



# **Addendum to the IFSC 2025 Rules and Competition Regulations**

**Speed 4 and Speed Relay for The World Games 2025 Chengdu**

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This addendum outlines the provisions for the Speed 4 and Speed Relay competitions held at The World Games 2025 Chengdu. The document highlights differences from the standard Speed rules and regulations as published on the official IFSC website.

The addendum must be read in conjunction with the IFSC 2025 Rules and Competition Regulations. In case of provisions not explicitly addressed in this document, the IFSC Rules and Competition Regulations take precedence for the specified events.

The addendum applies only during the Sport Climbing competitions at The World Games 2025 Chengdu.

## SPEED 4

### 1. GENERAL

- 1.1. Speed 4 events will take place on artificial climbing walls designed and built to the specification set out in the IFSC Speed License Rules (Speed Walls) with 4 parallel routes or **lanes**.
- 1.2. Competitors attempt to climb the wall, up to four individuals on assigned lanes, belayed from above using an auto-belay system. The lanes are designated, from left to right, as Lane A, Lane B, Lane C, and Lane D.

### 2. FORMAT (FOUR LANES)

- 2.1. The Qualification round of the Speed 4 events is organised into two stages:
  - A) A **Qualification Seeding Heats (SH)**, where competitors attempt each lane in a defined order and are ranked based on the results of their four heats to advance next stage/round.
  - B) A **Qualification Elimination Heats (EH)**, where the two winners of each heat advance to the Final round.
- 2.2. The Final round consists of a series of elimination races (Quarterfinals, Semifinals, and a Final based on 16 finalists).
- 2.3. The maximum quota for the Qualification round is fixed according to the Qualification System for The World Games 2025. Any changes to the shortlisted athlete must follow the timeline outlined in the Qualification System, in addition to the Late Athlete Replacement (LAR) procedures defined by the IWGA (International World Games Association).
- 2.4. The format of the competition is run subject to the confirmed number of competitors in the Official Start List.

	Number of Competitors	Final quota	Number of competitors advance directly from SH to Finals	Number of competitors in EH	Competitors eliminated from SH
(a)	16 - 24	16	16 (1st-16th)	No EH	< 16th
(b)	24 - 40	16	8 (1st-8th)	16 (9th-24th)	< 24th
(c)	> 40	32	24 (1st-24th)	16 (25th-40th)	< 40th

**Table 1 – Event formats**

### 3. COMPETITION ORGANIZATION

#### Qualification Seeding Heats

- 3.1. Each competitor may compete in four heats over four lanes (A to D).
- 3.2. The Official Start List will be randomised as per the formula outlined in Annex (*Figure 1*).
- 3.3. Competitors may choose to skip any of the four scheduled races, except the first, without incurring penalties or consequences.
- 3.4. A competitor who commits a False Start will be ranked last in the Qualification Seeding Heats. If multiple competitors commit a False Start, their relative ranking shall be determined by their second best recorded time, and if needed, by subsequent valid times.
- 3.5. Competitors who commit a False Start shall still be allowed to run in other scheduled races to record a valid time, solely for tie-breaking purposes in line with Article 3.4.
- 3.6. Progression to the next stage/round shall be (based on (b) of Tabel 1 in Article 2.4):
  - A) The top eight (8) competitors after the Seeding Heats shall advance directly to the Finals.
  - B) Competitors ranked 9<sup>th</sup> to 24<sup>th</sup> shall proceed to the Elimination Heats for an additional qualification opportunity.
  - C) Competitors ranked 25<sup>th</sup> and below shall be eliminated and will not advance to the next stage of the competition.

#### **Qualification Elimination Heats (based on (b) of Table 1 in Article 2.4)**

- 3.7. Sixteen (16) competitors, grouped into 4 heats, may participate in the Elimination Heats (*Figure 2*).
- 3.8. In each heat, the top two competitors shall advance to the Finals. A total of eight (8) competitors will qualify from the Elimination Heats to the Finals.

