

Competition Format and Rules

Format et règlement des compétitions

As of WED 21 OCT 2026

Youth Olympic Competition Format

Dakar 2026 Summer Youth Olympic Games skateboarding competition consists of two events:

- Women's street
- Men's street

Each event will be contested by 12 skaters.

Street skateboarding courses are designed to replicate real-world urban terrain featuring stair sets, rails, gaps, benches, ledges, and planters on riding surfaces of variable elevations alongside traditional skatepark elements like banks and quarterpipes. Elevation changes between riding surfaces do not exceed 5' 3" feet (1.6 metres).

Differences between World Championships and the Summer Youth Olympic Games

The Youth Olympic Skateboarding competition format is identical to the one used at the World Championships for the Semi Final and Final competition phases.

The skater quotas are larger at the World Championships allowing for a maximum of nine athletes per country, based on their World Skateboarding Ranking standing.

Changes since Buenos Aires 2018 Summer Youth Olympic Games

Skateboarding is on the programme for the first time in Dakar 2026 Summer Youth Olympic Games.

Sport Rules and Procedures

The street competition comprises two rounds: prelims and final.

In the prelims, the 12 female or male skaters first compete in two heats of six skaters. The first six skaters from the combined ranking of the heats qualify to the final.

In the Prelims, the skaters will perform two 45 second runs (full time) and three tricks.

In the Final, the skaters will perform three 45 second runs and three tricks.

Judging

The runs and each trick are judged by five judges who will use a 0.00-100.00 points scale. The highest and lowest judges' scores for each run or trick are dropped, and the remaining three scores are averaged to give a score for each run and each trick (five to six scores based on the competition phase).

The best run's score and the best tricks' scores are added to give the total round score (maximum 200.00 points).

Timekeeping

For all runs and tricks, skaters are given five seconds to start after the starter's signal. If skaters purposefully do not begin their run or trick within five seconds of the starter's signal, they may lose their opportunity to be scored on that run or trick at the discretion of the head judge.

The runs are 45 seconds. The clock is triggered by a technical official when the skater places both feet on their board at the beginning of the run.

A horn signal is triggered when the clock reaches "0". The clock will not be stopped under any conditions. If the run has to be interrupted for external reasons, the skater is given a restart.

Fall

In case of a fall during the run section, the run will be continued. During the trick section, a fall in the landing of the trick will be considered as a bail, and the skater will be marked with "X" with a score of 0.00 points.

Competition Format and Rules

Format et règlement des compétitions

As of WED 21 OCT 2026

Tie Break Rules

The skater with the highest scoring run is ranked first.

If still tied, the score from the second-best single trick breaks the tie.

If still tied, the five judges are asked to vote (electronically) on who should be placed first. In case of several ties, the judges will be asked again to vote until all ties are broken.

If the competition must be shortened and only runs can be completed, the skater with the highest scoring run is ranked first. If still tied, the skater with the highest second scoring run is ranked first. If still tied, the five judges are asked to vote (electronically) on who should be placed first. In case of several ties, the judges will be asked again to vote until all ties are broken.

Penalties / Disqualification Rules

There are no penalties in skateboarding.

Protests / Appeals

Once competition scores are approved by the head judge and published, they are no longer open to appeal.

Note:
For further information please consult: www.worldskate.org/skateboarding