



GENERAL REGULATIONS FOR ATHLETES SURF WEB SERIES 2021

ABOUT SURF WEB SERIES

Surf Web Series is an online surfing world championship. It represents a kind of competitive surfing revolution in which athletes compete by entering surf videos from around the world. The digital platform shows surfers doing their best performances on the best waves in their home countries. This way, the SWS can impact surf fans directly, in a massive way, anywhere in the world.

SWS is a response to travel and other restrictions and challenges facing the world today. Its goal is to connect surfers, waves, partners and fans through the Internet. It is a disruptive concept, but it comprises a simple engagement with the audience. It allows the promotion of athletes who use available technology and support talents without geographical or economic barriers.

The best athletes from each country can compete from their homes. They have the opportunity to show their talent without traveling anywhere, giving the opportunity to anyone who has an impressive surf, regardless of their sponsors, image, social networks or any support.

MATERIAL TO SHARE AND COMPETE

1. Participants must submit ONE (01) wave for each round. In total they must send 7 waves with the name of the competitor, the beach and the country of the wave.
2. Each video must be raw and in the quality that is available to the athlete. It can be done with any device, the quality or professionalism of the videos will not be evaluated, the copyrights and credits are free to anyone who has recorded each video.
3. Videos can be filmed anytime from January 1, 2019 to 2021 videos that have not been used in current SWS events. (In the case of competing in the world classification, the athletes will be able to use the waves that they previously showed in the event of their respective country).
4. Videos can be submitted from the competition announcement up to 1 week before the competition starts.
5. The waves must be filmed in the country for which the athlete is competing.

6. If the surfer sends Drone images, all maneuvers on the wave must appear from start to end. Slow motion videos are not accepted.
7. Videos from Round 1 and 2 cannot be changed, they will be immovable in the competition.
8. Once they advance into Round 3, the competitor will be able to strategically choose one (1) wave from those sent to the organization depending on their opponents.
9. Surfers who advance directly from Round 1 to Round 3 will be able to relocate the wave they had set for Round 2 (Repechage).
10. Keep in mind that if an athlete advances in the round, they should be prepared to submit the video for the next series if required. To make this change, the athlete has a maximum of 4 hours from the moment the SWS team contacts him to announce the possibility of change.
11. In the event of a wave change, the surfer must upload their wave change through the form, or indicate to the Surf Web Series team the wave they will use in the next round.
12. If the surfer does not communicate to change his wave during the established modification period, the video that he has established for that round will be used.
13. Each participant, by agreeing to compete, assigns all image and video recording rights to the organizers & Surf Web Series, being exempt from any copyright situation that may arise.
14. All surfers must send their best wave videos to the Surf Web Series team through a form in which they must also send personal and contact information,

profile and photos surfing, their videos to compete, the beaches in which the videos were filmed, as well as presentation videos for the surfer's promotional content throughout the event:

HAWAII FORM

<https://forms.gle/jtThjvAyDhmZwHqG7>

15. The sending of the initial material and the acceptance of this regulation is taken as "registration".
16. EARLY DELIVERY OF MATERIALS HELPS TO ACCELERATE ALL PROCEDURES. Participants are invited to comply with this due to external causes that may occur, such as internet failures.

RESPONSIBILITIES OF THE ATHLETE

1. Athletes have to send through the form, a presentation video in which they talk about their lifestyle and confirm their participation in the competition. It should be a personal video, showing a half-body "selfie" style face, mentioning your full name, age, what is your local beach, country, hello, goodbye and end in less than 10 seconds.
2. In addition to the presentation video, it is necessary that they send another video through the same form answering the following questions:
 - Tell us about your career as a surfer.

- What excites you the most and would you like to see from the world final?
 - What plans do you have for the future?
 - What is your favorite surf spot?
3. All competitors have to share their participation confirmation graphics through their social networks and invite their followers to follow @SurfWebSeries and vote for them in their respective heats during the competition.
 4. Likewise, surfers must share their respective heats in which they are competing.
 5. Surfers must be attentive to the lines of communication between them and the event organizers to avoid complications during the development of the competition.

JURY

1. The jury panel is made up of 4 professional judges and endorsed by a sports institution. In addition to this, there is the fifth "judge", the latter being the active participation of the public during the event.
2. The selection of the jury will be determined according to the needs of each country. In some cases, the judges are residents of the country of the current competition, as well as may be composed of judges who have previously participated in the Surf Web Series events.
3. They will use criteria based on evaluating the performance of the surfer on

each wave, so the quality of the wave will not matter as much as how it is used.

4. They will focus on the performance of the surfers without applying "best wave" criteria. Regarding the size of the waves, waves from 0.30 meters (01ft) to 2.40 meters (08ft) in height of the face will be accepted, from 2.40 (08ft) onwards they are considered BIG WAVES, you must use your "shortboard".
5. Rounds 1, 2 and 3 will be eliminatory with 4 competitors, advance 1st and 2nd, round 04 semi-finals of "man to man" as well as final.
6. The results are final, everything necessary is considered to make this competition as transparent as possible, the participants are requested not to present any unfounded public complaint, since these events are to raise the status of surfing in the world as an Olympic sport.
7. VOTES FROM THE PUBLIC: the audience would become the 5th Judge, who will be taken into account as an essential element to define the final result.
8. If there is a tie in the summative score of the judges and the public, the result of the judges will be taken to define the tiebreaker between the surfers.

THE PUBLIC VOTE

1. The result of the fifth judge will be based on the total sum of votes in favor of each of the surfers.
2. Audience dynamics consist of tagging their athlete of choice in a single comment per heat on @SurfWebSeries Instagram posts.

3. The votes of each of the users will be counted one by one to avoid multiple mentions in favor of a surfer made by the same user.
4. The audience will have 24 hours from the publication on the Surf Web Series Instagram account to vote for their favorite surfer in their respective heat.
5. After the 24 hour voting period, the SWS team will count the votes to publish results and subsequent heats.
6. The results will be published in the official SWS account and through the website www.surfwebseries.com
7. The surfer must bear in mind that the public vote is not the definitive element to define his pass to the next round, however it is a fundamental element to define the final result.

BRACKETS (keys or crosses of heats)

42 participants

14 heats + end

1st ROUND 14 HEATS OF 03 ATHLETES

2nd ROUND 7 HEATS OF 04 ATHLETES

3rd ROUND 8 HEATS OF 04 ATHLETES

4th ROUND 4 HEATS OF 04 ATHLETES

5th ROUND QUARTERS 4 HEATS OF 02 ATHLETES

6th ROUND SEMIFINALS 02 HEATS OF 02 ATHLETES

7th FINAL 2 ATHLETES

