



FLIMS X LAAX

HIGHLINE

World Championships

Freestyle Highline and Speed Highline

Contest Rules and Regulations
July 2026, V4.1

The freestyle and speed highline competitions will take place during the Flims Laax Highline World Championships from 21.-26th of July 2026 with the arrival day on the 21. of July and the warm-up day for athletes on the 22nd of July.

All information can be found here: www.hwc2026.ch



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- Version 3.0, Feb 2026	
- Version 3.1, Feb 2026, updated Athletes Accomodation	
- Version 4.1, Juli 2026, updated starting position for Speed	

Organization and contacts

The event is organized by the Swiss Slackline Federation and co-organized by the ISA Sport Commission, Swiss Highline, and the local club Grischa Slack.

More info: [Flims Laax Highline World Championships](#)

Main Organiser:

Swiss Slackline Sport

Co-Organisers:

Swiss Slackline

Swiss Highline

Grischa Slack

Slackattack

International Slackline Association

Organizational Team:

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Highline Freestyle World Championship

Seeding

Freestyle Highline is a thriving discipline with competitions around the globe. We will ensure equal participation between genders.

Automatic Qualification

The ISA Sport Commission has decided that there will be no qualifying events for the World Championship.

Automatic qualification is based on the ISA ranking list which takes into account the online highline freestyle competitions and the results of all most recent competitions around the world. The **top 6 athletes** in freestyle highline, female and male, are qualified.

In addition, the best Swiss Athletes are qualified - due to the competition taking place in Switzerland and the audience onsite being mostly Swiss. We hope that this criteria does justice to all athletes.

Wild Cards

4 wild cards spots per category have been opened for the competition. To be considered for a wild card, videos must be sent to the judges by the 28th of February 2026 at midnight. The Judges will make a final decision on the winners of the wild cards by the 10th of March. To qualify for a wild card, submit a two-part video to wildcard@swiss-slackline.ch. The footage does not need to be new, and the recording date is not a factor. The video should include:

- An uncut 45 second video showcasing your best combo.
- 2 hard tricks

Wild cards entries will be ranked by the judges according to the same judging system used for the competition. Judges will only rank high level participation.

What is included for qualified athletes?

- Participation at the World Championships
- We can offer
 - Free indoor sleeping option in large public space/gym 2km from venue
 - Free public transport to indoor sleeping space
 - Free breakfast and dinner for athletes with less financial possibilities
- We will try to coordinate
 - common transports to the location within Switzerland (not guaranteed)

What does the Wild Card NOT include?

- Lunch during the competition.
- Flight tickets or other means of travel to Switzerland.

What happens if an athlete drops out?

If an athlete who entered as a wild card drops out, the next athlete in line is qualified.

If an athlete who was qualified through the ranking list drops out, we open one more wild card spot.

For up to date information on participating athletes, go to the website of the event.

www.hwc2026.ch

Judging

Judging Style

Scoring is a mix of objective and subjective criteria. Some criteria are intentionally vague as part of our goal of giving guidelines to athletes without dictating exactly how athletes should express themselves. If there is a doubt about a rule, questions are welcome. Ultimately the judges are all highly experienced and will interpret the rules to the best of their ability.

Rigging

An overview of the lines is available here: <https://s.geo.admin.ch/lm9bagpgzcz1>

Setup

There will be three ~65m freestyle lines for the competition warmup, qualifications and finals. All three lines will be the same consisting of:

- Trickzone : Highline Trickzone Pro 25mm by Slacktivity, connected with soft shackles
- Mainline: Pinktube by Slacktivity
- Backup: Light dyneema (20mm, <25g/m)
- Bungees: SlackX, with optional extra.
- Tapes sliding on the back-up.

All lines will have a dynamometer (LineGrip LineScale) on the A-frame side and ISA certified weblocks for easy tension adjustments.

Maintenance

During the competition, the three line tensions will be adjusted to best fit the wishes of the athletes before their run. Broken tapes will be replaced.

