

GAME OF SKATE RULES

(Updated 2.16.2023)

1. To decide the players' order in the game of skate by flipping the board onto the table to see who has foam/grip tape showing right side up. The person who is remaining after single or multiple attempts of being the player with a right side up tape will choose which player starts on offense or defense. Foam/grip tape beats primo and bottom of the board.
2. Each player on offense must first call out or demonstrate their trick of choice – though no trick can be landed more than once by either player. Late flips are allowed!
3. On offense the trick must be landed clean on all four wheels: No finger drags, rail landings, manual landings, caspers, hands on the fingerboard or on the ground! That means grabs, no-complies, handplants or bonelesses are not allowed in a game of skate.
4. On defense, if an offensive player pops their board off the table, then the defensive player must pop their board off the table (no table slides if offense pops their board).
5. If the offensive player does not land their trick, it is the next player in rotations turn.
6. But once the offensive player lands their trick cleanly all other players have to imitate it and land it first try as well.
7. On offense, the player must roll over the first line, then initiate their trick in between line 1 and line 2. Once the player lands their trick between line one and line two, that player then must roll over line 2 with balance and control to complete their turn.
8. If a defensive player does not land the trick demonstrated by the offensive player, that player receives a letter of the word S.K.A.T.E.
9. If you have already received four letters (S.K.A.T.) you are allowed two attempts to imitate a trick on defense.
10. Once a player has received all five S.K.A.T.E. letters, that player has lost and is out of the game of skate.
11. The last remaining player in the game of s.k.a.t.e. Wins!
12. If a player is unable to attempt a new trick on offense due to running out of tricks that have not been performed already, this player forfeits and the defensive player wins (we suggest bringing a small piece of paper with all your tricks on it).
13. If a player has equipment malfunction during their matchup and they are not able to immediately continue that player forfeits and the opposing player wins the match (we suggest bringing a backup fingerboard and having it on your person just in case).