

ISU Short Track Speed Skating

**Officials' Online Video
Seminar Series**



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Speed Skating**

Officials' Online Video
Seminar Series



DAY 3



AGENDA FOR DAY 3

- Welcome
- New Short Track **Guidance 2022-2023**
- Communication 2400 on **Safety & Equipment**
- Video Specialists for the Future
- Varia

Updated Guidance on the Racing Rules 2022-2023

IN THIS WORKSHOP WE WILL COVER:

- An extensive revision on the Code & Language to describe the various infringements
- Detailed explanations of the correct actions and the mistakes that may lead to Penalties, YC or RC



INTERNATIONAL
SKATING UNION

Revised Guidance

SECTION 0

Extract from the Short Track Special Regulations & Technical Rules 2022:

Overtaking is allowed at all times, but until the Skaters/Relay Teams are besides each other the responsibility for any obstruction or collision shall be upon the Skater/Relay Team overtaking, provided the Skater/Relay Team being overtaken does not act improperly.

Extract from the Short Track Special Regulations & Technical Rules 2022:

Short Track Infringements:

Breaches of the racing rules are considered as follows:

- **OFF-TRACK:** skating with one or both skates on the left side of the curve, marked by track marking blocks;
- **IMPEDING:** Impeding, blocking, charging, or pushing another Skater with any part of the body. Interfere with another Skater by crossing his/her course thereby causing contact;

Extract from the Short Track Special Regulations & Technical Rules 2022:

Short Track Infringements:

Breaches of the racing rules are considered as follows:

- **ASSISTANCE:** Each Skater shall compete as an individual. Any assistance from other Skaters will be cause for sanctions of all Skaters/Relay Teams involved. This will not apply to the push the Skater receives from their Team-mate in a Relay race;
- **KICKING OUT:** Kicking out of any skate during any part of a race thereby causing danger including at the finish line or throwing the body across the finish line is forbidden.

Extract from the Short Track Special Regulations & Technical Rules 2022:

Breaches of the Relay racing rules are considered as follows:

- **RELAYING NON TOUCH:** The relay has taken place without a touch or that the touch has not been obvious, clearly shown, and seen by the Referee or Assistant Referees;
- **RELAYING DURING THE LAST TWO LAPS:** The last relay has not been clearly started before the commencement of the final two laps.
- **In Mixed Team Relay:** The relaying order and planned schedule as described in paragraph 3 has not been followed.

Basic Guiding principle in Short Track:

The general racing rule is that the Skaters/Relay Teams by their way of skating shall contribute to the honest sporting and safe progress of the race in order to determine the result of the race on its merits.

“The race has to be won on its merit” is at the base of all racing rules as the number one priority and all basic rules are created to support this principle **and of course the safety of the Skaters.**

Guidance on Short Track Speed Skating Racing Rules 2022-2023

Generally speaking, the Skater/ Team in the lead has priority over the Race. The priority or right of passage of the lead Skater/ Team can be lost or shared based on the various situations described in detail in this guidance document.

Guidance on Short Track Speed Skating Racing Rules 2022-2023

Short Track is a **close proximity and contact sport**. Although **some small inconsequential contacts or pushes are tolerated**, actions that have a significant impact on the race of other skaters can lead to Sanctions.

Guidance on Short Track Speed Skating Racing Rules 2022-2023

This guidance has been written to explain in detail the interpretation of the Racing Rules and define clearly what can lead to a Sanction in connection with the 4 types of breaches to the racing rules listed for individual races and the extra 3 types specific to the Relay Races.

Primarily it is meant as a common reference document for Referees, Coaches and Skaters whilst also for media and sports fans.



Main Definitions

SECTION **1**

Main definitions:

Skater (team) in the lead: All skaters are considered in the lead of some other skater unless they are in the last position in the race.

For the purpose of our racing rules “the skater in the lead” refers to the action judged involving that skater, and not only the skater who is in the first position.

Skaters being one lap behind and being caught up by one or a group of skaters are still considered in the last position and never in the lead. They must not interfere with the race.

Main definitions:

Skater overtaking or passing: A skater is overtaking when trying to move ahead of another skater by the inside or by the outside. The action of overtaking starts from the moment the skater moves from **being** behind until he/she is in the front or back to **being** behind. In effect, this means that the other skater directly impacted by this action is the overtaken skater. Sometimes more than one skater are being overtaken or are overtaking at the same time.

Main definitions:

Overtaking: A skater **overtaking** another skater is responsible for his/her action, and his/her passing or skating must not interfere with the other skater's race.

Main definitions:

Contact: Short Track is a close proximity and contact sport. Although some small inconsequential contacts or pushes are tolerated, actions that have significant impact on the race of other skaters can lead to Sanctions. A contact can be made by the blades, hands, arms, torso, hips of a Skaters directly towards another skater or it can also sometimes be indirect. The skater responsible can create the contact directly or sometimes by its actions, can cause an indirect contact or unfair situation to another skater.

Main definitions:

Contact: For a contact to lead to a Sanction, **it must be clear and also have an impact on the race of the other Skater/Team.** Generally, it also needs to be the responsibility of one Skater and not 2 or more Skaters doing simultaneous actions that are against the racing rules and that lead to the contact. In the guidance, we are identifying different types of actions that can create contacts. For example: **Lateral Moves, Arm Block, Arm Push, Clicks of Blades, etc.**

Main definitions:

Active/Inactive Skaters in Relay: For all relay races, all members of a team are responsible for not impeding the race. **At every moment of the relay race there is one (1) active and three (3) inactive Skaters for every team.** The active Skaters are the Skaters racing on the track. The “inactive” skaters are all other team members that are not active (resting between their layers). **The skaters are still considered inactive even when they are accelerating and getting on the track to take the exchange until there is the actual relaying touch.** The Skaters that have just relayed and are exiting the race are becoming inactive skaters right after the touch is completed.

Main definitions:

Concept of Clear and Obvious for race situations:

When making a decision to give a sanction or making a decision to review a race situation, the Referees must use 2 core principles: In their judgement, the action that they have seen live (or in the video review) must be Clear and it must be Obvious.

Main definitions:

Concept of Clear and Obvious for race situations:

If a race situation is not Clear & Obvious after reviewing in regular speed and slow motion, the Referee will either decide that there is No Call (no Penalty) or decide that it is not possible to determine which of the 2 or more Skaters did something “more wrong” and give Shared Responsibility to skaters involved.

Main definitions:

The consequence (the impact on the race) of the action also must be Clear and Obvious.

What has a significant impact on the outcome of the race in the last lap of a Relay, might not have any significance in the first few laps. The Referee must take this into consideration.

Main definitions:

The consequence (the impact on the race) of the action also must be Clear and Obvious.

For that purpose, as a guideline, it is generally considered that actions have the potential to have a significant impact on the race if:

- there is a fall, (at any time)
- there is a big loss of speed,
- there is a loss of one or more positions

Race situations that have absolutely no consequences on the results of the “race being won on its merit”, do not need to be reviewed.

Main definitions:

Sanctions:

In Short Track, Skaters/Teams must follow the Racing Rules and not impede the race of other Skaters/Teams. For example, illegally changing lanes, blocking, pushing, not giving way when there is a priority of passage, relay infringements, going off track to gain an unfair advantage, are all actions that can lead to a Sanction when creating a contact or having an impact on another Skater/ Team's race.

Main definitions:

There are 3 levels of Sanctions:

① Penalty:

The Penalty is the first level (least severe). Skaters/Teams receiving a Penalty will lose their result in the race and be placed after the other skaters participating in that race for the final classification.

The Penalty, will remove the skater from progressing in that distance in the competition but not affect results acquired in previous rounds.

Main definitions:

② Yellow Card (YC):

A Yellow Card is the second level of Sanction. It is given for 3 reasons:

- A Yellow Card Behavior (YC-B) is given if the action of the Skater/Team is judged reckless or very bad sportsmanship.
- A Yellow Card Lap (YC-L) is given if a Skater/Team is being lapped and doesn't give way to the Skaters/Team Passing. Staying in the track and impeding the race is a serious offence and can lead to a YC-L.

Main definitions:

② Yellow Card (YC):

- A Yellow Card 2(YC-2) is for when more than one infringement of the Racing Rule “Impeding” and/or “Kicking Out” independent of each other resulting in a penalty, are made in one race by a Skater/ Team.

The consequence of the Yellow Card is that the Skater/Team loses all the results acquire in the distance and is placed at the bottom of the whole classification. If there are points for the overall classification, the Skater/Team still gets the point.

Main definitions:

③ Red Card:

The Red Cards is the 3rd level of Sanction and is only used for extreme behavior. A Skater/Team receiving a Red Card would lose all points and classification in the distance and be listed only at the bottom. There would be no points for any overall classification.

Main definitions:

③ Red Card:

Depending on the Event, the Skater would not be allowed to continue in any other races for the whole duration of the Event. (Championships, World Cup). 2 Yellow Cards in the same Event = an automatic Red Card. A Red Card given in the relay affects the team for the results in the race, but for further sanctions, it only affects the Skater (s) that made the actual action and not the whole team. This means that if there were other individual races after the Relay Red Card sanction, only the Skater who did the action that got the Red Card for the team will not be allowed participation.

Main definitions:

Click of Blades:

In the Straight, when 2 Skaters are level, a click of blade resulting from both of them pushing at the same time is a race incident that doesn't lead to a Penalty for any of them unless, one makes an exceptional skating move.

If they are both “equally” responsible for the contact then it falls in the category of a race incident and there are no Sanctions and no advancements.

In the cases where the responsibility is more heavily based on one skater/Team, and they are in direct qualifying position when the incident happens, an Advancement can be given to the skater/Team with the lesser responsibility in case of a fall.

If “equally responsible” and both of them fall, no Advancements are given.

Main definitions:

Race incidents and infringements that can lead to Sanctions

What skaters are allowed and not allowed to do, is dependant on where they are positioned on the track.

The track is divided in 2 main areas:

In the Straight and Corner; and this is repeated for each side.

Main definitions:

Race incidents and infringements that can lead to Sanctions

For the Straight, we have 2 zones: The Straight and the End of Straight.

The Straight begins at the last block of the corner until approximately 2 meters before the 1st block of the following corner, and the End of Straight Zone follows until the 2nd block.

Note that the distance of 2 meters is not being measured but estimated.

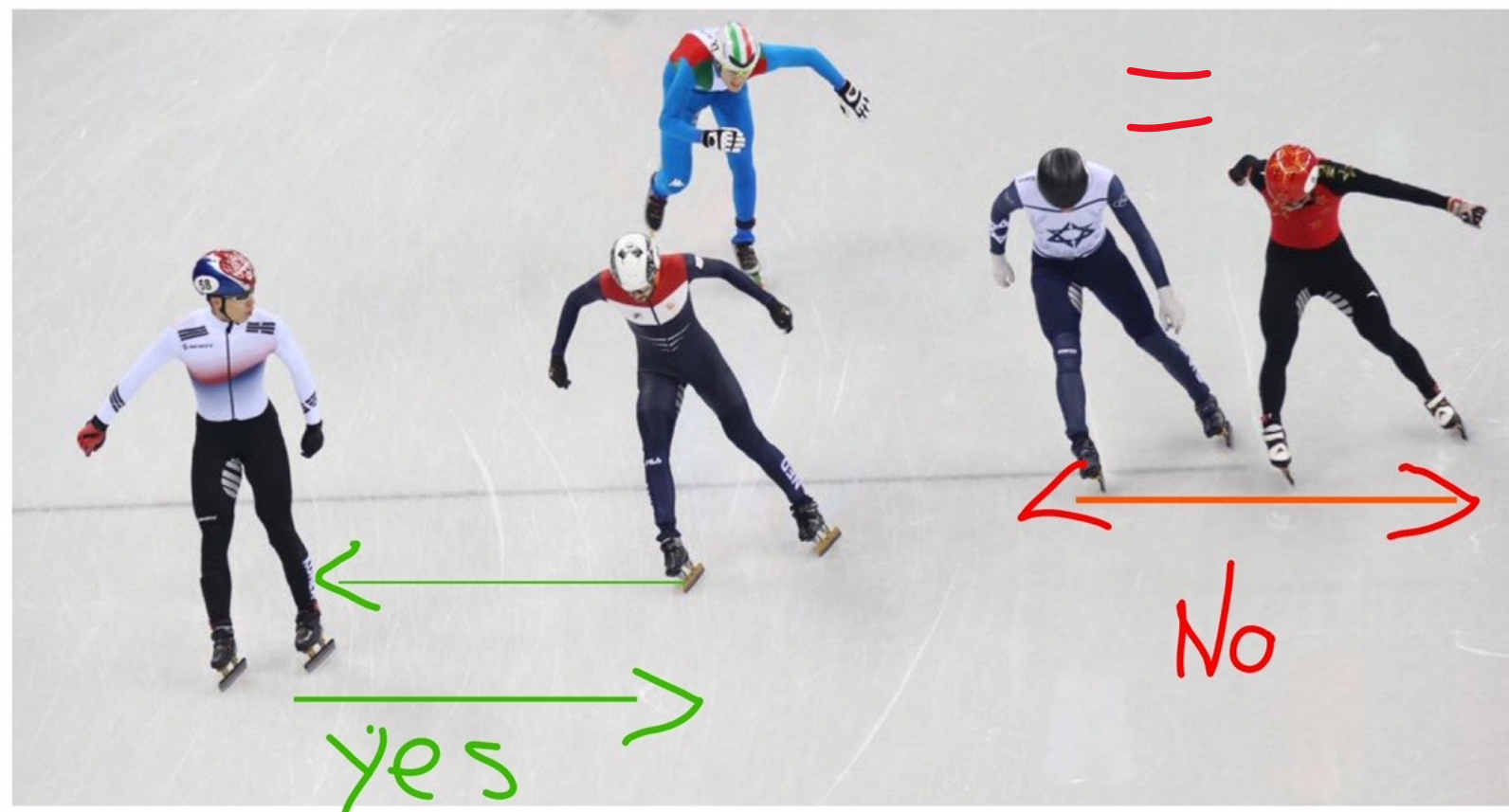
Main definitions:

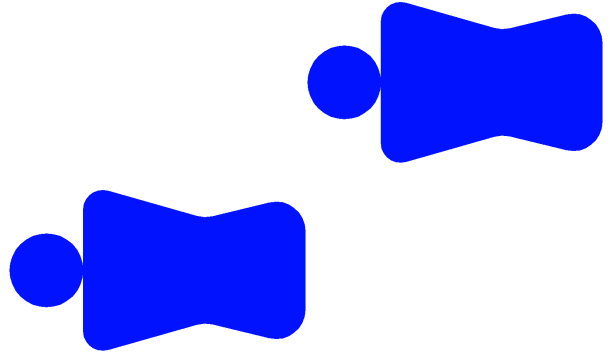
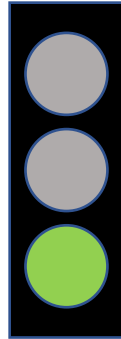
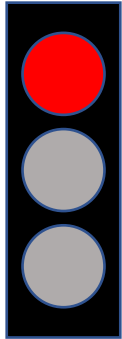
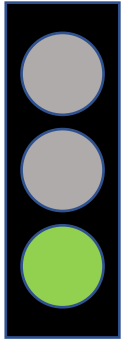
Lane Change:

Lane Change refers to lateral moves that the skaters will do to protect their position or to attempt a pass.

Lane change is allowed in the Straight zone ONLY AND ONLY if the waist of the Skater is ahead of the shoulders of the other Skater. Lane change is not allowed when another skater has claimed A LEVEL position. Lane changes are not allowed during Relay exchanges.

Main definitions:

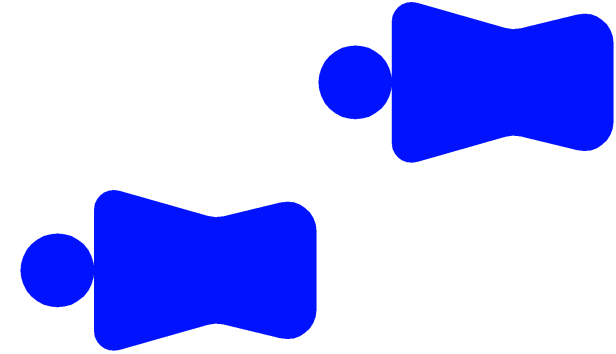




Not Equal
Not Levelled
Lane Change allowed



Equal
Levelled
Lane Change NOT allowed



Not Equal
Not Levelled
Lane Change allowed

Main definitions:

Level position:

A Level position is when the skater passing has succeeded in coming side by side with the skater being passed. Our definition of “side by side” is when the skates and hips look equal on a virtual lateral lane. Note here that we do not take the time to measure it perfectly and therefore one skater could be slightly in front or behind and still be considered equal.

