

# Glasgow Taxis Cup 2018 – Rules Appendix



## Appendix 1- Athletics Rules

<http://www.iaaf.org/about-iaaf/documents/rules-regulations#rules>

## Appendix 2- Badminton Rules

### BAD 3.1 Match Scoring

**BAD 3.1.1** The revised laws of Badminton England as introduced by the BWF in May 2006 shall be used including the Rally Point Scoring System, except as stated below:

**BAD 3.1.2** Each match shall be the best of three games of 21 points except that if the score reaches 20-all the winner is the player/pair with 2 clear points or whose score reaches 30 first.

**BAD 3.1.3** Play shall be continuous from the first service until the end of the match. There shall be NO intervals when a side reaches 11 points in a game, NOR between the first and second games, and NOR between the second and third games.

**BAD 3.1.4** Only when the shuttle is not in play, shall a player be permitted to receive advice during a match.

### BAD 3.2 Match Result

**BAD 3.2.1** The team winning the majority of rubbers shall be the match winner. In the event of a tie on rubbers the fixture is a draw.

**BAD 3.2.2** In the event of a fixture being incomplete due to a late start, with a team at fault, their opposition may claim any rubbers not completed or un-played.

<http://bwfcorporate.com/regulations/>

## Appendix 3- Basketball Rules

<http://www.fiba.com/documents#tab=efb3a7a8-15d1-494b-8070-f55bd809304c>

## Appendix 4- Curling Rules

<http://www.royalcaledoniancurlingclub.org/comps/rules-of-the-game/>

## Appendix 5- Equestrian Rules

Each University will provide a team of four riders that will compete in both dressage and show-jumping. The aim of the competition is for each rider to achieve the best out of an unknown horse in a limited space of time. One rider from each team will each ride one of the four different horses and will effectively be competing against a member from each of the other different universities. Borrowed horses are used for the competition to remove a barrier to participation, as students do not need to own a horse.

Prior to the competition all horses will be demonstrated for both dressage and show jumping. To ensure the competition is fair both sets of horses must be demonstrated by a non-competing person. The show jumping horses are also required to complete the entire jumping round with said person.

For the dressage section of the competition the riders, the first riders on the horse will be given 10 minutes to warm up and everyone after this will all be given 7 minutes to ride the horse, prior to performing the dressage

test. The dressage test that will be used will be the same one that is used for BUCS championship leagues (appendix 1).

For the show jumping part, competitors will be given 5 minutes each to ride the horse and will only be allowed 4 jumps before carrying out their jumping round. The course will be designed under BUCS rules and regulations with the maximum height being 90cm. The show jumping section will be judged on style with the competitor being given a mark out of 10 for each fence as well as collective style marks. A copy of the jumping score sheet can be found in appendix 2.

The running order of the competitors will carry out in the same way that it is done through BUCS competitions. With each team drawing a number that determines when a member of their team is riding each horse. Then each member draws a further letter that determines what horse they ride. This procedure is carried out to make sure the competition is run as fair as possible.

#### Scoring

The rider having the best score on each horse will be given zero penalties and the other riders on that horse will be given the number of penalties equal to the difference between their score and the best score on that horse. This process shall be known as differencing the scores. Eliminated and retired riders shall be given the worst difference penalties of all the riders plus an additional 30 penalties.

For dressage the score is the total, it is given by the total marks to count which is simply a combination of all the scores for each criteria added together. However, for the show-jumping it is slightly more complicated as marks have to be deducted for any refusals or knock downs that take place. Appendix 2 however clearly shows how this is carried out as well as identifying a competitor's total final score given by the overall style mark.

The team's total penalties will be the sum of all four dressage difference penalties and all four show jumping difference penalties. All the results are collected then put together on a scoring sheet (appendix 3). Therefore, the team that wins will be the one with the least penalties after both phases. In the event of tied placing the team with the least collective penalties from the dressage section will take priority.

For the dressage the rules will be run under that of British Dressage and for the Show Jumping the British Show Jumping Association rules will be used. BUCS regulations will also be upheld to ensure the competition runs to the same standard of that as a BUCS competition. A link to the following websites can be found under the links section.

## Appendix 6 – BUCS Dressage Test

The scale of marks is as follows:

10 Excellent  
9 Very Good  
8 Good  
7 Fairly Good  
6 Satisfactory

5 Sufficient  
4 Insufficient  
3 Fairly Bad  
2 Bad  
1 Very Bad

Arena 20m x 40m

Errors over the course are penalised:

1<sup>st</sup> Error 2 marks

2<sup>nd</sup> Error 4 marks

3<sup>rd</sup> Error Elimination

Riders may choose between rising or sitting trot throughout.

