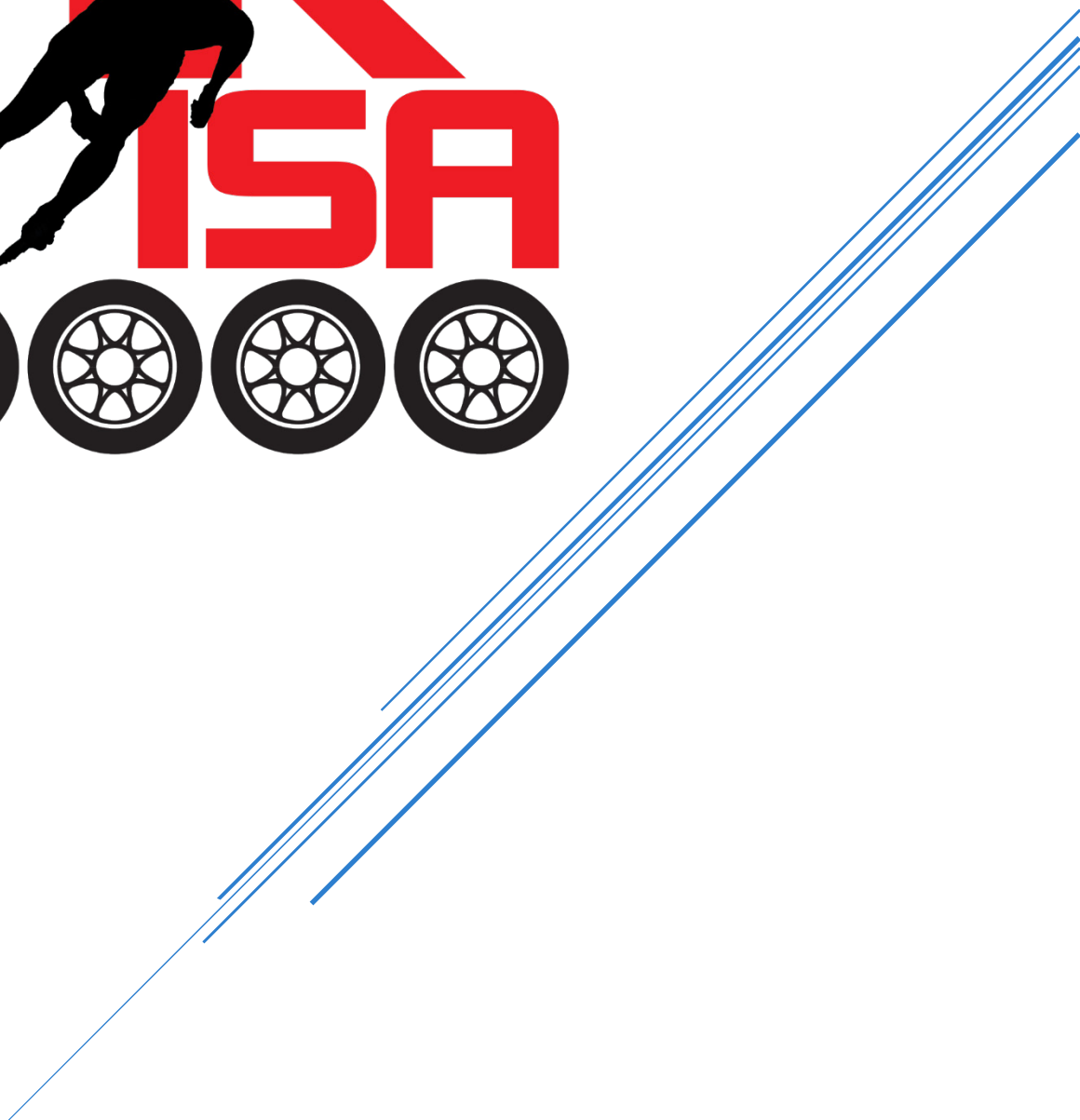


ROAD RACE RULEBOOK 2026

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1. General Rules

1.1 Purpose and application

This Rulebook applies to all speed skating competitions organized under this event. It governs participant conduct, venue use, equipment, race procedures, judging, and penalties.

