

## **RULES & REGULATION TRACK CYCLING EVENTS**

### **1 .Sprint**

#### **Organisation of the competition**

The sprint is a race between 2 to 4 riders over 2 or 3 laps. The competition shall be organised according to the table given below:

The competition shall at least include:

- 8 riders;
- a 200 meters time trial, flying start;
- 1/4 finals, straight;
- 1/2 finals, best of three heats;
- finals 3rd-4th and 1st-2nd, best of three heats.

For the competitions, the format can be used with number of riders based on the table of art. 3.2.050 qualifying either 16 or 8 riders. Prior to the first round a qualifying 200 m time trial shall be run to determine the fastest **16/8** riders taking part to the sprint tournament and the makeup of the heats.

#### **Sprint Race**

The tracks of 250 metres, races shall be ridden over 3 laps. On the tracks of 333.3 metres or more, races shall be ridden over 2 laps. Should a rider drop out of a two-up heat, his opponent shall go to the starting line to be declared the winner. He need not cover the distance. The starting position shall be determined by draw of lots. The rider drawing number 1 shall start on the inside of the track. In two-heat races, the other rider shall take the position on the inside of the track in the second heat. For the deciding round, a fresh draw shall take place.

#### **Race procedure**

The start shall be given by whistle. The rider on the inside of the track, unless overtaken, shall lead at least at walking pace and make no manoeuvre to force his opponent through until reaching the pursuit line on the opposite side of the track. A maximum of two standstills shall be permitted for each race. The maximum period for a standstill shall be 30 seconds following which, the leading rider shall be directed by the starter to continue. If he fails to do so, the starter shall stop the race and declare the other rider the winner of the heat. In a three or four-up race, the race shall be immediately rerun as a two or three-up race, without the relegated rider.

Before the last 200 metres line or the start of the final sprint, riders may avail themselves of the full width of the track but must nevertheless leave sufficient space for their opponent to pass and shall refrain from any manoeuvres that could provoke a collision, a fall or cause any rider to ride off the track. During the final sprint, even if launched before the last 200 metres, each rider shall remain in his lane up to the finish, unless he has at least a clear cycle-length lead and shall not make any manoeuvre to prevent the opponent from passing.

A rider may not challenge or pass on the left an opponent riding in the sprinters' lane.

If the leading rider leaves the sprinters' lane and his opponent attempts to pass to his left, he may not return to that lane unless he still has a clear cycle-length lead.

A rider passing on the right of his opponent, who is in the sprinters' lane, may not crowd him or cause him suddenly to reduce speed. A rider starting the sprint outside the sprinters' lane may not drop into that lane if it is already occupied by his opponent unless there is a clear cycle-length lead. Should the leading rider drop down below the measuring line he shall be relegated unless he does so involuntarily and unless, at that moment, the result may be considered a foregone conclusion.

If, in a three or four-up race, a rider behaves in an irregular manner to favor another rider, he shall be relegated. The race shall be immediately rerun as a two or three-

### **Race stoppages**

The race may be stopped only:

1. In the case of fall.

If the fall be intentionally caused by a competitor, that competitor shall be relegated or disqualified from the tournament according to the gravity of the fault committed and the other competitor declared the winner. In three or four-up heats, the race shall be immediately restarted with the remaining two or three riders.

Should the fall have been caused by a competitor riding too slowly in a curve or by any other unintentional fault, the race shall be restarted and the offending rider shall take the inside of the track.

If the fall is not caused by a competitor committing a fault, commissaires shall decide whether the race is to be restarted with the riders in the same order or whether the positions at the time of the fall should be considered final.

2. in the case of a puncture.

3. in the case of the breakage of an essential part of the bicycle.

In all of these three cases, the commissaires shall decide whether the race is to be restarted with the riders in the same order or whether the positions at the time of the incident should be considered final.

4. in the following cases:

- a) If a rider loses his balance, falls or touches an opponent or the barrier, the race shall be restarted and the rider in question shall take the inside of the track.

- b) If the starter observes a flagrant infringement and stops the race before the bell rings to indicate the start of the last lap, the commissaires may relegate or disqualify the rider committing the infringement. The other rider shall be declared the winner or in the case of a three or four-up race, it shall be restarted as a two or three-up race.

If the rider committing the infringement is not relegated or disqualified, the race shall be restarted and that rider shall take the inside of the track.

Table of sprint competitions:

