

Red Bull Street Style 2022

Tournament Rules

Summary

- **Stage 1 - National Qualifiers**
- **Stage 2 - Regional Qualifiers**
- **Stage 3 - Regional Finals**
- **Stage 4 - World Finals**

Stage 1 - National Qualifiers

1.1. Video selection

- Athletes participate in the National Qualifier of the country they are registered under in the WFFA app.
- Athletes who are under the age of 16 on the first day of qualification (March 15, 2022) are not eligible to participate.
- In order to participate, athletes who are between the ages of 16 and 17 on the first day of qualification need to fill in the parental/guardian form available in the Rules and Regulations section of the WFFA website and have it signed and sent to forms@thewffa.org at least five days before the start of the National Qualifier in which they want to participate. No athletes under the age of 18 will be allowed to participate in the tournament under any circumstance without the written authorisation of their parents or legal guardians.
- In the case of dual citizenship, an athlete is allowed to represent one country only. Each athlete will be allowed to choose which country they represent when they register. Once an athlete has registered and picked a country, they will not be allowed to change it.
- Athletes must follow the timeline and respect the deadlines. If an athlete misses the registration deadline in the WFFA App for a specific country, they will not be able to participate in the tournament.
- Every country has its competitions in different months. Athletes will be able to upload videos only when the qualifier of a specific country is on.
- Each athlete has 60 seconds to show the best he/she can do with a ball.
- Men have qualifications within their countries; women have a global qualification process and then advance directly to their regional qualifiers.
- Judges are looking for all-round abilities: athletes should show as much as they can from all parts of Freestyle Football. Flow, tricks connection and style are also considered.
- Athletes should avoid breaking their flow with unnecessary touches which are not tricks. All tricks should be executed with the least amount of touches possible.
- The video file can last for a maximum of 80 seconds to allow athletes to prepare for their set; the minimum length is 55 seconds.
- There is a +/-5 seconds tolerance for the end of the set.
- Time starts counting when an athlete touches the ball for the first time.
- Video cannot be edited in any way: no cuts, no effects, no titles.
- Athletes must film HORIZONTALLY.

- Athlete videos must be original and recorded in 2022. The clips must be new, unseen and not uploaded anywhere else (social media, web etc).
- The video must feature only the participating athlete and a ball: no hands, no accessories, no other people in the shot.
- Drops and mistakes are taken into account and evaluated negatively.
- 3 judges will review each video. Depending on the number of participants in the qualification round, athletes will be selected to enter the Top 8 or the Top 16 online battles within their specific national qualifier.

1.2. Tournament structure

- The battle brackets of the National Qualifiers are based on the rankings from the video selection.
- Whoever is ranked lower in the battle will start: this applies to the whole event.
- Every athlete will have 3 rounds of 30-second sets within each battle.
- Each athlete will have 12 hours to upload their set. The clock will start ticking after the opponent uploads their set; the athlete will receive a push-up notification in the app when this happens.
- Each video needs to be verified by a WFFA member to ensure that it is in the correct format. Each athlete is responsible for their video to be uploaded in time.
- The winner of the battles will be announced after the last round is uploaded and evaluated by the judging panel.

1.2.1 National qualifiers

- The battle zone (2nd stage of qualifications) is structured based on the number of participants in the Top 32, Top 16 or Top 8.
- Classic battle event structure follows with a small and grand final at the end.
- The winner of each qualifier proceeds to the Regional Qualifiers.

1.2.2 Rest of the World qualifier

- The best 16 athletes will be selected and ranked based on their qualification performance.
- In the case of having more than 40 participants, Top 32 battle brackets might be formed.
- A traditional Top 16 or Top 32 event battle grid will be structured.
- The winners of quarter-final battles (4 athletes) will proceed to the Regional Qualifiers.

1.2.3. Women's Regional qualifier

- Top women from the qualification stage advance to the Regional Qualifiers and are distributed into their specific regions (min. 4 women per region). These Qualifiers follow the same format as the online Battle Pools of the Red Bull Street Style 2021 edition.

