

2015-2016 Rule changes FISAC

In red are the old rules from 2013-2014

In green are the new rules for 2015-2016

Additional interpretation (Chapter 3, Section 3d: Judging Multiples): Multiple under of a skill cannot be counted less in difficulty than the single bounce of the same skill. Example: Backward TS - level 3, double under into backward TS is also level 3.

Chapter 1 Judges Section 2 Judging requirements
Countries that are competing for the <u>first time</u> do not have to supply any judges, <u>but are required to actively participate in any judges course and in any judges exam that takes place during the event, in order to gain FISAC-IRSF level 4 qualified judges for the next international competition.</u>

Chapter 1 Judges Section 3 Illness of a judge
In the case of illness of a judge, it is the responsibility of the respective National Rope Skipping Organization to arrange a substitute judge <u>with suitable qualifications.</u>

Chapter 1 Article 3 Number of judges
<ul style="list-style-type: none">• 1 Head Judge,• 5 Difficulty Judges,• 5 Presentation Judges,• 3 Mistake Judges and• 3 Required Elements Judges
<ul style="list-style-type: none">• 1 Head Judge,• 5 Difficulty Judges,• 5 Presentation Judges,• <u>3 Required elements judges</u> <p><u>The head judge, the presentation and required element judges all count the mistakes</u></p>

Chapter 1 Article 4 Section 2 Head Judge Responsibilities
<ul style="list-style-type: none">• <u>Checking that a member of both genders (male and female) competes in each event of Open category team competitions.</u>

Chapter 2 Article 1 Section 1 Single rope
<p>In Masters:</p> <p>For every level 2 skill one gets $3/(1.5*1.5*1.5)$ points with a max of 10 points. For every level 3 skill one gets $3/(1.5*1.5)$ point with a maximum of 20 points. For every level 4 skill one gets $3/1.5$ points with a maximum of 30. For every level 5 skill one gets 3 points. For every level 6 skill one gets $3*1.5$ points. An excess of level 3 (4) skills can be converted into 1.5 level 2 (3) skills for each level 3 (4) skill.</p>
<p><u>For every level 2 skill one gets $3/(1.5*1.5*1.5*1.5)$ points with a max of 10 points. For every level 3 skill one gets $3/(1.5*1.5*1.5)$ point with a maximum of 20 points. For every level 4 skill one gets $3/(1.5*1.5)$ points with a maximum of 30. For every level 5 skill one gets $3/1.5$ points. For every level 6 skill one gets 3 points. An excess of level 4 skills can be converted into 1.5 level 3 skill for each level 4 skill. An excess of level 3 skills (number of performed level 3 skills added with the converted number of level 3 skills) can be converted into 1.5 level 2 skills for each level 3 skill.</u></p>

The Required Elements Judge checks **that all required elements were successfully performed.:**

The Required Elements Judge checks **which elements were shown in the routine and gives a a score accordingly.**

The Presentation Judge looks for

- Use of music (on the beat and using accents) (15%)
- Movement (spatial and positional) (5%)
- Form of the body and execution (10%)
- **Impression: entertainment value, originality, special moves, spectacular**

The Presentation Judge looks for

- Use of music (on the beat and using accents) (15%)
- Movement (spatial and positional) (5%)
- Form of the body and execution (10%)
- **Originality** (10%)

Chapter 2 Article 1 Section 2 Double Dutch

The Presentation Judge looks for

- Use of music (on the beat and using accents) (15%)
- Form of the body and execution (10%)
- Movement (spatial and positional) (2.5%)
- Interactions (5%)
- **Impression: entertainment value, originality, special moves, spectacular (7.5%)**

The Presentation Judge looks for

- Use of music (on the beat and using accents) (15%)
- Form of the body and execution (40**7.5%**)
- Movement (spatial and positional) (5%)
- Dynamic interactions (5%)
- **Originality (7.5%)**

Chapter 2 Article 3 Section 3

Mistakes

Each minor (major) mistake results in a deduction of 12.5 (25) points. The highest and lowest mistake scores of the **3 Mistake Judges** and the Head Judge are dropped leaving **2 scores – a, b** which are then averaged. These mistake points are then added to the mistake points from time violation space violation and less than 3 skills in DD resulting in the total mistake points T5. Half of the total mistake points are deducted from the Difficulty score (T1) and the other half from the Creativity score (T4).

