



SPORT PARKOUR COMPETITION RULEBOOK

Guidebook to Rules and Specifications

version 1.0

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UNITED STATES PARKOUR ASSOCIATION

COMPETITION RULEBOOK

The Competition Rulebook shall remain in effect until a subsequent version has been published by United States Parkour Association.

All revisions to these rules and specifications will be published on the USPK website at www.USPK.org and shall take precedence over the original document.

The USPK Competition Committee shall be responsible for maintaining and updating the Competition Rulebook. The Competition Rulebook is subject to approval by the Board of Directors.

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MEMBERSHIP

Preface

The United States Parkour Association Competition Committee hereafter referred to as “the USPK Competition Committee” or “the Committee” was formed to provide organized sport parkour competitions and give national prominence to the sport of parkour. The following rules were created based on a culmination of professional sport parkour competition knowledge and experience. The USPK Competition Committee reserves the right to change these rules at any time.

All revisions to these rules and specifications will be published on the USPK website at www.USPK.org and shall take precedence over the original document

USPK Competition Committee (2020)

- Travis Lee
- Seth Rujiraviriyapinyo
- Alan Tran (Committee Chair)

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1. Definitions

1.1. Competition Officials

1.1.1 Event Organizer

The Event Organizer is responsible for planning, managing, and organizing events in conjunction with the host facility and its staff. The Event Organizer may perform various functions in accordance to fairness of competition and its competitors' rights. They have the authority to ensure that competitions and its facilities are in accordance with USPK guidelines.

1.1.2 Chief Judge

The Chief Judge presides all aspects of judging a competition in good faith of fair, consistent interpretation and application of the rules. In conjunction with the Event Organizer, the Chief Judge has the authority within a competition area. The Chief Judge is expected to be fully informed and have thorough knowledge of the most up-to-date technical rules defined by the USPK Competition Rulebook.

1.1.3 Event Judge

An Event Judge is designated by the Chief Judge to assist with additional judging responsibilities. Qualified judges are to be announced prior to the start of play for that event.

1.1.4 Chief Course Designer

The Chief Course Designer is responsible for all oversight and aspects of the competition zone. They coordinate with the host facility and competition officials to plan and design the courses, placement of equipment, and course maintenance. They are responsible for checking technical standards for safety.

1.1.5 Medic

The Chief Medic is appointed by the Event Organizer to preside over all aspects of medical inquiries. Have an emergency contact list for local police, hospitals, etc.

1.1.6 Minimum Age of Officials

The minimum age of executive competition officials is eighteen (18).

1.2. Competition Area

1.2.1 Event Arena

The Event Arena is the central area or space used for the sport of parkour. This includes any indoor or outdoor facility, the Competition Zone and Public Viewing Area for the purpose of competition.

1.2.2 Competition Zone

The Competition Zone is the area-of-play for the sport of parkour and its competitions to occur. The Competition Zone includes the area-of-play and all equipment designated and involved with competition for the duration of an event.

1.2.3 Competition Prep Zone

The Competition Prep Zone is an area designated for competitors to gather and remain before the event of a competition. A Competition Prep Zone must not interfere with the Competition Zone.

1.2.4 Call Zone

The Call Zone is an area designated for competitors to remain before proceeding their attempt during an event. A Call Zone must not interfere with the Competition Zone or its play. Competitors in the Call Zone may make

any final preparations before their call.

- 1.2.4.a Each competitor must be ready to leave the Call Zone upon the instruction to do so. Any delay may result in disqualification.

1.2.5 Public Section

A public section is any area open and accessible to people.

2. USPK Hosted Event Requirements

2.1. Evacuation Plan

- 2.1.1 Every event organizing team must consider how to evacuate competitors in the case of severe weather or another emergency. If it is necessary, the evacuation plan may be provided to the competitors.

2.2. Athlete's Rights

2.2.1 Right to Equal Practice

Every athlete has the right to an equal amount of practice time if appropriate to the competition. When the right to equal practice is exercised, a timer must be used to control the duration of athletes during practice time. Failure to comply will lead to an individual's escalation under the Code of Conduct.

2.2.2 Right to Review

An athlete has the right to review the score for any round that they participate in. A review is conducted upon an athlete's request at any time during the round. Any dispute must be settled by officials prior to submission of the final scoring of the reviewed round.

