



## GENERAL RULES FOR WORLD SERIES OF WAKE SURFING

### 1. World Series of Wake Surfing Mission and Purpose:

To create a family-friendly community atmosphere promoting the sport of wake surfing. To make life better through water sports.

### 2. Safety and Equipment

1. The safety of all participants and spectators is our number one priority. There is an inherent danger in any water sport, so we ask that all participants, spectators, and vendors follow all rules and instructions given to them by the chief judge or event organizer.
2. All participants in the World Series of Wake Surfing are required to complete the Safe Sport Course. This is to include all riders, judges, staff, organizers & volunteers.  
<https://safesporttrained.org/#/public-dashboard>
3. Fin Size: all boards must be inspected at the time of rider check-in.
  - i. SURF STYLE- standard size of 4+” Max number of fins 5.
  - ii. SKIM STYLE- not to exceed 2” Max number of fins 2.  
If board or fins do not meet requirements, the rider will be given a chance to correct and have the board reinspected before the athlete’s run. Reinspection of board must be completed by the chief judge at least 30 minutes prior to division run. If correction is not made, the rider will be banned from the event and given a zero for the competition ranking.
4. Wax/Adhesive: The board will be inspected at the time of rider check-in, inspector's hand will be put on the board wax and if the board sticks to the skin, the rider will be asked to remove the wax/adhesive and have the board reinspected or be ban from riding in competition and given zero for ranking points.
5. In the event of an injury to a competitor, spectator, or event staff, the chief judge should notify onsite medical and security personnel, or locate trained, able-bodied volunteers.
  - i. Dail 911 or emergency services number for the venue
  - ii. Follow the Protocol for Management of Concussion injury, if a concussion injury is suspected.
  - iii. Retrieve emergency contact info or if minor notify parents.
  - iv. Chief judge or WSWS staff member to get names, statements, and contact information from all involved or witnesses to the accident.



6. Any Athlete that fails to follow all safety rules and regulations above, will be disqualified from the the event and given a zero for their event scoring.

### **3. Concussion Policy:**

1. If the boat crew suspects a rider has a concussion or head injury, they will immediately radio for the staff EMT. Athlete will be evaluated and if it is suspected that the rider has a concussion, the rider will be removed from competition immediately and recommended that the athlete be further evaluated by a professional health care provider. If the athlete is a minor, the parent or guardian will be notified immediately and asked that the athlete be taken to the healthcare provider for further evaluation. Athlete will not be allowed to participate in the WSWS event until the athlete has a written release from a healthcare provider stating that the athlete is cleared to resume participation in the event.

### **4. Refund Due to Medical:**

1. In the event of injury, the affected rider must contact the Chief Judge or Chief WSWS event organizer, as soon as possible with a minimum of 48 hours prior to check-in and must provide a doctor's note to be considered for a full registration fee refund.

### **5. Cancellation of Entry:**

1. If an entrant desires to cancel his/her entry for whatever reason(s), he/she is required to notify the Director of Registration or event organizer no later than two weeks prior to the event. If an entrant abides by the required cancellation deadline, the entry fee will be refunded ONLY if the entry cannot be rolled over to another tournament. Cancellation of entry will be accepted only by email in order to be eligible for the full refund.

### **6. Liability:**

1. All World Series of Wake Surfing (WSWS) athletes and officials by their participation recognize and accept the possible dangers inherent to wakesports competitions and shall sign a release to this effect before riding or officiating on site. Athletes shall submit proof of WWA membership covering insurance before participation. The WSWS accepts no liability for injury to athletes during the competition or related functions while traveling, or in any other capacity, official or otherwise, not mentioned herein. It is the responsibility of any WSWS athlete or official who discovers a potentially dangerous situation to immediately notify the chief judge, WSWS head organizer, or event staff.

