

# Inline Alpine Team KO Event

## The Rules

### 1. Type of Event

- The race will be conducted as a parallel KO event.
- SL gates will be used
- International race – Teams
- WCH, CCH, WG race - Nations

### 2. Eligibility of the Teams

- Maximum number of teams allowed to participate in the Inline Alpine Team KO Event is 16.
- Standing of the Teams is done by adding WC points of best 2 ladies and 2 best men.
- The total Team size is limited to a maximum of 6 competitors; **at least 3 competitors from one gender**. 2+2 competitors are basic Team and 1+1 competitors are substitutors (substitutors are not necessary). Substitutor–man couldn't be substitution for lady, but substitutor-lady could be substitution for both gender.
- A competitor can only start in a run once.
- The final entries for the Inline Alpine Team KO Event (without names) must be done within 24 hours after the last scheduled Inline World Cup race has finished, prior to the event.
- Confirmation of the entries including names of the competitors must be submitted to the Team Captains meeting for the Inline Alpine Team KO Event.
- **If Race is organised like World Championship, Continental Championship or World Games one team per Nation is required and allowed to start.**

### 3. Seeding of the Teams

- The best Team, according to current WC Slalom competitors standing, will receive bib number 1 and the last Team will receive bib number 16. If two or more teams have the same standing a calculation will be made by adding slalom WC points of the best lady and best man (or second best lady and man in case of tie) entered for the Alpine Team KO Event. The highest result will be ranked first.
- 16 Teams will form 8 heats as follows:  
Heat 1 : Team 1-16  
Heat 2 : Team 2-15  
Heat 3 : Team 3-14  
Heat 4 : Team 4-13  
Heat 5 : Team 5-12  
Heat 6 : Team 6-11  
Heat 7 : Team 7-10  
Heat 8 : Team 8-9
- Ladies will receive bibs from 1 to 2 and Men from 3 to 4, in alphabetical order.
- If a Heat is incomplete (for instance only 10 Teams at start), the best Team present will automatically qualify for the next leg.

### 4. Running the Competition

- Parallel Event
- Each individual leg between two Team opponents consists of 2 runs.

- The start order will be as follow:  
 “Course red” Nation 1 L1 against “Course blue” Nation 16 L1  
 “Course red” Nation 16 M1 against “Course blue Nation 1 M1  
 “Course red” Nation 16 L2 against “Course blue Nation 1 L2  
 “Course red” Nation 1 M2 against “Course blue Nation 16 M2
- The blue course will be located on the right hand
- For each individual heat the competitor, who is listed first or respectively on top of the pairing, will start on the red course for his 1st run.
- For the 2nd run of the heat, the competitors change courses

#### 5. Points Scoring

- The winner of each individual Run scores 1 point for his/her Team
- In case of a tie of an individual Run, both Teams are awarded 1 point
- If there is a tie at the end of the Heat (4:4) the Team with the lowest combined time of the best individual lady and the best individual man (or second best in case of a tie for the best time) will win the Heat.
- If the teams cannot be separated by combined times, the team with the fastest single time is the winner.
- Reasons for disqualifications (immediate and without protest):
  - False start
  - Changing from one course to another
  - Interfering with the opponent, voluntary or not
  - Not passing through a gate correctly
  - Complete stop and/or stepping back is not allowed
- If both competitors fail to finish, the competitor who successfully went the furthest distance will be the Run winner.

#### 6. Awards

First 3 teams will be awarded

#### 7. Structure of the race (example for 8 teams)

##### RACE

1st LEG	1 Heat 1	1-8	1st Run	4 starts (2L+2M)
			2nd Run	4 starts (2L+2M)
	1 Heat 2	2-7	1st Run	4 starts (2L+2M)
			2nd Run	4 starts (2L+2M)
	1 Heat 3	3-6	1st Run	4 starts (2L+2M)
			2nd Run	4 starts (2L+2M)
	1 Heat 4	4-5	1st Run	4 starts (2L+2M)
			2nd Run	4 starts (2L+2M)
2st LEG	2 Heat 1 ( 1Heat 1 win – 1Heat 4 win)		1st Run	4 starts (2L+2M)
			2nd Run	4 starts (2L+2M)
	2 Heat 2 ( 1Heat 2 win – 1Heat 3 win)		1st Run	4 starts (2L+2M)
			2nd Run	4 starts (2L+2M)

Gold LEG	2 Heat 1 win – 2 Heat 2 win	1st Run	4 starts (2L+2M)
		2nd Run	4 starts (2L+2M)
(could be)			
Bronze LEG	2 Heat 1 los – 2 Heat 2 los	1st Run	4 starts (2L+2M)
		2nd Run	4 starts (2L+2M)