unable to hold a competition, a country can choose individuals by their own rating method. For example, if a country has placed 1st, 2nd or 3rd in Individual Freestyle at the previous Unicon, it can give these individuals a higher rating, because they brought additional number of individuals to a country. If a country did not place in the top three, it can give only the highest placing individual a higher rating. It is strongly recommended to complete the selection at least three months prior to the start of the Unicon. If a country cannot select by then, the method and schedule of the selection must be communicated to the Chief Judge and Artistic Director at least three months prior to the start of the Unicon.

6E.9.3 Maximum Number of Competitors for Jr. Expert and Expert: Pair

Non-Unicon: Organizers of non-Unicon events can choose to limit the number of competitors using the guidelines below, come up with their own limit guidelines, or have no limit.

Unicon: Each country can submit a maximum of three pairs in each category to compete at Unicon in the Pairs Freestyle events (three in Jr Expert Pairs, three in Expert Pairs). If a country has placed 1st, 2nd, or 3rd in Pairs Freestyle at the previous Unicon, they can submit one additional competitor for each placing in that category. For example, if Country-A wins first place in Expert Pairs at the previous Unicon, they may submit up to four Pairs for Expert Pairs at the current Unicon. If Country-B wins second and third place in Jr Expert Pairs at the previous Unicon, they may submit up to five pairs in Jr Expert Pairs at the current Unicon. If a pairs team is submitted consisting of members from two countries, that team must choose one of their two countries to represent.

6E.9.4 Method for Limiting the Competitors at Unicon: Pair

A country that has more interested pairs than allowed should select pairs by their own way. Any type of competition using the IUF judging methods to determine their competitors is recommended. If a country is unable to hold a competition, a country can choose pairs by their own rating method. For example, if a country has placed 1st, 2nd, or 3rd in Pairs Freestyle at the previous Unicon, it can give these pairs a higher rating if

BOTH partners from the previous Unicon still be pairs, because they brought additional number of pairs to a country. If a country did not place in the top three, it can give only the highest placing pairs a higher rating. It is strongly recommended to complete the selection at least three months prior to the start of the Unicon. If a country cannot select by then, the method and schedule of the selection must be communicated to the Chief Judge and Artistic Director at least three months prior to the start of the Unicon.

6E.9.5 Maximum Number of Competitors for Jr. Expert and Expert: Group

Non-Unicon: Organizers of non-Unicon events can choose to limit the number of competitors using the guidelines below, come up with their own limit guidelines, or have no limit.

Unicon: Each country can submit a maximum of three groups to compete at Unicon in each of the following categories: Expert Small Group, Jr. Expert Small Group, Expert Large Group, and Jr. Expert Large Group.

6E.9.6 Method for Limiting the Competitors at Unicon

A country that has more interested groups than allowed should select group by their own way. Any type of competition using the IUF judging methods to determine their groups is recommended. If a country is unable to hold a competition, a country can choose groups by their own rating method. It is strongly recommended to complete the selection at least three months prior to the start of the Unicon. If a country cannot select by then, the method and schedule of the selection must be communicated to the Chief Judge and Artistic Director at least three months prior to the start of the Unicon.

6F Judging Grids

6F.1 Technical Judging Grid

Range of Scores	**Quantity of Unicycling Skills and Transitions (0-10)**	**Mastery and Quality of Execution (0-10)**	**Difficulty and Duration (0-10)**	**Range of Scores**
10.00-9.00 *Outstanding*	• uses alloted time to perform an optimal number of skills • impressive originality and variety	• looks effortless • no loss of control in the entire routine • riding looks balanced and controlled	• all riders perform very difficult skills • all skills have long duration	
8.99-7.00 *Good*	• uses time fairly effectively to show a number of skills • good originality and variety	• riding looks effortless most of the time • minimal loss of control • riding looks balanced and controlled most of the time	• many skills at high difficulty • many skills have long duration	
6.99-4.00 *Average*	• shows a good amount of skills but could have used time more effectively • okay originality and variety of skills	• riding sometimes looks effortless • some loss of control • riding looks balanced and controlled some of the time	• averaged difficulty of skills performed by all riders is average • skills vary in duration	
3.99-1.00 *Poor*	• lower number of skills • lacks originality and/or variety of skills	• riding often looks challenging • riding is often out of control • riding often looks unbalanced	• low difficulty when averaged for whole routine • many skills have short duration	
0.99-0.00 *Extremely Poor*	• few to no unicycling skills	• falling looks imminent • riding constantly is out of control • riding constantly looks unbalanced	• all novice skills	

6F.2 Performance Judging Grid: Execution/Presence

Range of Scores	**Presence**	**Carriage**	**Authenticity**	**Clarity**	**Variety**	**Projection**
9.00-10.00 *Outstanding*	Spellbinding presence	Refined line of body and limbs	Superb authenticity, rider is completely one with their character	Precise execution of body movements in a way that fit the overall routine	Excellent creativity with dispositions and expressions to convey overall routine	Exceptional projection, audience members feel engaged in the performance
8.00-8.99 *Very Good*	Very good emotional, intellectual, and physical involvement	Very good carriage and lines	Very good authenticity	Almost all movements are precise and intentional	Rider uses a variety of dispositions and expressions in a way that engages the audience	Strong projection
7.00-7.99 *Good*	Good engagement	Good carriage/lines	Good authenticity			Projection most of the time
6.00-6.99 *Above Average*	Above average engagement	Above average line of body and limbs and good carriage	Above average authenticity, the rider is in character for the majority of the routine			Able to project about 75% of time
5.00-5.99 *Average*	Average involvement or involvement in one or two ways	Average carriage/lines with some breaks	Average authenticity, there are moments when the rider is out of character	Average clarity, some movements look precise while others look unintentional	Average level of creativity with disposition and expression	Projection skills vary throughout routine
4.00-4.99 *Fair*		Reasonable line of body and limbs				Projection only about 50% of time
3.00-3.99 *Weak*	Occasional presence shown, eyes often downcast	Variable line of body and limbs/carriage/ extensions	The rider is occasionally in character		Some variety with expression and disposition but rider often looks the same throughout the routine	Occasional projection
2.00-2.99 *Poor*		Poor line of body and limbs/carriage/ extensions		Very poor clarity, few to no moves look intentional		Limited projection skills, cautious
1.00-1.99 *Very Poor*	Very poor presence, rider shrinks from the performance	Very poor line of body and limbs/carriage/ extensions	Very poor authenticity, the rider is almost never in character		Little variety with disposition and expression to fit the routine	Very limited projection skills
0.00-0.99 *Extremly Poor*	No presence at all	Extremely poor line of body and limbs/carriage/ extensions	Extremely poor authenticity, the rider is never in character	Movements don't look intentional at all	The expression or disposition remains the same the whole time	Projection skills lacking, labored

6F.3 Performance Judging Grid: Choreography/Composition

Range of Scores	**Purpose**	**Harmony**	**Utilization**	**Dynamics**	**Imaginativeness**
9.00-10.00 *Outstanding*	Memorable moments distributed evenly throughout the routine to create a unified piece	Choreography gives the feeling of a completely unified dance, all parts of the performance create a balanced routine	Rider does an excellent job of using the whole space with movements that flow in various directions and patterns	Change of tempo incorporated seamlessly	Completely imaginative concept that creates a routine unlike something that has been done before
8.00-8.99 *Very Good*	Variety of innovative moves that develop concept	Choreography gives the feeling of a mostly unified dance	Excellent use of space	Change of tempo incorporated with ease	Great creativity in the creation of the routine
7.00-7.99 *Good*	Interesting moves derived from concept		Good use of space	Unity of rider(s) in use of tempo	
6.00-6.99 *Above Average*	Some interesting creative moves that use rhythm(s) effectively	Interesting composition that creates a routine that feels unified most of the time	Above average use of space	Above average variation of tempo	Above average amount of creativity and imagination used when creating routine
5.00-5.99 *Average*	Variable moves often related to concept		Average use of performance space, limited variety of patterns/directions of riding	Variable changes in tempo	Average amount of creativity and imagination used when creating routine
4.00-4.99 *Fair*	Routine correspondents well with concept	Choreography gives the feeling of a halfway unified dance	Elements generally well distributed but sometimes too much emphasis to one part of the performance space		Some creativity and imagination used when creating this routine
3.00-3.99 *Weak*	Some isolated groups of moves that fit concept				
2.00-2.99 *Poor*	Some moves do not appear to fit concept	Placement of moves lacks coherence		Few changes in tempo	A small amount of creativity and imagination was used to create this routine
1.00-1.99 *Very Poor*	Many moves do not appear to fit concept		Poor variety of placement of moves in the performance space		
0.00-0.99 *Extremly Poor*	Most to none moves do not appear to fit concept	Choreography does not give the feeling of a unified dance at all		Tempo does not change throughout routine	No creativity at all, similar routines have been done many times before

6F.4 Performance Judging Grid: Music and Timing

Range of Scores	**Continuity & Musical Realization**	**Expression**	**Finesse**	**Timing**
9.00-10.00 *Outstanding*	Proper type of musical realization is used the entire routine with effortless continuity	Rider/music/nuances as one motivation from the "heart"	Rider superbly and expertly uses the nuances of the music to reflect the overall concept of the routine	The rider expertly uses their movements to create meaningful moments which, when put all together, produce a cohesive, well-timed routine
8.00-8.99 *Very Good*				
7.00-7.99 *Good*	Above average use of the proper musical realization for the majority of the routine	Rider/music/nuances work together to create one fluid routine for the majority of the time	Rider uses the nuances of the music for the majority of the routine but misses some key moments in the music	The rider creates a bond between the routine and the music that is apparent for the majority of the routine
6.00-6.99 *Above Average*				
5.00-5.99 *Average*				
4.00-4.99 *Fair*				
3.00-3.99 *Weak*	Rider uses the proper musical realization for some of the routine, music seems like background instead of inspiration	The routine has some cohesion but the music/nuances/rider are not fully integrated	Rider rarely uses the music as inspiration and does not utilize the nuances presented in the music to better the routine	The rider matches the timing of the music sometimes but often seems unconnected to the music during the routine
2.00-2.99 *Poor*				
1.00-1.99 *Very Poor*				
0.00-0.99 *Extremly Poor*	Rider never uses the proper type of musical realization, the routine could be done without any music and it would have looked the same	The routine seems disjointed and the music/nuances/rider seem completely disconnected	Rider never looks deeper into the music to utilize the nuances, routine has a monotone feeling	Movements seem unplanned and are placed in a way that leads to a lack of timing whatsoever

Part 7

Freestyle: Standard Skill

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7A Overview

7A.1 Definition

In Standard Skill, riders demonstrate pure skill and mastery on a regular unicycle, by performing up to 18 skills they have preselected. Standard Skill judging is based on the point value of the skills and quality of their execution, not the 'show.'

Group Standard Skill is similar to Individual Standard Skill, but with four person teams (comprised of ~~males~~ men and/or ~~females~~women), on regular unicycles only. Rules are published separately. This event is held at the discretion of the convention host.

7A.2 Rider Summary

This section is intended as an overview of the rules, but does not substitute for the actual rules.

- No safety gear is needed.
- Only a single regular unicycle may be used.
- A judging sheet listing the skills you will perform must be turned in by the deadline.
- Riders need to be aware of the proper use of the floor markings in performing line, circle, and figure-eight skills.

7B Competitor Rules

7B.1 Safety

No safety gear is needed.

7B.2 Unicycles

One regular unicycle only (see definition). No brakes or handlebars. There are no limitations on wheel or crank arm size.

7B.3 Rider Identification

No rider identification is required.

7B.4 Protests

Protests must be filed on an official form within 15 minutes of the posting of event results. Protest is only possible against mistakes in calculation or other mistakes not connected to a judge's subjective score. The Chief Judge must resolve all protests within 30 minutes of receipt of the written form.

7B.5 The Skills List

7B.5.1 Skill Selection

Before competing in Standard Skill, each rider must fill out and turn in a judging sheet listing his or her routine. This list includes the number, name, and point value of each figure to be performed in the routine, in the order in which they will be ridden.

Only skills found in the IUF Standard Skill List may be used. The proper methods for performing these skills are found in the 'Descriptions' section of this list. If illustrations of figures disagree with their descriptions, the descriptions apply.

The maximum number of figures allowed is 18. Of those 18 figures, no more than 12 may be other than a riding skill. Skills with numbers 101 and higher are limited to a

maximum of 12. If a rider only chooses 12 skills for the whole routine, it is allowed for all of these to be non-riding skills.

Note: Each figure number may appear only once on the judging sheet. This means that, for example, if a rider uses figure 15 b, ~~he or she~~ the rider may not use 15 a, c, d, e, f, g, or h.

7B.5.2 Skill Order

The 18 figures must be performed in the exact same order as they appear on the judging sheet. Figures left out according to their order on the judging sheet will be devaluated 100%. This devaluation remains, even if the figure is performed later in the routine. **Example:** The skills on a judging sheet are: wheel walk, one-foot, idle, riding backwards. The rider does the wheel walk, skips the one-foot and idle, then performs the riding backwards, followed by the one-foot and the idle. The technical judge will mark both the 1-ft and idle with a 100% devaluation.

7B.5.3 Filling Out Judging Sheet

The completed judging sheet must be sent in before the deadline date set by competition organizers. When filling out the sheet, each figure name must be written out exactly as it appears on the Standard Skill List, with no further abbreviations. Figure numbers, letters, and point values must be included, and the total Difficulty score (total points for all figures in the routine) must be filled in. The judges have to check the judging sheets and, if possible in contact with the competitor, correct any mistakes. Any disadvantage resulting from filling out a judging sheet incorrectly will be at the competitor's expense, and will not be valid grounds for protest. Judging sheets, once checked and approved for competition, cannot be changed.

7B.6 Event Flow

7B.6.1 Time Limits

Three minutes (all ages).

7B.6.2 Judging Method

Riders are judged only on the quality of execution of the skills they have chosen to perform. Each figure has a predetermined point value. Judges deduct points for mistakes, such as dismounts, poor form, performing figures out of order, etc.

7B.6.3 Music

In Standard Skill music is not judged. But background music will be provided during all Standard Skill routines, or competitors may provide their own. Competitors may also, at their request, have no music played.

7B.6.4 Costume and Props

Clothing has no influence on the score. Riders are encouraged to dress in the uniform of their national teams or clubs, or in clothing that represents their teams, groups or countries. No props.

7B.6.5 Riders Must Be Ready

Riders who are not ready at their scheduled performance time may or may not be allowed to perform after the last competitor in their age group or category. The Chief Judge will remember to consider language barriers, and that riders may be engaged in convention work to slow them down.

7B.6.6 Rider's No-Signal Option

If a rider provides their own music and wants acoustic signals, they must indicate this when they sign up with the Rider Liaison. If a rider does not provide their own music, acoustic signals will automatically be used unless the rider requests "No acoustic signals" when signing up with the Rider Liaison. If no acoustic signals, there will not be a 'Start' signal or the 1-minute and 2-minute signals. In all situations, the Timer will still keep the time, and if the rider exceeds the time limit, the Timer will make the 'double acoustic signal' to indicate the rider has run overtime.

7B.6.7 Start Of Performance

The judging begins when the timer blows a one second whistle signifying the beginning of the three minute routine or when a predetermined piece of music begins; the stopwatch will begin timing immediately following the one second acoustic signal or music. The end of each minute will be indicated by acoustic signals. This may be made optional as described in section 7B.6.6. A final one-second acoustic signal will signify the completion of the three-minute allotment.

7B.6.8 Body Form

Unless otherwise noted, each figure must be performed with riders sitting up straight with their arms stretched and horizontal. Hands must be flat with palms down and

fingers together. Arms do not have to be straight out to the sides. As long as arms are outstretched and horizontal, they may point in any direction.

7B.6.9 Dismounts

All dismounts must be controlled, including the dismount at the end of the routine. A controlled (intentional) dismount is where the rider comes to a stop and steps off the unicycle. Dismounts executed otherwise will be considered unintentional. A dismount occurs any time a rider touches the floor, except in skills where the rider is required to touch the floor, or when a foot on a pedal touches the floor. The rules demand that the rider dismounts in a sportsmanlike manner at the end of the routine. Failure to do so will result in a wave for insecure exit.

7B.6.10 Assisting Riders

At international events it is forbidden for a rider to get verbal assistance or helping gestures from a person outside the riding area, since this is interference with the rider by an outside person. At international events it is forbidden for a rider to use any props (including people) during the 3-minute routine. Any competitor caught getting assistance (verbal or nonverbal) or using props may be disqualified from the competition. Also, a rider may not look at the list of skills while performing the routine. This includes skills written on the competitor's hand, a piece of paper or elsewhere. Each occurrence of a competitor looking at a skills list will result in a wave.

7B.6.11 Line Figure

Lines, circles and figure eights may be ridden in any direction. Line figures start outside the large (8 m) circle, cross the center circle, and continue outside the large circle. The rider must be in position for the figure before the hub crosses over the outside edge of the line. For seat drag figures where the seat is forward of the riding direction, the rider must be in position before the seat crosses the outside edge of the line. The line should be straight. Circles and figure eights can be started at any point, as long as the rider completes the figure by crossing over the starting point.

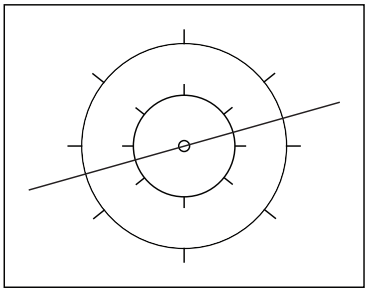


Figure 7B.1: Line Figure

7B.6.12 Circle Figure

Circle figures are ridden in the area between the 4 m and 8 m circle lines. If the rider crosses the 4 m line while performing the figure, the circle must be restarted from the point where the rider re-crosses to the outside of the

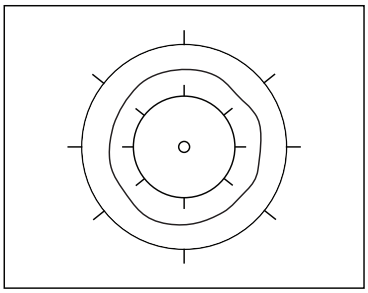


Figure 7B.2: Circle Figure

4 m circle. Crossing the 8 m line does not invalidate the figure. Circle figures should be as round as possible.

7B.6.13 Figure Eight

The two circles making up the 8 should be the same size, and the orientation of the 8 can be in any direction. The rider must pass outside the 8 m circle on each end of the 8, and cross the center circle at the middle. The two halves of the figure 8 must be circular, with diameters of at least 4 m.

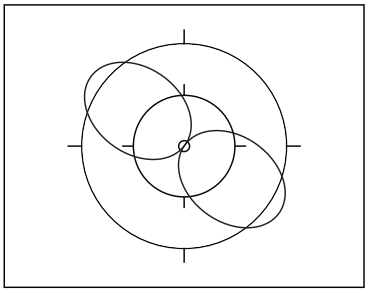


Figure 7B.3: Figure Eight

7B.6.14 Mounts, Transitions, Axis, Single And Counted Short Skills

These are all collectively called "non-riding skills". May be performed anywhere in the riding area unless stated differently in the description.

7B.6.15 End Of Performance

In Standard Skill, if the rider is in mid-figure, only the part of that figure that was executed before the time ended will be counted (see section 7C.7.3). If the figure was less than 50% complete, a 100% devaluation will be given. If between 50% and 100% was completed, a 50% devaluation will be given. Any figures that have not been performed receive 100% devaluations.

7C Judges and Officials Rules

7C.1 Standard Skill Officials

The host must designate the following officials for Standard Skill:

- Standard Skill Director
- Chief Judge

7C.2 Training Officials

As the rules state, competitions cannot be started until all key artistic officials have been trained and understand their tasks. For Standard Skill events, the Chief Judge is in charge.

7C.3 Interruption Of Judging

An interruption of judging can result from material damage, injury or sudden illness of a competitor, or interference with a competitor by a person or object. If this happens, the Chief Judge determines the amount of time left and whether any damage may be the fault of the competitor. Re-admittance into competition must happen within the regulatory competition time. If a routine is continued and the competitor was not at fault for the interruption, all devaluations coming forth from the interruption will be withdrawn.

7C.4 Competitor and Judging Forms

If available to the organizers, a computer database should be used to generate forms for both the competitor and the judges, and then be used to calculate the scores. Either the Writing Judge Form or the traditional Standard Skill Form is required for judging. The other forms are suggested to help both the competitors and judges. Suggested forms are:

- **Competitor Form:** Skill Order, Figure number and letter, Description, Score, and Skill Definition.