2.2.3 Right to Equal Knowledge

Every athlete has the right to ask questions about rules for the event. The Chief Judge must announce ruling clarifications to all athletes. Athletes who have already completed their course/practice time have the opportunity to challenge rule clarifications, but the Chief Judge makes the final determination.

3. General Rules for All USPK Sanctioned Events

3.1. Safety

- 3.1.1 Sport parkour poses the risk of injury. Competitors, officials, coaches, and others participate in parkour sport competitions at their own risk. The Event Organizer shall be responsible for maintaining safety within the competition area, in the public section of the event arena, and with respect to all activities connected to organization of the event.
- 3.1.2 The Lead Judge shall have the authority to make decisions with respect to any question of safety within the event arena including the competition area. Any official or other individual deemed by the Lead Judge to not be following safety procedures shall be subjected to removal from their duties and/or dismissal from the competition and/or event.
- 3.1.3 The Lead Judge and/or Lead Course Designer shall inspect each course prior to the start of each stage of competition, for the maintenance of technical standards.
- 3.1.4 Only competitors, officials, coaches, and other individuals approved by the Event Organizer are permitted to be in the competition areas. The Event Organizer shall instruct all other individuals to leave.
- 3.1.5 Event officials and judges are required to fulfill their duties in a proper, safe, and competent manner. The Event Organizer will replace officials or judges exhibiting unsafe practices.
- 3.1.6 A qualified medical professional must be on-site for competition.

3.1.6.a The Event Organizer, or approved official, is respon-

sible for communicating any logistics information to the qualified medical professional.

- 3.1.7 Each course and field of play shall be designed so as to minimize extraneous risk of a competitor's fall injuring the competitor or injuring or obstructing another individual.
- 3.1.8 All competitors shall adhere to the event host facility's policies.
- 3.1.9 Competitors cannot compete with a potentially life threatening injury or illness (ie. Broken arms, uncleared concussions, etc).
- 3.1.10 If there are reasons that a competitor is unfit to compete for any reasons, such as an injury or illness, the Lad Judge has the authority to exclude the competitor from the competition. If there is a medical professional present, and is assisting in the competition, the authority must be deferred to the medical professional.
- 3.1.11 USPK is committed to concussion awareness and safe policies. An athlete may be subject to removal from practice or competition. An athlete must be provided a written release by a health care professional before returning to competition after having suffered a concussion or having demonstrated the signs, symptoms, or behaviors consistent with a concussion.
- 3.1.12 Attire worn by competitors should be checked and deemed safe for movement. Clothing must not impede the competitor's movement, vision, or hearing.
- 3.1.13 Hats that obstruct vision shall not be permitted.
- 3.1.14 The use of headphones, of any kind, while a competitor is competing shall not be permitted.

3.2. Eligibility

3.2.1 The Event Organizer may make Terms of the Competition that restrict who is eligible to play in the competition.

3.2.2 Gender Requirements

A competition may be limited to players of a specified gender.

3.2.3 Age Limits

A competition may be limited to players within a specific age range. The Event Organizer must specify the date on which age the players must be of age to play.

3.2.4 Residence Status

A competition may limit entry to players who reside in or were born in a specific state, country, or other geographic area.

3.3. Entry Requirements

3.3.1 The way to enter a competition should specify the starting and end dates. Methods may include completing an online entry form or registered form.

3.3.1.a The procedure may be used to determine when the field of competitors is saturated by accepting entries in the order received or through a qualifier.

3.3.2 Appropriate documentation may be required of competitors for entry. Legal documentation must be accepted including birth certificates, passports, state licenses, or government documents.

3.4. Anti-Doping

3.4.1 The Terms of the Competition may require competitors to comply with an anti-doping policy. It is a matter for the Event Organizer to write and interpret the competition's anti-doping policy.

3.5. Competitor Code of Conduct

- 3.5.1 A competition may set limits or prohibit actions of a competitor through a Code of Conduct. Any inappropriate behavior or penalties may result in a disqualification at the discretion of the Event Organizer and/or Chief Judge.
- 3.5.2 A competition may disqualify a competitor for serious misconduct for acting contrary to the spirit of the game. This applies whether or not there is a Code of Conduct in place for a competition.
 - 3.5.2.a In deciding whether a player is guilty of serious misconduct, event organizers should consider whether the player's actions were intentional and whether the act was significant to warrant disqualification without first giving a warning or applying other penalties.
- 3.5.3 The Chief Judge will have full authority to decide on penalties that apply for a breach of the Code of Conduct. The Chief Judge may be advised by specified individuals of the organizing team.
- 3.5.4 It is not appropriate to penalize a competitor under a Code of Conduct for a breach of a spectator code by the competitor's family or supporters.
- 3.5.5 Penalty Structure
 - 3.5.5.a First Breach - Verbal Warning
 - 3.5.5.b Second Breach - Final warning
 - 3.5.5.c Third Breach or any serious misconduct - Disqualification

