



**DEKA**<sup>TM</sup>

# **Rules of Competition**

(Revised February 1, 2024)



# CONTENTS

## **1. Introduction**

## **2. Official Events/Races & Modifications**

- 2.1 DEKA STRONG, DEKA STRONG Teams, DEKA STRONG Ruck
- 2.2 DEKA MILE, DEKA MILE Teams, DEKA MILE Ruck
- 2.3 DEKA FIT, DEKA FIT Teams, DEKA FIT Ruck, DEKA FIT Ultra, DEKA FIT Road Show

## **3. Zone Descriptions and Rules**

- 3.1 Zone 1 (Alternating Weighted Reverse Lunge)
- 3.2 Zone 2 (Row)
- 3.3 Zone 3 (Box Jump/Step Over)
- 3.4 Zone 4 (Med Ball Sit-up) - see zone modification for DEKA FIT
- 3.5 Zone 5 (Ski)
- 3.6 Zone 6 (Farmer's Carry)
- 3.7 Zone 7 (Air Bike)
- 3.8 Zone 8 (Dead Ball Shoulder Over) - see zone modification for DEKA FIT
- 3.9 Zone 9 (Magnetic Resistance Sled Push/Pull)
- 3.10 Zone 10 (Weighted Burpee)

## **4. General Rules and Penalties**

- 4.1 Timing Format
- 4.2 Penalties
- 4.3 Equipment
- 4.4 General Conduct
- 4.5 Competition Conduct
- 4.6 Competition and Heat Starts
- 4.7 Unregistered Competitors
- 4.8 Acts Warranting Suspension
- 4.9 Effects of Suspension
- 4.10 Reinstatement
- 4.11 Acts of Agents
- 4.12 Protest Period
- 4.13 Drug Testing and Anti-Doping Sanctions
- 4.14 Prize Money and Awards
- 4.15 Age Groups for podium and leaderboards

## **5. Change Log**



# 1. Introduction

## 1.1 SCOPE

1.1.1 DEKA events are designed to allow ALL levels to celebrate fitness together. No matter where you are on your fitness journey, DEKA provides a global fitness test/competition/event/race for ALL levels. On the same day, in the same arena, using the same standards ALL levels come together and celebrate fitness. The following rules of competition ("Rules") are set forth and governed by DEKA and apply to all DEKA events and competitions globally. These Rules are binding on all competitors participating in any DEKA event.

\*DEKA encourages all levels of fitness to compete and test their fitness. If any portion of a DEKA event can't be completed, the competitor is allowed to continue and will receive their finisher t-shirt, medal, and trifecta wedge. An official leaderboard entry DEKA Mark will be earned if the athlete meets all the standards of the DEKA event.

## 1.2 PURPOSE

1.2.1 These Rules explain how a DEKA event should be officiated and seek to:

- a) ensure that all DEKA events are conducted in a fair and consistent manner and with a spirit of sportsmanship and integrity; and
- b) provide clear guidelines to facilitate globally standardized competition; and
- c) protect the health, safety, and well-being of competitors so far as this objective can be reasonably achieved in the sport.

## 1.3 VARIATIONS AND AMENDMENTS

1.3.1 DEKA may from time to time change these Rules and make further Rules in its absolute discretion.

1.3.2 The English language version of these Rules shall be controlling in all respects and shall prevail in case of any inconsistencies with translated versions, if any.



## 2. Official Events/Races & Modifications

**\* All finishers are eligible for finisher medal, t-shirt, trifecta wedge, and finisher certificate.**

### 2.1 DEKA STRONG, DEKA STRONG Teams, DEKA STRONG Ruck

**DEKA STRONG** - Complete the 10 DEKA Zones in order (1-10) with no running.

\* DEKA STRONG events are usually held at DEKA Affiliate Gyms with Open heats that are DEKA World Championship qualifying events (Elite & Age Group).

**DEKA STRONG Teams** - Complete DEKA STRONG as a team of 2 Adults (Ages 14+), 2 Youth (10-13) or 1 Adult (14+) with 1 Youth (10-13). *Female, Co-Ed, and Male categories.*

Adult Team Age Groups (adult ages combined) are 59 & Under, 60-79, 80-99, 100-119, and 120+.

- Teams can divide all reps/meters/calories using whatever strategy they prefer.
- Before work begins on the next zone, skin contact between the two teammates must be made (hand slap, back slap, etc).
- A teammate can be prepared to start the next zone but work cannot begin until the skin contact occurs.
- Only one teammate can be working at a time.
- If dividing up reps/meters/calories in a zone, skin contact is not required (only when transitioning).
- If dividing meters in DEKA Zones 6 or 9, the swap can only occur at the start line area (both teammates are not allowed on the 10 meter down & back course at the same time).
- Using two different pieces of equipment (row/ski/air bike/sled/box) is not allowed and for all other rep count zones only one teammate can be using the zone completion mat/area at a time. If swapping out, the teammate must move off the mat/area and allow the other teammate to use the same space.
- Both teammates must cross the finish line together. In the event of a close/photo type finish the team that has both teammates across the finish line first will be winners.
- If a team member is unable to finish the race, the team will receive a DNF (did not finish).