Boot No

Horse

1	A  C	Enter at Working trot and proceed down the centre line without halting  Track left	10		
2	H-K	One loop 5m from the track	10		
3	A  AFB	Circle left 20m diameter  Working trot	10		
4	B  E  EHCM	Turn left  Turn right  Working trot	10		
5	M-F	One loop 5m from the track	10		
6	A  K	Circle right 20m diameter  Medium Walk	10		
7	KE  EB  BF  F	Medium walk  Half circle 20m diameter in free walk on a long rein  Free walk on a long rein  Medium walk	10x2		

8	Between F & A Between A & K	Working trot Working canter right	10		
9	E EHCM	Circle right 20m diameter Working canter right	10		
10	MXK Between K & A	Change the rein with a transition to trot at X Working canter left	10		
11	B BMCH	Circle left 20m diameter Working Canter left	10		
12	H EX G	Working trot Half circle left 10m diameter. Halt, immobility, salute. Leave the arena at free walk on a long rein	10		
	<b>Rider</b>				
13		Influence of the rider on the horse – Rhythm, Contact, Impulsion, Straightness	10x3		
14		Effectiveness – Use of weight, leg and rein, aids	10x3		
15		Preparation & Accuracy	10x2		
16		Position and seat of the rider – Balance, Straightness, Position, Harmony, Relaxation	10x4		
		Total	<b>250</b>		
		Penalty Marks to deduct			
		<b>Total marks to count</b>			

Errors of course \_\_\_\_\_

Judge's signature \_\_\_\_\_



**Appendix 7 – BUCS Show Jumping Score Sheet**

**BUCS EQUESTRIAN JUMPING TEST SHEET**

Rider No  Horse Letter

The scale of marks is as follows: 10 Excellent; 9 Very Good; 8 Good; 7 Fairly Good; 6 Satisfactory; 5 Sufficient; 4 Insufficient; 3 Fairly Bad; 2 Bad; 1 Very Bad

Number	1	2	3	4	5	6	7	8	9	10	11	12	B	A Total
Style														
Mark														
Fence Down														
Refusal														

	Co-eff	Mark	Comment
Influence of the rider on the horse – Rhythm, Contact, Impulsion, Straightness	10x3		
Effectiveness – Use of weight, leg, rein and aids	10x3		
Preparation & Accuracy	10x2		
Position and seat of the rider – Balance, Straightness, Position, Harmony, Relaxation	10x4		
	Max	120	
	B Total		

A Total	
B Total	
Less Fences Down	
Less Refusals	
Overall Style Mark	

Each Knockdown	5
1 <sup>st</sup> Refusal	10
2 <sup>nd</sup> Refusal	20
3 <sup>rd</sup> Refusal	Elimination
Error of course	Elimination
Failure to Salute	Elimination
Fall of horse or rider	Elimination
Commencing before bell	Elimination

<b><u>Result Checked</u></b>	<b><u>Yes</u></b>	<b><u>Rider Eliminated</u></b>	<b><u>Yes</u></b>
	<b><u>No</u></b>		<b><u>No</u></b>

INSTITUTION		BUCS EQUESTRIAN 2013/2014 LEAGUE SCORE SHEET																		
CHAMPIONSHIP / TROPHY (please delete)		CHAMPIONSHIP / TROPHY (please delete)																		
Venue:		Dr. Judge																		
Date:		Region (Pls delete extras)																		
Host Institution:		League Number (delete)																		
		A B C D E F																		
		1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22																		
INSTIT	RIDER FIRST NAME	RIDER SURNAME	DRESS HORSE	DRESS SCORE	DRESS COLL. MARKS	DRESS DIFFERENCE PENALTIES	TEAM DRESSAGE PENALTIES	SJ HORSE	SJ STYLE SCORE	SJ COLL. MARKS	SJ DIFFERENCE PENALTIES	TEAM SJ PENALTIES	TOTAL INDIVIDUAL PENALTIES	TOTAL COLL. MARKS	INDV. PLACE	INDV. POINTS	TOTAL TEAM PENALTIES	TEAM PLACE	TEAM POINTS	
1													0	0						
2													0	0						
3													0	0						
4													0	0			0			
5													0	0						
6													0	0						
7													0	0						
8													0	0			0			
9													0	0						
10													0	0						
11													0	0						
12													0	0			0			
13													0	0						
14													0	0						
15													0	0						
16													0	0			0			





**Appendix 10- Football Rules**

[http://www.fifa.com/mm/Document/FootballDevelopment/Refereeing/02/36/01/11/LawsofthegamewebEN\\_Neutral.pdf](http://www.fifa.com/mm/Document/FootballDevelopment/Refereeing/02/36/01/11/LawsofthegamewebEN_Neutral.pdf)

**Appendix 11-Fencing Rules**

**FEN 3.2** In the event of a tie on hits after the three weapons, the winner will be the team that has won the most weapons.

**FEN 3.3** The two captains, in advance of the match, shall agree the order in which weapons are fought.

**FEN 3.4** In the event of lack of agreement there shall be a draw for the order of weapons. The order of fights shall conform to BF regulations.

**FEN 3.5** Independent referees are preferred for all matches. If an independent referee is not available then the refereeing duties shall be shared between the two teams.