1.3. Footballs

- It is prohibited to use more than one ball in battle.
- No modification to the ball is allowed.

1.4. Usage of hands

- It is forbidden to touch the ball with hands during a battle. No exceptions.
- ‘Hand’ in this context is defined as “from shoulder to the tip of the fingers”.

1.5. Judges

- A panel of 3 judges chooses the winner of each battle after all rounds are uploaded and verified within the app. Judges will see the whole battle as one video after both contenders have uploaded all their sets.
- The head judge is responsible for the whole panel regarding timing and proper briefing.
- Each judge scores the performance of the athlete based on all criteria.
- Judges have 1-2 days (depending on the round they are judging) to score battles.
- Judges must all leave a short explanation in the comment section of every battle they judge on the app, detailing the reasons behind their decision at the time they announce the winner of a battle.
- Judges decisions are final and cannot be changed.
- Judges are strictly not allowed to talk/chat at any time between the start of a battle and the announcement of the result of the same battle.
- Judges are NOT allowed to use the so-called “blank vote” or “X” in case they are not sure of the result. Each judge must select a winner for each battle.

1.6. Judging criteria

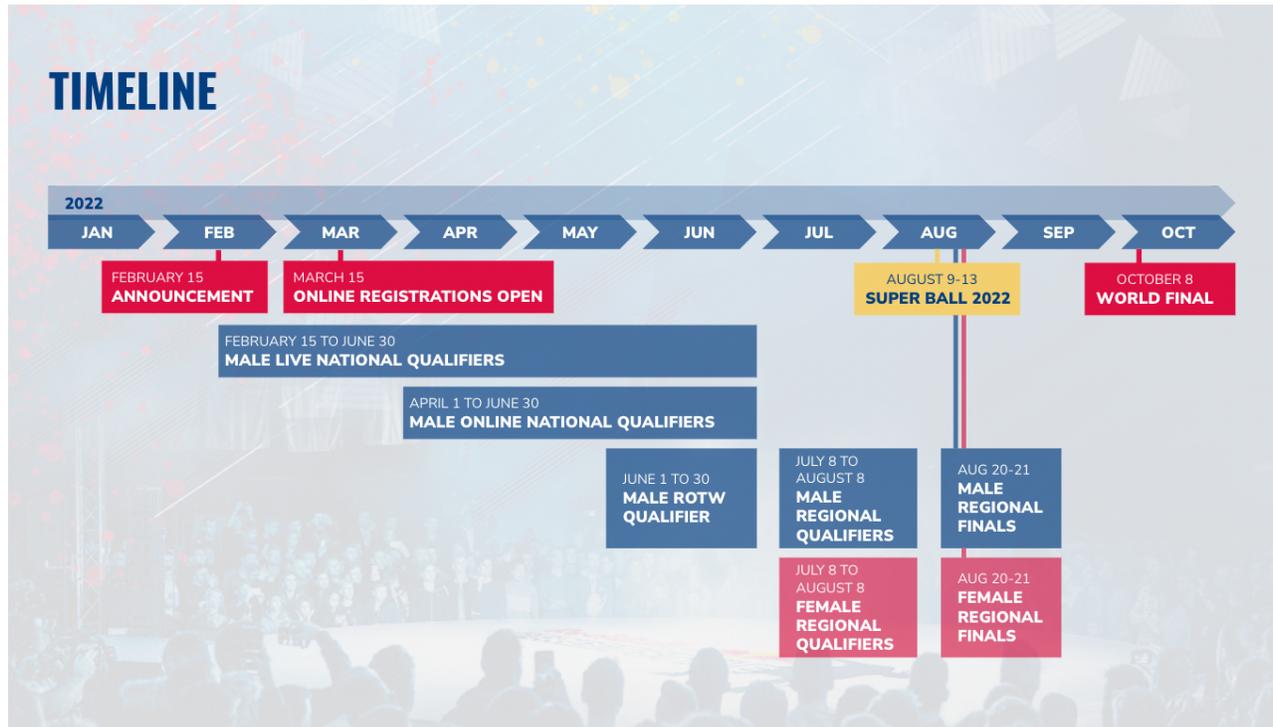
Judges will select the winners according to the following criteria:

- Difficulty
 - Technical difficulty of tricks and combinations
 - Dynamics – strength and speed of movements
 - Difficult moves – how complex in general it is to reach the perfection of the trick
 - Combinations – ability to create difficult connections between tricks
- Originality
 - Performing with individual style, creativity and variety
 - Variety within battle – ability to avoid repeating tricks within the battle
 - Variety in general – ability to avoid repeat tricks during the whole competition
 - Original move – unusual tricks or signature moves
- Execution
 - Clean and controlled demonstration of each trick
 - Cleanness – clean execution of tricks
 - Control – general control of the ball on stage
 - Flow – ability to move the ball around the body with fluency
- Performance
 - Ability to bring an entertaining factor to the game
 - Response – reaction to opponents’ round
 - Attitude – creating a battle vibe and adding value to performance
 - Style – the way tricks are performed
- Overall
 - Technical difficulty of tricks and combinations

- All-round ability – complete freestyler should control all aspects
- Element of surprise - surprising moves, unexpected in the circumstances of the battle
- Mistakes – dropping the ball or executing a trick wrongly, resulting in an error

1.7. Additional regulations

All additional regulations, such as those referred to protesting, disrespecting opponents and penalties, are regulated in the WFFA Official Rules of Freestyle Football available on <https://thewffa.org/rules-regulations-pdf-resources/>.



Stage 2 - Regional Qualifiers

2.1. General

- Hands are NOT allowed in any case.
- The video must feature only the participating athlete and a football: no hands, no accessories, no other people in the shot.
- In the lines of the point above, foreign objects cannot be integrated into the battles (e.g. bottles, rope etc.) and must not be displayed in the shot.
- Judges will be picking the winner based on the regular Freestyle Football criteria.
- Participants must be constantly visible on camera during their performance.
- A dropped ball after a trick attempt will be considered a mistake.
- Any action after the time limit will not be considered as part of the performance.
- No outside interference in holding the ball to the body (e.g. glue, tape, laces) is allowed.
- Videos cannot be edited in any way – no cuts, no effects, no titles.
- Athletes must film HORIZONTALLY.
- Videos must be original and recorded in 2022. Clips must be new, unseen and not uploaded anywhere else (social media, website, etc).
- Each video can only be used once: each set must be original.

2.2. Regional Qualifiers structure

- The champions of all online national qualifiers, together with the national champions of the 7 countries with a live qualifier (USA, Belarus, Belgium, Kenya, South Africa, Egypt and Hungary) and the top 4 athletes from The Rest of the World qualifier are split into groups depending on their region of origin (Africa, Asia-Pacific, Europe, North America, South America).
- For women, the same regional division applies, but with different numbers of participants.
- Within each region, there will be battle pools whose participants will be selected through an online draw.
- The number of battle pools and participants within each region depends on the number of participating countries it includes; for example, a region with 12 countries will feature 12 participants, who will be split into 4 groups of 3 athletes.
- If a particular region that originally had 8 slots in its Regional Final ends up having only 8 athletes in the Regional Qualifiers after the National Qualifiers have been executed, then the number of participants in their Regional Finals will be reduced to 4.
- Rankings within the groups are based on the performance of the athletes involved in the competition. The level of each athlete is assessed by the judges.
- Athletes battle each other within the group in a Battle format within the WFFA app.
- Athletes will receive 1 point for a victory and 0 points for a defeat.
- Whoever is ranked lower in the battle will start. This applies to the whole event.
- Every athlete will get 3 rounds of 30-second sets within each battle.
- Each athlete will have 12 hours to upload their set. The clock starts ticking after the opponent uploads their set; athletes will get an email plus an in-app notification when they need to reply with their own set.
- Each video needs to be verified by the app team to check whether it is in the correct format. Each athlete is responsible for their video to be uploaded on time.
- The winner of each battle is announced after the last round is uploaded and assessed by the judging panel.
- Top athletes with the most points in each Battle Pool will advance to the Regional Final.

