**WHAT TO DO IF...**  
RULES 843 paragraph m), 953 and 965  
INTERRUPTIONS and FALLS

<table>
<thead>
<tr>
<th>MUSIC PROBLEM</th>
<th>During program</th>
<th>DEDUCTION</th>
</tr>
</thead>
</table>
| **Start to 20 seconds:**  
Music does not start  
Wrong music  
Wrong tempo | -IF Skater CAN solve problem during the program:  
-Apply deduction. | Interrupted of:  
10 – 20 seconds = -1  
20 – 30 seconds = -2  
30 – 40 seconds = -3 |
| **After 20 seconds:**  
Wrong tempo  
Music stops | -IF Skater CAN’T solve problem in less than 40 seconds: give 3 minutes  
-Team restarts from point of interruption (Check with TC)  
-Apply deduction. | 3 minutes = -5 |

| PROBLEM UNRELATED TO SKATER OR EQUIPMENT | During warm-up  
OR After Team is announced | DEDUCTION |
|----------------------------------------|-----------------------------------|-----------|
| Power Failure  
Problem with structure  
Problem with ice | -IF Team is announced, has 30 seconds to fix problem.  
-Apply deduction. | Team can take 60 seconds  
Late Start = -1 |
| **During program** | -IF Team needs more than 60 seconds: give 3 minutes.  
-Apply deduction. | 3 minutes = -5 |

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<th>PROBLEM RELATED TO SKATER OR EQUIPMENT</th>
<th>MEDICAL ATTENTION</th>
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</table>
| Laces undone  
Costume damage  
Minor health problem  
(Nose bleeding etc) | Minimum number of Skaters required:  
Senior Elite 12 – 11  
Senior – 14  
Junior/Novice – 11 |
| **During warm-up**  
OR After Team is announced | **Accident**  
**Cut**  
**Fall and bleed**  
**Loss of consciousness** |
| -Referee blows whistle  
-Referee stops music  
-Referee decides if removing skater from ice is required  
-IF Skater CAN’T compete:  
-Team restarts from point of interruption (Check with TC)  
-Apply deduction. | -Referee stops and approaches Referee OR  
-Referee blows whistle  
-Referee stops music  
-IF Problem CAN be solved in less than 40 seconds AND Skater CAN compete:  
-Team restarts from point of interruption (Check with TC) |

-NO DEDUCTION

-NO DEDUCTION
- IF problem CAN’T be solved in less than 40 seconds: give 3 minutes
  - IF Skater CAN compete:
  - Team restarts from point of interruption (Check with TC)
  - IF Skater CAN’T compete:
  - Authorize a substitute
  - Team restarts from point of interruption (Check with TC)

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<thead>
<tr>
<th>NO DEDUCTION</th>
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<tr>
<th><strong>MAX INTERRUPTION</strong></th>
<th>Only 1 interruption up to 3 minutes is allowed, if a second interruption of more than 40 seconds: Team is withdrawn.</th>
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<tbody>
<tr>
<td><strong>INCOMPLETE PROGRAM</strong></td>
<td>Team does not complete program; no marks awarded and Team is withdrawn</td>
</tr>
<tr>
<td><strong>SUBSTITUTION OF SKATER</strong></td>
<td>With authorization of the Referee only, if not Team is disqualified</td>
</tr>
<tr>
<td><strong>FALL</strong></td>
<td>For each fall, Interruption in excess rule applies if necessary</td>
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</table>