#### **Finals**

- 3.9. Finalist pairings for the first stage of the final round shall be determined based on the fastest times recorded across the entire Qualification round, including both the Seeding Heats and Elimination Heats (*Figure 3*).
- 3.10. The ranking of non-advancing competitors shall be based on their best recorded time from any phase of the competition.
- 3.11. Pairings for the semifinals and Final shall be determined based on the times recorded in the preceding stage. The two fastest competitors shall be assigned to the central lanes (Lane B and C):

**Table 2 – Lane assignment in the Finals**

Lane A	Lane B	Lane C	Lane D
3 <sup>rd</sup> best time competitor	Best time competitor	2 <sup>nd</sup> best time competitor	4 <sup>th</sup> best time competitor

- 3.12. In case where competitors did not record a valid time in the preceding stage, their lane allocation is randomised. For the purpose of lane allocation, competitors with a valid recorded time in the previous stage shall be considered better than those without a valid time.

#### **Ties**

- 3.13. Re-runs to resolve ties shall be conducted during the Elimination Heats and Finals only when the ties directly impact qualification to the next stage/round. The following examples demonstrate how re-runs apply:
- A) Tie for 1st and 2nd place → No re-run (both competitors qualify)
  - B) Tie for 3rd and 4th place → No re-run (both competitors eliminated)
  - C) Tie for 2nd and 3rd place → Re-run between tied competitors only. The competitor ranked 1st advances; the competitor ranked 4th is eliminated.
  - D) Tie for 2nd, 3rd, and 4th place → Re-run between the tied competitors only. The competitor ranked 1st advances.
  - E) Tie among all four competitors (1st–4th) → Re-run involving all four competitors

#### **False Starts**

- 3.14. For the avoidance of doubt, in any race where two or more competitors record a reaction time lower than 0.100s, only the competitor recording the lowest reaction time will be considered to have made a False Start.
- 3.15. In the event of a False Start committed by one competitor during an Elimination Heat or Final round, the race shall be re-run with the remaining three athletes.
- 3.16. In the event of a False Start committed by another competitor during the re-run, following Article 3.14 and Article 3.15, the remaining two competitors shall automatically advance to the next phase.

## SPEED 4 – ANNEX

Figure 1 – Start order<sup>1</sup> (36 Starters)

Lane A	Lane B	Lane C	Lane D
1	28	19	10
2	29	20	11
3	30	21	12
4	31	22	13
5	32	23	14
6	33	24	15
7	34	25	16
8	35	26	17
9	36	27	18
10	1	28	19
11	2	29	20
12	3	30	21
13	4	31	22
14	5	32	23
15	6	33	24
16	7	34	25
17	8	35	26
18	9	36	27
19	10	1	28
20	11	2	29
21	12	3	30
22	13	4	31
23	14	5	32
24	15	6	33
25	16	7	34
26	17	8	35
27	18	9	36
28	19	10	1
29	20	11	2
30	21	12	3
31	22	13	4
32	23	14	5
33	24	15	6
34	25	16	7
35	26	17	8
36	27	18	9

<sup>1</sup> The startlist is generated using the following formula:

Lane A: Competitor 1

Lane B:  $(Y \times 3) + 1$

Lane C:  $(Y \times 2) + 1$

Lane D:  $Y + 1$

Where Y is defined as the total number of athletes divided by four (4). If Y results in a decimal, the integer portion shall be used when establishing the start list.

**Figure 2 – Pairing of Elimination Heats (16 starters)**

Elimination Heats 1		Elimination Heats 3	
Lane	Competitor	Lane	Competitor
A	17th	A	18th
B	9th	B	10th
C	16th	C	15th
D	24th	D	23rd

  

Elimination Heats 2		Elimination Heats 4	
Lane	Competitor	Lane	Competitor
A	20th	A	19th
B	12th	B	11th
C	13th	C	14th
D	21st	D	22nd

**Figure 3 – Tournament Brackets (16 starters)**
**Quarterfinals stage**

Race 1	A	Qualifier #9
	B	Qualifier #1
	C	Qualifier #8
	D	Qualifier #16

Race 2	A	Qualifier #12
	B	Qualifier #4
	C	Qualifier #5
	D	Qualifier #13

Race 3	A	Qualifier #10
	B	Qualifier #2
	C	Qualifier #7
	D	Qualifier #15

Race 4	A	Qualifier #11
	B	Qualifier #3
	C	Qualifier #6
	D	Qualifier #14

**Semifinal stage**

Race 5	A	Third best time Race 1/2
	B	Best time Race 1/2
	C	Second best time Race 1/2
	D	Fourth best time Race 1/2