Note: That if the passing skater is always a little behind, he has not succeeded to make it to level. It is the responsibility of the Skater passing to prove being level and not the other way around.

Main definitions:

Shared Responsibility:

When 2 or more Skaters are doing simultaneous actions creating a situation and the Referees come to the conclusion that all their actions had a direct impact on the situation judged, and it is not possible to determine if one has done something more impactful than the others, they may conclude that there will be No Penalty for Shared Responsibility.

Note here that it is still possible that the Skaters get a Penalty if the action is severe in all cases.

Main definitions:

Principle of Priority:

The lead Skater always have priority except when clearly defined under the various codes. For example, when another skater has got a level position in the Straight, or when going extremely wide in the end of straight, etc.

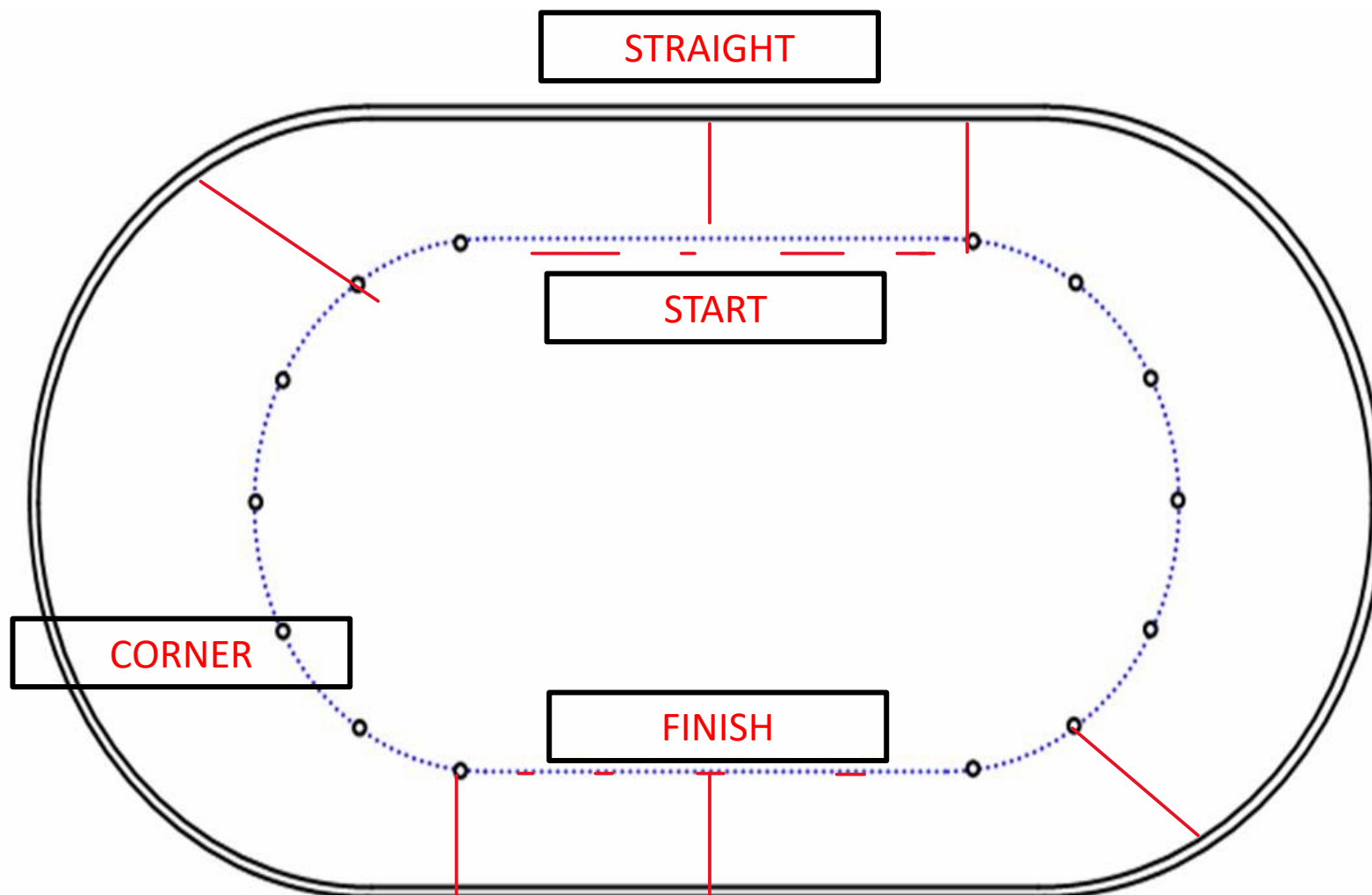


Guidance and Parameter

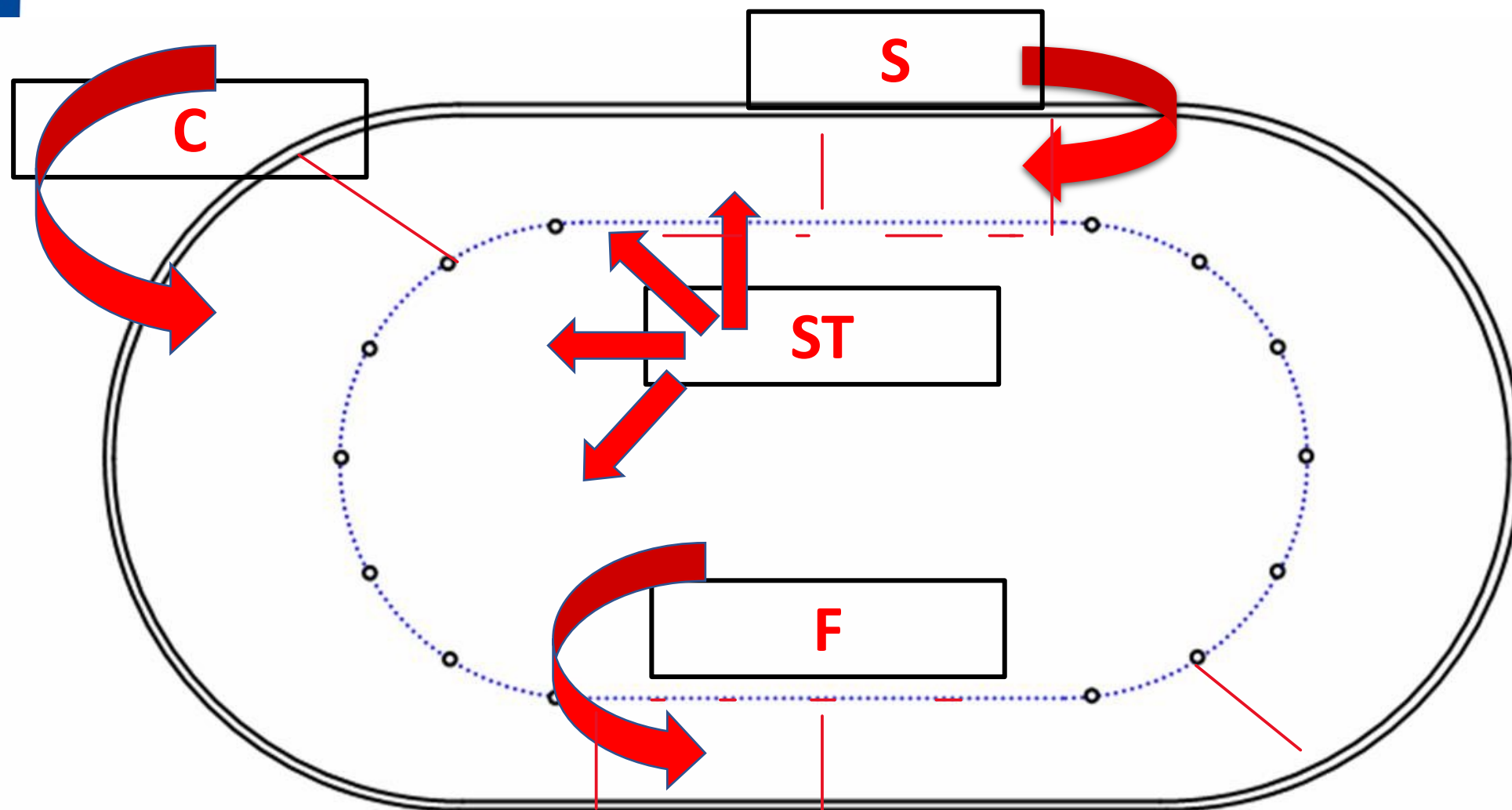
SECTION **2**

2.1 Summary List of the Codes

2.1: Summary List of the Codes

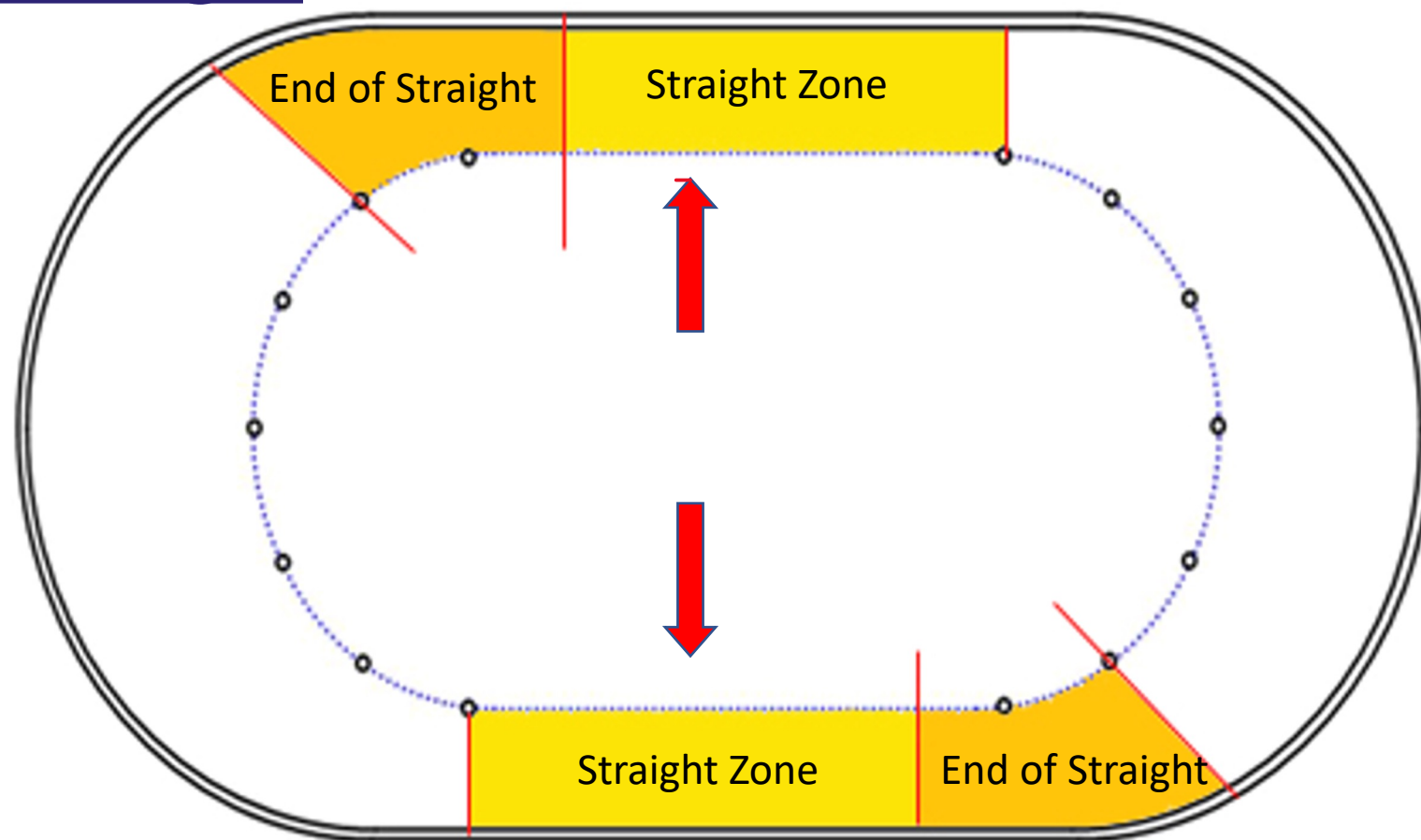


- STRAIGHT: (S) Between the last block of a corner until the 2nd block of the next corner
- CORNER: (C) Between the 2nd block and the exit of the corner
- START: (ST) From the start till the end of the 1st corner
- FINISH: (F) From the exit of the last corner until the end of the Race



The code and language to describe the infringement

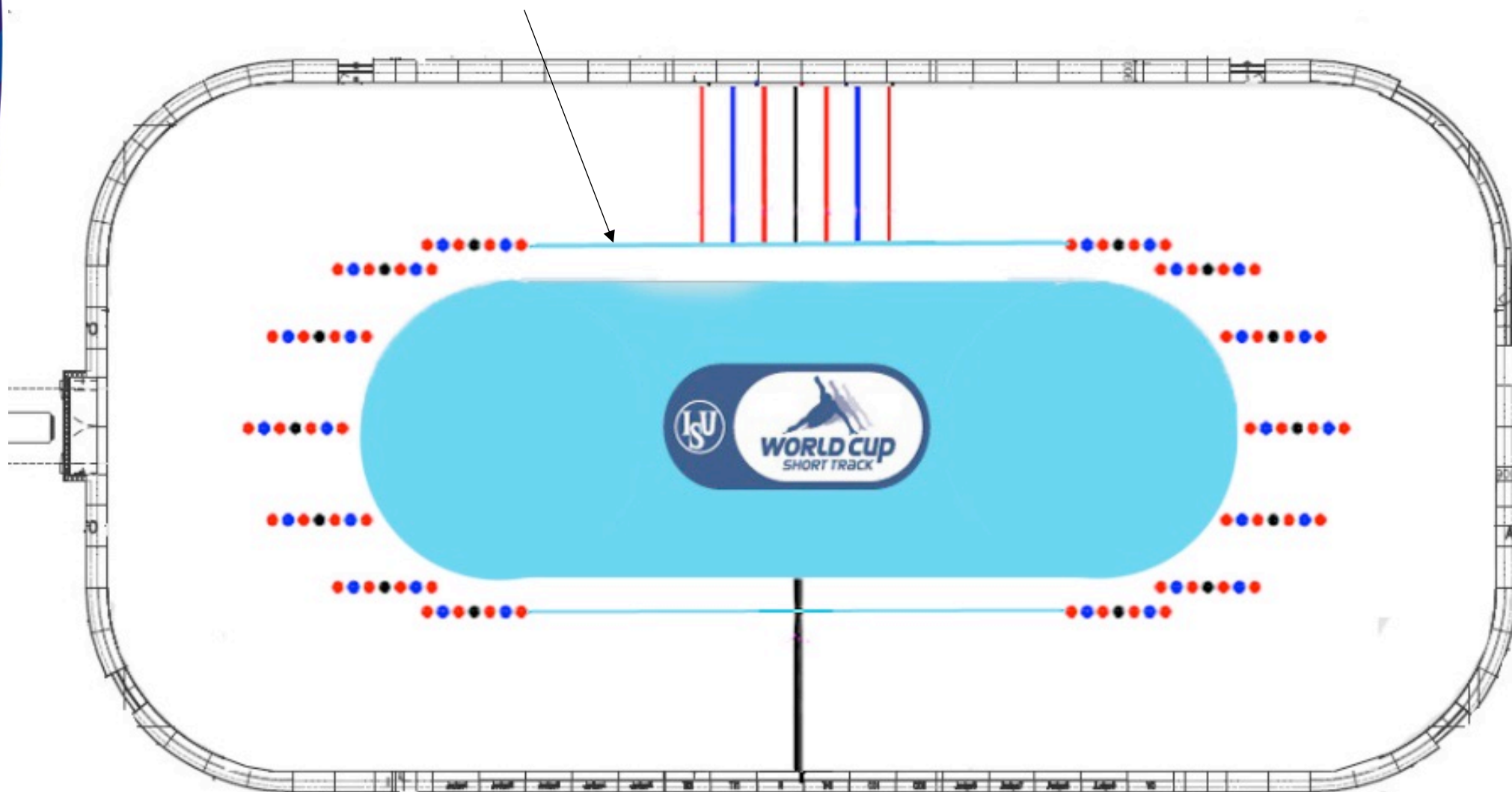
S: Straight



The code and language to describe the infringement

Straight: (S) Between the last block of a corner until the 2nd block of the next corner.