### **7. Competitors:**

1. Are required to complete the Safe Sport Course.  
<https://safesporttrained.org/#/public-dashboard>

2. All competitors entering any event sanctioned by the WSWS must be a WWS member. <https://www.thewwa.com/membership-info>
3. The equipment of all competitors shall be subject to inspection and review by the Chief judge or WSWS event organizer. Inspection of equipment does not classify personal equipment to be safety qualified only event standard requirements. All competitors are responsible for their own equipment and safety.
4. All competitors shall be required to wear a Personal Flotation Device or comp vest that will float the competitor in the event the competitor becomes incapacitated. It is the rider's responsibility to ensure that their vest is adequate.
5. The athlete is responsible for ensuring that their equipment is in proper order to ensure the safety of the rider and all participants during the competition.
6. All riders must be on-site and ready to compete 1 hour before their posted start time for their division except for the first division of the day. The first division of the day is required to be there 15 minutes before the first scheduled rider of the day. Any division can start up to 90 minutes before the posted start time as well as up to 60 minutes past the posted start time.
7. If a rider misses their ride to the staging area or run, the rider will not be allowed to ride their run and will receive a zero score for their run and/or be disqualified from the event.
8. It is the responsibility of the Competitor to be at the starting dock or area and check in with the dock starter, at the stated times above.
9. If bibs/jerseys are supplied by the event organizer, the bib/jersey must be worn by the athlete at the time of run. Failure to have bib/jersey will result in disqualification and zero score for their run. If the bib/jersey has to be replaced by the organizer, there will be a charge of \$50.00 for the new bib/jersey.
10. It is the responsibility of each rider to know the location of both the start and end buoy.
11. For the safety of all, there is absolutely no contact with the comp boat except if it is due to a boat malfunction. Exceptions may be required of adaptive competitors. If the rider has contact with the boat for any other reason other than boat malfunction, the rider will be disqualified.
12. No rider is to approach division judges verbally or electronically, **ONLY CHIEF JUDGE CAN BE APPROACHED.**
  - i. If a rider does approach the division judge, the rider will be disqualified from the event and given a zero for the event ranking score.
13. Any violation of the above rules will disqualify the competitor from the event and possibly any future events.
14. It is recommended that all competitors take the judging course to understand how they will be judged.

## 8. Boats and Drivers:

1. All boat drivers, Jet Ski, and Pontoon drivers must have a boating license and have taken the Safe Sport Course. <https://safesporttrained.org/#/public-dashboard>
2. All vessels must be Coast Guard safety equipped.
3. The competition boat must have a first aid kit and a throw cushion.
4. Alcohol beverages shall not be permitted in any competition vessel.

## **9. Unsportsmanlike Conduct:**

1. Any athlete, family member, sponsor, or event organizer, either on or off the contest site during the period of the contest may be fined and or disqualified to be determined by either the Chief Judge or WSWS head organizer regarding unsportsmanlike conduct.
  - i. Unsportsmanlike conduct includes but is not limited to the use of vulgar language in public, not riding to the fullest potential, failure to attend designated check-ins, or any conduct that would or could cause harm to the image of the host or the sport of wake surfing.
  - ii. Unsportsmanlike conduct includes action on or off the competition site, before, during, and after failing to attend designated meetings or functions, or consumption of alcoholic beverages during the event.
  - iii. Any bullying or taunting of fellow competitors, sponsors, judges, or host will not be tolerated.

### **2. Fines for certain conduct---**

- i. Unsportsmanlike conduct: \$250.00-500.00 fine
- ii. Unauthorized approach of a division judge: \$250.00 fine
- iii. Improperly dressed: given a chance to change or zero for run score plus \$100.00 fine.
- iv. Non-attendance to a mandatory meeting(s) rider will receive zero for 1st-day runs and a \$200.00 fine.
- v. Unauthorized persons on starting dock, announcers booth/stand, or judges' area: \$150.00 fine and/or disqualification from event.

## **10. Severe Weather Conditions/Rough Water Conditions:**

1. Since wakesports are outdoor sports and are designed to appeal to an audience as well as provide competition, time-consuming measures to assure identical and/or ideal riding conditions will be at the sole discretion of the Chief Judge only. Re-ride requests will not be allowed if they are based on variations in conditions.
2. Decisions regarding "Severe Weather" shall be the responsibility of the WSWS Staff, the Chief Judge, and only the affected athletes. The "Severe Weather" provision applies not only to rough water conditions and weather conditions that makes riding

significantly more difficult or may seriously affect performance or put riders in harm's way.

3. Wind and Lightning: the chief judge and WSWS Staff shall be responsible for suspending the competition when adverse weather conditions, such as lightning or wind pose an unreasonable risk to health or life at or near the competition venue.
4. No event shall be started or continued when electrical storms are in the immediate vicinity. There is a mandatory 30-minute delay from the last lightning strike until all clear is issued to resume competition.
5. The WSWS Staff and Chief Judge shall determine any modification to the riding specifications that may be needed in the interest of safety and providing a fair and attractive event. Such modifications may include but are not limited to course pattern and course length. Once a round of an event has been so designated and riding has started, the "Severe Weather" designation shall apply to all athletes in that round, even though conditions may improve.
6. The WSWS will put forth its best effort to complete every competition event and declare winners. At the sole discretion of the WSWS and only as a last resort, rounds may be postponed or combined as necessary to complete events and establish winners.
7. When an event has been terminated and providing that at least one full round of the event was held, placements and ranking list points will be calculated. This shall not apply if an event was altered in such a manner as to create an unfair situation. The final decision is solely at the discretion of the WSWS.