**WORLD CUP AND WORLD CHAMPIONSHIPS**

STARTERS	SYSTEM	EVENT	COMPOSITION	1st	Other(s)
28	4 best riders skip  1/16 Finals 12 X 2 → 1 = 12	1	N1 -	1A	Ranked 17 to 28 according to 200 m TT Qualifying
		2	N2 -	2A	
		3	N3 -	3A	
		4	N4 -	4A	
		5	N5 - N28	5A	
		6	N6 - N27	6A	
		7	N7 - N26	7A	
		8	N8 - N25	8A	
		9	N9 - N24	9A	
		10	N10 - N23	10A	
		11	N11 - N22	11A	
		12	N12 - N21	12A	
		13	N13 - N20	13A	
		14	N14 - N19	14A	
		15	N15 - N18	15A	
		16	N16 - N17	16A	
16	1/8 Finals 8 X 2 → 1 = 8	1	1A - 16A	1B	Ranked 9 to 16 according to 200 m TT Qualifying
		2	2A - 15A	2B	
		3	3A - 14A	3B	
		4	4A - 13A	4B	
		5	5A - 12A	5B	
		6	6A - 11A	6B	
		7	7A - 10A	7B	
		8	8A - 9A	8B	
8	1/4 Finals 4 X 2 → 1 = 4 (in 2 heats, 3 if required)	1	1B - 8B	1C	Ranked 5 to 8 according to 200 m TT Qualifying
		2	2B - 7B	2C	
		3	3B - 6B	3C	
		4	4B - 5B	4C	
4	1/2 Finals 2 X 2 → 1 = 2 (in 2 heats, 3 if required)	1	1C - 4C	1D1	1D2
		2	2C - 3C	2D1	2D2
4	Finals 2 X 2 → 1 = 2 (in 2 heats, 3 if required)	1	1D1 - 2D1	1 <sup>er</sup> (gold)	2 <sup>er</sup> (silver)
		2	1D2 - 2D2	3 <sup>er</sup> (bronze)	4 <sup>er</sup>

## 2. Individual Pursuit

### Definition

Two cyclists compete in a fixed distance. The riders start on opposite sides of the track. The winner is determined by either catching the other rider or recording the fastest time.

### Organisation of the competition

Races shall be run over:

- 4 km for Men
- 3 km for Women
- 3 km for Junior Men
- 2 km for Junior Women.

This event shall be organised in two series:

1. The qualifying rounds to select the best 4 riders on the basis of their times.
2. the finals

The riders with the two best times shall ride off in the final for first and second place while the two others shall ride off in the final for third and fourth places. For the qualifying rounds the commissaires shall make up each match from riders presumed to be of equal ability, but without matching the two presumed to be the best.

During the qualifying rounds account shall be taken solely of times. If a rider is caught he must finish the distance to have a time recorded. A caught rider may not take pace from his opponent, nor pass him, on pain of disqualification. In a race between two of the four best riders (finals), if one rider catches the other the race is deemed to have finished. A rider is considered to have been caught at the point that the chainset on his opponent's bicycle draws level with that on his own bicycle.

If a rider fails to take the start in the first competition round, no substitution shall be made. The rider who fails to start will be classified in 8th place. If several riders fail to start, they shall be classified in 8th place and above in order of their times in the qualifying rounds. The rider who takes the start must ride alone to set a time to determine the composition of the finals.

Should a rider fail to take the start of a final, his opponent is declared the winner. A rider failing to start the final for 1st and 2nd places shall be placed 2nd; a rider failing to start the final for 3rd and 4th places shall be placed 4th. If the reason for failing to ride is not accepted, the absent rider shall be disqualified and his place shall remain vacant. In the event that riders record the same times, the rider who records the best time for the final lap shall be declared the winner.

### Preparation of the track

The blue bands shall be made impassable round the bankings by the placing every 5 metres of 50 cm long pads of a synthetic material. At the start the two riders shall be positioned at diametrically opposite points on the track. The starting point in front of the main stand shall be marked by a red disc. The starting point in the back straight shall be marked by a green disc.

(N) At each finishing point a device shall be set up to record the time of each rider and trigger a green light and a red light to indicate the passing of the respective riders. A lap counter and a bell shall be set up at each rider's finish line. (N) The order of passing, the number of laps completed, the time of each rider and the difference in time between the two riders on each half-lap and the final time of each rider will be displayed on the electronic scoreboard.

On tracks whose size is such that the distance to be ridden does not comprise a complete number of laps, the point of the final kilometre shall be marked by a red pennant for the rider who starts from the red disc and a green pennant for the rider

starting from the green disc. In competitions for Junior Women the last 500 meters will be marked. (N) At the start, each rider shall be held in a starting block.

### **Race procedure**

The start shall be taken on the inside edge of the track. Riders starting point:

- a) for the qualifying rounds, the commissaires shall determine the starting point for each rider.
- b) in a first competition round, the rider who has recorded the best time in the qualifying rounds will finish in front of the main grandstand.
- c) in the final, the rider who has in the previous round recorded the best time shall finish in front of the main grandstand.

The starter shall stop the race with a double pistol shot in the event of a false start. The course will then be restarted. A rider who causes two false starts in the qualifying round shall be eliminated. A rider who causes two false starts during the finals, loses the final. During the finals, a pistol shot shall mark the end of the race at the moment on which each rider crosses his finish line at full distance or at the moment that one rider catches the other.

### **Mishaps**

Qualifying rounds:

In the first half-lap, in the event of a mishap, the race is stopped and restarted immediately. After the first half-lap the race shall not be stopped. A rider who is the victim of a mishap shall be permitted to ride again at the end of the qualifying rounds (either alone against the watch or matched against another rider in the same situation). **A rider may be only permitted to have 2 starts.**

### **First competition round and finals:**

In the event of a mishap in the first half-lap, the race shall be stopped. It shall be restarted immediately by both riders. First competition round:

After the first half-lap the race shall not be stopped. A rider who is the victim of a mishap, recognized or not, shall be permitted to ride again alone against the watch at the end of the first competition round. His opponent shall continue to record a time. The riders eliminated in the first competition round will be placed in accordance with their times.

### **Finals:**

In the event of a mishap before the final kilometre (half-kilometre for Junior Women) the race is interrupted and the riders shall restart from their positions within a maximum period of 5 minutes:

- the leading rider on the line of the last half-lap which he completed
- the other rider shall start at a distance before the opposite line calculated by the Commissaires' Panel on the basis of the time that he was behind at his last completed half-lap
- the riders shall ride the distance remaining as at the last completed half-lap before the mishap.