- **Standard Skill Form:** Skill Order, Figure number and letter, Description, Score, and areas to mark 50/100% technical devaluations and the / + 0 execution devaluations. An area at the bottom should be included to write in the names of the three judges. An area at the bottom should also be included to help in manual scoring of the routines.
- **Writing Judge Form:** Skill Order, Figure number and letter, Description, Score, and areas to mark 50/100% technical devaluations and the / + 0 execution devaluations. An area at the bottom should be included to write in the names of the three judges.
- **Difficulty Judge Form:** Skill Order, Figure number and letter, Description, Score, Skill Definition, and area to mark 50/100% technical devaluations. The addition of the Skill Definition can help the judge if there is clarification needed for the correct execution of the skill.
- **Execution Judge Form:** Skill Order, Figure number and letter, Description, Score, and area to mark the / + 0 execution devaluations.

All three judging forms should have gray shading to indicate the relative speed of the skills. No shading would indicate a slower skill (typically all riding skills), a light gray indicates skills that are quicker than the riding skills (most of the counted short skills), and a dark gray indicates skills that are very quick. This will help the judges estimate how quickly they must watch for new skills.

7C.5 Judging Panel

There will be 1 Chief Judge, 2 Difficulty Judges, 2 Execution Judges, 2 Writing Judges, and 1 Timer. The judging panel will be divided into two judging units, each consisting of one Difficulty, one Execution, and one Writing Judge. The judges will be appointed to the functions Writer, Execution, and Difficulty, respectively in order of their experience. At Unicons, all judges for the Expert groups must have previous Unicon judging experience.

7C.6 Operation Of The Judges

While the Difficulty and Execution Judges watch the routine, the Writing Judge reads the names of the figures from the list. The Difficulty Judge indicates if a skill was fully completed, or the reduction percentage if it was not. The Execution Judge indicates the execution mistakes using symbols, as described below. The Writer writes down the verbal remarks of both judges on the judging sheet. For this reason, the Writer is seated between the other two judges. The position of the judging table must be so that all judges have a clear view of the entire riding area. There must be enough space between the two judging units to ensure their working independently of each other.

A video of the performance may be reviewed if there are discrepancies in judge scores, or if a judge is in doubt about one or more of his/her scores. When time allows, video

can be reviewed by approval of the Chief Judge. The Chief Judge should prearrange for routines to be recorded, but this is not a mandatory requirement.

Alternatively, to speed up the competition and judging, video cameras should be used to record the competition. There must be at least two cameras, one on each of the two corners. A third camera in the center is also good for a backup. The recordings should be downloaded to a computer in approximately groups of ten competitors. The judges will all be in a separate viewing area to watch the videos and make their scores.

7C.7 Difficulty Devaluations

7C.7.1 Skill Verification

Every figure on the judging sheet must be executed according to its description in the Standard Skill List. If a performed figure does not correspond with the entry on the judging sheet, 100% is devaluated.

7C.7.2 Technical Mistakes

If a technical mistake occurs during the execution of a skill, 50% is devaluated. Technical mistakes include but are not limited to the following:

- Part of body other than one hand touching seat in seat out skills
- Hand holding seat touching body in seat out skills
- Free foot touching rotating part of unicycle in one foot skills
- Legs not extended and/or toe not pointed for skills where the leg is quickly extended (including, but not limited to: wheel grab, crank idle kick, hop on wheel kick)

7C.7.3 Skill Completion

Every figure on the judging sheet must be performed as entered, from start to finish, without the rider touching the floor, except where required to by the figure description. This applies to all skills: riding skills (figures in lines, circles and 8's), transitions, axis skills, single and counted short skills, and mounts.

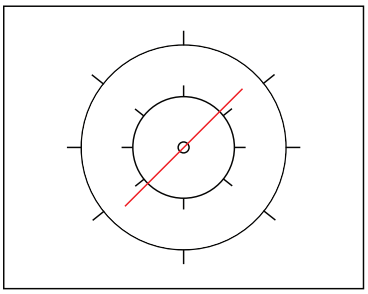
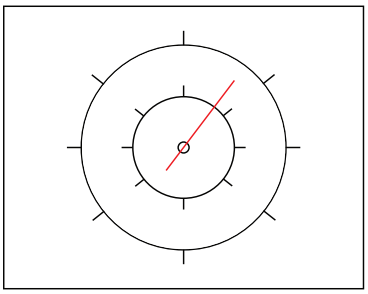


Figure 7C.1: 50% Devaluation

Riding Skills, Repetitive Axis Skills, and Counted Short Skills: If a figure is broken off in the first half of its required execution, or performed for less than half of the required execution, 100% is devaluated. If a figure is broken off in the second half of the required execution, or performed for less than the required execution, 50% is devaluated.



Riding Skills: If a rider is not in position for a line figure before crossing the 8-meter circle, but is in position when crossing both 4-meter circle lines, 50% is devaluated (see figure 7C.1). If the rider is in position but only crosses one edge of the 4-meter circle, 100% is devaluated (see figure 7C.2).

Transitions and mounts: Must finish in the end position (one revolution, $2\frac{1}{2}$ hops, or $2\frac{1}{2}$ idles) or 100% is devaluated. If the end position for a mount is not defined, must perform one revolution, OR $2\frac{1}{2}$ hops, OR $2\frac{1}{2}$ idles before stepping off the unicycle.

Axis skills: If the end position for a axis skill is not defined, must perform one revolution before stepping off the unicycle. The ending position is not required to be the same as the starting position.

Single Short Skills: Unless otherwise defined in the skill description, the ending position is the same as the starting position. Must finish in the end position (one revolution, $2\frac{1}{2}$ hops, or $2\frac{1}{2}$ idles) or 100% is devaluated. If the start and end position for a single short skill is not defined, must perform one revolution, $2\frac{1}{2}$ hops, OR $2\frac{1}{2}$ idles before stepping off the unicycle.

7C.7.4 Start Of Figures

All figures start when the rider gets into the position required for that figure.

7C.7.5 Figure Order

Figures left out according to their order on the judging sheet are devaluated 100%. This devaluation remains, even if the figure is performed afterward.

7C.7.6 Figure Patterns

Riding figures that the rider doesn't attempt to be ridden as described in section 7D.1.2 should receive 100% devaluation.

Example: The line figure is described as "...start outside the large (8m) circle, cross the center circle, and continue outside the large circle". If the rider does not attempt to cross the center circle and performs the line circle completely outside the 4m circle, then 100% is devaluated.

7C.8 Execution Devaluations

7C.8.1 Wave (~) = -0.5 Point

A wave is scored once per skill for each of the following execution mistakes listed below. More than one wave can be applied to each skill, but if a rider makes the same mistake twice during one skill, they should only receive one wave.

Example: During wheel walking, a rider may have jerky body movements and fingers not together at the beginning: two waves should be applied. If the rider then smoothly wheel walks for a while and then has jerky body movements again, a third wave should not be applied.

- insecure entrance or exit
- cramped, insecure execution
- jerky body movements
- not sitting up straight
- fingers not together
- free leg not stretched, toes not pointed
- waving arms
- jerky pedal movement
- line not straight
- circle not round
- crossing the 4 m circle when performing a skill in a circle
- failure to cross center circle in line or figure 8
- circles of figure 8 not the same size
- pedal, or foot on pedal touching floor
- wandering spin or pirouette
- circle size exceeds 1 meter diameter in a spin
- going outside riding area boundary
- looking at the standard skill order
- arms not stretched
- arms not horizontal
- palms not down
- arms touching the body during seat out skills

7C.8.2 Line (/) = - 1 Point

A line is scored every time loss of control occurs. Loss of control includes:

- loss of proper body form
- breaking off and restarting a skill
- loss of proper body form before or after transitions

7C.8.3 Cross (+) = - 2 Points

A cross is scored each time an unintentional dismount occurs with the competitor landing on his or her feet without the unicycle being dropped.

7C.8.4 Circle (0) = - 3 Points

A circle is scored each time an unintentional dismount occurs with a part of the rider other than his or her feet touching the floor (hand, knee, rear, etc.) or with the unicycle being dropped. Seat drag skills only have this score applied if a part of the rider other than the feet touches the floor.

7C.8.5 Applying Lines, Circles, Crosses

Lines, circles and crosses are scored every time they occur during and between all skills, whether entered on the score sheet or not. Only the highest applicable devaluation symbol shall be imposed per execution mistake. Most waves are not scored if they occur between skills listed on the judging sheet. Waves can only be scored between skills if they are unrelated to body form.

Example: A competitor will not get a wave if the competitor's arms are not in proper form between skills listed on the judging sheet, but a competitor will get a wave for exceeding the riding area boundary.

7C.9 Totaling Scores

After the routine is finished, the percentages and symbols from the judges are converted into numbers. These numbers are subtracted from the rider's starting score. Then, the scores of the two judging units are added together and divided by two to get the finishing score of a competitor. The winner in the Standard Skill event is the competitor with the highest score. If more than one competitor have the same score, placing is decided by the highest Execution score. If those scores are also the same, the competitors receive tie scores.

7D Event Organizer Rules

7D.1 Venue

These are the guidelines by which Standard Skill competition is to be executed. At times, however, situations may occur in which the regulations cannot be followed exactly. This applies to minor details; not to principal rules. For instance, if the size of the available accommodation would cause the size of the riding area to be slightly smaller than required, that can be approved by a majority vote of the judging panel. Whatever differences from the rules are approved must be made known to all participants before competition. Any situation that may occur for which the rules do not provide a solution, shall be solved by the Chief Judge or by a majority vote in a meeting chaired by the Chief Judge, at which all judges active in the concerned event must be present.

7D.1.1 Floor, Markings And Figure Shapes

See diagram. The riding surface must allow flawless riding. The riding area must be sufficiently illuminated. An IUF representative will inspect the area to make sure it conforms to the requirements, and declare it ridable. The surface of the riding floor must be clean, level, smooth and shall not be slippery. Competition can be held on a floor that has not been declared ridable by the panel, but the results of such competition may not be officially recognized by the IUF, after investigation by the IUF rules committee.

7D.1.2 Riding Area Boundaries

For international competitions, the outer boundaries must be 11 x 14 meters. For other competitions, if space does not permit, the size may be smaller but will be no less than 9 x 12 meters. All lines must be at least 3 cm wide and clearly marked, including the outer boundaries.

a. Center circle (50 cm diameter)
b. Long edge of riding area (faces judges)
c. Short edge of riding area
d. Inner circle (4 m diameter) for circle figures
e. Outer circle (8 m diameter) for line and figure eights.
f. Quarter and diagonal circle marks (length 1 m) on the 4 m and 8 m circles. Diagonals marked by going from corner to corner of the riding boundary.

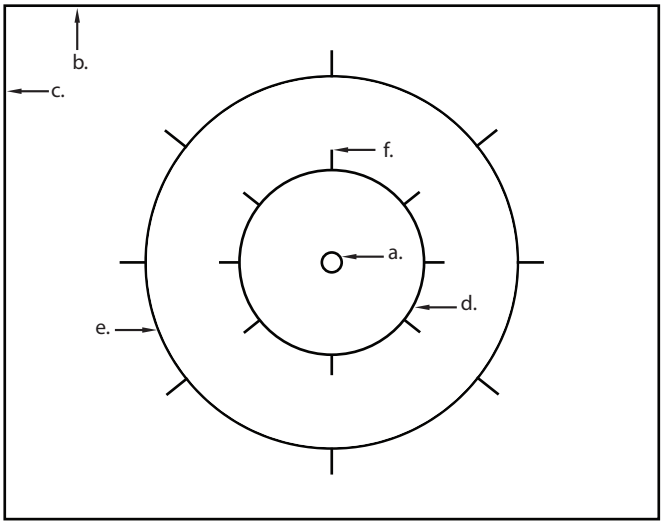


Figure 7D.1: Riding Area Boundaries

7D.2 Officials

The host must designate the following officials for Standard Skill:

- Artistic Director
- Chief Judge

7D.3 Communication

7D.3.1 Announcing Of Results

Final results will be continuously announced and/or posted for public view. Results Sheets will be posted after each age category of an event. The protest period begins at this point.

7D.4 Age Groups

~~The minimum age groups are 0-14, 15-UP. Best overall scores determine which competitors reach the Expert ranks.~~

~~Riders are divided male/female in Standard Skill.~~

1. Scoring will be based on age groups in accordance with rule 1C.8.

7D.5 Media Types

The host is required to have the capability of playing recorded CDs. Other media types may also be supported, at the host's discretion. The Artistic Director is responsible for announcing what media types will be supported, and making sure the necessary equipment is provided.

7D.6 Music Volume

Volume level is controlled by the DJ, at instructions from the Chief Judge. For Standard Skill, volume level should not be loud enough to interfere with judge communication, but otherwise similar to the level for Artistic Freestyle. Some competitors' music may start with especially loud or quiet sections, and the DJ should be advised of these so volume levels do not get compensated in the wrong direction. Some competitors may request that their music be played at lower levels. These requests can be made directly to the DJ. Requests for higher volumes must be approved by the Chief Judge, who has the option of passing this responsibility to the DJ.

7E List of Standard Skills

7E.1 General Remarks About Standard Skill Riding

Only figures listed in the following skills list can be used for the assembly of Standard Skill routines.

7E.1.1 Riding Position

Unless stated differently in a figure description, it is to be executed with the rider seated and with both feet on the pedals.

7E.1.2 Body Form

The rider must show proper body form and shall not change this form during the execution of the entire figure. Proper body form must also be shown for the figure before and after transitions, even if not listed on the judging sheet. The body form may be relaxed when not performing figures, except for figures before and after transitions.

7E.1.3 Riding Direction

Unless stated differently, all riding figures are to be performed riding forward, this being the direction in which the rider faces.

7E.1.4 Pattern

Unless stated differently in a figure description, it is to be executed in a line. Exceptions are mounts, stationary skills and transitions, axis skills, single and counted short skills, which can be executed at any spot in the riding area.

7E.1.5 Transitions, And Single Short Skills

Unless stated differently in the description of a transition, it starts and ends with the rider seated with both feet on the pedals. Before and after transitions, and single short skills entered on the score sheet as figures, at least one revolution of the wheel must be ridden in the start and end positions. If the start or end position of a transition or single

short skill is a counted short skill, that skill must be executed at least 50% as described, whether or not it is listed on the judging sheet.

Example 1: For the transition "Riding to Seat in Front", the rider must ride at least one full revolution of the wheel with the seat in front.

Example 2: For the single short skill, 180° uni spin to idling 1ft, the rider must idle one foot $2\frac{1}{2}$ cycles.

7E.1.6 Axis Skills

Unless stated differently in the description, it starts and ends with the rider seated with both feet on the pedals. Before axis skills entered on the score sheet as figures, at least one revolution of the wheel must be ridden in the start position. After axis skills, at least one revolution of the wheel must be ridden. The ending position is not required to be the same as the starting position.

7E.1.7 Mounts

Unless stated differently in the description of a mount, it is to end with the rider seated with both feet on the pedals. After all mounts listed on the judging sheet as figures, at least one full revolution of the wheel must be ridden in the end position. For mounts ending in counted short skills, the skill must be executed at least 50% as described, whether or not it is listed on the judging sheet.

Example: For the Side Mount, the rider must ride at least one full revolution of the wheel in the riding position after mounting.

7E.1.8 Seat Out Figures

Unless stated differently in seat out figures, the rider shall have no contact with the seat other than one hand holding the seat. The hand holding the seat as well as the corresponding arm shall be extended away from the rider's body and shall not touch any part of the rider's body.

7E.1.9 One Foot Figures

Unless stated differently in one foot figures, the free foot is to be placed on the frame so that there is no contact between the free foot and any rotating part of the unicycle.

7E.1.10 Wheel Walk Figures

Unless stated differently in wheel walk figures, the feet are to push only the tire, and shall have no contact with the pedals or crank arms.

7E.1.11 Coasting

Unless stated differently in coasting figures, coasting is as defined in chapter 1D.1.

7E.1.12 Transitions, Single Short Skills, Mounts Involving Seat Out Skills

Unless stated differently in the description of the figure, those beginning or ending in seat out skills are allowed to have one or both hands touching the seat, and the seat touching the body for the final or first hop, idle, or revolution. This includes, but is not limited to: unispins to seat out skills, transitions into and out of seat in front or back, leg around skills, side ride to seat in front, transitions out of seat drag in front or back, hopping wheel to pedals.

7E.1.13 Transitions To/From Stand Up Wheel Walk

In all transition skills from/to stand up wheel walk position, a second foot may briefly touch the wheel during the transition, but only one foot pushes the wheel forward. Unless clearly stated in the description, the rider must perform stand up wheel walk forward.

7E.1.14 Spins And Pirouettes

The rider must make a minimum of three full rotations for spins and pirouettes. Spins must be ridden around a fixed point and must not exceed a 1 meter diameter. If rider rotates more than required minimum number, the last required rotations are judged for spins. Pirouettes must be executed on 1 spot and the pedals may not move backward or forward during the pirouette. If rider rotates more than required minimum number, the first required rotations are judged for pirouettes.

7E.1.15 Leg Around Skills

All variations may begin or end with feet on the cranks or pedals and begin or end either riding, idling, or hopping unless otherwise specified.

7E.1.16 Idling Figures

In idling figures, a minimum of 5 consecutive cycles (back and forth motions) must be executed.

7E.1.17 Twisting Figures

In twisting figures, a minimum of 5 consecutive cycles (side to side motions) must be executed.

7E.1.18 Stillstands

The minimum time for stillstands is 3 seconds.

7E.1.19 Hopping Figures

In hopping figures, a minimum of 5 consecutive hops must be executed.

7E.2 Standard Skill Scores and Descriptions

Due to the length of this list, it is not included in the IUF Rulebook by default.

The full list of Standard Skills is available on the IUF website, under Publications: Other Guidelines: `https://unicycling.org/publications/`.

Part 8

Freestyle: X-Style

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8A Overview

8A.1 Definition

X-Style is an event for riders to show off their most difficult skills. Riders can show their own style with creativity and ingenuity. The competitors are judged solely on the skills that they complete. Performance and falls do not count like in other freestyle competitions.

In X-Style, starting groups of ten or fewer riders compete against each other, and the top three riders advance to the next round. Riders show off their best skills in an individual run that is between 1 and 2 minutes in length based on the round. Judges will be selected from other starting groups or from non-competing volunteers.

8A.2 Rider Summary

This section is intended as an overview of the rules, but does not substitute for the actual rules.

- No safety gear is needed.
- Any number or type of unicycle is allowed.
- Riders may be expected to judge other starting groups.

8B Competitor Rules

8B.1 Safety

No safety gear is needed.

8B.2 Unicycles

Any type and any number may be used.

8B.3 Rider Identification

No rider identification is required.

8B.4 Protests

Protests must be filed on an official form within two hours of the posting of event results. Every effort will be made for all protests to be handled within 30 minutes from the time they are received.

8B.5 Event Flow

8B.5.1 Definitions

Unicycle Skill: The main action of a movement is done on and with the unicycle.

Example 1: If you do a handstand, while the unicycle is laying on the floor, this is a non-unicycle trick, because the main action is the handstand.

Example 2: If you do a handstand on the unicycle, while it is upright with only the tire on touching the ground, this is a unicycle trick, because the main action is balancing the unicycle while doing the handstand.

8B.5.2 Music

A DJ plays music for each run. Riders can also hand in their own music.

Any performance music must be provided on CD, or only those other media types supported by the event host.

8B.5.3 Starting Groups

The group of competing riders is split randomly into starting groups of about the same size with a maximum 10 riders.

8B.5.4 Runs

Every competitor has a run in which the rider shows his/her skills. After the run the DJ waits until the current skill is finished and stops the music. Riders can ask the DJ to give a time-remaining notification during his/her run.

8B.5.5 Run Length

The length of a competitor's run is determined by the round:

- Final Round: 2 minutes
- Semi-final round: 1 min 30 seconds
- Previous rounds: 1 minute

If there are fewer than three rounds, use only the run lengths that are relevant.

Example: If there is one round, it is considered the final round, and would be 2 minutes in length.

In smaller competitors, the director may alter the run lengths due to time constraints.

8B.5.6 Advancement

The best 3 riders of each group advance to the next round, forming a new pool of competitors. If there is a tie on one of the first 3 places which extends to more than the 3 riders, all involved riders advance. This pool again gets split into starting groups and the next round begins. The final round consists of only one starting group. In the final round the best 3 riders are awarded for the first, second and third place of the competition.

8B.5.6.1 Ties

If the competition doesn't allow ties (e.g. Unicon), the tied placed riders of the final round will be given another run. The run will be one minute. The judges bring all tied riders in order. If there is still a tie between riders, the tie rules will be applied again, until all ties are resolved.

8C Judges and Officials Rules

8C.1 X-Style Director

The X-Style Director is the head organizer and administrator of X-Style events. With the Convention Host, the X-Style Director determines the system used to run the event. The X-Style Director is responsible for the logistics and equipment for all X-Style events. With the Chief Judge, the X-Style Director is in charge of keeping events running on schedule, and answers all questions not pertaining to rules and judging. The X-Style Director is the highest authority on everything to do with the X-Style competition, except for decisions on rules and results.

8C.2 Chief Judge

The Chief Judge is the head X-Style official, whose primary job is to make sure the rules are followed. The Chief Judge oversees the competition, deals with protests, and answers all rules and judging questions. The Chief Judge is responsible for seeing that all judges are trained and ready. The Chief Judge is also responsible for the accuracy of all judging point tabulations and calculations.

