

## REFEREES DUTIES (REVISED 14.1.2010)

The following regulations (headed **3. SPORTS REGULATIONS**), are taken from the CIPA (World Governing Body) 2009 edition and refer to the duties of Referees. These are also the rules that CEPA (The European Body) use in all International Events.

### FARS EVENTS

The Referee needs to ensure that all Judges are present and correct and ready to start the Competition half-an-hour before the commencement of the first event.

The Referee should sit close to the music if possible to control the Competition.

Judges to sit away from the Referee in chairs placed on the long side of the rink, suitably apart.

The Referee is in control of the event taking place and must be aware of things happening in the audience, i.e. flash photography, people not skating, but standing on the floor, clothing hanging over barriers or benches which may distract the skaters, people walking backwards and forwards in front of the audience when a skater is performing.

Referee to advise the Announcer of the number of skaters in each warm-up, and make sure the names are announced correctly.

Any withdrawals after the draw should be advised to the Referee by the Calculators and the papers for the Referee, Judges and Announcer changed accordingly.

Any withdrawals after a draw has taken place will not affect the starting order for each figure/dance. This will remain unchanged.

Referee to advise the Announcer of the starting end of the competition in dance events, and make sure it is announced to the Skaters, Coaches and Judges.

Referee to advise the Announcer of the number of sequences required for each dance and this be announced to the Skaters, Coaches and Judges.

Below are the International Regulations for Artistic Events, including those for "Interruption of Skating".

However, Referees at FARS events should be aware that if a skater interrupts their programme/figure/dance for any reason, the skater and/or Coach should immediately go to the Referee to explain this interruption. It is not the Referee's duty to go across to that skater – they should approach the referee, unless there are exceptional circumstances, such as a very bad fall where the skater cannot get up and go to the Referee.

Costume Requirements:- In CIPA Regulations below SR 3.06 – 3.06.04 it is clear the Referee can stop a contestant during a performance and order a reskate. However should the Referee or any of the Judges involved in the event, see a possible violation of a costume rule in the actual warm up for the event, the Referee can advise the skater/trainer concerned of this and give them the opportunity to change the costume. If the Referee during the actual performance sees a violation, but not an actual "total failure" of a costume, a penalty between five-tenths (.5) and one point zero (1.0), according to the degree of violation, will instruct the judges of this deduction from the "B" mark (Artistic Impression), after the Judges have written down their score. **Trainers/Skaters should bear in mind that it is their responsibility to make sure the costume is within the rules. It may be on occasions the Officials are not able to watch the warm up and therefore any violation would be applied should it be necessary during the event.**

### 3. SPORTS REGULATIONS

#### **SR 3.00 General**

- 3.00.01 The purpose of these regulations are to control any unusual case which should occur during the conduct of an official artistic roller skating competition conducted by the Federation Internationale de Roller Skating (FIRS), the Comite International de Patinage Artistique (CIPA), or any International Competition hosted by a Member National Federation of either of these groups.

#### **SR 3.01 Referee Regulations**

- 3.01.01 Referees shall in no way attempt to influence the decision of any Judge.  
3.01.02 Their control of the event to which they are assigned must never conflict with written regulations.  
3.01.03 If any unforeseen event should happen during the Championships which are not provided for in the written regulations, the matter shall be settled by the Referee in the best interests of the Sport.

#### **SR 3.02 Assistant Referees**

- 3.02.01 The Assistant Referee has the responsibility to assist the Referee in the control of the Event.  
3.02.02 Prior to each Event, the Assistant Referee shall distribute to the Judges a Master List of Contestants, listed in the order of skating, indicating the groups for warm-up and the starting order for each new Figure or Dance.  
3.02.03 Prior to the Free Skating and Original Dance Events, the Assistant Referee shall distribute a supply of individual scoring sheets to each Judge.  
3.02.04 In the Figure Skating Event, the Assistant Referee must ensure that no more than four (4) contestants are on the warm-up circles at any time. If loops are being contested, no more than five (5) contestants should be on the warm-up circles.