The final time shall be obtained by adding the partial times. inside the final kilometre (half-kilometre for Junior Women):

If the leading rider suffers a mishap, the result shall stand and he shall be declared the winner. The average speed at the last completed half-lap shall be used to calculate the final time to be awarded. In each round, including the final, only one new start may be permitted as a result of mishaps.

### **3.Team Pursuit**

The team pursuit is a race with two opposing teams, starting on each side of the track. The winner is determined by either catching the other team or recording the fastest time. The men's and women's event are run over four kilometres by teams of four riders.

#### **Organisation of the competition**

Except for the specific details (even implicit) in this sub-section, the rules of the individual pursuit shall apply equally to the team pursuit. Teams shall be made up of riders entered for this event. The composition of the team may vary from one race to another. The team manager must notify the commissaires of any changes at least one hour before the relevant competition round start.

The time and the classification of each team shall be taken on that of the third rider of each team. The time shall be measured on the front wheel of the third rider of each team. A team is caught when the opposing team (at least 3 riders riding together) arrives at or within a distance of one metre of it. Qualifying rounds shall be organised to find the 4 best teams, 8 for the Olympic Games. In the qualifying rounds, teams shall ride against the clock.

Depending on the number of entered teams, the Commissaires' Panel may decide to run qualifying rounds with two teams in each heat. The seeding may be determined taking into account the targeted time communicated by the team manager at the rider confirmation, but without matching the two teams presumed to be the best.

This event shall be organised in two phases:

1. The qualifying rounds to select the 4 best teams on the basis of their times;
2. The finals.

The teams having made the two best times shall ride off the final for first and second places, the two others shall ride off the final for third and fourth places. If one team is caught by the other during the finals, the race is over and the catching team shall be declared the winner. Incomplete teams may not take the start. In the qualifying rounds, incomplete teams shall furthermore be disqualified. If a team fails to take the start in the first competition round, no substitution shall be made. The team failing to start shall be classified in 8th place.

If several teams fail to start, they shall be classified in 8th place and above in order of their times in the qualifying rounds. If the reason for failing to ride is not accepted by the Commissaires' Panel, the absent team shall be disqualified and its place shall remain vacant. The team that takes the start must ride alone to set a time to determine the composition of the finals. Should a team fail to start in the finals, its opponents shall be declared winners and the team not starting shall be placed second in that heat. If the reason for failing to ride is not accepted by the Commissaires' Panel, the absent team shall be disqualified and its place shall remain vacant. Situations of teams not starting and ties on time shall be decided in accordance with the regulations for the individual pursuit.

If it is necessary to place teams who fall into several of the following categories, the classification shall be drawn up as follows, in decreasing order from the 8th place:

- teams who fail to start then
- teams who have caused two false starts then
- teams relegated for pushing , then
- teams left incomplete after mishaps , then
- teams caught

#### **Preparation of the track**

(N) An electronic timing strip shall be set up on the pursuit lines in order to judge the finish of the front wheel of the third rider of each team. The timing and recording of

half-laps completed shall be made on the front wheel of the third rider.

### **Race procedure**

The riders of each team shall start side by side behind the start line. The lateral distance between riders shall be one metre. (N) The rider, placed on the inside of the track, shall be held by a starting block and shall be the leading rider. The starter shall stop the race for a false start by a double pistol shot, for example, one of the riders anticipates the start or if the rider on the inside of the track fails to take the lead.

A team which causes two false starts in the qualifying round shall be eliminated. A team which causes two false starts in the first competition round shall be relegated to the 8th place. A team which causes two false starts during the finals loses the final. Pushing between members of the same team is strictly forbidden on pain of disqualification in the qualifying rounds and relegation in the first competition round. During the finals, that team loses its finals.

When the commissaires see that a team is about to be caught, they shall, in order to avoid a collision with the other team or hinder its progress, signal to the former team with a red flag that it may not effect any more relays and remain at the bottom of the track until the opposing team has passed. Any failure to act on this instruction shall result in the immediate disqualification of the team. The race shall be over at the moment that the third rider of each team crosses the finishing line for the final time at full distance or, in the finals, at the point that one team (at least 3 riders riding together) catches the other team.

### **Mishaps**

During the qualifying round:

During the first half-lap, if any team suffers a mishap the race shall be restarted immediately. If a mishap occurs after the first half-lap and only one rider is involved, the team may either continue with 3 riders, or stop. If the team chooses to stop, it must do so within one lap of the place of the mishap or they face disqualification. Where practicable, the other team shall continue.

The team of a rider which has stopped following a mishap shall restart at the end of the qualifying rounds, where applicable with another team in the same situation. If a team suffers a mishap during its subsequent ride, it shall continue with three riders or be disqualified. In each round, including the final, only one new start may be permitted as a result of mishaps. During the first competition round and finals:

In the event of a mishap in the first half-lap, the race shall be stopped and restarted. If the team suffers a further mishap during its subsequent ride, it shall be eliminated.

After the first half-lap no mishap will be taken into consideration. The team shall continue if they still have three riders on the track. Otherwise this team must stop and will be:

placed last in the first competition round; considered beaten in finals

In each round, including the final, only one new start may be permitted as a result of mishaps.