At ISU Events there is a FULL blue line (same color as the center line) from the last block of a corner until the first block of the other corner. This blue line is a clear visible reference point that Referees are using to make their decision for the Straight infringements.



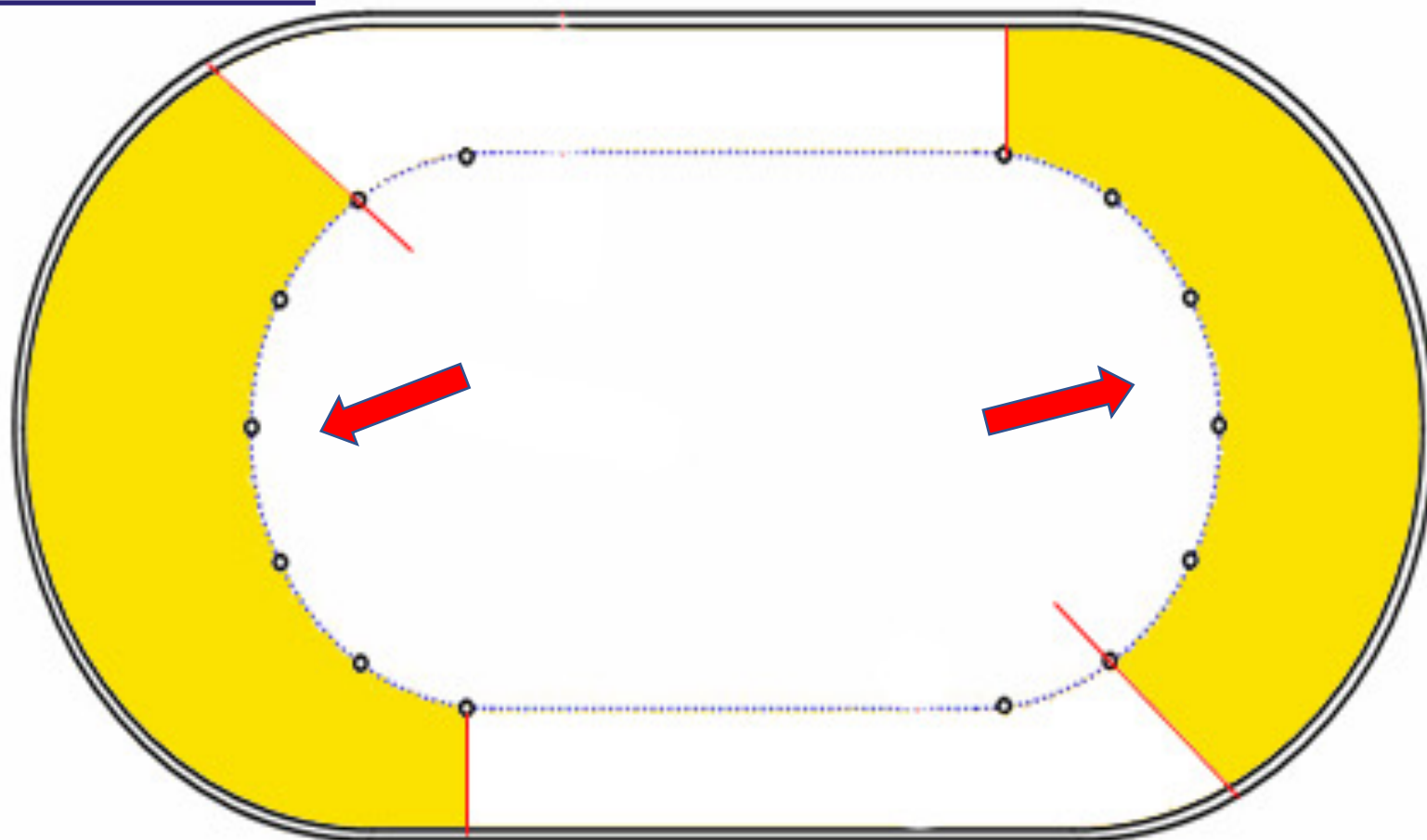
The code and language to describe the infringement

Straight: (S) Between the last block of a corner until the 2nd block of the next corner.

- S1. LANE CHANGE | FROM OUTSIDE TO IN
- S2. LANE CHANGE | FROM INSIDE TO OUT
- S3. ARM BLOCK
- S4. ARM PUSH
- S5. CONTACT FROM BEHIND
- S6: End of Straight | Illegal late pass
- S7: End of Straight | Illegal opening and closing
- S8: End of Straight | Inside Skater Failure to give way
- S9: End of Straight | Outside Skater Not Giving Space

The code and language to describe the infringement

C: CORNER



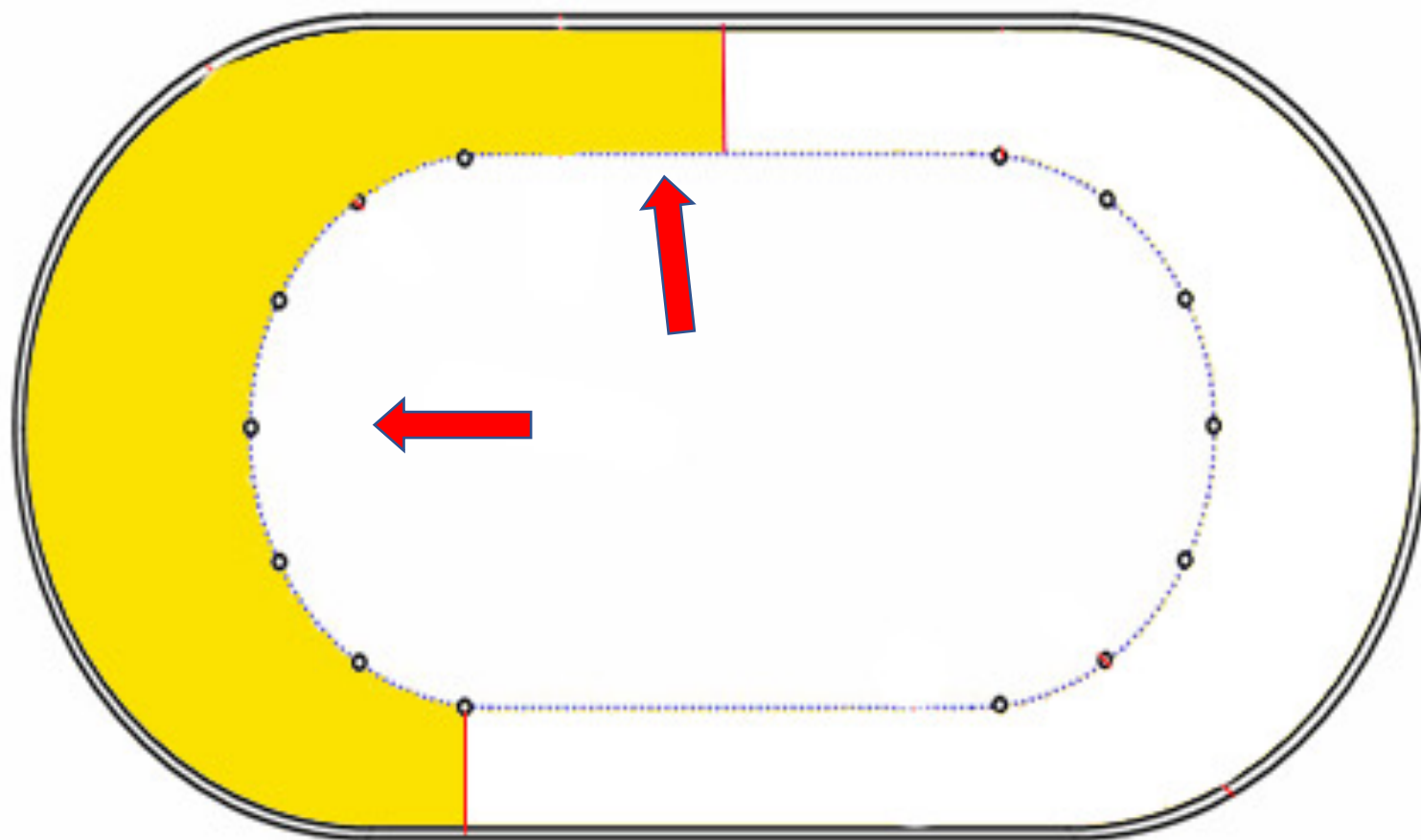
The code and language to describe the infringement

CORNER: (C) Between the 2nd block and the exit of the corner

- C1. LANE CHANGE | FROM OUTSIDE TO IN
- C2. LANE CHANGE | FROM INSIDE TO OUT
- C3. ARM BLOCK
- C4. ARM PUSH
- C5. CONTACT FROM BEHIND

The code and language to describe the infringement

ST : AT THE START



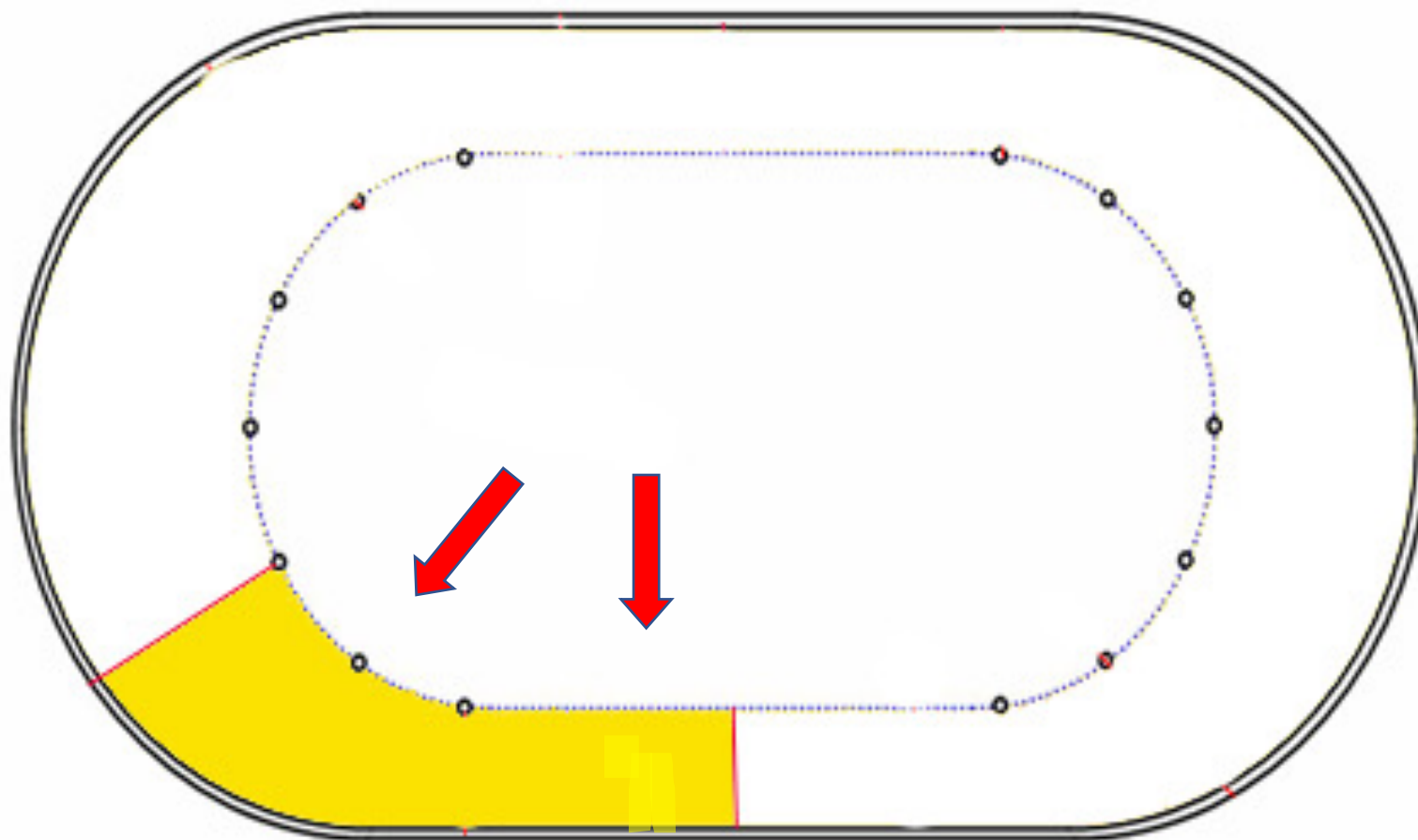
The code and language to describe the infringement

AT THE START: (ST) From the start till the end of the 1st corner

- ST1. LANE CHANGE | FROM OUTSIDE TO IN
- ST2. LANE CHANGE | FROM INSIDE TO OUT
- ST3. ARM BLOCK
- ST4. ARM PUSH
- ST5. CONTACT FROM BEHIND
- ST6: PENALTY for FALSE START

The code and language to describe the infringement

F : AT THE FINISH



The code and language to describe the infringement

AT THE FINISH: (F) From the exit of the last corner until the end of the Race

- F1. LANE CHANGE | FROM OUTSIDE TO IN
- F2. LANE CHANGE | FROM INSIDE TO OUT
- F3. ARM BLOCK
- F4. ARM PUSH
- F5. CONTACT FROM BEHIND
- F6: AT THE FINISH | KICKING OUT

The code and language to describe the infringement

Other Extra Codes:

- OFF: OFF TRACK
- EQP: EQUIPMENT VIOLATION
- ASS: FOR ASSISTANCE
- V-SR Video Review No Penalty - Shared Responsibility

The code and language to describe the infringement

SPECIFIC TO RELAY:

- R1: MISSED RELAY TOUCH
- R2: ILLEGAL RELAY
- R3: BLOCKING IN THE INFIEL
- R4: INACTIVE SKATER ON THE TRACK CAUSING OBSTRUCTION
- R5: LANE CHANGE DURING EXCHANGE CAUSING CONTACT/ OBSTRUCTION
- R6: LEG BLOCKING DURING EXCHANGE
- R7: IMPEDING THE RACE ENTERING OR EXITING FOR AN EXCHANGE



Guidance and Parameter

SECTION **2**

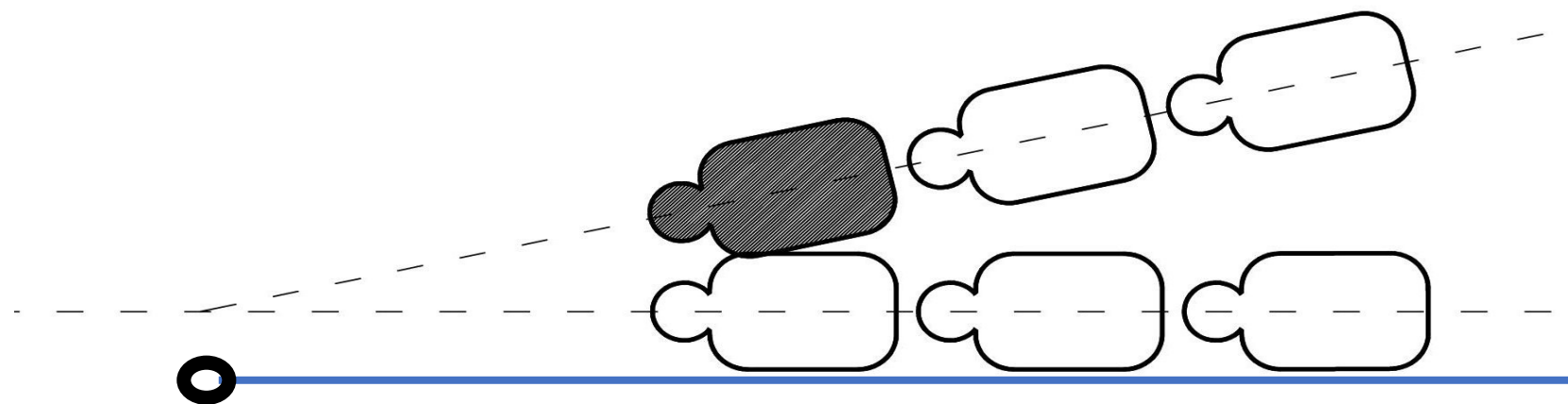
2.2: Detailed description of each Code

S1: In the Straight | Lane Change | from Outside to In

When 2 skaters are in “LEVEL” position, no **lateral moves CAUSING CONTACTS** are allowed. The skater on the inside cannot move out and vice-versa. They are both able to see each other clearly and they “**share the responsibility**” of making sure there are no contacts created.