#### **SR 3.03 Judges**

- 3.03.01 All Judges must be ready to officiate thirty (30) minutes prior to the start of the Event to which they are assigned and the Referee should check all Judges are present.  
3.03.02 If a Judge is missing prior to the start of an event, the Referee shall assign a replacement or, if necessary, instruct the Assistant Referee to Judge the Event.  
3.03.03 If a Judge is taken ill during the event, the Referee shall temporarily or definitely substitute him or her with another Judge or, if necessary, with the Assistant Referee.

#### **SR 3.04 Contestants**

- 3.04.01 Contestants must be on the skating surface and ready to skate when it is their time to perform.  
3.04.02 Any Contestant reporting after his or her time to compete has passed shall not be allowed to compete in that event, provided that the contest was commenced at the time advertised.  
3.04.03 Dividing the Contestants into groups shall be done before the Event begins, and will not be changed should a Contestant withdraw or be missing.

#### **SR 3.05 Coaches**

- 3.05.01 Shouting and instructing Skaters at the side of the Rink during any Competition is not allowed. If this happens the Coach involved will be removed from the rink and the Skater may be penalized.

#### **SR 3.06 Interruption of Skating**

- 3.06.01 The following actions shall be taken should a contestant or team encounter an interruption of skating as outlined below.  
3.06.02 **Illness or Injury:** The Contestant must be able to skate his or her entire performance within a ten (10) minute recuperation period. Otherwise, a mark of point zero (.0) will be assigned by the Judges. Judging shall commence at the point of interruption during the reskate.  
3.06.03 **Mechanical Failure:** If the referee finds that the interruption is justified, he or she shall allow the Contestant to make the necessary repairs within an acceptable amount of time, then reskate the entire program, with the Judges scoring from the point of interruption.

- 3.06.04 **Costume Failure:** If a costume failure becomes hazardous, indecent, or embarrassing, the Referee should stop the contestant and order a total reskate of the program, with Judging to commence at the point of interruption.
- 3.06.05 **Outside Interference:** The Contestant/s must reskate the entire program without penalty. Judging will commence at the point of interruption.
- 3.06.06 **Music Failure:** In Pairs Skating, Free Skating and Dance Skating, music failure shall be considered as outside interference. The Referee must stop the Contestant or team in any case of music failure.
- 3.06.07 **Official Error:** If the Referee inadvertently stops the Contestant or Team before their performance has been completed, it shall be considered as outside interference.
- 3.06.08 **Unreasonable Stoppage:** If a Contestant or Team interrupts their performance for any unjustified reason, a mark of point zero (.0) shall be assigned by the Judges. In this case, a Contestant shall receive no placement in the event. The Referee shall determine whether or not the failure falls under the above-mentioned interruption of skating rules.
- 3.06.09 **Reskate:** The Judges shall not observe the contestant during the reskate until the point of interruption is reached. The Referee shall signal when the Contestant has reached this point by sounding a whistle. In a Free Skating Event, the Referee and Assistant Referee shall observe the Contestant to ensure that he or she performs the movements of the program. If the Referee feels that the Contestant is unduly changing the Program, or skating it so as to be rested for the remaining portion, a mark of point zero (.0) shall be assigned by the Judges.
- 3.06.10 **Order of Skating:** In case of interruption, the order of skating for the event may be adjusted if necessary, under the following rules:
- 3.06.11 In Figure Skating and Compulsory Dance Events, the next Figure or Dance will not be started until the affected Contestant or Team has completed the Figure or Dance during which the interruption occurred.
- 3.06.12 In a Free Skating Final Program, no contestant shall skate in a different group from the one into which he or she was originally assigned.

### **SR 3.07 Competitive Warm-Up**

- 3.07.01 Competitive warm-up shall be considered part of the Event. As such, all interruption of skating rules shall apply.
- 3.07.02 In Figure Skating, the first four (4) contestants will begin their Competition warm-up two minutes (2:00) before the start of the Event.
- 3.07.03 In Free Skating, the warm-up time is based upon the skating time allotted if time allows, plus one minute (1:00). The Announcer shall inform the Contestants when one minute (1:00) remains in their warm-up period.
- 3.07.04 In Free Skating Events, there will normally be no more than eight (8) contestants in each warm-up group.
- 3.07.05 In the Pairs Event, there will be no more than five (5) contestant teams assigned to each warm-up group. At the discretion of the Referee, in the interest of safety, this number may be adjusted.
- 3.07.06 The warm-up for Compulsory Dance and Original Dance shall be three and a half minutes (3:30).
- 3.07.07 For Compulsory Dance, Original Dance, and Free Dance events, there will normally be no more than six (6) contestant teams assigned to each warm-up group.
- 3.07.08 For Precision skating, each Team one and one-half minutes warm up time immediately preceding the commencement of their routine.

