



## 1 Categories

### 1.1 Open

Men from the age of 16, participating the race on skateboards without any limitations, powered by an electric motor.

### 1.2 Street

Men from the age of 16, participating the race on skateboards, powered by a maximum of 2 electric motors. The maximal allowed diameter of the rims is 120mm. Urethane wheels only, bindings are not allowed.

### 1.3 Direct Drive Stock Challenge

Men from the age of 16, participating the race on unmodified skateboards, which are available for purchase on the regular market, powered by a maximum of 2 direct drive electric motors. Integrated hub motors with cloud wheels are allowed. The maximal allowed diameter of the rims is 120mm. Without a configurable ESC's (VESC), bindings are not allowed.

### 1.4 Women

Women from the age of 16, participating the race on any motorized skateboard powered by 2 electric motors with direct or belt drive.

### 1.5 Junior

Kids from the age of 10 to 15 years old, participating the race on any motorized skateboard powered by 2 electric motors with direct or belt.

## 2 Weekend itinerary

### 2.1 On-line registration

Every participant who intends to attend the race, is required to complete an on-line registration, to be charged a lower starting fee due to the capacity planning organization.

### 2.2 In-person registration

In-person registration is done at the location of the race by every participant who intends to attend the race. During the registration process, they must show their proof of identification, sign a participation agreement, and pay a starting fee.

Every racer is recommended to have an accident insurance.

### 2.3 Technical check

Every racer who has gone through the process of in-person registration, is required to undergo a technical check, which checks the skateboard and the gear of the racer (more below).

On-line registration is conducted in accordance with the instructions, that are sent prior to the race.



## 2.4 Free Practice (FP)

Free practice for all categories. Duration is 10 minutes. Groups are drawn (more below). Free practice training is not timed, and the session has no influence on the results.

## 2.5 Qualifying (QP)

Timed training that determines the drawing for the heats based on the timed results (more below). Every category is bound to do qualifying, and all racers are required to participate.

## 2.6 Heats

Heat is a race with a stationary start in a group, which is determined by the results from qualifying. The results from heats across all groups are the base for advancing into the finals.

## 2.7 Finals

The finals are composed of the 9 best racers, based on the results from the heats.

## 2.8 Announcement of the results

The announcement of the results and the ceremony involves 3 of the best racers from each category. Every racer has the right to receive a trophy and to stand on a podium, divided by the category, in which they had raced.

# 3 Racing format

## 3.1 General description of the racing format

The racing format is composed of free practice, qualifying, heats and the finals. All signed up racers, which have been drawn into the groups and categories, are required to participate in all parts of the race. The qualifying is timed, and each racer has two hot laps to attempt their fastest lap. The timed results from qualifying determine the drawing for the heats, and where the racers start from the grid. Each heat begins with a collective stationary start after the lights go out. After the completion of the 3 heats, results are counted and 9 best racers, who achieved the highest score, move up straight to the finals. The finals begin with a collective start from the grid after the lights go out. The best 3 racers from the finals are then awarded at the ceremony.

## 3.2 Division into groups

The racers are divided into groups by their arrival to the registration, so that each group has 9 racers maximum. After reaching the 9<sup>th</sup> racer in one group, the starting grid grows by one additional group in the given category. The maximal permeability of racers in one category is 27. If there are more signed up racers in the given category, all racers go through FP and QP, but only the permeable amount of racers can advance to race in the heats (27 racers).



### 3.3 Free practices (FP)

Free practice is for every category. Duration is 10 minutes. Racers are randomly drawn into groups (more below). Free practice is not timed, and its duration has no influence on the results.

### 3.4 Qualifying (QP)

Qualifying runs has two people. After signing up, the racers form pairs, but they enter the track individually. Each racer has two qualifying laps to try to reach their best time.

Upon the signalization with the green flag, the racer can enter the track to begin their qualifying lap. Upon crossing the starting line, the timing of the lap begins. Meanwhile the second racer is getting ready to begin their qualifying lap. When the second racer sees the green flag signalization, (first racer is in the middle of their lap), they can begin their first qualifying lap. This way both racers have two laps to reach their best time.

In case the first or the second racer interrupts the flying lap of the other person by falling, the impacted racer receives one more qualifying lap. If a racer makes an error during their qualifying lap by falling or a mistake, they do not have the right for another qualifying lap. The end of qualifying for both racers is signaled by the checkered flag.

After the first pair is finished, second pair is prepared to begin their qualifying session.

### 3.5 Qualifying results

The most points are assigned to the racer, which correctly goes through the track in the shortest time possible within one lap. The qualifying results are based on the timed laps. Based on the results from qualifying, the racers are then divided into heats in accordance with the key down below. In the case of 3 groups.