## 11. Division of Competition:

1. Age as of January 1<sup>st</sup> of the current year will be used to determine age bracket.
2. Division of competitions are broken down by gender, age, and skill level.
3. All athletes must compete under their sex assigned at birth.
4. Athletes can only compete in one division per discipline.
  - i. If the athlete switches divisions mid-season, all prior scores will be dropped, and new scoring will be started in that division.
5. Only pro divisions pay cash prizes.
6. WSWS has 19 divisions.
  - i. **Masters'** men & women (separate by gender) both Surf & Skim
    1. 35+ years of age
  - ii. **Pro** men & Women (separate by gender) both Surf & Skim
    1. Pro Card Invite Criteria
      - a. Podiumed at Centurion World Wake Surfing Championship in semi pro division prior year or have competed in another series in the pro division for at least one year.
    - iii. **Semi Pro** men & women (separate by gender) both Surf & Skim
    - iv. **Amateur** men & women (separate by gender) both Surf & Skim

- v. **Adaptive** combined men & women both sit and stand.
- vi. **Youth boys and Youth Girls** (separated by gender) combined Surf & Skim
  - 1. 12 years or under

## 12. Boat Settings:

- 1. Course Length
  - i. Minimum of 45 seconds to a maximum of 55 seconds
  - ii. Baseline speed is 11.3
- 2. The baseline setting allows for the rider to adjust the speed and/or center tab. It is the rider's responsibility to make sure that this is clearly communicated to the boat driver and head boat judge in the boat at the time of run.
- 3. Any protest related to speed must be made by the competitor at the time it occurs.

## 13. Communication with the Boat:

- 1. Thumb(s) up means go faster.
- 2. Thumb(s) down means go slower.
- 3. Pointing at an item of equipment means a problem with it.
- 4. Pointing back toward an object means debris in water.
- 5. A fallen rider needing assistance is to wave hand in the air notifying the boat, head judge, and pickup vessel that the rider is in need of assistance.
- 6. Rollers can be called out by the Boat Driver, head boat judge or rider. The rider must clearly and immediately call out by saying "**ROLLERS**" and **hand-gesturing rolling waves** however, if the rider calls out roller, rider should continue riding pass in case the roller call is denied by the head boat judge. The boat driver or head boat judge will wave their hand high indicating turning around, roller accepted or point down course indicating roller declined. The boat driver or head boat judge will signal to rider roller is coming by calling out ROLLER and hand gesturing rollers and turning around.

## 14. Equipment Failure:

- 1. For any equipment failure, the rider has five (5) minutes to repair the equipment or replace it with an approved piece of equipment. The head boat judge will call the Chief Judge and the Chief Judge will determine if the equipment has failed and if the rider has the opportunity to repair or replace it. The clock countdown starts once the rider is either on the competition boat or back at the starting dock. The rider will resume the run at the same location failure occurred.

## 15. Competition Course Run

- 1. The rider is responsible for knowing where the judge tent, dock check-in, and start and end course buoys are located on the event site and waterway.
- 2. To start the run, the rider will be picked up by boat at the designated starting area giving the rider and boat enough distance to get full speed and wave formed before hitting the start buoy.

3. Competitors must choose which side they will ride (starboard or port) at registration and must confirm with the driver what side you will be riding on prior to being pulled up.
4. The rider is on the course when the rider reaches the start buoy.
5. The rider is off course when the rider passes the end buoy.
  - i. If the trick is started before the end buoy, and completed past the end buoy trick will be counted in scoring.
  - ii. Once a rider has passed the end buoy, the rider is to cease all tricks and follow behind the boat to set up for a second pass. Rider to fall off wave at designated startup area while boat turns around to bring tow rope and pick up rider for the second pass.
  - iii. If the rider falls just before the end buoy and the boat driver does not feel that they will have enough time to get the boat up to full speed, the boat driver will continue past the buoy while the pickup vessel takes the rider to the end starting point.
  - iv. On the second fall, no matter where on the course, the rider will be picked up by a pickup vessel and taken to the end buoy starting point for the next pass. If a second fall occurs during the return run, the rider will be picked up and returned to the starting/check-in dock.
  - v. After a fall, a competitor may only swim to their board. If the rider swims back up the course to increase course length, the rider may be disqualified and given a zero score for their run.
6. No Transfers are allowed.
7. Total number of falls 2 per pass. On 4<sup>th</sup> fall the second pass rider will be picked up and taken to the starting dock or shore no matter where the 4<sup>th</sup> fall occurs.

