



**10th Asian Rope Skipping
Championships
2019**

**Official
Judges Manual**

**1st September 2018
To
31st August 2019**



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CHAPTER 1

JUDGES

Article 1 Terminology

When referring to a judge in this rulebook, it is referring to a fully qualified Level 4 Judge. This means qualified to judge in the 4 events in the Masters, the 7 events in the Team Competition, for all styles of freestyle judging.

It is also permissible to combine two or more judges; each with Level 4 qualifications to judge in different areas, to equal one fully qualified Level 4 Judge. An example of this is - one judge qualified at Level 4 for a) only may combine with another judge qualified at Level 4 for b) only and with a third judge qualified at Level 4 for c) and d) only. The result of this combination of judges is one fully qualified Level 4 ARSF Judge. A judge only qualified in one of the following elements:

- a) Diff SR
- b) Diff DD
- c) Req Elements SR and DD and Mistakes
- d) Presentation and Mistakes

is considered $\frac{1}{4}$ of a Level 4 Judge. A judge having a valid certificate for at least two of these elements is considered as $\frac{1}{2}$ of a Level 4 Judge.

Combining two $\frac{1}{2}$ level 4 Judges only gives one fully qualified judge if all judges' elements are covered by those two judges. Combining two $\frac{1}{4}$ level 4 Judges only gives one half qualified judge if at least two of the four Judges' elements are covered by those two judges.

After passing the exam, each individual judge is expected to train himself / herself regularly and to be familiar with the updates on rules, competitions and the skills list. The minimum age for all judges is 16; judges must be born in 2003 or before.

Article 2 Registrations of Judges

Section 1 Reasons for becoming a judge

Each individual person can be a judge in a competition for three reasons:

- a. As a request from ARSF.
- b. As a request of the judge himself / herself.
- c. As accompanying judge on a competing team or individual.

Section 2 Judging requirements of a country

When registering one or more teams and/or individual skippers to participate in one or more competitions, each country is required to register accompanying judges for the respective competition day(s). The required number of judges (according to the above mentioned definition) on **each** competition day, on which the country is participating, is as follows:

- One fully qualified ARSF level 4 judge per two teams or 1.5 individual skippers (rounded up to a whole number)
or



- One half qualified ARSF level 4 judge per team or 3 individual skippers.

To ensure that there is a reasonable balance of judges between countries, the maximum number of fully qualified judges that a country needs to provide per competition day is normally limited to six, independent of how many teams or individual skippers are competing on the day in question.

Each judge can commit to more than one day of judging. Each country that registers is required to submit a judge registration form before the final registration deadline in which the qualifications for each judge being registered, together with the days on which each judge is available, must be specified.

If a country fails to fulfil their responsibility, then a \$US250 fine for each missing judge **per event** will be imposed by ARSF on that country. As an example: missing 1 judge for a team doing the Overall Team Championship will result in a fine of \$US 1500. Failure to pay the penalty will result in immediate disqualification of those competitors from the Asian Championships.

ARSF will supply all countries with a list of certified judges. A country is not allowed to send judges from other countries to judge for their own country without permission from ARSF.

Every country that is participating in the World Cup is required to supply one ARSF qualified judge. This person must have at least 6 years of experience in rope skipping as a coach, a competitor, a judge or a combination of the sorts.

Countries that are competing for the first time do not have to supply any judges, 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 ARSF level 4 qualified judges for the next international competition.

Section 3 Illness of a Judge

In the case of illness of a judge, it is the responsibility of the National Rope Skipping Organization to arrange a substitute judge with suitable qualifications. Failure to try to do so will mean that the Organizing Committee will arrange the substitute judge and the costs will be paid by the National Rope Skipping Organization to ARSF for failing to fulfill their responsibility. Failure to pay the penalty will result in immediate disqualification of those competitors from the ARSF Championships.

Section 4 Assignments of Judges

All judge will be assigned by the Rules Committee.

Section 5 Judges Meeting

Prior to every competition a Judges, Coaches and Team Managers meeting will be held. During this meeting all relevant information and recent changes to the rules will be communicated and explained. It is mandatory for all judges to attend this meeting. Coaches and Team Managers are strongly advised to attend. During the Judge's meeting all judges will be given the same directions and information to make the Judging Panel as balanced as possible. If any judges fail to attend this meeting they may not be given permission to judge at the Asian Championships 2019.

