



2018 OFFICIAL WAKEBOARD RULES

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Diagram 1 OFFICIAL WAKEBOARD COURSE

Annex 1 NOVICE TRICK LIST

Rule 1 GENERAL

- a) Applicability of the Rules: The rules set forth here govern wakeboard competitions organised or sanctioned by the Singapore Waterski & Wakeboard Federation (SWWF). Whenever the masculine is used, the same shall be construed as meaning the feminine where the context so requires.
- b) Exceptions to the Rules: Where compliance with the rules is not feasible, the Chief Judge shall, with the approval of the majority of the Judges, make the necessary changes. Such changes will be announced at a riders' or team captains' meeting, and by posting.
- c) No alcohol is to be consumed by Athletes prior to or during the day's event. The day's event is deemed as starting 1 (one) hour prior to the first rider starting his run and finished when the final scores have been posted and the official protest time has elapsed. Once a rider's results are posted, it is deemed that the rider's day is finished.
- d) Unsportsmanlike Conduct: Any rider (or his representative) or official whose conduct is deemed unsportsmanlike or whose conduct may cause discredit to the SWWF and sponsors, either on or off the competition site, before during, or after the competition, may be disqualified from all or part of the competition including completed events, by a two-thirds majority vote of the Judges. Any and all infractions can also be punishable by disqualification of the whole team, if any.

Unsportsmanlike conduct includes, but is not limited to: use of vulgar language in public, public tantrums, not riding to fullest potential, failure to attend designated functions or events, consuming alcoholic beverages during or before the competition, use of prohibited substances, competing under false pretences, concealing significant injuries or health problems.

This also includes but is not limited to riders and individuals who choose to vandalise or misrepresent wakeboarding at official event functions.

Rule 2 SAFETY

Unsafe Rider Disqualification: No rider shall be allowed to compete or to continue to compete if, in the opinion of the Chief Judge and a majority of the Boat Judges, his competing would be a danger to himself or other riders in the competition. During the competition, the Chief Judge may halt the event for a poll of the Boat Judges in regard to a rider's actions or conditions. Whenever practical, the advice of a trained medical personnel should be obtained.

Rule 3 DIVISIONS

- a) There will be a minimum of 3 riders required to open a division. The Chief Judge will inform all participants as soon as feasibly possible if there are insufficient riders within a division.
- b) Divisions with less than 3 riders may be cancelled or merged with other divisions at the discretion of the organizers.
- c) A rider will only be allowed to enter one division, unless specified otherwise by the Chief Judge before the event begins

d) Divisions

i. Singapore National Championships & Events with Age Divisions

*Divisions	Trick Restrictions
Boys & Girls (14 years & under)	No Restrictions
Men's & Women's Masters (35 years and over)	
Open Men & Women	

ii. Other Events

*Divisions	Trick Restrictions
Women's & Men's Novice	Only Novice Tricks Permitted (Annex 1)
Women's & Men's Intermediate	No inverted tricks, blind-landing nor 360 degree (or higher) rotational tricks permitted.
Men's Outlaw:	Maximum four (4) inverted tricks permitted, or a maximum combination of two (2) inverted tricks and two (2) 360 degree rotational tricks permitted, No handle-pass inverted tricks or blind-landing tricks are permitted except for 180 degree rotational tricks.
Men's Master's Open (40 years and above):	No restrictions in tricks performed
Women's & Men's Open Division:	No restrictions in tricks performed

* A rider's division may be decided at the discretion of the judges to ensure a fair playing field.

** Novice division entry is for first time riders unless permitted otherwise.

*** A rider may move up a division but not down unless permitted otherwise.

Rule 4 HEAT SYSTEM

Wakeboard competitions will use a heat system. The running order for the first round of competition will be determined by seeding based on the current Asian Wakeboard Rankings List or placement at 2017/2018 IWWF/SWWF events. The running order for all other riders, in the first round of competition, will be randomly selected by either computer or drawn from a ballot in order to compete in individual heats.

The number of riders in each heat is dependent on the total number of riders entered. There will be a maximum of 6 riders in each heat. A percentage of the riders from each heat will then advance to the semi-finals and finals. The starting order for the LCQ, Semi Finals and Finals will be selected from placement and NOT scores.

The Last Chance Qualification round may or may not be used within the competition, dependent on time and numbers.

Rule 5 RIDER PREPAREDNESS

A rider must be in his bindings, with his life vest on, and with a rope that will not interfere with him being ready to ride when the boat returns to the dock/start area. Any rider who fails to be on immediate hand & in condition to ride when it is his turn in the running order as stated above will be deemed to be wasting time to gain an unfair advantage and **will be disqualified. It is the rider's sole responsibility to be ready to ride.**

Rule 6 DISQUALIFICATION

Should a rider be disqualified for any reason, he will not be permitted to participate in the remainder of the competition, ie. If he misses his turn in the qualifying rounds, he will not be permitted to compete in the last chance qualifiers.