S1: In the Straight | Lane Change | from Outside to In

If both skaters are **LEVEL**, no lateral move causing contact can be done. The outside skater can move towards the inside freely if he/she is in the lead, but if they are **LEVEL** and he/she moves towards the inside and causes a contact, he/she may get a Penalty for S1.





○











S2: In the Straight | Lane Change | from Inside to Out

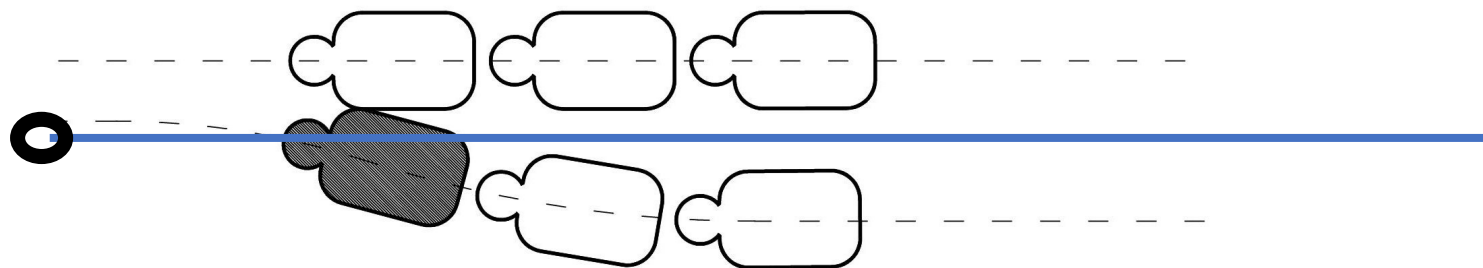
If both skaters are **LEVEL**, no lateral move causing contact can be done.

The inside skater can move towards the outside freely if he/she is in the lead, but if they are equal and he/she moves towards the outside and causes a contact, he/she may get a Penalty for S2.

S2: In the Straight | Lane Change | from Inside to Out

If the 2 skaters are still side by side towards the end of the Straight and the inside skater is **inside the blue line** and can't come back out before the corner entry without a **lateral outside move** causing a contact, then that skater is responsible for the collision and may get a Penalty for S2.

S2: In the Straight | Lane Change | from Inside to Out





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TOYOTA



S3: In the Straight | Arm Block

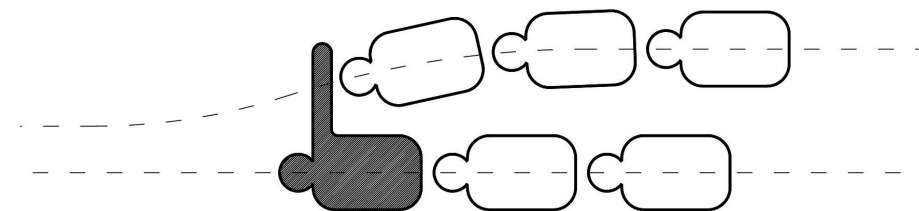
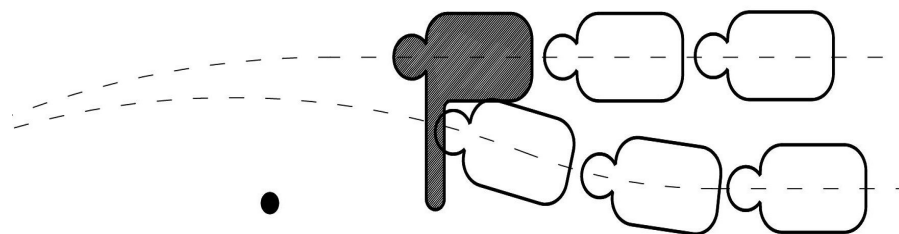
Skaters are allowed to use their arm and swing them to help with rhythm and speed.

Skaters are **not allowed** to keep their **arm out** or to move their arm out in order **to block** the passage of other skaters.

They are also **not allowed to grab** the arm, body, ankle, boots or any other part of another skater in any area of the track.

Skaters using their arm in any way described here and blocking another skater may get a Penalty for S3.

S3: In the Straight | Arm Block







S4: In the Straight | Arm Push

Skaters are allowed to use their arm and swing them to help with rhythm and speed.

Skaters are **not allowed to do pushes** to other skaters that will results in that skaters falling or in that skater being moved towards the outside or the inside by the push.

Protective or minor small positioning pushes are not considered for Penalties.

Skaters using their arm in any way described here as pushing another skater in the Straight may get a Penalty for S4.



ISU WORLD CUP SHORT TRACK - Montreal (CAN)

1500 M LADIES - RESULT LIST - SEMIFINALS - HEAT 2

1.		HAN Yu Tong	QA	2:26.367
2.		Ekaterina EFREMENKOVA	QA	2:26.399
3.		CHOI Min Jeong		2:26.606
4.		Ekaterina KONSTANTINOVA		2:26.687
5.		Arianna SIGHEL		2:26.911
6.		Anna SEIDEL	ADB	3:04.937
		Sofya BOYTSOVA		PEN

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S5: In the Straight | **Contact** from behind

When a skater is **following** another skater, he/she is not allowed to do pushes with the arm or other part of his/her body that will result in the front skater falling or tripping and losing speed.

The most frequent example happening in the Straight is a push downward on the lower back or the butt.

Leg contact or **skate collision coming from behind** may result in the guilty skater having a Penalty or the lead skater being Advanced even if there is no Penalty.

Protective or minor small positioning pushes are not considered for Penalties.

Skaters creating contacts from behind by being too close or coming with too much speed may get a Penalty for S5.

S6: End of Straight | Illegal Late Pass

At the end of the Straight, there is a specific transition zone that we call the End of Straight.

For that specific zone, if a **skater is in the lead**, then he/she has priority. A passing skater cannot **move from behind and claim “LEVEL” in that zone**.

If a skater is behind entering the End of Straight zone and decides to make a pass at that moment, he/she is responsible for his pass and need to make it to the front without causing contact.

Skaters making last minute End of Straight passes causing contact may get a Penalty for S6



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ISU WORLD CUP SHORT TRACK - Dresden (GER)

500 M MEN - RESULT LIST - HEATS - HEAT 6

1.		Jordan PIERRE-GILLES	Q	41.927
2.		Leon KAUFMANN-LUDWIG		42.283
3.		Szymon WILCZYK		42.493
		SUN Long		PEN

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S7: End of Straight | Illegal Opening and Closing

At the end of the Straight, there is a specific **transition zone** that we call the **End of Straight**.

For that specific zone, if a **skater** is in the lead, then he/she has priority.

If the lead skater moves suddenly to the outside in that zone creating a big opening, that has the direct effect that a following skater gets to **level**, then he/she cannot come back and create a contact by **opening and closing (lateral move towards the outside and right away back to the inside)**. He/she is needs to keep his/her track and stay outside until the end of the corner or until there is a space big enough to move without causing contact. Skaters setting up exceptionally wide to enter the corner also cannot come back and cause a contact.

A leading skater suddenly changing his/her lane and going to the outside **in the End of the Straight zone** or entering that zone exceptionally wide and then coming back inside and causing a contact, **may** get a penalty for S7. Straight



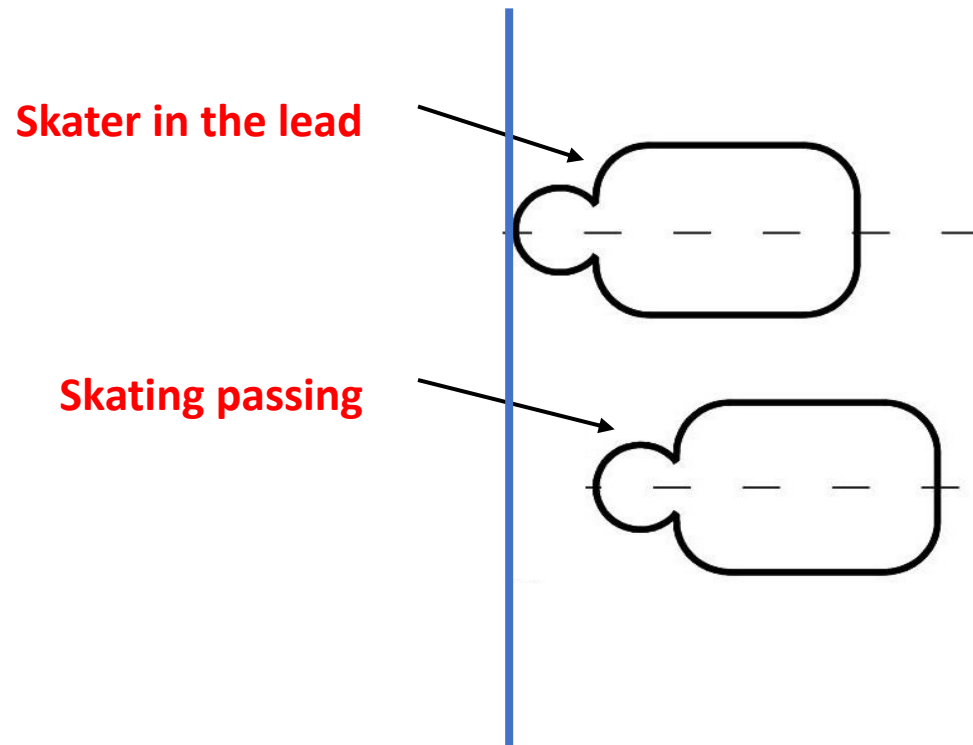
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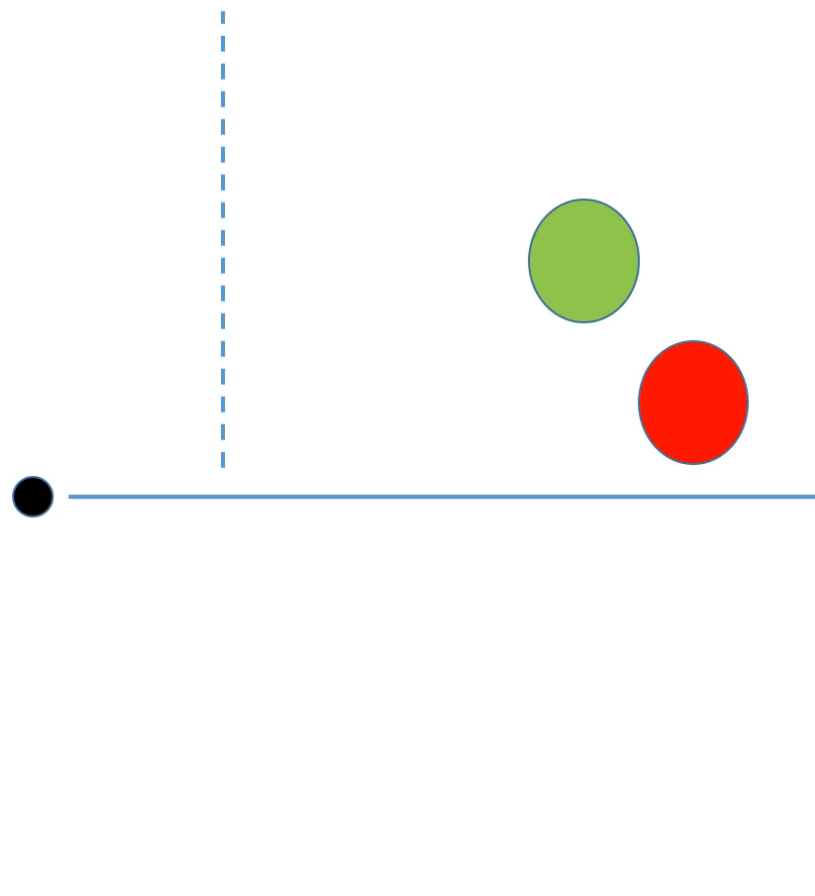
NEW S8: End of Straight | Inside Skater Failure to Give Way

If the inside skater passing in the straight never makes it to level, he/she doesn't have the right of way at the End of Straight and is responsible if there is a contact and the lead skater loses speed or position. Skater failing to give way at the end of straight and causing contact may get a Penalty for S8.

S8: End of Straight | Inside Skater Failure to Give Way



S8: End of Straight | Inside Skater | Failure to Give Way

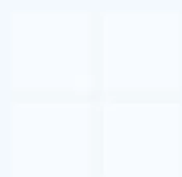






New S9: End of Straight | Outside Skater Not Leaving Space

If both Skaters are level before entering the end of straight zone and the Skater on the inside is perceived as being outside of the blue line between the 7th block of the preceding corner and the 1st block of the corner where the action is happening, then it means that the outside Skater needs to stay outside so that they can both enter the corner without a collision. If the outside skater doesn't leave enough space and there is a collision, then he may get a PEN for S9.

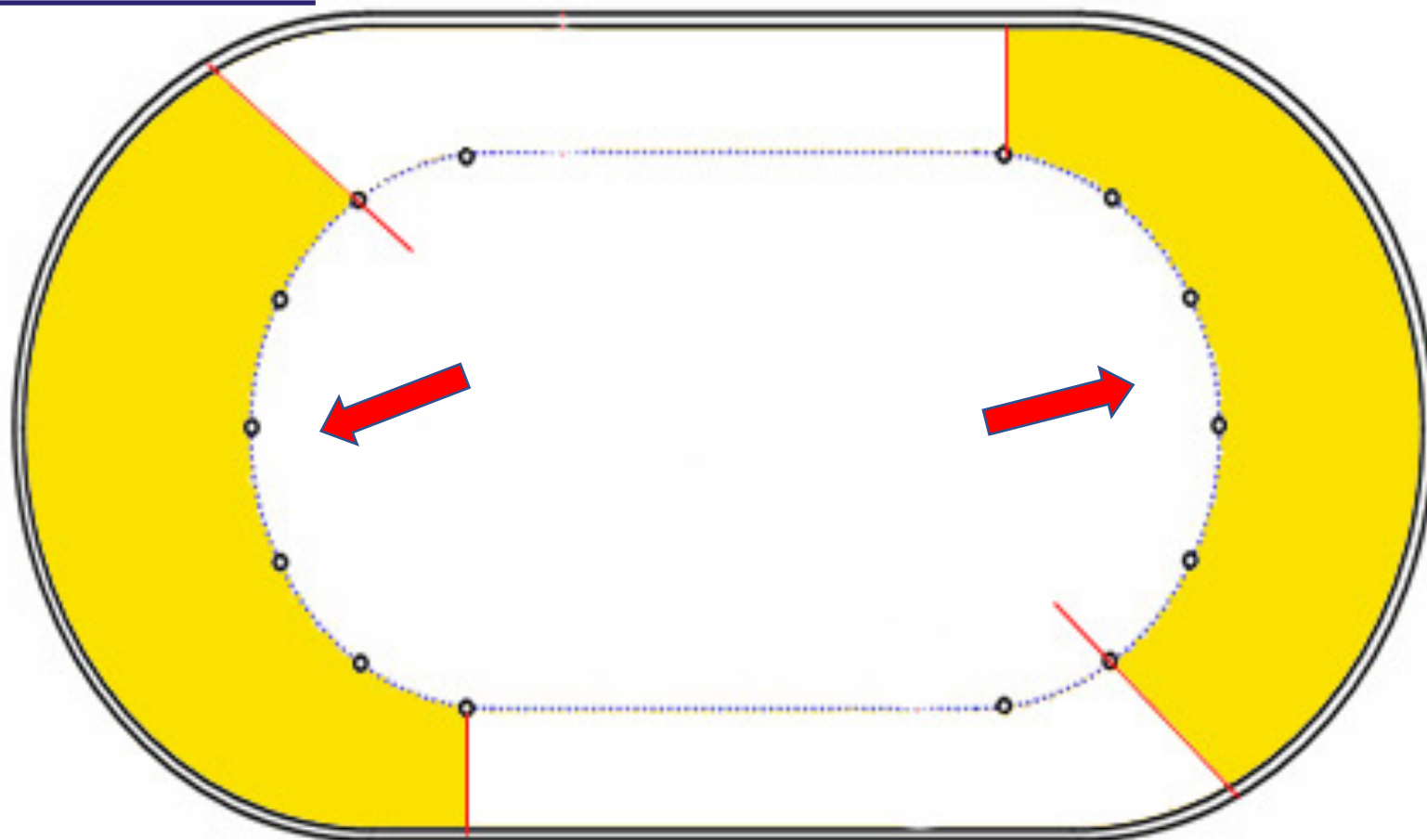


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C: CORNER



C1: In the Corner | Lane Change | from Outside to In

If 2 or more skaters are entering the corner together and are considered “equal”, they all have **to keep their lane** until the end of the corner or until a place opens big enough to allow lateral movements **without creating contacts**. The skater or skaters on the outside need to stay on the outside.