### **SR 3.08 Figure Skating Duties**

- 3.08.01 The Referee shall advise the Contestants which circles can be used for the Competition.
- 3.08.02 The Referee shall advise the Contestants as to how many Contestants may be on the skating surface while the Competition is in progress.
- 3.08.03 The Referee may put powder on the circles only at the request of and approval by the majority of the Contestants in the event. such powder may be put down only before the first Contestant begins a new Figure.
- 3.08.04 Should a Contestant start an incorrect Figure, the Referee shall stop the contestant and instruct him or her to restart correctly.
- 3.08.05 Should a Contestant skate an incorrect turn, the Referee shall inform the Judges of the fault immediately after the involved Contestant has completed the Figure. The penalty for such a fault shall be one point zero (1.0).
- 3.08.06 If a Contestant falls or stops on a Figure, through his or her own fault, the Referee shall instruct the Contestant to restart at a point just prior to the interruption. This distance shall be left to the discretion of the Referee. Judges shall resume Judging as the Contestant passes the point of the interruption. The penalty for such a fault shall be one point zero (1.0).

- 3.08.07 During the skating of a Figure, no Judge or Referee shall be permitted to enter any portion of the set of painted circles being skated upon. Any violation of this rule shall be considered as outside interference.

### **SR 3.09 Dance Skating Duties**

- 3.09.01 The Referee shall advise the Contestants as to how many sequences are to be skated for each Dance.  
 3.09.02 The Referee shall advise the Contestants as to where on the skating surface the Dances should commence.  
 3.09.03 The number of beats to be used for all Opening Steps of Dances must not exceed 24 beats of music. The timing will begin with the first movement of the Skater/Skaters. A movement is defined as any movement of the arm, head, leg or foot.  
 3.09.04 In the case of a fall or other interruption in the Skating, the Contestant(s) must resume at the nearest technically feasible point of the dance. In the case of interference, the Contestant(s) must reskate the entire program without penalty with Judging to commence at the point of interruption.  
 3.09.05 If a Contestant fails to complete the required number of sequences, the Referee shall inform the Judges. The penalty for such a fault shall be one point zero (1.0) for each sequence not skated.

### **SR 3.10 Timing of Program**

- 3.10.01 The Regulations in SR 3.09.04 shall be used to time the performance of each Contestant or Team in Free Skating, Pairs Skating, Original Dance, Free Dance, In-line, Precision and Show Events.  
 3.10.02 Both the Referee and the Assistant Referee shall time each Program, unless there is an Official Timekeeper available. Timing shall start with the first movement of the Contestant or either member of the Team.  
 3.10.03 When the performance of a Contestant exceeds the maximum allowable time, the Referee shall blow a whistle when the maximum time is reached, signalling the Judges to discontinue Judging at that point.  
 3.10.04 When a Contestant skates under the minimum allowable time, the Referee shall advise the Judges, who will penalize accordingly.

## **APPENDIX 9 – CIPA DEDUCTIONS**

### **FIGURE DEDUCTIONS**

- |                                 |     |                           |
|---------------------------------|-----|---------------------------|
| 1. Touch Down on the Major Part | 1.0 | deductions by the Referee |
| 2. Touch Down on the Minor Part | 0.5 | deductions by the Referee |
| 3. Fall or stop                 | 1.0 | deductions by the Referee |
| 4. Incorrect turn               | 1.0 | deductions by the Referee |

### **GENERAL**

- |                                     |         |  |
|-------------------------------------|---------|--|
| 1. Kneeling or laying on the floor, | 0.3     | deduction by the Referee - B mark  |
| 2. Costume violation                | 0.5-1.0 | according to the degree of violation<br>deductions by the Referee - B mark |