**FEN 3.6** Electrical apparatus shall be used for all matches.

**FEN 3.7** Competitors clothing and equipment shall conform to BF regulations.

**FEN 3.8** Team Captains are required to check the BF licences of the opposing team prior to the start of each league match. Fencers should bring a print out of their confirmation on the BF website.

**Appendix 13- Hockey Rules**

<http://www.fih.ch/media/8997802/rules-of-hockey-2015.pdf>

**Appendix 14- Netball Rules**

[http://www.netball.org/images/documents/rules/ifnaofficialnetballrules2011\\_for\\_website.pdf](http://www.netball.org/images/documents/rules/ifnaofficialnetballrules2011_for_website.pdf)

**Appendix 15- Rugby Rules**

[http://laws.worldrugby.org/downloads/World\\_Rugby\\_Laws\\_2016\\_EN.pdf](http://laws.worldrugby.org/downloads/World_Rugby_Laws_2016_EN.pdf)

**Appendix 16- Snowsports Rules**

- During a round robin points will be awarded:
  - Win = 3
  - Draw = 2
  - Loss = 1
- Winning University will be decided through the following points system:
- Points Available

	<b>Points Available</b>
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<b>Discipline</b>	<i>1st</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
<i>Men's Ski Slalom</i>	4	3	2	1
<i>Women's Ski Slalom</i>	4	3	2	1
<i>Men' Board Slalom</i>	4	3	2	1
<i>Women's Board Slalom</i>	4	3	2	1
<i>Mixed Team Duals</i>	4	3	2	1
<i>Men's Ski Big Air</i>	4	3	2	1
<i>Women's Ski Big Air</i>	4	3	2	1
<i>Men's Board Big Air</i>	4	3	2	1
<i>Women's Board Big Air</i>	4	3	2	1
<i>Men's Ski Rail Jam</i>	4	3	2	1
<i>Women's Ski Rail Jam</i>	4	3	2	1
<i>Men's Board Rail Jam</i>	4	3	2	1
<i>Women's Board Rail Jam</i>	4	3	2	1

## APPLIES TO ALL RACE EVENTS

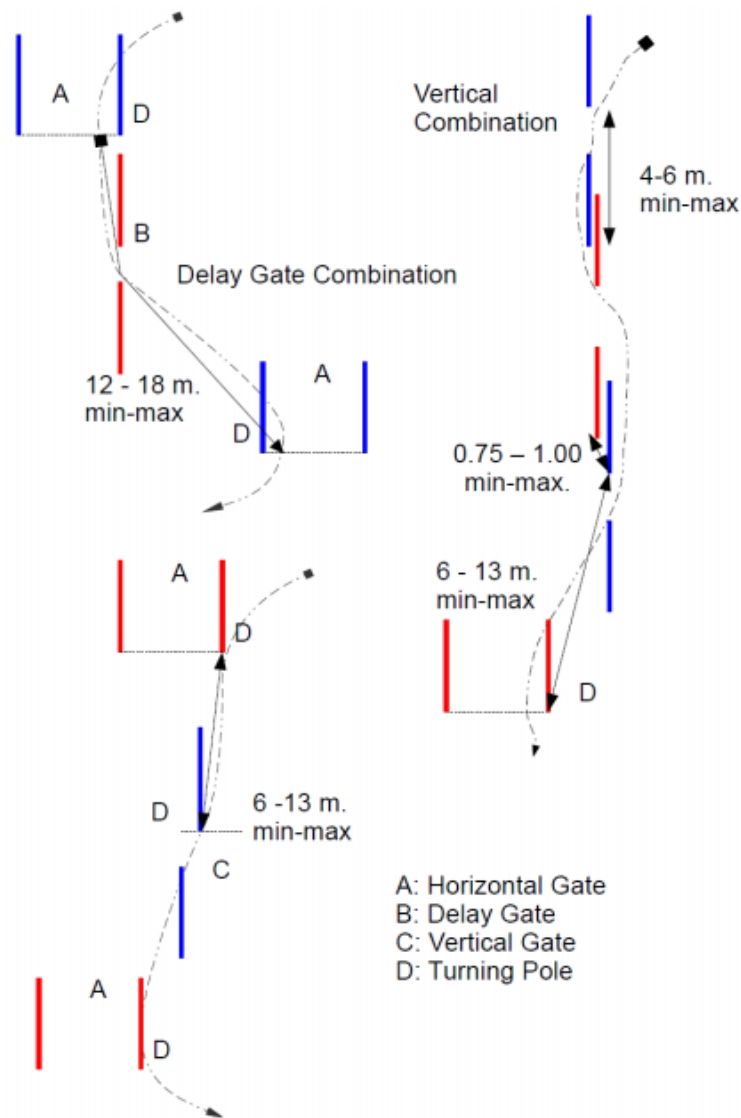
- **The Chief of Race** - The Chief of Race directs all preparation of the competition and supervises the activities in the technical area. He summons meetings for consideration of technical questions and leads the team captains' meetings after consultation with the Technical Delegate.
- **The Chief of Course** - The chief of course is responsible for the preparation of the courses in accordance with the directives and decisions of the Jury. He must be familiar with local snow conditions on the terrain concerned.
- **The Start Referee** - The Start Referee must remain at the start from the beginning of the official inspection time and until the end of a training/event.
  - He makes sure that the regulations for the start and the start organisation are properly observed.
  - He determines late and false starts.
  - He must be able to communicate immediately with the Jury at all times (see 705.5).
  - He reports the names of the competitors who did not start to the Referee, and informs the Jury of all infringements against the rules, such as false or delayed starts or violations against the rules for equipment.
  - He must ensure that reserve bibs are available at the start.
- **The Finish Referee** - The Finish Referee must remain at the finish from the beginning of the official inspection time until the end of a training/event throughout the training and the race.
  - He makes sure that all the regulations for the organisation of the finish and the finish in-run and out-run are properly observed.
  - He supervises the finish controller, the timing and the crowd control in the finish area.