C1: In the Corner | Lane Change | from Outside to In

The same concept applies to a skater making a pass in the corner. Leading by half a body is not enough to give right of passage as the concept of “shared” responsibility cannot be applied the same way because the inside skater cannot move to the inside. The pass by the outside needs to be completed before lane change is allowed. Skaters making lane changes or skating too close in the corner and creating contact may get a Penalty for C1.

C1: In the Corner | Lane Change | from Outside to In



C1: In the Corner | Lane Change | from Outside to In | Causing Contact







ISU WORLD CUP SHORT TRACK - Montreal (CAN)

1000 M (I) MEN - RESULT LIST - SEMIFINALS - HEAT 1

1.		Steven DUBOIS	QA	1:28.376
2.		REN Ziwei	QA	1:28.469
3.		Shaolin Sandor LIU	QB	1:28.542
4.		Maxime LAOUN	ADA	1:31.079
		Konstantin IVLIEV		PEN

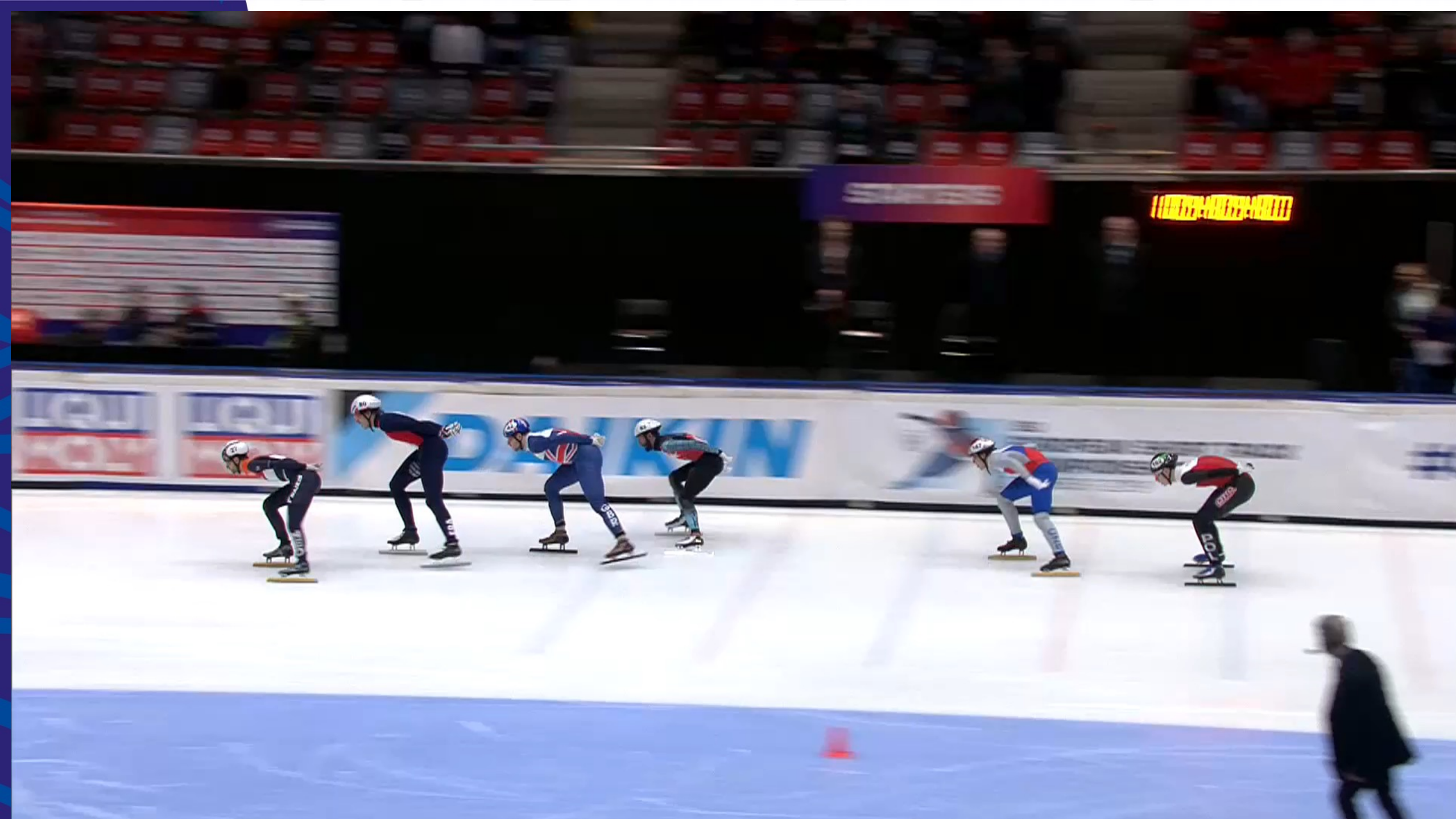
www.isu.org

C2: In the Corner | Lane Change | from Inside to Out

If 2 or more skaters are entering the corner together and are considered “equal”, they all have to keep their lane until the end of the corner or until a place opens big enough to allow lateral movements without creating contacts.

The skater or skaters on the inside need to **stay on the inside** and cannot **change lane to block** a skater coming on the outside, which means that he is not allowed to drift outwards and should respect the lane of the skater on the outside.

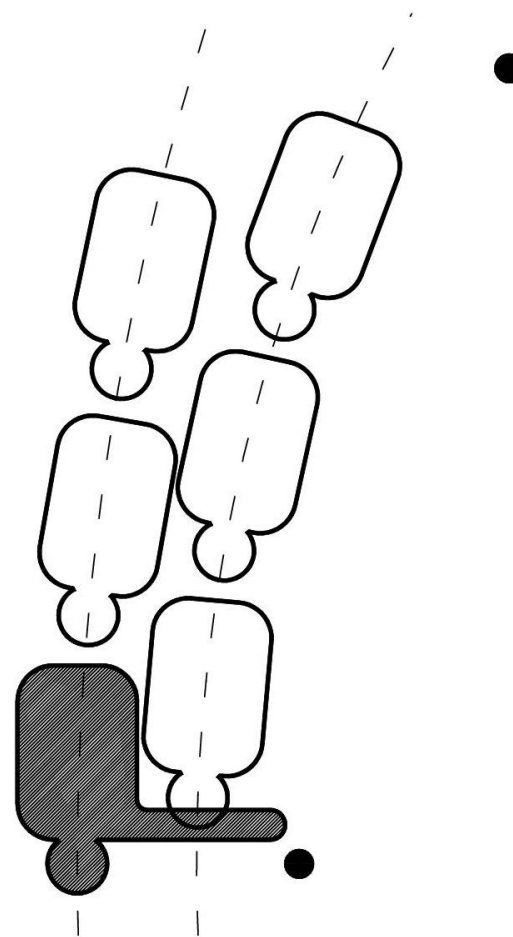
Skaters making lane changes from inside to out in the corner and creating contact may get a Penalty for C2.



C3: In the Corner | Arm Block

In the corner we see mainly 3 types of arm block. The most common is when a skater is passing by the outside, he/she will place the **arm, hand, elbow on the leg** or the hip of the inside skater to move himself in front and create a space to get in and complete the pass.

C3: In the Corner | Arm Block





C3: In the Corner | Arm Block

The second common move is when skaters make a pass on the outside or are skating the corner as “equals” and from the outside will put their **hand on the ice to block** and slow down the inside skater.

C3: In the Corner | Arm Block

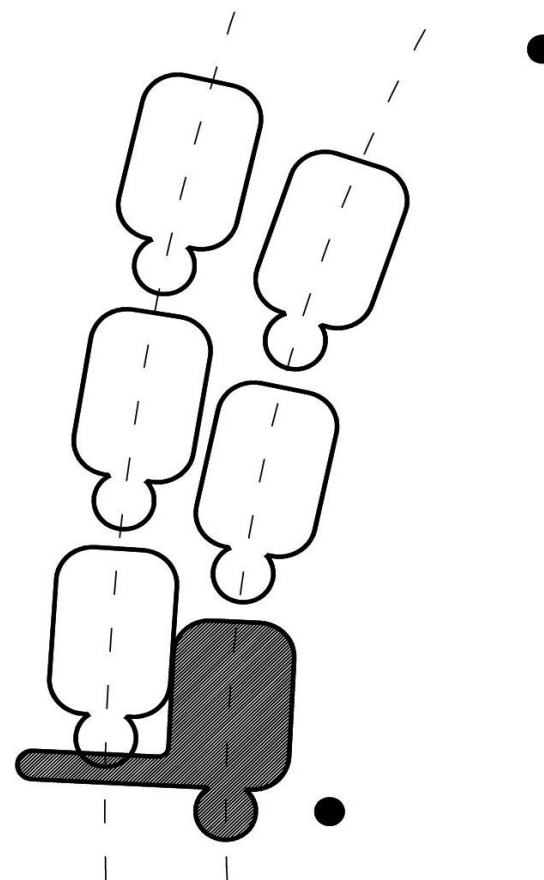




C3: In the Corner | Arm Block

The 3rd common arm blocking is the reverse and happens when the inside skaters will get and keep the **arm out** to block a skater on the outside from passing. **Grabbing** or **pulling the blade or skate** of another skater is also not allowed and is also considered under arm block. Skaters performing these illegal arm blocks may get a Penalty for C3.

C3: In the Corner | Arm Block



C4: In the Corner | Arm Push

As in the straight, skaters are allowed to use their arm and swing them to help with rhythm and speed.

Most of the time the left arm will be on the ice for balance. Skaters are not allowed to push other skaters that will results in those skaters falling or resulting in a skater being moved towards the outside.

Protective or minor small positioning pushes are not considered for Penalties.

Skaters using their arm in any way described here as pushing another skater in the Corner may get a Penalty for C4.



C5: In the Corner | **Contact** from behind

When a skater is following another skater, he/she is not allowed to push with the arm or other part of his/her body that will result in the front skater falling or tripping and losing speed.

The most frequent examples happening in the Corner are either a push downward on the lower back or the butt or the skater behind skating too close and causing leg contact or skate collision.

Protective or minor small positioning pushes are not considered for Penalties.

Skaters causing contact from behind by **being too close** or coming with **too much speed** may get a Penalty for C5. In some cases of skate contact, the Referees may Advance a Skater but not issue a Penalty.

World Cup 2016-2017

MINSK

158 Ladies 500 m Quarter Final - race 4

Date=17/02/12 Time=14:11:00 Track=4 Q=1+2

1	52	LIU, Yang	CHN
2	47	BORODULINA, Tatiana	RUS
3	43	VAN RUIJVEN, Lara	NED
4	28	WARAKOMSKA, Magdalena	POL
5	42	MACDONALD, Jamie	CAN

Referee

PYUN, Hae-Gang

Assistant Referees

HENDERSON, Sarah

PADAR, Beata

Ass. Referee Video

BOSTLEY, Tim

Starter

MITROFANOVA, Yuliya

Competitors Steward

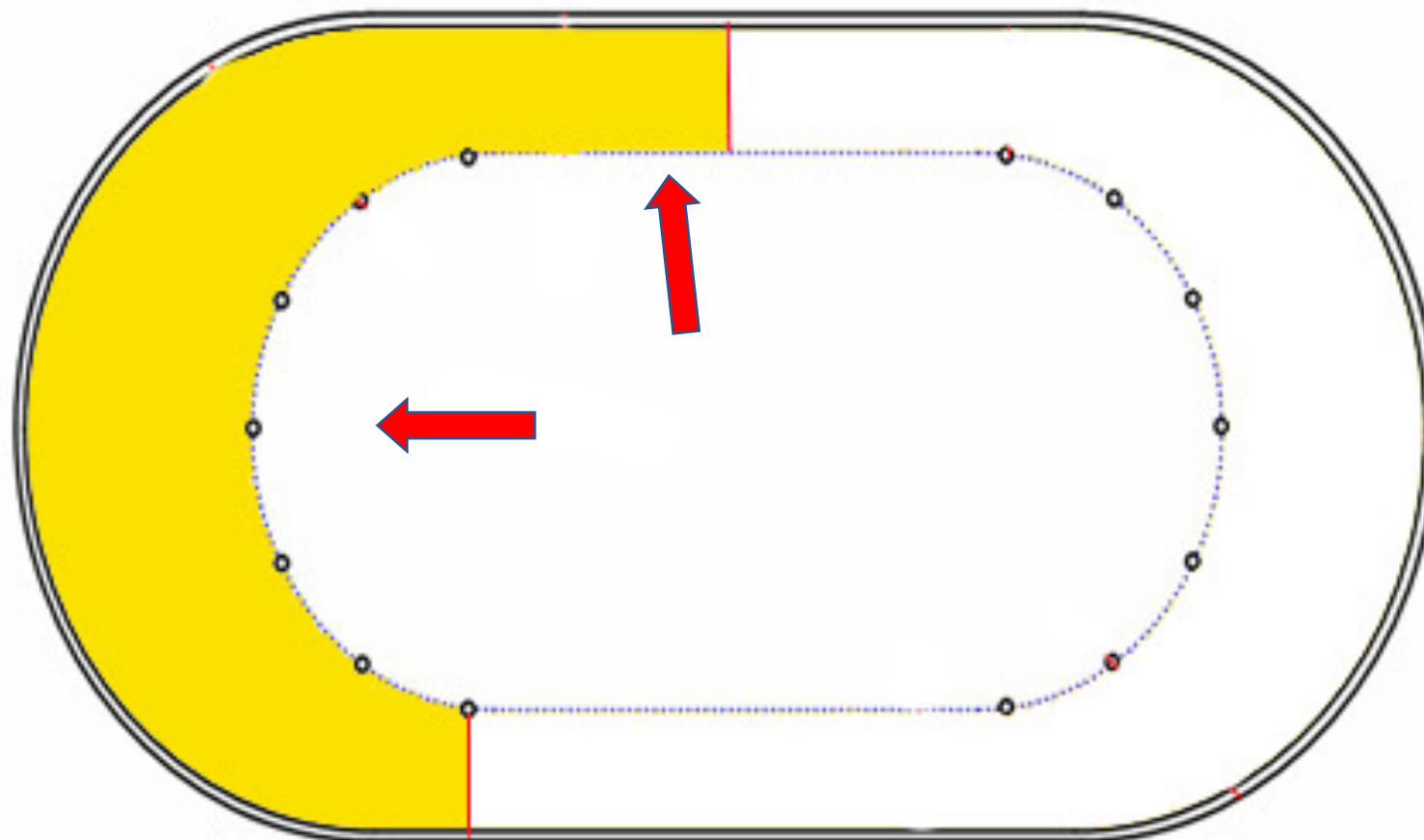
TC Rep.

XU, Xun

Admin

BARGAUAN, Willi

ST : AT THE START



STI: At the Start| Lane Change| From Outside to In

At the start of the races, the same basic racing rules apply.

When 2 skaters are in “**level**” position, coming into that first corner, no lateral moves are allowed.

Whether a race is being **recalled** because of a fall in the first corner or not, **it is possible** to get a **Penalty** for an action done at the start.

A click of blade and a fall or a loss of speed in that first straight or corner should lead to the race being recalled and a “shared responsibility” or “No Call” for both skaters involved.

A Skater in “level” position cannot move from the outside to in causing contact, he/she has to keep his/her lane until the next straight.

Failing to do so can lead to a Penalty for STI.

ST2: At the Start| Lane Change| From Inside to Out|

A skater in “level” position cannot move from the inside to out causing contact, he/she has to keep his/her lane.

Note here that this doesn’t apply to a skater starting on an inside lane position and being pushed too much on the inside by the other skaters accelerating beside him.

In such cases, if the result is an Off Track or a fall or a click of blades, the race should be recalled and the result should be either a No Call or a Penalty for the outside skater.

If no such action has happen and a skater moves from inside to out creating contact then that skater may receive a Penalty for ST2.

ST3: At the Start | Arm Block

Also at the start, Skaters are not allowed to keep their arm out or to move their arm out in order to block the passage of other skaters.