Safety

The rigging team is composed of ISA certified riggers. The set-up for this competition will be state of the art concerning safety. If an athlete notices anything unusual with the lines, they must inform the rigging team and refrain from changing the set-up themselves. Participants will be buddy checked before getting on the line and if not, they must always ask for a buddy check.

Freesolo or swami highlining is forbidden. Around the lines, athletes must also use personal safety equipment wherever necessary. Roller carabiners on the line must be attached to two gear loops when not in use.

We hope there will not be any injury during the competition, but we are prepared. There will be a rescue kit onsite and the rigging and rescue team will train on these lines specifically before the arrival of the athletes. There will be a designated rescue team on site at any moment where someone is on a line. Trained first aid personnel will then take care of the injured person.

The person buddy checking will perform the following tasks:

- Check the harness, leash and knots
- Check for jewelry and other sharp objects on clothes, etc
- Check for items that could fall
- Let athletes know that the roller carabiner has to be connected properly
- Help to stop the surfing of the line after a leash fall or catch

Insurance

The event organizer has third party liability and legal insurance. Each and every athlete and participant is responsible for their own personal insurance. This personal insurance should cover them in case of an accident and in case of ambulance and helicopter transport. Swiss Slackline Sport is not responsible for self inflicted accidents that happen to any participant or staff.

Time on the lines before the competition

Athletes will arrive on site on the 22nd of July, in the morning. During the 22nd of July, the athletes will be randomly sorted for time slots during which a line will be reserved for them. They can shift their spots depending on arrival times on the 22nd.

Time slots will be of at least 30 minutes, likely 45 minutes. This will depend on the final number of athletes participating. The time will be strictly monitored to keep this fair for everyone. To ensure a fair competition, all athletes will have the same line-time before qualifications.

Qualifications

Qualifications are scheduled to happen on the 23rd, if the weather allows. The order for the qualifications will be decided by a random selection, communicated to the athletes the week before.

Qualifications format

All athletes will have 5 minutes to warm up. They must get on the line while the other is performing their run, but not start bouncing before the end of the previous athlete's run. A speaker will commentate the run, including maintaining communication between the judges and the athletes on the line.

Each athlete will have a 2 minute timer. When the athlete, speaker and judges are ready the athlete will stand up in the middle of the line without bouncing. The speaker will give an okay, after which the athlete may begin bouncing and the timer will be started. If the athlete starts bouncing earlier, the timer starts immediately.

During their qualification run, **each athlete can stop the timer** with a sign to the speaker.

- The athlete can take 2 breaks
- When the athlete asks for a break, they have 30 seconds before the timer starts again.
- In the qualifiers only, a leash fall does not automatically stop the timer. The athlete has to make the sign.
- If the athlete starts bouncing earlier, the timer will resume immediately

Once their timer is finished athletes must exit the line swiftly to leave enough warm up time for the following competitor.

Scoring System

Difficulty (40pts) - Two Judges:

Difficulty will be judged by two judges based on the tier list defined for the category in this document: [Tierlist LAAX 2026](#).

The trick tiers will be applied as follows:

- Each judge will rank each bounce as a trick from 0 to 9 or more, using decimals where appropriate. On review, any differences will be resolved by consensus or by taking the average.

- Judges will use the tier list as a guideline, but will grade each individual trick, based on their observed difficulty. For example when the execution of a trick influences the difficulty the judges may raise or lower the number of points given.
- New tricks or tricks that were not ranked before will be evaluated by the judges to the best of their ability.
- Tricks that result in a loss of control and balance will be downgraded.
- Tricks performed to recover balance (such as safety Yoda, basic chestroll instead of standing up straight after a trick to chest, etc) will be downgraded in tier and may lead to a downgrade of previous trick as well.
- The total score is the sum of $(1.5^m) - 1$ where m is the rank for each bounce.
- The athlete getting the top score in the category gets the full 40 points, the other athletes' points are awarded proportionally.

Combo scoring (30pts) - One Judge

Combos are tricks done in succession, bounce after bounce. A combo can be broken by:

- A fall/catch.
- Staying in the same position for a bounce.
- Consecutive transition tricks (transition tricks are easy ways to get from one position to another within a bounce).
- Low tier style elements which only serve to make the combo longer (e.g. a very easy grab in the middle of a combo).

