

What to do if....

RULES 1400-1402 and 1404, 2911 (Warm-Up)

Refer to SYS [Referee, Judge, Technical Panel Deduction Chart](#) for deduction values

MUSIC PROBLEM The team captain must notify Referee or Referee blows Whistle, WHICHEVER IS EARLIER	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 -IF problem takes longer than 10 minutes - there will be another warm-up (60 seconds) <i>Team restarts from point of interruption (Check with TC)*</i>	
PROBLEM UNRELATED TO SKATER OR EQUIPMENT	Power Failure Problem with structure Problem with ice Mini System Failure	Solve problem -IF ice needs resurfacing, initiate -IF problem takes longer than 10 minutes - there will be another warm-up (60 seconds) <i>Team restarts from point of interruption (Check with TC)*</i>	NO DEDUCTION
PROBLEM RELATED TO SKATER OR EQUIPMENT Laces undone Costume damage Minor health problem (Nose bleeding, etc.) NO DEDUCTION IF THE SKATER OR REFEREE STOPS THE PERFORMANCE FOR MEDICAL ATTENTION	During warm-up OR After Team is announced	-IF the team needs 30-60 seconds after call start	LATE START DEDUCTION
		-IF Team needs more than 60 seconds: give up to 3 minutes	INTERRUPTION OF PROGRAM WITH ALLOWANCE UP TO 3 MIN TO RESUME DEDUCTION
		-IF Team is unable to fix issues in 3 minutes	TEAM IS WITHDAWN
	During program	-IF Skater CAN solve problem during the program up to 40 seconds <i>Team restarts from point of interruption (Check with TC)*</i>	INTERRUPTION IN EXCESS DEDUCTION = Length of interruption 10 seconds up to 40 seconds
		IF Skater CAN'T solve problem in less than 40 seconds: give up to 3 minutes <i>Team restarts from point of interruption (Check with TC)*</i>	INTERRUPTION OF PROGRAM WITH ALLOWANCE UP TO 3 MIN TO RESUME DEDUCTION



<p>MEDICAL ATTENTION</p> <p>3 MINUTE PERIOD DOES NOT APPLY FOR SKATER EVACUATION OR RESURFACING</p>	<p>Accident Cut Fall and bleed Loss of consciousness</p> <p>MANDATORY STOP FOR POSSIBLE HEAD INJURY OR CONCERN FOR CONCUSSION</p>	<p>Skater stops and approaches Referee OR Referee blows whistle - REFEREE STOPS MUSIC</p> <p>Referee decides if removing skater from ice is required</p> <p>Consult medical rink-side (if applicable). Can Skater continue?</p> <p>-IF Problem CAN be solved in less than 40 seconds AND Skater CAN compete: Team resumes -IF problem CAN'T be solved in less than 40 seconds: give up to 3 minutes -IF Skater CAN'T compete: Authorize substitute or allow team to skate with reduced number -IF problem takes longer than 10 minutes - there will be another warm-up (60 seconds)</p> <p>IN ALL CASES: <i>Team restarts from point of interruption (Check with TC)*</i></p>	<p>NO DEDUCTION</p>
<p>MAX INTERRUPTION</p>	<p>Only 1 interruption up to 3 minutes is allowed</p> <p>If a second interruption of more than 40 seconds:</p>	<p>(See Above)</p> <p>TEAM IS WITHDRAWN</p>	
<p>INCOMPLETE PROGRAM</p>	<p>Team does not complete program; no marks awarded</p>	<p>TEAM IS WITHDRAWN</p>	
<p>SUBSTITUTION OF SKATER</p>	<p>With authorization of the event referee only, if not,</p>	<p>TEAM IS DISQUALIFIED</p>	
<p>FALL</p>	<p>For each fall, interruption in excess rule applies if interruption is greater than 10 seconds</p>	<p>INTERRUPTION IN EXCESS DEDUCTION = Length of interruption 10 seconds up to 40 seconds</p>	

Rule 1404: Check with Technical Controller on Restart - "If this element was identified and called by the technical panel before the interruption, the technical panel has to delete it from the list of performed elements, and the team is allowed to repeat this element when resuming the program."