1.2 Venue control

Only skaters, judges, officials, medical teams, and other persons authorized by the Chief Judge may enter the racecourse during competition. No unauthorized person may remain on the course or interfere with the conduct of the race.

1.3 Closed circuit rule

The racecourse is a closed circuit. Pedestrians or spectators must not follow, enter, cross, or move along the racecourse during the race.

1.4 Insurance

All participants must arrange their own insurance before taking part in the competition. The organizer is not responsible for any personal accident, injury, loss, damage, or medical expense.

1.5 Safety responsibility

Each skater is solely responsible for ensuring that his or her equipment and participation condition are safe and compliant with this Rulebook. Skaters who fail to comply may be refused to start or disqualified.

2. Course and Timing

2.1 Direction of the race

For closed-circuit road races, the direction of the race shall be counterclockwise unless otherwise announced by the organizer.

2.2 Road race profile

Road races may include uphill and downhill sections. Skaters must remain alert and race with due care according to the course conditions.

2.3 Start line

The start line shall be clearly marked with a white line five (5) centimeters wide and must not be placed on a bend. Where a second line is used, it must not be white or dashed.

2.4 Finish line

The finish line shall be a white line five (5) centimeters wide. The inner edge of the line in the direction of arrival shall be the geometric line used to determine the finish.

2.5 Finish judgment

The ranking of skaters shall be determined by the point at which the first wheel of the first skate crosses the finish line. If the first skate is not in contact with the ground, the leading point of the first wheel of the second skate shall be used. If a skater falls at the finish and crosses the line without either skate on the ground, the first part of the first wheel of the second skate decides the placement.

2.6 Timing method

Race timing shall be recorded by chip timing, subject to official validation and any backup timing procedure adopted by the organizer. Where automatic and manual systems are both used, the official result shall be determined according to the system designated by the Chief Judge.

2.7 Cut-off time

A cut-off time may be imposed for each event. Any skater who exceeds the time limit shall be directed by officials to leave the course and, where applicable, board the designated bus or otherwise retire from the race.

2.8 Transponders and chips

Where chip timing is used, each skater must wear or carry the transponder or chip in the manner prescribed by the organizer. Skaters are responsible for ensuring the chip is correctly attached and functioning before the start.

3. Skater and Equipment

3.1 General equipment rule

Each skater is responsible for complying with the equipment requirements in this Rulebook. Non-compliance may lead to refusal to start or disqualification.

3.2 Racing suit

Skaters must wear the correct racing suit, team uniform, or event shirt as required by the organizer. Skaters who are not properly equipped shall not be allowed to start. Skaters must also wear the appropriate racing attire during medal presentation unless otherwise instructed.

3.3 Helmet

The helmet must be a hard-shell helmet with international certification. The headgear must have a regular shape and must not have protrusions or sharp ends. The helmet must be well fastened at all times while the skater is on the racecourse. A skater who removes or unfastens the helmet at any time on the course is disqualified by technical fault (DQ-TF).

3.4 Protective gear

Protective gear such as elbow pads, knee pads, wrist guards, and other guards is optional unless otherwise specified by the organizer for a particular event or category.

3.5 Skates

The skate must not exceed fifty (50) centimeters in length. Skates must be firmly attached to the shoes and axles must not protrude beyond the wheels. The maximum diameter of the wheels must not exceed one hundred and twenty-five (125) millimeters. For some particular event or category, wheel diameter must comply with the specific technical regulations.

3.6 Race numbers

Skaters must wear race numbers in the position required by the organizer. Skaters who do not wear the correct race numbers shall not be allowed to start unless expressly authorized by the Technical Commission or Chief Judge.

