



2025-26 Guidelines

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1. DEFINITION

Theatre – On - Ice is the translation in space and time of themes, stories or music in relation to one another, chosen by the choreographer.

The music, theme and choreography should be consistent with one another, and give a feeling of harmony and balance.

The performance must be adapted to the dynamics of skating: quality of gliding and edges, speed, ease and beauty of movements. It must also aim for proper placement and treatment of groups and variety in the use of the skating vocabulary.

2. Contents of a Theatre On Ice Performance

Theatre – On - Ice consists of two different types of programs: The Choreographic Exercise (CE) and Free Performance (FP). *At the Theatre – On - Ice National Competition both segments are competed.* All other types of competitions may allow for both combined events along with individually competed CE and FP events.

- **Theatre – On - Ice programs should demonstrate choreography that emphasizes movement and gliding. Static positions on the ice (i.e. without skating) should be avoided with any overuse to be reflected in the judges marks.**
- **The performance of both programs requires the usage of the terminology of the three axes found within the Choreographic Exercise Dictionary as a primary foundation for Theatre – On - Ice.** The CE program will have three required axes for all programs to demonstrate. The Free Performance program allows the coach/choreographer/team choices within each type of axes to be demonstrated. **The number, variety and quality of the terminology used and easily recognizable will be a primary evaluation tool of the judges.**
- Each team may choose its scenery, music, choreographic processes, theme, movements and relationships between skaters. These aspects should however be consistent with one another and form a unified “whole”, which allows for emotion and therefore art. **The interpretation of the chosen theme should not be limited to being literal, but may be abstract.**
- **Technical elements** are defined as jumps, spins, lifts, steps, or edge elements. There is no limit to the number of free skating, pairs, ice dance or synchronized skating elements used in the program and **are required to be meaningful with regards to the theme of the program. Such elements should be appropriate to the skating abilities of the team members. Any mistakes or falls during the program will lead to deductions from the final score.**
- **Judges will evaluate the harmony of all elements used to enhance the chosen theme and music.** They will evaluate how those elements add to the whole of the composition of the program.
- **Skaters’ or couples’ solos must make sense to the theme of the performance. They**

should not dominate the program but rather be used in a manner to link different parts of the overall performance. Programs containing overuse of technical elements without relationship to music, theme, or story, will be negatively reflected in the judges' marks.

3. RULES

A. MEMBERSHIP

All Theatre – On - Ice teams must be registered with U.S. Figure Skating before entering any U.S. Figure Skating sanctioned competition. Teams should register prior to commencing practices for the season; rosters and team level may still be modified after team registration is complete.

All Theatre on Ice team members must meet the criteria in Rule 3060 – Eligibility to Compete in non – qualifying competitions. Learn to Skate members are only eligible to compete on Adaptive/Unified Theatre On Ice teams, but not on any other level.

To compete in the National Theatre - On - Ice Competition teams must have registered with U.S. Figure Skating no later than **April 1, 2026**.

Team managers or coaches can complete their U.S. Figure Skating registration in Members Only. Note that prior to registering for any competition in EMS, all skaters on a team must complete their medical registry and waivers in their member profile; instructions on how to do so [are here](#).

All participants are expected to abide by the Code of Conduct as stated in GR 1.01, 1.02, 1.03, 1.04 and 1.05 without exception.

All coaches are required to follow rules GR 4.01, 4.02 and 4.03 which details the expectations as they relate to Coach Compliance and Professional Group Instructor.

All officials are required to follow Rule GR 1.01 that details Code of Ethics.

B. COMPETITIONS

All Theatre – On - Ice competitions held under the jurisdiction of U.S. Figure Skating are nonqualifying competitions. The Theatrical Skating Committee, whose oversight covers Theatre - On - Ice in U.S. Figure Skating, will assist any member club in sponsoring a Theatre – On - Ice competition. Nonqualifying club competitions are encouraged to host Theatre – On - Ice events with trained officials making up the majority of the judging panel.

Check the TOI Website for an annual listing of TOI competitions or non qualifying competitions that have a history of offering TOI events.

