

Instructions for Referees and Technical Controllers

(Note original article posted to the [Skate Canada Info Centre](#))

The purpose of this procedure document is to provide officials, and coaches with information they can use related to the following topics:

- Interruptions
- Application of halfway bonus in Junior and Senior Singles
- No-show by an athlete or team from Singles, Pairs or Ice Dance events in competition

INTERRUPTIONS

Skate Canada referees are expected to familiarize themselves with Skate Canada rules for [Competitions](#) and [Scoring of Skate Canada Competitions](#) regarding the application of interruption deductions. Note that the referee does not need to know the factored value of the interruptions per category when inputting the deduction in the Skate Canada scoring system. The referee enters the number of deductions and the software will automatically calculate the correct value per interruption based on the category.

With respect to the practical applications of these rules, please note the information below:

- a. An interruption is defined as the period of time starting immediately when the competitor stops performing the program or is ordered to do so by the referee, whichever is earlier. The interruption ends when the competitor resumes the performance. The referee will decide and communicate to the competitor, the judges and the technical controller where the point of interruption is. The technical panel will decide if the interruption occurred at the entrance to or during an element, in which case the technical controller will inform the referee accordingly. For every interruption of more than ten (10) seconds, there will be a deduction (See [Scoring of Skate Canada Competitions](#) > deductions for details).
- b. There are two categories of interruptions:
 - i. A stoppage resulting from a situation unrelated to the skater or that is not the fault of the skater, will not result in a deduction. (lighting, music skips or stops playing, etc.)
 - ii. A stoppage of more than 10 seconds resulting from injury or an adverse condition related to the skater or their equipment will receive a deduction (health problems, damage to clothing or equipment, boot lace comes undone etc.)
- c. A fall in and of itself should not be considered an interruption. There are times however that following a fall, a skater may be injured and therefore after the fall they are showing no attempt to perform. In this situation, the referee should begin timing for a possible interruption deduction.
- d. At any time in Skate Canada competitions (qualifying and non-qualifying) if the referee feels there is a possible head injury or concern of concussion or if advised by medical, they should blow the whistle or stop the music to signal to the skater(s) to stop skating. The referee will allow a break of up to three minutes for the skater(s) to be assessed. In all domestic competition, if the skater is able to continue no deduction will be applied.
- e. At competitions where video replay is available, a referee may use video replay to verify the length of an interruption in a questionable situation.
- f. At competitions where video replay is not in use, the referee should time and apply interruption deductions based on their best judgment and understanding of the rules. In this

situation, referees are reminded to give the benefit of any doubt to the skater in a questionable situation.

- g. At competitions where a volunteer timer is assigned to a panel, the referee should request that they time the length of the program beginning with the first movement of the skater. They should not stop this timing unless instructed to do so by the referee. In this situation, the referee should have a separate stopwatch ready to time the length of any interruptions.
- h. At competitions where there is no volunteer timer assigned to a panel, the referee should have two stopwatches. One stopwatch can be used to time the length of the program beginning with the movement of the skater. The second stopwatch can be ready to time the length of any interruptions.
- i. The referee should have a discussion with the music technicians and video replay operators (if applicable) prior to each event. They should be instructed that they are not to stop the music or the video recording unless directed to do so by the referee. In some situations, a music technician or video replay operator may see a skater hurt and stop the music or video without consulting the referee. Referees should explain the deduction situation and outline the importance of waiting for instructions before stopping the music or video.
- j. For junior and senior singles, in case of up to 3 minutes Interruption, the referee must inform the technical controller where the interruption began as it relates to the application of the halfway factor to jumps.

We appreciate the efforts of all of our referees in applying these deductions with their best judgment. Skate Canada will continue to communicate any further clarifications as they become available.

