



# Short Track Infringement Language and Code 2025

## code

<b>PEN</b>	PENALTY to Skater or Team
<b>YC-B</b>	YELLOW CARD for Dangerous Behavior
<b>YC-2</b>	Yellow Card for 2 Penalties in a single race
<b>YC-LAP</b>	Yellow Card for Impeding the Race
<b>RC-B</b>	Red Card for extremely dangerous behavior
<b>RC-COC</b>	Red Card for Breach of Code of Conduct
<b>RC-LAP</b>	Red Card for Impeding the Race
<b>ADV</b>	Advancements

## Infringements in the straight 7th block to 2nd block

<b>S1</b>	In the Straight   Lane Change   from Outside to In
<b>S2</b>	In the Straight   Lane Change   from Inside to Out
<b>S3</b>	In the Straight   Arm Block
<b>S4</b>	In the Straight   Arm Push
<b>S5</b>	In the Straight   Contact from behind
<b>S6</b>	End of Straight   Illegal Late Pass
<b>S7</b>	End of Straight   Illegal Opening and Closing
<b>S8</b>	End of Straight   Inside Skater Failure to Give Way
<b>S9</b>	End of Straight   Outside Skater Not Giving Space

## Infringements in the corner 2nd block to 7th block

<b>C1</b>	In the Corner   Lane Change   from Outside to In
<b>C2</b>	In the Corner   Lane Change   from Inside to Out
<b>C3</b>	In the Corner   Arm Block
<b>C4</b>	In the Corner   Arm Push
<b>C5</b>	In the Corner   Contact from behind

## Infringements at the Start Start line to 7th block

<b>ST1</b>	At the Start   Lane Change   from Outside to In
<b>ST2</b>	At the Start   Lane Change   from Inside to Out
<b>ST3</b>	At the Start   Arm Block
<b>ST4</b>	At the Start   Arm Push
<b>ST5</b>	At the Start   Contact from behind
<b>ST6</b>	At the Start   False Starts

## Infringements at the Finish Last block to finish line

<b>F1</b>	At the Finish   Lane Change   from Outside to In
<b>F2</b>	At the Finish   Lane Change   from Inside to Out
<b>F3</b>	At the Finish   Arm Block
<b>F4</b>	At the Finish   Arm Push
<b>F5</b>	At the Finish   Contact from behind
<b>F6</b>	At the Finish   Kicking Out at Finish Line

## Others :

<b>OFF</b>	Off Track
<b>EQP</b>	Equipment Violation
<b>ASS</b>	Assistance
<b>SR</b>	No penalty - Shared Responsibility
<b>DNF</b>	<u>Failing to cross the finish line</u>

## Specific to Relay:

<b>R1</b>	Missed Relay Touch
<b>R2</b>	Illegal Relay
<b>R3</b>	Blocking In The Infield
<b>R4</b>	Inactive Skater on the track causing Obstruction
<b>R5</b>	Lane Change during Exchange causing Contact/Obstruction
<b>R6</b>	Leg Blocking during Exchanges
<b>R7</b>	Impeding the Race Entering or Exiting for an Exchange