

Rules Amendments applying on 01.08.2023

PART 8 INDOOR CYCLING

CHAPTER II SPECIFIC RULES

§ 5 Way of stretch

Complement for ACT4

8.2.071 2 Mills / 3 Mills

Two or three riders have to ride, with same distances and following each other, a complete drive around one point each. They are connected by a grip connection with their left hands. All mills have to be performed uniformly distributed on the longitudinal or transversal axis. The mills start when all riders are connected. Each rider has to be on a common axis, which runs parallel to the long or short side of the competition surface, with one rider of the other mill/s. The mills have to be performed simultaneously. Exceptions applicable to the end of the figure are described in the explanations of figures. If the mills have to be performed during another figure, the starting position has to be shown at least 2 metres before and after the mills.

(text modified on 01.01.20; 01.08.23)

CHAPTER IV EVALUATION

§ 2 Evaluation of difficulty

8.4.010 Tactical figures (single and pair artistic cycling)

The tactical enlargement has to be awarded as soon as it has become recognisable that a tactical extension is attempted by the increase in number the tactical enlargement is being attempted. If a tactical extension is possible in the form of an altered execution method, this will only be evaluated and recognized when the tactical extension has been fully executed. A devaluation of difficulty occurs corresponding to the rules for the missing way of stretch according article 8.4.009. The required way of stretch includes the tactical enlargement.

(article introduced on 01.01.18; text modified on 01.01.22; 01.08.23)

CHAPTER XI WORLD CHAMPIONSHIPS SETUP

8.11.001 Split of Leagues

The following split applies to both, Cycle-ball Women and Cycle-ball Men:

Number of	12	13	14	15	16	17	18	19	20	21
teams										
A league	6	6	6	6	6	6	6	6	6	6
1 st round	15	15	15	15						
2 nd round	2	2	2	2	2	2	2	2	2	2
3 rd -round	2	2	2	2	2	2	2	2	2	2
Final	4	4	4	4	4	4	4	4	4	4
Total	20	20	20	20						
B league 1	6	7	4	5	5	6	6	5	6	5
1 st -round	15	21	6	10	10	15	15	10	15	10
B league 2			4	4	5					
1 st -round			6	6	10					
B league			4	4	5					
ranking			7	7	ð					
C league 1						5	6	4	4	5
1 st -round						10	15	6	6	10
C league 2								4	4	5
1 st -round								6	6	10
Ranking								4	4	5
Promotion						4	4	4	4	4
Grand total	36	42	37	41	46	47	52	48	53	57
Commissaires	6	6	6	6	6	6	7	7	7	7
Games /										
Commissaire	6	6	6.2	7	7.7	7.8	7.5	7	7.5	8.1
Chief not			0.2	'				'		5.1
included										

N° teams	4	5	1	1	1	1	1	1	1	1	1	1	1	2	2
TOTAL	7	•	0	0	1	2	3	4	5	6	7	8	9	0	1
N° teams League A	4	5	6	6	6	6	6	6	6	6	6	6	6	6	6
N° games Group phase	6	1	1 5	1 5	1 5	1 5	1 5	1 5	1 5						
Quarterfinal		2	2	2	2	2	2	2	2	2	2	2	2	2	2
Lucky Looser		1	1	1	1	1	1	1	1	1	1	1	1	1	1
Semifinal	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
Match for 3 rd place	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Final	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
N° teams League B				4	5	6	7	4	5	5	6	6	5	6	5
N° games Group phase				6	1	1 5	2	6	1	1	1 5	1 5	1 0	1 5	1
Relegation				1	1	1	1	1	1	1	1	1	1	1	1

N° teams League C								4	4	5	5	6	4	4	5
N° games Group phase								6	6	1 0	1 0	1 5	6	6	1 0
Relegation								1	1	1	1	1	1	1	1
N° teams League D													4	4	5
N° games Group phase													6	6	1 0
Relegation													1	1	1
N° games TOTAL	1	1 7	2 2	2 9	3	3 8	4	3 6	4 0	4	4 9	5 4	4 7	5 2	5 5

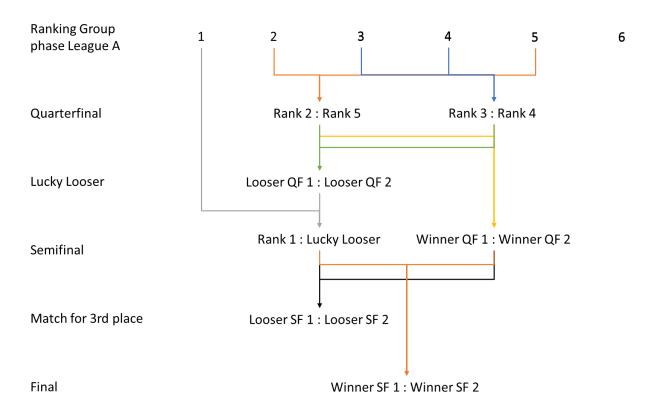
(article introduced on 01.01.13; text modified on 01.08.23)

8.11.002

World Championships mode New mode: valid as from 2015 UCI Indoor Cycling World Championships

1 st -round	2 nd round	3 rd -round	1 st half- final	2 nd -half- final	Match 3 rd place	Final
4.				Winners 1 st round	Loosers 1 st half- final	Winners 1 st half- final
2.	2 nd —5 th	Loosers match 2.	Winners match 2.			
3.	3 rd 4 th	against	against	against	against	against
4.		Loosers match 3.	Winners match 3.			
5.				Lucky looser	Loosers 2 nd -half- final	Winnsers 2 nd half- final
6.						
		Lucky looser > 2 nd half- final	Winners > Final	Winners > Final		
			Loosers > match for the 3 rd place	Loosers > match for the 3 rd place		
	* Penalty shooting	* Penalty shooting	* Penalty shooting	* Penalty shooting	* overtime then penalty shooting	* overtime then penalty shooting

^{*} Decision in case of a draw



If a match ends in a draw in the rounds from the quarterfinals to the semifinals, a penalty shoot-out will decide the match.

If the match for 3rd place or the final ends in a draw, extra time will be played, followed by a penalty shoot-out if the match is still tied after extra time.

(text modified on 01.08.23)