**DEKA STRONG Ruck** - Complete DEKA STRONG while wearing a ruck or backpack.

\* See Section 3 - Zone Description & Rules for zone modification (Zone 4).

## **2.2 DEKA MILE, DEKA MILE Teams, DEKA MILE Ruck**

**DEKA MILE** - Complete the 10 DEKA Zones in order (1-10) with each zone preceded by a 160 meter run or walk (total of 1600 meters / 1 mile).

\* DEKA MILE events are usually held at DEKA Affiliate Gyms with Open heats that are DEKA World Championship qualifying events (Elite & Age Group).

\* 160 meter distance must be measured using a distance-measuring rolling wheel.

**DEKA MILE Teams** - Complete DEKA MILE as a team of 2 Adults (Ages 14+), 2 Youth (10-13) or 1 Adult with 1 Youth (10-13). *Female, Co-Ed, and Male categories.*

Adult Team Age Groups (adult ages combined) are 59 & Under, 60-79, 80-99, 100-119, and 120+.

- The first and last 160 meter runs must be completed by both teammates.
- Zone work in Zone 1 & 10 cannot begin until both teammates have completed the run.
- The 8 runs between the first and last shall be completed by one teammate using whatever strategy the team prefers.
- Teams can divide all reps/meters/calories using whatever strategy they prefer.
- Before transitioning (beginning work in a new zone or beginning the next run), skin contact between the two teammates must be made (hand slap, back slap, etc).
- A teammate can be prepared to start the next zone or run but work cannot begin until the skin contact occurs.
- Only one teammate can be completing zone work at a time.
- If dividing up reps/meters/calories in a zone, skin contact is not required (only when transitioning).
- If dividing meters in DEKA Zones 6 or 9, the swap can only occur at the start line area (both teammates are not allowed on the 10 meter down & back course at the same time).
- Using two different pieces of equipment (row/ski/air bike/sled/box) is not allowed and for all other rep count zones only one teammate can be using the zone completion mat/area at a time. If swapping out, the teammate must move off the mat/area and allow the other teammate to use the same space.



- Both teammates must cross the finish line together. In the event of a close/photo type finish the team that has both teammates across the finish line first will be winners.
- If a team member is unable to finish the race, the team will receive a DNF (did not finish).

**DEKA MILE Ruck** - Complete DEKA MILE while wearing a ruck or backpack.

\* See Section 3 Zone Description & Rules for zone modification (Zone 4)

## **2.3 DEKA FIT, DEKA FIT Teams, DEKA FIT Ruck, DEKA FIT Ultra, DEKA FIT Road**

### **Show**

**DEKA FIT** - Complete the 10 DEKA Zones in order (1-10) with each zone preceded by a 500 meter run or walk (total of 5,000 meters / 3.1 miles).

\* DEKA FIT events are held by Spartan DEKA and usually take place in large indoor facilities with Elite, Age Group, and Open categories available.

\* Individual DEKA FIT Elite registrations are eligible for podium prize money & Age Group registrations are eligible for podium awards.

**DEKA FIT Teams** - Complete DEKA FIT as a team of 2 Adults (Ages 14+).

Elite & Adult Team Age Groups (adult ages combined) of 59 & Under, 60-79, 80-99, 100-119, and 120+ are separated into Female, Co-Ed, and Male categories. DEKA FIT Teams (Elite & Age Group) registrations are eligible for podium awards.

- The first and last 500 meter runs must be completed by both teammates.
- Zone work in Zone 1 & 10 cannot begin until both teammates have completed the run.
- The 8 runs between the first and last shall be completed by one teammate using whatever strategy the team prefers.
- There are two options to divide the 8 runs. One teammate can complete the entire distance, or the teammates can divide the distance.
- Once a run begins, the teammate not running has two options - stage themselves on the outside of the running track near the next zone to complete in the "Running Hand-Off Zone" or inside the next zone to complete and wait while their teammate is completing the entire run.
- Before transitioning (beginning work in a new zone or beginning next run) skin contact between the two teammates must be made (hand slap, back slap, etc).
- A teammate can be prepared to start the next zone or run but work can not begin until the skin contact occurs.
- The timing chip baton must travel with the teammate/teammates during 100% of the running distance.



- Teams can divide all reps/meters/calories using whatever strategy they prefer.
- Only one teammate can be completing zone work at a time.
- If dividing up reps/meters/calories in a zone, skin contact is not required (only when transitioning).
- Using two different pieces of equipment (row/ski/air bike/sled/box) is not allowed and for all other rep count zones only one teammate can be using the zone completion mat/area at a time. If swapping out, the teammate must move off the mat/area and allow the other teammate to use the same space.
- If dividing meters in DEKA Zones 9, the swap can only occur at the start line area (both teammates are not allowed on the 10 meter down & back course at the same time).
- Both teammates must cross the finish line together. In the event of a close/photo type finish the team that has both teammates and the timing device across the finish line first will be winners.
- If a team member is unable to finish the race, the team will receive a DNF (did not finish).