Rule 7 ADVANCEMENT

A rider need not score but must participate in the qualifying round with the intention to ride to his full potential in order to advance to the next round of competition.

Rule 8 EQUIPMENT

- a) General: All personal equipment is subject to the approval of the Chief Judge and Safety Director
- b) Life Vest: All competitors must wear a life vest. It is the responsibility of each rider to ensure their life vest meets the following specifications:
 - i. It must float the rider.
 - ii. It must be constructed so as to provide adequate protection from impact damage to the ribs and internal organs.
- c) Towlines: A rider's personal handle and rope must be of a non-stretch material.
- e) Boats: The total additional weight in the boat will be determined by the Chief Judge.
- f) Damaged Equipment: A rider is fully responsible for his personal equipment and should have **a spare board, fully assembled with bindings and fins**, at his disposal should any damage occur. In the event that a rider realises his equipment has been damaged, he may throw the handle to indicate that he wishes to repair his equipment. This will, however, constitute one fall if it occurs in the wakeboard course. If a rider falls in the wakeboard course due to his equipment being damaged, it will also constitute one fall. If a rider needs to stop his ride in the wakeboard course or before the start of his second pass to repair his equipment, it will also constitute one in-course fall. The Chief Judge will have the final say as to whether the equipment has failed. If a rider has damaged his equipment, he will have **four minutes** to repair the equipment. The damaged equipment must be repaired at the starting dock. The time begins when the rider gets onto the starting dock. The rider must have both feet back in his bindings before the four minutes elapses or his routine is over. The boat will then tow the rider from the starting dock to the location of the fall or handle-throw, come to a complete stop and then resume the routine.

Rule 9 RE-RIDES

It is the sole responsibility of a rider to request for a re-ride.

When unfair conditions occurs, which, in the opinion of a majority of the Judges, adversely affects a rider, he shall be granted the option of a re-ride only on the passes affected.

Re-rides must be taken immediately. If a rider is given a second re-ride, he may elect to take a five-minute rest, during which the next rider in order will perform his routine. The re-ride shall be taken at the conclusion of the rider's routine during which the five-minute rest period expires.

Requests for re-rides may be initiated by a Boat Judge for the event before the next rider starts or may be initiated, as soon as possible, by the rider or his team representative and shall be decided as soon as practicable thereafter. If, in the opinion

of the Boat Judges for the event, the request was not initiated as soon as possible after the rider has ridden, the request shall be denied.

*Re-Ride Request Procedure

If a rider decides to request for a re-ride he must:

- cease executing his tricks immediately
- move to the middle of the wake, hold his hand in the air and then drop the handle
- request for a re-ride to the boat judges once the boat turns around to return to him

Approved Re-Ride Procedure

- an approved re-ride will include a simulation pass if required
- rider will commence a re-ride by staying in middle of wake until the boat tows the rider to the course location, where original run/pass was ceased. Judges may signal the rider when to commence remainder of run/pass from that location
- scores will be judged with the combination of original tricks and the remainder of tricks from the re-ride (eg. combination first 3 tricks of original run/ pass and remainder of 2 tricks in the re-ride)

The Following are some reasons that do Constitute a Re-Ride

- Weather – Lightning and an instruction to stop competing.
- Boat Driver Error
- Boat Failure
- Uneven Wakes – only if different to other riders in the same heat
- Rollers – only if caused from other sources that can be controlled, eg. other boats' wakes

The Following are some reasons that DO NOT Constitute a Re-Ride

- Weather - wind/rain
- Environment – change of tides etc.
- Riders' Request for Change in Speed
- Rope Length – riders' responsibility for instructing and visibly ensuring rope placement
- Equipment Failure – As per Rule 10f
- Wakes – if the same as remainder of riders in same heat
- Rollers – if the same as remainder of riders in same heat
- Poor Performance – can be considered unsportsmanlike conduct
- Not following the above re-ride request procedure

***If a re-ride is denied, the handle throw will be considered as a fall.**

Note: Any negative gestures made by riders while on the water constitute unsportsmanlike conduct.

Rule 10 PROTESTS

Protests shall be made to the Chief Judge only by the rider himself. Protest must be made **in writing**, must state the reason(s) for the protest, and must be filed as soon as possible, but no later than **20** minutes after the occurrence or after the results of the event are announced.