- The number of athletes advancing is based on the diagram at the end of this section.
- In the case of two or more athletes having the same amount of points at the end of the Battle Pool stage, the athlete who has the most number of votes from the judges will go through; if the athletes were still tied, the direct results between the athletes will decide who goes through (i.e. whoever has won the direct clash will earn a spot in the next stage).

2.3. Footballs

- It is prohibited to use more than one ball in battle.
- No modification to the ball is allowed.

2.4. Usage of hands

- It is forbidden to touch the ball with hands in battle. No exceptions.
- ‘Hand’ in this context is defined as “from shoulder to the tip of the fingers”.

2.5. Judges

- A panel of 3 judges chooses the winner of each battle after all rounds are uploaded and verified within the app. Judges will see the whole battle as one video after both contentents have uploaded all their sets.
- The head judge is responsible for the whole panel regarding timing and proper briefing.
- Each judge scores the performance of the athlete based on all criteria.
- Judges have 1-2 days (depending on the round they are judging) to score battles.
- Judges must all leave a short explanation in the comment section of every battle they judge on the app, detailing the reasons behind their decision at the time they announce the winner of a battle.
- Judges decisions are final and cannot be changed.
- Judges are strictly not allowed to talk/chat at any time between the start of a battle and the announcement of the result of the same battle.
- Judges are NOT allowed to use the so-called “blank vote” or “X” in case they are not sure of the result. Each judge must select a winner for each battle.

2.6. Judging criteria

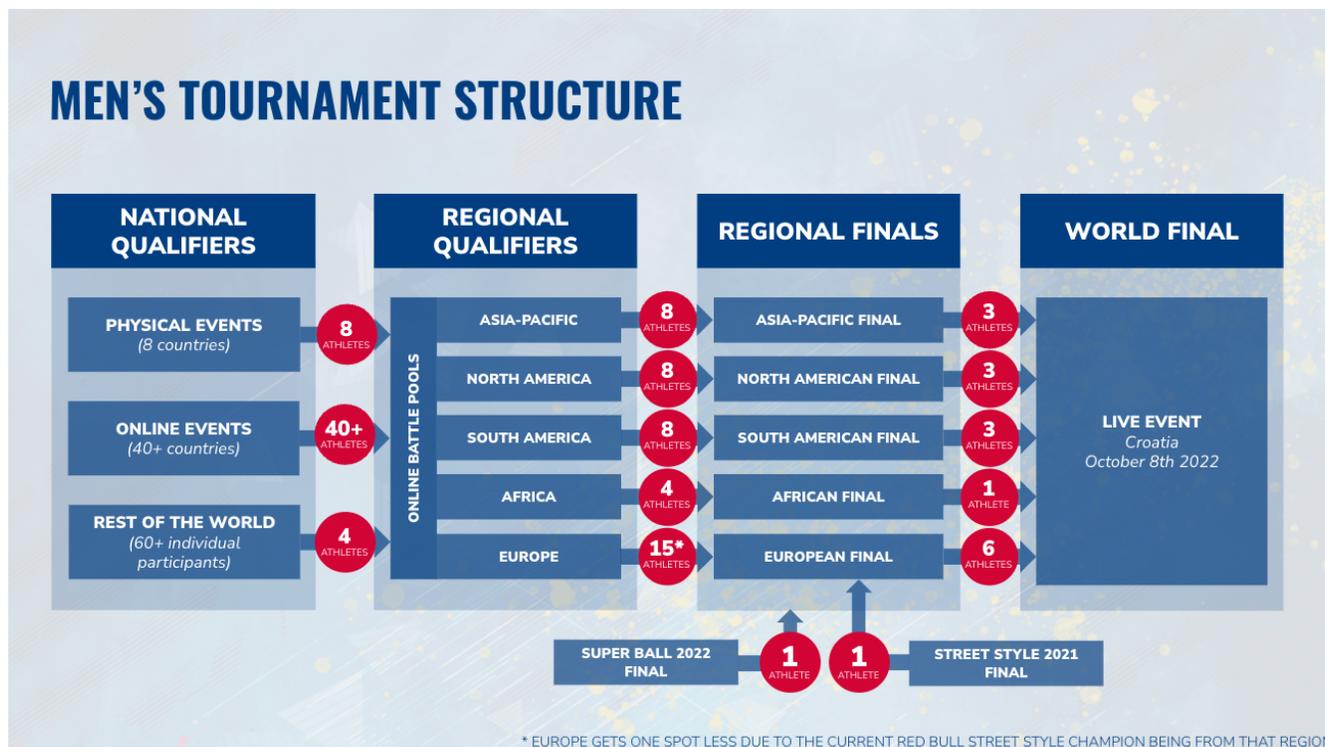
Judges will select the winners according to the following criteria:

- **Difficulty**
 - Technical difficulty of tricks and combinations
 - Dynamics – strength and speed of movements
 - Difficult moves – how complex in general it is to reach the perfection of the trick
 - Combinations – ability to create difficult connections between tricks
- **Originality**
 - Performing with individual style, creativity and variety
 - Variety within battle – ability to avoid repeating tricks within the battle
 - Variety in general – ability to avoid repeat tricks during the whole competition
 - Original move – unusual tricks or signature moves
- **Execution**
 - Clean and controlled demonstration of each trick

- Cleanness – clean execution of tricks
- Control – general control of the ball on stage
- Flow – ability to move the ball around the body with fluency
- Performance
 - Ability to bring an entertaining factor to the game
 - Response – reaction to opponents’ round
 - Attitude – creating a battle vibe and adding value to performance
 - Style – the way tricks are performed
- Overall
 - Technical difficulty of tricks and combinations
 - All-round ability – complete freestyler should control all aspects
 - Element of surprise - surprising moves, unexpected in the circumstances of the battle
 - Mistakes – dropping the ball or executing a trick wrongly, resulting in an error

2.7. Additional regulations

All additional regulations, such as those referred to protesting, disrespecting opponents and penalties, are regulated in the WFFA Official Rules of Freestyle Football available on <https://thewffa.org/rules-regulations-pdf-resources/>.



WOMEN'S TOURNAMENT STRUCTURE



* EUROPE GETS ONE SPOT LESS DUE TO THE CURRENT RED BULL STREET STYLE CHAMPION BEING FROM THAT REGION

Stage 3 - Regional Finals

3.1. General

- Hands are NOT allowed in any case.
- The video must feature only the participating athlete and a football: no hands, no accessories, no other people in the shot.
- In the lines of the point above, foreign objects cannot be integrated into the battles (e.g. bottles, rope etc.) and must not be displayed in the shot.
- Judges will be picking the winner based on the regular Freestyle Football criteria.
- Participants must be constantly visible on camera during their performance.
- A dropped ball after a trick attempt will be considered a mistake.
- Any action after the time limit will not be considered as part of the performance.
- No outside interference in holding the ball to the body (e.g. glue, tape, laces) is allowed.
- The battles will be recorded live, and hence no video pre-recording is allowed.
- The live video must be recorded HORIZONTALLY.