8C.2.1 Starting Groups

If there are obvious critical groups (e.g. all the best riders in one group), the chief judge is allowed to modify the groups.

8C.3 Judging Table

The Chief Judge composes the Judging Table for each starting group. All judges can be active competitors or non-competitors. Preferred are people with judging experience and competitors. It is also preferred that the Chief judge attempt to pair riders of different backgrounds (ex: Flatland, Street, Freestyle) to foster more accurate judging of skills. Non-Competitors can apply for being a judge by contacting the Chief Judge in advance. The Chief Judge sets the application deadline. It is recommended that every starting group is judged by two other starting groups. The judging table consists of at least 5 Judges.

Every routine is judged by the judging table. One judging table stays for one starting group. Judges can judge alone or in pairs. Judging in pairs is the preferred system. All

judges must either judge alone or in pairs so that each judge's vote has equal weight. (Pair judges are referred to as one judge below.) There must be an odd number of pair judges, or an odd number of judges if individuals are judging alone, on the judging table.

8C.4 Judging

The judge should rank the riders of the current starting group in order. They should do this by comparing the difficulty of the shown skills in each run. When comparing the difficulty of runs, judges should take into consideration the difficulty of each competitor's run as a whole. The same skill when completed with higher quality (for example elegant, smooth, or clean) is considered more difficult. Assigning the same rank to multiple riders is not allowed.

Only executed skills are taken into account. An executed skill is defined as when the rider reaches the point of being in control.

Examples:

- The landing of a unispin is part of the skill. The rider can only reach the point of being in control after landing. If the rider is hopping four times after the unispin without control and then falls off the unicycle, the skill does not count.
- In coasting, the rider is in control after getting far enough. Getting back to pedals is a separate skill.

Negative aspects like dismounts are ignored. Every judge should use blank sheets of paper to take notes.

8C.5 Removing Scores

The highest and the lowest placing points per rider are discarded. All the remaining placing points get summed up for each rider. The 3 riders with the fewest points win and advance to the next round.

Additionally, the Chief Judge has the power to remove scores only if they are deemed to be biased, inaccurate, or another extreme case.

8D Event Organizer Rules

8D.1 Venue

X-Style should be held in a gym suitable for Freestyle riding.

8D.1.1 Size Of Performing Area

The minimum size of the performing area for an X-Style event at an international championship or Unicon is 28 x 15 meters.

The minimum size for all other X-Style events must be at least 12 x 9 meters. If the performing area is smaller than 28 x 15 meters, hosts must publicize the dimensions of the available performing area as far in advance of the competition as possible, but at least one month prior.

8D.2 Officials

The host must designate the following officials for X-Style:

- X-Style Director
- Chief Judge

8D.3 Communication

8D.3.1 Publishing Results

The published results contain the riders total ranking in order with their summed placing points and the anonomized results of the judges with their ranking for each rider.

The event director can choose the length of the runs, but it must be announced at least one month before the competition if it differs from the recommended format below. Runs must be between 1 and 2 minutes 30 seconds.

8D.4 Judges Workshop

The host must schedule a judges workshop for training X-Style judges. This may be held just before the competition if the riders will also be judges.

8D.5 Age Groups and ~~Categories~~Classes

~~There can be two distinct tournaments for junior (age 14 or younger) and senior (age 15 and older) riders.~~

~~The host can decide to order the riders by age and then split them into starting groups. The host is also allowed to hand out awards to intermediate winners. This can be motivating for younger riders.~~

1. There will be no age group scoring. Scoring will only take place in the junior and senior classes in accordance with rule 1C.7, even if no titles are awarded.

Part 9

Urban: Flatland

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9A Overview

9A.1 Definition

Flatland is a skills competition where riders perform tricks on a flat surface. The competition consists of preliminary rounds, followed by a battle-style final.

9B Competitor Rules

9B.1 Safety

Riders must wear shoes, no additional safety equipment is needed.

9B.2 Unicycles

Any number of regular unicycles (see definitions in chapter 1D.1) may be used.

9B.3 Rider Identification

No rider identification is required.

9B.4 Protests

Protests must be filed on an official form within 15 minutes of the posting of event results. Protest is only possible against mistakes in calculation or other mistakes not connected to a judge's subjective score. The Chief Judge must resolve all protests within 30 minutes of receipt of the written form.

9B.5 Results

Final results will be continuously announced and/or posted for public view. Results sheets will be posted after each category of an event. The protest period begins at this point.

9B.6 Event Flow

9B.6.1 Riders Must Be Ready

The Chief Judge chooses how to handle the riders who are not ready at their scheduled competition time. They may be disqualified or allowed to perform after the last competitor in their category.

9B.6.2 Preliminary Round

Each rider's preliminary round is divided in two parts, *timed preliminary* and *last trick*. Top scoring riders of the preliminary round will continue to the battle finals.

9B.6.2.1 Timed Preliminary

The preliminary round will last one minute. Any tricks completed after the one minute has elapsed will not be counted. If the rider is in a combo when the time ends, they are not allowed to start another trick and extend the combo, they must end their combo with their current trick. Once the time is up, the rider moves from *timed preliminary* to *last trick*.

9B.6.2.2 Last Trick (Preliminary)

There are two attempts for the last trick in the preliminary round. The rider is not obligated to use all attempts or to try the same trick every attempt. Riders may skip an attempt. Only the last attempt will be scored. A failed attempt does not subtract from the score.

9B.6.3 Battles

In a Flatland battle, two riders compete head-to-head, taking turns performing tricks. Battles are separated into two parts: *timed battle* and *last trick*. The winner of each battle is determined immediately after the battle by the judges. The winner continues to the next battle and the loser is eliminated, unless the battle is in a double-elimination bracket.

9B.6.3.1 Timed Battle

Each battle will last two minutes, except for the final four battles. These semifinal and final battles will last two to four minutes as agreed upon by both battling riders. If they disagree, these battles will default to three minutes in length. The rider with better ranking from the preliminary round chooses which rider starts the battle. There are two countdown timers, one for each rider (each with half the battle duration). The corresponding rider's timer will be started and stopped when they start and stop riding. Any tricks completed after the rider's time has elapsed will not be counted. If the rider is in a combo when the time ends, they are not allowed to start another trick and extend the combo, they must end their combo with their current trick. After one rider's time runs out, the other rider will ride for their remaining time. Once the time is up for both riders, the riders go from *timed battle* to *last trick*.

9B.6.3.2 Last Trick (Battles)

There are three last trick attempts for each rider in battles. The rider who started the battle starts the last trick. Riders will take turns attempting their last trick. Riders are not obligated to use all attempts or to try the same trick every attempt. Riders may skip an attempt. Only the last attempt will be scored. Other failed attempts do not subtract from the score.

9B.6.4 Number of Competitors Entering Battles

The highest scoring competitors from the preliminary round proceed onto the final battles. The number of competitors that move onto the finals is determined by a vote from the judges, but it cannot be more than 16 riders. Only a simple majority is needed for the vote. If a number of other 4, 8 or 16 is chosen, byes are used to expand the group of rider to the next largest bracket. (For example, 11 riders would use the 16 rider bracket, and the top 5 riders would get a bye for the first round of battles.)

9B.6.4.1 Battle Assignments

Battles will proceed according to the following brackets. The use of the double elimination bracket is optional.

Here are example double elimination brackets for reference: `https://unicycling.org/files/double-elimination-brackets.pdf`

9C Judges and Officials Rules

9C.1 Flatland Director

The Flatland Director is the head organizer and administrator of Flatland. With the convention host, they are responsible for the event logistics, the equipment and the system used to run the event. They must select the Chief Judge. They are in charge of keeping the event on schedule and answering questions about the event. The Flatland Director is the highest authority on everything to do with the Flatland competition, except for decisions on rules and results.

9C.2 Chief Judge

The Chief Judge is the head Flatland official. They are responsible for selecting the judges, overseeing the competition, handling protests, ensuring the event rules are followed, and answering questions about the rules and judging. The Chief Judge is also responsible for the accuracy of all judging point tabulations and calculations.

An interruption of judging can result from material damage, injury of a competitor, or interference with a competitor by a person or object. The Chief Judge determines if the rider is at fault. If they are not, the Chief Judge chooses when to insert the rider back into the competition, along with the rider's remaining time. The Chief Judge may be the same person as the Flatland director.

9C.3 Judges

9C.3.1 Judging Panel

There must always be an odd number of judges to prevent ties.

9C.3.2 Selecting Judges

A person should not judge an event if ~~he or she~~ the person is:

- A parent, child or sibling of a rider competing in the event.
- A coach, manager, trainer or colleague of the same club/team as a rider competing in the event.
- More than one judge from the same country on the same judging panel.

If the judging pool is too limited by the above criteria, restrictions can be eliminated starting from the bottom of the list and working upward as necessary, but only until enough judges are available.

9C.3.3 Judging Panel May Not Change

The individual members of the judging panel must remain the same for an entire category. In the event of an emergency, this rule can be waived by the Chief Judge.

9C.3.3.1 Rating Judge Performance

Judges are rated by comparing their scores to those of other judges at previous competitions. If a judge's performance is determined to be too weak, they may be removed from the judging panel.

Characteristics of Judging Weaknesses:

- **Excessive Ties:** Using ties frequently (it defeats the purpose of judging.)
- **Bias:** Placing members of certain groups or nations significantly lower or higher than other judges.
- **Inconsistence:** Ranking a large number of riders significantly different from the average of other judges.

9C.3.4 Training

The judges workshop is set by the Flatland Director or Chief Judge. Either the Flatland Director or the Chief Judge run the workshop. The workshop must be help before the competition. Judges should have read the rules prior to the start of the workshop. The workshop will include a practice session. Each judge will read the rules, attend the workshop, agree to follow the rules and agree to their potential removal from the list of available judges if they show excessive judges weaknesses, as determined by the Chief Judge.

9C.4 Flatland Judging and Scoring

9C.4.1 Judging Criteria

Preliminary rounds and battles are judged using the following criteria. Each category is scored out of 10 points ~~, except Last Trick,~~ and weighted differently:

Difficulty (25% of score):
Score is given for average technical difficulty of the tricks and combos landed during the battle/preliminary. Doing tricks in a combo awards more points then the individual tricks. A combo awards more points if the intensity of riding is high while a combo

scores less if it contains many pauses or relaxing elements. Failed combos do not give any points.

~~**Consistency**~~**Variety** (~~23~~18% of score):
Score is given for ~~number of landed trick/combos on total of number of tricks /combos attempted~~ the average variation in the types of tricks done during the battle/preliminary.

~~**Flow**~~**Fullness** (~~20~~23% of score):
Score is given for ~~cleanliness and style of rider during the battle~~time used for successfully landing tricks. Preparing and riding up to successfully landed tricks is considered part of the trick. The harder a trick is, the more time is acceptable as preparation/~~preliminary~~run up time.

~~**Variety**~~**Flow** (~~18~~20% of score):
Score is given for ~~variation in the types of tricks done~~ cleanliness and style of rider during the battle/preliminary.

Last Trick (14% of score):
Score is given for technical difficulty, novelty, creativity, and flow. The rider is not obligated to use all attempts or to try the same trick every attempt. Only the last attempt will be scored. Other failed attempts do not subtract from the score.

~~Guide on how to score points for last trick:~~

- ~~0 point: nothing landed or unworthy trick~~
- ~~1 point: passable trick~~
- ~~2 point: okay trick~~
- ~~3 points: good trick~~
- ~~4 points: great trick~~
- ~~5 points: insane trick~~

9C.4.2 Preliminary Round Scoring

At the end of every preliminary run, the judges must enter or write down the rider's scores. Once all preliminary runs are over, the scores for each rider are tabulated by adding up the scores from each judges and then the riders are ranked according to their total number of points.

If there are two riders with equal points, the riders' "last trick" score is used to break the tie. If the riders' "last trick" scores are equal and the riders are moving on to battles, the judges choose the order of placement of the two riders by a simple vote of majority.

9C.4.3 Battle Scoring

For battles, judges must decide on a single rider to vote on, they cannot tie the riders. Judges are ~~not~~ required to write down scores for each category during battles. Judges must determine a winner individually. The Chief Judge collects the results from each judge and the winner is chosen by simple majority. The winner of each battle is then announced directly.

9C.4.4 Sportsmanship

If a rider distracts or delays the competition or shows unsportsmanlike conduct, the Chief Judge may choose to warn or eliminate that rider.

9C.4.5 Finals/Semi-Finals

The winner and loser of the final battle round take first and second place in the competition. The losers of the semi-final battle round compete in the "small final" battle for third place and fourth place. The small final is the only required battle from the "losers bracket."

9D Event Organizer Rules

9D.1 Venue

9D.1.1 Minimum Area

A 11 x 14 meter area is required. Judges will be situated along one of the longer sides. The audience may be as close to the boundaries as desired provided that they do not impede or obstruct the judges.

9D.1.2 Riding Surface

Paved, outdoor areas are ideal for Flatland. The riding surface must be of a similar texture and riding quality throughout the competition area. Note that Flatland unicycle have black tires and sometimes that may mark or damage indoor surfaces. Although being indoors offer shelter and climate control, most indoor surfaces are not suitable. Indoor concrete is not suitable as it is most often polished, hence too slippery. Unicycles with metal pedals and marking tire are allowed. The Event Host must organize the competition where marking tires and metal pedals are allowed.

9D.1.3 Postponement due to Weather

In the case of rain or bad weather and an uncovered Flatland area, the organizers should postpone the event. The competition should be canceled if it is considered dangerous for the riders. If the event is postponed or moved to an indoor location, allowances must be the same (metal pedals, marking tires, etc.) The event host should try to place events that may be influenced by weather conditions in the first days of the event, giving a larger period of time to reschedule it.

9D.1.4 Music

In Flatland, a DJ plays music for the competition.

9D.2 Officials

Flatland must have the following officials:

- Flatland Director
- Chief Judge

The host must designate the Flatland Director well in advance of the event. For an international events, it is recommended that the Flatland Director is chosen at least one year in advance so that they may be consulted on scheduling. The Flatland Director must select the Chief Judge. The Chief Judge may be the same person as the Flatland director.

9D.3 Communication

Hosts must publicize details of the available competition area as far in advance of the competition as possible, and organizers of international championships at least three months prior to the event. For other events, the organizers must specify the venue for the Flatland competition by the beginning of the convention/competition at the latest.

9D.4 ~~Categories~~Age Groups

~~Male and female competitions should be offered in each of the following categories: Junior Expert (0-14), and Expert (15+). The Advanced category is optional however it is not allowed at Unicon. If there are less than 3 Junior Expert competitors, they may choose whether to compete in Expert or Advanced. If there are less than three females or less than three males overall, the male and female categories may be merged.~~

1. Scoring will be based on age groups in accordance with rule 1C.8.

9D.5 Practice

There are no specific requirements for the competition area to be available for practice.

Part 10

Urban: Street

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10A Overview

10A.1 Definition

Street is a competition held on a dense street course. During preliminary rounds, competitors complete Timed Runs on the course. During finals, competitors complete Timed Runs as well as attempting Best Tricks. Runs are a set amount of time to complete tricks on the course. Best Tricks are individual attempts at landing impressive tricks.

The competition area will include a large stair set with handrails on both sides and smaller obstacles such as rails, ledges, boxes.

10A.2 Rider Summary

This section is intended as an overview of the rules, but does not substitute for the actual rules.

- Riders must wear shoes and a helmet.
- Any number or type of unicycle is allowed.
- A rider may skip their turn, due to injury or equipment problem.
- You should be aware of the rules regarding equipment failure.

10B Competitor Rules

10B.1 Safety

Riders must wear shoes and helmet. Shin guards are recommended, but not mandatory.

10B.2 Unicycles

Any number of regular unicycles (see definitions in chapter 1D.1) may be used.

10B.3 Rider Identification

No rider identification is required.

10B.4 Protests

Protests must be filed on an official form within 15 minutes of the posting of event results. Protest is only possible against mistakes in calculation or other mistakes not connected to a judge's subjective score. The Chief Judge must resolve all protests within 30 minutes of receipt of the written form.

10B.5 Results

Preliminary results will be posted once the calculation of the points is done. Results sheets will be posted after each category of an event. The protest periods begins at this point. Finals results may be held off until the award ceremony if it is on the same day.

10B.6 Event Flow

10B.6.1 Riders Must Be Ready

The Chief Judge chooses how to handle the riders who are not ready at their scheduled competition time. They may be disqualified or allowed to perform after the last competitor in their category

10B.6.2 Timed Runs

Timed runs are completed anywhere on the course and last 40-60 seconds at the director's discretion. The length of the timed run must be consistent throughout attempt number within a given round (prelims or finals). Remounting is allowed in the event of a failed trick. Timed Runs will begin at a countdown or signal from an official and cease at the end of the allotted time.

10B.6.3 Best Trick

During finals, Best Tricks are performed anywhere on the course. Best Tricks are performed after all competitors' Timed Runs have been completed. Competitors attempt Best Tricks in the same order as Timed Runs. Each rider makes all of their Best Trick attempts consecutively, and does not have to use all of their attempts, and can attempt a different trick on each attempt. A Best Trick must be a single trick completed on the course.

10B.7 Preliminaries

All competitors will be placed in an order. The order should be presented in writing as well as announced before the competition. Each competitor will have ~~the same number Timed Runs (2 or 3), as chosen by the director before the competition. Riders may choose to skip their turn in the event of an injury or any other reason. Each competitor will complete their first run in order, before repeating the order again for each consecutive run~~one Timed Run.

10B.8 Finals

The top 5-8 competitors will compete in a Finals round held at least 3 hours after the preliminary rounds. To ensure riders have adequate warm up time and to increase spectator numbers the final round should preferably be held in the afternoon/evening. The existing course from preliminary rounds may be used, or changes may be made to the course. The riders will be assigned an order which should be presented in writing as well as announced before the competition. Judging panels can include preliminary round judges as well as riders that did not make the Finals round.

Timed Runs Competitors will each complete ~~three~~ two timed runs. Each competitor will complete their first run in order, before repeating the order again for ~~each consecutive~~ the second run.

Best Tricks After completion of the timed runs, each competitor will have ~~three attempts at a Best Trick~~five attempts at two Best Tricks. Riders may choose to skip their turn for any reason. ~~Best Trick score is based on each competitor's~~ The two best attempts are scored. The lower scoring of these attempts is reduced by up to 50% variety penalty for similar trick done and/or similar obstacle used as in the highest scoring

attempt. ~~Judges can include preliminary round judges as well as riders that did not make the finals round.~~

Immediately after a rider completes their last Best Trick attempt, they can choose to remove any amount or none of the attempts from scoring (before the scores are published). This can be used to avoid two tricks of low variety being scored on and therefore getting a high variety penalty.

10C Judges and Officials Rules

10C.1 Street Director

The Street Director is the head organizer and administrator of Street. With the convention host, they are responsible for the event logistics, the equipment and the system used to run the event. They must select the Chief Judge. They are in charge of keeping the event on schedule and answering questions about the event. The Street Director is the highest authority on everything to do with the Street competition, except for decisions on rules and results.

10C.2 Chief Judge

The Chief Judge is the head Street official. They are responsible for selecting the judges, overseeing the competition, handling protests, ensuring the event rules are followed, and answering questions about the rules and judging. The Chief Judge is also responsible for the accuracy of all judging point tabulations and calculations.

An interruption of judging can result from material damage, injury of a competitor, or interference with a competitor by a person or object. The Chief Judge determines if the rider is at fault. If they are not, the Chief Judge chooses when to insert the rider back into the competition, along with the rider's remaining time. The Chief Judge may be the same person as the Street director.

10C.3 Judges

10C.3.1 Judging Panel

There are five judges for the preliminary rounds, and five judges for the final round.

10C.3.2 Selecting Judges

A person should not judge an event if ~~he or she~~ the person is:

- A parent, child or sibling of a rider competing in the event.
- A coach, manager, trainer or colleague of the same club/team as a rider competing in the event.
- More than one judge from the same country on the same judging panel.

If the judging pool is too limited by the above criteria, restrictions can be eliminated starting from the bottom of the list and working upward as necessary, but only until enough judges are available.

10C.3.3 Judging Panel May Not Change

The individual members of the judging panel must remain the same for an entire category. In the event of an emergency, this rule can be waived by the Chief Judge.

10C.3.3.1 Rating Judge Performance

Judges are rated by comparing their scores to those of other judges at previous competitions. If a judge's performance is determined to be too weak, they may be removed from the judging panel.

Characteristics of Judging Weaknesses:

- **Excessive Ties:** Using ties frequently (it defeats the purpose of judging.)
- **Bias:** Placing members of certain groups or nations significantly lower or higher than other judges.
- **Inconsistence:** Ranking a large number of riders significantly different from the average of other judges.