Mistakes

Each minor (major) mistake results in a deduction of 12.5 (25) points. The highest and lowest mistake scores of the **5 presentation judges, the 3 required element judges and the Head Judge** are dropped leaving **7 scores** which are then averaged. These mistake

points are then added to the mistake points from time violation space violation and less than 3 skills in DD resulting in the total mistake points T5. Half of the total mistake points are deducted from the Difficulty score (T1) and the other half from the Creativity score (T4).

Chapter 2 Article 4 The Results

Speed events:

The person/team with the highest score for an event has a ranking of 1, the second best score has a ranking of 2, and so on.

In case of a tie of a speed event of m skippers on the nth place all these skippers will be awarded the nth place and the next best skipper will be awarded n+mth place. For example: if 3 skippers have the same speed score and rank 4th for single rope speed, they all get ranking 4. The skipper with the next score gets ranking 7 (n=4, n+m=7). For medals, the actual place is taken into account, so the 3rd best score wins a bronze medal. An example: For scores 96, 96, 95 and 94, the two scores of 96 will both get a gold medal, and the score of 95 will get bronze (as this is the third highest score looking at the value, and this corresponds with a bronze medal).

Freestyles: The ranking both for creativity and difficulty is calculated. The sum of those two rankings are then ranked again, the skipper with the lowest sum gets ranking 1.

In case of a tie in the total freestyle ranking (sum of difficulty and presentation), this will be broken down further by the overall score of the freestyle. E.g. If you have 3 freestyles with ranking 4, the one with the highest total score will get ranking 1, the second one ranking 2, the third one ranking 3.

Chapter 3 Article 1 Section 2 Judging crosses

As some crosses such as the caboose cross, inverse T-toad and the T-toad are extremely difficult to jump out of forwards, the jump out from these skills is credited as Level 3.

As some crosses such as the caboose cross, inverse T-toad and the T-toad are extremely difficult to jump out of forwards, the jump out from these skills is credited as Level 3. This can only be given when the skill is performed in a jumping fashion. Stepping over the rope by stalling the rope immensely is not credited as a level 3 but as a level 2.

A Transition jump such as changing from one cross under one leg and then switching to a cross under the other leg within one rotation of the rope is a **level 4** skill. For example, an inverse toad with the right leg up to a regular toad with the left leg up, crougar left to crougar right and toad left to toad right

A Transition jump such as changing from one cross under one leg and then switching to a cross under the other leg within one rotation of the rope is a **level 3** skill. For example, an inverse toad with the right leg up to a regular toad with the left leg up, crougar left to crougar right and toad left to toad right. This can only be given when the skill is performed in a jumping fashion. Stepping over the rope by stalling the rope immensely is not credited as a level 3 but as a level 2.

A cross-cross combination increases the difficulty by one level such as toad (Left arm in front) to elephant (Right arm in front) is level 2-3, TS (Left arm in front) to AS

(Right arm in front) is 2-3. A combination is only considered a cross-cross if the rope is not jumped in a basic jump between both crosses, such as toad to AS which is 2-2. Rules in this paragraph do not apply to a criss-cross.

A cross-cross of the same skill increases the difficulty by 2 levels unless the cross is a level 1 cross. Examples of the same skill increasing by 2 are forwards TS-TS, AS-AS, CL-CL, elephant-elephant are all level 2-4 and a backwards TS-TS, AS-AS, CL-CL are all level 3-5.

A cross-cross combination increases the difficulty by one level such as toad (Left arm in front) to elephant (Right arm in front) is level 2-3, TS (Left arm in front) to AS (Right arm in front) is 2-3. A combination is only considered a cross-cross if the rope is not jumped in a basic jump between both crosses, such as toad to AS which is 2-2. Rules in this paragraph do not apply to a criss-cross.

A cross-cross of the same skill with both hands behind the back increases the skill with 2.TS, CL and AS forward and backwards.

Chapter 3 Article 1 Section 3 Judging multiples

Landing a multi under in a level 2 skill increases difficulty level by one, landing in a level 3 skill increases the difficulty level by 2 and landing in a level 4 skill increases the difficulty level by 3.

Landing a multi under in a level 2 or 3 skill increases difficulty level by one, landing in a level 4 skill increases the difficulty level by 2.

Chapter 3 Article 1 Section 3 Judging multiples

A multiple under is when a rope rotates more than once around the skipper's body and the skipper's feet do not touch the floor until the last rotation is completed. The jumper has to jump over the last rotation. If the multiple under begins with a side swing the skipper's feet must be off the floor immediately after the rope touches the floor during the first side swing. If not, the level of the multiple will decrease by one.