The rider will come to the Chief Judge's station and get an Official Protest Form to make the protest. The rider or team representative will then bring the Official Protest form back to the Chief Judge for review. After the Chief Judge has reviewed the protest and score sheets, he will meet with the Boat Judges to discuss the protest if he deems necessary. The Boat Judges will meet with rider to discuss the protest if the Chief Judge deems necessary. Actions may then be taken by the Chief Judge to address the protest.

Protests must be accompanied by a protest fee of SGD50.00 (Singapore Dollars Fifty Only). This amount will be refunded if the protest is considered reasonable or upheld by the Judges.

A request for judges to review judging sheets will be deemed to be a protest.

If a rider wishes to make a protest while on the water, the protest needs to come by radio to Chief Judge's station. The Chief Judge will be on hand to hear the protest. The Chief Judge will record the protest on the Official Protest form until the rider is able to sign and complete the form. Chief Judge will take the proper steps to solve the protest.

Protests will be handled by the Chief Judge and the 3 judges involved in the respective event. In the case of other protests, ie. heat protests, timing, etc, such protests shall be handled by the majority of judges.

A correction of an error in the computation of scores shall not be considered a protest and the correction shall be made on the approval of the Chief Judge and Calculator within 20 minutes after the results are announced, and Boat Judges' scoring sheets have been made available for inspection. The inspection of scoring sheets will be done only in the presence of the Judges scoring that particular event.

Rule 11 USE OF VIDEO

Due to the subjective scoring nature & spirit of wakeboarding, video footage of any kind will not be used by Judges, riders or team representatives to resolve any disputes. Judges will not view or comment on any video footage during the event.

Rule 12 COMPETITION FORMAT

- a) General: Each rider shall be allowed two passes through the wakeboard course during which time he may perform any routine he chooses. He will be judged on subjective style categories, to arrive at a single combined score.

Judging of the routine begins when the rider enters the wakeboard course and ends when the rider exits the wakeboard course, falls for a second time, or completes his double-up (finals only).

Riders are encouraged to perform a smooth flowing routine with a wide variety of tricks. Each manoeuvre should be different and executed as cleanly as possible and taken to its limit.

Boat (Scoring) Judges: The Chief Judge will designate three Boat Judges, to be seated in the tow boat, to score each rider's routine.

- b) Scoring: Judges will award a maximum of 100 points to each rider based on their overall impressions of the routine performed. Each individual heat per division will be judged independently from the other heats on the day. The judges will score the first rider of the heat subjectively and each subsequent riders performance after that rider is judged higher or lower dependant upon their ride. Judges are required to both score and placement a rider in within each heat.

The judges will score each rider in each of the following categories:-

*Execution - 33.3 Points

This reflects the level of perfection to which each manoeuvre was performed.

Intensity - 33.4 Points

This reflects how big the moves were performed, as well as the technical difficulty of the tricks executed.

Composition - 33.3 Points

This reflects the overall composition of the routine in terms of the rider's ability to perform a variety of manoeuvres in a flowing, creative sequence

** riders will not be penalised for falls*

- c) Calculation of Scores: The Average method of calculating will be used. Scores from all categories of a rider's routine are added together to produce a judge's total score. All three judges' total scores are then averaged to produce a final score for a rider.
- d) Calculated scores will be cross-referenced to the judge's placement of the rider. The judges' placement of the rider will always override the total score of the rider.

Rule 13 WAKEBOARD COURSE

- b) Course Dimensions: A start buoy shall establish the approximate area of the beginning of the wakeboard course from each direction. The end of the pass shall be signified by an end buoy. The distance from the start and end buoys will be a minimum of 370 metres. These course dimensions will be used where practical.
- c) Cut-Off buoy: A cut off buoy will indicate the point after which the tow boat will not be able to get up to speed for a rider to continue his run in the second pass. The position of the cut off buoy will be determined by the Chief Judge and Chief Boat Driver.
- d) Proceeding through the two wakeboard passes: The boat shall follow as closely as possible the path specified by the Chief Judge for the event, such path to include the preparation time before each pass. The second pass shall be in the opposite direction from the first pass.
- e) A rider's routine will begin when he performs his first trick at, or after the start buoy.**
- f) A riders routine will end: when he falls for a second time or when he passes the end buoy. A rider's last trick will be scored if he leaves the crest of the wake before passing the end buoy.
- g) Any rider who swims down the course to gain advantage over a fellow competitor will not be picked up. This will be the end of his routine.**

Rule 14 DOUBLE-UP

There will be no double-up's.

Rule 15 WILD CARD TRICK (OPEN DIVISION ONLY)

Each rider who qualifies for the finals will be given a wild-card trick after their second pass, unless advised otherwise by the Chief Judge. This Wild Card trick will be scored as part of the run. The wild-card trick has been put in to encourage the riders to try maneuvers they wouldn't normally try in their routine. If a rider's first fall occurs beyond the cut-off buoy, the boat will then immediately proceed with the wild card trick for the rider.