The combo score is determined based on three equally important aspects:

- Quality: original combinations, flow and fluency of the run as a whole.
- Endurance and Finish: the judge looks for combos that stand out by their length and through strong and clean finishes.
- Technicality: awarded for the challenging nature of combos, where the judge looks for consecutive hard tricks without easy bounces in between, and for tricks that are made harder by the previous bounce

An athlete does not need to cover all of these; an exceptional performance in one aspect can compensate for another one. For example a run with a super technical and flowy combo may have a high score, even without being a 30 bounce combo. And a run with a 30 bounce combo can score high even without many technical transitions.

Style (30pts) - Two Judges

Style is intentionally a mostly subjective category, where points are awarded for all attempts to make tricks and combos stand out. There are various aspects which can contribute to style. An athlete will be judged with their own unique style which may include some or all of the following:

- Clean execution, extra amplitude
- Variety in spins, rolls and in positions.
- Originality: show your style (for example with creativity, personal tricks or whatever you bring)

An athlete does not need to cover all of these, for example a run with incredible variety and originality does not need to have extra amplitude to reach maximum style points.

The average of the marks of the two judges is the final result.

Control Penalty

In qualifiers, there is no penalty for catches or leash falls, as the time loss is already considered enough punishment.

In the battles, 2 points will be subtracted from the total score per leash fall.

The tiers of the trick leading to the loss of control may also be reconsidered in the difficulty judging criterion.

Intentional catches and leashfalls (e.g. nevermind/whatever) will not be penalized.

End of Timer

When the timer ends or when a break is taken by the athlete

- The last bounce started before the end of the timer counts (in difficulty in particular)
- Control matters even after the end of the timer
 - The athlete has to show control after the end of the timer

Final stages

The **8 competitors** with the highest score during qualification will be qualified for the finals. If there is an injury or a competitor decides to drop out, they will drop to 9th place and the 9th qualifier gets ranked one higher. All the finals will be **battles** on two parallel lines. The seeding is based on the scores of the qualifications, following a classic tournament table:

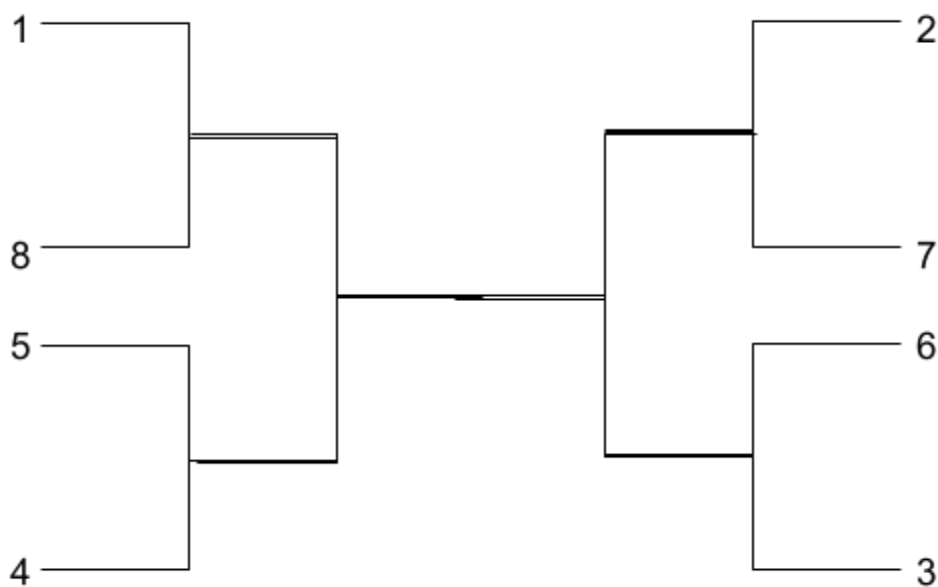


Table of the final phase

If a competitor has to drop out during the final stages, the competitor they were battling is automatically qualified to the next round.