## 16. Judging:

1. All riders will be judged using the DRIVE scoring criteria. The elements are Difficulty, Risk, Intensity, Variety, and Execution.
2. Three judges will be used to judge each division.
3. All judges must complete judge training.
4. Recordings may or may not be used by judges for review of riders' runs.
5. Judging a competitor's run begins when the competitor enters the course or drops the rope, whichever occurs later, and ends when the rider exits the course on the second pass, or uses the final fall allowed under the event's competition.
6. All Judges for a division need to stay on property for at least 1 hour after judging a division in case there is a question when inputting judges' scores.

## 17. Scoring:

1. Guidelines for scoring entries are provided below. Data Entry is done on shore.

2. After each competitors run each judge independently and legibly, record the score for each rider in each subjective category relative to that judge's scores in each category given to the benchmark competitor.
3. Judges should sum the total of each subjective category on the scoring sheet.
4. At the end of each Division, or each heat of a division, each judge will give his score sheets to the scribe and place them in the provided envelope. It is the scribe's responsibility to turn in the envelope to the dock starter or Chief judge.
5. The chief judge or designated representative shall input data from each Judge's scoring sheet into the WSWS Excel spreadsheet.
6. Division scores to be posted within 2 hours of the end of the last rider of that division.

## 18. Ranking:

1. A ranking Point list:

• Placement	Points
• 1 <sup>st</sup>	100
• 2 <sup>nd</sup>	90
• 3 <sup>rd</sup>	80
• 4 <sup>th</sup>	70
• 5 <sup>th</sup>	60
• 6 <sup>th</sup>	50
• 7 <sup>th</sup>	40
• 8 <sup>th</sup>	30
• 9 <sup>th</sup>	20
• 10 <sup>th</sup>	10

## 19. Reviewing Scores:

1. If the rider has a question about the scores, they may ask the Chief Judge only.
2. The Chief judge will then review the rider scribe sheet and judges' score sheets to ensure there are no discrepancies between the judges. If the Chief judge is satisfied with his/her review, he/she will let the rider know the decision. If there is a discrepancy on the score sheets, the Chief judge will have a meeting with division judges immediately. Discrepancy will be addressed with the division judge, and he/she will re-evaluate his scores to make sure his/her scores and placement are correct. If there is a change made by the judging team the scores will be changed and post new results.
3. All division judges must stay at the judging tent for at least one hour after the final division run.
4. The Chief Judge and/or Chief WSWS Organizer has the final say in all decisions. No rider is allowed to approach the individual judges. Any rider found harassing judges or



using profanity during the protest will be subject to fines and being evicted from participating in the event and receive a zero for ranking score.

5. If an athlete would like to file a formal protest on a ruling or judging, there is a \$100 fee to be paid to the WSWs organization.

6. If a rider would like to educate themselves for the future, they may request a review with the Chief Judge **AFTER** the event day is over and **not** during the competition.

## 20. JUDGING CATEGORIES: D.R.I.V.E. System

### Difficulty:

· Trick difficulty (Technical Difficulty)– This is simply defined as how difficult each trick is based on several variables. Spins, slides, rolls or including spins, grabbing your board, and the way a rider lands all subjectively define how difficult certain tricks are in comparison to others.

- Number of rotations
- Combos (combining tricks, adding spins, grabs, etc.)
- The direction a rider spins in relation to the trick.
- Switch vs. regular stance.
- Grabbed or not.
- Degree of Difficulty
  - Technical difficulty-the difficulty of each maneuver is based on any number of variables. Judges will use these to subjectively determine how difficult certain maneuvers are in comparison to others. Variables reflecting “Degree of Difficulty” include, but are not limited to:
    - Stance: Switch vs normal and heelside vs toeside (approach and finish for surface maneuvers or takeoff and landing for aerial maneuvers).
    - Combinations: Multiple maneuvers linked together and the sequence in which they are performed.
    - Embellishments: Grabbed maneuvers and types of grabs; stalled maneuvers; tweaked, boned or off-axis maneuvers.
    - Board direction: Maneuvers performed with board revert vs forward.
    - Innovation: Performing a maneuver that has never been seen. Introducing a new method of performing a maneuver.

