

WHAT TO DO IF...

Referee Deduction Tip Sheet for Falls and Interruptions – Rules 843 paragraph m), 953 and 965

MUSIC Doesn't start? Wrong music or tempo?	From start to 20 seconds	Allow fresh start or continue from point of interruption (skater decision).	NO DEDUCTION
	After 20 seconds	- Solve problem. - Team resumes from point of interruption (Check with TC).	NO DEDUCTION
UNRELATED TO SKATER	Power failure Problem with structure Problem with ice Audience interruption	- Solve problem - Resurface ice if necessary - Break >10 minutes? Allow new warm-up - Team resumes from point of interruption (Check with TC).	NO DEDUCTION
RELATED TO SKATER Equipment? (skates, laces...) Costume? (damage, zippers...)	During warm-up or After Team is announced	- 30 seconds to fix problem. - Team can take up to 60 seconds.	Late Start = - 1
		Team needs > 60 seconds? Give 3 minutes.	3 minutes = - 5
	During program	Deduct for length of interruption.	> 10 – 20 seconds = - 1 > 20 – 30 seconds = - 2 > 30 – 40 seconds = - 3
		- Can't solve problem in < 40 seconds? Allow 3 minutes. - Team resumes from point of interruption (Check with TC).	3 minutes = - 5
MEDICAL ATTENTION	Minor health problem: Nose bleeding, cut, etc.	- Skater stops, approaches OR Referee blows whistle, stops music. - Remove skater from ice if required. - Skater can't compete? Allow substitution or to continue with less skaters. Team resumes. - Skater can compete? Team resumes. - Problem solved < 40 seconds? Team resumes. - In all cases: Team resumes from point of interruption (Check with TC)	NO DEDUCTION Evacuation or ice resurfacing? 3 minute period not in place.
	Accident: Fall and bleeding Loss of consciousness	- Skater stops, approaches OR Referee blows whistle, stops music. - Problem can't be solved in < 40 seconds? Give 3 minutes. - Skater allowed to compete? - Team resumes from the point of interruption (Check with TC). - Skater NOT allowed to compete? - Authorize substitute OR to resume with NOT less than 14/11 skaters. - Team resumes from the point of interruption (Check with TC).	NO DEDUCTION
INTERRUPTION	Only 1 interruption up to 3 minutes is allowed, second interruption > 40 seconds, Team is withdrawn.		
INCOMPLETE PROGRAM	No marks awarded and Team is withdrawn.		
SUBSTITUTION	Only with authorization of Referee, if not Team is disqualified.		
FALL	Interruption in Excess rule applies to every Fall.		