To determine ranks 3 and 4, there will be a small final between the losers of the semi finals.

To determine ranks 5 upwards, we will look back at the rankings from the qualifiers.

If there are less than 9 competitors in one category only the 4 highest scoring athletes will get qualified for the battle format

The seeding is based on the scores of the qualifications, following a classic tournament table:

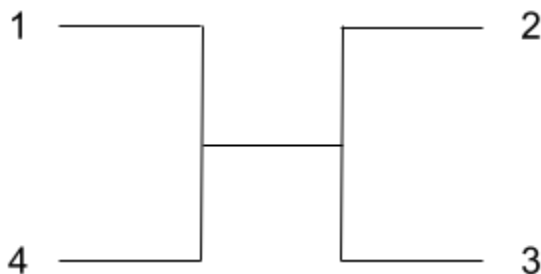


Table of the final phase

Battle Format

A coin toss decides which athlete gets to choose either the line or the starting order (A or B), with the other athlete making the remaining choice.

Warm-up

The two athletes have 7 minutes on the line to warm up and get ready for the timed battle. If delays caused by poor weather or other issues occur the warmup time may be reduced, this will be communicated to the athletes. There will be someone at the anchor to help stabilize the line during the warmup and the battle.

Part 1 - Timed Battle

- In turn, the two participants (A & B) have **2 minutes and 30 seconds** of run on their respective lines.
- The first participant (A) begins. They stand when the line is stable and the speaker will perform a countdown, after which the timer for the run will begin and the athlete may begin bouncing. If the athlete starts bouncing earlier, the timer starts immediately with a loud sound. Their timer is paused, when any of the following occurs:
 - They stop the combo in a controlled manner and signal to the judges/speaker by making an X with their forearms.
 - They take an unintentional leashfall.
 - The timer reaches zero.
 - A loud sound plays
- If the opponent (B) has some time left, it's their turn. They stand when the line is stable and the speaker will perform a countdown, after which the timer for the run will begin and the athlete may begin bouncing. If the athlete starts bouncing earlier, the timer starts immediately with a loud sound.
- And so on, until the timer of both competitors reaches zero.
 - If a competitor's time has finished, their opponent may still take some short breaks in their remaining time.
 - The break time allowed is the following :
 - Time to get back on the line (if a leash fall occurs) + time to stabilize the line (people at the anchor will help to gain time).
 - Once the line is stabilized and the other athlete has finished their turn, the participant must start within the following 10s, at which point their timer resumes.
 - If the judges determine that the duration of a break is too long or that too many voluntary breaks are taken the timer will be started without waiting for the athlete and the speaker will notify the athlete.

Timed battle score: 100 points

The scoring system for the timed Battle is the same as for qualifications, however it should be noted that:

- The number of breaks does not affect the final score, except through the Combo score, so the athlete can adapt their strategy.
 - They may choose to do short and hard combos, longer and easier combos, or even super hard trick shots depending on their strengths.
- In the battles 2 points will be subtracted per leashfall.

Part 2 - Best trick

- At the end of the two timed runs, 3 tries (5 tries for the finals) are given to each participant to make a best trick.
- Participant A starts (the same athlete that started the timed battle).
- Athletes are free to choose the best trick they want to try, however once they have attempted their trick they may not change it. Athletes do not need to announce their tricks beforehand, but if their attempt doesn't make it explicit, they have to announce it. This means participant B has a slight advantage as they may change their trick selection in response to participant A's trick.
- The participants take turns trying the tricks.
- Each try shall not exceed 30 seconds.

Best trick score: 20 points

Rules:

- The number of points given for a best trick depends exclusively on the difficulty of the trick relative to the difficulty of the battle.
- The quality of execution is not considered in the scoring.
- The tier list is used as a guideline for the difficulty score.
- If the athlete has leftover attempts, they can attempt their opponent's trick. Landing their opponent's trick will half their opponent's best trick score. If the opponent does not complete their best trick then this will have no effect.
- For the trick to be validated, the athlete must be standing or holding the finish position and **hold three bounces** after landing (or stabilize the line). Saving the trick with another trick does not count (e.g. a save yoda after the main trick). There are no points awarded for near-sticks, the trick is either stuck or not stuck.
- The execution of the trick must begin from a standing position with maximum one bounce to reach the starting position of the trick and either return to feet within one bounce after the trick or hold the end position of the trick.