3.6. Disciplines

- 3.6.1 Sport parkour competition includes the following disciplines:

- 3.6.1.a Speed
- 3.6.1.b Skill
- 3.6.1.c Style
- 3.6.1.d Chase Tag
- 3.6.1.e Additional Format

USPK recognizes sport parkour as an emerging activity full of differences in movement styles, practices, and intentions. Scoring methodologies and systems may not represent the full breadth of sport parkour and its unique qualities. A diversity of competitions brings new networks, management styles, scoring systems, and perspectives to an evolving community.

4. Course Regulations

4.1. Setting New Courses

Event host facilities are expected to set new courses for a competition. If this is not the case, any individual/competitors shall inform the Lead Judge of this immediately upon discovery. The Lead Judge must appropriately eliminate the courses from the competition or disqualify all competitors who had prior knowledge of the course, or, adjust scores accordingly. If the Lead Judge was not made aware of this prior to the completion of the competition, the results will not be adjusted.

4.2. Design Duty to Athlete-Course Fairness

At all levels of competition, the course designers may only discuss details of the courses and the course design process with official members of the course design team, judges, or members of the event organizing team. Course designers may not discuss any aspect of the course or its process that may provide an advantage to a competitor or an object appearance of impropriety.

4.3. Athlete-Course Interest

Competitors may not work as course designers for a competition they are competing in.

4.4. Course Equipment Safety

Course designers must ensure all equipment is produced with safe build standards and that the course conditions are safe for high level movements (ie. inclement weather, hazardous conditions, structural integrity, crowd placement, lighting, slippery or unsafe material use, or anything which impedes an athletes ability to compete safely at their peak level).

4.5. Course Design Safety

Extensive care should be taken to ensure that a course, its competition area, and its equipment, is safe to compete both

ways.

4.6. Permitting Course for Competition

The entire area of a competition shall be permitted to be used for competing unless clearly marked and notified to athletes.

4.7. Course Marking for Sport

4.7.1 Out of Bounds

Competition Zone boundaries must be marked properly and be maintained so that a competitor near a boundary can determine if they are in or out of bounds.

4.7.2 The course design team may mark the course's boundaries in many ways. Use of stakes, tape, paint, or flags can be placed in position by the course design team. Existing walls or obstacles can be used to define boundaries including the edge of other permanent structures.

4.7.3 Play may be prevented from equipment, obstacles, or other permanent structures that do not belong to the course.

4.7.4 When an existing structure such as a wall is used to define the boundary, the entire object may be a boundary object from which play is not available. The Chief Judge must clarify where the edge of the boundary is, and whether or not a specified surface of the structure is defined in- or out-of-bounds.

4.7.5 The color of the stakes, tape, paint, or flags must be specified prior to the marking of the course.

4.7.6 There may be existing markings already in place that are of a different color on the course. When this is the case, the Chief Judge must notify the competitors during the Course Observation and prior to the stage of competition.

4.7.7 The distance between one marking to another may vary. Ideally it should be possible to see the base of one marking from the next one to determine if play is within bounds. The Course Chief Designer must ensure that all marlins are not obscured by any objects relative to the challenge/course.

5. Event Management

5.1. Check-in

5.1.1 All eligible competitors must individually confirm their presence at the host facility's check-in desk no later than the time specified by the Chief Judge and announced by the Event Organizer. Failure to do so may result in a disqualification - subject to the discretion of the Chief Judge.

5.1.2 The list of competitors participating in a competition must be published thirty (30) minutes prior to the start of the competition. For subsequent stages, the starting list shall be posted after the publication of official results and following the conclusion of any appeals procedures for the previous stage.

5.2. Permitted Individuals for Entry

Only the following persons specified below shall be permitted to enter the Competition Prep Zone or Competition Zone:

5.2.2.a USPK officials and authorized volunteers;

5.2.2.b Event Organizers officials

5.2.2.c Eligible competitors taking part at the current stage of competition

5.2.2.d Other persons specifically authorized by the Chief Judge.