3.7 Other equipment

Heart rate monitors and watches are allowed unless otherwise prohibited. Radios, earphones, and any device that distracts the skater or interferes with fair competition are prohibited. The judge may require a skater to remove any item that, in his or her judgment, may present a danger to the skater or others.

4. Race Administration

4.1 Call area

Skaters must be present at the Call Area when called by the official announcer or at least fifteen (15) minutes before the start of the race, whichever is earlier. If a skater does not answer after being called twice at one-minute intervals, the skater shall be recorded as DNS.

The skater must present with complete equipment and race numbers correctly positioned. The judge controls presence, confirms the place on the start line, and checks the conformity of race equipment, race numbers, transponders, and wheel size.

4.2 Start line order

The start line order shall be determined by computer draw unless the organizer announces another approved method.

4.3 Start procedure

The start signal is given when the skaters are standing behind the start line at approximately fifty (50) centimeters apart. The rows of skaters are to be approximately fifty (50) centimeters from each

other. The Starter gives the start through two (2) commands: "ATTENTION" and then the firing of the starting gun or other approved signal.

On the order of the Starter or Chief Judge, the start procedure must be repeated where the fall of one (1) skater causes the fall of two (2) or more within one hundred (100) meters of the start line.

4.4 False start

The Starter signals a false start (FS) by showing a yellow card to the skater. A second false start by the same skater in the same race is signaled with a red card and results in disqualification. Cards are shown in two steps: first to the skater and then raised clearly in front of the skater.

Where one skater causes a false start and other skaters follow, only the first skater is penalized. If a false start occurs, the Starter calls the skaters back to the start line (with one or two gunshots or whistle signals) and the start procedure is repeated.

4.5 Neutralization

When a small part of the racecourse becomes unsuitable because of a minor incident, fall of one or a few skaters, minor injury, or slight weather condition, the Chief Judge may neutralize the race. Neutralization is signaled by all race judges entering the course and shaking a blue flag (50 cm × 40 cm). At this time skaters must reduce speed and keep their position in the pack. Distanced skaters may join the pack, but must stay at the end of the pack.

Judges take position to protect and mark the unsuitable area or injured skater(s). The race restarts when the Chief Judge instructs the Jury to leave the course and return to their positions.

In a neutralization due to a fall, the fallen skater(s) may not continue the race when it restarts. Neutralization is not allowed during the last 1,000 meters of the race and may not last longer than four (4) minutes. A maximum of two (2) neutralizations per race is allowed; if a third incident occurs, the race must be stopped.

4.6 Stop of the race

The Chief Judge may stop the race where:

- ground or weather conditions hinder the normal performance or continuation of the race;
- a significant group of skaters falls;
- a serious injury occurs that requires first aid or evacuation of at least one skater.

The Chief Judge is responsible for communicating whether the race will resume or restart and when this will occur.

4.7 Resume of the race

If a race is stopped and can be resumed on the same competition day, the race resumes with the same situation as at the moment of the stop:

- only the skaters who were competing at the stop may participate;
- the number of laps remaining to run is preserved;
- any assignation of points or elimination is preserved;
- if a skater or group leads the race with an advance or breakaway, that advantage is restored;
- the pack starts from the start line;
- points obtained in the first part of the race are conserved;
- fallen skaters at the time of the stop may not continue the race when it resumes;
- skaters already disqualified (DQ-TF / DQ-SF / DQ-DF) may not participate in the resumed race.

4.8 Disqualified skater (DQ-SF / DQ-DF)

When skaters are disqualified for sports faults (DQ-SF) or disciplinary faults (DQ-DF), they are not ranked, and the following skater takes their place.

4.9 Withdrawn skater

A skater who abandons the race for any reason is ranked in inverse order of withdrawal. A skater who decides to quit may inform a member of the Jury, so that they are ranked accordingly; if not, they may be ranked last.