- The performance expected is a single impressive trick, not a combo. Only the trick itself will be scored, tricks used to enter/exit the trick start/finish positions are not scored.
- The realization of the best trick should not **exceed three bounces**:
 - Some tricks only require **one bounce**:
 - Ex: A yodaroll: standing position -> yodaroll (to feet).
 - Others require **two bounces**:
 - Ex: backroll to feet : standing position -> backbounce -> backroll to feet.
 - Others can go up to **three bounces**:
 - Ex: A hammockroll: standing position -> backbounce -> hammockroll -> to standing position.
 - Some examples of not accepted best tricks (considered as combos):
 - Front yoda to back yoda : standing position -> front yodaroll (to feet) -> back yodaroll (to feet).
 - Standing position -> orbital to buttbounce -> panicroll to feet
 - Standing position -> to sitting -> to splits -> split roll -> to feet

Note : There is no penalty for leashfalls or catches that occur during best tricks.

Prize Money

The prize money will be the same for male and female. To support the development of the sport, we extend prize money beyond the top 3.

The prize money is as follows (CHF - Swiss Francs). It will be paid out after subtracting the swiss tax (approx 10-15%) after the event. The prize money will be payed out latest 2 months after the event.

Rank	1	2	3	4	5	6	7	8
	1000	600	300	200	100	100	100	100

Speed Highline World Championships

Seeding

The ISA Sport Commission has decided that there will be no qualifying events for the World Championship.

Automatic qualification is based on the ISA ranking list which takes into account the online highline freestyle competitions and the results of all most recent competitions around the world. The **top 6 athletes** in speed highline, female and male, are qualified.

In addition, the best Swiss Athletes are qualified - due to the competition taking place in Switzerland and the audience onsite being mostly Swiss. We hope that this criteria does justice to all athletes.

Wild Cards

There have been a number of Speed Highline competitions, including World Cups in the last years. Therefore we have a reliable good worldwide comparison. Nevertheless we have opened Wild Card spots for the fastest highliners out there. Videos need to be sent until the 28th of February 2026 at midnight. The Judges will make a final decision on the winners of the wild cards by the 10th of March.

Send us a video showing your fastest time **walking a 50m segment** of a highline. With the submission you have to give us **two contacts of people** who can verify your performance.

Athletes can also send a time that was recorded in an official competition: They have to specify **the length (between 50 and 100m), the time, the name and contact details of at least 2 judges.**

What is included for qualified Athletes ?

- Participation at the World Championships
- We can offer
 - Free indoor sleeping option in large public space/gym 2km from venue
 - Free public transport to indoor sleeping space
 - Free breakfast and dinner for athletes with less financial possibilities
- We will try to coordinate
 - common transports to the location within Switzerland (not guaranteed)

What is NOT included?

- Lunch during the competition.
- Flight tickets or other means of travel to Switzerland.

What happens if an athlete drops out?

If an athlete who entered as a wild card drops out, the next athlete in line is qualified.

If an athlete who was qualified through the ranking list drops out, we open one more wild card spot.

For up to date information on participating athletes, go to the website of the event.

www.hwc2026.ch

Rigging

Find an overview of the lines here: <https://s.geo.admin.ch/lm9bagpgzcz1>

There will be two ~100m parallel lines for the competition, as identical as possible. The lines will be mainly of high-tech webbing (main and back-up) with approximately 5 to 10m of polyamide (main and back-up) at one end. There will be as many connections as safety requires. The tapes will be main-sliding, identical on both lines. Before the arrival of the athletes, the rigging team will test the lines and adjust the tensions. A 60 m section will be marked on each line, this will be the racing distance.