10C.3.4 Training

The judges workshop is set by the Street Director or Chief Judge. Either the Street Director or the Chief Judge run the workshop. The workshop must be held before the competition. Judges should have read the rules prior to the start of the workshop. The workshop will include a practice session. Each judge will read the rules, attend the workshop, agree to follow the rules and agree to their potential removal from the list of available judges if they show excessive judges weaknesses, as determined by the Chief Judge.

10C.4 Street Comp Judging

After prelims, the highest scoring 5-8 competitors will move on to the finals. In finals, the rider with the most points is the winner.

10C.4.1 Timed Runs

For each judging category, judges will assign 0 to 10 points. These categories are combined with the following weights to create a run score out of 100 points:
Difficulty 35%~~Consistency 20%~~: average difficulty of all landed tricks
Variety 25%: average variety of all landed tricks
~~Flow~~ Fullness 20%: how much time of the run was used for riding street. Deduction of points for wandering around without doing any tricks and for failing tricks.
Style 20%: how cleanly executed were the tricks and how flowy/creatively were obstacles combined.

10C.4.2 Best Tricks

For each judging category, judges will assign 0 to 10 points. These categories are combined with the following weights to create a run score out of 100 points:
Difficulty 80%
Style 20%

10C.4.3 Preliminary Round

Timed Runs only. Only the highest scoring run is counted.

10C.4.4 Final Round

Competitors are judged on Timed Runs and Best Trick, with 70% of the final score based on Timed Runs and 30% based on Best Trick. Only the highest scoring timed run is counted.

10C.5 Sportsmanship

If a rider distracts or delays the competition or shows unsportsmanlike conduct, the Chief Judge may choose to warn or eliminate that rider.

10D Event Organizer Rules

10D.1 Venue

10D.1.1 Street Comp Performing Area

The course is to be composed of a single "zone".

The zone should be large and have a wide array of obstacles encouraging a range of specific skills. The list below is an example of typical things that can be used for the zones; however designers of the Street comp area should not limit themselves to the exact list.

- A ramp with a skate park rail in the middle, and a ledge on either side. This zone will encourage technical grinds, without giving an advantage to a right or left footed grinder.
- Two different manny pads (a smooth platform of at least 3 m x 0.5 m and between 7 cm and 15 cm in height), one with two revs of length, and one with just one rev of length. This will encourage the ability to perform technical flip tricks and other Street moves while having to set up quickly for the move down.
- A set of 5 stairs and a set of 7 stairs with a handrail in the middle of each (that are of a similar size to one that you would find in a city, not extremely steep). This section would encourage the ability to perform bigger moves of all types.

It is also possible to use a real street environment if that is possible. This may result in having some different obstacles than specified above but it provides a 100% real street atmosphere. Independent from the setup a host can go for, they should always take care to offer room for:

- Technical street
- Grinds
- Big tricks off larger drops

The descriptions of the zones above should give a good idea about the requirements while offering a lot of room for being creative.

10D.1.2 Problems With Required Obstacles

The required obstacles must be built strong enough to endure many hours of heavy use. They need to survive the competition without changing their shape or stability. If one of the required obstacles is broken or made unusable during the competition, it must be repaired if one or more competitors say they need to use the damaged part. If no competitors are impacted by the damage, no repair is necessary except for safety reasons, such as in the event of sharp exposed parts.

10D.1.3 Postponement due to Weather

In the case of rain or bad weather and an uncovered Street area, the organizers should postpone the event and exchange all the affected parts of the course for dry ones (replacing pallets for example). Events should be canceled if considered dangerous. If postponed or moved to an indoor location, the organizers must try to keep the allowances the same as outdoors competitions with metal pedals and marking tires allowed. The event host should try to place events that may be influenced by weather conditions in the first days of the event, giving a larger period of time to reschedule it.

10D.1.4 Music

In Street, a DJ plays music for the competition.

10D.2 Officials

The host must designate the following officials for street:

- Street Director
- Chief Judge

The host must designate the Street Director well in advance of the event. For an international events, it is recommended that the Street Director is chosen at least one year in advance so that they may be consulted on scheduling. The Street Director must select the Chief Judge. The Chief Judge may be the same person as the Street director.

10D.3 Communication

Hosts must publicize details of the available competition area as far in advance of the competition as possible. Organizers of international championships must publish this information at least three months prior to the event. For other events, the organizers must specify the venue for the Street competition by the beginning of the convention/competition at the latest.

10D.4 ~~Categories~~Age Groups

~~Male and female competitions should be offered in each of the following categories: Junior Expert (0-14), and Expert. The Advanced category is optional however it is not allowed at Unicon. If there are less than three Junior Expert competitors, they may choose whether to compete in Expert or Advanced (if offered). If there are less than three females or less than three males overall, the male and female categories may be merged.~~

1. Scoring will be based on age groups in accordance with rule 1C.8.

10D.5 Practice

Event organizers must arrange that the course for the Street competition is set up and available to be practiced on before competition. With different time frames depending on the time frame and duration of the convention/competition. Courses should be completed at least 2 days prior to the day of the competition for events greater than 4 days long. For logistical reasons, events of 1 - 3 days can provide the required practice time at the discretion of the competition organizers. This may be provided prior, but must be available on the day of the competition. If practicing on the competition grounds is not possible prior to the competition day, the organizers must build similar objects on another location for the riders to train on.

Part 11

Urban: Trials

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11A Overview

11A.1 Definition

The object of unicycle trials is to ride over obstacles. A unicycle trials competition takes place on a "course" containing different obstacles called "sections". Each section is given a point value depending on difficulty. (Easy - 1 point, Medium - 3 points, and Hard - 7 points.)

A course typically contains anywhere from 20 to 80 or more sections and Riders earn points by successfully riding ("cleaning") each section from start to finish. The objective is to earn as many points as possible by cleaning as many sections as possible.

The competition takes place within a specified time period. Sections may include narrow beams or logs, steep climbs, rocks, etc.

The average difficulty level of sections will vary between competitions depending on the ability level of the riders participating.

Section boundaries are defined by flagging tape and/or instructions that designate a start line, section boundaries, and a finish line.

11A.2 Rider Summary

This section is intended as an overview of the rules, but does not substitute for the actual rules.

- You must wear shoes and a helmet.
- There is no restriction on type of unicycle.
- You may change unicycles during the competition.

11B Competitor Rules

11B.1 Safety

All riders must wear a helmet and shoes as defined in chapter 1D.1.

Gloves, shin guards, and knee protection are recommended.

11B.2 Unicycles

Any unicycle may be used. There is no restriction on changing unicycles during the competition.

11B.3 Rider Identification

The rider number must be visible on the rider or unicycle.

11B.4 Protests

A protest can be lodged by anyone against a Line Judge's ruling. Protests typically arise when a bystander (another rider, or a spectator) observes a rider make an infraction that is not recorded by the Line Judge, or when an Line Judge gives the wrong penalty.

Protests must be lodged with the event director within fifteen minutes of the official results being posted. Protests must be in writing, and must note the rider, and section number and a description of the protest.

11B.5 Event Flow

11B.5.1 Rider Responsibility

The rider is responsible for knowing where a section starts and ends, and which route they are supposed to take.

If there is a lineup for a section, the rider must go to the end of the line after each attempt.

If two or more riders are on overlapping sections at one time, the rider who started first has the right-of-way.

11B.5.2 Score Card

The rider is responsible for their scorecard. If it becomes damaged, the rider can ask the Event Director for a new one. If it becomes lost, the rider will be issued a new card but their score will return to zero.

11B.5.3 Scoring Points

The preliminary course is divided in different sections of easy, medium and hard lines. Easy lines are worth one point, medium lines are worth three points and hard lines are worth seven points. The objective is to score as many points as possible by successfully riding ("cleaning") sections within the specified time period.

Preliminary Round Points

Difficulty	Points
Easy	1 point
Medium	3 points
Hard	7 points

During finals, the completion of a line with zero pedal grabs will be worth three points. During a pedal grab, the foot may touch an obstacle as long as the foot is in full contact with the top of the pedal/crank. A deduction of 0.5 points will be made for each pedal/crank grab used during completion of the line, with a maximum deduction of two points.

Final Round Points

Number of Pedal Grabs Used for Line Completion	Total Points Received for Line
0	3 points
1	2.5 points
2	2 points
3	1.5 points
$\geq$4	1 point

A pedal/crank grab is defined as the rider placing their weight on an obstacle through the bottom of the pedal/crank which is in contact with the obstacle (see Definition Of "Cleaning" below).

A pedal/crank grab is considered complete after a clear takeoff by pushing through the pedal/crank and not though the tire.

The pedal/crank may be re-positioned during a pedal/crank grab without being considered a new grab as long as the pedal does not move more than the width of the pedal away from the initial position on the obstacle. Traversing an object in continuous half pedal width grabs will result in multiple pedal/crank grabs recorded.

A time stamp (to the minute) of each line completion will be recorded by each line judge during finals to be used in the event of a tie.

11B.5.4 Definition Of "Cleaning"

Cleaning a section is defined as follows:

1. **Riding into a section.** This is defined as the moment a rider's tire crosses over the start line.
2. **Riding through the section without "dabbing".** Dabbing is defined as follows:
   a. Allowing any part of the rider's body to touch the ground or obstacle. If loose clothing brushes against the ground or obstacle but does not influence the rider's balance, then this is acceptable (does not constitute a dab).
   b. Allowing any part of the cycle except the tire, rim, spokes, crank arms, pedals,or bearing caps to touch the ground or obstacle.
   c. Riding or hopping outside the boundaries of the defined section. The unicycle must be within the boundaries of the section at all times, even if the rider is in the air (for example, a rider cannot hop over a section boundary that turns a corner, even if they land back inside the section).
   d. Breaking the flagging tape or other markers that are delineating a section boundary. Touching or stretching the tape does not constitute a dab, as long as the unicycle remains inside the section boundary.
   e. Riding a section in any way that is not consistent with the instructions outlined for that problem.
3. **Exiting the section.** A rider exits a section when their wheel fully cross over the finish line, or are within a defined finish area (such as a taped circle on top of a boulder). If there is no clearly defined finish area or finish line, the rider has deemed to have exited the section when they are back on the ground at the end of the section. The rider must finish in control as demonstrated by remaining mounted for a 3-second count from a judge after exiting the section.

When hooking a pedal on an obstacle, it is acceptable for a rider's heel and/or toe to initially contact the ground, as long as most of the rider's foot is still on the pedal. However, after a rider is established in position, weighting the heel or toe on the ground constitutes a dab.

It is acceptable for a rider's body to be entirely on one side of the centerline of the unicycle.

11B.5.5 Multiple Attempts

Riders may attempt any problem multiple times until they succeed or decide to abandon the section. During preliminary rounds, it is not possible to earn additional points by cleaning a section more than once, and no points are awarded if the rider does not clean the entire section. During finals a rider may re-complete a line with fewer pedal grabs to receive a higher score. Only the rider's best result at each line will be recorded.

Similarly, the time of the best result will be recorded as the finishing time for each line. For example, if a rider finishes their final line at 25 minutes receiving 1 point but retries the line finishing the same line at 45 minutes with 2.5 points, their 2.5 points and 45 minutes time of completion will be recorded in the results. If the rider re-completes a line without improving their original score, the original time of completion will remain.

11B.5.6 Time Limit

All riders must stop riding at the end of the time limit. If a rider is mid-way through an attempt when the time limit is reached, they are allowed to finish that attempt.

The rider must gauge their time. No allowance will be made for riders who spend too much time at one obstacle and cannot complete the course before the end of the competition time period.

11B.5.7 Prohibited Activities

No rider may attempt any obstacle prior to the start of the competition.

Intentional modification of a section by riders or spectators is prohibited. Note that kicking objects to test stability does not constitute intentional modification if an object moves. If a section is unintentionally modified or broken by a rider, they should inform the Event Director or Course Setter who will return the obstacle to its original form if possible.

11C Judges and Officials Rules

11C.1 Trials Officials

11C.1.1 Trials Director

The Trials Director is the head organizer and administrator of trials events. With the Convention Host, the Trials Director determines the course, obtains permis, interfaces with the community, and determines the system used to run the event. The Trials Director is responsible for the logistics and equipment for all trials events. Trials Director is in charge of keeping events running on schedule, and answers all questions not pertaining to rules and judging. The Trials Director is the highest authority on everything to do with the trials events, except for decisions on rules and results.

11C.1.2 Chief Judge

The Chief Judge is the head Trials official, whose primary job is to make sure the competitors follow the rules. The Chief Judge makes all final decisions regarding rule infractions. The Chief Judge is responsible for resolving protests.

11C.1.3 Line Judge

The line judges are responsible for judging whether a rider has successfully cleaned a section.

In the Final round, line judges will be responsible for counting pedal grabs of riders as they clean a section as well as time stamping competitors scorecards at time of line completion. In the case that a competitor re-cleans a line with an improved result the line judge should clearly mark the improved number of pedal grabs and time of completion on the competitor's scorecard.

11C.2 Safety

If a Line Judge or the Trials Director feels the safety is compromised by a rider attempting a section that is beyond their ability, they may prohibit the rider from attempting that obstacle. In cases where a fall from an obstacle could be particularly dangerous, the Trials Director may also permit attempts only by highly skilled riders who believe they will qualify for the Finals.

11C.3 Scoring Methods

11C.3.1 Method 1

Method 1 is mandatory for all major competitions and is the recommended method for all other competitions.

Each rider is issued a scorecard (see example) at the beginning of the competition, and must give their card to a Line Judge prior to attempting a section. If the competition is self-judged, the rider attempting the section gives their card to another rider who must observe them attempt the section. If they clean the section, the line judge indicates that they have completed the section by initialing or punching the box corresponding to that section. At the end of the competition, riders hand in their cards to the Trials Director or to a designated person for tallying of scores. An excellent scorecard generator for this method can be found at `https://trialscore.one/`.

Example scorecard:

Rider Name:	**Category:**	
Easy (1 point each)	Medium (3 points)	Hard (7 points)
1	6	11
2	7	12
3	8	13
4	9	14
5	10	15

11C.3.2 Method 2

This method is intended for small events, and is not appropriate for larger events. Major events such as Unicon or national meets must not use this system of scoring.

In this method, one or two line judges keep track of scores for numbered sections on a computer or paper spreadsheet such as this:

	Section:														
Rider	**Category**	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Jane Smith	Expert														
John Anderson	Sport														

11D Event Organizer Rules

11D.1 Venue

In the Trials Comp, the organizers should postpone the event in case of wet weather and exchange all the affected parts of the course for dry ones (replacing pallets for example). These competitions should be canceled if considered dangerous for the riders. If postponed or moved to an indoor location the organizers must try to keep the allowances the same as outdoors competitions (metal pedals allowed for example). If originally on the competition schedule, these canceled competitions should be rescheduled during the convention duration. The event host should try to place events that may be influenced by weather conditions in the first days of the event, giving a larger period of time to reschedule it.

There should be no dangerous objects to land on if a rider falls off a high object. Sections should be constructed so that they do not collapse or fall over under normal riding conditions.

11D.2 Officials

The host must designate the following officials for Trials:

- Trials Director
- Chief Judge
- Line Judges

11D.3 Communication

11D.4 Age Groups

~~Competitors are divided up into different categories for the purpose of awarding prizes. Rider age groups are composed of the following categories:Kids, for riders aged 0-9Junior, for riders aged 10-15Adult, for riders aged 16-34Senior, for riders who are equal to or older than 35~~

~~The minimum number of competitors in a category must be 3, otherwise it will be blended with another category at the discretion of the director. Please refer to ?? for more information on merging age groups .~~

1. Scoring will be based on age groups in accordance with rule 1C.8.

11D.5 Practice

Ideally there should always be a separate practice area set up outside the competition area, for warming up prior to competing.

11D.6 Competition Configuration

The competition time duration is based on the number of obstacles and competitors. The typical time duration is 2 hours with an approximate formula of 2-3 minutes per obstacle to allow each rider time to attempt each obstacle multiple times, if necessary. The size of the course, number of sections, and number of riders competing at one time can also factor into the time duration of the competition.

Due to the size of the course and the number of competitors, the competition may be split into several time slots. The splitting should aim to have a broad range of ability levels within each time slot, to reduce the potential for lineups at particular obstacles. Splitting may be done randomly, by competitor number, alphabetically, or by rider's self-rating of ability level.

Normally, all riders of all categories are free to attempt any sections they wish in the entire course. This is the recommended approach for all competitions. However, if there are space or time restrictions, the Event Director may use the following system to allow top level riders to skip the easiest sections.

The sections should be be sorted into Easy lines ("green"), Medium lines ("blue"), and Hard lines ("black"), according to the instructions provided in section 11D.9.3 (Assigning Difficulty Ratings to Sections).

All riders that successfully ride 100% of the Medium lines will automatically receive the points from all the Easy lines, without having to ride them.

11D.7 Assignment of Line Judges

Line Judges are responsible for judging whether a rider has successfully cleaned a section. For the finals round, line judges are to be provided with a synched stopwatch or clock to provide line completion time stamps to be used in the event of ties. There are several possible ways for an Event Director to organize Line Judges at an event:

- One Line Judge can be assigned to judge at each section. This is the best option but is normally not possible because there are normally more sections than Line Judges.
- Each Line Judge can be assigned to judge several sections in the nearby vicinity. In this case, it is the responsibility of the rider to ensure that a Line Judge is watching when they attempt a section.
- Riders can be split into groups, and one Line Judge is assigned to each group. This Line Judge would then follow the group around as they go from section to section.

- At small events, there may not be a need for Line Judges. Riders waiting to attempt a section may serve as Line Judges for the rider who is currently attempting the section. This is termed "self-judging", and it is up to the riders to ensure that scores are honestly recorded. This is the most common method for smaller competitions.

11D.8 Participation By The Course Setter(s)

Due to the grassroots nature of many events, the course setter(s) are allowed to compete. Although the course setter may initially be more familiar with course sections than the other riders, this should not result in an advantage because everyone is allowed multiple attempts to complete sections. However, if the Course Setter(s) chooses to also compete, they must refrain from riding on the course prior to the competition, including while they are designing and building the sections.

11D.9 Course Preparation

In all competitions, section difficulty should be evenly represented at all levels from the most beginner to the most expert riders.

11D.9.1 Numbering And Describing Sections

Course setters should ensure that they have the following material for flagging and describing sections: flagging tape, duct tape, spray-paint, a staple gun, paper or cardboard, a felt marker, and large size Ziploc bags. Laminated cards with large letters A, B, C, etc. or 1, 2, 3, etc. are also very useful for labeling obstacles for description purposes.

Each section must be clearly numbered and have clearly marked start and finish locations. Be especially careful to clearly define the finish so it is clear when a rider has cleaned a section.

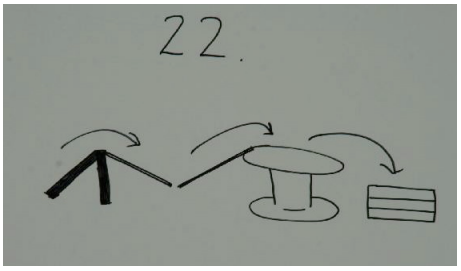
Assigning difficulty ratings to sections is not required. However, it is recommended that difficulty ratings be assigned to sections and listed on the rider scorecards, because it allows riders to quickly determine which obstacles they wish to attempt. If the restriction system described in section 11D.6 is used, difficulty ratings on obstacle and scorecards are a must. For international competitions it is recommended to add section instructions to each line. Those should include the following information:

1. Start: Description of the start location
2. Section: Description of the section and section boundaries
3. Finish: Description of the finish location
4. Sketch of the section (optional)

Using sketches is strongly recommended cause all riders do not speak the same language. In some cases it can replace written instructions.

Example Instructions and Sketch:

Section 22
Start: Between the yellow tape, onto Beam A
Section: Ride from Beam A onto Spool 1, then to Box 2.
Finish: Ride off Box 2, staying between the 2 lines of flagging tape.



To make it easier to describe sections, label major obstacles with numbers and/or letters. These should be clearly visible at a distance. Plastic laminated cards with letters or numbers are good because they can be re-used at other competitions.

One good strategy is to label all boxes with numbers, and all beams with letters. This makes it much easier to include section descriptions such as "ride from Beam A to Box 6, without touching the ground." Section instructions should not require or prohibit a rider from using certain techniques to complete a section. For example, the instructions must not prohibit the use of pedal grabs or bash guards in order to increase the challenge.

11D.9.2 Section Difficulty

The range in difficulty of sections should correspond to the range in ability levels of the participants. The easiest sections should be cleanable by all participants after one or two attempts, and the harder sections should require multiple attempts by the best riders.

It is highly recommended to include one or two sections that are so difficult that they may only be cleaned by one rider, or not at all. This will help prevent ties for first place, and may also help to increase the technical standards of the sport if a rider succeeds in doing something that has never been done before.