Article 3 Number of Officials per Event



The MINIMUM number of officials for each event is as follows:

Speed and Power:

1 Head Judge and 2 Speed Judges per speed court

Freestyle Single Rope:

1 Head Judges,

5 Difficulty Judges,

5 Presentation judges,

3 Required Elements Judges

*The head judge, the presentation and required element judges all count the mistakes

Freestyle Double Dutch:

1 Head Judges,

5 Difficulty Judges,

5 Presentation judges,

3 Required Elements Judges

*The head judge, the presentation and required element judges all count the mistakes

Asian Cup

A minimum of 2 judges will judge for each of the following ten criteria: **Difficulty** (Skill level, Jumping Elements, Jumping Styles, Interaction, Transitions),

Creativity (Technical quality, Form, Originality, Use of music, Entertainment and Presentation). The misses are counted by 2 extra judges.

Article 4 Responsibilities of a Judge

Section 1 Replacement of a Judge

Once the competition begins, the Head Judge at a freestyle field is not to talk to or influence the judges in any way. If the Head Judge notices one of the judges not performing as expected, then that judge can be replaced but only at the conclusion of a series of freestyles from a division and gender category so that each team or skipper in that series would be judged by the same judges.

Section 2 Head Judge Responsibilities

The Head Judge is responsible for:

-Checking the length of the rope(s) in the Asian cup only.

-Announcing and recording time and space violations in freestyle events.

-The recording of the 3 skills per skipper in both Double Dutch Single Freestyle and Double Dutch Pair Freestyle

-Checking that a member of both genders (male and female) competes in each event of open category team competitions.

-Counting Misses.



Section 3 Misses

The Head Judge, 3 required element judge and 5 presentation judges are equally responsible for recording misses in the freestyle events.

The final deduction for misses is determined by averaging the remaining misses' scores after removing the highest and lowest scores.

Misses in the Asian Cup are recorded by three (3) separate judges and the final deduction is the average of these three scores. Again all three judges have equal importance.

Article 5 The Uniform

The judging uniform shall consist of black shorts / jeans / pants and a collared T-shirt which cannot have a team name or a logo other than the ARSF logo and the ARSF corporate sponsor's logo. ARSF will supply the certified judges with a collared t-shirt.



CHAPTER 2

SCORING THE ROUTINES

Article 1 Judging Procedure of Master & Team Freestyle

Section 1 Single Rope

Difficulty (50%)

Skills range from Level 1 to Level 6.

In Masters:

For every level 2 skill one gets $3/(1.5 \times 1.5 \times 1.5 \times 1.5)$ points with a max of 10 points. For every level 3 skill one gets $3/(1.5 \times 1.5 \times 1.5)$ point with a maximum of 20 points. For every level 4 skill one gets $3/(1.5 \times 1.5)$ 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 3 (4) skills can be converted into 1.5 level 2 (3) skills for each level 3 (4) skill.

In Teams:

For every level 2 skill one gets $3.5/(1.5 \times 1.5 \times 1.5)$ points with a max of 10 points. For every level 3 skill one gets $3.5/(1.5 \times 1.5)$ point with a maximum of 20 points. For every level 4 skill one gets $3.5/1.5$ points with a maximum of 30. For every level 5 skill one gets 3.5 points. For every level 6 skill one gets 3.5×1.5 points. An excess of level 3 (4) skills can be converted into 1.5 level 2 (3) skills for each level 3 (4) skill.

Required elements (10%)

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

Presentation (40%)

The Presentation Judge looks for

- Use of music (on the beat and using accents) (10%)
- Movement (spatial and positional) (5%)
- Form of the body and execution (10%)
- Originality (10%)
- Overall impression and entertainment value (5%)

Section 2 Double Dutch

Difficulty (50%)

Skills range from Level 1 to Level 5.

For every level 2 skill one gets $3/(1.5 \times 1.5 \times 1.5)$ points with a max of 10 points. For every level 3 skill one gets $3/(1.5 \times 1.5)$ points with a maximum of 20 points. For every level 4 skill one gets $3/1.5$ points with a maximum of 30 points. For every level 5 skill one gets 3 points. An excess of level 3 (4) skills can be converted into 1.5 level 2 (3) skills for each level 3 (4) skill.



Required elements (10%)

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

Presentation (40%)

The Presentation Judge looks for

- Use of music (on the beat and using accents) (10%)
- Movement (spatial and positional) (5%)
- Form of the body and execution (10%)
- Originality and Dynamic interactions (10%)
- Overall impression and entertainment value (5%)

Section 3 Asian Cup

Difficulty Judge (40%)

The Difficulty Judge looks for:

- Skill level (8%)
- Jumping Elements (8%)
- Jumping Styles (8%)
- Interaction (8%)
- Transitions (8%)

Creativity Judge (40%)

The Creativity Judge looks for:

- Technical quality (10%)
- Form (10%)
- Use of music (10%)
- Originality (10%)

Entertainment Judge (20%)

The Entertainment Judge looks for:

- Entertainment value (5%)
- Fluency (5%)
- Attention to detail (5%)
- Audience Interaction (5%)

Article 2 Deductions

Section 1 Misses

There are two types of misses: minor and major.