C. ROSTER

A competition roster must be submitted by all teams wishing to compete in a Theatre On Ice competitive event or competition. This roster becomes the official competition roster. The competition roster must include all team members including alternates and mentors (adaptive only). The skaters on the roster must meet all eligibility requirements and requirements of the team's level prior to being added to the competition roster.

- A.) A competition roster meeting the minimum requirements for the team's registered event must be submitted with the entry form by the registration deadline.
- B.) Any changes, including additions, substitutions, or removals for teams competing at TOI Nationals can be made up to June 1st prior to the start of the competition. The total number of skaters on the competition roster after that date becomes the maximum number of skaters permitted on the team's roster at TOI Nationals.
- C.) From June 2nd until 2 weeks prior to the start date of TOI Nationals, substitutions to the competition roster may be submitted for approval to the NVC of Theatre On Ice. Any skater being substituted onto the competition roster must meet all requirements for participants by the required deadlines, no exceptions.
- D.) Within the two weeks prior to the start date of TOI Nationals, a team may petition to the NVC of TOI to make a substitution to the team's roster in the case of extenuating circumstances. Petitions must be made in writing and include information about the circumstances which has lead to the request.
- E.) Once the first official practice ice of the competition has started, petitions will no longer be accepted.
- F.) A decision will be provided in writing within 72 hours of confirmation of receipt of the request or prior to the first official practice ice of the competition, whichever is sooner.

The same number of skaters must skate the CE and FP segments of a competition. A maximum of four rostered skaters may be different between the Choreographic Exercise and Free Performance programs. Should a skater(s) become injured or ill, along with no alternate(s) available to replace said skaters, thus providing a different number of athletes to compete in both segments, a medical evaluation, consultation and approval with the Chief Referee of the competition must occur in order to allow for affected team to continue to compete without disqualification.

If a team has fewer than the minimum number of required skaters to skate either the CE or FP due to onsite illness or injury, which has been confirmed by a medical professional, the chief referee may allow the team to compete.

The Chief Referee of a competition is responsible for the verification of these requirement(s).

No substitution of personnel will be permitted once the program has started except as noted under Item C Rosters or Falls, Interruptions and Accidents.

CROSSOVERS

An individual may skate on one, but not more than two Theatre On Ice teams as long as the respective teams are in different levels. All the stipulations of rules,

test, age and level requirements must be met. No team may be comprised of more than 50% of athletes who are also on any other team. This applies to the entire roster at any given competition.

2. LEVELS AND REQUIREMENTS

- All test levels are as of **April 1, 2026** for the National Theatre On Ice competition.
- All age requirements are as of **July 1, 2025**.
- Clubs are permitted to enter more than one team in the same level; teams at the same level are required to have different names.

Level	# of skaters	Minimum Test	Maximum Test	Age	Age Flexibility	CE Length	FP Length
Senior	8 - 24	Juvenile Skating Skills	None	15+	No More than 4 rostered skaters may be outside age range by no more than 3 years.	2:30 +/- 10 sec.	5:30 +/- 10 sec.
Junior	8 - 24*	Juvenile Skating Skills	None	11-18		2:30 +/- 10 sec.	5:00 +/- 10 sec.
Novice	8 - 24*	Pre- Juvenile Skating Skills	None	8-14		2:30 +/- 10 sec.	4:30 +/- 10 sec.
Intermediate	8 - 24	Preliminary Skating Skills	None	15 and younger		2:30 +/- 10 sec.	4:00 +/- 10 sec.
Juvenile	8 - 24	Pre- Preliminary Skating Skills	None	13 and younger		2:30 +/- 10 sec.	3:30 +/- 10 sec.
Preliminary	8 - 24	Pre- Preliminary Skating Skills	None	11 and younger		2:00 +/- 10 sec.	2:30 +/- 10 sec.
Open	8 - 24	At least one Skating Skills or Dance test	None	All	N/A	2:30 +/- 10 sec.	4:00 +/- 10 sec.
Open Ensemble	8 - 14		None	All	N/A	2:30 +/- 10 sec.	4:00 +/- 10 sec.
Adult	8 - 24		None	18+	N/A	2:30 +/- 10 sec.	4:30 +/- 10 sec.
Open Adult	8 - 24	At least one Skating Skills or Dance test	Adult Gold or Standard Bronze FS Pre-Silver Solo or Standard Dance Silver Solo Free Dance 3 rd Figure (Prior to 10/1/1977)	18+	No More than 4 rostered skaters may be outside	2:30 +/- 10 sec.	4:00 +/- 10 sec.