Skaters are also not allowed to grab the arm, body, ankle, boots or any other part of another skater in any area of the track.

Skaters using their arm in any way described here and blocking another skater may get a Penalty for ST3.



ST4: At the Start | Arm Push

Skaters are not allowed to push other skaters that will result in that skater falling or resulting in that skater being moved towards the outside or the inside by the push.

Protective or minor small positioning pushes are not considered for Penalties.

Grabbing or pulling the blade or skate of another skater is also not allowed and is also considered under arm block.

Skaters using their arm in any way described here at the start or during that first corner resulting in pushing another skater in the Straight may get a Penalty for ST4.

ST5: At the Start | **Contact** From Behind

Even at the start, when a skater is following another skater, he/she is not allowed to do pushes with the arm or other part of his/her body that will result in the front skater falling or tripping and losing speed.

Protective or minor small positioning pushes are not considered for Penalties.

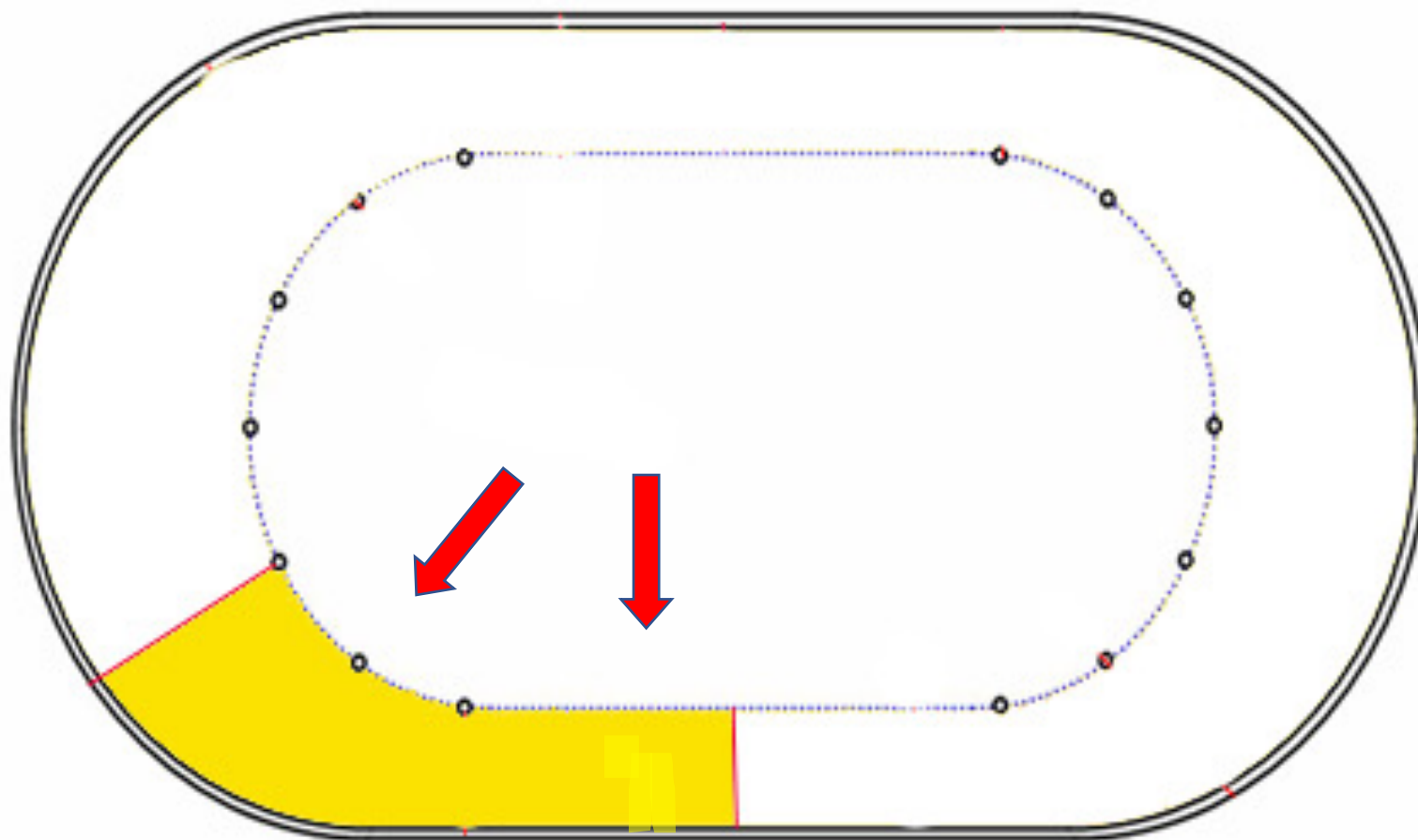
Skaters causing contacts from behind by being too close or coming with too much speed may get a Penalty for ST5.

ST6: At the Start | False Start

This code and language refer to our regular Penalties for a **false start**.

The skaters **leaves the ice** before the race with the infringement announced after the race.

F : AT THE FINISH



F1: At the Finish| Lane Change| From Outside to In

In coming out of the last Corner towards the Finish Line the skaters have to follow the same racing rules as for other Straight.

If a skater is in the lead **(waist in front of shoulder)** he/she can change lane. But if another skater comes to his side right out of the corner, then no lateral moves are allowed.

If the Skater on the outside changes his/her lane and cause contact he/she may have a Penalty for F1.

F2: At the Finish| Lane Change| From Inside to Out|

In coming out of the last Corner towards the Finish Line the skaters have to follow the same racing rules as for other Straight.

If a skater is **in the lead and has priority (waist in front of shoulder)**, he/she can change lane.

If 2 skaters are “level” in that last straight, and the inside skater moves towards the outside and cause a contact, he/she may get a Penalty for F2.

F3: At the Finish | Arm Block

F3 is the same infringement as S3 but happening at the Finish line.

Skaters are not allowed to keep their arm out or to move their arm out in order to block the passage of other skaters. They are also not allowed to grab the arm, body, ankle, boots or any other part of another skater in area of the track.

Skaters using their arm in any way described here and blocking another skater may get a Penalty for F3.

F4: At the Finish | Arm Push

F4 is the same infringement as S4 but happening at the Finish line.

Skaters are not allowed to push other skaters that will result in that skater falling or resulting in that skater being moved towards the outside or the inside by the push.

Protective or minor small positioning pushes are not considered for Penalties.

Skaters using their arm in any way described here as pushing another skater in the Straight may get a Penalty for F4.

F5: At the Finish | **Contact** From Behind

F5 is the same infringement as S5 but happening at the Finish Line. When a skater is following another skater, he/she is not allowed to push with the arm or other part of his/her body that will result in the lead skater falling or tripping and losing speed.

Leg contact or skate collision coming from behind may result in the guilty skater having a Penalty or the lead skater being advanced even if there is no Penalty. Protective or minor small positioning pushes are not considered for Penalties. Skaters causing contacts from behind by being too close or coming with too much speed may get a Penalty for F5.

F6: At the Finish | Kicking Out

In Short Track Speed Skating, it is the blade that stops the clock.

Kicking out of any skate **causing danger** or throwing the body across the Finish Line is forbidden.

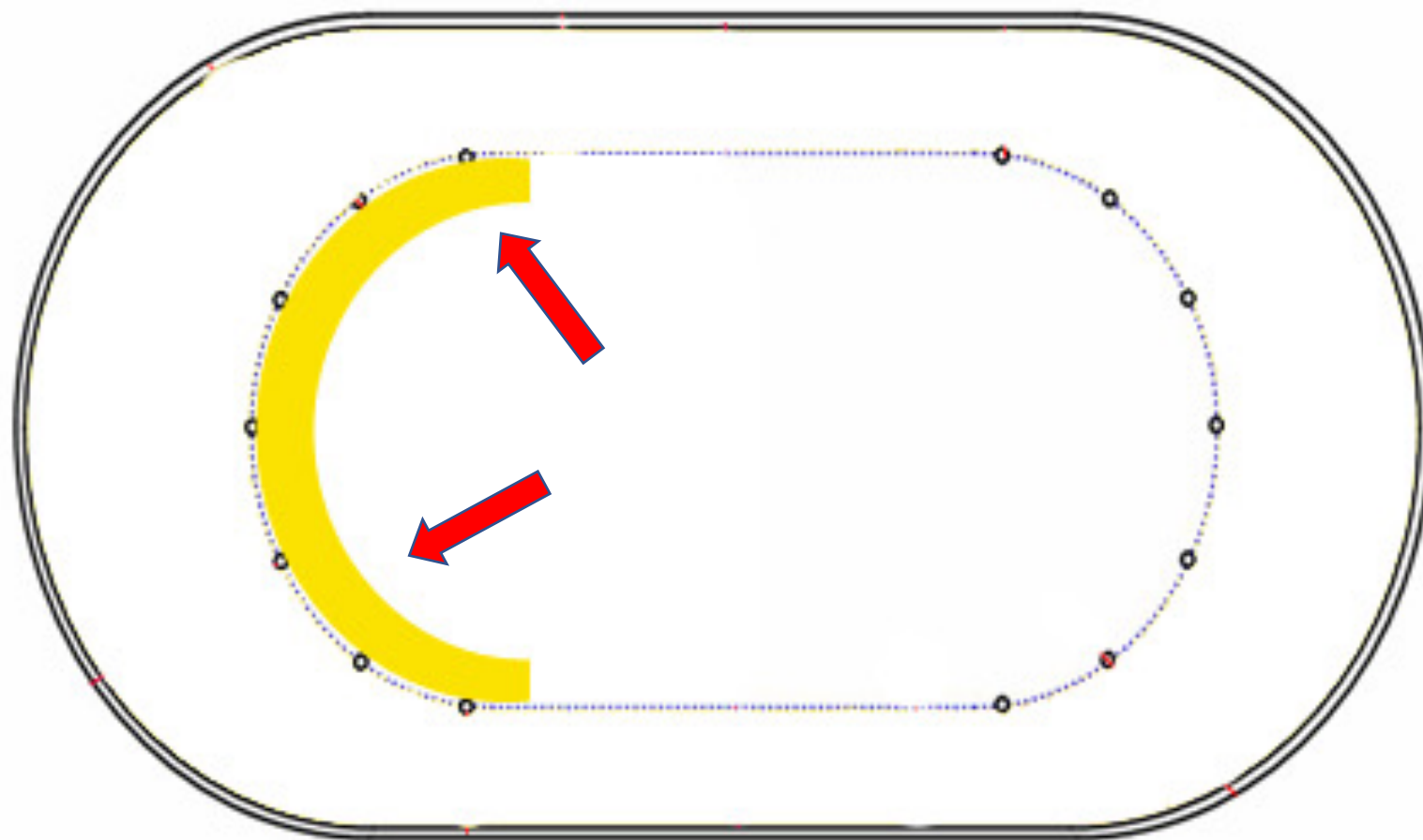
This means that a skater is allowed to move his/her blades forward to finish the race as quickly as possible but he/she has to stay completely under control and without impeding any other skater.

Falling at the line or right after because of an action of kicking out may result in a Penalty for F6 unless the fall is caused by another skater.

Other Extra Codes:

- OFF: OFF TRACK
- EQP: EQUIPMENT VIOLATION
- ASS: FOR ASSISTANCE
- V-SR Video Review No Penalty - Shared Responsibility

OFF= OFF TRACK



OFF : Off Track

OFF-TRACK refers to **skating** with one or both blades on the left side of the curve marked by track marking blocks shortening the distance.

Note that a skater who falls in the Straight and ends up sliding inside the track is NOT considered an OFF-TRACK offence and will not result in a Penalty.

There are some exceptional cases (mainly for safety reasons) when a skater may end up inside the track and NOT get a Penalty.

For instance, a skater falls in the straight and another skater has to go inside to avoid skating into that lead skater; but those cases are quite exceptional and need to be completely clear that there were no other options possible.

Skaters that are skating inside the track may get a Penalty for OFF

ISU European Championship 2018

Desden, Germany

79 Men 1500 meter Semi Finals race 2

Date=18/01/13 Time=13:25:00 Track=5 Q=A:1+2 B:3+4

1	32	FAUCONNET, Thibaut	FRA
2	183	BURJAN, Csaba	HUN
3	128	LEPAPE, Sebastien	FRA
4	207	KRUEGER, Cole	HUN
5	65	DE LAAT, Itzhak	NED
6	27	DOTTI, Tommaso	ITA
7	7	AN, Victor	RUS

Referee

Mauri, Alessandro

Assistant Referees

Sizov, Alexander

Andersen, Stein

Ass. Referee Video

Bostley, Tim

Starter

Pawlowski, Roman

Novak, Antal

Competitors Steward

Brand, Daan

Valach, Juraj

TC Rep.

Terao, Satoru

Admin

Bargauan, Willi

ASS: Assistance

Assistance is forbidden in short track races.

Skaters are not allowed to help/assist each other at any time during the Race. Coaches or other staff are also not allowed to go on the ice and assist a Skater in any way.

Pushing or pulling are examples of assistance.

If Assistance happens during the race, both the assisting and assisted Skater may get a Penalty for Assistance. If the actions are also perceived as bad sportsmanship, a YC-B or a RC-B can also be given to the Skater Assisting.

EQP: Equipment Violation :

Skaters must wear all safety equipment (racing suit, helmet, gloves) that meets the minimum required standards. They must also wear their transponders.

Skaters are also responsible to make sure if they decide to wear extra items (such as jewellery) that they do not lose them. If a Skater loses an unnecessary item and the item has an impact on another skater's race, the Skater/Team may have a Penalty for EQP.

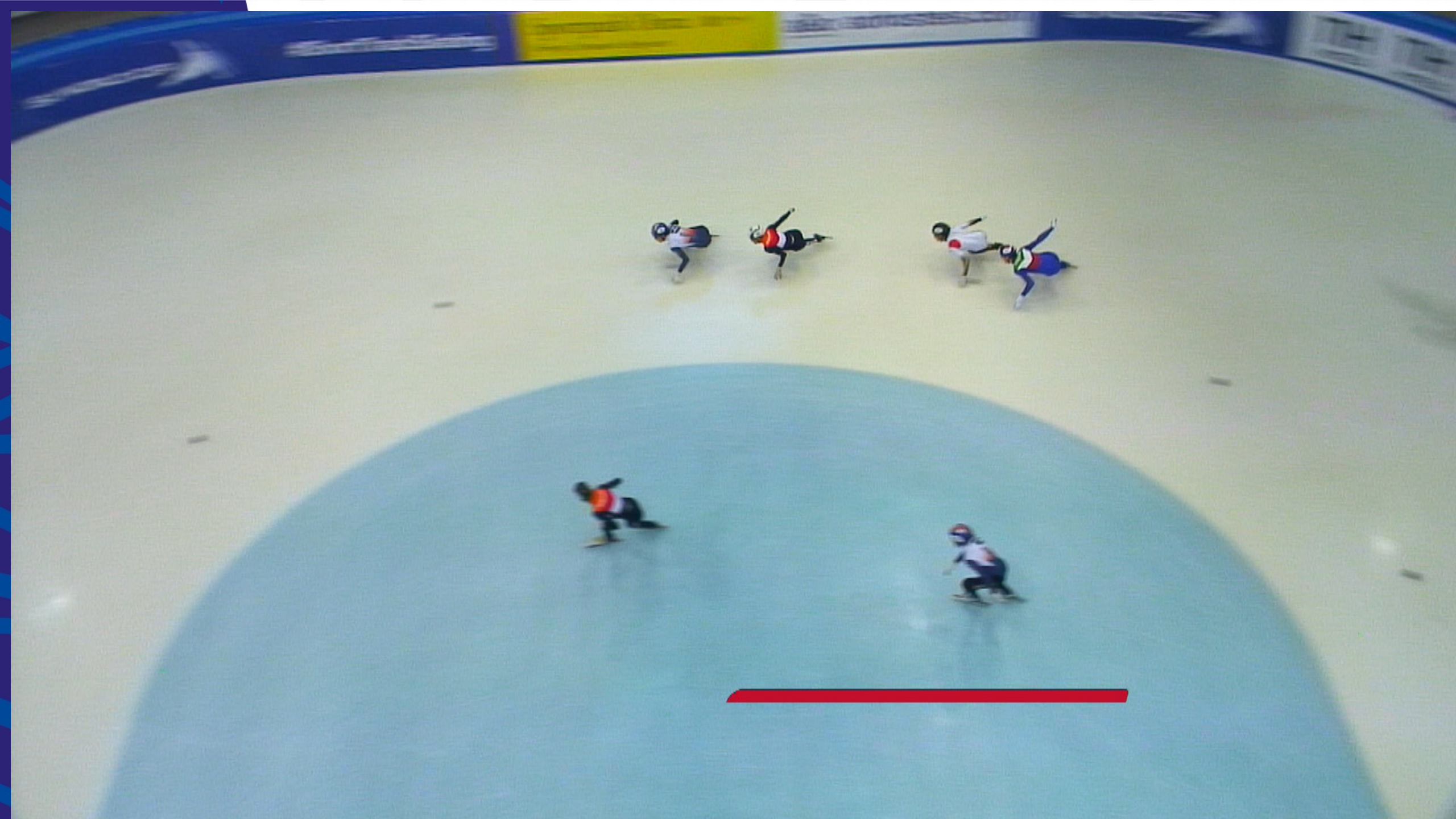
Extra safety items (glasses, neck protection) being lost for reasons out of the control of the Skater are not considered for a Penalty.