Safety

The rigging team is composed of ISA certified riggers. The set-up for this competition will be state of the art concerning safety. If an athlete notices anything unusual with the lines, they must inform the rigging team and refrain from changing the set-up themselves.

Participants must always ask for a buddy check before getting on the line, and freesolo/swamy is not tolerated.

We hope there will not be any injury during the competition, but we are prepared. There will be a rescue kit onsite and the rigging team will train on these lines specifically before the arrival of the athletes.

Time on the lines before the competition

Athletes will arrive on site on the 22nd of July, in the morning. During the 22nd of July, the athletes will be randomly sorted for time slots during which a line will be reserved for them. They can shift their spots depending on arrival times on the 22nd.

Time slots will be of at least 30 minutes, likely 45 minutes. This will depend on the final number of athletes participating. The time will be strictly monitored to keep this fair for everyone. To ensure a fair competition, all athletes will have the same line-time before qualifications.

Start and finish

Starting Sequence

The speaker will ask the athlete(s) if they are ready, the athlete has to hold up their hands to signal that this is the case. The judges will initiate the starting sequence. One first beep then two short and one fourth longer beep will be heard. The athlete can start racing once the long fourth beep has started.

Starting Position

The run starts with the athlete **with no part of the body ahead of the first marked point. A hand going above the starting point for balance before the start can be tolerated.** The start will be marked by a stitched non-slippery red flag. The beginning of the flag marks the line.

Finish

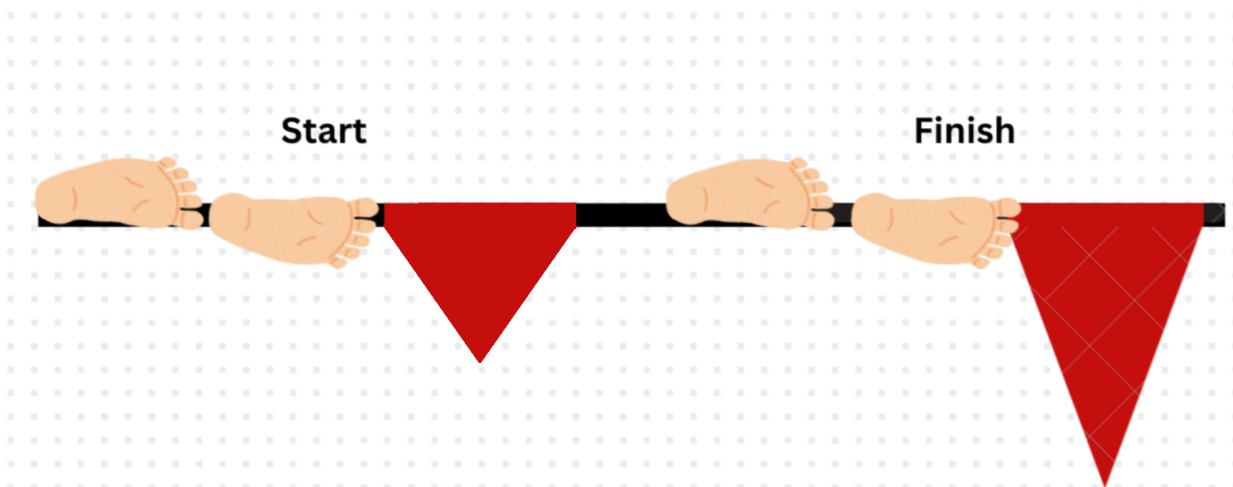
The timer ends when the athlete touches the line for the first time on or after the finish marked point, with a foot. No body part besides feet can be touching the line with the exception of finishing in a split. The finish will be marked by a stitched non-slippery red flag. There will be a high-speed camera filming the finish. Another camera will film the starting position.

A fall or a catch does not interrupt the time of a run. The use of rolling carabiner to progress on the line is forbidden. Crawling is also forbidden.

False Start

In the event of a potential early start, video analysis will be used to verify if the athlete went ahead of the starting point before the beginning of the third start beep. If such a violation is confirmed, it is considered a false start.