			Skaters over 50 may self-select skill level.		the Max Test Range.		
Adaptive/ Unified	5 - 20	See below	None	All	N/A	N/A	3:30 +/- 10 sec.

D. AGE FLEXIBILITY

Senior:

All skaters, except for a maximum of 4, must have reached the age of 15 by July 1st of the competition year. The 4 skaters “Outside criterion” need to have reached the age of 12 **before** July 1st of the competition year. July 1, 2025 – June 30, 2026 defines the competition year.

Junior:

All skaters, except for a maximum of 4, must have reached the age of 11 but not have reached the age of 19 **before** July 1st of the competition year. The 4 skaters “Outside the criterion” may be outside the age range by 3 years maximum (8 years old minimum for the youngest, less than 22 years old for the oldest, **before** July 1st of the competition year. July 1, 2025 – June 30, 2026 defines the competition year.

Novice:

All skaters, except for a maximum of 4, must have reached the age of 8 but not have reached the age of 15 **before** July 1st of the competition year. The 4 skaters “Outside the criterion” may be outside the age range by 3 years maximum (5 years old minimum for the youngest, less than 18 years old for the oldest, **before** July 1st of the competition year. July 1, 2025 – June 30, 2026 defines the competition year.

Intermediate:

All skaters, except for a maximum of 4, may be 15 years of age or younger **before** July 1st of the competition year. The 4 skaters “Outside the criterion” may be outside the age range by 3 years maximum. Those skaters must not have reached the maximum age of 19 **before** July 1st of the competition year. July 1, 2025 – June 30, 2026 defines the competition year.

Juvenile:

All skaters, except for a maximum of 4, may be 13 years of age or younger **before** July 1st of the competition year. The 4 skaters “Outside the criterion” may be outside the age range by 3 years maximum. Those skaters must not have reached the maximum age of 17 **before** July 1st of the competition year. July 1, 2025 – June 30, 2026 defines the competition year.

Preliminary:

All skaters, except for a maximum of 4, may be 11 years of age or younger **before** July 1st of the competition year. The 4 skaters “Outside the criterion” may be outside the age range by 3 years maximum. Those skaters must not have reached the age of 15 **before** July 1st of the competition year. July 1, 2025 – June 30, 2026 defines the competition year.

ADAPTIVE/UNIFIED: REQUIREMENTS & ALLOWANCES

- 1) **Test Requirements:** All team members must have passed any Adaptive Skating or have

mastered any Adaptive level with the exception of four skaters who must be enrolled in an Adaptive Skating class.

- 2) Must be members of U.S. Figure Skating or [Learn to Skate USA](#).
- 3) May have up to one mentor on the ice per skater on the team.
- 4) Mentors must be listed on the Adaptive Theatre On Ice team rosters.
- 5) In determining number of skaters on a team only Adaptive skaters are counted in the total.
- 6) Walkers, chairs or wheelchairs for skaters are allowed if needed.

A. PROGRAM RULES

- 1) Recorded music must be used, and vocals are permitted
- 2) Backup music must be readily available at rink side.
- 3) Timing of each program begins with the first purposeful movement of any skater.
- 4) Timing of a program will cease when the last skater comes to a complete stop with no parts of the body moving.

B. PROGRAM DESCRIPTION

1) Written Description

Teams have the option of submitting to the competition a description of the theme for their Choreographic Exercise and Free Performance for the purpose of inclusion in a printed program (if provided). Think in terms of the title of a book, a movie; a painting or the title of a news article. Short, to the point, capturing the imagination of the reader, leaving opportunity for the audience to use their imagination as to where the story line might take them. Please note that descriptions not following this procedure may need to be edited or excluded.

These descriptions will be distributed to the judging panel prior to the respective event. They will not be read aloud before each performance.

3. CHOREOGRAPHIC EXERCISE

A. CE ELEMENTS (Axis)

The Choreographic Exercise consists of three required axis which must be included in the program. All three axis must be presented in the program.