Skaters are not allowed to wear any technical communication equipment. Skaters not wearing their safety equipment properly or doing any other violation of the equipment rules may get a PEN for EQP.

V-SR Video Review : No Penalty for Shared Responsibility :

When 2 or more Skaters are doing simultaneous actions causing an incident where the Referees come to the conclusion all that their actions had a direct impact on the situation judged, and it is not possible to decide if one has done something more impactful than the other, they may conclude that there will be No Penalty for Shared Responsibility.

THIS CODE WILL BE SHOWN WITH A VIDEO AND GRAPHIC SLIDE.



SPECIFIC TO RELAY:

- R1: MISSED RELAY TOUCH
- R2: ILLEGAL RELAY
- R3: BLOCKING IN THE INFELD
- R4: INACTIVE SKATER ON THE TRACK CAUSING OBSTRUCTION
- R5: LANE CHANGE DURING EXCHANGE CAUSING CONTACT/ OBSTRUCTION
- R6: LEG BLOCKING DURING EXCHANGE
- R7: IMPEDING THE RACE ENTERING OR EXITING FOR AN EXCHANGE

R1: Missed Relay Touch

All 4 skaters in a relay race have to skate. Relaying is normally done by a push in the lower back from one skater to the next one for efficiency and transfer of speed.

In exceptional cases the relay can also be **just a touch** from any part of the body to any part of the body.

In case of a double touch by different skaters, it is the first skater that made the touch that is considered as being in the race as the new active skater.

If a team fails to touch for relaying they may get a Penalty for R1.

R2: Illegal Relay Touch

For all relay races, the rule is that the **same skater** skates the **last 2 laps** (unless there is a fall, then an exchange can happen).

For that last relay, the push must **start** (the contact) before the finish line. It can be completed after the line. Failing to make the contact before the finish line may result in a Penalty for R2.



R2: Illegal Relay Touch

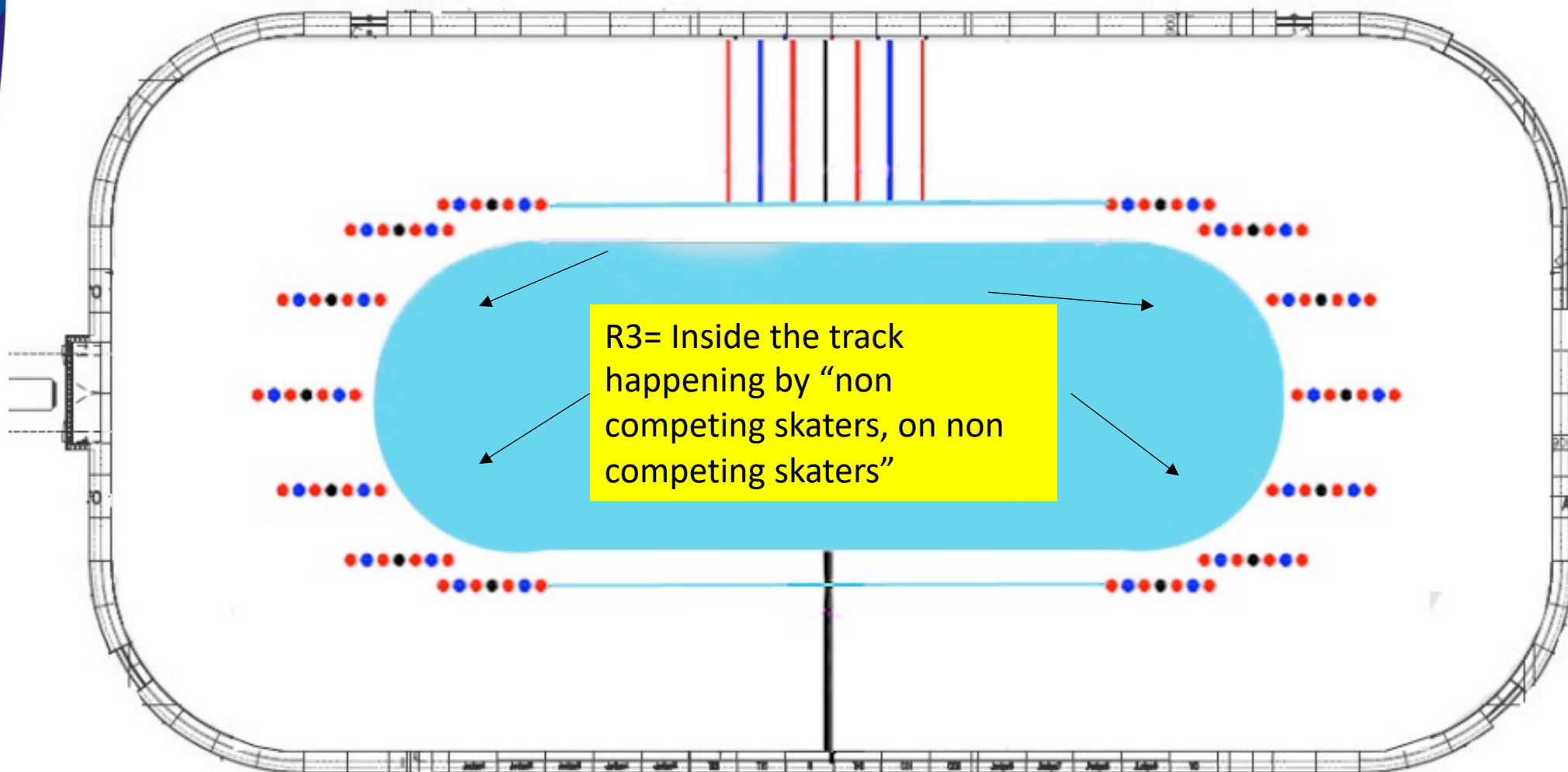
For the Mixed Gender Relay, exchanges have to be made on a fix schedule (4 X 2,5 laps and 4 X 2 laps) in the order of Women, Women, Men, Men, Women, Women, Men, Men.

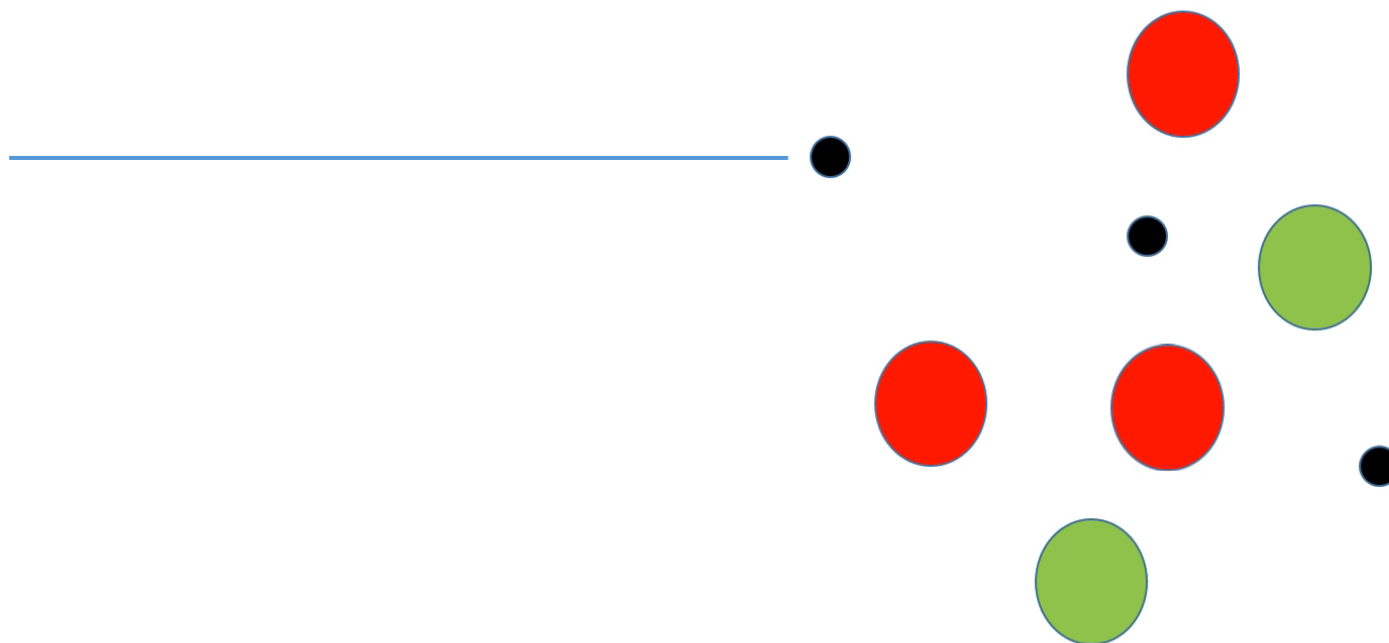
In case of a fall, only a Skater of the same gender can cover the relay for the Team, except in the very last corner before a gender change, then a Skater from opposite gender can take the relay and keep on going. In exceptional cases when a team cannot make an exchange because of actions from other teams, the exchanges can be made half a lap later. In the last 2 laps of the race, if there is a fall any team member can take the relay.

Teams not respecting the Mixed Team Relay schedule and having a skater from the opposite gender take the relay without being in one of the situations described above, may get a Penalty for R2.

R3: Blocking in the Infield

Skaters in the infield have to **stay out of the direct path** of all **other infield skaters** especially skaters going to take the exchange in that last corner before the exchange. Teams **causing obstruction in the infield** may get a Penalty for R3.








ISU WORLD CUP SHORT TRACK - Montreal (CAN)

5000 M RELAY MEN - RESULT LIST - QUARTERFINALS - HEAT 3

1.		RUSSIA	Q	6:51.709
2.		UNITED STATES	Q	6:53.080
3.		FRANCE	q	6:55.983
		NETHERLANDS		PEN

www.isu.org

#ShortTrackSkiing

Canada

Québec

ISU WORLD CUP

TOURISME / MONTREAL

MONTREAL

ISU WORLD CUP

#UPAGAIN

DESCENTE

Mont

R4: Inactive Skater on the track Causing Obstruction

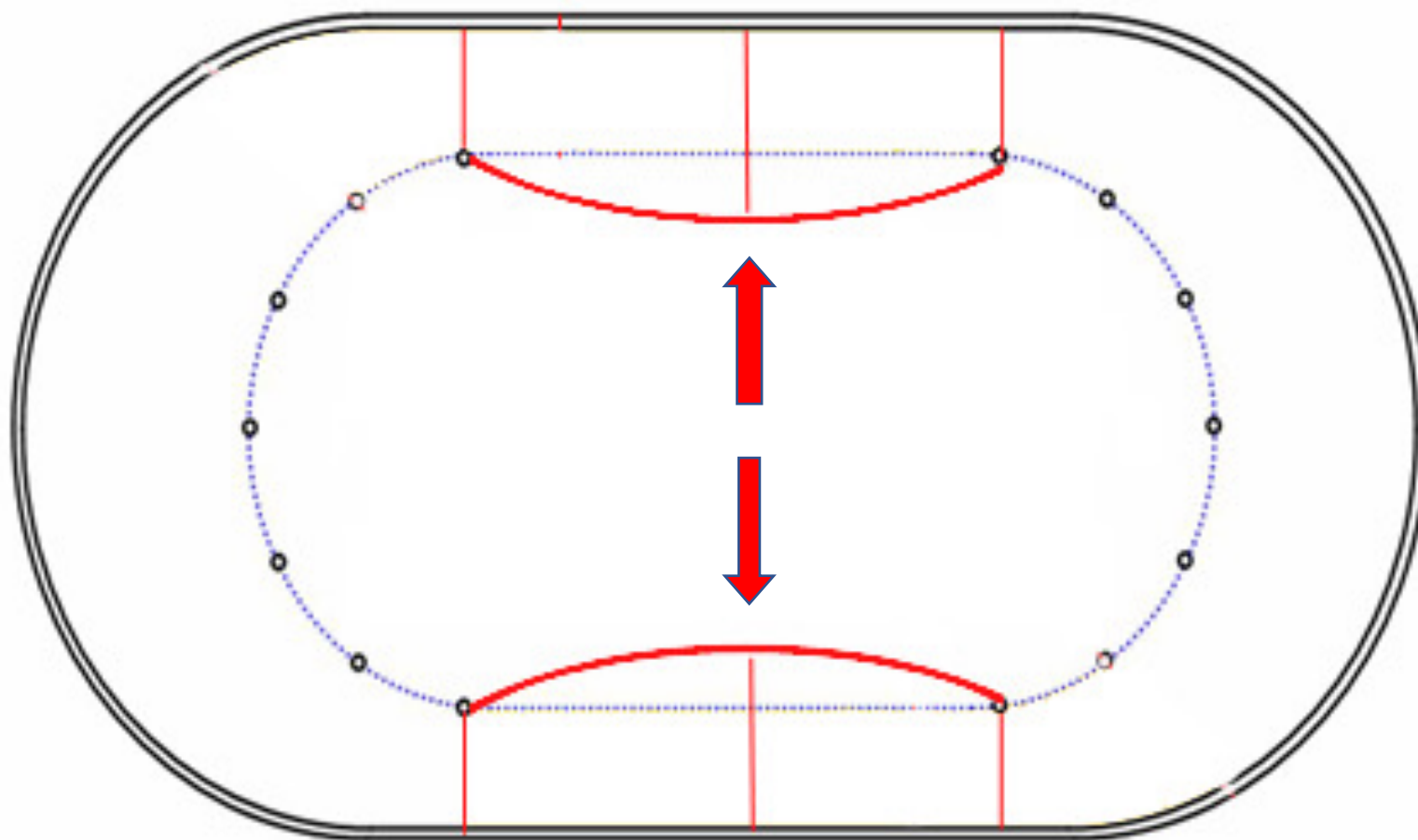
For all relay races, all members of a team are responsible for not impeding the race at all time even when they are “inactive” inside the field between their exchanges.

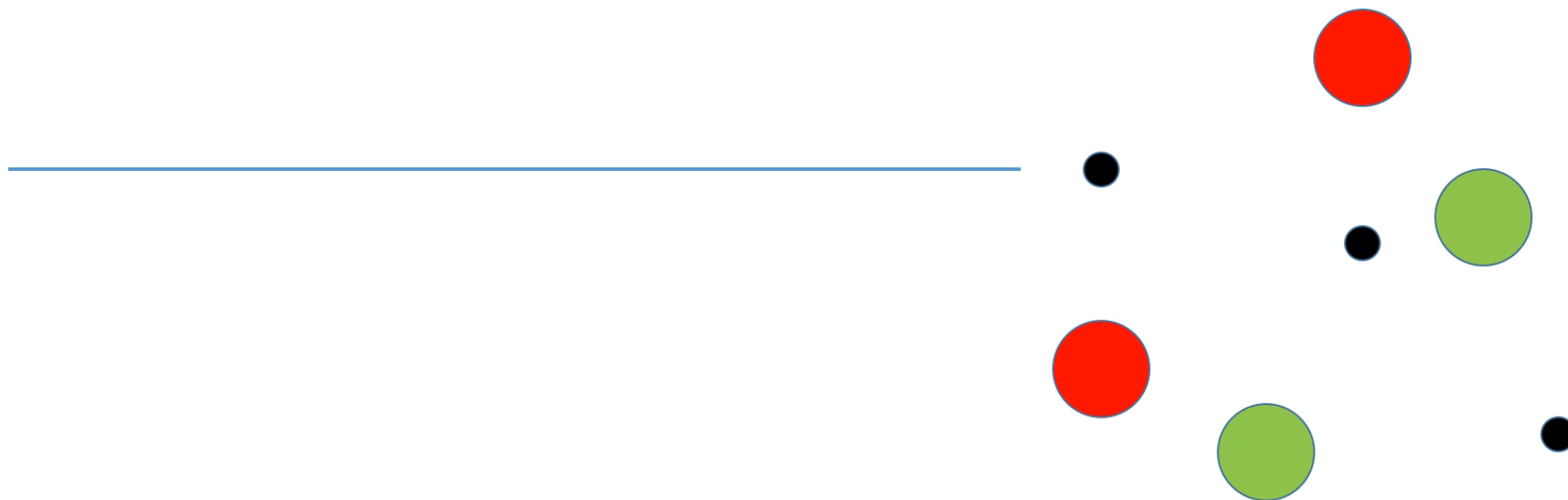
Skaters in the infield must stay out of the direct path of skaters in the race and should only come out to take an exchange.