EXAMPLES

Situation	Skater/Team	Referee	Deduction
The music skips or stops playing during the performance	Stops skating & approaches the referee	<p>Stops the music (if still playing) & addresses the music problem. Once resolved, instructs skater to restart from the point of interruption.</p> <p>If this happens in the first 20 seconds of the program, the skater(s) may choose to restart from the beginning and all elements are marked again.</p> <p>If the music keeps skipping and the skater does not stop, the referee may</p>	No deduction. Music problems are not considered the fault of the skater.

		decide to stop the music and resolve the problem.	
The wrong music is played	Approaches the referee	If the music technician does not have the correct music, the referee will instruct the skater(s) to produce the proper music. If there is difficulty in locating the proper music, referees should avoid unduly delaying the competition. The referee may elect to have the skater moved to the end of the flight so as not to further delay the next skater. If the skater is last in the flight or the final competitor, the referee will resolve the problem as quickly as possible.	No deduction. Music problems are not considered the fault of the skater.
Faulty music file or CD that will not play	Approaches the referee	If all attempts to resolve the issue have failed, the referee offers the skater(s) the option to skate to another piece of music or withdraw. (Skaters MUST skate to music and should seek permission to use another skater's music). As in the previous scenario, efforts will be made to avoid unduly delaying the competition.	No deduction. Music problems are not considered the fault of the skater.
There is an adverse condition that arises (i.e. arena problem, power outage, something is thrown onto the ice)	Stops skating on the signal of the referee and approaches the referee	Signals the skater(s) to stop skating, stops the music and addresses the adverse condition. Once the situation is	No deduction. Adverse conditions unrelated to the skater are not considered the fault of the skater.

		<p>resolved, instructs the skater(s) to restart from the point of interruption. If 10 minutes elapses due to the adverse condition, the skater(s) and any remaining skater(s) in the group will be given an additional warm-up period.</p> <p>Regardless of how much time has elapsed, the skater with the interruption will restart their program from the point of interruption.</p>	
<p>A skater/team has an equipment issue (i.e. untied lace/bootstrap), forgets their program, or becomes injured/ experiences health problems (except head injury/concussion – see below).</p>	<p>Skater(s) may attempt to resolve the situation or injury and continue the program without approaching the referee.</p> <p>At any time if the referee feels there is a health or safety concern, they may blow the whistle to signal to the skater(s) to stop skating and resolve the situation</p>	<p>The music keeps playing. The skaters have up to 40 seconds to resume skating. The referee will time the length of the interruption from the point when the skater(s) stops skating to the point when they pick up the program.</p> <p>The referee may stop the performance for health and/or safety concerns, but the music will continue to play until the skater(s) indicates they are requesting a 3-minute break. Coach may also make this indication.</p> <p>If the referee stops the skater(s), the skater(s) still have the choice of attempting to resolve the situation and continue</p>	<p>An interruption deduction is applied depending on the length of the interruption:</p> <p>See Scoring of Skate Canada Competitions > deductions for details</p>

		skating, or requesting a 3-minute break	
A skater/team has an equipment issue (i.e. untied lace/bootstrap), forgets their program or becomes injured/ experiences health problems and determines they are unable to resolve the problem or injury within 40 seconds	Skater(s) approaches the referee and indicates they are requesting a 3-minute break.	<p>The music is stopped. The referee will allow a break of up to 3 minutes. Within this time allowance, the skater/team must pick up the program from the point of interruption. If this skater(s) does not resume skating within the additional 3 minutes, they are considered withdrawn.</p> <p>There is only one 3-minute break permitted per program.</p> <p>The 3-minute break is timed from the moment the skater(s) reports to the referee.</p>	<p>A deduction for the 3-minute break is applied:</p> <p>See Scoring of Skate Canada Competitions > deductions for details</p>
A skater/team sustains a possible head injury or concussion	At any time if the referee feels there is a possible head injury or concern of concussion, or if advised by medical they should blow the whistle or stop the music to signal to the skater(s) to stop skating to be assessed.	<p>If the referee stops the skater(s), the music is stopped and the referee will allow a break of up to three (3) minutes for the skater(s) to be assessed.</p> <p>Within this time allowance, the skater/team must pick up the program from the point of interruption. If this skater(s) does not resume skating within the 3 minutes, they are considered withdrawn. There is only one 3-minute break permitted per program.</p>	No deduction in domestic competition