11D.9.3 Assigning Difficulty Ratings to Sections

Assigning difficulty ratings to sections is optional, except if required to set section restrictions for competition categories (see section 11D.6). However it is recommended as it helps riders plan which sections they want to attempt. The most important responsibility when assigning difficulty ratings is to be consistent. For this reason it is best to assign difficulty ratings after all sections have been built. Course setters should also try not to let their own strengths and limitations at different techniques bias their judgment of score values. This is especially important for rating sections that have similar difficulty levels but that require different skills (for example: hopping, riding narrow beams, pedal grabs, etc.). The sections can be sorted into "green" (easier), "blue" (mid-range), and "black" (harder). Each line should be marked clearly with one of these colors so

that it can be seen at a distance. If possible, the same color scheme should be shown on the rider's scoring card to make it easier for the riders to find sections of particular difficulty levels.

Two alternative methods can be used to assign ratings:

Relative Method: For the purpose of grouping obstacles by difficulty, the difficulty ratings can be assigned relative to other sections in the course. A typical course would have 25% Easy (green) lines, 50% Medium (blue) lines and 25% Hard (black) lines.

Absolute Method: Experienced course setters may assign Easy, Medium, and Hard lines based on absolute ratings of difficulty levels. The U-System, the open-ended difficulty rating system for unicycle trials, should be used to apply ratings. Note that the the U-system is NOT the same as the International Unicycling Federation (IUF) Skill Levels. Because the U-system is open-ended and based on rider consensus, description of reference obstacles is outside the scope of the IUF Rulebook. For information on the U-System, visit www.krisholm.com/u-system.

Difficulty levels can be grouped as follows:

Easy lines: U0-U2

Medium lines: U3-U6

Hard lines: U7 and harder

In addition to assigning Easy, Medium, and Hard groupings, experienced course setters may wish to label each obstacle with a U-rating. It may be helpful to rate all obstacles first, and then use this to group the obstacles by difficulty.

11D.9.4 Course Planning: Location And Materials

It is most important to make maximum use of available resources. Prior planning and proper site selection are essential. Expect to take at least one day to set a course for a major competition, plus time to assemble the raw building materials.

If possible, select a course location with an abundance of natural obstacles, or features that can be incorporated into human-constructed obstacles. It cannot be overstated that is much easier to make use of what is already there, rather than constructing new obstacles.

Sections may be set on natural features such as bedrock, boulders, logs, and hill slopes, and/or constructed from stacked pallets, railings, truck tires, junkyard cars, obstacles constructed from lumber, or any other material at hand. Often it is good to combine natural features with human-constructed obstacles.

It is highly recommended to also build a basic practice area to be set up outside of the competition area. This can consist of a small number of random obstacles, and is important for warm-up and to reduce the temptation to ride on the course prior to the event.

Make sure that there is plenty of extra building material (tools, screws, and raw materials) on hand to repair sections damaged during the event.

11D.9.5 Course Design

Sections should differ substantially from each other and test a variety of hopping and rolling techniques. Often, it is a good idea to mentally make a list of the different techniques in trials, and design sections that test each of them separately or in combination.

The course layout is controlled mainly by the available resources. If there are abundant natural obstacles, design sections around the most obvious natural features.

For either natural or artificial sections, a good way to maximize resources is to first construct several major structures that can be used as centerpieces, or hubs, and then design sections that center around these hubs. For example, a car, spool, or large boulder could serve as a hub, surrounded by smaller structures that lead onto and over the hub in different ways.

Building centralized hubs rather than independent sections allows for high concentrations of sections on less building material. Unlike conventional bike trials, it is not a problem to design overlapping sections, although sometimes it may cause delays as riders wait for their turn. Usually a combination of hubs and independent sections is best.

It is extremely important to design sections that are durable enough that they do not break or change during the competition time period.

Overall, a course should not favor left or right handed riders, or riders with right- or left-foot-forward hopping stances. For example, the Course Setter should include sections requiring hops to both the right and to the left.

It is best to design sections that provide challenge without undue risk. Typically the best-designed sections include moves that test balance and precision, rather than moves that are difficult only because they are big. For example, rather than constructing a big, basic drop or gap between easy terrain, increase the difficulty of the takeoff or landing areas by making them smaller or off-angle. It is strongly recommended to avoid building any drops to hard, flat ground that are greater than 1.5m height.

11D.9.6 Time And Space-Saving Strategies

If building material is extremely limited and there are very few participants, an alternative competitive strategy is to create an elimination round, instead of setting an entire course.

A small number of sections are set (as little as 1 section at a time), and riders attempt all sections. Any rider who cannot clean an obstacle after multiple attempts is eliminated. Then a second set of section(s) is set, and the process repeated until only one rider can

clean the section(s). This option works with minimal resources but should be regarded as a last resort.

11D.10 Multiple Rounds

This new format is to be tested and report how it works during the next two years.

The competition is to be formed by multiple rounds on the same course. Each round will be managed as a single trials competition. All other rules remain the same and each round will reset the time limit and the number of points scored.

Each round will have a time slot and there must be at least 2 hours in between each of the rounds. Different rounds can be scheduled on different days. The organizer must keep the course well built for all the time it is necessary. In order to improve the next round, small changes can be made to the lines during the time between rounds. Riders' suggestion have to be managed with attention and care, the final decision of adjusting a line is that of the main judge. No rider may attempt any obstacle during the time in between rounds.

The sum of the results of all the rounds determines the ranking that decides which riders will compete in the final.

11D.10.1

11D.11 Final

When the competition has been completed, the top riders ~~for male and female~~ in each category would compete in ~~the final~~ a Final round for the championship. The minimum number of top riders would be 6 for each ~~male and female~~ category with the upper limit up to the host. If there are fewer than 6 competitors in the highest level category, no ~~final~~ Final is necessary. Having a Final in the Junior categories is also optional. The results from the prelims will be taken as the ~~final results and the top rider will be declared the champion.~~ Final results in these cases. There should be at least 6-10 additional lines that represent the difficulty of the top riders. ~~Male and female finalists~~ Categories may have different lines depending on the overall ability of each group.

In the finals, long lines with multiple skills can be built completely new or combined from existing lines which were used in the preliminaries. The host should take attention that the lines for the final are close together and on a place that is good for spectators. Depending on the used obstacles, there should be 20 - 30 minutes of competition time for each group. Between the competition and the final should be a minimum of a 1-hour delay, or on another day.

11D.12 Tie Breaking

A tie occurs when the competition finishes and one or more riders have completed the same number of sections.

Age group or preliminary (if used): The tie may be broken using the time the rider turns in their score card. Organizers must announce this ahead of time and clearly record the time from a consistent source to insure fairness across multiple heats. If there is still a tie, it will be broken by the quantity of "hard" lines, then quantity of "medium" lines, and then the quantity of "easy" line. If there is still a tie, then the riders will finish equal.

Finals: In the case of multiple competitors finishing the finals round on equal points, riders will be separated by the time they completed their last line with preliminary results used in the case of equal finishing times.

The time stamp given by the line judge will be used to separate competitors, with the fastest completion time of lines (to the minute) receiving the higher placing. In the event that the time stamp does not separate tied riders, the preliminary round results will be used for placings. If competitors remain tied after finals points, finals time stamp and preliminary round points, no tie breaker will occur and the riders will finish equal.

Part 12

Urban: Speed Trials

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12A Overview

12A.1 Definition

The object of Speed Trials is for riders to traverse a pre-set course as quickly as possible. Riders are either timed or raced against each other. Time is kept when the start of the race is called and when the riders cross the finish line. The winner is the fastest rider to cross the finish line or make it the furthest along the course.

12A.2 Rider Summary

This section is intended as an overview of the rules, but does not substitute for the actual rules.

- You must wear shoes and a helmet.
- There is no restriction on type of unicycle.
- You may change unicycles during the competition.

12B Competitor Rules

12B.1 Safety

All riders must wear a helmet and shoes as defined in chapter 1D.1. Gloves, shin guards and knee protection are recommended.

12B.2 Unicycles

Any unicycle may be used. There is no restriction on changing unicycles during the competition.

12B.3 Rider Identification

The rider number must be visible on the rider or unicycle.

12B.4 Event Flow

12B.4.1 Start

Riders must begin on the start pallet, mounted. It is acceptable for riders to hop in place to balance however riders will be disqualified if the tire contact point crosses the front of the pallet before the signal. The start signal will be given by the Starter by whistle to begin the race. Line judges and the starter are responsible for identifying false starts.

12B.4.2 Race

Once riders have crossed the start line, they must traverse the course without being disqualified. If a rider's unicycle makes contact with the ground while traversing the course, they can return to the last obstacle successfully completed or at an earlier obstacle in the course.

For example, if a rider loses balance on a skinny and jumps to the ground (while remaining mounted), they must go back to the obstacle touched before the skinny.

12B.4.3 Disqualification

Disqualification is instant and permanent for the attempt or heat. A disqualified rider must stop and clear the course without interfering with judges or other riders. Disqualification happens as follows:

1. False start: Starting before the signal has been given by the Starter.
2. Allowing any part of the rider's body to touch the ground or obstacle. If loose clothing brushes against the ground or obstacle but does not influence the rider's balance, then this is acceptable.
3. Allowing any part of the unicycle except the tire, rim, spokes, crank arms, pedals, or bearing caps to touch the ground or obstacle.
4. Yelling or verbally distracting the opponents or judges.

12B.4.4 Finish

A rider finishes the race once their wheel fully crosses over the finish line. Once a rider has traversed the last obstacle of the course, they may touch the ground until they cross the finish line. Timekeepers and Finishers will determine the results.

12B.5 Preliminary Rounds

Competitors have 2 or 3 individual attempts to complete the course. Determining if there should be 2 or 3 attempts is decided by the Trials Director. If the number of competitors is less than 10, the results from the preliminary round will be the final results.

12B.6 Finals

Finals can be run in three different ways depending on the number of competitors. At Unicon, the trials director must follow the format indicated in this section depending on number of competitors. For smaller events where materials and construction time is reduced, the trials director may choose from the formats without having to determine event by number of competitors.

12B.6.1 Four Rider Heats

If the number of competitors is 30 or more, finals must be composed of the fastest 16 times from the preliminary round and will be organized with 8 heats of 4 riders. 4 identical lines will need to be constructed. For four rider heats, the first two riders to cross the finish line move forward and the last two riders are eliminated. The heats will be organized as follows:

Quarter Finals:
Heat 1: Seed 1 versus Seed 5 versus Seed 9 versus Seed 13
Heat 2: Seed 3 versus Seed 7 versus Seed 11 versus Seed 15
Heat 3: Seed 2 versus Seed 6 versus Seed 10 versus Seed 14
Heat 4: Seed 4 versus Seed 8 versus Seed 12 versus Seed 16

Semi Finals:
Heat 5: Heat 1 1st, Heat 1 2nd, Heat 2 1st, Heat 2 2nd
Heat 6: Heat 3 1st, Heat 3 2nd, Heat 4 1st, Heat 4 2nd

5th-8th Place Round:
Heat 7: Heat 5 3rd, Heat 5 4th, Heat 6 3rd, Heat 6 4th

Finals:
Heat 8: Heat 5 1st, Heat 5 2nd, Heat 6 1st, Heat 6 2nd

12B.6.2 Two Rider Heats

If the number of competitors is between 10 and 30, finals will be composed of the fastest 8 times form the preliminary round and will be organized by 8 heats of 2 riders. 2 identical lines will need to be constructed. For two rider heats, the first rider to cross the finish line moves forward and the last rider is eliminated.

Quarter Finals:
Heat 1: Seed 1 versus Seed 5
Heat 2: Seed 3 versus Seed 7
Heat 3: Seed 2 versus Seed 6
Heat 4: Seed 4 versus Seed 8

Semi Finals:
Heat 5: Heat 1 Winner versus Heat 2 Winner
Heat 6: Heat 3 Winner versus Heat 4 Winner

3rd-4th Place Round:
Heat 7: Heat 5 Loser versus Heat 6 Loser

Finals:
Heat 8: Heat 5 Winner versus Heat 6 Winner

12B.6.3 Prelim Results as Final Results

If the numbers of competitors is less than 10, prelim results will be the final results (no finals necessary).

12B.7 Prohibited Activities

No rider may attempt any obstacle prior to the start of the competition. Intentional modification of a section by riders or spectators is prohibited. Note that kicking objects to test stability does not constitute intentional modification if an object moves. If the course is unintentionally modified or broken by a rider, they should inform the Event Director or Course Setter who will return the obstacle to its original form if possible.

12C Judges and Officials Rules

12C.1 Speed Trials Officials

12C.1.1 Speed Trials Director

The Speed Trials Director is the head organizer and administrator of speed trials events. With the Convention Host, the Speed Trials Director determines the course, obtains permis, interfaces with the community, and determines the system used to run the event. The Speed Trials Director is responsible for the logistics and equipment for all trials events. Speed Trials Director is in charge of keeping events running on schedule, and answers all questions not pertaining to rules and judging. The Speed Trials Director is the highest authority on everything to do with the trials events, except for decisions on rules and results.

12C.1.2 Chief Judge

The Chief Judge is the head Speed Trials official, whose primary job is to make sure the competitors follow the rules. The Chief Judge makes all final decisions regarding rule infractions. The Chief Judge is responsible for resolving protests.

12C.1.3 Starter

The starter is responsible for giving each competitor a fair and equal start. There must be only one starter for an event to maintain consistency. The starter must use a whistle to signal the start of the race. The starter must make sure all riders are ready, alert and given the signal to begin the race. The starter must check for false starts. The starter must begin the race with random delays between 1 and 10 seconds. The starter must be positioned close to the start line as possible but must not interfere or impede riders.

12C.1.4 Line Judge

Each rider must have a separate line judge assigned to them. The line judges are responsible for checking for false starts. As riders progress over the course, the line judge must make sure that their assigned rider is successfully cleaning the course. Should the rider fall or dismount, the line judge must indicate the location where the rider last made contact before dismounting.

12C.1.5 Timekeepers/Finisher

Timekeepers are responsible for keeping time during Prelims. Timekeepers are unnecessary during finals since finals are heats. During prelims, the timekeepers must press their stop watches when the races commences and when the rider crosses the finish line. A minimum of two timekeepers must be used to record time. The average of the two times must be calculated to determined the final score for the attempt. During finals, two Finishers will watch the finish line to determine order of riders. Time keepers must be positioned close to the finish line for accurate results.

12C.2 Rematch

At the discretion of the Chief Judge, a rematch for a heat (finals) may be needed if the winner is unclear. The riders in question will redo the heat without other competitors.For example, if the 2nd and 3rd place rankings are unclear, a new heat will begin with only 2nd and 3rd for tiebreak.

Rematches will not be provided for broken parts or flat tyres once the competitor in question has entered the course.

12D Event Organizer Rules

12D.1 Venue

In the Speed Trials Comp, the organizers should postpone the event in case of wet weather and exchange all the affected parts of the course for dry ones (replacing pallets for example). These competitions should be canceled if considered dangerous for the riders. If postponed or moved to an indoor location the organizers must try to keep the allowances the same as outdoors competitions (metal pedals allowed for example). If originally on the competition schedule, these canceled competitions should be rescheduled during the convention duration. The event host should try to place events that may be influenced by weather conditions in the first days of the event, giving a larger period of time to reschedule it.

There should be no dangerous objects to land on if a rider falls off a high object. Sections should be constructed so that they do not collapse or fall over under normal riding conditions.

12D.2 Officials

The host must designate the following officials for Speed Trials:

- Speed Trials Director
- Chief Judge

Starter, Line Judges and Timekeepers/Finishers will be volunteers assigned during the event.

12D.3 Communication

12D.4 Age Groups

~~Male and female competitions should be offered with age group winners set as 0-9 (Kids), 10-15 (Junior), 16-34 (Adult) and 35+ (Senior).~~

1. Scoring will be based on age groups in accordance with rule 1C.8.

12D.5 Course Design

Construction of the course is at the discretion of the Speed Trials director. However, the course should have a combination of long jumps, high jumps, balance elements, and precision jumps. The finals course should be more difficult than the preliminary course and all courses must not favour a particular hopping stance or direction. The Speed Trials director needs to provide a warm-up area with obstacles for riders.

12D.6 Course Planning

Adequate time and resources is required to set up a proper course with at least one day required to build identical lines for multiple riders to complete preliminary runs concurrently.

Part 13

Urban: Jumps

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13A Overview

13A.1 Definition

In High Jump over Bar, the rider and unicycle jump over a bar, without knocking it down, and ride away without a dismount. In High Jump onto Platform the object is to jump from the ground to a platform, with no pedal or crank grabs. In Long Jump on Track, the rider jumps as far as possible from a jump marker, to a landing without a dismount. In Platform Long Jump, the rider attempts to jump as far as possible from a single pallet to a single pallet.

13A.2 Rider Summary

This section is intended as an overview of the rules, but does not substitute for the actual rules.

- For Long Jump on Track, shoes, gloves, knee pads and a helmet are required.
- For Long Jump on Platform, shoes, knee pads, and a helmet are required.
- For High Jump over Bar and High Jump onto Platform, shoes and a helmet are required, and shin pads are strongly recommended.
- There are no restrictions on unicycle wheel size or crank arm length.

13B Competitor Rules

13B.1 Safety

For Long Jump on Track and Long Jump on Platform, riders must wear shoes, a helmet and knee pads. In addition, for Long Jump on Track gloves are required.

For High Jump and High Jump to Platform, riders must wear shoes and a helmet. Shin guards are strongly recommended while gloves and knee pads are optional.

Definitions of all safety gear can be found in chapter 1D.1.

13B.2 Unicycles

Regular unicycles must be used (see definition in chapter 1D.1). No restriction on wheel or crank size. Metal pedals are allowed for their strength and better grip. This may make it impossible to hold this event on a sensitive track surface.

13B.3 Rider Identification

The rider number must be visible on the rider or unicycle.

13B.4 Protests

Protests must be filed on an official form within two hours of the posting of event results. Every effort will be made for all protests to be handled within 30 minutes from the time they are received.

13B.5 Number of Attempts

For both the preliminary and final round, the maximum number of attempts per rider at any one distance is three. Attempts can be made at any provided distance and riders may skip distances as they choose. If a rider attempts any distance, they must successfully complete it before attempting a higher distance. However each attempt must be at the same or higher distance. This means that a rider cannot attempt a longer distance, fail, and then attempt a shorter distance. The best successfully completed attempt is the rider's result.

In addition, for the preliminary round riders have *maximum of 12 total attempts* to complete their best performance.

13B.6 Broken Unicycle

If the unicycle breaks during an attempt, a new attempt must be given to the rider.

13B.7 Height and Distance Settings

In any High Jump competition, the starting height must be set at a whole number of centimeters. In any Long Jump competition, the starting distance must be set at a whole fivefold of centimeters, i.e. ending in 5 or 0. Any increment in set height/distance must be a whole number of centimeters. In any case, heights or distances must be set as accurately as reasonably possible.

13B.8 Event Flow: High Jump over Bar

The rider and unicycle jump over a bar, without knocking it down, and ride away without a dismount. There are three parts to a successful jump:

1. Riders must mount before the start line, to show they are on the unicycle and in control. The attempt starts when the rider crosses the start line. The rider may break off from a jumping attempt before leaving the ground, but must then start again from behind the start line. That attempt then doesn't count.
2. Riders must jump over the bar without knocking the bar off the apparatus. The bar can be hit as long as it does not fall. If the bar falls before the rider crosses the finish line, it counts as an unsuccessful attempt.
3. After landing, the rider must stay in control of the unicycle until ~~he~~ they cross the finish line without dismounting, touching a hand to the ground or any other object, or knocking down the bar or any of the high jump apparatus.

The rider starts at a low height and after each successful attempt, the height increases at set intervals. The maximum height that was completed is recorded as the rider's result.

Around the High Jump over Bar apparatus a circle with a radius of 3 meters must be marked. This circle is start and finish line. The rider can cross it wherever ~~he wants~~they want. Riders must ride or hop across the finish line in control for the attempt to count.

13B.9 Event Flow: High Jump onto Platform

The object is to jump from the ground to a platform, with no pedal or crank grabs. Riders must remain in control of the unicycle (stay mounted) for 3 seconds after landing.

The rider and unicycle jump up to a landing surface on a platform (see setup for definitions) and remain on the landing surface for a 3-second count from a judge. The rider begins at a low height, and after each successful attempt, the height increases at set intervals. The maximum height that was completed is recorded as his or her result.

There are three parts to a successful jump:

1. Riders must mount their unicycles on the ground. A jump attempt occurs when any part of the unicycle or rider touches any part of the platform or landing surface. The rider may break off from a jump attempt before touching the platform or landing surface. This does not qualify as a jump attempt.
2. Riders must jump "to rubber" on the landing surface. No part of the rider, or any part of the unicycle other than the tire, may touch the platform or landing surface.
3. After landing, the rider must remain mounted and on the landing surface for 3 seconds, as counted by a judge. The rider may do any form of idling, hopping or stillstanding during the 3 seconds. Once the judge has counted 3 seconds, the rider may return to the ground in any fashion they choose.

If a rider completes all of the requirements listed in items 1 through 3 above, the jump is deemed successful. Otherwise, it is deemed a failed jump attempt.