5.2.1 At a Championship event, a "rolling check-in may be utilized where multiple stage events may occur. With a rolling check-in, each competition or stage is assigned a check-in time. Competitors must not enter the Competition Prep Zone, Call Zone, or Competition Zone until the specified time. Failure to check-in prior to entering the Competition Prep Zone may result in a disqualification of the competitor at the discretion of the Chief Judge.

- 5.2.2 Competitors or other individuals permitted to enter the Competition Prep Zone shall remain until the remainder of the competition event. This means that they are not allowed to communicate with persons outside of the competition area, unless specifically authorized by the Chief Judge. Failure to observe this rule will result in a disqualification of the competitor.
- 5.2.3 Communication devices, including but not limited to cell phones, cameras, etc, are now allowed in the Competition Prep Zone.
- 5.2.4 Competitors that have left the Competition Prep Zone may not re-enter.

5.3. Event Participant Behavior

All competitors and other individuals are expected to exhibit respectful, responsible, and appropriate behavior to others.

5.4. Course Observation

- 5.4.1 Prior to the start of a stage or attempt, qualified competitors may be permitted an official observation period during which they shall be allowed to study the challenge(s) or route(s). Specific rules for Course Observation shall be defined in their respective sections for any Sport Parkour competition format.
- 5.4.2 While in Course Observation, all competitors remain under the rules of the Competition Prep Zone. Competitors shall remain in the designated observation area(s) during the official course observation period. Competitors shall not communicate in any way with any person outside of the observation area.
- 5.4.3 Competitors may only seek clarification on the challenge(s), route(s), or stage from the Judges.
- 5.4.4 Competitors shall have no knowledge of the challenge(s) or route(s) other than that obtained during the Course

Observation or that communicated to them by the Judges.

- 5.4.5 It is the sole responsibility of each competitor to fully inform themselves with respect to all instructions regarding the challenge(s) and/or route(s).

5.5. Competition Preparation

- 5.5.1 All competition equipment and the Competition Zone shall be inspected and approved by an authorized official both for safety and compliance with USPK regulations before the competitor shall be permitted to proceed their attempt on the challenge(s) or route(s).
- 5.5.2 On arrival to the Call Zone, each competitor shall make all final preparations for their attempt; such as tying shoes, chalking, etc. Each competitor shall be regarded as entirely and solely responsible for the clothing that they intend to wear during their attempt(s).
- 5.5.3 Each competitor shall be ready to leave the Call Zone and enter the Competition Zone when instructed to do so. Unreasonable delays shall result in a disqualification.

5.6. Course Management

- 5.6.1 The Course Chief Designer shall verify that an experienced maintenance team is readily available throughout each stage of the competition in order to perform any maintenance or repairs requested by the Chief Judge. Safety procedures shall be strictly enforced.
- 5.6.2 At the instruction of the Chief Judge, the Course Chief Designer shall immediately arrange for any repair work. On completion of a repair, it shall be inspected by the Course Chief Designer. The Chief Judge will decide whether the repair results in any unfair advantages or disadvantages to the following competitors. The deci-

sion of the Chief Judge to continue, stop, or to restart a stage of the competition shall be final. No appeal shall be accepted in respect to this decision.

5.7. Technical Incidents

5.7.1 A technical incident is defined as any occurrence that results in a disadvantage or unfair advantage to a competitor, which is not the result of an action on the part of the competitor. Examples include:

- a) Broken equipment;
- b) An open wound;
- c) Failure of a timing system;
- d) Lack of readiness of an event official, judge, etc

5.7.2 It is the competitor's responsibility to ensure that their clothing is properly secured. There shall be no grounds for a technical if any of these items impede the competitor.

5.8. Termination of Attempts

5.8.1 The attempt of a competitor on a course shall be considered terminated if they:

- a) Exceed the permitted time for an event;
- b) Makes use for competition any part of equipment or features that have been marked against use for competition;
- c) Uses any artificial aid.

6. Sport

6.1. Definition

An activity involving physical exertion and skill in which an individual or team competes against another or others for entertainment.

6.2. Procedure of Competition

Must have clearly defined rules for the competition, a ranking of how participants performed, and the same course conditions for all participants within the same division/ranking.