Race 6	A	Third best time Race 3/4
	B	Best time Race 3/4
	C	Second best time Race 3/4
	D	Fourth best time Race 3/4

**Final stage**

Race 7	A	Third best time Race 5/6
	B	Best time Race 5/6
	C	Second best time Race 5/6
	D	Fourth best time Race 5/6



## SPEED RELAY

### 1. GENERAL

- 1.1. Speed Relay events will take place on artificial climbing walls designed and built to the specification set out in the IFSC Speed License Rules (Speed Walls) with 4 parallel routes or **lanes**.
- 1.2. Competitors shall participate in teams, each consisting of two (2) competitors of the same gender. Each country is permitted to enter a maximum of two (2) teams, within the given quota.
- 1.3. The lanes shall be designated, from left to right, as Lane A, Lane B, Lane C, and Lane D. One team shall race on Lane A and B, and the opposing team races on Lane C and D.
- 1.4. The IFSC recognises the *IFSC Speed Relay World Record* as distinct from the *IFSC Speed World Record*. To be eligible for recognition, all conditions outlined in the *IFSC Speed World Record Check* document must be met. For the avoidance of doubt, individual split times recorded during Speed Relay competitions cannot be recognised as *IFSC Speed World Records*.

### 2. FORMAT (FOUR LANES)

- 2.1. Speed Relay events are organised in two rounds: Qualification and Finals.
- 2.2. The maximum quota for the Qualification round is fixed according to the Qualification System for The World Games 2025. Any changes to the shortlisted athlete must follow the timeline outlined in the Qualification System, in addition to the Late Athlete Replacement (LAR) procedures defined by the IWGA (International World Games Association).
- 2.3. In the qualification round, each team is scheduled to make one attempt on each of lane A and B, and lane C and D, in the order set out in the Official Start List. The quota for the final round will be determined from the number of teams who have completed qualification with a valid result as follows:

Teams with a qualifying result	Final quota
4 - 7	4
8 - 15	8
> 15	16

Table 1 – Final Quotas

### 3. COMPETITION ORGANIZATION

#### General

- 3.1. The Team Manager shall determine the competitor's pairing and lane assignment for their team(s) for the Qualification round by the time of the scheduled **Technical Meeting**. No changes to pairings or lane re-assignments shall be permitted after the Technical Meeting.



- 3.2. The performance of each team shall be determined by summing the individual times recorded by both competitors.
- 3.3. The first competitor of each team shall race on the left lane (Lane A or C, as assigned in the Official Start List) to record a valid time. Upon touching the finishing pad, and once the light indicator on the lane is activated, the second competitor shall race on the right lane (Lane B or D) to record the second valid time.
- 3.4. The sum of the times by both competitors shall determine the team's result. The team's total time shall begin with the official starting signal and end when the second competitor touches the finishing pad recording a valid time.
- 3.5. If either competitor of the team records a Fall, the Fall shall be attributed to the team's result.

### Qualifications

- 3.6. The Speed Relay Qualification round shall be conducted in accordance with the standard Speed Qualification format, replacing *competitors* with *teams* for the purpose of this addendum for the specified relay event.
- 3.7. The starting order of each team is randomised. In the qualification round, each team is scheduled to make one attempt on each of lane A and B, and lane C and D, in the order set out in the Official Start List.
- 3.8. At the conclusion of the Qualification round, the teams will be ranked according to their best time achieved in Qualification. In case of ties, the second time will be compared to break the ties. The best teams after the Qualification will proceed to the finals, according to the final quota.

### Finals

- 3.9. The Speed Relay Finals round shall be conducted in accordance with the standard Speed Final format, replacing *competitors* with *teams* for the purpose of this addendum for the specified relay event.
- 3.10. The pairing of the finalists will be based on the Qualification time, where the faster team is allocated to lanes A and B of the Speed wall.

### False Start

- 3.11. A False Start by the first competitor of a team shall be determined in accordance with the provisions set out in the IFSC Speed Rules.
- 3.12. A False Start by the second competitor is declared if the competitor releases the starting pad before the activation of the start signal or within the reaction time after the start signal.
- 3.13. If either competitor of a team commits a False Start, the False Start shall be attributed to the entire team's result.