**DEKA FIT Ruck** - Complete DEKA FIT while wearing a ruck or backpack. Registrants are eligible for podium awards.

\*See Section 3 - Zone Description & Rules for zone modification (Zone 4).

**DEKA FIT Ultra** - Complete the DEKA FIT Course x 5. The DEKA FIT Ultra is our 25K event which challenges competitors with the opportunity to complete our standard DEKA FIT event x 5. Total distance covered is 25K (15.5 miles) with each DEKA Zone completed a total of 5 times each (50 total zones).

\* Individual DEKA FIT Ultra Elite registrations are eligible for podium prize money and DEKA FIT Ultra Age Group registrations are eligible for podium awards. \*Age Group & Open categories are combined in the Age Group registration category.

- The standard DEKA FIT course layout will be used and the course will be completed a total of 5 times.
- After finishing the first DEKA FIT (20th RAM Burpee in DEKA Zone 10 is completed), competitor will begin their 2nd round of DEKA FIT. This process continues until the course has been completed 5 times. The competitor will cross the finish line after finishing the 5th round.
- A competitor DEKA Pit Stop Zone will be added to the course and each competitor is provided a small space in the Pit Stop Zone for support items (food, hydration, pit crew support staff).
- With Pit Crew Staff ticket purchase at registration, competitor is allowed to have up to 2 support staff members.
- Pit crew support allowed in the pit zone and/or in the festival area. \*Food and hydration support is only allowed in the Pit Stop Zone.



- Cut-off times for Age Group Category (Age Group & Open competitors) is 10 hours.
- Cut-off times for Elite category athletes are 3 hours & 45 minutes for males & 4 hours & 15 minutes for females.
- Registration limits, launch schedules, and the course flow format is set up in a way that should prevent zone back-up, but in the event there is a back-up/wait in a zone, the rule will be first come first served. There will be a holding area in each zone where competitors will line up in order of zone arrival.

#### **DEKA FIT Road Show Modifications:**

- **DEKA FIT Road Show Hosted by Spartan DEKA** (where set-up is the same as large indoor Spartan DEKA event)
  - \* See Section 3 - Zone Description & Rules for zone modifications for DEKA Zones 4 & 8
- **DEKA FIT Road Show Hosted by DEKA Affiliate**
  - \* See Section 3 - Zone Description & Rules for zone modifications for DEKA Zones 4, 6, & 8.
  - \* Course is usually set up as a 125 meter out and back x 2 course (500 meter) and course set up must be approved by Spartan DEKA Staff

## **3. Zone Description & Rules**

\* Approved equipment must be used for all DEKA competitions. Visit [deka.fit/equipment](http://deka.fit/equipment) for the current list of all DEKA approved zone equipment and for DEKA Zone equipment updates.

\* If using kilogram weights the weight can not be more than 1.0 pounds under the standard pound weight requirement.

\*

### **3.1 Zone 1 - RAM Alternating Reverse Lunge (30 reps)**

- a) Specifics
  - i) Male 55LB/25KG
  - ii) Female & Male 65+ 33LB/15KG
  - iii) Youth (10-13) & Female 65+ 22LB/10KG
- b) Process/Setup
  - i) Competitor finds the area with the correct weights based on the above specifics.
  - ii) Competitor completes 30 reps (15 per side - alternating each rep).
- c) Movement Standards
  - i) Begin by picking up the weight.





- ii) Start from a standing position with both feet in front of the “rep line” and weight in a back or single shoulder rack position.
  - iii) Competitor steps straight back until the knee makes contact with the ground. \*Rotating side step lunges are not allowed. Shoulder must remain parallel to the rep line.
  - iv) Competitor steps up and brings the back foot in front of the “rep line”.
  - v) A successful rep is counted once the competitor has both feet in front of the “rep line” simultaneously and is standing tall with knee extension.
  - vi) Competitor cannot begin the next rep until both feet are in front of the “rep line” (Alternating split squat jumps are not allowed).
  - vii) The last rep is counted once the weight is placed back on the ground in the same location it was when the competitor started the zone.
  - viii) If the competitor throws or drops the weight during the process of completing the last rep, the rep will not be counted until the weight is returned to the starting location.
- d) Additional Notes
- i) If the competitor chooses a lighter weight than required, they may start the zone over, but any reps completed with the incorrect weight will not be counted.
  - ii) Once reps are completed, the competitor must set the RAM weight back on the ground in the same area it was located before starting. Throwing or dropping the weight is not allowed.
  - iii) Weight shoulder/back positioning can be changed at any-time during or after completion of reps.
  - iv) If needed, weight can be placed on the ground during a rest period after a completed rep.
  - v) If weight is placed on the ground during the completion of a rep, that rep will not count.