- He must be able to communicate immediately with the Jury at all times.
- He reports the names of the competitors who did not finish to the Referee and informs the Jury of all infringements against the rules.
- **The Chief Gate Judge** - The Chief Gate Judge organises and supervises the work of the gate judges. He designates the gates each will supervise and places them in position. At the end of the first run and the end of the race he collects the gate judges' control cards and delivers them to the Referee. He distributes, in good time, the material that is needed (control card, pencil, start list, etc.) to each gate judge and is prepared to offer assistance either to help keep the spectators off the course or to help maintain the course, etc. He makes sure that the numbering and the marking of the gates is completed within the required time.
- **The Chief of Timing and Calculations** - The Chief of Timing and Calculations is responsible for the coordination of officials at the start and finish, including timing and calculations. In Slalom, he or a special assistant will decide the interval between starts. The following officials are under his direction:
  - starter
  - assistant starter
  - start recorder
  - chief timekeeper
  - assistant timekeepers 30
  - finish controller
  - chief of calculations and his assistants
- **The Jury** - The following members of the Jury, who are members of the Organising Committee are responsible for technical matters within the closed competition areas :
  - the Chief of Race
  - the Start Referee
  - the Finish Referee
  - the Chief Gate Judge
  - The Chief of Timing and Calculations
  - One member from each University committee
- **The Jury Duties –**
  - From a technical standpoint particularly by:
    - Checking the race-course and the set courses
    - Checking the preparation of the course
    - Checking the start, the finish and the run-out from the finish
    - Checking the first aid service
    - Appointing the course setters
    - Fixing the time of course setting
    - Overseeing the work of the course setters
    - Opening or closing race courses for training after consideration of the technical preparations
    - Determining the method of the competitor's course inspection
    - Inspection of the course before the race
    - Determining the number of forerunners for each run and setting the start order of the forerunners
    - Debriefing the forerunners as necessary
    - Changing the start intervals
    - Giving instructions to and obtaining information from the gate judges
  - From an organisational viewpoint particularly by:
    - Ranking of the competitors for the draw
    - Division of the competitors without points into groups according to some determined basis
    - Granting of re-runs
    - the first aid and medical service are inadequate or missing

- From a disciplinary viewpoint particularly by:
  - Decision on a proposal of the Technical Delegate or a Jury member to exclude a competitor for lack of physical and technical ability
  - Decisions on limitation of quotas for officials, technicians and medical personnel for admission to the race-course
  - Imposition of sanctions
  - Decisions on protests
  - Issue of particular directives throughout the entire event
- **Protests**
  - Protests must be submitted to the jury within half an hour of being called
  - The final decision of the protest will be down to the jury
- **Conduct**
  - Officials and the jury have the right to disqualify competitors due to inappropriate conduct towards themselves or other competitors
  - Competitors found to be intoxicated will not be permitted to race

## SKI SLALOM MEN'S AND WOMAN'S

- **Course setting**
  - A slalom gate consists of two poles or where there is no outside pole the gate will consist of a turning pole.
  - Consecutive gates must alternate in blue and red.
  - Course must consist of a minimum of 12 gates
  - The course must contain at least 2 combinations – one vertical, one hairpin
  - A normal gate must have a minimum width of 1.5 m and a maximum of 4 m. The distance from turning pole to turning pole of successive gates must not be less than 6.00 m and not more than 13 m.
  - Combinations