1. **Theme:** The theme is the purpose of the program. It is the unifying concept and can tell a story (narrative) or be abstract. It should have meaning and support the Choreographic Process and Gesture.
2. **Choreographic Process:** A set of movements which are performed by individuals, small groups and the whole team.
3. **Gesture/Body Movement:** The gesture is the type of body movements the skaters are to perform individually and in groups.

B. 2025-26 CHOREOGRAPHIC EXERCISE

Theme: Time

Choreographic Process: Repetition – Repeating a motif, gesture, or larger sequence of movement throughout the number.

Gesture: Suspend – A hovering in space before a drop of movement caused by gravity.

Note: The axes for the Choreographic Exercise are selected by the International Theatre-On - Ice Committee of which the USA is a member. The axis selected are meant for usage at the Novice, Junior, Senior and Adult levels. Each year, The Theatre – On - Ice Committee will evaluate the axis as they relate to our lower levels and determine if programs can be reasonably constructed and performed based upon age, test levels and skating abilities.

C. PROGRAM RULES

1. COSTUMES, MAKEUP, AND HAIR

The purpose of neutral, non-program specific costumes, along with the restrictions found below for make-up and hair or the CE program is to allow only the movements of the skaters and their performance to be the focus of the program. Costumes, Hair, and Make-up should not enhance the prescribed Theme, CP or Gesture. All of the above are not taken into account when awarded marks by the judges.

2. MAKEUP

- Natural or minimal makeup is allowed.
- No theatrical make-up is permitted.
- Eyelash extenders are permitted but cannot be visible from a distance.

2. COSTUMES

- All team members must wear all plain black (this includes legs).
- Black tights or black pants for team members.
- Leotards are allowable but minimal skin may be visible in between top and bottom pieces of the costume.
- Free Performance dresses (short dress to the middle of the thigh) with black tights are permitted. Long dresses below calf are not allowed.
- Black illusion/mesh is accepted. Lace is not allowed.
- Sleeves: The absence of sleeves is accepted as are different lengths of sleeves.
- Gloves up to the wrist may be worn provided they are flesh or black.
- Decoration: There may be no decorations or embellishments. Ornaments/sequins are not allowed.

3. SCENERY AND PROPS

Scenery and props are not allowed in the CE program.

2. FREE PERFORMANCE (FP)

The free program performance should express a theme, emotion or story. It may be linear storytelling or abstract. Neither form has a greater value than the other. It may be an original work or a reinterpretation of an existing work. A literal retelling of an existing work does not fulfill the requirement and will be reflected in the judges' marks.

FREE PERFORMANCE PROGRAM RULES

- a. All skaters must remain on the ice for the duration of the program. Skaters may appear and disappear behind scenery or props but may not leave the ice until the completion of the program.
- b. No one can remain behind the scenery, or props for entire performance. Everyone on the ice must be a participant in the performance.

A. COSTUMES/HAIR/MAKE UP

1. Costuming, hair and make-up for free program should enhance the feeling created by the performance and reflect the meaning of the story or theme.
2. Costumes must be dignified and appropriate for athletic competition. Clothing may reflect the character/theme of the music chosen.
3. Ornaments and hair accessories must be secure and not detach fall on the ice surface or affect the competition (glitter, beads, sequins, bobby pins etc.) or be hazardous to the skaters
4. Feathers are prohibited.
5. All accessories must be fake (guns, swords, etc,) and not be dangerous in case of falls or accidental collisions.

B. SCENERY/PROPS

1. Scenery may only be used in the free program.
2. The use of scenery and/or props is optional and not mandatory.
3. The use of smoke, fire, liquids, live animals, feathers, or any substance that may harm the ice surface and/or skaters is not permitted. These items will not be allowed on the ice surface.
4. Propulsion devices are not permitted. This includes items but not limited to cannons and trampolines.
5. Mirrors or glass of any kind will not be allowed on the ice.
6. The use of live animals is not allowed.
7. **Scenery should not be more than 7'6" in height (2.3 meters) so as to accommodate moving from the prop room to the ice surface. Consult ice venues to understand individual restrictions.**
8. **Consult each competition venue for maximum storage space allowed.**
9. All scenery must be portable and not require any mechanical means for transportation (i.e., forklift, etc.). Its movement will be the responsibility of the team
10. All scenery will be placed on the ice by the members of the team's prop crew at the

- designated entrance; skaters will position scenery and/or props on the ice.
11. Members of the team's prop crew **should not** set foot on the ice.
 12. Skaters **should not** step off the ice to bring scenery onto the ice surface.