5. Faults and Penalties

5.1 Definition of faults

Faults are divided into technical faults, sports faults, and disciplinary faults. The Chief Judge decides whether a fault is a disciplinary fault.

5.2 Technical faults

Technical faults relate to uniform, competition number, transponder, skates, wheel size, and any other technical requirement. The skater in fault is disqualified by technical fault (DQ-TF).

Technical faults include:

- not wearing the correct racing suit or team uniform where required;

- incorrect or missing race numbers;
- failure to wear or correctly attach the transponder;
- non-compliant skates or wheels (e.g., exceeding maximum skate length or wheel diameter);
- removing or unfastening the helmet;
- failing to wear a helmet of the required standard.

5.3 Sports faults False start

As per 4.4, the first false start is recorded as FS1; a second false start by the same skater results in disqualification.

5.4 Exit of the race course

Skaters must not skate on the ground outside the line delineating the course. Skaters who voluntarily leave the course to gain advantage or positions are disqualified (DQ-TF). Judges decide whether this rule applies during a mass fall or when a skater leaves the course to avoid a crash.

5.5 Sports faults

Sports faults are voluntary actions against fair play that give an unfair advantage. The Chief Judge may disqualify a skater for a sports fault (DQ-SF).

A skater who receives three (3) warnings in a race (accumulated in qualification heats and finals) is disqualified by sports fault (DQ-SF). A skater who commits a fault considered voluntary and dangerous is also disqualified by sports fault.

Examples of sports faults include:

- voluntarily leaving the racecourse without permission;
- voluntarily shortcutting the racecourse and returning at a later point to gain advantage;
- not respecting the counterclockwise direction of the race where taking advantage or positions;
- sports faults during the start procedure that may influence the outcome of the race;
- fault against a skater in a qualifying position in a qualifying round, even if the affected skater is advanced by the Chief Judge.

5.6 Specific sports faults

The following are considered sports faults:

- grabbing;

- hiping (intentional use of hips to gain advantage or disrupt another skater);
- jamming (suddenly slowing down so that trailing skaters run into each other);
- holding (delaying an opponent by using hands, arms, or legs);
- interference (skating with arms or elbows extended, or using hands or shoulders to interfere with another skater);
- pulling (hauling another skater toward or into a particular position);
- shuttle skating (abnormal side-to-side movement to hinder a trailing skater).

5.7 Sports fault – trajectory and obstruction

Skaters must reach the finish line along the shortest imaginary line. Skaters may not push, obstruct, or help another skater, or let themselves be taken in tow. The passing of other skaters must not cause difficulty to others.

The leading skater must not obstruct the runner-up and must continue in a straight path without loops or lateral deviations. In the final sprint, when several skaters approach the line together, they must reach the finish line through reasonable trajectories.

Where a skater voluntarily obstructs and causes difficulty to the runner-up in the final sprint with loops or lateral deviations, a reduction in rank (RR) may be applied, provided the skater did not cause a fall or materially affect the placement of others.

The following are considered sports faults by trajectory and obstruction:

- blocking (unnatural methods to prevent another from passing, including zigzagging);
- elbowing;
- pushing;
- riding in (body contact from the outside forcing another skater to the inside);
- riding out (body contact from the inside forcing another skater to the outside);
- shoving;
- tripping (voluntary action that obstructs another's footing);
- weaving (irregular side-to-side movement to block);
- right-of-way disruption (impeding the privilege of leading skaters to an unobstructed track when overtaking lapped skaters).

5.8 Assistance to skater

Skaters are strictly forbidden to give or receive any physical assistance that may give an advantage. After a fall, skaters who are still able to continue must stand up without help from a third party; otherwise they are disqualified for sports faults (DQ-SF). Skaters may receive verbal advice or information from trainers or coaches.

5.9 Warnings

Warnings may be given to sanction sports faults, in addition to faults expressly listed in this Rulebook. Any judge in charge of the race progress may issue a warning, provided he or she immediately informs the Chief Judge. The Chief Judge communicates the warning to the official speaker.