### **COMPULSORY DANCE – COUPLES/SOLO**

- |   |         |   |
|---|---------|---|
| 1. Opening steps using more than 24 beats | 0.1     | for each extra beat deductions by the Referee |
| 2., Entrance & exit longer than 15 secs   | 0.1     | for each extra sec. deductions by the Referee |
| 3. Timing fault,                          | 0.2     | <b>minimum</b> by the Judges                  |
| 4. Falls                                  |         | by the Judges                                 |
| small                                     | 0.1-0.2 | by the Judges                                 |
| medium                                    | 0.3-0.7 | by the Judges                                 |
| major                                     | 0.8-1.0 | by the Judges                                 |

### **ORIGINAL DANCE – COUPLES**

- |   |               |   |
|---|---------------|---|
| 1. Entrance & exit longer than 15 secs. | 0.1           | for each extra sec. deductions by the Referee |
| 2. Timing fault                         | 0.2 (minimum) | by the Judges – B mark                        |
| 3. Falls                                |               | by the Judges – B mark                        |
| small                                   | 0.1-0.2       | by the Judges – B mark                        |
| medium                                  | 0.3-0.7       | by the Judges – B mark                        |
| major                                   | 0.8-1.0       | by the Judges – B mark                        |

- |                                   |     |                         |
|-----------------------------------|-----|-------------------------|
| 4. Each set element not performed | 0.5 | by the Referee – A mark |
| 5. Violation of set elements      | 0.2 | by the Judge - A mark   |

### FREE DANCE – COUPLES

- |   |               |  |
|---|---------------|--|
| 1. Entrance & exit longer than 15 secs. | 0.1           | for each extra sec. deductions by the ~Referee |
| 2. Timing fault                         | 0.2 (minimum) | by the Judges – B mark                         |
| 3. Falls                                | 0.1-0.2       | by the Judges – B mark                         |
| small                                   | 0.1-0.2       | by the Judges – B mark                         |
| medium                                  | 0.3-0.7       | by the Judges – B mark                         |
| major                                   | 0.8-1.0       | by the Judges – B mark                         |
| 4. Each set element not performed       | 0.5           | by the Referee – A mark                        |
| 5. Lift violation                       | 0.2           | by the Judge - A mark                          |
| 6. Carried Lifts                        | 0.2           | by the Judge – A mark                          |
| 7. Arabesque, Pivot, Spin violation     | 0.2           | by the Judge – A mark                          |
| 8. Separations in excess of duration    | 0.1           | by the Referee – A mark                        |
| 9. Jumps or revolutions in excess       | 0.2           | by the Judge – A mark                          |

### FREE DANCE – SOLO DANCE

- |  |               |   |
|--|---------------|---|
| 1. Entrance & exit longer than 15 secs.  | 0.1           | for each extra sec. deductions by the Referee |
| 2. Timing fault                          | 0.2 (minimum) | by the Judges – B mark                        |
| 3. Falls                                 | 0.1-0.2       | by the Judges – B mark                        |
| small                                    | 0.1-0.2       | by the Judges – B mark                        |
| medium                                   | 0.3-0.7       | by the Judges – B mark                        |
| major                                    | 0.8-1.0       | by the Judges – B mark                        |
| 4. Each set element not performed        | 0.3           | by the Referee – A mark                       |
| 5. Excess jumps/Spins and/or revolutions | 0.2           | by the Judge – A mark                         |

### FREE SKATING

#### SHORT PROGRAMME – A MARK

- |  |     |              |
|--|-----|--------------|
| 1. Jump Combination with more than 5 jumps     | 0.5 | by the Judge |
| 2. Spin Combination with more than 3 positions | 0.5 | by the Judge |
| 3. Single Spin with more than one position     | 0.5 | by the judge |
| 4. Each element not attempted                  | 0.5 | by the Judge |