After a miss, the rope must be jumped once successfully before another miss can be counted. There is no limit to the number of misses judges can give.

A minor miss results in a deduction of 12.5 points from the total score of a freestyle routine.

A major miss results in a deduction of 25 points from the total score of a freestyle routine. World Cup mistakes: A major mistake is a mistake in which at least half of the active team is involved OR ANY mistake which would last longer than 4 seconds if you



would want to continue. All other mistakes are considered minor.

Example:

12 active members (2 sets of DD) and one set misses = major mistake

6 active members (3 sets of two Wheel) and one set makes mistake = minor mistake

12 active members (all SR) and 3 make a mistake independently = 3 minor mistakes

12 active members (4 sets of 3 wheel) one set makes mistake, but would take 5 seconds to undo all the ropes and start again = major mistake-

Half of the points of the total amount of deductions due to misses will be deducted from the diff score and the other half from the creativity score.

Section 2. Space Violations

Freestyle:

Each time a skipper steps outside the border(s) of the competition area before the end of the routine he/she will receive a space violation punishable as a minor miss. Skills performed outside the 12 x 12 meters area will not be judged until the skipper has re-entered the competition square on the Freestyle floor. Remark: if the music is still playing, the freestyle has not finished. Walking out of the field while the music is still playing and 'time' has not been called out results in one space violation per skipper that walks out. The music will only be stopped after 'time' has been called out by the Head Judge.

Speed:

The Head Judge will stop and reposition any skipper who moves out of their designated area and counting will recommence as soon as the skipper has re-entered their area. Timing will not be stopped.

Asian Cup:

If the facility is too small the Tournament Committee may decide to waive the penalty for space violations. If the facility is large enough, a space violation will only be given if a skipper is actively involved in the routine but outside the competition area.

Section 3. Time Violations

Freestyle:

No judging is permitted after "TIME" is called at 75.0 seconds. A time violation is punishable as a major miss and is given to a routine lasting less than 60 seconds and more than 75 seconds.

Triple Under:

If a skipper does not start the first triple under within 15 seconds of "You may begin." being called, then 5 triple under will be deducted from the raw score. If the skipper does not start within 15 seconds of "You may begin." being called for the second attempt, then they will not be permitted to continue with the second attempt.



Section 4. Additional Violation

All turners must become jumpers in freestyle Double Dutch and do a minimum of three (3) skills IN the ropes for the routine to be valid. Violation of this rule will be punished as a major miss for each skipper who does not fulfill this requirement. This will be judged by the Head Judge.

Article 3 Calculation of scores

Section 1 General Information

All the judges scores will be entered onto the prepared score sheet. If there is an ambiguous case between the number circled and the number written down, the judge will be contacted to make clarification. Clarification can only on mathematical error not judging errors.

Raw speed scores may be given to the skippers after they have completed their event. However, these scores are unofficial and may be corrected between notifying the skipper and the presentation of the final results. All score sheets will be checked manually by two additional officials.

All scores will be entered into two separate computer systems by two different officials. The entry of the scores in the computer system is checked for accuracy by a third system, which will subtract the entry on system one from the entry on system two. If the difference is zero (0) then the entries are correct.

All calculations will be made as far as four digits after the point. This means that the calculations will be accurate to one-ten-thousand-of-a-point (= 0.0001).

All published calculated scores will be shown as far as two digits after the point. This means they will be accurate to one-hundred-of-a-point (= 0.01).

The Championship Director will release the official results of a FISAC-IRSF Championship after all verifications and authorizations are complete

Section 2 Calculating Speed Scores

The three (3) score-sheets for Speed are collected and all scores are entered in the system.

The two closest scores will be averaged (T) - and if the three scores are equally separated, the advantage goes to the skipper so that the two highest scores are averaged. (For example 133, 135, 137 then it will be $(135 + 137) / 2 = 136$ T = 136) If the scores from a field consistently vary by more than 5 (between the highest and lowest the scores), a notification should be given by the Head judge representing the field where this occurs to the Tournament Director.