If inactive skaters leave the infield and impede the race, the team may get a Penalty for R4.

R4: Inactive Skater on the track Causing Obstruction

R4: Completely out of the path of the skaters in the race





ISU World Cup

Budapest

170 Relay Men 5000 m Relay Semi Finals - race 1

Date=17/09/30 Time=17:40:10 Track=2 Q=A:1+2 B:3+4

1 27 korea KOR

2 25 united states USA

3 21 russia RUS

4 38 china CHN

Referee

Hewish, Jim

Assistant Referees

Janssen, Harold

Mauri, Alessandro

Ass. Referee Video

Hemesath, Bernd

Starter

Novak, Antal

Competitors Steward

Fiorenza, Donna

TC Rep.

Lambert, Nathalie

Admin

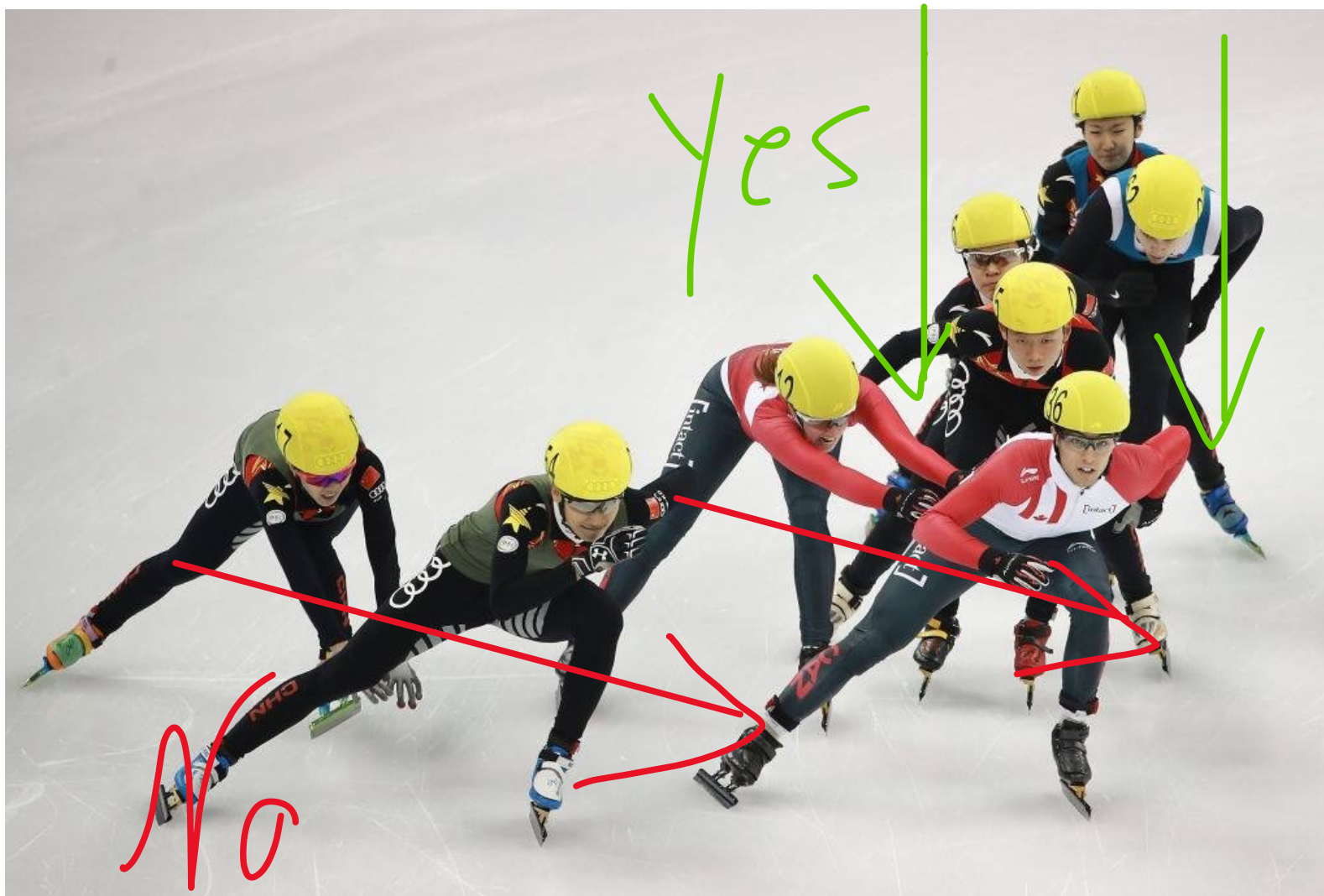
Bargauan, Willi

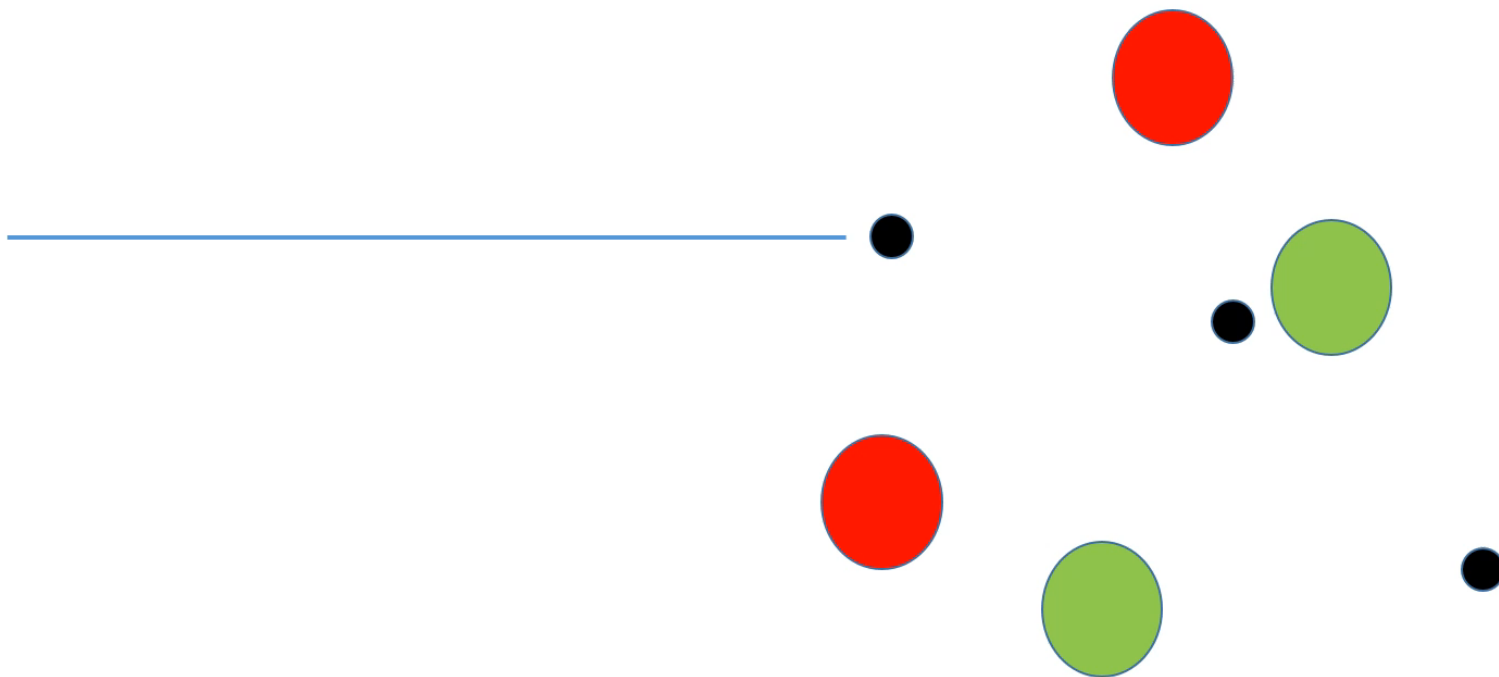
R5: Lane Change during exchange Causing Contact or Obstruction

During exchanges from the moment the 2 skaters from a team get lined up to make their exchange to the end of the push of the exchange, lane changes is not allowed and pushes are to be made directly forward and not sideways.

Teams that do lane changes or push to the side causing contact or obstruction may get a Penalty for R5.

R5: Lane Change during exchange Causing Contact or Obstruction







ISU WORLD CUP SHORT TRACK - Dresden (GER)

3000 M RELAY LADIES - RESULT LIST - QUARTERFINALS - HEAT 3

1.		RUSSIA	Q	4:16.673
2.		ITALY	Q	4:16.880
3.		POLAND		4:24.557
		FRANCE		PEN

www.isu.org

R6: Leg Blocking during exchange

During exchanges, the skaters pushing cannot **spread their legs** wide and **create obstruction** or block this way.

Blocking, obstructing or causing contact by spreading the legs wide may result in a Penalty for R6.

R6: For Illegal Leg Blocking during exchange





R7: Impeding the Race Entering or Exiting for an Exchange

When inactive skaters come into the track to take the exchange or exit from the track after the exchange, they need to do it without impeding the other teams in any way.

Teams impeding the race while entering to make an exchange or exiting right after the exchange may get a Penalty for R7.





AGENDA FOR DAY 3

- Welcome
- New Short Track **Guidance 2022-2023**
- Communication 2400 on **Safety & Equipment**
- Video Specialists for the Future
- Varia

Racing Suit Requirements:

2.1. Racing suit requirements for different levels of Skaters.

Based on the above, the ISU defines 4 levels of Skaters, with reference to existing events and competition circuits. The safety requirements for the different levels of Skaters apply to racing both during training and at competitions.

Level of Skaters*	Type of Competitions*	Racing suits minimum requirements or recommendations as of July 1st, 2022 (from season 2022/23)
(i) ISU Level	<ul style="list-style-type: none"> • Olympic Games • All ISU Events • Other competitions at equivalent competitive level as ISU Events 	Mandatory required minimum: <ul style="list-style-type: none"> • Full-body racing/ underwear suit, Cut resistant level 3
(ii) International Level & National Elite Level for Junior A-B and Seniors:	<ul style="list-style-type: none"> • ISU recognized Junior competitions (Challenger series, Star Class, Danubia), • Other competitions (national and international) at equivalent competitive level (Juniors and Seniors, below ISU Level) 	Mandatory required minimum: <ul style="list-style-type: none"> • Full-body racing/underwear suit, Cut resistant level 2 Highly Recommended: <ul style="list-style-type: none"> • Full-body racing/underwear suit, Cut resistant level 3

Racing Suit Requirements:

<p>(iii)</p> <p>International Level & National Elite Level for Juniors C-D & Masters; Lower levels than (ii) for Juniors A-B & Seniors</p>	<ul style="list-style-type: none"> • International competitions • National competitions at equivalent competitive level 	<p>Highly Recommended minimum:</p> <ul style="list-style-type: none"> • Full-body racing/underwear suit, Cut resistant level 2
<p>(iv)</p> <p>Development Levels</p>	<ul style="list-style-type: none"> • National, regional & local development circuits over the age of 10 	<p>Recommended minimum:</p> <ul style="list-style-type: none"> • For high-risk areas of uniform/underwear suit, Cut resistant level 2

For the season 2021/22 see Annex A, part I, for mandatory requirements and recommendations.

Further Requirements & Recommendations:

- Cut resistant protection may be either integrated in the actual competition uniform or be worn as special underwear. Recent research tend to show that an extra layer (when using an underwear combination) actually provides better protection than the integration of cut resistant protection directly in the racing suit.
- The racing suit must always cover entirely the neck regardless of the Skater's position. It is the Skater's responsibility to make sure the suit is zipped completely.
- If a neck guard is used, it must be placed under the suit in such a way that a blade cannot slide under the guard.
- No part of the body, except for the face, should be uncovered.
- Cut resistant ankle socks can also be used.

Helmets:

Helmets

Skaters of all levels must wear helmets that are in compliance with the current ASTM standard (American Society for Testing and Materials) or other standard that would be approved by the ISU. The helmets must have a regular shape (round or oval) and may not have protrusions unless these are small and completely integrated in the overall shape of the helmet.

Skaters must make sure the helmet strap is tied properly so that the helmet stays in a firm and correct position during the entire race.

Large aeration holes and openings, through which a skate blade would fit, are forbidden. To that effect, the ISU strongly recommends that for new purchases ISU Members/Skaters buy helmets that do not have slits or holes that are longer or larger than the thickness of the helmet.

Gloves & Eyewear Protection:

Gloves

Cut resistant gloves or mitts must be used. The material must be at least of Cut resistant Level 3. For ISU Events, Olympic Winter Games and Winter Youth Olympic Games, the gloves or mitts used for Short Track must be predominantly white. Gloves of Cut resistant level 4 and 5 are easy to find already and are recommended.

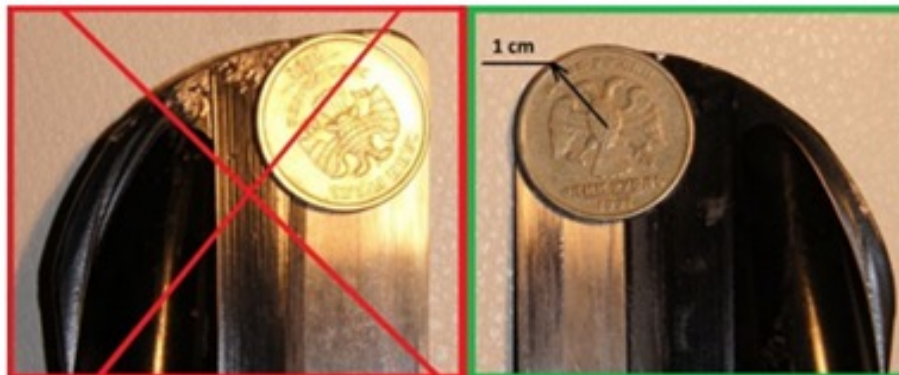
Eyewear Protection

ISU highly recommends eye wear protection meeting ANSI Z87.1 Standard or ASTM F803 made with polycarbonate lenses designed to withstand impact for all Skaters above development level.

Blades:

Blades

As per Rule 291, paragraph 1 f), the blades of all Skaters must have the tubes closed and the blade ends must be rounded off with a minimum radius of 10 mm.



Sanctions for Non-Compliance:

Non-compliance with the requirements listed in this ISU Communication will result in an immediate exclusion of the Skater(s) concerned from the respective ISU Event, Olympic Winter Games or Winter Youth Olympic Games.

Skaters not wearing their equipment properly will get a Penalty for breach of Equipment Rules. Skaters going into the starting lane without the proper equipment or with the equipment worn improperly will be excluded from the race.



AGENDA FOR DAY 3

- Welcome
- New Short Track **Guidance 2022-2023**
- Communication 2400 on **Safety & Equipment**
- **Video Specialists for the Future**
- Varia

Video Specialists for the Future:

2 specialists per Events (ISU)

Special Skills

Lead Video Specialist is a Referee that can close a race

More decisions without the Referee going to the video

Creating teams ???

Completely separated category or both on ice and video ???



AGENDA FOR DAY 3

- Welcome
- New Short Track **Guidance 2022-2023**
- Communication 2400 on **Safety & Equipment**
- Video Specialists for the Future
- **Varia**

IF YOU HAVE QUESTIONS OR WANT TO COMMUNICATE
WITH THE TECHNICAL COMMITTEE:

EMAIL US AT : Nathalie.lambert@isu.org

YOU CAN FIND THE COMPLETE BOOK OF SPECIAL
REGULATION AND TECHNICAL RULES ON THE ISU
WEBSITE AT ISU.ORG



***Thank
You***