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Chapter 3 Article 1 Section 4 Judging powers

One level is added to the rope movement for coming out of a power skill into a criss cross. Example of this rule is push up coming out into a criss cross is a level 3.

Chapter 3 Article 2 Section 1 The presentation judge

The Presentation Judge is responsible for judging the use of music (on the beat and using accents) (15%), the movement (spatial and positional) (5%), the form of the body

and execution (10%) and finally the impression and entertainment value, originality, how spectacular the routine was (10%).

The Presentation Judge is responsible for judging the use of music (on the beat and using accents) (15%), the movement (spatial and positional) (5%), the form of the body and execution (10%) and finally **the originality of the routine.**

Chapter 3 Article 2 section 5

What was the overall impression of the routine? Did the routine keep you engaged? Did you see a lot of creative and artistic skills? Were there any special, original or unique moves? Was the routine spectacular or stunning? Was the audience entertained? Would you keep watching this routine even if you didn't have to?

Originality: Unique style and substance.

Style: How is it presented? Choice of music? Topic or Story?

Substance: Percentage of unique, distinctive, new and special elements

Leading Questions: Have you seen a similar freestyle before? Have there been any tricks/ transitions you've never seen before? Did the skipper just do the regular and common tricks? Did the jumper take risks? (Hard releases/powers...?)

- common combinations versus special / extraordinary transitions
- common / old tricks versus new / extraordinary tricks (Especially in DD: Frog/Split versus crazy / new elements)
- same sort of accents versus different kinds of accents (Heavy landings on heavy accents, using the meaning of the lyrics, Slow accent on slow music...)
- exceptionally risky (=big chance of mistake) / hard Releases / Powers / versus safe / regular options Multiples / Transitions

Chapter 3 Article 3 The required elements

In order to get a maximum score for 'single rope variation' skippers need to do the following items:

- **2 clearly separated sets (= at least 3 skills in between that are not a series of crosses) of at least 4 different crosses, which are more difficult than the basic criss-cross, in single bounce or multiples, but not combined (2 points)**
- **2 clearly separated sets (= at least 3 skills in between that are not a series of multiples) of at least 4 different multiples or faster (2 points)**
- **2 different gymnastics (2 points)**
- **2 different powers (2 points) (note: going into and coming out is not considered as 2 power skills)**
- **2 times at least 4 skills done backwards (2 points)**
- **2 releases (2 points)**

In order to get the maximum score for 'single rope variation' you need to score 14 points out of a possible 18 points for a masters freestyle. For the maximum score for a pair or team freestyle you need to score 16 points with a mandatory 2 pairs interactions out of a possible 21 points. Not all elements have to be in the freestyle in order to get the maximum score.

- **For each set of 4 different multiples, which are at least a triple under, you get one point with a maximum of 3 points per routine. These sets do not need to be**

separated from each other. For example, a series of 8 different multiples, triples or faster, is worth 2 points.

- **3 different gymnastics** (3 points) These gymnastics do not need to be separated from each other. For example, a roundoff to backwards salto is worth 2 points for two different gymnastics.
- **3 different power skills** (3 points). (note: going into and coming out of one power skill is not considered as two different power skills, even though you can get two different grades for it from the difficulty judge. For example, double under frog landing in AS for a required element judge is one power skill.
- **3 different speed dances.** (3 points) **SPEED DANCE SEQUENCE:** Skippers perform a variety of footsteps inside Single Rope ropes that are clearly tuning faster.

At least 16 footsteps remarkably faster than the beat of the music need to be involved in each speed dance. Sideswing, multiple under, crossing the arms and other turning skills may be included. However, these skills need to be 'within' the footsteps (not before or after) to be part of speed dance sequence.

For example, "8 steps of speed dance, 2 double unders then a quadruple under" will not be considered as a speed dance sequence unless some speed footsteps were performed after the multiples.

- **3 different releases** (3 points) A release is when the handle is released and either flying through the air or 'hanging' around a body part and then grabbed again by the hand. Laying a rope still on the floor and picking it back up afterwards is not credited as a release.
- **3 different wraps** (3 points) A wrap is when the rope is wrapped around any part of the body causing it to alter the 'normal' rotation of the rope under the feet.

In pair and team freestyle, pairs interactions are required as well: **3 clearly separated** different pairs interactions. (3 points) Clearly separated means that the skippers do at least 1 skill in sync before beginning a second pairs interaction.

The total amount of points (max for master is 14 and for team is 16) is recalculated to 10% of the total score of the freestyle, by multiplying the raw score by 50/14 for master freestyle and 50/16 for team freestyle.