C. SCENERY BREAK DOWN

1. At the completion of the performance, teams will remove their scenery in an efficient and timely manner. When removing the props from the ice, the skaters may not step off the ice. Members of the team's prop crew may not set foot on the ice.

LIGHTING

Standard rink lighting is to be used for all events. No spotlights or special lighting is permitted

Call to Start

- a. The 1st Team to skate in a group or following an ice resurface, is allowed **at least one minute** for their warmup.
- b. Prior to the announcement of the score for the last team to have skated, the next Team to skate must enter the ice surface for their warmup at the sign of the Ice Referee for a warmup period of at least one minute.
- c. Once scores are announced the next Team is announced.
- d. Each Team must take the starting position and make a signal to the Referee by raising their hand of each Segment of the competition (Choreographic Exercise and Free Performance) at the latest thirty seconds after their name has been announced. If this time has expired and the Team has not yet taken the starting position, the Referee shall apply a deduction (deducted from the final score). If sixty seconds started from the call to the start have expired and the Team has not yet taken the starting position, they will be considered as withdrawn.

General Timing Guidelines

Timing should be started when the last skater of the team enters the ice surface for their warmup.

Judging System

- i. **The current judging system in use can be found on the TOI web page.**
- ii. **Please note all Component Marks in the CE and FP are of equal weight**
- iii. **The CE/FP General Weighting is 33.3/66.7 to reflect the same weighting as used in Singles/Pairs/Dance/Synchronized Skating competitions.**

Accidents, Falls and Interruptions

1. **A Fall** is defined as loss of control by a skater with the result that the majority of his/her own body weight is on the ice supported by any other part of the body other than the blades e.g. hand(s), knee(s), back, buttock(s) or any part of the arm.
For every Fall there shall be a deduction taken by the Referee in consultation with the Ice Referee and Assistant Referee (when assigned).
2. **An Interruption** is defined as the time elapsed between the moment a skater(s) stops performing the program until the moment they resume performing the program. For every Interruption by one or more skaters of more than ten seconds, there shall be a deduction. If an Interruption by the Team as a whole lasts more than forty seconds, an acoustic signal is produced by the Referee and the Team is withdrawn. For cases of interruption due to adverse conditions unrelated to the skater or related to the skater's health or equipment, read below.

a. Accidents on the Ice During the Competition

- i. If a serious accident occurs to a skater during the competition leaving blood on the ice, the Referee must stop the performance. The decision of action should be communicated between the Referee, Ice Referee, and the Coach/Team Leader. Please refer to medical information provided under USFS website- Officials - Referees.
- ii. If a program interruption occurs there are no restarts of the program after 20 seconds. The team and referee will confer to understand the point of continuance of the program (being as close as possible to the point of interruption). The referee has the final word on the point of continuance of the program.
- iii. The Referee must inform the judges on the panel of the continuance of the program, and also communicate the time of continuance of the program to the Music Technician. The Announcer may give a short remark to the audience, if appropriate and directed by the Referee. In order to have effective management of situations such as this, the Referee must have suitable and workable communication system with the Ice Referee, the onsite medical team, the Announcer and the Music Technician at all times during the event.
- iv. It is suggested that the Referee(s) of a competition meet prior to the start of the competition to test the communication equipment and set the procedures with regard to serious accidents and program interruptions.

b. Interruptions, Music Deficiencies and Incomplete Programs

An Interruption is defined as the period of time starting immediately when a Skater/Team stops performing the program or is ordered to do so by the Referee, whichever is earlier, and ending when the Skater/Team resumes his/her/their

performance. The Referee shall decide where the point of interruption is and communicates this to the Team Captain and the Judges. The Skater/Team shall resume the program according to paragraphs 2, 3, 4 and 5 below.

c. Music Deficiencies.