### **3.2 Zone 2 - Row (500 meters)**

- a) Specifics
  - i) There are no gender specific rowers. All rowers are the same.
- b) Process/Setup
  - i) Select a rower and make any foot strap or damper adjustments as needed.
  - ii) Row until 500 meters has been reached
  - iii) Youth (10-13 Division) - Complete 250 meters (if on a team with an adult - 500 meters must be completed).
- c) Movement Standards
  - i) Competitor must stay seated on the rower until reaching required meters.



d) Additional Notes

- i) In the event of a rower malfunction the competitor will transition to a different rower and complete remaining meters.
- ii) Competitor may make any foot strap or damper adjustments during completion of the zone.

**3.3 Zone 3 - Box Step-Up or Jump Over (20 reps)**

a) Specifics

- i) 24 inches (60 cm) There are no gender specific boxes. All boxes are 24 inches.

b) Process/Setup

- i) Competitor will complete 20 reps at their box.

c) Movement Standards

- i) Competitor may jump or step-up over the box.
- ii) Both feet must make contact with the top of the box during the rep.
- iii) Both feet are NOT required to make contact with the top of the box at the same time.
- iv) During the process of stepping or jumping off the box, both feet must make contact with the ground on the opposite side of the box the rep started on for the rep to count.
- v) A rep is counted when both feet make contact with the ground on the opposite side of the box the rep started on.

d) Additional Notes

- i) Competitor must step or jump on top of the box, they cannot jump over the entire box without making contact.
- ii) During the process of jumping or stepping up and over the box, the competitor's body must travel over the top of the box. Positioning the body off to the side of the box during the rep is NOT allowed.
- iii) If needed to assist with physical limitations, incidental hand and knee contact is allowed to accomplish the rep. If incidental hand and knee contact is used in a way to assist with transitioning up and over the box, the entire body must travel over the top of the box and both feet (soles, toes, heels, or sides of the shoes) must make contact with the top of the box on the way over.
- iv) If using hands to assist with completing the rep on the way over the box, both hands must be removed from the box before the rep is counted.
- v) One hand making contact with the box as a competitor is stepping or jumping down from the box is allowed.



### **3.4 Zone 4 - Med Ball Sit-Up - DEKA STRONG & DEKA MILE (25 reps)**

#### **Med Ball Sit-Up Throw - DEKA FIT (25 reps)**

- a) Specifics
  - i) Male 20LB/9KG
  - ii) Female & Male 65+ 14LB/6KG
  - iii) Youth (10-13) & Female 65+ 10LB/5KG
- b) Process/Setup - DEKA STRONG & DEKA MILE
  - i) After entering the DEKA Zone competitor sits down in front of the appropriate station and grabs the med ball.
  - ii) Competitor will complete 25 reps.
- b.1) Process/Setup - DEKA FIT
  - i) After entering the DEKA Zone, competitor sits down in front of the appropriate station and places feet under the supports.
  - ii) Target is positioned 4.5 feet above the floor.
  - iii) Competitor will complete 25 reps.
- c) Movement Standards - DEKA STRONG & DEKA MILE.
  - i) Rep starts with the competitor's back on the floor, knees bent, feet on the ground and the med ball held behind the head touching the ground.
  - ii) Competitor must raise their torso off the ground and touch the ball on the ground between their feet.
  - iii) Each rep is considered completed once the ball touches the ground between the feet.
- c.1) Movement Standards - DEKA FIT
  - i. Rep starts with the competitor's back on the floor, knees bent, and med ball held behind the head touching the ground.
  - ii. During the process of performing the sit-up, competitors will press & touch or throw the med ball with both hands towards the target during or at the top of the sit-up motion.
  - iii. The ball must touch the face of the target.
  - iv. At the bottom of the rep the competitor must have control of the ball and it must touch the ground behind their head.
  - v. Rep is considered completed once the ball hits the target.
- d) Additional Notes - DEKA STRONG & DEKA MILE
  - i) If the competitor chooses a lighter weight than required, they may start the zone over, but any reps completed with the incorrect weight will not be counted.
  - ii) Competitor is allowed to rest in a seated or lying position.
- d.1) Additional Notes - DEKA FIT
  - i) If the competitor chooses a lighter weight than required, they may start the zone over, but any reps completed with the incorrect weight will not be counted.
  - ii) If med ball is dropped while attempting to catch the rebound, the



rep will still count.