Rule 16 BOAT SPEED & ROPE LENGTH

Each rider shall receive his choice of a constant speed through the course for each pass, and preferred rope length. The boat speed, assuming it is held constant before entering the course, is the rider's responsibility.

RULE 17 FALLS

- a) Out-Of-Course Falls: A rider may have one out-of-course fall only before the start of his first pass.
- b) Handle-Throw: The rider may also have one handle-throw before the start of his first pass which will also count as one out-of-course fall.

If a rider throws the handle prior to the start of his first pass to indicate that his rope was incorrectly put on the wrong loop by the officials or Judges in the boat, it will not count as an out-of-course fall.

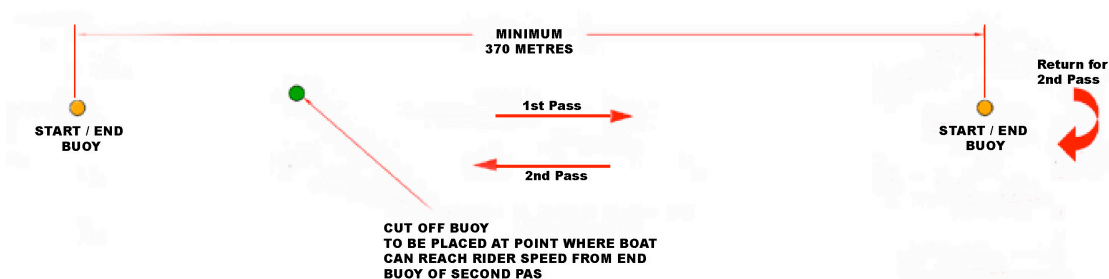
- c) An out-of-course fall or handle throw before the start of the second pass will count as one in-course fall.
- d) Two Falls: A rider may have a maximum of two falls during a routine. Should a fall occur, the boat will pick up the rider to proceed with the routine. The rider will not be picked up after a second fall, or after a fall that occurs beyond the cut-off buoy in the second pass.
- e) The rider must be ready to ride immediately upon the boat's return after the first fall, an out-of-course fall, or handle-throw.

RULE 18 SCHEDULE CHANGES & CANCELLATION OF EVENTS

Changes in the schedule during the competition shall be made only for weather, water conditions, safety, or a similar reason. Such changes will be announced at a riders' or team captains' meeting, and by posting on the official notice board.

The finals of each category must be completed to determine a winner, even if the Judges are obliged to continue it at a different site or another day. If a final cannot be completed, all riders from the event will compete again where and when possible, until a winner is determined.

Diagram 1 OFFICIAL WAKEBOARD COURSE



Trick	Description
Cross One Wake	
Cross Both Wakes	
Surf The Wake	Turn Up & Down Boat Wake (minimum 3 turns linked together at the top of the wake)
Sideslide	Rotate Board 90 Degrees On The Surface Of The Water
Reverse Sideslide (touch water)	Sideslide with Back Towards Boat, One Hand Touching Water
Heelside and Toeside Bunny Hop	Jump Off The Water To Get Air Without Wake
Frontside Lipslide	Toeside Approach & Slide Board 90 Degrees On The Crest Of Wake (1 second minimum), with the tail of board going over the wake first, and Chest Facing Boat
Backside Lipslide	Heelside Approach and Slide Board 90 Degrees On The Crest Of Wake (1 sec. min.), with the tail of board going over the wake first, and Back Facing Boat
Frontside Boardslide	Toeside Approach and Slide Board 90 Degrees On The Crest Of Wake (1 sec. min.), with nose of board going over the wake first, and Back Facing Boat
Heelside Powerslide	Rotate Board Backside 90 Degrees in the flats with Back Facing Boat.
Surface 180 (front to fakie)	Rotate Board 180 Degrees On The Surface Of The Water From Front To Fakie Position
Surface 180 (fakie to front)	Rotate Board 180 Degrees On The Surface Of The Water From Fakie To Front Position
Surface 360 (frontside and/or backside rotation)	Rotate Board 360 Degrees On The Surface Of The Water (continuous rotation without stopping)
*Heelside Jump (1 wake)	Use Boat Wake To Get Board In The Air & Out Of The Water
*Toeside Jump (1 wake)	Use Boat Wake To Get Board In The Air And Out Of The Water
*Heelside Jump (2 wakes)	Use Boat Wake To Get Board In The Air And Out Of The Water, Clearing Both Wakes
*Toeside Jump (2 wakes)	Use Boat Wake To Get Board In The Air And Out Of The Water, Clearing Both Wakes

* can also be performed switch stance, ie. riding fakie