3.2. Regional finals structure

- Regional finals will happen online in real-time through a live stream and will be broadcast via the official WFFA channels.
- Each athlete will connect to the specific software and will follow the instructions from the WFFA officials responsible for the broadcast.
- The best athletes from the Regional Qualifiers will form Top 16, Top 8 or Top 4 finals depending on the quota of participants assigned to each of the five regions (North America, South America, Africa, Asia-Pacific and Europe).
- The battle brackets are based on the ranking from the Regional Qualifiers.
- Whoever is ranked lower in the battle will start: this applies to the whole event.
- Every athlete will have 3 rounds of 30-second sets within each battle.
- The whole battle will be managed by the director of the event, together with the host of the live show.
- It is the responsibility of every athlete to secure a correct location, the necessary equipment and a stable internet connection for him or herself. If the connection of the athlete is weak, the WFFA reserves the right to disqualify the athlete.
- The winner of each battles will be announced after the last round has been evaluated by the judging panel.
- Red Bull Street Style World Final 2021 winners Erlend Fagerli (Norway) and Lia Lewis (UK) will join the Regional Finals.

3.3. Regional representatives

- A specific number of athletes from each region will advance to the World Final. See the diagram at the end of this section for more details.
- The quotas for each region have been decided based on the following factors:
 - Number of participating countries within the region
 - Number of participating athletes in total within the region
 - Strength of the region
 - Strength of the countries within the region
 - Event history of participating countries within the region

- The number of representatives from each region is not likely to change. The WFFA, however, reserves itself the right to modify the quotas of each region according to the participation numbers (i.e. a region with a high number of participants might have the chance to add more representatives in the World Final - and vice versa).
- As mentioned in Section 2.2, if a particular region that originally had 8 slots in its Regional Final ends up having only 8 athletes in the Regional Qualifiers, then the number of participants in their Regional Finals will be reduced to 4.

3.4. Footballs

- It is prohibited to use more than one ball in battle.
- No modifications to the ball are allowed.

3.5. Usage of hands

- It is forbidden to touch the ball with hands in battle. No exceptions.
- 'Hand' in this context is defined as "from shoulder to the tip of the fingers".

3.6. Judges

- A panel of 3 judges will choose the winner of each battle after each round.
- The head judge is responsible for the whole panel regarding timing and proper briefing.
- Each judge scores the performance of the athlete based on all Freestyle Football criteria.
- Judges must make a decision right after the battle, just as in a live event.
- All judges must write down a short explanation detailing the reasons behind their decision before they announce the winner of each battle. In case they are asked, judges must be able to justify their decision.
- Judges' decisions are final and cannot be changed.
- Judges are strictly not allowed to talk/chat at any time between the start of the battles and the announcement of the results.
- Judges are NOT allowed to use the so-called "blank vote" or "X" in case they are not sure of the result. Each judge must select a winner for each battle.

3.7. Judging criteria

Judges will select the winners according to the following criteria:

- Difficulty
 - Technical difficulty of tricks and combinations
 - Dynamics – strength and speed of movements
 - Difficult moves – how complex in general it is to reach the perfection of the trick
 - Combinations – ability to create difficult connections between tricks
- Originality
 - Performing with individual style, creativity and variety
 - Variety within battle – ability to avoid repeating tricks within the battle
 - Variety in general – ability to avoid repeat tricks during the whole competition
 - Original move – unusual tricks or signature moves
- Execution

- Clean and controlled demonstration of each trick
- Cleanness – clean execution of tricks
- Control – general control of the ball on stage
- Flow – ability to move the ball around the body with fluency
- Performance
 - Ability to bring an entertaining factor to the game
 - Response – reaction to opponents' round
 - Attitude – creating a battle vibe and adding value to performance
 - Style – the way tricks are performed
- Overall
 - Technical difficulty of tricks and combinations
 - All-round ability – complete freestyler should control all aspects
 - Element of surprise - surprising moves, unexpected in the circumstances of the battle
 - Mistakes – dropping the ball or executing a trick wrongly, resulting in an error