## **4. Kilometre and 500 metres Time Trial**

### **Definition**

The race known as the «kilometre» or «500 metres» race respectively is an individual time trial race with a standing start. During the World Cup and World Championships, this race is run over a distance of 1000 metres for men and 500 metres for women.

### **Organisation of the competition**

The starting order shall be set by commissaires. Qualifying rounds shall be organised in two-up heats to find the 8 best riders. In the finals, each participant shall take the track alone. (N) This event shall be organised in two phases:

1. The qualifying rounds to select the 8 best riders on the basis of their times;
2. The finals.

For event of Class 1 and Class 2 on the World Calendar, the races can be ridden directly as a final.

In the case of a draw for the three best times, an identical medal shall be awarded to each rider concerned.

All competitors must ride the course at the same meeting. If it is not possible for all the participants to ride this race, for example because of atmospheric conditions, the entire race shall be rerun at the following meeting and no account shall be taken of the times previously made.

### **Race procedure**

The blue band shall be rendered impracticable in the bends by pads of synthetic material 50 cm long, placed at 5 metres intervals. (N) The rider shall be held at the start by a starting block. The start shall be taken on the inside edge of the track.

In the case of a false start the rider shall restart immediately. In the case of a mishap, the rider shall take a new start after a rest of approximately 15 minute. **A rider may be only permitted to have a total of 2 starts.**

## **5. Points Race**

The Points Race is a speciality in which the final placings are determined according to accumulated points won by riders during the sprints and by taking laps.

### **Organisation of the competition**

According to the number of riders entered for the speciality, the commissaires may possibly compose qualifying heats and shall determine how many of the best placed riders from each heat are to participate in the final. On the 250 metres track or shorter, intermediate sprints shall be run off every 10 laps.

On other tracks, intermediate sprints are run off after each number of laps closest to 2 km, that is to say:

- every 6 laps on 333.33 metres tracks
- every 5 laps on 400 metres tracks

The competition shall be held over the distances, number of laps and number of sprints as shown in the following table:

TRACK LENGTH	MEN				WOMEN				JUNIOR MEN		JUNIOR WOMEN	
	Qualifying		Final		Qualifying		Final		Final		Final	
	15 km		30 km		10 km		20 km		15 km		10 km	
(in m)	Laps	Sprint	Laps	Sprint	Laps	Sprint	Laps	Sprint	Laps	Sprint	Laps	Sprint
250	60	6	120	12	40	4	80	8	60	6	40	4
TRACK LENGTH	MEN				WOMEN				JUNIOR MEN		JUNIOR WOMEN	
	Qualifying		Final		Qualifying		Final		Final		Final	
	16 km		30 km		10 km		20 km		16 km		10 km	
(IN m)	Laps	Sprint	Laps	Sprint	Laps	Sprint	Laps	Sprint	Laps	Sprint	Laps	Sprint
333,33	48	8	90	15	30	5	60	10	48	8	30	5
400	40	8	75	15	25	5	50	10	40	8	25	5

The first rider in each sprint shall be awarded 5 points, the second 3 points, the third 2 points and the fourth one point. Points awarded in the last sprint after the full distance will be doubled (10 points, 6 points, 4 points, 2 points).

**Any rider that gains a lap on the main field is awarded 20 points. Any rider that loses a lap on the main field is deducted 20 points. Where two or more riders are equal on points, the places in the final sprint shall declare the winner.**

#### Race Procedure

Before the start, half of the riders shall be lined up along the railings, the other half lining up in single file in the sprinter's lane.

A flying start shall be taken after one neutralized lap. Sprints shall be run according to the rules governing sprint races. A rider shall be considered to have gained a lap and be awarded 20 points when he has caught up with the rear of the largest bunch. A **rider having dropped behind the bunch and having been caught up may not lead, under penalty of disqualification.**

If at the moment of a sprint considered for classification, one or some rider(s) catch up with the main bunch, this (these) rider(s) shall gain a lap and be awarded 20 points. The points awarded for the sprint shall be given immediately to the riders of the break behind or to those ahead of the bunch.

Riders having dropped behind the bunch and having been caught up by one or more riders about to gain a lap may not lead these riders, under pain of disqualification. Riders one or several laps down may be withdrawn by the Commissaires' Panel. In the event of collusion between riders, the (N) judge-referee may disqualify the riders concerned, possibly after a warning.

In the case of a recognised mishap, the rider shall be entitled to a neutralisation during the number of laps closest to 1300 metres. On returning to the track, he shall resume the position he occupied before the mishap.

Neutralised riders may not return to the track within the last kilometre. Should this last kilometre start within the allowed neutralisation period of a recognised mishap, and the riders not be able to return prior to the start of the last kilometre, these neutralised riders shall appear in the final placings depending on the points accumulated prior to the mishap. Should more than half the riders fall, the race shall be stopped and the commissaires shall determine the duration of the interruption. A new start shall be taken from the positions at the moment of the fall.

A rider suffering a recognised mishap in the last five laps may not return to the track but shall nevertheless appear in the final placings depending on the laps won or lost

and the points accumulated prior to the mishap. Other riders not finishing the race shall be excluded from the final placings.

