

NOTE: NO deductions for STAR 1-3; STAR 4 only has time violation & part of costume/decoration falls on the ice			
	Description	Penalty	Who is responsible?
1	<b>Call to Start</b> – skater must take their starting position <b>within 30 seconds</b> from being called to skate	1 deduction for start between 1 & 30 sec. late Competitor withdrawn if they take more than 60 seconds to be in place.	<b>Referee</b> in consultation with timekeeper(s) Referee begins timing immediately after the name has been announced. Referee informs judging and tech panels if the skater has been disqualified.
2	<b>Time violation</b> – for up to every 5 sec. lacking or excess; pattern dance – couple must take finishing pose within 20 sec. of last step of the dance -time violation is for up to every 5 sec. in excess of this 20 seconds Any elements started after the maximum allowable time must not be marked by the Technical Panel and will have no value. If the duration of the program is 30 seconds or more under the minimum required time range, no marks will be awarded. There is no minimum time for Artistic, Showcase, Creative Improv or Adult categories If the skater is unable to finish their program, even if in the time limit, no marks are awarded.	1 deduction per each	<b>Referee</b> after consultation with the timekeeper(s). No deduction if there is a 50:50 split. Always err in favour of the skater and allow 0.1 second margin of error. For elements started after the maximum allowable time, Referee informs TC to ensure that element is given “no value”.
3	<b>Dance Lifts exceeding permitted duration</b> – per lift exceeding 7 or 12 seconds according to type of lift; exceeding 10 seconds for choreographic lift	1 deduction per extended lift	<b>Referee</b> (allow .0.1 seconds - e.g., 7 sec. lift, take deduction if lift is more than 7.1 seconds)
4	<b>Costume / prop violations</b> Accessories and props are not permitted. Any item held in the hand or intentionally completely removed during the performance is considered to be a prop; also, part of costume used as support in a dance lift. Clothing must be modest, dignified and appropriate for athletic competition not garish or theatrical in design. Clothing may, however, reflect the character of the music chosen. The clothing must not give the effect of excessive nudity inappropriate for the discipline. <i>In domestic competitions, clothing is gender neutral and there are no restrictions on skaters choosing to wear skirts, dresses, pants, or tights.</i>	1 deduction once per program	<b>Judges Panel including the Referee</b> by the majority of votes with no deduction in case of 50:50 split vote – <b>all levels</b>
5	<b>Part of costume/decoration falls on ice</b> The decorations on costume/hair must be non-detachable	1 deduction once per program	<b>Referee</b>
6	<b>Violation of Choreography Restrictions</b> <b>Rhythm Dance, Free Dance</b>	1 deduction once per program	<b>Judges Panel including the Referee</b> by the majority of votes; no deduction in case of 50:50 split vote – <b>all levels RD &amp; FD</b>
7	<b>Illegal Elements/Movements/Poses</b> – for every illegal element/movement/pose <ul style="list-style-type: none"> <li>• somersault type jumps; lifts with wrong holds</li> <li>• additional Rules for Ice Dance apply</li> </ul> Remarks: If there is an illegal movement during the execution of any element, the deduction for an illegal movement will apply and the element will receive Level B if the requirements for at least Level B are fulfilled. Otherwise, the element will be called “ <b>No Level</b> ”.	1 deduction per each see p. 16 SC Ice Dance Technical Requirements Guide for additional Illegal elements specific to Ice Dance	Technical Specialist identifies Technical Panel decides by the majority of votes. <b>Technical Controller deducts</b>  <b>If no Tech panel, then the Referee makes the deduction</b>
8	<b>Fall during the program</b> <ul style="list-style-type: none"> <li>• For every fall in the program (only categories marked in CPC)</li> </ul>	1 deduction per each Sr. Singles 2 ded. for 3rd & 4th falls; 3 ded. for 5 <sup>th</sup> & any further falls	<b>Technical Panel</b> <b>Referee</b> if no Tech panel