5.10 Reduction in rank

During a race, when a skater commits a fault against one or more opponents, the Chief Judge may apply a reduction in rank (RR). This may be used, for example, during sprints for points or elimination, or where an unintentional finishing act hinders another skater's placement.

5.11 Disqualification

Disqualification measures are decided by the Chief Judge and may be applied as follows:

Disqualification for technical fault (DQ-TF):

- two false starts in the same race;
- voluntarily skating outside the line delineating the course to gain advantage or positions;
- removing or unfastening the helmet;
- failing to meet technical rules (uniform, competition number, transponder, skates, or wheel size);

Disqualification for sports fault (DQ-SF):

- committing one fault considered voluntary and dangerous;
- receiving three (3) warnings in a race (accumulated in qualification heats and finals);
- getting out of the racecourse voluntarily;
- when a skater leaves the racecourse without the Jury's permission or against the Jury's directions and this disturbs the race being held, the skater in fault is disqualified by sports fault (DQ-SF); if this action represents assistance to a teammate, the team fault rules are applied;
- voluntarily shortcutting the racecourse;

- when a skater leaves the racecourse and returns to the race at another point to take advantage or gain positions, unless instructed by the Jury, the skater in fault is disqualified by sports fault (DQ-SF);
- not respecting the direction of the race, when the skater takes advantage or gains positions;
- sports faults during the start procedure (rounds, semi-finals, and finals) that may influence the outcome of the race;
- a fault against a skater in qualifying position, in a qualifying round, where the victim skater is advanced to the next round by the Chief Judge;
- voluntarily benefiting from physical assistance from another skater in order to gain an advantage or positions;
- when, in case of a fall, a skater is unable to stand up and continue and receives physical assistance from a third party;
- when a skater voluntarily provides physical assistance to another skater to give that skater an advantage;
- when, in case of a fall, a skater who is unable to stand up and continue voluntarily provides physical assistance and is sanctioned for that act.

Disqualification for disciplinary fault (DQ-DF):

- any serious act of aggression or violence against another person;
- repeated or flagrant abuse of officials or participants;
- any other act considered a disciplinary fault by the Chief Judge and confirmed by the Disciplinary Commission.
- Disqualified skaters (DQ-TF, DQ-SF, DQ-DF) are not ranked in the affected race or stage, or are ranked at the end of the results as disqualified, depending on the nature of the fault.

5.12 Official remarks

The Chief Judge shall apply the sanctions and ensure they are made public. Sanctions shall be notified on the official results of the race as follows:

- (W1), (W2) for one or two warnings.
- (FS1) for the first false start.
- (RR) for reduction in rank.
- (DQ-TF): disqualified for technical fault; the disqualified skater is ranked at the end of the heat or round.

- (DQ-SF): disqualified for sports fault; the disqualified skater is not ranked and is placed at the end of the official results as disqualified. In the case of a general ranking, the skater does not receive any points.
- (DQ-DF): disqualified for disciplinary fault; the disqualified skater is not ranked and is placed at the end of the official results after disqualifications for sports fault. In the case of a general ranking, the skater does not receive any points.
- (DNS): did not start.
- (DNF): did not finish.

6. Discipline and Conduct

6.1 Disciplinary faults

Disciplinary faults are faults against fair play and proper conduct. A disciplinary fault occurs where a skater, coach, team official, or delegation member behaves in a manner intended to injure, threaten, insult, intimidate, or seriously undermine the orderly conduct of the competition.

A disciplinary fault may arise from a deliberate act, a sudden act of aggression, or any other serious misconduct judged by the Chief Judge to require disciplinary handling. The Chief Judge shall decide whether the matter should be referred to the Disciplinary Commission.