- iii) Competitor is allowed to rest in a seated or lying position.
  - iv) Touching the ball to the target without the ball leaving the hands IS allowed.
  - v) The med ball must make contact with the flat portion of the target. Touching the underside of the bottom edge IS NOT allowed.
- e) *Zone 4 Event Modifications*  
*\*DEKA STRONG, DEKA MILE, & DEKA FIT Ruck divisions - competitors will use their ruck in place of the med ball.*

### **3.5 Zone 5 - Ski (500 meters)**

- a) Specifics
  - i) There are no gender specific ski machines. All are the same.
- b) Process/Setup
  - i) Select a ski machine.
  - ii) Adjust the damper setting as desired.
  - iii) Complete 500 meters.
  - iv) Youth (10-13 Division) - Complete 250 meters (if on a team with an adult - 500 meters must be completed).
- c) Movement Standards
  - i) The competitor must remain at the ski machine until reaching required meters.
- d) Additional Notes
  - i) In the event of a malfunction the competitor will transition to a different ski machine and complete remaining meters.
  - ii) Competitor may make any damper adjustments during completion of the zone.

### **3.6 Zone 6 - Farmer's Carry (100 meters)**

- a) Specifics
  - i) Male 60LB/27,5KG each hand
  - ii) Female & Male 65+ 40LB/17,5KG each hand
  - iii) Youth (10-13) & Female 65+ 20LB/9KG each hand
- b) Process/Setup - DEKA STRONG, DEKA MILE, & DEKA FIT Road Show hosted by Affiliate:
  - i) Competitor will select a set of weights and complete a 10 meter down & back course x 5 for a total of 100 meters.
  - ii) Tape, chalk or cone lines must be in place at the beginning and end of the 10 meter down & back zone.
- b.1) Process/Setup - DEKA FIT & DEKA FIT Road Show hosted by Spartan DEKA
  - i) Competitor will select a set of weights (dumbbells or kettlebells).



- ii) Competitor will complete the entire 100 meter maze course with the weights.
  - iii) Competitor must place the weights on the ground in the same area they were at the start.
- c) Movement Standards
- i) Weights must be carried 1 per hand.
  - ii) Weights must be carried by the competitors' sides.
  - iii) Both weights must be moved at the same time. Competitor is not allowed to shuttle weights one at a time.
  - iv) During the completion of a 10 meter down & back course, both feet must cross the 10 meter course lines on every down & back. One foot completely across the line and the second foot touching down across the line with a toe tap is allowed.
  - v) Both feet must cross the finish line before placing the weights back in the starting position location.
  - vi) In certain approved cases with adaptive or disabled athletes the above rules can be altered.
- d) Additional Notes
- i) If the competitor chooses a lighter weight than required, they may start the zone over, but any reps completed with the incorrect weight will not be counted.
  - ii) Weights can be placed down as needed.
  - iii) Weights must be carried, they cannot be rolled, thrown, or moved via any other method.

### **3.7 Zone 7 - Air Bike (25 calories)**

- a) Specifics
- i) There are no gender specific air bikes. All air bikes are the same.
- b) Process/Setup
- i) Select an air bike and adjust the seat as needed.
  - ii) Complete 25 calories.
  - iii) Youth (10-13) - Complete 12 calories (if on a team with an adult 25 calories must be completed).
- c) Movement Standards
- i) The competitor must remain on the air bike until reaching required calories.
- d) Additional Notes
- i) In the event of a malfunction the competitor will transition to a different bike and complete remaining calories.
  - ii) Competitors may not touch the display after starting the counter.



### **3.8 Zone 8 - Dead Ball Shoulder Over - DEKA STRONG & DEKA MILE (20 reps)**

#### **Dead Ball Wall Over - DEKA FIT (20 reps)**

- a) Specifics
  - i) Male 60LB/27,5KG
  - ii) Female & Male 65+ 40LB/17,5KG
  - iii) Youth (10-13) & Female 65+ 20LB/9KG
- b) Process/Setup (DEKA STRONG & DEKA MILE)
  - i) After entering the DEKA Zone, the competitor will select the proper ball weight.
  - ii) Competitor will complete 20 reps.
- b.1) Process/Setup (DEKA FIT)
  - i) Competitor will select a 1,20 wall and the appropriate designated weight based on gender.
  - ii) Competitor will remain at the same wall and complete a total of 20 reps.
- c) Movement Standards (DEKA STRONG & DEKA MILE)
  - i) Competitor is allowed to lift the weight using whatever techniques they prefer.
  - ii) While completing the rep the ball must travel over the top of the shoulder while reaching hip and knee extension.
  - iii) The competitor shall not dip the shoulder or lean to the side while completing the rep.
- c.1) Movement Standards (DEKA FIT)
  - i) Competitor will lift the weight over the wall and the ball must hit the ground on the other side.
  - ii) Competitor will travel to the other side of the wall to complete the next rep. \*The only time traveling to the other side of the wall is not required is after finishing the last rep.
  - iii) During the lifting process both feet must be inside the metal frame.
- d) Additional Notes
  - i) If the competitor chooses a lighter weight than required, they may start the zone over, but any reps completed with the incorrect weight will not be counted.
  - ii) Sandbags, sandbells, or other sand filled weight implements can be used in place of dead balls, but they must be weighed before the competition.
- e) *Zone 8 Event Modifications*
  - \* *DEKA FIT Road Show hosted by Spartan DEKA will be Dead Ball Shoulder Over x 25 reps in place of Dead Ball Wall Over x 20 reps.*
  - \*\* *DEKA FIT Road Show hosted by Affiliate will be Dead Ball Shoulder Over x 20 reps in place of Dead Ball Wall Over.*