13B.10 Event Flow: Long Jump on Track

The rider jumps as far as possible from a jump marker, to a landing without a dismount. The rider must then continue riding across a finish line to show control. Riders must clear 3 markers (jump marker, landing marker and finish line) to make the jump count. Riders may jump with the wheel going forward or sideways. After landing, the rider must stay in control of the unicycle for the remainder of the distance from the jump marker to the finish line without dismounting, or touching a hand to the ground or any other object. If the tire touches the jump marker before takeoff or the landing marker, it counts as a foul. Riders may break off in a run as long as they are between start line and jump marker but if they cross or touch the jump marker, the attempt counts, including fouls. The farthest non-fouling, successful jump is recorded.

The rider must clear the jump marker and the landing marker without touching them; they must has clear the finish line to make it a valid jump. Jump distance is measured between the outer edges of the jump and landing marker.

To avoid endless competitions, the length to jump will always increase by 5cm for each round. Once there are only 5 riders left, it's up to the riders to decide in which steps they continue. For each age group the minimum length should be adjusted to a useful level such as 150cm for 15+ and 70cm for 0-15. The Event Director can adjust this depending on the level at the competition.

13B.11 Event Flow: Long Jump on Platform

In the Long Jump on Platform competition, the rider attempts to jump as far as possible from a take-off platform to a landing platform without a dismount. The rider must remain mounted and in control on the unicycle for 3 seconds on the landing platform (described in setup below).

Riders may jump with the wheel facing forward or sideways. The rider may break off the attempt as long as they are still on the take-off platform. As soon as they jump in any direction (landing anywhere but the take-off platform), it counts as an attempt. The farthest non-fouling, successful jump is recorded.

The rider must begin stationary on the take-off platform and must land on the landing platform without touching the ground. The rider must land with their wheel on top of the landing surface. They may not pedal grab then go to tire. After landing, the rider must remain mounted and on the landing platform for 3 seconds, as counted by a judge. The rider may do any form of idling, hopping or still-standing during the 3 seconds. Once the judge has counted 3 seconds, the jump is complete.

To avoid endless competitions, the length to jump will always increase by 5cm for each round. Once there are only 5 riders left, the final starts and it's up to the riders to decide in which steps they continue.

13C Judges and Officials Rules

13C.1 Jump Officials

13C.1.1 Jump Director

The Jump Director is the head organizer and administrator of jump events. With the Convention Host, the Jump Director determines the course, obtains permis, interfaces with the community, and determines the system used to run the event. The Jump Director is responsible for the logistics and equipment for all jump events. Jump Director is in charge of keeping events running on schedule, and answers all questions not pertaining to rules and judging. The Jump Director is the highest authority on everything to do with the jump events, except for decisions on rules and results.

13C.1.2 Chief Judge

The Chief Judge is the head Jump official, whose primary job is to make sure the competitors follow the rules. The Chief Judge makes all final decisions regarding rule infractions. The Chief Judge is responsible for resolving protests.

13C.1.3 Judge

The judge is responsible for determining whether a rider has successfully completed a jump.

13C.2 Number of Judges

For Long Jump there has to be at least one judge (better two) to look at the markers. For national championships and Unicons, two judges are always needed; one to observe each marker.

For Long Jump on Platform there has to be at least one judge.

13D Event Organizer Rules

13D.1 Venue

A smooth area of sufficient size must be set aside to run Jump events. This must include a 15 m runway and a 3 m landing area for for both High Jump events, a 25 m runway and an 8 m landing area for Long Jump on Track. The Event Host must organize the competition where marking tires and metal pedals are allowed. If the venues are outdoors, plans must be made to deal with inclement weather. Using an indoor venue can eliminate this problem. The track must be available for enough days to allow for inclement weather.

13D.2 Officials

The host must designate the following officials for Jump Events:

- Jump Director
- Chief Judge
- Judge

13D.3 Age Groups

1. Scoring will be based on age groups in accordance with rule 1C.8.

13D.4 Practice

The organizer should provide a place and equipment similar to those used for the official competition so the riders can practice before making their official attempts. The equipment should be available during the whole length of the event, and even before if the organizer decides so.

For bigger events such as Unicon, national or continental events, the organizer must provide said equipment.

13D.5 Setup: High Jump over Bar

Around the High Jump over Bar apparatus a circle with a radius of 3 meters must be marked. This circle is start and finish line. The bar itself must be held loosely in the jumping apparatus so it can fall or break away if the rider does not complete the desired height. Magnetic systems on the bar itself are not allowed. The bar shall have a minimum diameter of 2cm and a maximum bending of 2 cm. (The bar may sag no more than 20 mm at its lowest point.) The bar must be sufficiently long such that minimum distance between the two apparatuses holding the bar is 2 meters.

13D.6 Setup: High Jump onto Platform

The structure consists of two parts: a platform and a landing surface. The top surface of the platform must be at least 120 x 80 cm in size. The sides of the platform must be nearly perpendicular with the ground to ensure its presence does not hamper riders. The landing surface consists of a flat piece of wood firmly affixed to the top of the platform that is 120 x 80 cm in size. If the top surface of the platform is larger than 120 x 80 cm, the landing surface must be attached to the platform such that one of the 120 cm sides is aligned with the edge of the platform. The method of attachment must be chosen so that it does not interfere with riders during jump attempts. The structure should be sturdily built and shimmed so that there is minimal motion when jumps are attempted. The front of the platform must be covered by a wooden plate that extends a minimum of 60cm from the top of the platform down. This cover must be used when riders are jumping 60cm or higher.

A 3 meter safety ring must be marked out around all sides of the platform where no persons may enter during a jump attempt. Organizers may choose to mark out a 4 m ring where only select persons may enter during a jump attempt (e.g. photographers or judges). A 15 m runway must also be cleared of persons for riders that will roll into the jump.

13D.7 Setup: Long Jump on Track

The riding area consists of a start line, a jump marker, a landing marker and a finish line beyond the jump marker.

The finishing line should be at least 4 meters from the landing marker but no more than 8 meters away. We suggest that judges set up the finishing line 8 meters from the jump marker and move it further away if need during longer jumps. Riders must ride or hop across the finish line for the attempt to count. Successfully crossing the finish line is judged the same as in racing (see section ~~??~~2B.3.2). The start line must be a minimum of 25 meters in front of the jump marker to allow the riders to accelerate. There must be an area behind the finishing line which is a minimum of 7 meters long and 2 meters wide as safety zone. Riders may use all or part of the 25 meters between start line and jump marker. Riders are also allowed to start from beside to be able to do accelerated

side jumps. Markers for takeoff and landing (jump marker and landing marker) must consist of a material which cannot be deformed in order to have the same conditions for all riders. The markers must be at least 1.20 meter in width (across the runway), no more than 10 mm in height (above the runway), and no less than 5 centimeters in depth (front to back). A Long Jump on Track competition needs a minimum area of 40x2.5 meters.

13D.8 Setup: Long Jump on Platform

The jump area consists of a takeoff platform and landing platform of the same height, width and length.

Both platforms should be fixed together to prevent movement throughout the event. EUR pallets (120cm x 80cm x 14.5cm) are recommended and should be covered with plywood or a similar material of sufficient friction to allow for safe landings. If EUR pallets are used the event requires 6 pallets however spares are recommended.

Take-off and Landing platforms:
The dimension of the takeoff and landing surface should be 120 cm x 80 cm (EUR pallet) with the platforms orientated parallel along the 120 cm side to ensure that riders are jumping from or landing onto the 120 cm side. The platforms must be of equal height between 36cm and 45cm (3 pallets) high. If EUR pallets are not available the platform should be marked to ensure the surface dimensions that may be used is no larger than 120cm x 80cm. The riding area consists of a run-up platform and landing platform of the same height and width.

13D.9 Placings / Tie Breaks

1. If two or more riders clear the same final distance, the procedure to decide the places will be the following:

   1.1 The rider with the lowest number of jumps at the distance last cleared must be awarded the higher place.

   1.2 If the riders are equal following paragraph 1.1, the rider with the lowest total of failures throughout the event up to and including the distance last cleared, must be awarded the higher place.

   1.3 If the riders are still equal following pragraph 1.2, the riders concerned must be awarded the same place unless it concerns the first place.

   1.4 If it concerns the first place, a jump-off between these riders must be conducted in, unless otherwise decided, either in advance according to the rules applying to the competition, or during the competition but before the start of the event by the Referee. If no jump-off is carried out, including where the relevant athletes at any stage decide not to jump further, the tie for first place must remain.

Part 14

Team Sports: Hockey

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14A Overview

14A.1 Preface

Unicycle hockey is a variant of hockey which is played on unicycles with a tennis ball. It is usually played in a gym. These rules cannot cover every situation. Teams have to agree on a specific amount of elbowroom before playing. The different backgrounds of the players and the conditions of the location have to be considered. Fairness of everyone involved is vital.

14A.2 Rider Summary

This section is intended as an overview of the rules, but does not substitute for the actual rules.

- A player may only take part in a game when riding the unicycle. After falling off ~~he or she has to~~ the player must mount at the same spot, but if necessary move out of the way of play first.
- A player must not rest on the goal or the wall.
- The game is non-contact in order to not endanger others. Only in the vicinity of the ball, the opponent's stick may be touched by the own stick. However, this contact may not be hard.
- At the beginning and after each goal all players have to go to their own half. Then the game starts as soon as a player of the team in possession or the ball crosses the center line.
- The player may touch the ball once with the flat hand (but not to score a goal directly).
- The upper end of the stick must always be covered with one hand to avoid injuries of other players.
- The blade of the stick must always be below the hips of all players in the vicinity.
- A player who holds his stick in a way that someone else rides over it is committing a foul, regardless of intention.
- A goal is disallowed if the ball was in one's own half when shot and wasn't touched by anyone afterwards (long shot).
- The free shot is indirect, i.e. after the shot another player has to touch the ball.

14B Competitor Rules

14B.1 ~~Unicycles~~Equipment

14B.1.1 Unicycles

Only regular unicycles may be used. The maximum outer diameter of the wheel is 640 mm (24+ Class). In addition, the unicycles must not have sharp or protruding parts anywhere that might cause injuries. This refers especially to quick-release levers and bolts. The pedals must be plastic or rubber.

14B.2 ~~Rider Identification~~

14B.1.1 Rider Identification

All players of a team must wear shirts of the same color. The color must be clearly different from the opponent's color. At tournaments and other large events each team should have two different colored sets of shirts. Players must display identifying numbers.

14B.2 ~~Sticks~~

14B.1.1 Sticks

All sticks legal for playing ice-hockey or floorball (apart from those for the goalkeeper) can be used. Cracked or splintered sticks must be taped or repaired before play. An upper end made of rubber is recommended.

14B.1.2 Safety

Attention must be drawn to the safety of the players and spectators. Thus, the rules must be obeyed strictly and all equipment must be in good condition.

All items that protrude from the body that may cause injury (for example watches, necklaces, earrings) must be removed. In instances where this is impossible, the items must be covered sufficiently to remove likelihood of injury. Shoes must be worn and shoelaces must be short or tucked in. The following optional clothing is suggested: knee pads, gloves, helmets, safety glasses and dental protection.

14B.2 ~~Number Of~~ Players and Team Officials

A team consists of at least three players and may include one registered Head Coach. A team on the field consists of up to five players with a team requiring a minimum of three players to begin a match. Each player can be the goalkeeper at any time. The goalkeeper has no special rights.

14B.2.1 Captain

One Captain shall be appointed by each team, and they and the Head Coach alone shall be authorized to consult with the referees regarding any queries on rule interpretation. Change of the team captain shall only take place in case of injury, illness or penalty box for the remainder of the game. The team captain shall wear an armband, which shall be worn on the upper arm and be clearly visible.

14B.2.2 Player Registration

A player may only play for one team. If a tournament includes multiple grades of competition (e.g. A, B, C), the player may only play within a single grade.

14B.2.3 Player Substitutions

Player substitutions are possible at any time~~with the substituting player entering the field~~. During active play, the substituting players must interchange at the same location ~~only after the other~~ and within their own half. The player entering the field may only enter the field after the substituting player has completely left it. It is not necessary to indicate substitutions to the referee. ~~Each player can be the goalkeeper at any time. The goalkeeper has no special rights.~~

14B.3 Event Flow

14B.3.1 Game Duration

The play time is given by the playing schedule and is a relative play time. The time stops only at the request of the referee. The teams change sides during the break. At the start of each period, all players must be in their own half of the field. Each period starts with a face-off at the center mark. If the game ends in a draw and a decision is necessary, play is continued with extended time. If it's still a draw, a decision is reached with a penalty shootout.

14B.3.2 Penalty Shootout

Three of the players from each team get one penalty shot each. If it is still a draw, each team shoots one more penalty until there is a decision. It is possible that one player can take more than one shot. However, in all cases at least two other players have to take a shot before the same player can shoot again.

For the penalty, all players except for ~~a~~ the defending goalkeeper leave the corresponding half of the playing field. The ~~goalkeeper must be~~ referee places the ball on the center point and indicates that play may start with a whistle. The goalkeeper must remain close to the goal line ~~, at least~~ until the attacking player has ~~had~~ made contact with the ball. ~~The referee places the ball on the center point and the player taking the shot will, after the whistle of the referee,~~ After the referee's whistle, the attacking player may play the ball~~from there~~, trying to score a goal. The shot attempt begins as soon as the player taking the shot has contacted the ball, and the player must remain in motion towards the goal line with no backwards movement or stopping allowed.

Once the ball has been shot, the play shall be considered complete. No goal can be scored on a rebound of any kind (an exception being the ball off the goal post and/or the goalkeeper and then directly into the goal), and any time the ball crosses the goal line, the shot shall be considered complete.

14B.3.3 Riding The Unicycle

The player has to be riding the unicycle freely. ~~He or she may~~ A player may only use the stick as support~~but must not rest on the goal or~~ . Touching or holding the wall or ~~something similar. It is not sufficient to release the goal only quickly for the time while the goalkeeper takes part in the game. A short support on the wall to avoid a dismount can be tolerated~~goal to gain an advantage over your opposition is illegal. A player who is falling off the unicycle may take part in the game until touching the ground. A remounting player must sit on the seat and have both feet on the pedals before participating in the game again. If a player who is not riding a unicycle shoots into their own goal, the advantage rule applies for the attacking team and the goal is valid.

14B.3.4 Contact With The Ball

The stick, the unicycle and the whole body can be used to play the ball. It all counts as a contact. Players are allowed to play the ball with the body twice in a row only if one of the contacts is passive. When the ball is played with the body, the player must not catch or otherwise hold the ball and the contact with the ball should be instantaneous. For arms and hands see also section 14B.4.2.

14B.3.5 Start and Stop

Starting and resuming the game is always initiated by the referee's whistle. If a team starts to play before the referee's whistle, it is stopped immediately by two or more quick consecutive blows of the whistle. Then, the previous referee ruling is repeated. When the referee blows the whistle during the game, it is interrupted immediately.

14B.3.6 Restart After A Goal

After a goal, the non-scoring team gets the ball. All players must go to their own half. After the referee's whistle, the game resumes when the ball or a player of the team in possession crosses the center line. It is legal to directly shoot a goal after passing the center line, for example without passing the ball to another player first.

14B.3.7 Ball Out Of Bounds

If the ball leaves the field, or touches an object above the field, the game is interrupted immediately~~(even if the ball comes back in)~~, regardless of whether the ball returns to play. The team opposite to that of the player who last touched ~~it~~ the ball gets a free shot ~~. The free shot is done 1.0 m in from the side line~~(for execution see 14B.6.1 Free Shot).

14B.3.8 Ball In Spokes

~~If the ball gets stuck between the spokes of someone's unicycle,~~ In the event that a ball becomes lodged within a player's wheel, possession will be given to the opposing team ~~gets~~ as a free shot (~~not a 6.5 m penalty~~For execution see 14B.6.1 Free Shot).

14B.4 Safety

~~Attention must be drawn to the safety of the players and spectators. Thus, the rules must be obeyed strictly and all equipment must be in good condition.~~

14B.3.1 Time-Outs

During each knockout game (e.g. half finals, finals), each team shall have the right to request one 60-second time-out.

~~All items that protrude from the body that may cause injury (for example watches, necklaces, earrings) must be removed. In instances where this is impossible, the items must be covered sufficiently to remove likelihood of injury. Shoes must be worn and shoelaces must be short or tucked in. The following optional clothing is suggested: knee pads, gloves, helmets, safety glasses and dental protection~~The team captain must request

the time-out by informing the first referee during a stoppage in play. Upon receiving the request, the first referee will signal the time-out to the scoring desk. The secretary will record which team has taken the time-out, and the timekeeper will measure 60 seconds before play resumes. After a time-out, play shall be resumed according to what caused the interruption.

A penalised player is not allowed to participate in a time-out.

14B.4 Goal Shots

14B.4.1 Conditions for Awarding a Goal

A goal is considered scored when the entire ball crosses the rear edge of the goal line, provided it entered from the front of the goal and was played legally with no offence committed by the attacking team immediately before or during the goal.

If the goal is displaced, a goal shall be awarded if the ball enters the displaced goal and the displacement was caused by the defending team, or if the ball crosses the marked goal line between the original positions of the goalposts and beneath the imaginary crossbar.

14B.4.2 Goal Shot With Arms Or Hands

A goal is disallowed if scored with arms or hands. The defending team gets a free shot (goalkeeper's ball). This rule does not apply if the ball is shot into one's own goal.

14B.4.3 Long Shot

~~A goal is disallowed if~~ For a goal to be valid, the last contact with the ball ~~was made when the ball was in one's own half. The~~ must occur in the opponent's half, meaning the entire ball has crossed the center line into the opponent's half. Otherwise it's considered a Long Shot and the defending team gets a free shot (goalkeeper's ball). This rule does not apply if the ball is shot from the opponents' half into one's own goal.

14B.4.4 Ball In The Outside Of The Net

If the ball becomes lodged in the outside of the goal net, or if the ball entered the goal through a hole in the back or side of the net, a free shot is given against the team whose player last played the ball.

14B.5 Fouls

14B.5.1 General Considerations

All players must take care not to endanger others. Exaggerated roughness can lead to injuries and must therefore be avoided. The game is non-contact: the opponents and their unicycles may not be touched. ~~The players must take care not to hit an opponent with their stick, especially after a shot. Only in the vicinity of the ball (defined as the ball within the radius of the outstretched arm length plus stick) may a player touch an opponent's stick with their stick to block them. However, this contact may not be hard. It is illegal to turn the blade of the stick upside down in order to hook into an opponent's stick. Raising the opponent's stick is allowed in principle, if not done using exaggerated roughness. If the opponent's stick is raised to a high stick, it is always considered exaggerated roughness. Intentional delay of the game is not permitted and may result in a penalty and the stoppage of time. To keep the game going, rule violations that do not influence the course of the game should not be penalized.~~

14B.5.2 Right Of Way

The following rules apply when riders come into contact with each other:

- No player may endanger another player by forcing them to give way (for example, to push them toward the wall).
- A player who is idling or resting on the stick must be evaded. However, the idling or resting player must ensure the stick does not SUB players as per rule 14B.5.3.
- The leading of two players riding next to each other may choose the direction of turns. If both are evenly side-by-side, the one in possession of the ball may choose the direction.
- If two players are approaching each other directly or at an obtuse angle, both must take care to avoid contact. If contact occurs, the referee will penalise the player deemed to have caused the contact.
- In all cases not mentioned above, it is up to the referee to make a decision.

14B.5.3 SUB (Stick Under Bike)

A player who holds ~~his or her~~ their stick in a way that someone else rides over or against it is always committing a foul regardless of the situation.

14B.5.4 SIB (Stick In Bike)

If a stick gets into the spokes of an opponent, the holder of the stick is committing a foul.

14B.5.5 Insults

A player must not insult the referee or other players.

14B.5.6 Moving The Goal

~~The players are not allowed to~~ Players must not move the goal out of position. If the goal is displaced, the offending team must return it to its correct position.

If the non-offending team has possession, play continues under advantage (as the infringement is ongoing). If the goal is replaced before possession changes, play continues without interruption. However, if possession changes before the goal is restored, play is stopped and the non-offending team is awarded a free shot (corner or goalkeeper's ball).

If the offending team has possession when the goal is moved, play is stopped and the non-offending team is awarded a free shot (corner or goalkeeper's ball).

If it is unclear which team moved the goal, play is stopped and resumed with a face-off at the nearest corner mark.

14B.5.7 Obstacle

A player who is off the unicycle must not be an obstacle for opponents. The player is considered an obstacle if the player, the unicycle or stick is hit by the ball and also if an opponent cannot move around freely. The player should remount at the same spot, but if necessary move out of the way of play first.

14B.5.8 Throwing Sticks

A player must not intentionally drop or throw ~~his or her~~ their stick.

14B.5.9 Top Of The Stick

The upper end of the stick must always be covered with one hand to avoid injury to other players. A brief removal of the upper hand from the stick to play the ball with that hand is acceptable provided that this is done in a safe manner.