- 
- **Practice**
  - Competitors will have the opportunity to practice on the slope for half an hour, one hour before first run
  - Competitors must not ski the course during practice
  - A helmet must be worn during practice
  - A bib must be worn during practice
- **Course Inspection**
  - Competitors will inspect the course for half an hour, half an hour before first run
  - All competitors must partake in course inspection in order to be allowed to race
  - Competitors must not ski the course during inspection
  - Competitors are permitted to snowplough or sideslip the course/race line during inspection
  - Competitors are permitted to inspect the start during course inspection
  - Do not ski through the finish during course inspection
  - A helmet must be worn during inspection
  - A bib must be work during inspection
  - Gate judges, Start referee and Finish referee must be present during inspection
- **Starting**
  - Start orders will be done by University then Alphabetically – Surname/Family name
  - Each competitor will have 2 timed runs
  - The race will be run in bib order

- All competitors must be wearing a bib in order to start
- All competitors must be wearing a helmet in order to start
- If a competitor misses their start they will be given the opportunity to run at the end
- If a competitor misses the second opportunity to run they will be disqualified
- Chief of Timing and Calculations tells the Start Referee when each competitor should start
- The Start Referee will then give the orders “Ready”, “Go” (an order not a question).
- The competitor must start within 10 seconds of this order, or it is a false start
- **Execution of Slalom**
  - Jury has the right to reduce the number of competitors for second run depending on running time of competition. Decision must be made by half an hour before the start of second run
  - Competitors must ski every gate correctly in the course otherwise they will be disqualified by gate judge
  - Competitors must ski through the start and finish line
  - Stamping is not permitted
  - Hiking is permitted
  - If there is a problem with the timing competitor will be given a re-run at the end
  - A bib must be worn by all competitors
  - A helmet must be worn by all competitors
- **Finish**
  - Pole flick is not permitted
  - Competitors must finish on:
    - Both skis or
    - One ski or
    - With both feet in case of a fall between the last gate and the finish line. In this case the time is taken when any part of the competitor's body or equipment stops the timekeeping system.
  - Competitors must finish with at least three pieces of equipment – skis & poles

## BOARD SLALOM MEN'S AND WOMAN'S

- **Course setting**
  - A slalom gate consists of two poles or where there is no outside pole the gate will consist of a turning pole.
  - Consecutive gates must alternate in blue and red.
  - Course must consist of a minimum of 12 gates
  - The course must contain at least 1 combinations – one vertical or one hairpin
  - A normal gate must have a minimum width of 1 m and a maximum of 4 m. The distance from turning pole to turning pole of successive gates must not be less than 7 m and not more than 14 m.
- **Practice**
  - Competitors will have the opportunity to practice on the slope for half an hour, one hour before first run
  - Competitors must not board through the course during practice
  - A helmet must be worn during practice
  - A bib must be worn during practice
- **Course Inspection**
  - Competitors will inspect the course for half an hour, half an hour before first run
  - All competitors must partake in course inspection in order to be allowed to race
  - Competitors must not board through the course during inspection
  - Competitors are permitted to falling leaf or sideslip the course/race line during inspection
  - Competitors are permitted to inspect the start during course inspection

- Do not board through the finish during course inspection
- A helmet must be worn during inspection
- A bib must be worn during inspection
- Gate judges, Start referee and Finish referee must be present during inspection
- **Starting**
  - Start orders will be done by University then Alphabetically – Surname/Family name
  - Each competitor will have 2 timed runs
  - The race will be run in bib order
  - All competitors must be wearing a bib in order to start
  - All competitors must be wearing a helmet in order to start
  - If a competitor misses their start they will be given the opportunity to run at the end
  - If a competitor misses the second opportunity to run they will be disqualified
  - Chief of Timing and Calculations tells the Start Referee when each competitor should start
  - The Start Referee will then give the orders “Ready”, “Go” (an order not a question).
  - The competitor must start within 10 seconds of this order, or it is a false start
- **Execution of Slalom**
  - Jury has the right to reduce the number of competitors for second run depending on running time of competition. Decision must be made by half an hour before the start of second run
  - Competitors must board through every gate correctly in the course otherwise they will be disqualified by gate judge
  - Competitors must board through the start and finish line
  - Hiking is permitted
  - If there is a problem with the timing competitor will be given a re-run at the end
  - A bib must be worn by all competitors
  - A helmet must be worn by all competitors
- **Finish**
  - Competitors must finish on:
    - Their snowboard with both feet strapped in. The time is taken when any part of the competitor's body or equipment stops the timekeeping system.

## MIXED TEAM DUALS

- **Team requirements**
  - Each team will consist of 5 racers
  - Each team must contain at least 1 female
  - Each team must contain at least 1 skier
  - Each team must contain at least 1 snowboarder
  - Universities are permitted to enter as many teams as they wish
- **Course Setting**
  - Two identical courses must be set
  - One blue course, One red course
  - Only individual turning gates will be set
  - Course must consist of a minimum of 12 gates
  - The course must contain at least 2 combinations – one vertical, one hairpin
  - A normal gate must have a minimum width of 1 m and a maximum of 3 m. The distance from turning pole to turning pole of successive gates must not be less than 6.00 m and not more than 13 m.
- **Practice/Course Inspection**
  - Practice and Course Inspection will be combined for team duals
  - Competitors will have the opportunity to practice/course inspect on the slope for half an hour, half an hour before first run