If the track becomes impracticable to race for any reason, the commissaires shall decide as follows:

DISTANCE	DÉCISIONS		
	Complete rerun the same day	Resume race with points accumulated	Let results stand
	Stopped before	Stopped between	Stopped after
10 km	8 km	/	8 km
15 / 16 km	10 km	/	10 km
20 km	10 km	10-15 km	15 km
24 / 25 km	10 km	10-20 km	20 km
30 km	15 km	15-25 km	25 km
40 km	15 km	15-30 km	30 km

## 6. Keirin

Riders compete in a sprint after completing a number of laps behind a motorized pacer who leaves the track 3 laps to go (250m tracks). For other track sizes the motorized pacer should leave the track closest to 750m from the finish. The event is run over a number of laps closest to 1.5 km.

### Organisation of the competition 6.2

The competition shall at least include:

- 12 riders;
- a qualifying round, 2 heats of 6 riders;
- a final for places 7 to 12;
- a final for places 1 to 6

The pacer shall ride within the sprinter line, starting at 30 kph and shall gradually increase speed to 50 kph which should be reached at the latest when leaving the track, after the pursuit line on the home straight, 3 laps to go (250 m tracks).

### Race procedure

The starting positions of the riders shall be determined by drawing lots. The riders shall be placed side by side in that order on the pursuit line, the sprinters' lane being left free. The riders shall be held, but not pushed, by assistants. The start shall be given when the pacer approaches the pursuit line in the sprinters' lane. At the start, riders shall take their positions determined by the draw, directly behind the pacer, for at least the first lap, failing which the race shall be stopped and riders that failed to comply shall be disqualified. In the restart, the remaining riders shall again take their same relative positions behind the pacer.

The riders shall remain immediately behind the pacer until such time as the pacer **bis** leaves the track. In the case when one or more riders pass the leading edge of the front wheel of the pacer before the pursuit line when he leaves the track, the race will be stopped and rerun without the rider(s) at fault, which will be disqualified. The race shall be run according to the Sprint Regulations. The race will be stopped if one or more riders are at fault or behave in an unsporting manner while being placed behind the dery. The race will be rerun without the rider(s) at fault, which will be disqualified. A restart will take place immediately if a mishap occurs within the first half-lap

**COMPOSITION EXAMPLE OF KEIRIN EVENTS INVOLVING 28 RIDERS**

<p>1st ROUND</p>	<p>Composition: 4 HEATS of 7 riders</p> <table border="1"> <thead> <tr> <th>A</th> <th>B</th> <th>C</th> <th>D</th> </tr> </thead> <tbody> <tr><td>R1</td><td>R2</td><td>R3</td><td>R4</td></tr> <tr><td>R8</td><td>R7</td><td>R6</td><td>R5</td></tr> <tr><td>R9</td><td>R10</td><td>R11</td><td>R12</td></tr> <tr><td>R16</td><td>R15</td><td>R14</td><td>R13</td></tr> <tr><td>R17</td><td>R18</td><td>R19</td><td>R20</td></tr> <tr><td>R24</td><td>R23</td><td>R22</td><td>R21</td></tr> <tr><td>R25</td><td>R26</td><td>R27</td><td>R28</td></tr> </tbody> </table> <p>Abbreviations: «R» Rank on the last UCI Individual Track Classification. In the absence of rank, drawing lots.</p> <p>Results:</p> <table border="1"> <tbody> <tr><td>*QA1</td><td>*QB1</td><td>*QC1</td><td>*QD1</td></tr> <tr><td>*QA2</td><td>*QB2</td><td>*QC2</td><td>*QD2</td></tr> <tr><td>QA3</td><td>QB3</td><td>QC3</td><td>QD3</td></tr> <tr><td>QA4</td><td>QB4</td><td>QC4</td><td>QD4</td></tr> <tr><td>QA5</td><td>QB5</td><td>QC5</td><td>QD5</td></tr> <tr><td>QA6</td><td>QB6</td><td>QC6</td><td>QD6</td></tr> <tr><td>QA7</td><td>QB7</td><td>QC7</td><td>QD7</td></tr> </tbody> </table> <p>*Riders qualified for 2nd Round (Semi-finals)</p>	A	B	C	D	R1	R2	R3	R4	R8	R7	R6	R5	R9	R10	R11	R12	R16	R15	R14	R13	R17	R18	R19	R20	R24	R23	R22	R21	R25	R26	R27	R28	*QA1	*QB1	*QC1	*QD1	*QA2	*QB2	*QC2	*QD2	QA3	QB3	QC3	QD3	QA4	QB4	QC4	QD4	QA5	QB5	QC5	QD5	QA6	QB6	QC6	QD6	QA7	QB7	QC7	QD7
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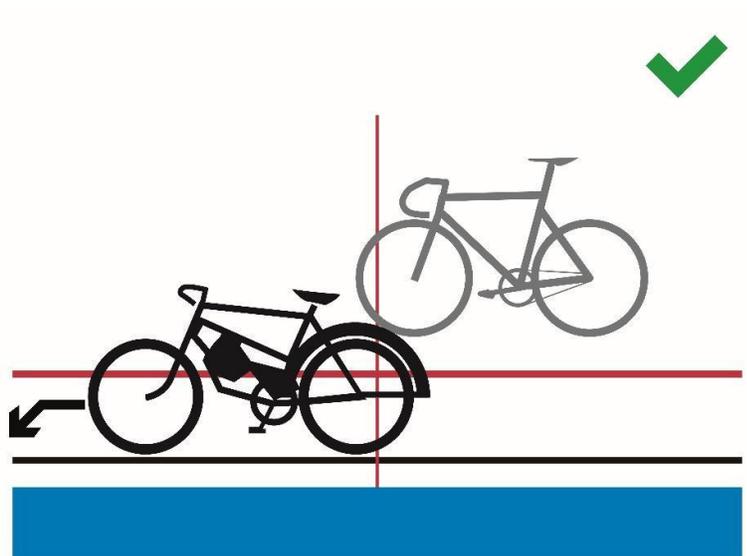