<p>9 <b>Interruption in performing the program - an interruption is 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, and ends when the competitor resumes the performance.</b> Instruct the timekeeper to try to note the time the interruption begins and to continue timing the whole program (do not stop timing). In this case the music continues to play– e.g. Skater forgets program and wanders on the ice for 11 seconds; takes a long time to recuperate after a fall but does not need actual medical attention and continues to skate; may seem to be in distress but not physically ill.</p> <p>The music is not stopped just because the skater stops <b>nor when the Referee blows the whistle. Before the event, the Referee should instruct the music player to stop the music only if the Referee signals the music player to do so. Judges keep judging unless the music is stopped.</b></p> <p><b>If the competitor does not resume skating within 40 seconds, the Referee will stop the music &amp; allow an additional 3 minutes (see #10)</b></p> <p>If the skater stops on his/her own and it is not clear to the referee why the stoppage (e.g. can't see a physical problem like a nosebleed, lace undone etc.) the referee should not stop the music until it is clear what the problem is. The referee continues to time the interruption and advises the skater to continue skating unless there is reason to stop the music.</p> <p>STAR 1-4 no interruption deductions: suggestion - stop the music while skater fixes problem, then resume from the point of interruption...discretion of Referee</p>	<p>1-10 sec. no deduction 11-20 sec. interruption: -1.0 point 21-30 sec. interruption: -2.0 points 31-40 sec. interruption: -3.0 points &gt;40 sec. skater withdrawn</p> <p>Interruptions are accumulative if they occur more than once in the program. A 3-minute break always negates the previous deduction associated with that problem. Additional interruptions are taken following a 3-minute break</p>	<p><b>Skate Canada Competitions Rule 3.11</b> <b>Referee</b> takes interruption deduction</p> <p><b>If the Referee blows the whistle, this is a signal to the skater to stop skating &amp; check clothing/equipment – if the skater chooses to do nothing it may result in the Referee stopping the music – then see #11 below.</b></p> <p>If the music is stopped by mistake, the Referee decides the point from where the skater has to restart the program and must communicate it to the judges and Technical Controller. General guideline would be to pick it up after the last element completed. No deduction in this case.</p> <p>In the case of the 3- minute break for junior &amp; senior categories, the factor awarded for jumps executed in the 2<sup>nd</sup> half of the program, does not apply to jumps executed after the interruption unless the interruption is not the fault of the skater. The factor will still apply in the case of an interruption up to 40 seconds.</p>
<p>10 <b>Interruption of the program: 3-minute break because of adverse conditions related to the skater and/or their equipment</b> <b>This is deemed the fault of the skater:</b> clothing, equipment, medical attention, safety</p> <ul style="list-style-type: none"> <li>applies if the <b>Referee stops the music</b> or if the skater interrupts the program on account of unexpected damage to clothing/equipment without the signal of the Referee. There are 2 options for the skater: <ol style="list-style-type: none"> <li>remedy the situation in 40 seconds: #9 Interruption Rule applies (music still playing)</li> <li>request <b>or signal</b> for a 3-min. break and take the deduction that applies; if 40 sec. has elapsed, Referee will stop the music for 3-min. break &amp; subsequent deduction.</li> </ol> </li> </ul> <p>Lower levels - discretion can be used concerning the start of timing depending on the circumstances. In keeping with LTAD, a STAR 2-4 skater may be permitted to begin again if the Referee feels the skater is unable to resume from the point of interruption, but any element already completed will not be marked again. In all cases, the final decision rests with the Referee. If the skater is subsequently unable to complete the program or has been given the opportunity to continue the program from the point of interruption and once more is unable to complete the program, no marks are awarded, and competitor is withdrawn.</p>	<ol style="list-style-type: none"> <li>interruption timing as per #9 above</li> <li>-5.0 deduction if competitor requests a 3-minute break within 40 seconds</li> </ol> <p><b>see comments in #9</b> <b>Special note:</b> Use common sense when the situation is not exactly covered by the rules. No 3- minute break for STAR 1-4; best to stop the music &amp; have skater resume from point of interruption once the problem has been resolved</p>	<p><b>Referee</b></p> <p>If the interruption has lasted less than 40 seconds and then the skater requests a 3-minute break, the time elapsed before the 3-minute break is not counted. There is either a deduction as per #9 above or a deduction for the 3-minute break – not both.</p> <p><b>If the first skater in the group is injured on the warm-up,</b> allow an extra 3 minutes before calling to start - there is no deduction. <b>Prior to start: If name has not been called,</b> allow 3-minutes and apply deduction. Then announce name; skater still has 60 seconds. <b>If skater's name has already been called</b> and then there is a problem, allow 60 seconds, then time 3- minutes. Deduct for late start and 3-minute break.</p>