- All competitors must partake in practice/course inspection in order to be allowed to race
- Competitors are permitted to ski the course during practice/course inspection
- Competitors are permitted to ski the start during practice/course inspection
- Competitors are permitted to ski the finish during practice/course inspection
- A helmet must be worn during practice/course inspection
- A bib is not required during practice/course inspection
- Gate judges, Start referee and Finish referee must be present during inspection
- **Starting**
  - Duals will consist of a round robin or a straight knockout depending on number of teams entered and running time of competition
  - A knockout draw will be produced, with first teams from each University being seeded and remaining teams being randomised
  - Duals will be run as a team really race
  - Start gates will be used during team duals
  - All 5 members of each team must be present at the top of the slope in order to compete
  - Chief of Timing and Calculations tells the Start Referee when each team should start
  - The Start Referee will then give the orders “Ready on the red course”, “Ready on the blue course” (an order not a question), “3”, “2”, “1”, “Go”.
  - If the first racer of a team is called on a jump start the race will be re-run, if they are called for a jump start on the re-run the win will be awarded to the other team
- **Execution of Duals**
  - If a competitor misses/straddles a gate an official will raise a flag, a penalty will be awarded of “5 seconds” to the next competitor
  - Hiking is permitted during duals
  - All competitors must ski through the start and finish line
  - The final racer for each team must complete the course, otherwise the win will go to the other team
  - A finish official must be positioned at each finish line
  - Finish officials will raise a flag and press the open gate button as each racer crosses the line
- **Finish**
  - Pole flick is not permitted
  - Competitors must finish on:
    - Both skis or
    - One ski or
    - With both feet in case of a fall between the last gate and the finish line. In this case the time is taken when any part of the competitor's body or equipment stops the timekeeping system.
  - Competitors must finish with at least three pieces of equipment – skis & poles

## BIG AIR/RAIL JAM

- **Format**
  - 1 hour Big air comp
  - Run in a Jam style, as many runs as you can fit in
  - Qualifier
  - Followed by an 8 person final
  - In the final each competitor has 2 runs
- **Judging Criteria for Air Events**
  - **Air:** how big did they go?
  - 20% of the score (0.0-2.0)

- Special Condition: If you have multiple jumps the Max Air score needs to be broken down. In an ideal situation the max score for the jump should be the difference in distance from the knoll of the various jumps in proportion to the biggest one.
- For example: if the big jump is set at 12 metres, the medium is set 9 and the small at is set at 6.
- The big jump max should be 2.0, medium 1.5, and small should be 1.00.
- **Form:** Tricks performed
- 50% of the score (0.0-5.0)
- Definition: The overall artistic impression (including grabs) of the complete manoeuvre. Degree of tweaking of the grab(s), originality and fluidity of the movement. The smoothness of the flight, (the ability to make the manoeuvre look effortless).
- **Landing:**
- 30% of the score (0.0-3.0)
- As per current FIS rules (Aerials) (max. 3.0)
- Degree of Difficulty:
- Base Degree of Difficulty (DD) for someone going off a jump and not doing anything is 1.0
- **Scoring**
  - 1.0/5: 2.5
    - Base DD
    - corked 720
    - misty 720
  - 1.25:
    - rodeo 720
    - straight air (i.e., grabs, single or double upright tricks, etc.)
    - fakie rodeo 540
    - double back/front flip
  - 1.5:
    - flat spin 540
    - 180
    - D-spin 720
    - 360
    - fakie 180
  - 2.75:
    - multiple grab/upright 900
    - fakie 720
  - 1.75:
    - 1080
    - fakie 360
    - corked 900
    - misty 900
  - 2.0:
    - rodeo 900
    - 540/720
    - D-spin 900
    - back/front flip
    - Flat spin 720
    - zero spin
    - fakie rodeo 720
    - Lincoln loop/sunrise
  - 3.0:
  - 2.25:
    - fakie 900
    - fakie 540

- 1260
  - corked 540
  - flat spin 900
  - misty 540
  - rodeo 540
- 3.25:
  - back/front flip 180 (i.e., flair/barani)
  - 1440
  - fakie back/front flip
  - fakie 1080
  - fakie back/front flip 180
  - Lincoln loop/sunrise 180
  - Underflip
  - Quint grab/upright
- **Total Score**
  - Maximum 10.0 points per Judge
  - Calculated by adding three counting scores – top score and bottom score and not counted
  - Then multiplied by appropriate DD factor
  - Truncated to 2 decimal places

## **Appendix 17-Swimming Rules**

### Individual Swimming Championships

#### SWI 1 Entries

##### SWI 1.1

Entries will not be accepted without an entry time for any individual swimmer or relay team.

##### SWI 1.2

Institutions may enter para-swimmers in addition to any entry restriction imposed as per the relevant entry information and regulations, providing that they are Nationally/Internationally classified and registered.