Runs with false starts are not stopped before the athlete finishes their run.



Qualification

Athletes will be allowed to make up to two attempts at recording a best time. The athletes will have 30 minutes on the line to get their two attempts. Both times are recorded separately with a stopwatch, and the best time is kept. Athletes should do their first attempt at least 10 minutes before the end of their 30 minute slot.

Athletes will sit behind the starting marker on the line, raise both hands to signal that they are ready for their attempt.

The warm up runs and qualifications will be during defined time slots per athlete. The order of the athletes will be random.

False Start

During the qualification round, one false start per attempt is tolerated. If a second false start violation occurs, the attempt fails, resulting in no recorded time for that attempt. False starts will not carry over to the next attempt or the next round of competition. However, if taking another attempt would exceed the 30 minute slot for the athlete, the judges can decide to not allow the athlete to run again.

Finals

The **8 competitors** with the lowest times during qualification per gender will be qualified for the finals. If there is an injury or a competitor decides to drop out, they will drop to 9th place and the 9th qualifier gets ranked one higher. All finals will be **best-of-3-round** races on two parallel lines. The seeding is based on the scores of the qualifications, following a classic tournament table:

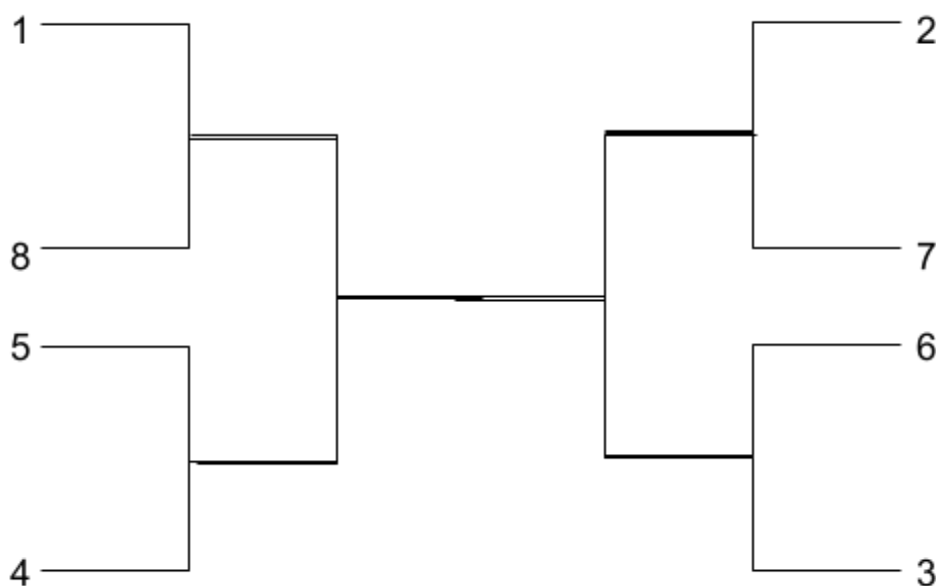


Table of the final phase

If a competitor drops out after qualification and before the final stages, the person following in rank gets the spot. If a competitor has to drop out during the final stages, the competitor they were battling is automatically qualified to the next round.

To determine ranks 3 and 4, there will be a small final between the losers of the semi finals. The ranks 9+ will be determined by the times of the qualifications.

If there are less than 9 competitors in one category only the 4 highest scoring athletes will be qualified for the battle format.

The seeding is based on the scores of the qualifications, following a classic tournament table:

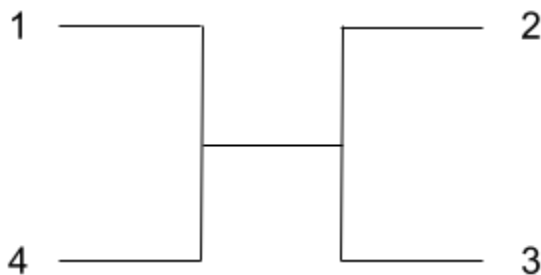


Table of the final phase

To determine the competition line selection in head-to-head matches, the decision will be made by tossing a coin or by mutual agreement between both athletes.