14B.5.10 High Stick

The entire blade of the stick must always be below the players' own hips and the hips of all players in the vicinity who might be endangered. Exception: When defending a shot on goal in the direct vicinity of one's own goal, the lower end of the stick can be raised as high as the crossbar of the goal.

14B.5.11 Stick Contact

Only in the vicinity of the ball (defined as the ball within the radius of the outstretched arm length plus stick) may a player touch an opponent's stick with their stick to block them. However, this contact may not be hard. The players must take care not to hit an opponent with their stick, especially after a shot.

14B.5.11.1 Hooking

It is illegal to use the blade of the stick in a manner that enables the player to restrain an opponent's stick.

14B.5.11.2 Slashing

Any downward or forceful chop with the stick on an opponent's stick that, in the judgment of the referee, involves excessive force, shall be penalized as slashing. Raising an opponent's stick is permitted unless it involves excessive force, such as causing the opponent's stick to reach high-stick height. In such cases, it shall be considered slashing.

14B.5.12 Intentional Delay Of Game

Intentional delay of the game shall result in a penalty and may also lead to a stoppage of time. A delay of game foul shall be called when a team intentionally delays the restart of play. Examples of delay of game include deliberately hitting the ball out of bounds, taking excessive time to execute a free shot, slowly returning to their own half after scoring a goal, or deliberately delaying the restart after conceding a goal.

14B.6 Penalties

In ~~every instance~~ instances of a violation of the rules, the referee must penalize the ~~offending~~ offending team or play the advantage. However, rule violations that do not influence the course of the game shall not be penalized. Any rule violation resulting in a player being sent to the penalty box, (2-minute, 5-minute, or match send-offs) shall be deemed to have influenced the course of the game. When playing the advantage the referee does not blow the whistle but should display the hand sign for a free shot and shout "Advantage!" In the event that an advantage was not gained, the referee should enforce the appropriate penalty from the initial point of infringement or, when the penalty has occurred within the goal area, the closest corner mark or ~~1~~2 m in front of goal line. ~~Additionally, at the referee's discretion, offending players may be sent off after advantage has been played. The referee should not enforce this penalty until the offending team gains possession of the ball and should resume the game with a face off at the point of possession change~~In cases where an infringement occurs outside the goal area and within 2 m of the sideline, the free shot shall be given from a spot located 2 m

from the sideline. Additionally, if advantage was gained before a send-off was issued (see 14B.6.5 Player Send-off), the referee shall resume play with a face-off at the location of the ball when play was stopped. When two or more players fall and/or it is unclear whether a foul occurred, the referees can interrupt the game and restart it with a face-off.

14B.6.1 Free Shot

The free shot is the standard penalty for all violations of the rules, and where a ball leaves the playing field. It is applied in all cases except for those explicitly mentioned in sections 14B.6.2-14B.6.4. ~~The~~ For penalty violations, the free shot is executed from the point where the violation was done. If the ball is ruled out of bounds, the free shot is taken from the point where the ball was judged to have left the field, 2 m in from the sidelines, or below the point that it contacted an object above the field. Exceptions: If a team receives a free shot within the opponents' goal area, the free shot is executed at the closest corner mark (corner shot). If a team receives a free shot within their own goal area, the free shot is taken at a distance of ~~1~~2 m in front of the goal line (goalkeeper's ball). ~~In the instance that~~

If a delay of game penalty is ~~given, the penalty will be taken from the center mark.~~ awarded, the continuation of the game depends on the previous situation.

- If the delay of game occurs during the execution of a free shot, the opposing team will receive a free shot.
- If the delay of game is caused by the scoring team, play will resume as normal with a restart after the goal.
- If the delay of game is caused by the non-scoring team, play will continue with a free shot from the centre mark.

The free shot is indirect. The player executing the free shot may only touch the ball once until a contact by another player occurs. The ball shall be hit with the stick, not dragged, flicked or lifted on the stick. Opposing players must keep a distance with their unicycles and their sticks of at least ~~2.0~~2 m from the ball.

14B.6.2 6.5 M

If legal play would have led to a direct chance to score a goal, a "6.5 m" is given. The following situations are a prevention of a direct chance to score and should be punished with a 6.5 m penalty:

- An attacking player is fouled in the opposition goal area while in a strong position to score.
- An attacking player is fouled when moving towards the opposition goal with a single opponent in front.

The ball is placed at the 6.5 m mark. A player of the defending team goes to the goal and must sit with the bottom of the wheel of their unicycle within ~~0.5~~1 m of the goal line. ~~The other team chooses a player to shoot~~

The attacking team shall designate one player to take the 6.5 m shot. All other players must ~~leave~~ exit the goal area. ~~After the referee's whistlethe goalkeeper must ride the unicycle freely and not rest on the goal.~~ Upon the referee's whistle, all players except the shooter must ensure that both their unicycles and sticks remain at least 2 m away from the 6.5 m mark until the ball has been struck.

The 6.5 m is direct. The ~~player executing the 6.5 m~~ shooter may only touch the ball once. The ball shall be hit with the stick, not dragged, flicked or lifted on the stick. If no goal is scored, play continues as soon as the ball touches ~~the~~ a goal post, the ~~keeper~~ goal's crossbar, the goalkeeper touches the ball or the ball crosses the extended goal line. At this moment, the shooting player may play the ball again. A 6.5 m awarded at the end of, or after a time period has ended, is still executed but play does not continue after an unsuccessful shot.

14B.6.3 Penalty Goal

If the defending team prevents a goal from being scored through an illegal play and if, in the opinion of the referee, the ball was traveling directly toward the goal and would definitely have entered the goal without being touched by another player, a penalty goal may be awarded to the attacking team. If there is any doubt as to the certainty of a goal, a 6.5 m must be awarded as described in section 14B.6.2.

14B.6.4 Face-off

To resume the game without penalizing one of the teams, a face-off can be used. ~~For the~~

A face-off ~~, the referee drops the ball between two opposing players. The ball should be dropped from below hip height of players in the vicinity.~~ during the game is executed where the ball was when the game was interrupted but at least 2 m from the side line. Exception: Within the goal area, the face-off is executed at the closest corner mark.

One player from each team may take part in the face-off with all other players' unicycles and sticks at a distance of at least 2 m from the ball. ~~Play starts when the ball touches the ground as signalled by the referees whistle. A~~ In a face-off~~during the game is executed where the ball was when the game was interrupted. Exception: Within the goal area, the~~, each player must begin with the blade of their stick on the floor on the side of the face-off ~~is executed at the closest corner mark~~point nearest to their ground line. This side is determined by a line through the face-off point that runs parallel to the center line. For the face-off, the referee drops the ball between two opposing players. The ball should be dropped from 50 cm (approx. 20 inch). Play starts when the ball touches the ground as signalled by the executing referees whistle.

14B.6.5 ~~Penalty Box~~Player Send-off

The referee can send a player off the field for two minutes, five minutes, or for the remainder of the game. ~~When a player is sent off for the remainder of the game they may not take part in~~

If a player from the team in possession of the ball commits an offence warranting a 2-min, 5-min, or match penalty, the referee shall immediately interrupt the game and impose the penalty. If a player from the team not in possession commits the offence, play shall continue until the offending team gains control of the ball, at which point play is stopped (including stoppage of timer) and the penalty assessed.

If the penalty to be imposed is a 2-min penalty and a goal is scored during the continued play, the 2-min penalty shall not be imposed. This does not apply to 5-minute or match penalties, which shall be imposed regardless of whether a goal is scored. If two or more 2-min penalties are to be imposed and a goal is scored during the continued play, the captain of the offending team shall designate which penalty(ies) are to be assessed and which one is cancelled due to the goal.

In instances of a penalty, the offending team must play with one fewer than their legal maximum for the duration of the penalty, or until the end of the current match, whichever comes first (see 14B.6.5.4 Multiple penalties). Any unexpired penalty at the end of regular time shall remain in effect during extra time and also any penalty shootout (14B.3.2) if applicable. All penalties except match penalties shall be considered terminated only after the final result of the match is determined, including any penalty shootout if applicable.

If the referees are unable to identify the offender, (e.g. incorrect substitution), the team captain shall choose a non-penalised player to serve the penalty. If the team captain cannot provide a player or is themselves penalised, the referees shall choose the player.

Penalized players are prohibited from communicating with their team for the duration of the penalty. A penalised team captain may not communicate with the referees unless directly addressed by them. When enforcing a penalty, the referee should signal to stop the timer to discuss the required punishment, provide a precise start time for the ~~current match or their teams following match. However, after a five minute period the penalised team may bring a player on. These penalties are given in the case of unsporting behavior and also for intentional or dangerous disregard of the rules.~~ penalty, and to explain their ruling to players.

14B.6.5.1 2-Minute Penalty

While a player is in the penalty box for a 2-minute penalty, the team may not substitute a replacement for that player.

The ~~referees should consider the following guidelines when punishing a player . The timer should be stopped while referees discuss the appropriate punishment and explain their ruling to players:~~

~~2 minutes:~~ following list of offences lead to a 2-minute penalty; however, this list is not exhaustive. Referees may impose a 2-minute penalty for other actions that, in their judgment, constitute unsporting behaviour, create a safety risk, or significantly violate the spirit of fair play.

- ~~Intentional delay of the game~~ When a player intentionally commits a foul.
- ~~Repeated fouls by the same player~~ When a player commits a SUB or SIB at speed.
- ~~Intentional foul~~When a player forces or pushes an opponent into the walls or the goal causing them to fall.
- ~~Dangerous play~~ When a player is guilty of dangerous play or careless physical play.
- ~~Backchat to referee (Constant backtalking~~ When a player hits another player with their stick above hip height.
- When a player aggressively swings their stick at an opponent or the opponents stick ("slashing"), regardless of contact. Non-aggressive stick contact below knee height should not lead to a 2-minute penalty, but may still lead to a free shot. Raising an opponent's stick above hip height is a foul, but does not automatically warrant a 2-minute penalty.
- When a player throws their stick.
- When a player violates right-of-way rules while riding at speed. If the referee deems that the infraction is not solely attributed to one player, or it was not clearly avoidable, only a free shot shall be given.
- When a player persistently backtalks to the referee or questioning ~~decisions)~~ their decisions.
- ~~Intentional usage of incorrect equipment and clothing~~ When a player insults the referees, players or spectators.
- ~~Intentionally having~~ When a player actively obstructs the execution of a free shot. This includes violations of the 2 m rule during a free shot, corner shot, goalkeeper's ball, 6.5 m, or the restart after a goal (i.e. crossing the centre line before an opposing player or the ball has crossed the centre line).
- When a player uses incorrect equipment or a player is missing correct rider identification (e.g. no identifying number). Where possible, the referee should inform players of equipment and identification issues prior to the start of the match.
- When an incorrect substitution takes place. If the substitution occurs in a borderline or near-simultaneous manner, a penalty shall only be given if it impacts the play.

- When a team has too many players on the field. The last player to enter the field shall receive a 2-minute penalty. The offending team must then reduce the number of players on the field so that they are playing with one fewer than their permitted number.
- When a team systematically disrupts play by committing repeated offences leading to a free shot. This also includes when a team commits a number of rule violations during a short time. The player committing the last rule violation shall serve the penalty.
- When a team intentionally delays play. The referee shall issue a warning to the captain on the first offence. A 2-minute penalty shall be applied for any further intentional delay.

~~5 minutes:~~

14B.6.5.2 5-Minute Penalty

While a player is in the penalty box for a 5-min penalty, the team may not substitute a replacement for that player.

The following list of offences lead to a 5-minute penalty; however, this list is not exhaustive.

- Repeated fouls by a player who has previously received a 2 minute penalty
- Intentional dangerous foul
- Violent conduct against other players, their team officials or spectators

~~Off~~

14B.6.5.3 Match Penalty

When a player is sent off for the remainder of the game~~:~~, they may not take part in the current match and their team's following match. However, in the current match, the penalised team may bring a player on after a five minute period. The offending player is removed from the match but does not enter the penalty box. A non-penalised player, selected by the offending team's captain, must serve the five-minute penalty in the penalty box. If the captain is unable to select a player, the referees shall choose one. Once the five-minute penalty has expired, that player may return to the field.

The following list of offences lead to a match penalty; however, this list is not exhaustive.

- Repeated fouls by a player who has previously received a 5 minute penalty
- Repeated violence of a player who has already received 5 minutes before
- Violence against referees

14B.6.5.4 Multiple penalties

A team may receive any number of 2-minute, 5-minute or match penalties during a game, and individual players may be given multiple 2-minute or 5-minute penalties, including while already serving a previous penalty. No player may serve more than one penalty simultaneously. If a player who is already serving a penalty in the penalty box receives an additional penalty, the penalties shall be served consecutively, not simultaneously. The timer for the first penalty continues without interruption, and the second penalty begins only once the first has expired. If the enforcement of a penalty would result in the team having no remaining players on the field, the team shall forfeit the match.

14B.6.5.5 Termination

A team is considered "short-handed" when it has fewer players on the field than its opponent due to one or more 2-min penalties. If a team is "short-handed" and the opposing team scores a goal or is awarded one (14B.6.3 Penalty Goal), the earliest active 2-min penalty automatically terminates. If a team already short-handed incurs an additional 2-min penalty and the non-offending side scores during continued play, the goal counts, the new penalty is assessed, and the earliest existing 2-min penalty terminates. If a 2-minute penalty is to be imposed against a team already serving a 5-minute or match penalty, and the non-offending team scores during continued play, the 2-minute penalty shall not be assessed due to the scoring of the goal.

14B.7 Protests

Protests must be filed on an official form within two hours of the posting of event results. Every effort will be made for all protests to be handled within 30 minutes from the time they are received.

14C Judges and Officials Rules

14C.1 Hockey Director

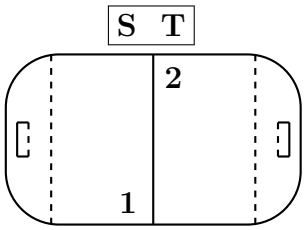
The Hockey Director is the head organizer and administrator of hockey events. The Hockey Director is responsible for the logistics and equipment for the hockey competition. The Hockey Director is in charge of keeping events running on schedule.

14C.2 Board of Referees

14C.2.1 Members Of The Board Of Referees

The Board of Referees consists of:

- First Referee (1)
- Second Referee (2)
- Secretary (S)
- Timer (T)



14C.2.2 The Referees

The two referees are positioned on opposite sides. They try to stay close to the ball. They should not ride a unicycle. The clothes of the referees must be of different color than those of the players. Both referees are responsible for checking all violations of the rules and executing face-offs. The First Referee has ~~three~~ additional tasks:

- The First Referee overrules the Second Referee, if they disagree.
- The First Referee (exception: face-off see 14B.6.4) restarts the game after every interruption by a long blow of the whistle.
- ~~The First Referee drops the ball in for the face-off.~~

14C.2.3 The Secretary

The Secretary sits at the desk and takes care that the scoreboard always shows the current score. After a goal the Secretary seeks eye contact with the First Referee to check if the goal is declared valid or not. After the end of the game the Secretary writes the final score into the report. When a player has been sent-off~~for the remainder of the match~~, all imposed penalties shall be noted by the secretary in the match record with the time, player number, type of penalty (2 min, 5 min, or match penalty) and cause of penalty. For match penalties, the secretary records the name of the player on both the completed match and the team's next match and should inform the hockey director that the player must miss the teams next match.

14C.2.4 The Timer

The Timer checks the time of play with a stopwatch and/or with a score board. The time is started whenever the referee starts the game by blowing the whistle. A period is considered ended at the onset of the scoreboard sound (e.g. horn, bell, gong) or the timer's whistle begins. Each period is ended by the sound of the score board (e.g. horn, bell, gong) or the blowing of a whistle by the timer. The Timer also stops the time whenever the referee requests a stoppage of time. In the case of a send-off, the timer records the time of send-off and the time the offender or substitute player will be allowed back on to the field. The timer must also notify the sent-off player when they are allowed to rejoin the match.

14C.2.5 Before The Game

Before the game, the referees assemble all players on the field (including substitutes). They check the following:

- Are the colors of the shirts of the players clearly different?
- Do all players fulfill the safety rules for clothing?
- Is the ball suitable?
- Are the unicycles and sticks orderly, without sharp, pointed or protruding parts that might injure others?
- They explain to the players how strictly they will interpret the rules.
- If necessary, they tell the players how long the game will be and also if there is extended time in case of a draw.

14C.2.6 General

The game is interrupted by a short and loud blow of the whistle. If any players don't hear the whistle, it is necessary to blow the whistle again. It is not possible to let the game continue after blowing the whistle.

The referees should set the tone through their positive and calm appearance. Decisions are explained upon request but they are not discussed with the players. In an unclear situation, the referees can ask the players before making a final decision.

Neither the referees nor the Timer or Secretary may be distracted from the game. Most of all, they must not talk with the spectators during the game.

If two violations of the rules occur back-to-back, only the first one is penalized. Exception: Unsporting behavior should be penalized even after the game has been interrupted.

After a goal, the referee waits until both teams are back in their own halves and ready to continue. Only then, the First Referee starts the game by blowing the whistle.

To apply the advantage rule, the referee makes the normal sign for a free shot with one arm pointing in the direction of play of the team who has the advantage. In addition, the referee may shout "Advantage" or "Go ahead!", but does not blow the whistle. The end of advantage play should be signified, either by blowing the whistle to give a free shot for the original foul in the case where no advantage was gained, or by lowering the arm again and/or shouting "Advantage over".

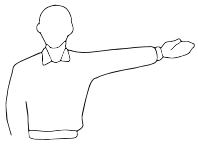
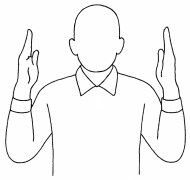
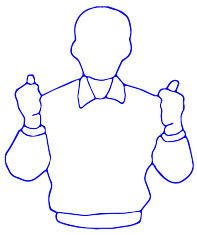
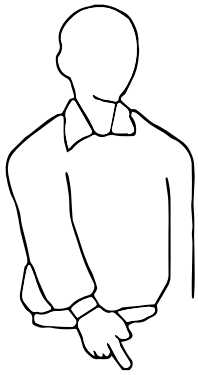
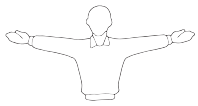
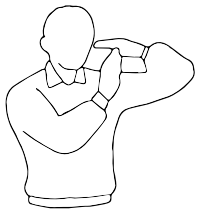
After each interruption of the game the referee briefly explains the decision. In addition the corresponding hand sign is shown.

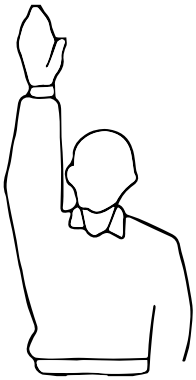
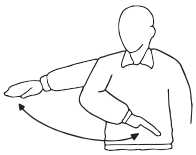
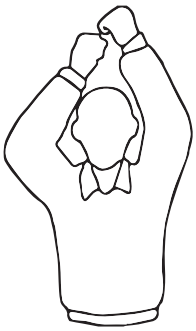
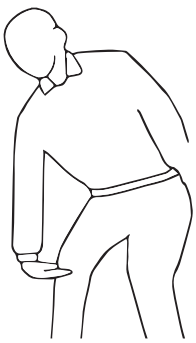
When two or more players fall and it is unclear whether a foul occurred, the referees can interrupt the game and then continue it with a face-off. This prevents more players being drawn into the situation.

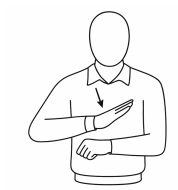
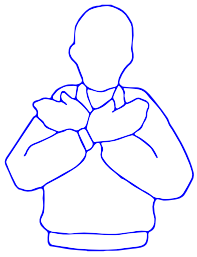
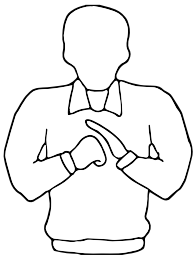
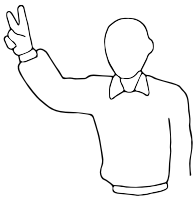
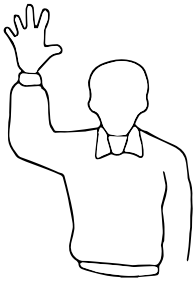
The referees shall suspend the game ~~if~~ in any instances where an unforeseen interruption may influence the course of the game, e.g. an injury occurs, multiple balls on the field, or unauthorised access to the field. Afterwards, a free shot is given to the team that was in possession of the ball at the time of the interruption. If it is unclear who was in possession, the game is continued with a face-off.

If a referee is hit by the ball, the game is only interrupted if the contact has changed the course of play to benefit either team. In this case, the game is resumed with a face-off.