#### SWI 1.3 Short Course Championships

##### SWI 1.3.1

There is no limit on how many competitors or teams each institution can enter in each event.

##### SWI 1.3.2

There is no limit on how many events an individual can enter, however competitors are advised to check the provisional schedule of events before entering to make sure that they have adequate time to recover from one race to the next.

##### SWI 1.3.3

The organisation may restrict entries should demand exceed capacity. Should it be necessary to restrict entries one entry per institution will be guaranteed.

#### SWI 1.4 Long Course Championships

#### SWI 1.4.1

Each institution may enter two competitors per event and one team in each relay event.

#### SWI 1.4.2

Each competitor will be restricted to three individual events.

#### SWI 1.4.3

The organisation may restrict entries should demand exceed capacity. Should it be necessary to restrict entries one entry per institution will be guaranteed.

#### SWI 1.4.4

Institutions will be permitted to enter a further 2 para-swimmers in each recognised event, in addition to their 2 entries per event allocation, providing that they are Nationally/Internationally classified and registered. BUCS reserves the right to restrict entries where the competition reaches capacity.

#### SWI 1.4.5

Para-swimmers will also be restricted to three individual events.

#### SWI 1.5

For both the Long and Short Course Championships it is the responsibility of institutions to check the entry lists when released and notify BUCS of any alterations required by the date(s) publicised. Any requests for changes to the data submitted on BUCScore may be possible but will be subject to an admin charge as per the relevant pre-event information.

### SWI 2 Registration

Institutions are no longer required to register with BUCS on the day however a representative will need to collect a 'Team Pack' from the help desk. Once a swimmer is entered via BUCScore and is accepted, it is assumed they are swimming unless their captain officially withdraws them as per SWI 3.

### SWI 3 Withdrawals

#### SWI 3.1

Withdrawals from races during the championship weekend must be made on the relevant official withdrawal form and submitted to the help desk by the deadlines set.

### SWI 4 Events

#### SWI 4.1

All individual and relay events will be decided by heats and finals, except for the 400m, 800m and 1500m Freestyle and the 400m Individual Medley.

#### SWI 4.2

The 400m, 800m and 1500m Freestyle and the 400m Individual Medley will be decided on the principle of heat declared winner.

#### SWI 4.3

Heats and finals will be held in separate sessions.

#### SWI 4.4

Qualifying times may be set for some events.

#### SWI 5 Relays

##### SWI 5.1

Relay declaration forms for heats must be submitted to the BUCS help desk 1 hours prior to the start of the respective session. Relay declaration forms for finals must be submitted to the BUCS help desk 2 hours prior to the start of the respective session.

##### SWI 5.2

Failure to submit a form will lead to a team not being permitted to participate.

##### SWI 5.3

Failure to submit a form detailing the correct order will lead to the disqualification of said team.

#### SWI 6 Finals

##### SWI 6.1

No more than two swimmers from the same institution shall be permitted to qualify to an individual final.

##### SWI 6.2

At Short Course only, no more than one relay team from the same institution shall be permitted to qualify to a relay A final and no more than one team from the same institution will be permitted to qualify to a relay B final.

#### SWI 7 Swimming Event Points

##### SWI 7.1

In each event, only the fastest individual from each institution will score points. I.e. where there is more than one finalist from the same institution only the highest ranking will score points, the subsequent point scoring will then be determined by the rankings in the heats. Individual events will be scored by 1st place being awarded 10 points, 2nd place 9 points, continuing with a decreasing points scale for subsequent ranked placings in the order of 8, 7, 6, 5, 4, 3, 2, and 1 point(s).

##### SWI 7.2

In relay events points shall be doubled. Only the teams in the A final shall score points.

#### SWI 8 Team Awards

At both Long & Short Course Championships Swimming Event Points will be used to determine the Top Overall Team and the Top Men's and Women's Teams.

### **Appendix 18-Tennis Rules**

#### TEN 3.1 Players

Each team shall consist of a minimum of four and a maximum of six players. Four players shall play one singles rubber each and the fifth and/or sixth players may be selected for doubles only. Teams

failing to field three players must concede a walkover. Teams fielding 3 players will concede the rubbers they are unable to fulfil.

#### TEN 3.2 Coaches

By mutual agreement each team may have their nominated coach sitting on court for any or all rubbers in the match. If a team does not have a coach with them, then any team member not playing at the time may be nominated. Coaching advice can only be given during change of ends and the coach may only enter/leave the court during a change of ends.

#### TEN 4 Match Format

Each match shall consist of two doubles rubbers and four singles rubbers.

#### TEN 6 Order of Play

Players shall compete in rank order i.e. 1, 2, 3, 4 singles; 1, 2 doubles. The doubles rubbers ordered 1v1, 2v2 should be played first, followed by the Singles rubbers which will be ordered 1v1, 2v2, 3v3, 4v4. Any proposed changes to the standard order of play must be agreed by both teams prior to play. (Please note that if matches are being played on 3 courts – teams may want to start by playing 3 singles matches in order to maximize court usage).