Figure 1

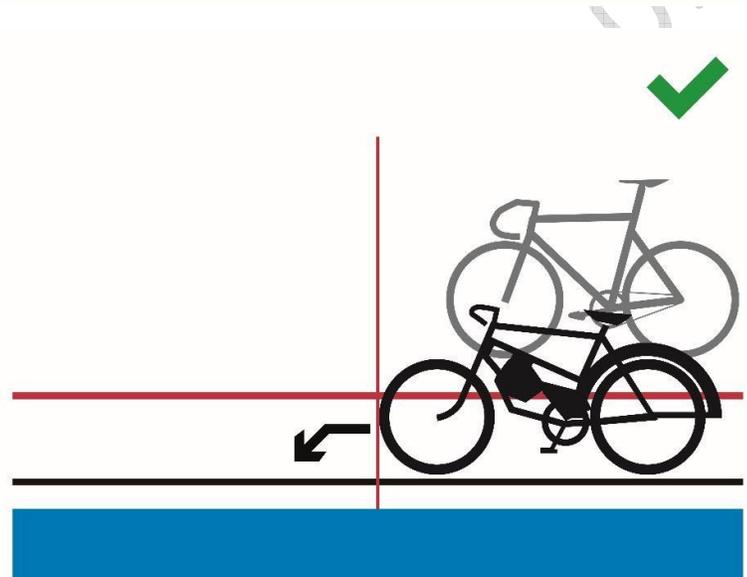


Figure 2

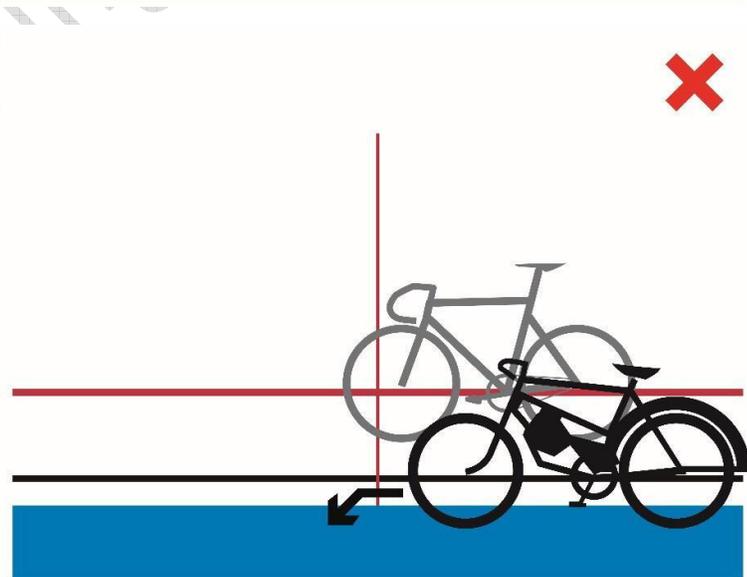


Figure 3

## 7 .Team Sprint

### Definition

The Team Sprint is a race with two opposing teams, each of whose riders shall lead for one lap. The men event is run over three laps of a track by teams of **three riders**.

The women event is run over two laps of a track by teams of **two riders**.

### Organisation of the competition

#### 1. The finals

The four winning teams from the first competition round shall dispute the finals. The teams having made the two best times shall ride the final for first and second places and the other two teams shall ride the final for third and fourth places.

At the Olympic Games **only**:

The four losing teams from the first competition round shall dispute the finals for 5<sup>th</sup> to 8<sup>th</sup> place.

The teams having made the 5<sup>th</sup> and 6<sup>th</sup> fastest time shall ride the final for 5<sup>th</sup> and 6<sup>th</sup> and the other two teams shall ride the final for 7<sup>th</sup> and 8<sup>th</sup>. In case of a draw, the best time made during the last lap shall decide. If a team declares forfeit in a final, it shall not be replaced. The other team shall be declared the winner.

If the reason for which that team did not ride is not accepted, the absent team shall be disqualified. If a team fails to take the start in the first competition round, no substitution shall be **bis** made. The team failing to start shall be classified in 8<sup>th</sup> place.

If several teams fail to start, they shall be classified in 8<sup>th</sup> place and above in order of their times in the qualifying rounds. If the reason for failing to ride is not accepted by the Commissaires' Panel, the absent team shall be disqualified and its place shall remain vacant. The team that takes the start must ride alone to set a time to determine the composition of the finals. Teams shall be made up of riders entered for this event. The composition of a team may be modified from one heat to another. An incomplete team may not take the start.

The team manager must notify the commissaires of any changes at least 30 minutes before the relevant competition round start.

### Race procedure

The start shall be taken in the middle of each straight. During the qualifying races, the place of each team shall be determined by the commissaires. Subsequently, the team having made the best time in the preceding stage of the competition, shall start in front of the main grandstand.

The riders of each team shall start side by side behind the start line. The lateral distance between riders shall be 1.5 metres. (N) The rider, placed on the inside of the track, shall be held by a starting block and shall be the leading rider.