### Risk:

- Linking difficult tricks

- An Athlete executing their first maneuver on course in both of their passes.
  - Executing difficult maneuvers relative to the course.
- Risk – A rider opening their run with a technically difficult trick would be considered high risk. Risk is also demonstrated by how a rider performs their tricks and whether or not they display a sense of “putting it all on the line” in order to better their opponents.

### **Intensity:**

• Here judges look for how big or high the rider is taking each of their tricks. This is typically noted on the judges' sheet by a plus sign, “+”. If the trick was incredibly high, the judge will place 2 plus signs next to it on the judges' sheet, “+ +”. The same goes for tricks done small and may have a minus “-” sign.

- Judges are looking for how aggressive, big or fast an athlete goes.
- How high the athlete and board leave the water.
- How fast the board spins.
- The pace of tricks being thrown
- Speed into tricks.

### **Variety:**

- A variety of tricks performed in a pass is what judges are looking for to determine the most versatile rider. A good pass should have tricks from each of these categories and be well-rounded. This shows a rider is skilled at all types of maneuvers and therefore shows variety in their riding.
- Were the tricks all based on the same trick? (360, 720, 1080, 1260)
- Were the grabs different?
- Did the rider spin both directions?
- Did the athlete perform a diverse number of maneuvers (turns, ollies, airs, shuvs, and rotations)?
- Did the athlete perform several types of maneuvers, or were they all based on the same maneuver? For example, the surface 360, 540, 720 are all similar in nature, as each is based on a surface board rotation in the same direction.
- Did the athlete perform combinations? Did the combination contain different maneuvers, or were maneuvers repeated by doing the combination?
- Did the athlete perform maneuvers in different stances (normal and switch, toeside and hillside)?

- Did the athlete use multiple grabs and were the grabs different?
- Did the athlete perform on both sides of the boat (Starboard and port side surf wakes)?
- Did the athlete perform rotational maneuvers, board and/or body, in both directions?
- Although not an absolute determining factor in scoring any subjective category, the total number of maneuvers performed will be given appropriate consideration.

### **Execution:**

Judges are looking for how “Clean” or how well executed EACH individual maneuver is done, as well as execution throughout the ENTIRE competition run. Judges should consider the flow and composition of the athlete’s overall run, and whether the run was performed with confidence, and in an aesthetically pleasing manner. Other considerations for “Execution” include but are not limited to:

- The Ease in which tricks are performed.
- How Fluid the overall run is.
- Making the tricks look easy, clean, and effortless.
- Completion of the Trick – This is essentially how the trick was performed in the air or on the rail and the rider is in control. Control and poise during the middle of a trick shows the rider is confident in that trick and thus it is well executed. Control and completion of a trick also means that the rider is performing a trick he/she sets out to complete. Example: If a rider attempts to do a 360 and bobbles halfway through the trick and only performs a 180, it shows they are not in control.
- The athlete’s ability to maintain body and board stability while performing each maneuver.
- The athlete’s ability to show fluidity by performing maneuvers smoothly and easily.
- The Landing – This is simply how clean the landing was of the trick.
- The athlete’s ability to perform maneuvers with confidence and with an effortless technique (style)
- Perfection – Judges are looking for how “clean” or how perfect EACH trick was performed in the passes. Judges look at the approach, the body position, the rotation of the trick, the axis of the body, head position, clean grabs not slaps, and speed to which the trick was performed. A rider completing their routine without falling also demonstrates perfection.
- The athlete’s ability to prove the mastering of a maneuver.

- The athlete's ability to show control over body and board with solid grabs; steady landings; lengthy stalls; and proper positioning before, during and after each maneuver.
- Did the rider customize or adapt tricks...make them their own?

## 21. General:

- Creativity, of course, management, and time are crucial in achieving a smooth, fluid, flowing run.
- Judges will only score tricks successfully landed.
- Judges will provide subjective scoring of each rider based on their overall opinion of how well the rider performed his routine in relation to each of the established same divisions. Scores shall be given by each Judge on a scale of 1-10, in increments of .1 (on the tenth) for each of the 5 subjective categories.
- Within a round of heats, and for the entirety of the competition event, the performance of all competitors in each Division should be evaluated by the same judging team.
- The first rider in each division will be used as a benchmark by which the remaining Competitors will be judged.
- Each judge will score the said rider and at the end of the run, the Judging Team will confer and attempt to agree upon the subjective score benchmark for each subjective component. As such, the first rider in each division will have almost identical subjective scores from each Judge. It is not required that the subjective benchmark score of the first rider be the same for each subjective category.
- Each division, and each heat of a division, must establish a separate subjective score benchmark using the first rider in the Division or heat.
- subjective scoring criteria, in comparison to other riders within the division or heat.

