English Alpine Championships, Bormio
Team Parallel Relay
U14 & U16 Club Competition
RULES

It is the responsibility of team captains/managers and all team members to be aware of these rules and ensure that they understand the information.

1. Type of Event

- The race will be conducted as a parallel relay event.
- GS gates and flags will be used.

2. Team Composition and Entry

- Teams must comprise five members with at least one member of the opposite gender.
- Athletes must be registered with a Home Nation.
- Competitors must be in the U14 or U16 age categories.
- The final entries must be made no later than 24 hours before the start time.
- The fee per team as specified on the Entry Form must be paid before the entry is considered as valid.

2.1 Number of teams

- A maximum of 32 teams will be accepted into the competition.
- If the number of teams attempting to enter is greater than this, 'A' teams will have priority and then additional spaces will be allocated by the ROC to achieve a fair balance across clubs.

3. The Draw

- A random draw will be carried out to decide the running order of teams.

4. Substitutes

- Substitutes can be made either before or during the competition.
- Such substitutes must only be made for reasons of 'force majeure' such as injury to the originally named team member.
- Substitutes should be the same gender as the competitor they are replacing, and from the same or younger age group.
- Any substitution must notified to, and agreed by, the Jury before they can race.

5. Running the Competition

- The race will be run as a 'live' relay, with the automatic start gates controlling each team member's start. As each competitor in the team crosses the line, their start gate will open for the next team member to begin their run.
- The race will be won by the first team to successfully complete all their legs.
- If a heat is incomplete (one or more members of a team does not show up in time for their start), the team present will be granted a bye.

- Teams who are granted a bye in their first race can choose whether or not to take their run, they will be automatically awarded the win anyway. If they are granted a bye later in the competition, they will not be permitted to take their run, but will still be awarded the win.

6. Start

6.1 Start Order

- The running order within a team can be changed if required at any point in the competition, although it helps enormously with the race commentary if teams can stick to the running order as specified on their entry form.

6.2 Start Procedure

- All racers will be set off by the start official.
- The starter will ensure that both teams are present and ready, then commence with the starting procedure:

"Ready on Red, Ready on Blue"

(Considered a command not a question)

"Racers Ready"

(Delay of between 0-5 Seconds)

"Go"

6.3 False Starts

- Due to the start gate mechanism, false starts are not possible.

7. Disqualification

7.1 Reasons for disqualification

- Changing from one course to another.
- Interfering with the opponent, voluntarily or not.
- Not passing through a gate correctly (ICR art. 661.4.2).

7.2 Announcing disqualifications

- Disqualifications will be reported by the officials and immediately announced by the commentator.

7.3 Appeals

- Disqualifications may be appealed on reasonable grounds. Appeals will be referred to the Jury. The decision of the Jury is final.
- A team cannot protest after the completion of their section in the start order, therefore tell the finish marshals immediately if you wish to appeal.

8. Other Decisions

- The Jury may also rule on any matter not specifically listed in these rules. The decision of the Jury is final.