14C.2.7 Referee Hand Signs

	**“Free shot”** Point with the extended arm in the direction of play. This sign is also used to indicate the advantage rule.
	**“Free shot distance violation”** Both forearms are held vertically shoulder-width apart in front of the body. Fingers point upward, palms facing each other. Used when a defender or their stick is less than 2 meters from the ball during a free shot (see 14B.6.1 Free Shot).
	**“Face-off”** Hold both thumbs up.
	**“6.5 m”** Point with the index finger to the 6.5 m point.
	**“No Foul”** Extend both arms horizontally. This sign is used to indicate that there was no foul in a critical situation. It is not used in conjunction with a blow of the whistle.
	**“Stop Timer”** Form the letter “T” with both hands. The stoppage of time is deemed necessary by a referee for example if a player is injured, intentional delay of game occurs or discussion between referees or between referee and players is needed.

	**“Goal”** Point upwards vertically with one arm. The referees should check here that the secretary notes the goal. To control this it may be useful for the referees to write down the score themselves.
	**“No goal”** Move the flat hand horizontally (palm pointing down). With this hand sign a goal shot is declared invalid. This is for example the case if the ball was last touched by hand or arm, in case of a long shot, if the ball entered the goal through the net from the outside, or if the game had already been stopped before the ball entered the goal. The referees should check here that the Secretary does not inadvertently count the invalid goal.
	**“High stick”** Hold clenched fists next to each other above the head.
	**“SUB and SIB”** Hit your shinbone with the edge of your hand.

	**“Slashing”** A chopping motion with the edge of one hand across the opposite forearm.
	**“Obstacle”** Cross arms in front of the chest.
	**“Body contact”** Strike the clenched fist of one hand into the open palm of the other hand directly in front of the chest.
	**“Penalty box for 2 minutes”** and also **“Two consecutive plays with the hand”** Spread and raise two fingers.
	**“Penalty box for 5 minutes”** Spread and raise five fingers.

	“Delay of game” One arm is held up vertically the index finger points up and the hand makes a rotating movement. For use, see 14B.5.12 Intentional Delay Of Game.

14D Event Organizer Rules

14D.1 Venue

Hockey should be played in a gym that is large enough to house the playing field. The surface should be smooth to protect stick blades while still allowing traction for tires. Indoor court surfaces that provide some absorption of falls such as sprung floors are ideal to reduce injuries.

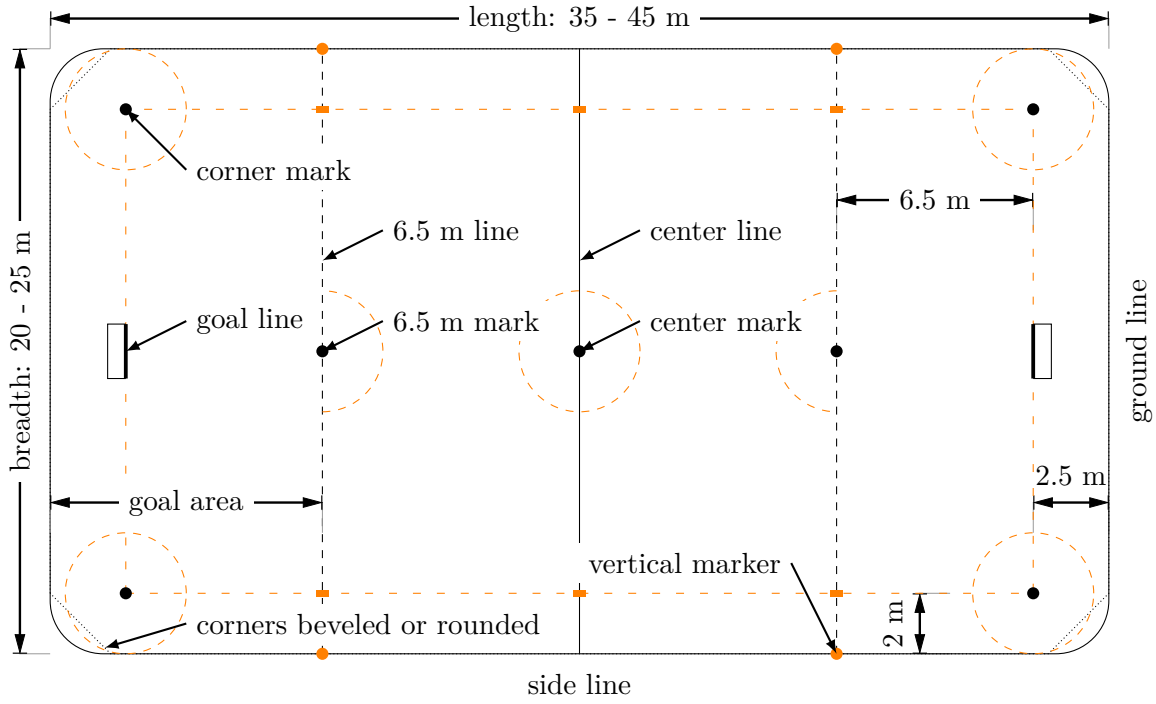
14D.2 Officials

The host must designate the following officials for each hockey tournament:

- Hockey Director
- Board of Referees

14D.3 Playing Field

14D.3.1 Dimensions



The field has a length of 35 to 45 meters and a breadth of 20 to 25 meters. It is surrounded by barriers (boards or walls). The corners are rounded or beveled. Any surface outside, or above the barriers, is not considered in the field.

14D.3.2 Goals

The goal posts are 2.50 m in from the ends of the playing field (ground lines), ensuring that the players can go behind them. The inside dimensions of goal openings are 1.20 m high and 1.80 m wide. The goals must be made in such a way that the ball cannot enter through the rear or sides. The goals must not have sharp, pointed or protruding parts.

14D.3.3 Markings

The center line divides the field into two equal halves, and the center mark is in the middle of the center line. There are marks in front of each goal at a distance of 6.5 m. ~~The goal lines connect the posts~~ A 5 cm wide goal line shall be marked on the ground between the goal posts, with the front edge of the goal line (the side closest to the center mark) in line with the front face of the goal posts. The corner marks are on the extension of the goal lines, ~~1.0~~2 m in from the boundaries. The 6.5 m lines are parallel to the goal lines and run through the 6.5 m marks. The 6.5 m lines shall be vertically marked on

the barriers or walls of the playing field. The goal areas are between the 6.5 m lines and the ends of the field.

Two meters from each side line, T-markings shall be placed on the center line and the 6.5 m lines to visually identify the 2 m infield boundary for free shots. These T-markings may be connected by dashed lines. Circles of 2 m radius may be marked around the center mark, each corner mark and each 6.5 m mark to visually enforce the minimum distance players must observe during face-offs, free-shots or penalties.

14D.4 Ball

A tennis ball that rebounds off concrete greater than 30 percent of the height from which it was dropped is used.

14D.5 Practice Time

At a tournament, sufficient practice time and/or warm up time must be offered to the participants.

14D.6 Penalty Box

Designated seating for the penalty box must be provided on each half of the field, arranged so that players who are sent off remain separated from their teammates and the opposing team throughout the send-off period.

Part 15

Team Sports: Basketball

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15A Overview

15A.1 Definition

In IUF ~~competition~~competitions, unicycle basketball is played using the international ~~rules for regular basketball (the currently valid FIBA rules,) with a few changes . The items below, in combination with standard international basketball rules , are what are used for Unicon competitions~~FIBA rules for on-foot basketball with the few changes explained in this chapter. The international FIBA rules to be used are the currently valid ones, for regular basketball (`https://www.fiba.basketball/documents`) or for 3x3 basketball (`https://fiba3x3.com/en/documents.html#rules`), depending on the event. At Unicon, at least a regular 5x5 unicycle basketball event must be proposed.

15A.2 Rider Summary

This section is intended as an overview of the rules, but does not substitute for the actual rules.

- Be aware that the following rules augment the international rules of basketball.
- You must wear shoes as defined in chapter 1D.1.
- All team players must wear shirts of the same color.
- Be aware of the unicycle restrictions for basketball.

15B Competitor Rules

15B.1 Safety

All players must wear shoes as defined in chapter 1D.1.

Clothing ~~suggestions for comfort and safety~~and equipment must respect the dedicated section of the FIBA rules (section 4.4.2) and the following items:

- Short shoelaces, or laces tucked in
- ~~Definitely no~~ No jewelry (watches, necklaces, earrings~~)~~, etc.), or they must be protected.
- No hard clothing or protection, especially above the knees except for round helmets (no protruding parts).
- Soft protections, including headgears, are permitted.

15B.2 Unicycles

Only regular unicycles may be used as defined in chapter 1D.1. The maximum outer diameter of the wheel is 640 mm (24+ Class). In addition, the unicycles must not have sharp or protruding parts anywhere that might cause injuries. Quick-release levers and bolts, for example, must be folded back and not excessively long. The pedals must be plastic or rubber. The tire must not leave marks on the floor.

15B.3 Team Composition

A unicycle 5x5 basketball team consists of 5 - 12 players and may include one registered Head Coach. A team must provide at least 4 players on the court to start a game in a tournament.

A unicycle 3x3 basketball team consists of no more than 4 players (3 players on the court and 1 substitute), and no coaches.

15B.4 Rider Identification

All players of a team must wear shirts of the same color. The color must be clearly different from the opponent's color. At tournaments and other large events each team should have two different colored sets of shirts. In "A tournaments" these shirts should be clearly marked with identifying player numbers on them.

15B.5 Protests

Protests are handled by the Basketball Director if they concern the global organization of the competition. Protests concerning a specific game are handled by the referees of this game.

15B.6 Event Flow

15B.6.1 Reminder on Faults and Violations

A foul is an illegal action involving a contact that can be committed by a player from one team against a player from the opposing team. If contact occurs beyond what is deemed to be reasonable, or if a player thereby obtains an unfair advantage from it, a foul is committed. Examples of fouls include pushing, tripping, striking or holding an opposing player and unsportsmanlike conduct. A foul results in the awarding of the ball to the opposing team and/or free throws. A violation occurs when the player breaks one of the rules of Basketball. A violation results in the awarding of the ball to the opposing team. Examples of violations include traveling, double dribble, backcourt violation, palming the ball, and stepping out of bounds.

Should a game not be played in 4 periods of 10 minutes, the rules concerning the number of fouls shall be adapted as follows.

Number of personal fouls at which a player must leave the game:

- Game lasting 10 to 20 minutes: 3 fouls
- Game lasting 21 to 30 minutes: 4 fouls
- Game lasting 31 to 40 minutes: 5 fouls

Number of team fouls after which a team is in the team foul penalty situation (meaning that subsequent fouls result in free throws if they are personal and non-offensive):

- Game period lasting 5 to 6 minutes: 2 fouls
- Game period lasting 7 to 8 minutes: 3 fouls
- Game period lasting 9 to 10 minutes: 4 fouls
- Game period lasting 11 to 12 minutes: 5 fouls
- Game period lasting 13 to 15 minutes: 6 fouls

Tournament organizers are invited to set a maximum number of Technical, Unsportsmanlike and Disqualifying fouls that can be committed by a player before that player is excluded from the whole tournament.

15B.6.2 Mounted Player

The player can only play the ball while mounted on the unicycle. A player has established position on the unicycle ("mounted") when the player has the seat in hand and/or between the legs, with both feet on the pedals, and is not touching anything else for support (including an unmounted player). Once a player is mounted, the player is considered mounted until some part of their body touches the ground or uses any support, including an unmounted player. The player throwing the ball inbound must be mounted.

15B.6.2.1 Position of a player

For all purposes of location (restricted area, 3-point goal area, backcourt, and any other lane), when a mounted player is not airborne, both their feet are considered on the floor at the point of contact between the wheel and the floor.

A player is considered stationary when their wheel is stopped, their body is above the wheel and no part of their body is moving outside of their cylinder.

15B.6.3 Unmounted Player

If contact is made between the ball and an unmounted player or unicycle, this is a violation and the ball shall be awarded to the other team. Referees may allow incidental contact between the ball (or another player, with or without the ball) and an unmounted player or unicycle if such contact does not disrupt the flow of the game.

- An unmounted player must move themself and their unicycle out of the way as soon as possible without disrupting the flow of play.
- If not possible, the player must leave the unicycle where it lands until it can be retrieved without being disruptive.
- An unmounted player's unicycle is considered part of the player. For the purposes of fouls a riderless unicycle that is moving is considered to be out of control. Thus, if another player is hit by a moving abandoned unicycle, a foul shall be called.
- If an unmounted player intentionally attempts to play the ball or impede another player, a technical foul shall be called.
- If a stationary riderless unicycle is disruptive for the opposite team or if it creates a danger for the safety of any player, an "obstructing unicycle" violation shall be called.

15B.6.4 Contact of the Ball with a Unicycle

It is a violation for a player to intentionally strike or stop the ball with any part of their unicycle or leg, however, incidental contact with a player's unicycle or legs is not a violation. As long as the player is in contact with the unicycle, riding or not, the unicycle is considered part of a player when a ball bounces out of bounds off the unicycle. If this happens the other team receives possession of the ball.

15B.6.5 Steps And Traveling

A traveling violation occurs when a player holding the ball steps in excess of the prescribed limits. A step is a half revolution of the wheel; meaning that each wheel revolution is the equivalent of two steps because pedaling with one leg only moves the wheel half a revolution. After a player establishes a pivot foot (see below), the player may not switch the idle foot (in the case of idling) or take a step unless ~~he~~ they begins dribbling.

15B.6.6 Idling, Twisting and Hopping While Holding the Ball

Idling is equivalent to the pivot foot and therefore is allowed. Twisting, where the ~~pedals stay at the same height~~wheel is not rolling, the tire stays in contact with the floor, and the rider ~~moves~~ turns the unicycle left and right is also considered a pivot~~foot~~, and therefore allowed.

The player may alternate between stand still, twisting and idling, with the restriction that only a single continuous period of idling is allowed.

The player must also stay within a half-meter radius from the point where the idling ~~or twisting~~ started. A player may not hop (jump ~~up and down repeatedly~~ with the unicycle) while holding the ball, unless the ball is released from the hand(s) before the tire touches back the floor. Hopping while dribbling is permitted.

15B.6.7 Ball on Floor

~~Any player may~~ A player may try to stop with their hand a ball that is rolling on the floor. If such an attempt makes the ball roll in another direction and/or makes the ball roll faster, intentionally or not, a violation shall be called. Furthermore, any contact by something other than the hands with a ball on the floor (rolling or stationary) is a violation if the ball changes velocity (stops, starts, or changes speed or direction).

A player may try to pick up a ball that is rolling or ~~stopped on the ground. This~~ lying on the floor. If the ball is not lifted off during such an attempt, the action is judged as an attempt to stop the ball. If the referee judges that no teams are able to pick up the ball in a reasonable time, a jump ball situation may be called.

Picking up a ball can be dangerous for the player, so care must be taken not to foul a player that is bent over to pick up the ball. If several players simultaneously try to pick

up the ball and make contact, the usual rules about fouls apply. ~~However, if a player not currently trying~~ When a player is attempting to pick up the ball~~is not leaving enough space to a bent player in the referee's judgement, a violation against the disrespectful player~~, no other player shall enter the space occupied by the bent player. A violation may be called ~~. If the referee judges that no teams are able to pick up the ball, a jump ball situation occurs. A player may stop a rolling ball with their hand but shall not intentionally make the ball roll on the ground~~if such entry is deemed by the referee to compromise the bent player's safety, regardless of whether physical contact occurs. Additionally, a violation may be called if a player positions themselves or remains so close to the ball for an extended period of time that it obstructs or prevents all players from safely picking it up.

15B.6.7.1 No-charge semi-circle areas

The no-charge semi-circle areas and the related rule are ignored.

15B.6.8 Four Second Zone

The three-second zone becomes the four-second zone.

15B.6.9 Spectacular Tricks

A player shall only intentionally jump from its unicycle (i.e. without trying to stay mounted and to keep the unicycle under control) when attempting to score a goal or to save a ball going out of bounds, and only if it does not create any danger for anyone in the referee's judgement. Similarly, tricks in which both feet are not on the pedals (like stand up gliding) are only allowed when attempting to score and if it it does not create any danger for anyone in the referee's judgement. Not respecting these rules will result in a violation being called, and the goal being cancelled (if one is scored in the corresponding action).

15B.6.10 Screenings

Screening is only allowed if the player ~~has~~ does not extend their elbows and arms wider than their shoulders and keeps a stable position without changing the orientation of the wheel. Therefore, usual screening positions such as having each arm either bent along the chest or lying along the torso (typically with the hand holding the saddle) ~~and keeps a stable position without changing the orientation of the wheel. Therefore~~are allowed, but so is having the arms vertical with the hands up. Also, being in ~~stand still~~ stillstand or hopping while respecting these rules are allowed, while idling and twisting are not (as far as screenings are concerned).

15C Judges and Officials Rules

15C.1 Basketball Director

The Basketball Director is the head organizer and administrator of basketball ~~events~~competitions. The Basketball Director is responsible for the logistics and equipment for the basketball ~~competition~~competitions. The Basketball Director is in charge of deciding and specifying the tournament structure, and of keeping events running on schedule.

15C.2 ~~Game Referee~~

~~The Game Referees are the head officials~~ The Basketball Director is responsible for resolving the general protests not concerning specific games, except for the choice of referees for a game.

The Basketball Director may be assisted by a Basketball Co-Director. They shall not be players of the same basketball team in the competition. If a protest concerns the team of one of the two Directors, the final decision on the protest is made by the other Director. In cases with no conflicts of interest but in which they disagree, the final decision is made by the (primary) Director.

15C.2 Game Officials

As with Rule Eight of the FIBA Rulebook, game officials shall consist of two or three referees and at least two table officials (at least the scorer and a timer/assistant scorer). Referees shall have all of the responsibilities and powers described in Articles 45, ~~whose primary job is to make sure the competitors follow the rules. The Game Referees make all final decisions regarding rule infractions. The Game Referees~~ 46, and 47 except for articles covering the referees uniforms. The referees are responsible for resolving protests concerning the game.

Referees should be selected for the game based on the following criteria:

- Referees should not be teammates or members of the clubs of either team (even members not playing in the tournament)
- Referees should not include only players/participants from one team within the same tournament
- When the tournament consists of teams from more than one region, referees should not include only players/participants from one region

- Referees should not include players in the same tournament

If the referee pool is insufficient the directors may relax these restrictions starting at the bottom of the list and working upward. The directors may choose to limit the pool based on technical referee skills.

At Unicon, for all playoff games in the A tournament, experienced referees who are not playing in the A tournament and not associated with any teams in the A tournament should be used. These would typically be certified on-foot basketball referees paid via the Unicon budget. One such referee per game should also be planned for other important games preceding the playoffs (this would depend on the tournament format), allowing them to get used to the unicycle basketball particularities before the playoffs.

15C.3 ~~Referee~~ Referees' Signals

Referees should use the hand signals in Appendix A of the FIBA rules. In addition, the following hand signals may be used.

~~Administrative signals:~~

- Unmounted play: Straight arm, with the hand in front of the hips. The palm is facing the floor and simulates a sweeping (wrist move).
- Rolling the ball on floor: One vertically rotating fist, below the waist.
- Ball pick-up interference: Both arms parallel pointing down to the side, with hand palms facing each other.

Referees should try to always use the appropriate signals, especially in international competitions. In any case, referees should at least use the appropriate signals for interrupting the game (one arm raised, with open palm for a violation or with a clenched fist for a foul), and then for indicating the direction of play (point in direction of play, arm parallel to sidelines).

15D Event Organizer Rules

~~Scoring signals:~~

15D.1 Court and Equipment

~~Violation signals:~~ Unicycle Basketball is played with a FIBA size 7 ball. The basketball ring shall be 3.05 meters (10 feet) off the ground. Due to organizational constraints, the directors may choose to modify the court size from the FIBA requirements but the court must have clearly delineated out of bounds, half court, 3pt, and restricted zone lines.

15D.2 Games and Tournaments

To facilitate the organization of Unicycle Basketball tournaments, the directors may modify the game period and game duration, and may choose that the game clock is not always stopped as instructed by the FIBA rules. However, a game shall have 1, 2, or 4 periods and last no less than 10 minutes and no more than 40 minutes, and a game period shall last no less than 5 minutes and no more than 15 minutes. It is recommended to respect the clock stops at least in the last two minutes of a game.

Depending on the event duration and the number of teams, tournaments may have various forms. The director should nevertheless adhere to the following general guidelines.

- All teams shall have equal opportunities to win the tournament with respect to the tournament structure.
- To balance pools for example, the director may define groups (seeds, etc.) based on factual, verifiable criteria. In this case, these criteria must be communicated in advance. Otherwise team assignments should be made uniformly at random as much as possible.

For the basketball A tournament at Unicon, the following requirements are added.

- The tournament structure and the general schedule must be communicated to the team captains at least one week before the first day of the tournament.
- A direct elimination game shall last at least 20 minutes, with clock stops respected at least in the last two minutes of the game.
- If the number of teams permits, there must be at least semi-finals, a third-place game, and a final.

- The finals shall be played in full (4 periods of 10 minutes), with all clock stops.

Credits

This rulebook would not exist without the work by hundreds of volunteers over the past 25 years. We would like to recognize the volunteers since 2004.

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