- i. If the tempo or quality of the music is deficient or if for any reason there is an interruption or stop in the music, the Team must stop skating when they become aware of the problem or at the acoustic signal of the Referee, whichever is earlier.
- ii. If any of these problems with music occurs within the twenty seconds after the start of the program, it is the choice of the Team whether to continue from the point of the interruption of music or restart the program. In consultation with the Referee, the point of continuance of the program will be determined, ideally starting from a point as close as is reasonable to the interruption. If the Team decides to restart the program, the judges evaluate the program from the beginning, disregarding previous evaluation. If the Team decides to continue from the point of the interruption of music, the judges continue evaluating the program from the moment the Team starts to resume the program and the prior evaluation remains.
- iii. If any of these problems occurs more than twenty seconds after the start of the program, the Team shall resume the program from the point of interruption or, if the interruption occurred at the entrance to or during a Gesture(G) or Choreographic Process(CP), at the point immediately preceding the CP/G. The Team is allowed to repeat their CP/G when resuming the program. No deductions apply for interruptions due to music deficiencies.

d. Adverse conditions unrelated to a Skater/Team and/or his/their equipment.

- i. If an adverse condition unrelated to a Skater/Team or their equipment, such as lighting, ice- condition, item thrown onto the ice etc. occurs, the Team Captain and/or the Team may stop skating and report to the Referee when he/she/they become aware of the problem and must stop skating at the acoustic signal of the Referee. When the problem is solved, the Team shall continue from the point of interruption or if the interruption occurred at the entrance to or during a Gesture(G) or Choreographic Process(CP), at the point immediately preceding the CP/G. The Team is allowed to repeat their CP/G when resuming the program.
- ii. No deductions apply for interruptions unrelated to the Skater/Team and/or his/her/their equipment.

e. Adverse conditions related to a Skater/Team and/or his/their equipment occurring during the program:

If a skater is injured during the program or another adverse condition related to him/her or their equipment (such as but not limited to health problems, nose bleeding, lace undone, damage to clothing or skates) occurs, the skater must stop skating when he/she becomes aware of the problem or at the acoustic signal of the Referee, whichever is earlier. The music shall be stopped only if the Referee

instructs the music technician to do so according to section b) below.

f. Duration of Interruptions: a) Up to 40 seconds.

If the adverse conditions can be remedied without delay, the skater does not need to report to the Referee, and the rest of the Team has continued to skate their program and the affected skater(s) resume(s) skating their program within forty seconds, the Referee will apply a deduction for interruption.

g. Up to 3 minutes.

- i. If a Skater/Team does not resume skating within forty seconds, the Referee shall instruct the music technician to stop the music, and allow the Skater/Team 3 additional minutes. If the Skater/Team resumes skating within this additional period, the Referee will apply a deduction of 5.0 points. This deduction also covers an interruption of up to 40 seconds immediately preceding the allowance of 3 additional minutes.
- ii. When the problem is solved, the Skater/Team shall continue from the point of interruption or, if the interruption occurred at the entrance to or during a Gesture(G) or Choreographic Process(CP) at the point immediately following the CP/G.
- iii. Only one resumption per program is allowed upon an allowance of additional 3 minutes. If there is a second interruption of more than 40 seconds due to an adverse condition related to the Skater/Team or his/her/their equipment, the Team shall be considered withdrawn.

h. Medical attention.

- i. If medical attention is required, the Referee must stop the performance by an acoustic signal, follow the Medical Protocol (as provided by USFS Guidelines) and instruct the music technician to stop the music. After consulting with the respective Team Physician, or, if not present, the medical doctor provided by the Organizer, the Referee shall decide if the skater is allowed back to compete. If the Referee does not allow the skater to resume within 3 minutes since the skater stopped skating his/her program, another skater may be substituted. If the Referee allows the skater to continue skating the program, no deduction will apply.
- ii. When the problem is resolved, the skater shall continue from the point of interruption or, if the interruption occurred at the entrance to or during a Gesture (G) or Choreographic Process (CP), at the point immediately following the CP/G.
- b. In case of skater's injury, which requires skater's evacuation by the medical personnel from the ice surface and/or new ice resurfacing is needed after the accident, the three minute period is not in place.
- c. If a substitute skater is available, the Team may choose to finish their program without utilizing such substitute.

i. Adverse condition occurring prior the beginning of the program with allowance of up to three minutes.