**All Riders:** Wakesports uses the heat format. All riders must compete in the order of the posted running order. If an athlete rides out of order his/her scores will not be counted.

Semifinal and Final round seeding are determined by the position finished in the previous round.

## Registration Capping-

1. 1 Day Event 60 riders
2. 2 Day Event 90 riders
3. 3 Day Event 120 riders
4. 120+ riders Event must be a 4-day event.
5. Registration closes when the capping number of riders is met or 2 weeks prior to the event.
6. The maximum number of riders per division is 8 unless there are divisions that are not maxed out then event organizer and chief Judge can if they choose to make the max total, 10 in another division.

7. Minimum number of riders per division is 2.

## Running Order-

1. The number of rounds will be determined by the number of entries. All riders must compete in the order of the posted running order. If an athlete rides out of order, his/her scores will not be counted.
2. Day 1 running order to be posted and emailed to all riders, judges, and volunteers 4 days before event minimum.
  - a. Any objections to the running order must be submitted to the Chief judge and WSWS event organizer within 24 hours of the order being posted.
  - b. Once the running order has been posted, no refunds will be issued unless in a medical emergency. See above Refunds due to Medical.
  - c. Division Scores to be posted within 2 hours of the last rider of that division. PDF to be posted on site. PDF of scoring to be emailed to [SGonzales@centurion-supreme.com](mailto:SGonzales@centurion-supreme.com) for social media posting.
2. Semifinal and Final round seeding are determined by the position finished in the previous round.
3. Day 2+ running orders to be posted and emailed to riders, judges, and volunteers with 4 hours of the last rider of the day.
4. The WSWS will put forth its best effort to complete every competition event and declare a winner at the sole discretion of the WSWS and only as a last resort, rounds may be postponed or combined as necessary to complete the events and establish winners.
5. When an event has been terminated and providing at least one full round of that event was held, placements and ranking list points will be calculated. This shall not apply if an event was altered in such a manner as to create an unfair situation. Final decision is solely the discretion of WSWS.

## 22. Prize Money Breakdown

1. Bronze Purse 3K for pro division \$750 per division
2. Silver Purse 5K for Pro division \$1,250.00 per division Live feed required.
3. Gold Purse 10K for Pro division \$2,500.00 per division Live feed required.
4. Platinum Purse 25K for Pro division \$6,250.00 per division Live feed required.
5. Diamond Purse 50K for Pro division \$12,500.00 per division Live feed required.
6. All prize money is due to the athlete at the time of the event or mailed to the athlete within 30 days of all paperwork being received....W9 or Ben8.

## 23. Worlds Invite Criteria

1. Riders' top 4 scores will be used to calculate Invite.
2. The lowest score dropped, and the average of the 3 top scores will give the athlete his/her ranking to be invited to Worlds.

3. The top 10 ranking in each division will be invited to Worlds.
4. Reigning Champion for pro division only will be invited back to defend their crown if they have competed in at least 3 stops in the WSWS series no matter what their ranking score totals.
5. Invite ranking will be used for Worlds seeding.
6. First round of invites goes out athletes will have 72 hours to accept and register.
7. The second round of invites will go out after the first 72 hours have expired.
8. Registration will be closed 72 hours after 2<sup>nd</sup> round of invites.
9. We will not be inviting other series to this year's Worlds.

## 24. Division Moveup

1. Athletes must have competed in a lower division for one season, earned the ranking in that division to be invited to World Wake Surfing Championship and podium at Worlds. This will be an invitation, not an obligation and it is not mandatory for the athlete to move up.

**IF ANY RULE OR REGULATION HAS NOT BEEN COVERED IN THIS DOCUMENT, ALL RULING AND REGULATIONS GOES BACK TO THE WWA RULE BOOK. ANY QUESTIONS OR CONCERNS CAN BE EMAILED TO [INFO.WSWS@CENTURION-SUPREME.COM](mailto:INFO.WSWS@CENTURION-SUPREME.COM)**