		<p>The 3-minute break is timed from the moment the skater(s) reports to the referee.</p> <p>This will also apply to Synchronized Skating teams. Teams will be permitted to insert their alternate skater (if available) and resume the program from the point of interruption within the three (3) minute break.</p>	
<p>A skater/team has a 12 second interruption. Then they have a 38 second interruption immediately followed by a request for a 3-minute break. After they resume skating, they have another 15 second interruption.</p>	<p>12 second interruption is resolved quickly without approaching the referee.</p> <p>Skater then attempts to resolve the 38 second issue without approaching the referee.</p> <p>Approaches the referee once to request a 3-minute break.</p> <p>15 second interruption is resolved quickly without approaching the referee.</p>	<p>The referee allows the music to continue playing during the first 12 second interruption while the skater(s) resolves the situation.</p> <p>The referee allows the music to continue to play during the second interruption while the skater(s) attempts to resolve the situation.</p> <p>The referee stops the music when the skater (or coach) requests/signals for a 3-minute break.</p> <p>The referee will time any further interruptions and apply the appropriate deductions.</p> <p>The referee allows the music to continue playing during the third interruption while the skater(s) attempts to resolve the situation.</p>	<p>The referee applies the deduction for a 12 second interruption.</p> <p>The referee applies the initial deduction for the 38 second interruption. Once the skater(s) request the 3-minute break, the referee applies the corresponding deduction. This deduction cancels out the previous interruption deduction for 38 seconds interruption. Additional deductions for interruptions that occur when the program has been restarted after the 3-minute break will be applied.</p> <p>The referee applies an interruption deduction for a 15 second interruption.</p> <p>Total deduction in this scenario is for a 12 second interruption, plus a 3- minute break plus a 15 second interruption. Total deductions that</p>

			the referee inputs in scoring system is 7
First skater in the group has a serious issue on warm-up	Skater, coach or team leader communicates that an additional 3-minutes is required before the skater is called to start	The referee may grant an additional 3-minute break for the skater to resolve the problem	No deduction
Between entering the ice and being called to start, skater has a serious issue	Skater approaches referee and requests an additional 3 minutes before being called to start	The referee may grant an additional 3-minutes before the call to start	A deduction for the 3-minute break is applied: See Scoring of Skate Canada Competitions > deductions for details
Between the call to start and taking the starting position, skater has a serious issue	Skater approaches referee and requests additional 3-minutes to resolve the problem	Referee begins timing the 3 minutes after the permitted 60 seconds for skater to take their place have elapsed	Referee applies deduction for late start and for 3-minute break. If skater takes more than 4 minutes skater is considered withdrawn. There will be no additional 3-minute break permitted in the program

WITHDRAWALS RELATED TO INTERRUPTIONS

Skate Canada expects referees to use an auditory signal to let skaters/teams know when they are approaching the end of their 40 second or 3-minute time allowances.

Situation	Decision
A skater/team has a problem related to themselves or their equipment (i.e. damage/injury) and is unable to continue skating or resolve the problem and does not report to the referee within 40 seconds	The skater/team is considered to be withdrawn.
A skater/team is given a 3-minute period to address an equipment issue or injury and is unable to continue skating within the 3-minute period.	The skater/team is considered to be withdrawn.

A skater/team is given a 3-minute period and resumes skating, then has a second situation that arises causing them to stop performing the program.	If the skater resolves this second situation within 40 seconds without the music stopping, a subsequent interruption deduction is added to the 3-minute break deduction. The skater/team is NOT considered to be withdrawn.
A skater/team is given a 3-minute period and resumes skating, then has a second situation that arises causing them to stop skating and approach the referee to request an additional 3-minute break.	The 3-minute period is only granted once. The skater/team still have the option to try and resolve the situation within 40 seconds. If this is not possible the skater/team is considered to be withdrawn.