- i. If any adverse condition related to a Skater/Team or his/her/their equipment occurs between the call to the start and taking the starting position, which cannot be remedied within sixty seconds, the Referee shall allow the Skater/Team three additional minutes and apply a deduction of 5.0 points as per paragraph 4 b) above.
- ii. If any adverse condition related to the Skater/Team or his/her/their equipment occurs after he/she/they take the ice but before the call to the start and the time before the start of the program is not sufficient to remedy such condition, the Referee shall allow the Skater/Team three additional minutes before being called to the start and apply a deduction of 5.0 points as per paragraph 4b) above.
- iii. **Limit of the interruptions allowed.** Only one interruption, up to 3 minutes, is allowed whenever it takes place (prior or during the program). If there is a second interruption of more than 40 seconds due to an adverse condition related to a Skater/Team (including medical problems) or his/her/their equipment the Team shall be considered withdrawn.
- iv. **Incomplete Programs**, if a Team does not complete the program, no marks will be awarded and the Team shall be considered withdrawn.

j. Substitution of Skaters.

1. Once a Choreographic Exercise or Free Program has started, no substitution of a skater will be permitted (if there is no visible reason i.e., injury/equipment failure, etc.). However, registered team alternates may be substituted if the team's program is stopped by the Referee due to injury or equipment problems. If a team substitutes a skater without the authorization of the Referee, the team will be disqualified.

Protests

- Protests based on alleged violation of rules may be lodged provided that they are not forbidden by this or another rule. The Referee decides upon all protests.
- Protests must be filed with the Referee in writing and within the stated time limit.

1. Persons Entitled to File a Protest

Protests may be lodged only:

- a. By Competitors, (Team captains in Theatre On Ice) or team leaders accredited for the competition concerned.
- b. With the approval of such Competitor(s), or team leaders, by the Coach, members of the committee organizing the competition or any official representatives of ISU Members or affiliated clubs that have entered Competitor(s).

2. Time Limits for Filing Protests

- a. Protests concerning the participation of a Competitor must be filed before the competition starts. If an immediate decision cannot be reached, the Competitor is permitted to start, but the announcement of the result and the distribution of the prizes shall be deferred until a decision has been reached.
- b. Protests concerning the composition of the panel of Officials must be filed within 30 minutes of its announcement.
- c. Any other protests, except cases covered by subparagraph d) below, must be filed with the Referee immediately, in any event, not later than 30 minutes after the end of any segment (Choreographic Exercise/Free Performance) of a Theatre On Ice competition.
- d. Protests against incorrect mathematical calculation may be filed until 24 hours after the completion of the competition concerned. (See also paragraph 4. A. c) below.

3. Protest Restrictions

In line with the generally accepted international sports concept according to which “field of play decisions” are not subject to correction and/or review, the score or time achieved by a Competitor during a segment, or qualifying round of a competition is final, as a matter of principle, once the decision(s) of the competent Official(s) is/are announced by the official announcer and/or displayed on the score board or video screen of the competition with the exception of successful protests according to the provisions below. Consequently, the following restrictions for protests apply:

4. Figure Skating

- a. No protests against evaluations by Referees and Judges of Skaters’ performances are allowed.
- b. Protests against results are permitted only in the case of incorrect mathematical calculation.
- c. Authority of Referee to Correct Errors
 - a. As an exception to the aforementioned Rule(s), the Referee shall correct errors, i.e. even if no protest has been filed, if he/she learns:
 - b. Prior to the beginning of the award ceremony (or prior to the official announcement of results if there is no award ceremony), that a wrong data input by the Data Operator occurred,
 - c. Within 24 hours after the award ceremony that an incorrect mathematical calculation occurred. If such correction leads to changes in the final placements, the corresponding medals and/or awards shall be redistributed accordingly.
- d. If a situation under paragraphs a - c above arises, the Referee shall make a short record in writing.