### **3.9 Zone 9 - Magnetic Resistance Sled Push/Pull (100 meters)**

- a) Specifics
  - i) There are two approved magnetic resistance sleds allowed for DEKA competitions.
  - ii) Xebex XT3 Plus Sled - Male level 8 resistance, Female & Male 65+ level 7 resistance, Youth (10-13) & Female 65+ level 5 resistance.  
\*160lb/73kg must be added to the Xebex Sled weight stack.
  - iii) Torque Tank Sled (M4 or MX model) - Male level 3 resistance (both axles), Female & Male 65+ level 2 resistance (both axles), Youth (10-13) & Female 65+ level 1 resistance (both axles)
- b) Process/Setup
  - i) The course will be a 10 meter zone and competitors will push down & pull back a total of 5 times for a total of 100 meters.
  - ii) Tape, chalk or cone lines must be in place at the beginning and end of the 10 meter down & back zone.
  - iii) When the competitor approaches the sled, the sled shall be positioned with the backward most portion of the sled behind the start line. The pull strap connection point(s) are considered the backward most portion of the sled
- c) Movement Standards
  - i) Competitor will push the sled until 100% of the sled has crossed the 10 meter line.
  - ii) Competitor will use the attached pull handles to pull the sled back while walking backwards until the back of the sled crosses the start line. \*Pull straps are NOT allowed to be wrapped around the sled bars in any way & the pull straps must be attached to the sled at the standard attachment point. \*No exceptions
  - iii) Competitor will repeat this process 5 times for a total 100 meters (50 meters pushed and 50 meters pulled).
  - iv) During the pull portion the competitor must be walking backwards.
  - v) All wheels must remain in contact with the ground throughout the entire 100m push/pull distance.

### **3.10 Zone 10 - RAM Weighted Burpee (20 reps)**

- a) Specifics
  - i) Male 44lbs/20kg
  - ii) Female & Male 65+ 22lbs/10kg
  - iii) Youth (10-13) 11lbs/5kg
- b) Process/Setup
  - i) Using the proper weight outlined above, competitor completes 20 reps in the zone.
- c) Movement Standards



- i) At the bottom of the rep the competitors chest and/or abdomen region must touch the weight.
  - ii) The legs must be extended out behind the competitor in a manner where hip extension is accomplished.
  - iii) At the completion of the rep, the competitor is standing tall with full hip and knee extension and the weight pressed above the head with full elbow extension.
  - iv) The last rep is counted once the weight is placed back on the ground in the same location it was when the competitor started the zone.
  - v) If the competitor throws or drops the weight during the process of completing the last rep, the rep will not be counted until the weight is returned to the starting location.
- d) Additional Notes
- i) If the competitor chooses a weight lighter than required, they may start the zone over, but any reps completed with the incorrect weight will not be counted.
  - ii) If the competitor throws the head forward during rep completion, the weight must be positioned behind the head (over the top of the shoulders) with full elbow extension.
  - iii) If needed, the weight can be placed on the ground during a rest period after a completed rep.
  - iv) If weight is placed on the ground during the completion of a rep, that rep will not count.

## **4. General Rules & Penalties**

### **4.1 TIMING FORMAT**

#### 4.1.1 DEKA STRONG and DEKA MILE Individual Timing

- a) Gym Affiliate events are individually hand timed.
- b) At World Championship events, competitors will be chip timed.

#### 4.1.2 DEKA STRONG and DEKA MILE Team Timing

- a) Gym Affiliate events are individually hand timed.
- b) At World Championship events, competitors will be chip timed.

#### 4.1.3 DEKA FIT Individual Timing

- a) The winner of each category will be determined by chip time, or based on the accumulated time from when a competitor crossed the start line until they have crossed the finish line, with the addition of any time penalties





assessed by the Head Official. \*In the event of a photo finish with DEKA support staff produced video evidence, the winner will be determined by which competitor crosses the line first (chip time may be overruled in this instance).

- b) Competitor times will be validated by RFID timing chips. It is each competitor's sole responsibility to assure the chip is securely fastened to their wrist and worn across all checkpoints on course.
- c) Any missing chip times will be subject to independent review and may result in a competitor being considered for disqualification, at the discretion of the Event Director and Head Official.
- d) If a competitor's timing chip is lost, it must be immediately reported to Timing and Results staff upon crossing the finish. If a Competitor's timing chip is lost or a Checkpoint is not read by RFID, DEKA FIT referees may also be used to validate a competitor's completion of the workout.