3.8. Additional regulations

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Stage 4 - World Final

4.1. General

- Athletes will meet on the stage in a 1 vs 1 battle format.
- Hands are NOT allowed.
- Participants can use their own ball.
- Judges will be picking the winner based on the criteria they have been assigned. Each judge will assess a specific skill (see point 4.6).
- Foreign objects cannot be integrated into the battles (e.g. bottles, rope, etc).
- Participants must not leave the stage at any time during the battle.
- No other people are allowed to be brought into the battle.
- Whilst one participant is performing, the opponent must not perform any moves or infringe upon their show.
- A dropped ball after trick attempt will be considered a mistake.
- Any action after the time limit will not be considered as part of the performance.
- Changing equipment (shoes, ball) is not allowed during battle.
- Impersonating the opponent is allowed, but disrespecting is strictly forbidden. There is a very fine line here and it is the prerogative of the judges to decide whether an athlete is acting inappropriately. If the judges deem the behaviour of an athlete to be intolerable, the athlete might be disqualified.

4.2. World Final structure

- Top athletes from each region advance to the World final based on the regional quotas detailed in section 3.
- The World Final will feature 16 men and 8 women.
- The ranking of the athletes in the World Final, which decides who starts in each clash, will be based on their results from the previous rounds and the performance of the participants during the whole online qualifiers.
- A classic battle event structure follows, leading to small and Grand Finals at the end.

4.3. Footballs

- Every freestyler is allowed to use his/her own football.
- It is strictly prohibited to use more than one ball in battle.
- The judges will take the surface of the ball into consideration when evaluating a particular set.
- No outside interference in holding the ball to the body (e.g. glue, tape, laces) is allowed.
- No modification to the ball is allowed.

4.4. Usage of hands

- Every use of the hand is considered a mistake.
- It is forbidden to touch the ball with hands in battle. No exceptions.
- 'Hand' in this context is defined as "from shoulder to the tip of the fingers".

4.5. Timing

- Each battle lasts 3 minutes.
- Athletes take turns of 30 seconds, which means both athletes will have the ball 3 times during every battle.

- The host will announce the end of each round to the performing athlete at least 5 seconds in advance. The host will repeat this in every set of every participating athlete.
- There will be additional 2-3 seconds between single rounds for each athlete to finish their round and free the space to their opponent.
- If an athlete ends their round earlier, the opponent has the advantage of using this time in their round.

4.6. Judges

- A panel of 4 judges will choose the winner right at the end of each battle based on the criteria they are given (see point 1.6.1.).
- There will be 1 additional celebrity judge taking care of the “Overall” criteria.
- The head judge will be responsible for the whole panel regarding timing, distribution of sheets and proper briefing. He or she will act as liaison between the event director and the judging panel.
- All judges must write down a short explanation detailing the reasons behind their decision before they announce the winner of each battle. In case they are asked, judges must be able to justify their decision.
- Judges' decisions are final and cannot be changed.
- Judges are strictly not allowed to talk at any time between the start of each battle and the announcement of its results.
- Judges are NOT allowed to use the so-called “blank vote” or “X” in case they are not sure of the result. Each judge must select a winner for each battle.

4.7. Judging criteria

Judges will select the winners according to the following criteria:

- **Difficulty**
 - Technical difficulty of tricks and combinations
 - Dynamics – strength and speed of movements
 - Difficult moves – how complex in general it is to reach the perfection of the trick
 - Combinations – ability to create difficult connections between tricks
- **Originality**
 - Performing with individual style, creativity and variety
 - Variety within battle – ability to avoid repeating tricks within the battle
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- **Performance**
 - Ability to bring an entertaining factor to the game
 - Response – reaction to opponents' round
 - Attitude – creating a battle vibe and adding value to performance
 - Style – the way tricks are performed

- Overall
 - Technical difficulty of tricks and combinations
 - All-round ability – complete freestyler should control all aspects
 - Element of surprise - surprising moves, unexpected in the circumstances of the battle
 - Mistakes – dropping the ball or executing a trick wrongly, resulting in an error

4.8. Additional regulations

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