6.2 Fair play

Fair play means respect for opponents, officials, rules, and the spirit of the sport. It requires participants to compete honestly, avoid cheating or simulation, accept defeat with dignity, and celebrate victory with respect.

All skaters must take part in races in a fair, respectful, and sporting manner. A skater showing serious unsporting behaviour, a clearly negative attitude, or conduct incompatible with the event may be sanctioned, excluded from the competition, or removed from a race.

6.3 Profanity

The use of profanity, abusive language, insulting expressions, or offensive gestures during any part of the competition is not accepted. Such conduct may be treated as a disciplinary fault.

Where the conduct is minor, the Chief Judge may issue a warning. Where the conduct is repeated, directed at an official or participant, or is otherwise serious, the matter may be referred for disciplinary action.

6.4 Aggression

Any physical aggression, attempted aggression, threatening conduct, or deliberate act intended to cause fear, injury, or disorder is prohibited. This includes aggression toward another skater, official, volunteer, medical personnel, spectator, or any other person connected with the event.

It is the responsibility of the Chief Judge to determine whether the conduct amounts to aggression and therefore constitutes a disciplinary fault (DQ-DF). In serious cases, the matter shall be referred immediately to the Disciplinary Commission.

6.5 Failure to follow officials' instructions

All participants must comply promptly with the instructions of the Chief Judge, judges, starter, official announcer, medical personnel, and other authorized event officials. Failure or refusal to comply may result in warning, disqualification, removal from the course, or referral to the Disciplinary Commission, depending on the seriousness of the conduct.

This includes failure to obey instructions relating to safety, course control, start procedures, neutralization, stopping of the race, cut-off arrangements, and withdrawal from the course after official direction.

6.6 Misconduct against the Jury

Any offense, abuse, threat, intimidation, or violence directed toward any member of the Jury before, during, or after the competition is prohibited. Any member of the Jury affected by such conduct may immediately report the matter to the Chief Judge.

Any official appointed to the event who is affected by serious misconduct is also entitled to refer the matter for disciplinary consideration. The Chief Judge shall, where appropriate, place the matter before the Disciplinary Commission.

6.7 Disciplinary procedure

It is the responsibility of the Chief Judge to refer disciplinary matters to the Disciplinary Commission. Any skater, coach, delegate, team member, or official delegation member who commits a disciplinary fault may be subject to disciplinary proceedings.

Any member of the Technical Commission or Jury who observes a disciplinary fault may report the matter to the Chief Judge for referral. Pending the decision of the Disciplinary Commission, the Chief Judge may take immediate temporary measures necessary for safety, race order, or venue control.

6.8 Progress of the Disciplinary Commission

Where a skater or member of an official delegation is alleged to have committed a disciplinary fault, the Disciplinary Commission shall convene the person concerned. That person shall be given

an opportunity to appear before the Disciplinary Commission and may be accompanied by an official of the delegation where applicable.

The President or Chair of the Disciplinary Commission shall present the facts complained of. The person concerned, or the accompanying delegation official, shall then be given an opportunity to respond and present a defence before a decision is made.

6.9 Disciplinary measures

The Disciplinary Commission may impose one or more of the following measures:

- warning;
- disqualification from the race;
- exclusion from the remainder of the competition;
- suspension for a specified period;
- removal of accreditation or credential;
- any other proportionate disciplinary measure permitted by the event regulations.
- In deciding the appropriate sanction, the Disciplinary Commission may consider the seriousness of the conduct, safety implications, whether the conduct was repeated, and whether it affected the fairness or orderly running of the competition.

6.10 Exclusion from the competition

In the case of a very serious infringement, any skater or member of the official delegation may be excluded from the remainder of the competition by decision of the Disciplinary Commission. In such case, the person's credential card or accreditation may be withdrawn immediately.

Exclusion from the competition may be applied in addition to disqualification from a race or other disciplinary measures. Where necessary for safety or event control, the Chief Judge may require the person concerned to leave the competition area pending the formal disciplinary decision.