If a speed score differs by more than three (3) between each judge (for example 80, 84 and 88) the skipper can request a reskip only if no video evidence can be provided by ARSF. If the reskip option is taken, it will be the reskip score which is recorded. If the reskip option is not taken, the score which is recorded is the average of the two closest scores (in the example this would be 86). During the reskip two additional speed counters will be used to check the counting capabilities of the three original counters. In case ARSF has video evidence, the video will be judged by the same speed counters and two additional speed counters as soon as convenient during or directly after the competition. The score from this video will be taken as the final score.



All the deductions are averaged (W) and subtracted from T.

This score will be multiplied by a factor to determine the final score Y.

This factor is 1 for every event except for 30-second speed when it is 5, Single Rope Speed Relay when it is 3 and Double Dutch Speed relay when the number is 2.

Section 3 Calculating Freestyle Scores

The Freestyle score sheets are collected from each judge and all the scores are entered in the system.

Difficulty Scores

The scores (with a maximum of 100) of the 3 difficulty judges are averaged and multiplied by 2, 5 (with no maximum) and called T1.

Presentation Scores

The scores (with a maximum of 40.0) of the 3 presentation judges are averaged and multiplied by 5 (with a maximum of 200) and called T2.

Required elements

The three scores are averaged and multiplied by a factor to become a score on 50.

The factor for a master freestyle is 50/14, the factor for a single rope pair and team freestyle is 50/16 and the factor for a double dutch freestyle is 50/16. This gives you a score with a maximum of 50 and is called T3.

Creativity Score

The T2 and T3 scores are added together resulting in 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).

Final Freestyle Scores

The maximum score for a freestyle ($T1 + T4 - T5$). The final freestyle score is $(T1 - T5/2) + (T4 - T5/2)$. The final Difficulty score after mistake deduction ($T1 - T5/2$) and the final Creativity score after mistake deduction ($T4 - T5/2$) are displayed as unofficial values shortly after the corresponding freestyle. The final freestyle score will be multiplied by 2 for the Master Freestyle

Section 4 Calculating the Asian Cup Scores

Around 10 judges who are judging different criteria.

The highest and lowest scores of the 5 Difficulty Judges are dropped leaving three (3) scores, each with a maximum of 40 points.



These scores are averaged and called X.

The highest and lowest scores of the 5 Creativity and Entertainment Judges are dropped leaving three (3) scores, each with a maximum of 60 points.

These scores are averaged and called Y.

The misses are counted by 3 separate judges. Each major miss results in a 1.0 deduction and each minor miss results in a deduction of 0.5 point from the total score of 100.

These 3 scores are averaged and called Z.

The Head Judge's score sheet is taken with extra deductions such as space and time violations noted and this is called B.

The final score $A = X + Y - Z - B$. The winner is the team with the highest score A. The team with the second highest score is awarded second place.

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 n'th place all these skippers will be awarded the n'th place and the next best skipper will be awarded n+m'th 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.

Masters:

In order to determine the final ranking of all competitors in more than one event, the individual ranking values of freestyle are added twice to the 30 sec and 3 min ranking numbers to create the overall ranking sum. The final overall ranking (1,2,3,...) is created based on the ranking sum (e.g 2 x freestyle ranking + 30 sec ranking + 3 min



ranking). Consequently, each event has ranking numbers 1,2,3,.... shown in the overall results sheet which is easy for everyone to understand.

Teams:

In order to determine the final ranking of all competitors in more than one event the ranking values for four freestyles are added together with the ranking numbers (1,2,3,....) of the two speed events. The overall ranking number (1,2,3,....) is then based on the sum of the 6 event ranking numbers.

The person or team with the lowest total ranking is the winner. The person or team with the second lowest total ranking is awarded second place

Only the results from individual skippers or teams who competed in all the 3 individual or 6 team events and are entered into the overall competition are taken into account when calculating the ranking for the overall placing.

Article 5 Tournament Tie

In case of a tournament tie, the tie will be broken according to the following list of results, looking for the highest score of the named event:

Masters

- Step 1 Overall score
- Step 2 Freestyle score
- Step 3 Speed 3 minutes
- Step 4 Speed 30 seconds

Team

- Step 1 Overall score
- Step 2 Double Dutch Pair Freestyle
- Step 3 Double Dutch Single Freestyle
- Step 4 Single Rope Team Freestyle
- Step 5 Single Rope Pair Freestyle
- Step 6 Double Dutch Speed Relay
- Step 7 Single Rope Speed Relay

Asian Cup

- Step 1 The total score
(scores of all Difficulty and all Creativity/Entertainment Judges added)
- Step 2 The difficulty score
- Step 3 The creativity score
- Step 4 The total ranking of difficulty
- Step 5 The total ranking of creativity



CHAPTER 3

JUDGING FREESTYLES IN DETAIL

Please refer to FISAC IRSF Rule book - Judging Manual 2017-2018 Page 13 to Page 20. Please note the following differences:

PART A

SINGLE ROPE

Article 2 Single Rope Presentation (40%)

Section 4 Form of the Body and Execution (10%)

0.5 point deduction will be made for every skill not well performed or lack of good posture (like jumping with head downwards all the time) and skipping style. There are some pictures to illustrate the poor and standard posture in this part.

