

WHAT TO DO IF...

RULES 843 paragraph m), 953 and 965
INTERRUPTIONS and FALLS

MUSIC PROBLEM	Start to 20 seconds: Music does not start Wrong music Wrong tempo	-Allow fresh start or continue from point of interruption (Skater decision)	NO DEDUCTION
	After 20 seconds: Wrong tempo Music stops	-IF problem is solved: -Team restarts from point of interruption (Check with TC)	NO DEDUCTION
PROBLEM UNRELATED TO SKATER OR EQUIPMENT	Power Failure Problem with structure Problem with ice	-Solve problem -Ice resurface if necessary -IF long break of 10 or more minutes: -Allow new warm-up -Team restarts from point of interruption (Check with TC)	NO DEDUCTION
PROBLEM RELATED TO SKATER OR EQUIPMENT Laces undone Costume damage Minor health problem (Nose bleeding etc)	During warm-up OR After Team is announced	-IF Team is announced, has 30 seconds to fix problem. -Apply deduction.	DEDUCTION Team can take 60 seconds Late Start = -1
		-IF Team needs more than 60 seconds: give 3 minutes. -Apply deduction.	DEDUCTION 3 minutes = -5
	During program	-IF Skater CAN solve problem during the program: -Apply deduction.	DEDUCTION Interruption of: 10 – 20 seconds = -1 20 – 30 seconds = -2 30 – 40 seconds = -3
		-IF Skater CAN'T solve problem in less than 40 seconds: give 3 minutes -Team restarts from point of interruption (Check with TC) -Apply deduction.	DEDUCTION 3 minutes = -5
MEDICAL ATTENTION Minimum number of Skaters required: Senior Elite 12 – 11 Senior – 14 Junior/Novice – 11	Accident Cut Fall and bleed Loss of consciousness	-Referee blows whistle -Referee stops music -Referee decides if removing skater from ice is required -IF Skater CAN'T compete: -Team restarts from point of interruption (Check with TC)	NO DEDUCTION If evacuation or/and ice resurfacing = 3 minutes period is not in place
		-Skater stops and approaches Referee OR -Referee blows whistle -Referee stops music -IF Problem CAN be solved in less than 40 seconds AND Skater CAN compete: -Team restarts from point of interruption (Check with TC)	NO DEDUCTION

		-IF problem CAN'T be solved in less than 40 seconds: give 3 minutes -IF Skater CAN compete: -Team restarts from point of interruption (Check with TC) -IF Skater CAN'T compete: -Authorize a substitute -Team restarts from point of interruption (Check with TC)	NO DEDUCTION
MAX INTERRUPTION	Only 1 interruption up to 3 minutes is allowed, if a second interruption of more than 40 seconds: Team is withdrawn.		
INCOMPLETE PROGRAM	Team does not complete program; no marks awarded and Team is withdrawn		
SUBSTITUTION OF SKATER	With authorization of the Referee only , if not Team is disqualified		
FALL	For each fall, Interruption in excess rule applies if necessary		