**3.2.152** The leading rider shall lead the first lap and move towards the outside of the track and then drop back to leave the track without hindering the other team.

### Men:

The rider that was in second position shall lead the following lap and then he shall drop out in the same manner. The third rider shall end the last lap alone.

**Women:**

The second rider shall end the last lap alone. At the completion of his lap, the leading edge of the leading rider's front wheel must cross the pursuit line ahead of the leading edge of the front wheel of the following rider. Thereafter, the leading rider must draw aside immediately and ride above the sprinter's line no later than within 15 meters after the pursuit line.

Pushing between members of the same team is strictly forbidden.

If there is doubt that the above requirements have been met, a review of available information is to be made. If confirmed, the team shall be relegated to the last place in that stage of the competition.

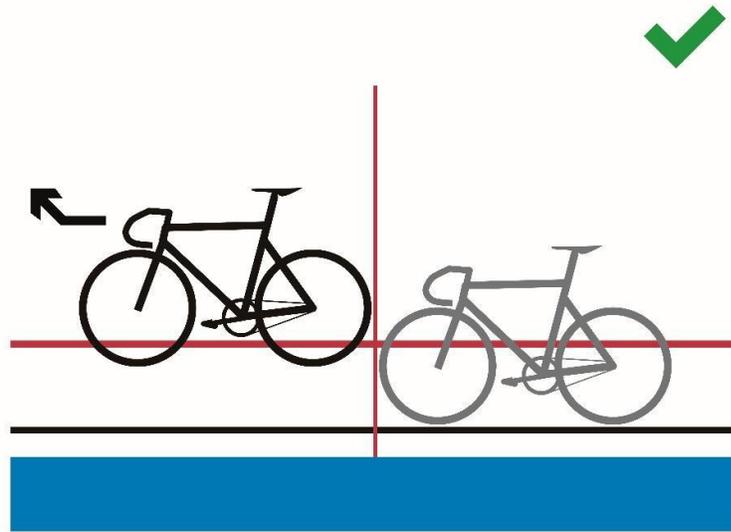


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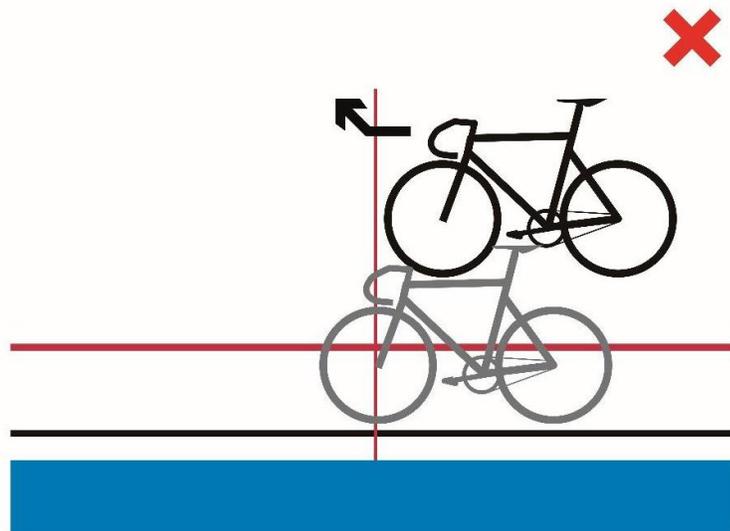


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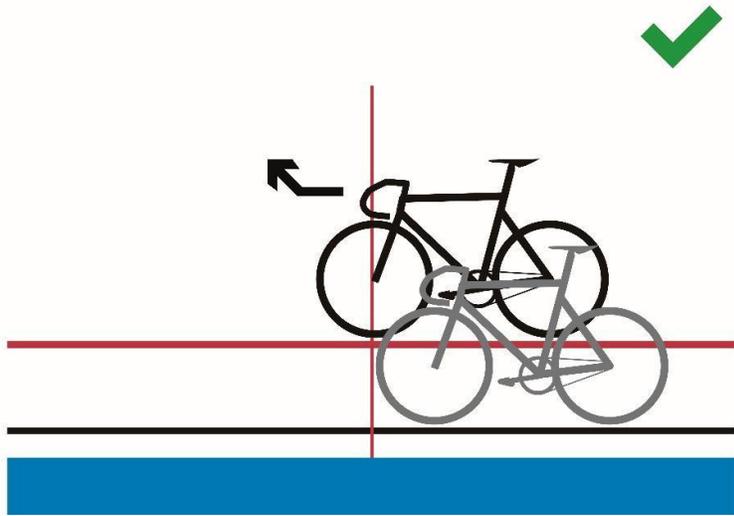