Preparation

The athletes will have 5 minutes to get from the access anchor to the marked starting point on the far side. They can use that time to make sure the line is flat and that the back-up loops are not twisted. They will then sit behind the marked spot on their respective lines.

False Starts

If a violation is confirmed, the start is repeated when the athlete who didn't make a false start finishes second. If a second false start violation occurs by the same athlete, their opponent wins the round. If both athletes have early starts, the round will be repeated.

Prize Money

The prize money is as follows (CHF - Swiss Francs). It will be paid out after subtracting the swiss tax (approx 10-15%) after the event. The prize money will be paid out at the latest 2 months after the event.

Rank	1	2	3	4	5	6	7	8
Prize	1000	600	300	200	100	100	100	100

Combined (Freestyle and Speed)

With the combined winners we would like to honor the best female and male all-round competition highliner. For this purpose the ranks of the Freestyle and Speed disciplines are added and divided by two.

Qualification

Winners of the previous edition are qualified for the speed and freestyle competitions. In addition, all athletes qualified by ranking list or wild card for either discipline are invited to participate in the other discipline.

Prize Money

In case of a tie, the prize money is split amongst the athletes. It will be paid out after subtracting Swiss tax (approximately 10-15%) after the event.

Rank	1
Prize	300

Ethics, Disqualification and Appeals

Ethics and Fair Play

Athletes participating in the Highline World Championships represent the international slacklining community. All athletes are expected to compete in the spirit of fair play, honesty, and mutual respect.

Athletes must respect fellow competitors, judges, organisers, volunteers, the public, and the natural and urban environment. Any attempt to gain an unfair advantage, influence officials, or undermine the integrity of the competition is prohibited.

All instructions given by judges, safety officers, or organisers must be followed at all times.

Athlete Behaviour

Abusive, aggressive, or disrespectful behaviour toward other athletes, judges, organisers, volunteers, or the public will not be tolerated.

Athletes are expected to be present and prepared for their scheduled runs. If an athlete is not ready when called:

- Warm-up time may be reduced or forfeited.
- The run may be delayed or cancelled at the discretion of the judges.

Unsporting conduct, repeated disruption, or refusal to comply with officials' instructions may result in sanctions up to and including disqualification.

Safety and Equipment Compliance

Safety is the highest priority at our events.

Any action that endangers the athlete, other competitors, crew members, judges, or the public may lead to immediate disqualification.

Athletes must comply with all mandatory safety regulations and equipment requirements defined by the competition rules. This includes, but is not limited to:

- Personal Harness in good conditions, only certified equipment is allowed
- Correct use of leash, including tie-off of extra rope
- Compliance with site-specific safety instructions

Judges or designated safety officers may stop a run at any time for safety reasons. Such decisions are final and cannot be appealed.

Rule Violations and Disqualification

Failure to comply with competition rules, safety regulations, or officials' instructions may result in sanctions.

Possible sanctions include:

- Verbal warning
- Loss of warm-up time

- Annulment of a run
- Disqualification from the competition

The severity of the sanction will depend on the nature, intent, and repetition of the violation. In cases of serious misconduct or safety violations, immediate disqualification may be imposed.

Competing under the influence of alcohol or illegal substances, or being deemed unfit to compete safely, may result in disqualification at the discretion of the organisers and head judge.

Appeals Procedure

Appeals may only concern the application of rules or procedural errors. Subjective judging decisions cannot be appealed.

Any appeal must:

- Be submitted by the athlete (or their designated representative as defined when signing up)
- Be presented to the head judge
- Be made no later than **30 minutes after the results are made public**

The head judge may consult other judges, officials, or available video evidence when reviewing an appeal.

The decision of the head judge is final.

Authority and Final Decisions

The head judge, in cooperation with the organisers, has full authority over ethical matters, sanctions, disqualifications, and appeals during the event.

In cases of severe unsporting conduct or actions that significantly damage the integrity or safety of the competition, organisers reserve the right to exclude an athlete from the event and, if necessary, from future competitions.