#### 4.1.4 DEKA FIT Team Timing

- a) The team timing chip must be carried across all timing mats.

## 4.2 PENALTIES

### 4.2.1 DEKA STRONG and DEKA MILE:

Any competitor who fails to complete a DEKA Zone as outlined in Section 3 - Zone Description & Rules:

- a) Competitor will be considered an unofficial finisher and their result will not be submitted to the global leaderboard.
- b) Competitor will receive their finisher shirt, medal, and trifecta wedge.

### 4.2.2 DEKA FIT:

Any competitor who fails to complete a DEKA Zone as outlined in Section 3 - Zone Description & Rules:

- a) Competitor will have their timing chip removed.
- b) Competitor will be considered an unofficial finisher and their result will not be submitted to the global leaderboard.
- c) Competitor will receive their finisher shirt, medal, and trifecta wedge.

Any competitor who completes all 10 DEKA Zones but fails to complete the DEKA Zones in order (starting with 1, completing in order, and finishing with 10) will:



- a) Receive a 1 minute penalty for each violation. Example - Zone 3 is completed and then followed by completing Zone 2 = 1 minute penalty. Later in the race Zone 8 is completed and then followed by completing Zone 7 = additional 1 minute penalty is assessed.

4.2.3 Any competitor who doesn't complete the required running distance (misses a lap) that precedes a zone and comes back later in the race and "makes it up" will:

- a) Receive a 1 minute time penalty for each violation

4.2.4 Any competitor who doesn't complete the required running distance (misses a lap) that precedes a zone and fails to make it up later in the race will:

- a) Receive a 5 minute penalty for each violation (2 lap course set-up)
- b) Receive a 3 minute penalty for each violation (3 laps course set-up)

### **4.3 EQUIPMENT**

4.3.1 The Following Equipment is permitted for use:

- a) Gloves
- b) For DEKA STRONG & DEKA MILE Affiliate events personal water/hydration is allowed but shall be staged off to the side of the course.

4.3.2 The Following Equipment is not permitted for use:

- a) Headphones or speakers
- b) Chalk
- c) Lifting Straps
- d) DEKA FIT only: Any type of water vessel (including hydration pack, water bottle, etc). 1-2 stations will be provided per lap so competitors will have access to 10-20 water stops over the 5K event. \* Water may not be provided at DEKA FIT Road Shows and in this case, personal hydration is allowed.

### **4.4 GENERAL CONDUCT**

4.4.1 When participating in any DEKA event and while on an event site, all competitors must:

- a) act in compliance with these Rules; and
- b) treat all fellow competitors, DEKA staff members, DEKA volunteers, spectators, and members of the public with fairness, respect and courtesy at all times; and



- c) refrain from the use of abusive, threatening, or insulting language or conduct; and
- d) report any personal violation of these Rules to the Head Official or voluntarily withdraw from the event.

4.4.2 Violations of General Conduct may result in a penalty depending on the severity of the violation, as determined at the sole discretion of the Head Official.

#### **4.5 COMPETITION CONDUCT**

4.5.1 During the competition, competitors must:

- a) complete the official workout in its entirety. It is each competitor's responsibility to follow the workout and zone layout correctly; and
- b) not intentionally impede another competitor's forward progress. Jostling, running across, charging, or otherwise interfering with other competitors is prohibited.
- c) After completing a zone with a weight implement, the equipment must be placed on the ground in the same spot it was when the competitor began the zone work.
- d) not accept from any person, other than a DEKA official, physical assistance in any form including taking or utilizing given food, drink, equipment, physical support, or pacing unless an express exception has been granted and approved in writing by DEKA.



#### **4.6 COMPETITION AND HEAT STARTS - DEKA FIT**

4.6.1 All competitors shall start in and with their assigned starting heat, wave or group. Any competitor who starts in an incorrect heat shall be ineligible for awards including qualification to any championship events.

4.6.2 Elite competitors who do not start in the correct wave will be moved to the Open category.

#### **4.7 UNREGISTERED COMPETITORS**

4.7.1 Any person who participates in any part of an event without first properly registering and paying any registration fees as stipulated by DEKA may be suspended or barred from all DEKA events for a period of up to one year.

4.7.2 Any person who assists a competitor with unregistered or unauthorized event entry by providing a competitor number, headband, and/or timing chip to that competitor may be suspended from all DEKA events for a time period to be determined at DEKA's discretion, including a lifetime ban from all DEKA events.

#### **4.8 ACTS WARRANTING SUSPENSION**

4.8.1 In addition to other penalties outlined in these Rules which may be imposed at the discretion of DEKA, the following acts may be grounds for suspension for a period of time designated by DEKA at its discretion:

- a) flagrant or willful violation of the Competitive Rules; and
- b) gross or continued unsportsmanlike conduct; and
- c) physical violence directed toward an official, competitor, volunteer, spectator, or another person; and
- d) any fraudulent act, such as falsifying name or age, filing a false affidavit or protest, or providing false information to DEKA or officials; and
- e) intentionally participating in an event despite failure to register; and
- f) repetitive or recurring violations of the Rules; and
- g) failure to notify an official after withdrawing from an event; and
- h) violation of the Anti Doping Rules set forth in Section 4.13; and
- i) refusal to abide by the final determination and judgment by DEKA of any matter relating to these Rules; and
- j) any act which disgraces or brings discredit to DEKA.