#### SHORT PROGRAMME – B MARK

- |                                |     |                |
|--------------------------------|-----|----------------|
| 1. Each fall                   | 0.3 | by the Judge   |
| 2. Additional element          | 0.5 | by the Judge   |
| 3. Incorrect order of elements | 0.5 | by the Referee |

#### LONG PROGRAMME

- |  |     |                         |
|--|-----|-------------------------|
| 1. Each fall   | 0.3 | by the Judge – B mark   |
| 2. Each set element not attempted                        | 0.5 | by the Judge – A mark   |
| 3. Each jump (type/rotation) performed more than 3 times | 0.3 | by the Referee – A mark |
| 4. Each combination jumps performed more than once       | 0.5 | by the Referee – A mark |
| 5. For programmes not containing a combination spin      | 0.5 | by the Referee – A mark |
| 6. For programmes containing less than two (2) spins     | 0.5 | by the Referee – A mark |

### PAIRS SKATING

#### SHORT PROGRAMME – A MARK

- |   |     |                |
|---|-----|----------------|
| 1. Each element not attempted                   | 0.5 | by the Judge   |
| 2. One position lift with more than 4 rotations | 0.5 | by the Referee |
| 3. Combination lift with more than 8 rotations  | 0.5 | by the Referee |
| 4. Shadow spin with more than one position      | 0.5 | by the Judge   |

#### SHORT PROGRAMME – B MARK

- |                        |                    |              |
|------------------------|--------------------|--------------|
| 1. Each fall           | 0.3 (one skater)   |              |
|                        | 0.4 (both skaters) | by the Judge |
| 2. Additional elements | 0.5                | by the Judge |

### LONG PROGRAMME

- |                                     |                    |                         |
|-------------------------------------|--------------------|-------------------------|
| 1. Each set element not attempted   | 0.5                | by the Judge – A mark   |
| 2. Each additional lift             | 0.5                | by the Referee – B mark |
| 3. Lift with more than 12 rotations | 0.5                | by the Referee – B mark |
| 4. Each fall                        | 0.3 (one skater)   |                         |
|                                     | 0.4 (both skaters) | by the Judge – B mark   |

### PRECISION

- |   |          |                           |
|---|----------|---------------------------|
| 1. Elements not attempted   | 1.0      | by the Judge - A mark     |
| 2. Jumps of more than half ½ revolution<br>or spins with more than one revolution                 | 0.4      | by the Judge - A mark     |
| 3. Lifts of any kind  | 0.4      | by the Judge - A mark     |
| 4. Break in the execution of manoeuvres   | 0.2-0.4  | by the Judge - A mark     |
| 5. Stumble during manoeuvres  | 0.2      | by the Judge - A & B mark |
| 6. Less than three (3) different handholds  | 0.4      | by the Referee - A mark   |
| 7. Falls –  |          |                           |
| · <u>Major</u> (more than one skater for a prolonged time   | 0.8-1.0  | by the Judge - B mark     |
| · <u>Medium</u> (either one skater for prolonged time or down<br>and up for more than one skater) | 0.4-0.06 | by the Judge – B mark     |
| · <u>Minor</u> (down and right up for one skater)   | 0.2      | by the Judge - B mark     |

### SHOW

- |   |         |                                       |
|---|---------|---------------------------------------|
| 1. More than 4 typical precision elements   | 1.0     | by the Referee - A mark per element   |
| 2. If elements, that are not allowed, are<br>Included in the programme                            | 0.5     | by the Judge - A & B mark per element |
| 3. Falls  |         |                                       |
| · <u>Major</u> (more than one skater for a prolonged time   | 0.8-1.0 | by the Judge - B mark                 |
| · <u>Medium</u> (either one skater for prolonged time or down<br>and up for more than one skater) | 0.4-0.6 | by the Judge - B mark                 |
| · <u>Minor</u> (down and right up for one skater)   | 0.2     | by the Judge - B mark                 |

**IF ANY UNFORESEEN EVENT SHOULD HAPPEN DURING THE CHAMPIONSHIPS WHICH ARE NOT PROVIDED FOR IN THE WRITTEN REGULATIONS, THE MATTER SHALL BE SETTLED BY THE REFEREE IN THE BEST INTERESTS OF THE SPORT.**

JANUARY 2010