3.2.154 Qualifying rounds:

In the event of a mishap, the team must restart at the end of the qualifying rounds. Any team which may have been hindered by a mishap to its opponents may, by decision of the Commissaires' Panel, be granted a restart at the end of the qualifying rounds.

In the qualifying rounds a team may only be permitted two starts.

(text modified on 1.01.02)

3.2.155 First competition round and finals: In the event of a mishap the race shall be stopped and restarted. If the team suffers a further mishap during its subsequent ride, it shall be relegated.

In each round, including the final, only one new start per team shall be permitted as a result of mishaps.

(text modified on 1.01.02; 26.08.04; 26.06.07)

§ 10 Madison

Definition

3.2.156 The Madison Race is a race run over with intermediate sprints involving teams of 2 riders.

The ranking is determined on distance plus accrued points.

(text modified on 1.01.02)

Organisation of the competition

3.2.157 The competition shall at least be held over the distances, number of laps and number of sprints as shown in the following table:

Track length in meters	Number of laps		Number of sprints		Total distance in kilometres	
	Elite Men	Junior	Elite Men	Junior	Elite Men	Junior
		Men		Men		Men
200	125	100			25	20
250	100	80			25	20
285.714	90	72	5	4	25.71	20.57
333.33	75	60			25	20
400	65	52			26	20.8

(text modified on 1.01.02; 30.03.09)

- **3.2.158** The two riders of each team shall carry the same rider number but of different colours.
- **3.2.159** At World Championships, each National Federation may enter just one team.

3.2.160 At World Championships, intermediate sprints shall be run every 20 laps, whatever the track length can be, for a total distance equal or close to 50 km for Elite Men and 30 km for Junior Men, according to the following table.

Track length in metres	Number of laps		Number of sprints		Total distance in kilometres	
	Elite Men	Junior Men	Elite Men	Junior Men	Elite Men	Junior Men
250	200	120	10	6	50	30
285.714	180	100	9	5	51.4	28.57
333.33	160	100	8	5	53.3	33.33
400	120	80	6	4	48	32

(text modified on 1.01.02)

3.2.161 The first team in each intermediate sprint shall be awarded 5 points, the second 3 points, the third 2 points and the fourth one point.

(text modified on 1.01.02)

3.2.162 The placing shall be determined by distance according to the number of complete laps covered by each team. Teams having covered the same number of laps are placed according to the number of points scored. Where there is a draw on laps and points, the places in the final sprint shall decide.

(text modified on 1.01.02; 26.08.04)

Race procedure

3.2.163 A first group of riders, formed of one rider of each team, take their places at the start. Half of this group shall be lined up along the outside balustrade and the other half shall be lined up in the sprinters' lane with holders.

A second group of riders, formed of the other riders of each team, shall be lined up along the opposite outside balustrade.

After one neutralised lap, a flying start shall be given to the first group of riders, by mean of a pistol shot.

During the neutralised lap, the second group of riders must remain motionless.

(text modified on 1.01.02; 19.06.09)

- **3.2.164** Riders of a same team may relay one another at will by a touch of the hand or the shorts.
- **3.2.165** Sprints shall be run according to the Regulations governing Sprint.
- **3.2.166** A team shall be considered to have gained a lap when it catches up with the last rider of the largest bunch. A rider who drops behind the bunch shall not assist chasing rider(s) to gain a lap on the pain of disqualification of his team.

(text modified on 1.01.02)

3.2.167 If at the moment of a sprint considered for classification, one or some rider(s) catch up with the biggest bunch, this (these) rider(s) shall gain a lap. The points shall be given immediately to the riders of the break behind or to those ahead of the bunch.

(text modified on 1.01.02)

3.2.168 Teams lapped three times by the main bunch may be removed by the commissaires.

(text modified on 1.01.02)

- **3.2.169** Should one of the riders suffer a fall or mechanical incident, his team-mate shall immediately take the team position in the race. There shall be no neutralisation.
- **3.2.170** Should both team-mates fall simultaneously, the team shall be entitled to a neutralisation equal to the number of laps closest to 1000 m. On returning to the track, one of the two team-mates shall resume the position that the team occupied in the bunch before the mishap.

Neutralised team-mates or teams may not return to the track within the last kilometre. Should both team-mates fall simultaneously in the last kilometre, or should this last kilometre start within the allowed neutralisation period of a recognised mishap for the team and it is not able to return prior to the start of the last kilometre, these neutralised teams shall appear in the final placings depending on the laps won or lost and the points won up to the moment of the mishap.

(text modified on 20.09.05; 1.10.11)

- **3.2.171** In the case of a fall involving over one-half of the teams (calculated on the basis of one rider per team), the race shall be stopped and the commissaires shall determine the duration of the interruption. A new start shall be taken and each team shall retain the laps won or lost at the moment of the fall.
- **3.2.172** If the race is called of because of inclement weather, the commissaires shall decide as follows:

	Elite	Junior	
Race stopped before:	20 km	10 km	resume entirely the same day
Race stopped between:	20 et 40	10-25	resume race with points and laps acquired so far
Race stopped after:	40 km	25 km	let the result stand

(text modified on 1.01.03)

§ 11 Scratch

Definition

3.2.173 The Scratch Race is an individual race over a specified distance.

(text modified on 1.01.02)

Organisation of the competition