#### **4.9 EFFECT OF SUSPENSION**

4.9.1 Any person suspended from DEKA shall be ineligible to participate in any DEKA event and shall be disqualified from all DEKA events during the suspension period and until that person has applied for and received written notice of reinstatement from DEKA.

#### **4.10 REINSTATEMENT**

4.10.1 Any person who has been suspended must apply in writing to DEKA for reinstatement after or immediately preceding expiration of the suspension period.

#### **4.11 ACTS OF AGENTS**

4.11.1 The conduct of any agent, coach, manager, friend, or family member representing a competitor shall constitute grounds for penalizing such competitor if such person's conduct violates any of these rules.

#### **4.12 PROTEST PERIOD**

4.12.1 An Elite and Age Group competitor's protest period for penalties, timing and results, disqualifications, or other penalties issued starts immediately after a competitor crosses the finish line and ends 15 minutes prior to the official award ceremony time for their respective Category.

4.12.2 An Open competitor's protest period for penalties, timing and results, disqualifications, or other penalties issued starts immediately after a competitor crosses the finish line and ends 30 minutes after the final racers completes the event.

4.12.3 It is each competitor's sole responsibility to check for any penalties administered to them by the Head Official, up to 15 minutes prior to the official awards ceremony for their Category, in the event they would like to protest any such penalties.

4.12.4 Any protest a competitor may wish to raise regarding penalties, or other issues that affect the outcome of the event, must be brought to the Head Official during the protest period. In some circumstances the Head Official may extend a protest period beyond the award ceremony at their sole discretion.



4.12.5 DEKA reserves the right to continue penalty resolutions post-event, and change event standings or event day decisions indefinitely after an event in cases of unsportsmanlike conduct and/or intentional or malicious breaking of the rules, including but not limited to the failing of any Anti-Doping and Drug Control protocols administered by DEKA or a third party designated as an official drug tester by DEKA .

#### **4.13 DRUG TESTING AND ANTI-DOPING SANCTIONS**

4.13.1 Each DEKA competitor acknowledges the likelihood of Anti-Doping controls being administered at any given DEKA event and that he/she has reviewed, understands and accepts the most recent Banned Substances List as provided by the World Anti-Doping Agency (WADA). This list can be found here: <https://www.wada-ama.org/en/content/what-is-prohibited>

4.13.2 Any DEKA competitor who returns a positive test for a WADA Banned Substance may be given the following sanctions by DEKA:

- a) First offense: two year ban from all DEKA events.
- b) Second offense: lifetime ban from all DEKA events.

4.13.3 Any Elite and/or Age Group athlete with questions or concerns, including Therapeutic Use Exemption (TUE) requests, should contact DEKA Customer Service in the United States at CS@deka.fit.

#### **4.14 PRIZE MONEY AND AWARDS**

4.14.1 Where prize money and/or awards are available, competitors eligible to receive them must:

- a) fill out all required paperwork as requested by DEKA; and
- b) comply with all Anti-Doping controls in place at the given event

4.14.2 Failure to adhere to these standards may result in disqualification from the event and forfeiture of prize money.

#### **4.15 AGE GROUPS FOR PODIUM AND LEADERBOARD**

4.15.1 Age Group standards: The age used on the DEKA leaderboards will be your age at the end of the DEKA race series (age on September 15th of the series year).

*\* There may be some years where the race series ends the week before or after the week of September 15th.*



- a) Individuals: 10-13 (Youth), 14-17, 18-24, 25-29, 30-34, 35-39, 40-44, 45-49, 50-54, 55-59, 60-64, 65-69, 70+.
- b) DEKA STRONG & DEKA MILE Teams: 10-13 (Youth), Adult (14+) with Youth (10-13), Adult Team Age Groups (adult ages combined) are 59 & Under, 60-79, 80-99, 100-119, and 120+.
- c) DEKA FIT Teams: Adult Team Age Groups (adult ages combined) are 59 & Under, 60-79, 80-99, 100-119, and 120+.



## 5. CHANGE LOG

### a. 1.16.24

1. 2024 Rulebook re-release with updated movement standards, zone equipment, and rulebook layout.

### b. 2.1.24

1. Section 3.10 - DEKA Zone 10 section changed to read - The legs must be extended out behind the competitor in a manner where hip extension is accomplished.
2. Section 4.15.1 - Age Group standards: The age used on the DEKA leaderboards will be your age at the end of the DEKA race series (age on September 15th of the series year).  
*\* There may be some years where the race series ends the week before or after the week of September 15th.*