6.3. Methods for Stopping Play

6.3.1 The Chief Judge may stop play based on safety concerns or fault of the equipment, or other external factors.

6.3.2 If competitors are actively participating the Event Officials need to guide the competitors to stop in a way that does not put the competitor at risk.

7. Skill

7.1. Event Definition:

- 7.1.1 Multiple Parkour Skill Challenges and Challenge Stations are set up around the competition area and will be scored based upon completion within the specified attempts or timeframe. Each Skill Challenge may have multiple levels of difficulty.

7.2. Additional Definitions:

7.2.1 Skill Challenge

A specific set of defined moves to be completed on a set of obstacles that has a defined pass/fail judging system

7.2.2 Skill Challenge Category

Skill challenge moves are typically divided into the following categories: jumps, landings, vaults, rolls, swings, climbs and can be designated as a category (preferred) or specific move.

7.2.3 Challenge Station

An area or set of obstacles used for all levels of a skill challenge. All skill challenges at a Challenge station should be varying levels of the same skill challenge category or combination of categories. For example, Station A focuses on Swing, Station B focuses on Vaults.

- 7.2.4 Vault including but not limited to kong vault (cat pass), monkey vault, dash vault, step vault, lazy vault, thief vault, reverse vault

- 7.2.5 Swing including but not limited to underbar, lache, toe shoot

- 7.2.6 Jump including but not limited to stride jump, plyo jump, standing jump, tic tac

7.2.7 Roll including but not limited to ground roll, dive roll, thread roll, backward roll

7.2.8 Landing

7.2.8.a Controlled Landing - Landing on an obstacle with any part of the foot, athlete must demonstrate balance approved by the judge for completion.

7.2.8.b Precision Stick Landing - Landing on an obstacle without feet moving from the initial landing point. Requires heels off the edge of the obstacles.

7.2.9 Climb including but not limited to cat hang (arm jump), pole cat, dyno, climb up, top out

7.3. Scoring

7.3.1 Athletes are awarded Skill Points for the highest level of difficulty they complete in each Challenge Station as defined by the Chief Judge.

7.4. Scoring Procedures

7.4.1 Judging Format

Challenge Station judges will submit scores to the Chief Judge to determine calculate final scores and ranking

7.4.2 Total Score

Sum of top highest difficulty per Challenge Station

7.5. Judging Criteria

Event Judges and the Chief Judge will be responsible for determining the success or failure of each participants attempt for a Skill Challenge

7.6. Rerun

In the case of factors outside the influence of the participant, a Qualified judge may grant a rerun

7.7. Did Not Finish (DNF)

If the athlete is unable to complete the course due to their own means, their attempt will be scored as DNF.

7.8. Tiebreaking

In the case that athletes have the same score at the end of a round, the Chief Judge may allow a tie-breaker round in which participants will have equal attempts to complete a skill challenge determined by the Chief judge. The tie breaker skill challenge can either be a new skill challenge, or giving athletes the choice to retry any incomplete skill challenges.

8. Speed Format

8.1. Event Definition

- 8.1.1 Speed is a Sport Parkour competition of speed against the clock to complete a given task in the shortest amount of time possible.
- 8.1.2 The basic form of Speed Parkour is a race conducted with forms of movement. Competitors are timed for their qualified completed runs.
- 8.1.3 This event may consist of multiple courses.

8.2. Scoring

- 8.2.1 The starting and ending specifications must be clearly stated to all participants prior to the practice time.
- 8.2.2 Start Time is designated by the instant in which any portion of the participant's body crosses the plane of the closest edge of the designated start line.
- 8.2.3 Finish Time is designated by one of the following options listed in recommended order:
 - 8.2.3.a Laser or video timer (Photo finish);
 - 8.2.3.b The instant in which the participant's hand or foot makes contact with a specified marker;
 - 8.2.3.c The instant in which any portion of the participant's body crosses the vertical plane of the closest edge of the designated start line.
- 8.2.4 Body parts allowable for start and finish time may be designated by the Chief Judge. Rulings must be designated and communicated to all qualifying athletes of the course prior to the end of the first heat's practice time.

8.3. Scoring Procedures

8.3.1 Judging Format

The participants time is to be recorded as the difference between their start time and end time measured to a minimum granularity of .01 seconds.

8.3.2 Total Score

The sum of each athlete's times across all courses involved.