Part B Double Dutch Article 2 Section 2
Movement (2.5%)
Movement (5%)

Part B Double Dutch Article 2 Section 4
<p>Overall impression</p> <p>What was the overall impression of the routine? Did the routine keep you engaged? Did you see a lot of creative and artistic skills? Were there any special, original or unique moves? Was the routine spectacular or stunning? Was the audience entertained? Would you keep watching this routine even if you didn't have to?</p>
<p>Originality</p> <p>Originality: Unique style and substance.</p> <p>Style: How is it presented? Choice of music? Topic or Story?</p> <p>Substance: Percentage of unique, distinctive, new and special elements</p> <p>Leading Questions: Have you seen a similar freestyle before? Have there been any tricks/ transitions you've never seen before? Did the skipper just do the regular and common tricks? Did the jumper take risks? (Hard releases/powers...?)</p>

- common combinations versus special / extraordinary transitions
- common / old tricks versus new / extraordinary tricks (Especially in DD: Frog/Split versus crazy / new elements)
- do we see a variety of turner involvement throughout the freestyle (regular, French/irish, wheel,...) versus the same turner involvement or packed in a short sequence
- same sort of accents versus different kinds of accents (Heavy landings on heavy accents, using the meaning of the lyrics, Slow accent on slow music...)
- exceptionally risky (=big chance of mistake) / hard Releases / Powers / versus safe / regular options Multiples / Transitions

Part B Double Dutch Article 2 Section 5 Dynamic interactions

Is the routine made up of each jumper just doing a few individual skills or is there interaction between the skippers? Interaction can be all the skippers doing fancy feet, easy or complicated switches, giant wheel, turners interacting with skippers, subway, ...

- 0 % the skippers did not interact
- 0.1 – 2 % there was a small amount of interaction between the skippers
- 2 – 4 % there were several interactions between the skippers
- 4 – 5% there were several complicated interactions between the skippers

Is the routine made up of each jumper just doing a few individual skills or is there interaction between the skippers and turners? Interaction can be all 3 or 4 skippers doing fancy feet, easy or complicated switches, giant wheel, turners interacting with skippers, subway under turners ...

- 0 pts the skippers did not interact
- 1 - 3 pts there was a small NUMBER of BASIC interactions between the skippers
- 4 - 6 pts there were several BASIC and some complicated interactions (one or two) between the skippers
- 7 - 8 pts there were several (three to five) complicated interactions between the skippers
- 9 - 10 pts there were a number of complicated interactions (more than six).

Part B Article 3 Double Dutch requirements

In order to get no deduction for lack of 'Double Dutch requirements' the team needs to do the following items:

- 2 power skill series of at least 4 power skills (4 points)
- 4 power skills of a high power level (example: One handed frog, one handed push-up, double under push-up, two footed frog, ...) (4 points)
- 4 gymnastics skills of which at least 1 aerial (3 + 2 points)
- 10 turning skills as turner (2.5 points)
- 5 jumping skills as a turner (2.5 points)

In order to get full credit for required elements, a double dutch routine needs to score 16 points out of a possible 22 points (20 for DD single freestyle, as there are no jumper interactions). To get full credit, at least 6 points need to be earned through different turner involvement skills as described below. The highest possible score without turner involvement is 10.

- 8 different turner involvement skills.(max 8 points- Multiples are not included. For example turning in crougar and turning in double under crougar is not considered to be two different turner involvement skills. Turning Chinese wheel doesn't count either for these turner involvement skills. You don't get credit for this element when turning Chinese wheel.
- 5 different turner/jumper switches.
- 3 different gymnastics of which at least one aerial. A round off to back handspring is worth two points for two different gymnastic skills.
- 1 speed dance (2 points). When completing one speed dance, the team earns two points for this.
- 1 release (2 points). When completing 1 release, the team scores two points for double dutch required elements. A completed release means that at least one handle/end of the rope was released in open air and caught by the handle without causing a delay to the routine. Picking up a handle/end of the rope from the ground after being released is only counted for if the rope is not stopped. ??
- 2 jumper interactions (2 points). Jumper interactions do not include turner/jumper switches. Jumper interactions are at least level 2 skills performed in a way that both skippers interact with each other or need each other to complete the skill.

The total amount of points (max 16) is recalculated to 10% of the total score of the freestyle by multiplying the raw score by 50/16

Because it is possible to score a total of 22 points (20 for DD single freestyle), a team does not have to put all of the above mentioned elements in its routine to still get the maximum of points for required elements.