APPLICATION OF HALF-WAY BONUS IN JUNIOR AND SENIOR SINGLES

In Junior and Senior singles events, for the purposes of providing a credit for jumps executed in the second half of the short and free skating programs, technical panels should observe the following guidelines.

Note that only the last executed jump in the short program, and the last 3 jumps executed in the free program, if executed in the second half, receive this bonus.

Event	Short Program Halfway mark	Free Program Halfway mark
Junior Women	1:20	1:45
Junior Men	1:20	1:45
Senior Women	1:20	2:00
Senior Men	1:20	2:00

The ISU Singles/Pairs Technical Committee has clarified the application of the halfway point as it applies to jumps executed at the halfway point as:

“the moment in which the skater leaves the ice, and not the starting of the entry curve or the preparation.

This is an exact point easy to see and easy to measure.”

When a jump element occurs very close to the halfway mark in the program as indicated by the yellow line on the DIO screen, and/or the verbal alert by the Halfway Timer, technical controllers (TC) are reminded of the following:

- Jump preparation may occur prior to reaching the halfway mark (i.e. a clear preparation for the take off for a jump, stepping to the entry edge or placing the toe pick into the ice)

- At the point the skater becomes airborne, the jump is considered to be started
- The 1.1 factor applied to jumps executed in the second half of the program will be awarded if the skater becomes airborne after the halfway mark

If the technical panel is sure that the skater became airborne after the halfway point, but the yellow line appears after the jump element on the DIO screen, the TC will instruct the DIO to move the yellow line to appear before the jump element.

In cases for which the technical panel is sure that the skater became airborne before the halfway point, but the yellow line appears before the jump element on the DIO screen, the TC will instruct the DIO to move the yellow line to appear after the jump element.

In the case of a three-minute interruption in the first half of a program, the factor 1.1 should not be applied to jumps in the second half of the program. The TC will instruct the DIO to move the yellow halfway line to the end of the program.

In the case of a three-minute interruption after the halfway point, only the last jump in the short and the last three jumps in the free that were performed after the halfway but prior to the interruption will receive the factor 1.1. In this situation the TC will inform the data specialists which jumps after the halfway should not receive the factor and the data specialists will manually adjust the factor.

In both cases above the TC should confirm with the referee where the interruption occurred.

NO-SHOW BY AN ATHLETE OR TEAM FROM SINGLES, PAIRS OR ICE DANCE EVENTS IN COMPETITION

From time to time, an athlete or team that has not officially withdrawn is not in attendance for a warm up. To avoid any undue impact on the next athlete/team, the following is recommended for all Singles, Pairs and Ice Dance competitions:

Once it has been determined that there may be a 'no-show' for a warm-up, the technical representative will do their best to ensure that all coaches of athletes/teams on the particular warm-up are aware and will also advise the referee.

The 'no-show' athlete/team will be announced, as they may have simply missed the warm-up. If they have not commenced their performance within 1 minute of being announced, they will be considered as withdrawn. While awaiting this athlete/team, the next athlete/team after the 'no-show' will be permitted to take the ice. If the 'no-show' athlete arrives, the next athlete/team will be expected to leave the ice. If the 'no-show' athlete/team is announced as withdrawn, the next athlete/team will then be announced, and the competition will continue.

Note that this is different than a situation where a withdrawal has been officially communicated to the competition. Process related to an official withdrawal will not change. The above only applies to a situation where there is an athlete or team that does not officially withdraw and is not in attendance on a warm up.

Sometimes at interclub and invitational competitions, an official withdrawal is often not done but there has been credible communication that the skater is not coming. In this case, the Tech Rep can inform the starting gate (including coaches of athletes/teams on the warm-up), referee and announcers that the skater is a 'no-show'. The name does not need to be announced and there is no need to wait the one-minute.