#### TEN 10 Incomplete Fixtures

TEN 10.1 In the event of a fixture being incomplete with no fault on either side, a result can be taken if four rubbers have been completed. The results shall be taken on all those rubbers that have been completed.

TEN 10.2 In the event of a fixture being incomplete due to a late start, with a team at fault, their opposition may claim any rubbers not completed or un-played.

#### TEN 11 Further Clarification

In the event that further clarification is required the BUCS Office will be guided by the LTA Aegon Team Tennis Rules.

### **Appendix 19- Trampoline Rules**

1.1 The compulsory routines for Novice, Intermediate, Intervanced, Advanced & Elite are the same as those given for the SSS league

1.2 The voluntary routines will have max tariff but no other criteria as long as all skills are recognised under FIG and there are no routine interruptions as stated under BG rules

1.2.1 Max tariff: Novice 1.2, Intermediate 1.9, Intervanced 2.9, Advanced 4, Elite N/A

1.3 Each competitor shall complete the compulsory routine and a voluntary routine within the criteria.

1.4 The voluntary and compulsory routine shall consist of ten skills

1.5 The performers' chosen compulsory routine must be submitted in writing according to the Organisers' instructions, and in any case, prior to the commencement of the round.

1.6 Each university is to bring an appropriately qualified coach for insurance purposes.

1.7 Each competitor shall have one attempt at each routine.

1.8 All competitors are required to present themselves for competition clothed in correct attire:

1.8.1 Novice, Intermediate and Intervanced - Leotard/Shorts & T-Shirt (tucked in)

1.8.2 Men's Advanced and Elite - Gymnastic Trousers & Leotard (no unitards)

1.8.3 Women's Advanced and Elite – Leotards & shorts

1.8.4 No tracksuits/tights will be allowed on the Trampoline except during warm up.

1.8.5 Trampoline shoes and/or white socks must be worn. Competitors will not be permitted to compete barefoot.

1.8.6 Performers will not be permitted to wear ANY body piercing or any other jewellery whilst warming up or competing.

1.8.7 Competitors who do not adhere to the above regulations may be disqualified.

1.8.8 All routines shall be performed unaided. Coaching during a performance is not allowed.

## 2 Team Championships (Overall)

2.1 There will not be separate men's and women's teams.

2.1.1 The five best total scores (including tariff of the voluntary) from compulsory plus voluntary by competitors from the same institution, regardless of sex or category, will be added together for an overall team score.

2.2 Teams will not need to be pre-selected

2.3 The winning team will decide the winner of the overall competition

2.4 If one team is unable to enter 5 competitors then the team will be made up of the total number that University can enter down to a minimum of 3

## 3 Guide to Competition Rules

3.1 Marking shall be according to the British Gymnastics Rules and International Tariffing Values at the discretion of the Chair of Judges on the day. The full rules ('Code of Points') are available from British Gymnastics, c/o Mike Phillipson.

3.2 Each routine consists of ten elements. Each routine is awarded an execution mark out of ten by five judges. The middle three form marks are counted. In ALL categories a difficulty (tariff) mark will also be awarded to the voluntary routine (and final routine, if performed).

3.3 The execution mark is calculated by deducting marks for:

3.3.1 Travel from the centre of the trampoline

3.3.2 Loss of height

3.3.3 Failure to perform skills accurately according to required shapes (e.g. with legs straight and arms close to sides where possible).

3.4 Additional deductions may be made for failure to stand under control on one's feet at the end of a routine; receiving instruction during performance; abusing the warm-up (nominally a maximum of one routine/30 seconds bouncing is allowed); taking greater than one minute to commence the routine.

3.5 Where a performer in Novice - Advanced deviates from the required compulsory routine, the routine will be considered interrupted and the maximum mark will be determined according to the number of skills performed up to this point.

3.6 Where a performer in Elite deviates from their submitted compulsory routine, deductions will be made according to current International Rules.

3.7 A routine will also be considered interrupted if any performer touches anything other than the trampoline bed, kills the bed or lands on one foot.

3.8 The difficulty mark is calculated as follows:

3.8.1 0.1 points per  $\frac{1}{4}$  somersault rotation +

3.8.2 0.1 bonus points per whole somersault rotation +

3.8.3 0.1 points per  $\frac{1}{2}$  twist +

3.8.4 0.1 bonus points per whole somersault performed in piked/straight shape (up to a maximum of 0.2), (except twisting single somersaults).

## **Appendix 20- Volleyball Rules**

[http://www.fivb.org/EN/Refereeing-Rules/documents/FIVB\\_Volleyball\\_Rules\\_2015-2016\\_EN\\_V3\\_20150205.pdf](http://www.fivb.org/EN/Refereeing-Rules/documents/FIVB_Volleyball_Rules_2015-2016_EN_V3_20150205.pdf)

