

## 13. INLINE SKATING

### **IS 13.00 General**

- 13.00.01 The Championships will be for skaters in Free Skating who are at least 12 years of age or older as of January 1 of the year of the Championships.
- 13.00.02 Skaters have the option of participating in an in-line event and a Junior or Senior Free Skating event in the same Championships.
- 13.00.03 The skates to be used be three or four wheel in-line indoor skates with a toe stop on the front only.
- 13.00.04 **The CIPA Rules regarding Free Skating will apply.**

### **IS 13.01 Scoring In-Line**

- 13.01.01 In-Line Skating Short Program.

All contestants shall skate a short programme with duration according to rule SR 3.11.

1. Axel – Single only.
2. Toe Assisted jump – Single or double
3. Combination of jumps, minimum three (3) jumps, maximum five (5) jumps, to include one jump with two (2) revolutions. (*No more than two revolutions jumps*)
4. Spin - Select from the following list (entry and exit optional): - Camel (any edge), no Heel, Lay Over Camel (any edge), Sit Spin (any edge).
5. Spin Combination - Two (2) or three (3) positions with or without change of foot (MUST INCLUDE A SIT SPIN – ANY EDGE). At least three (3) revolutions in each position. The entry and the exit are optional.
6. One footwork sequence - Advanced footwork to comply with the new prescribed footwork regulation – Appendix 4.

**NO triple jumps to be included in any elements.**

- 13.01.02 The skaters **MUST** perform the set elements in the order as follows:

1. Jump element (Combination jump Axel, Toe Assisted Jump)
2. Jump element (Combination jump, Axel, Toe Assisted Jump)
3. Spin element (Single Spin or Combination Spin)
4. Jump element (Combination jump, Axel, Toe Assisted Jump)
5. Step sequence
6. Spin element (Single Spin or Combination Spin)

- 13.01.03 General:

- The single elements listed may also be skated in the combination jumps or spins.
- No additional elements may be skated.
- The six listed elements must not be repeated. If it is clear that the intention is to perform an element (jumps and/or spins) it will be considered an attempt. No additional elements may be skated. Each additional element attempted will carry a penalty of .5 from the “B” mark with no credit given to the “A” mark.

- Not performing the elements in the order outlined in IS 12.01.02 will carry a penalty of .5 from the B mark.
- An element not attempted will carry a penalty of .5. The penalty will be taken from the “A” mark.
- Any Class “A” spin with more than one position will be given a deduction of 0.5 from the “A” mark.

Any spin combination with more than three positions will be given a deduction of 0.5 from the “A” mark.

Any jumps combination of more than five (5) jumps will be given a deduction of 0.5 from the “A” mark.

- Falls - The complete loss of balance involving body contact with the skating surface will receive a penalty of .2 for each fall. This penalty will be deducted from the B mark.
- The timing of the short program will be two (2) minutes fifteen seconds (2:15), plus or minus five (5) seconds (2:15 +/- :05 sec).

13.01.04 Inline skating Long Program. All contestants shall skate a long programme with duration according to rule SR 3.11.

***LONG PROGRAM SET ELEMENTS:***

In the Inline Skating long program the skaters ***MUST INCLUDE*** at least two ***different*** step sequences either Diagonal, Circular or Serpentine.

For each step sequence not performed will be given a deduction of 0.5 from the “A” mark.

- 3.10.04 In the case of a fall or other interruption in the skating, the team 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.
- 3.10.05 If a team 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 3.11 Timing of Program**

- 3.11.01 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.
- 3.11.02 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.
- 3.11.03 When the performance of a contestant exceeds the maximum allowable time, the referee shall blow a whistle when the maximum time is reached, signaling the judges to discontinue judging at that point.
- 3.11.04 When a contestant skates under the minimum allowable time, the referee shall advise the judges, who will penalize accordingly.
- 3.11.05 The time limits for artistic skating performances shall be as follows:

<b>Senior</b>	<b>Short Program</b>	<b>Long Program</b>
Free Skating	2:15 min +/- 5 sec.	4 min +/- 10 sec.
Pairs Skating	2:45 min +/- 5 sec.	4:30 min +/- 10 sec.
Original Dance		2:30 min +/- 10 sec.
Free Dance		3:30 min +/- 10 sec.
Solo Free Dance		2:30 min +/- 10 sec.
<b>Junior</b>	<b>Short Program</b>	<b>Long Program</b>
Free Skating	2:15 min +/- 5 sec.	4 min +/- 10 sec.
Pairs Skating	2:30 min +/- 5 sec.	4 min +/- 10 sec.
Original Dance		2:30 min +/- 10 sec.
Free Dance		3:30 min +/- 10 sec.
Solo Free Dance		2:30 min +/- 10 sec.
<b>In-Line</b>	<b>Short Program</b>	<b>Long Program</b>
	2:15 min +/- 5 sec.	3:30 min +/- 10 sec.
<b>Precision</b>	5 min +/- 10 sec.	
<b>Show</b>	Minimum 4 min Maximum 5 min +/- 10 sec.	

### **SR 3.12 Costume Requirements (Men & Women)**

- 3.12.01 In all artistic competitive roller skating events ( including official training days), the costumes for both women and men should be in character with the music, but should not be such so as to cause embarrassment to the skater, judges, or spectators.
- 3.12.02 Costumes which are very low cut at the neck , or which show bare midriffs are considered show costumes and are not suitable for championships skating.