Figure 3

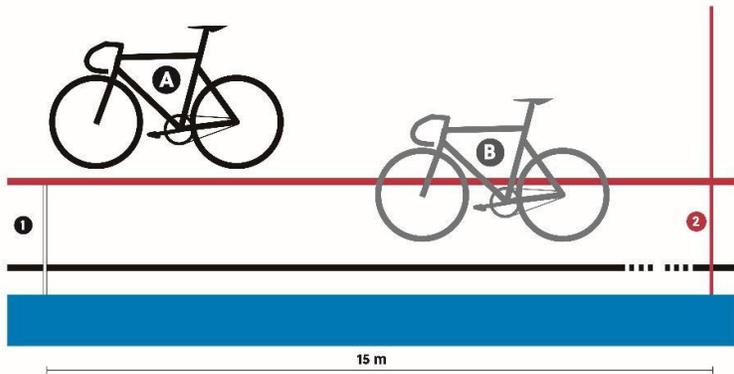


Figure 4

Cycling /

Figure 5

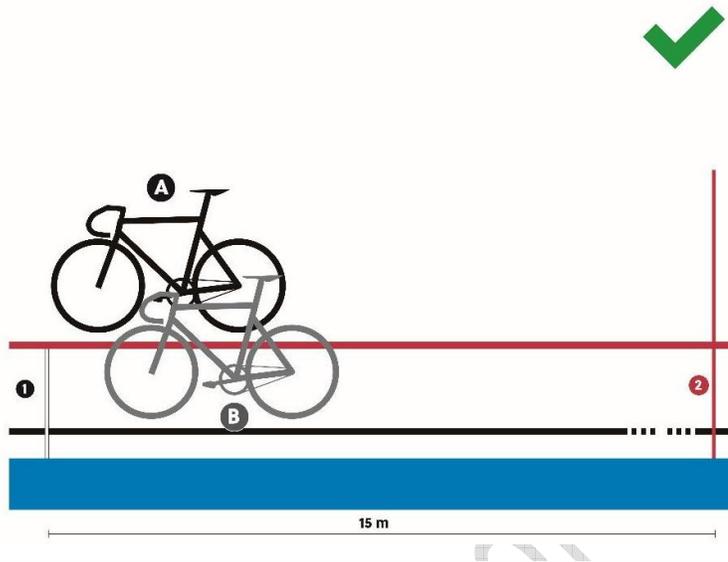


Figure 6

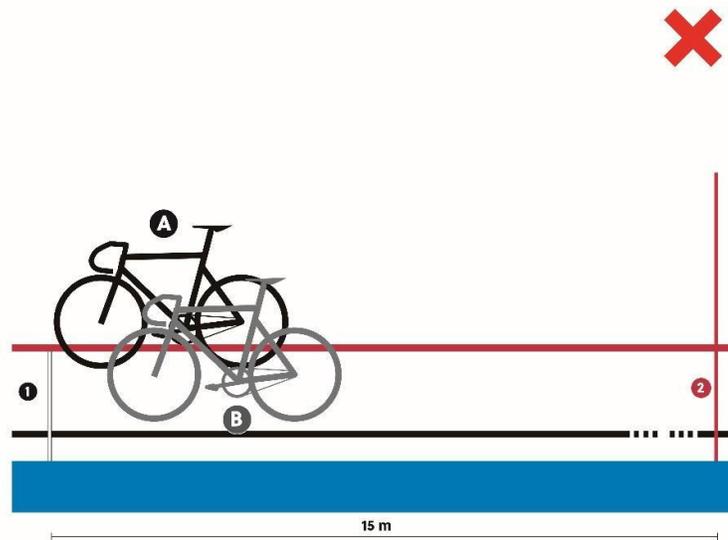
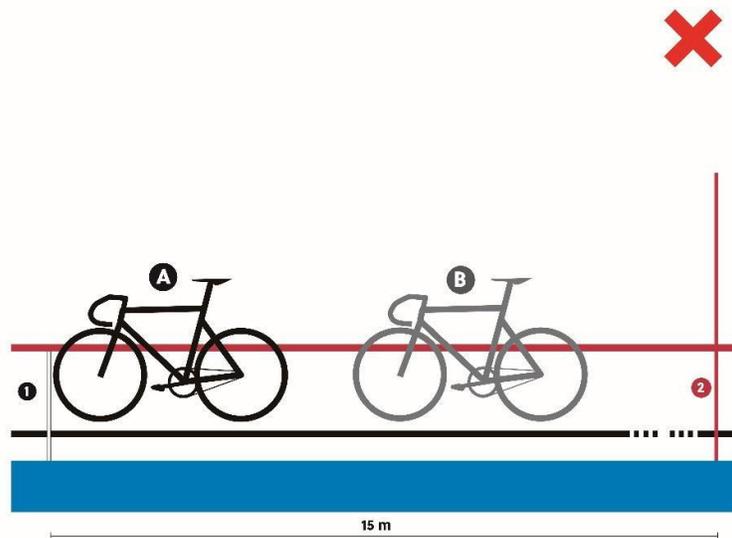


Figure 7



## 8. Scratch

### Definition

The Scratch Race is an individual race over a specified distance.

### Organisation of the competition

The races shall be held over the following distances:

Elite Men	15 km
Elite Women	10 km
Junior Men	10 km
Junior Women	7.5 km

In order to reach the maximum riders allowed on the track, qualifying heats shall take place to reduce the number of riders entered according to the chart below:

CATEGORY	DISTANCE TO RUN
Men	10 km
Women	7.5 km
Men Junior	7,5 km
Women Junior	5 km

### Race procedure

Before the start, half of the riders shall be lined up along the railings, the other half lining up in single file in the sprinter's lane. A flying start shall be taken after one neutralised lap. Riders overtaken by the main bunch shall immediately leave the track. Riders overtaken by the main bunch shall immediately leave the track. The final placings are determined during the final sprint, taking into account laps gained. In the case of collusion between riders, the commissaires may disqualify the riders concerned. The last lap of the race shall be indicated by a bell.

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