8.4. Judging Criteria

Prior to the start of play for all participants all definitions about start time, finish time, zone of play must be defined and stated to all participants and judges

8.5. Rerun

In the case of factors outside the influence of the participant, a Qualified judge may grant a rerun

8.6. Did Not Finish (DNF)

If the athlete is unable to complete the course due to their own means, their attempt will be scored as DNF.

8.7. Tiebreaking

The Chief Judge may have participants execute an additional attempt in one of the following:

8.7.1 One new course that offers all tied competitors an equivalent opportunity for scoring.

8.7.2 A modified version of one of the previous courses that all tied competitors had equivalent opportunity

8.7.3 One of the previous courses that all tied competitors had equivalent opportunity.

9. Style Format

9.1. Definition

Style is a Sport Parkour competition where competitors demonstrate their ability to create, execute, and perform a series of parkour and freerunning moves in a cohesive run, judged on a variety of criteria involving execution, composition, and difficulty.

9.2. Additional Definitions

9.2.1 Judging Zone

This is the location designated by the Chief Judge where the Qualified Judges will be judging a competitors run.

9.2.2 Composition

In a competitor's run, the variety of moves used, how the competitor chooses to interact with the environment, and how they choose to connect their moves

9.2.3 Difficulty

Is how hard it is to connect moves, the skill level required to be able to perform the moves, and the environment in which the moves were done

9.2.4 Execution

Is how cleanly a move was executed. The landing technique can vary depending on the athlete's Composition.

9.3. Scoring

9.3.1 The scoring criteria is defined by the Event Organizer. All rules governing the Style competition must be clearly defined for the Event Judge. Any questions upto the competition must be cleared by the Event Judge.

- 9.3.2 Scoring criteria must be published thirty (30) minutes prior to the competition. For subsequent stages, the scoring criteria shall be posted after the publication of official results and following the conclusion of any appeals procedures for the previous stage.

9.4. Scoring Procedures

9.4.1 Judging Format

- 9.4.1.a A panel of at least 3 Qualified Judges will be tasked with scoring attempts from all competitors
- 9.4.1.b The Qualified Judges must remain consistent for all competitors across all rounds
- 9.4.1.c The Qualified Judges must all be in the designated judging zone.
- 9.4.1.d The Qualified Judges may not discuss performance of the competitor with other judges.
- 9.4.1.e The Qualified Judges must be allocated the same amount of time for submitting scores for all participants and between all judges.

9.4.2 Total Score

- 9.4.2.a Each Qualified Judge must submit their scores to the Chief Judge in the agreed upon timeframe.
- 9.4.2.b The Chief Judge or other designated Event Official will calculate the scores from all judges.

9.4.3 Judging Criteria

Prior to the start of play for all participants all definitions about zone of play, time restrictions, judging panel location, and the scoring criteria must be defined and stated to all participants and judges

9.5. Rerun

In the case of factors outside the influence of the participant, only the Chief Judge may grant a rerun

9.6. Did Not Finish (DNF)

If the athlete is unable to complete the course due to their own means, their attempt will be scored as DNF.

9.7. Tiebreaking

A tie-breaker round may be issued by the Chief Judge

10. Additional Formats (Placeholder)

11. Disqualifications and Infringements

11.1. General Guidelines

11.1.1 Cheating in any form will result in the disqualification of the competitor from the competition and may result in further revocation of their eligibility in USPK competition events.

11.1.1.a For an offense to be considered cheating, it must meet the following criteria:

- a) The athlete must be attempting to gain advantage from their action(s).
- b) The athlete must be aware that they are violating the rules defined by the competition.

11.2. Infringements that may result in the disqualification of the competition include:

11.2.1 The use of non-approved equipment.

11.2.2 Interfering any competitor who is preparing for or is in the act of competing.

11.2.3 Interfering of any official while they are carrying out their responsibilities and duties.

11.2.4 The failure to comply with the instructions of the officials and/or the organizer's officials.

11.2.5 The use of prohibited drugs and/or use of alcohol by a minor, at any point, during the event, including but not limited to, registration, check-in, and any accommodation specifically for the event.

11.2.6 Unsportsman-like behavior, abuse, or insult towards an event organizer, officials, organizer's officials, competitors, or members of the public during the event.

11.2.7 Late arrival to the check-in after the specified closing

time.

- 11.2.8 Coaches found participating in any of the previously mentioned infringements will risk having their organization's team disqualified for that competition and, subject to further revocation of their eligibility in USPK competition events.

