



Technical Communication # 10

Competitive, STARSkate, Adult Application of Interruption Deductions (updated November 1 2016) Effective November 1, 2016

The purpose of this document is to provide Referees, judges, skaters and coaches with information they can use when situations arise that cause an interruption or stoppage during a skater/team's performance.

An Interruption is defined as the time elapsed between the moment a skater stops performing the program until the moment s/he resumes performing the program. For every Interruption of more than ten (10) seconds, there shall be a deduction. 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.

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 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.**

When an interruption or stoppage occurs in a program, officials, skaters and coaches must be prepared and understand their options and what steps need to be taken.



Technical Communication # 10

Competitive, STARSkate & Adult

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 30 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 decide to stop the music and resolve the problem.</p>	No deduction. Music problems are not considered the fault of the skater.
The wrong music is played	Approaches the Referee	<p>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.</p>	No deduction. Music problems are not considered the fault of the skater.
Faulty music file or CD that will not play	Approaches the Referee	<p>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.</p>	No deduction. Music problems are not considered the fault of the skater.

Technical Communication # 10

Situation	Skater/Team	Referee	Deduction
<p>There is an adverse condition that arises (i.e. arena problem, power outage, something is thrown onto the ice)</p>	<p>Stops skating on signal of the Referee and approaches the Referee</p>	<p>Signals the skater(s) to stop skating, stops the music and addresses the adverse condition. Once the situation is 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. Regardless of how much time has elapsed, the skater with the interruption will restart their program from the point of interruption.</p>	<p>No deduction. Adverse conditions unrelated to the skater are not considered the fault of the skater.</p>
<p>A skater/team has an equipment issue (i.e. untied lace/bootstrap), forgets their program, or becomes injured/ experiences health problems (<u>except head injury/concussion – see below</u>).</p>	<p>Skater(s) may attempt to resolve the situation or injury and continue the program without approaching the Referee. 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. 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. If the Referee stops the skater(s), the skater(s) still have the choice of attempting to resolve the situation and continue skating, or requesting a 3-minute break.</p>	<p>An interruption deduction is applied depending on the length of the interruption: 11-20 seconds – 1.0* 21-30 seconds – 2.0* 31-40 seconds – 3.0* * Junior/Senior These deductions are factored for lower level competitive categories, STARSkate and Adult events.</p>



Technical Communication # 10

Situation	Skater/Team	Referee	Deduction
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.	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. There is only one 3-minute break permitted per program. The 3-minute break is timed from the moment the skater(s) reports to the Referee.	A deduction for the 3-minute break is applied: - 5.0 Junior/Senior* *The deduction is factored for lower level competitive categories, STARSkate and Adult events.
<u>A skater/team sustains a possible head injury or concussion</u>	<u>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.</u>	<u>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.</u> 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. The 3-minute break is timed from the moment the skater(s) reports to the Referee.	<u>No deduction in domestic competition.</u>



Technical Communication # 10

Situation	Skater/Team	Referee	Deduction
<p>A skater/team has a 38 second interruption followed by a request for a 3-minute break. After they resume skating, they have another 15 second interruption.</p>	<p>Attempts to resolve two issues without approaching the Referee. Approaches the Referee once to request a 3-minute break.</p>	<p>The Referee allows the music to continue playing during the first interruption while the skater(s) attempts to resolve the situation. The Referee stops the music when the skater requests/signals for a 3-minute break. The Referee will time any further interruptions and apply the appropriate deductions. The Referee allows the music to continue playing during the second interruption while the skater(s) attempts to resolve the situation.</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. Additional deductions for interruptions that occur when the program has been restarted after the 3-minute break may be applied. The Referee applies an interruption deduction for 15 seconds. Total deduction in this scenario is for a 3-minute break plus a 15 second interruption.</p>



Technical Communication # 10

Withdrawals

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, and 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, and 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.



Technical Communication # 10

Interruption Deduction Factors – Singles/Pairs/Dance

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Level	Factor	Interruption Deductions Singles/Pairs/ <u>Ice Dance</u>	Referee Enters	Factored Deduction
Pre-Juvenile/Juvenile	0.2	11-20 seconds	1	0.2
Sr. Bronze/Jr. Silver		21-30 seconds	2	0.4
		31-40 seconds	3	0.6
		3 minute break	5	1.0
Pre-Novice/Novice	0.5	11-20 seconds	1	0.5
Senior Silver/Gold		21-30 seconds	2	1.0
Adult		31-40 seconds	3	1.5
		3 minute break	5	2.5
Junior/Senior	1.0	11-20 seconds	1	1.0
		21-30 seconds	2	2.0
		31-40 seconds	3	3.0
		3 minute break	5	5.0