### 3.6

1. Rider – A1
2. Rider – B1
3. Rider – C1
4. Rider – A2
5. Rider – B2
6. Rider – C2
7. Rider – A3
8. Rider – B3
9. Rider – C3

And so on.... until the 27<sup>th</sup> rider

### Shorts with numbers

Before entering the heats, each racer receives shorts with a number 1-9 (in a case of a 9 people in a group) which serve for registering individual passes through the starting line. These shorts are provided by the organizer and each racer is required to return these shorts after the race. Each racer is required to wear these shorts, based on the results, during the heats and the finals.



### 3.7 The key to divide racers into the finals

Based on the follow up key, the racers are divided into 2<sup>nd</sup> and 3<sup>rd</sup> heat.

In a case of 3 groups.

HEAT 1				HEAT 2				HEAT 3			
RIDER	GRP A	GRP B	GPR C	RIDER	GRP A	GRP B	GPR C	RIDER	GRP A	GRP B	GPR C
1	A1	B1	C1	1	A1	B1	C1	1	A1	B1	C1
2	A2	B2	C2	2	C2	A2	B2	2	B2	C2	A2
3	A3	B3	C3	3	B3	C3	A3	3	C3	A3	B3
4	A4	B4	C4	4	A4	B4	C4	4	A4	B4	C4
5	A5	B5	C5	5	C5	A5	B5	5	B5	C5	A5
6	A6	B6	C6	6	B6	C6	A6	6	C6	A6	B6
7	A7	B7	C7	7	A7	B7	C7	7	A7	B7	C7
8	A8	B8	C8	8	C8	A8	B8	8	B8	C8	A8
9	A9	B9	C9	9	B9	C9	A9	9	C9	A9	B9

In a case of two groups

HEAT 1			HEAT 2			HEAT 3		
RIDER	GRP A	GRP B	RIDER	GRP A	GRP B	RIDER	GRP A	GRP B
1	A1	B1	1	A1	B1	1	A1	B1
2	A2	B2	2	B2	A2	2	A2	B2
3	A3	B3	3	A3	B3	3	B3	A3
4	A4	B4	4	B4	A4	4	B4	A4
5	A5	B5	5	A5	B5	5	A5	B5
6	A6	B6	6	B6	A6	6	A6	B6
7	A7	B7	7	A7	B7	7	B7	A7
8	A8	B8	8	B8	A8	8	B8	A8
9	A9	B9	9	A9	B9	9	A9	B9

### 3.8. Ranking and moving up to the finals

Only the 9 best racers with the greatest number of points achieved move up into the finals. The racers begin their starting positions on the grid according to their position after the HEATS – overall winner of the HEATS starts from the 1<sup>st</sup> place, second starts 2<sup>nd</sup>. If two racers have the same number of points after completing the HEATS, the rider with a better qualifying lap has the advantage.



### 3.9 Finals

9 best racers from the HEATS start in the finals. The overall winner is determined only by the results from the finals.

This is also valid in a case of moving up to the finals, when two racers share the same points, only the racer with a better qualifying lap moves up.

## 4 SCORING

### 4.1 Heats

1 place 16 points; 2 place 12 points; 3 place 9 points; 4 place 7 points; 5 place 5 points; 6 place 4 points; 7 place 3 points; 8 place 2 points; 9 place 1 point

### 4.2 Finals

1. place 48 points; 2. place 36 points; 3. place 27 points; 4. place 21 points; 5. place 15 points; 6. place 12 points; 7. place 9 points; 8. place 6 points; 9. place 3 points

### 4.3 Overall results

The racers are awarded points from the heats and the finals. Overall results, which are included into the championship standings, are counted as a summary of points from heats and finals from every race. To determine standings for the individual race, only the points scored in the finals are counted.

## 5 Flag signalization

The racers are required to respect the flag signalization from the flag marshal. In the MotoSkate race, these flags are recognized:

#### a) Checkered flag

Ends the given session. After waving the checkered flag, session is finished, and the racers are required to return into the area for racers.

#### b) Green

Green flag means "clear" – the track is safe to begin the ride. After the green flag signalization during qualifying, the rider can go on the track to begin their qualifying laps.

#### c) Red

Red flag immediately ends every session in the case of a fall, injury or any other intermission.

#### d) White

White flag means that the racer is entering their final lap in the given session.

#### e) Blue

Blue flag signalizes to the racer which is lapped or is in the position in which they could slow down the racer currently in front of them, to let them safely pass.



## 6 Number signalization

The flag marshal apart from signaling flags also signalizes the number of laps left, using numbers in an area near the finish line.

## 7 Starting procedure

The racers line up on the starting grid in accordance with their results from the qualifying/heats in an order assigned to each racer. The moment everyone is ready for the start, flag marshal signalizes green flag. After lowering the green flag, the traffic lights are turned on. 3 red lights are gradually being lit up. As soon as the lights go out, the race begins.