11	<p><b>Music Deficiencies and/or adverse conditions not the fault of the skater:</b> audience interference, facility problem (lights go out, power failure etc.), ice condition, music skips, wrong music</p> <p>If the tempo or quality of the music is deficient (e.g., volume too low, wrong music played), the competitor may restart the program from the beginning provided the Referee is informed within <b>20</b> seconds after the start of the program. In this case, it is a brand-new start and the judges and technical panel begin again. It is the choice of the skater whether to continue from point of interruption or to have a fresh start.</p> <p>If an interruption or stop in the music or any other adverse condition unrelated to the competitor or their equipment (lighting, ice conditions etc.) occurs, the competitor must stop skating when aware of the problem or at the acoustic signal of the Referee, whichever is earlier...referee blows the whistle and signals for the music to be stopped. The competitor continues from the point of interruption after the problem has been solved, regardless of how much time has passed.</p> <p><i><b>Note – a skater must skate to music – if the skater has no back-up or the back-up music skips or is the wrong music, the skater could choose to skate to another skater’s music or to skate to their own music no matter what the quality of their music might be. The judging panel should make adjustments to the PCs marks if they are negatively affected.</b></i></p>	<p><b>No deduction</b></p>	<p>Rule Reference ISU 515</p> <p><b>Referee</b> decides the point of interruption &amp; communicates this to competitor, judges and Technical Controller. If in question, Technical Panel decides if the interruption occurred at the entrance to or during an element and informs the Referee accordingly. General guideline would be to pick it up after the last element completed. A problem that lasts more than 10 minutes requires a second warm up for the flight of skaters involved. If a second warm up is required, the skater will still continue from the point of interruption. If the problem happens during the warm-up, an additional 3 minutes can be added before skater is called to the start if the skater is the first to skate after the warm-up.</p>
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### ADDITIONAL INFORMATION PERTAINING TO PROGRAM REQUIREMENTS

13	<p><b>Elements not according to requirements</b> of Short Program or Well-Balanced Free Skating program</p>	<p>Element receives * as indication for invalidated element, element will have no value</p>	<p><b>Computer</b> invalidates elements according to Rules: <b>Technical Controller</b> authorizes or corrects invalidation of elements. If manual scoring, TC invalidates elements and hands in sheet</p>
14	<p><b>Bonus for even distribution of difficulties in the program</b></p> <ul style="list-style-type: none"> <li>jump elements started in second half of the program in Singles Short Program and Free Skating (not applicable for Pairs): last jump element for Short Program; last 3 jump elements for Free Program</li> </ul>	<p><b>Junior/Senior only</b> Factor 1.1 for the base value of each such element</p>	<p><b>Computer/Calculation Program</b> For Short Program, 2<sup>nd</sup> half commences at 1 min. 20 sec Not applied if there is a 3-minute break prior to the jumps being performed. Applied if the interruption related to the 3-minute break is not the fault of the skater</p>
15	<p><b>Bonus for fully rotated difficult jumps</b></p> <ul style="list-style-type: none"> <li>See page 3 of the 2022-2023 Skate Canada Singles Program Requirements Quick Reference Guide</li> </ul>		<p><b>Computer</b> inputs Bonus <b>Technical Controller</b> verifies. If manual scoring, Technical Controller indicates number of bonus points (verified by TS and ATS) and hands in sheet</p>
16	<p><b>STAR 4 Bonus for 1A</b></p>	<p>3.0 bonus for each axel that is <b>fully rotated – maximum 2 bonuses awarded</b></p>	<p><b>Referee (J1)</b> adds number of bonus points (verified by Judge 2 &amp; 3)</p>