Examples of lacking good posture:

Landing for Multiples:

- Chest downwards and faces to the ground
- Head downwards and faces to the ground
- Knee angle smaller than 120 degrees
- Feet landing with or more than shoulder width in all direction especially for frontal and sagittal plane after finishing a TJ (e.g. S2O)

Landing from Gymnastics

- Knee angle smaller than 120 degrees (e.g. front handspring)

Power:

- Waist or Buttock higher than the shoulders in push up
- Improper amputate in split (See Fig.)
- No hands supporting on the ground or chest facing to the side in crab (i.e. Chest should face in line with the leg)
- No folded legs in frog

Other skills:

- Doing EB with shifting body or waist to the side. (i.e. Should perform in line with the rope revolution direction)
- Doing skills with body folded or twisted, except AS CL
- Not all the way around in full turning under intention to do a 360 (full turning)
- Round off with bent legs

PART B

DOUBLE DUTCH

Article 2 Double Dutch Presentation (40%)

Section 3 Form of the Body and Execution (10%)

0.5 point deduction will be made for every skill not well performed or lack of good posture (like jumping with head downwards all the time) and skipping style. There are some pictures to illustrate the poor and standard posture in this part.

Examples for lack of good posture:

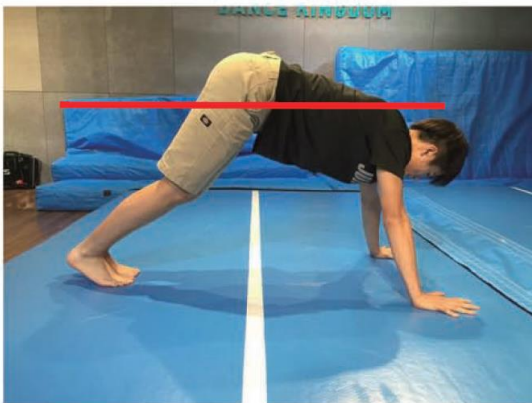
Landing from Gymnastics

- Knee angle smaller than 120 degrees (e.g. front handspring)
- Round off with bent legs

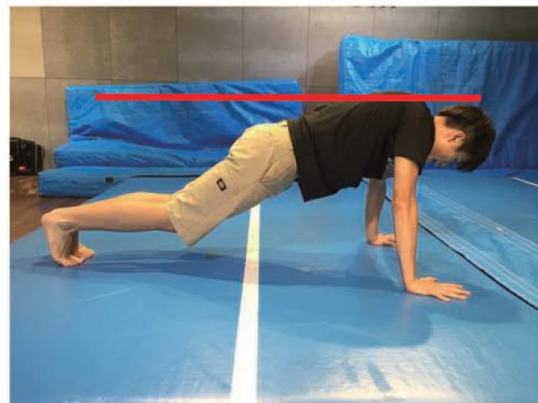
Power:

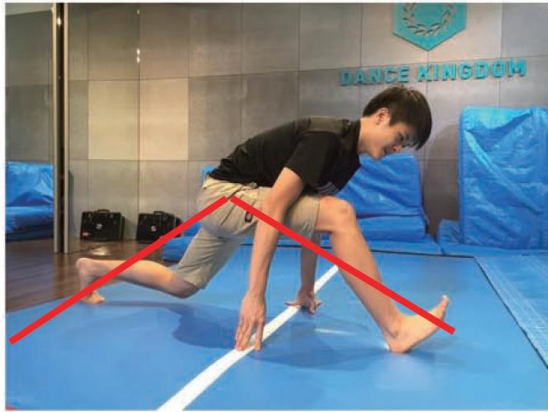
- Waist or Buttock higher than the shoulders in push up
- Improper amputate in split (See Fig.)
- No hands supporting on the ground or chest facing to the side in crab (i.e. Chest should face in line with the leg)
- No folded legs in frog

INAPPROPRIATE POWER SKILLS



APPROPRIATE POWER SKILLS







Chapter 4

Judging the Asian Cup in detail

Please refer to FISAC IRSF Rule book - Judging Manual 2017-2018 Page 21 to Page 29.