If a racer has a technical issue, while the green flag is still being signalized and before the start of the race, such racer must raise their hand. The racer has two minutes to fix the issue. If they are unable to fix the issue, the starting procedure begins without them.

### 7.1 Jump start

Jump start is understood as a movement of the skateboard in relationship to the track before the red lights go out. Jump start is any movement forward before the lights go out.

Racer, who does a jump start, will receive a penalty of 75% of the qualifying lap from the 5<sup>th</sup> fastest racer in the Stock category at the end of the race.

## 8 Number of laps

### 8.1 Open

Heats: 5 laps; Finals: 8 laps

### 8.2 Street

Heats: 5 laps; Finals: 8 laps

### 8.3 Direct Drive

Heats: 5 laps; Finals: 8 laps

### 8.4 Women

Heats: 4 laps; Finals: 7 laps

### 8.5 Juniors

Heats: 4 laps; Finals: 6 laps



## 9 Technical rules

### 9.1 Open

Max. rim size: Unlimited

Bindings: allowed

Type of motor: direct drive and belt driven

### 9.2 Street

Max. rim size: urethane wheels, up to 120mm

Bindings: not allowed

Type of motor: direct drive and belt driven, 2-wheel drive

### 9.3 Direct Drive

Max rim size: urethane and airless wheels, up to 120mm

Bindings: not allowed

Type of motor: direct drive and hub motors with cloud wheels, 2-wheel drive

### 9.4 Women

Max. rim size: unlimited

Bindings: not allowed

Type of motor: direct drive and belt driven, 2-wheel drive

### 9.5 Junior

Max. rim size: unlimited

Bindings: not allowed

Type of motor: direct drive and belt driven, 2-wheel drive



## 10 Mandatory gear

To enter the racetrack, each racer must have protective gear:

1. a) Helmet (integral helmet for motorbikes, motocross, road motorcycle) – mandatory
2. b) Shin protector – recommended
3. c) Knee protector – recommended
4. d) Elbow protector – recommended
5. e) Hip protector – recommended
6. f) Spine protector – recommended
7. g) Neck protector – recommended
8. h) Body protector – recommended
9. i) Gloves with palm protector – recommended

## 11 Race personnel

### 11.1 Main referee

Main referee is the highest authority at the racetrack, who is responsible for the duration of the race, scoring and announcing the results. They reserve the right to interrupt, restart or cancel any section of the race. They are justified to review racing incidents and conduct the following measures. Main referee has the right to deem the track as unsafe and can ask for its modification and correction to return it into the original, safe state.

Main referee is a person responsible for timing and calculating the results. Side referee is there to check the correctness of the results.

### 11.2 Side Referee

Side referee is Main referee's backup during the timing and the calculation of the results. Side referee has the right to suggest the cancelation or a restart of the race. If they deem the track as unsafe they can ask for its modification and correction to return it into the original, safe state.

### 11.3 Flag marshal

Flag marshal is responsible for correctly signaling each section of the race. They are in a contact with the main referee. Flag marshal, upon their consideration, has the right to interrupt any section and suggest its restart.

### 11.4 Start marshal

Start marshal is responsible for the starting procedure. If they deem that some of the racers are not properly aligned, they have the right to ask the racers to realign into the designated starting place. Start marshal has the right to interrupt, repeat or cancel the starting procedure.



### 11.5 Medic

Without the presence of the medic, no section of the race can continue. In a case the medic is tending to an incident, no other section of the race can continue. If the racer who required medical attention decides to return to the race, he cannot do so unless the medic deems appropriate.

## 12 Penalisation

### 12.1 Physical contact

It is forbidden to touch other racers in any way with limbs, especially with arms and legs. Any intentional contact with limbs or a body will be deemed as irresponsible ride, which means disqualification from the given section.

In a case the racer is continually penalized for the same misconduct, the racer is disqualified from the whole racing program.

### 12.2 Irresponsible ride

In a case the racer is intentionally touching the board of other racer, irresponsibly breaking, trying to block the track, or trying to conjure a clash with other racer, this behavior will be deemed as irresponsible ride. In this case the racer is disqualified from the given section.

In a case the racer is continually penalized for the same misconduct, the racer is disqualified from the whole racing program.

### 12.3 Cutting the track short

Cutting the track during any section of the race is a reason for disqualification of the racer from the current section. In a case the racer is continually penalized for the same misconduct, the racer is disqualified from the whole racing program.

### 12.4 Not complying with the flag signalization

Each racer is required to monitor flag signalization and comply with the directions of each flag. In a case the racer does not comply with the flag signalization, they will be starting the next race from the last position on the grid. In a case it is the finals, the racer receives a time penalty of 30 seconds