12. Appeals

12.1. General Guidelines

- 12.1.1 Appeals can take the form of an allegation of conflict of interest, bias in decision-making, appeal of a decision or score, tampering, and/or other issues of conflict or disagreement. The procedures set forth under this Rulebook govern the process of all appeals. These procedures are intended to facilitate a swift and fair resolution process of USPK competitors. The failure to abide by these procedures could be interpreted as intimidation or harassment.
- 12.1.2 Appeals may be between athletes, participants, competition officials, and sports organizations and can be about anything from issues about athlete eligibility, modification of a decision, or to other serious misconduct.
- 12.1.3 An appeal of any decision must be made by a time determined by policies listed under the format of the competition.

12.2. Resolving an Appeal

12.2.1 Definitions

12.2.1.a Claimant

An individual that is asserting an appeal against a defendant.

12.2.1.b Defendant

An individual or organization for whom an appeal is brought against.

12.2.1.c Affected Parties

Individuals or organizations who may be affected by a change in the action or decision made.

12.2.2 Dispute Identification

The Claimant submits an appeal against a Defendant for various reasons to the event officials. The Claimant submitting the appeal should be able to identify the exact decisions being disputed, which party made the decisions, and why the decisions should be a cause of an appeal.

12.2.3 Policy

The Competition Organization will refer to their internal appeal resolution to identify the existing policies that may have jurisdiction over the current appeal. If the mechanisms are incomplete, the Competition Organization may refer to an external third party for mediation.

12.2.4 Administration

- 12.2.4.a The appeal process should have a neutral administrator that can act as a liaison between both parties so that the Claimant and the Defendant do not need to interact directly, appeal procedures can ensure fairness throughout its process, and that there are no conflict of interests in the mediation of the appeal.
- 12.2.4.b The administration of an appeal includes appointing a Panel that is responsible for reading any exchanged documents, listening to any arguments at the hearing, and to determine the outcome to the dispute. The role of the Panel is not to find a compromise or to make involved parties happy. The Panel is limited to making a decision that is permitted by the policy being used. The Panel is expected to follow the policies and issue a decision within reason.
- 12.2.4.c It is recommended that there be three to five voting members of the Panel. Members of the Panel shall be neutral parties that are not directly involved in the

appeal.

12.2.4.d The role of administration is to review and select the policy to be used, administer a decision consistent with enacting the policy, and choose a format for the appeal which typically involves an exchange of documents and an in-person hearing.

12.2.5 Mediation

The act of mediation is possible at any point in the process if involved parties identify that they are open to mediation and find a compromise to the appeal.

12.2.6 Submissions

Hearings may involve the exchange of records, notes, and documents between the parties. Each party can present evidence that they feel supports their case for the appeal to be resolved in their favor. The evidence must first be submitted to the Panel prior to a hearing.

12.2.6.a Order of Submissions

- a) The Claimant is the first to submit any evidence to the Panel.
- b) The Defendant is offered an opportunity to respond with "response material" to the Claimant's evidence.
- c) The Claimant is given a final opportunity to submit any "rebuttal material" to the Defendant's response material.
- d) Once the hearing process begins, it may continue even if one party chooses not to submit or respond with evidence.

12.2.7 Hearings

Oftentimes, there is no need for the parties to commu-

nicate together on a hearing unless new information is being added or the Panel believes that either party will have questions to ask the opposing party directly.

During a hearing, the Panel will rule a decision after weighing the evidence and listening to both sides of the appeal.

12.2.7.a Hearing Mediums

- a) Conference Call
- b) Digital Exchange
- c) In-person

12.2.7.b Competition officials are expected to attend the hearing.

12.2.8 Decision

Following the ruling of a hearing, all parties involved in the appeal must be issued a written notification of the Panel's decision as swiftly as possible. If there are time constraints, the Panel may issue an oral decision with the reasons to come later. The Panel may also need to send the decision to the USPK Competition Committee.

13. Guideline Revisions (Placeholder)

14. Appendix (Placeholder)

15. Resources (Placeholder)

★ BECOME A MEMBER ★

Become a member to support our mission. Be strong to be useful. Together we can strengthen our community, raise awareness, educate the general public, protect the integrity of the sport, guide and represent parkour in the United States. Our membership benefits include:

- Nationwide voting on relevant topics
- Discounted parkour insurance
- Access to national network of USPK members
- Member committees
- Starting special interest groups

