



# Ice Skating Australia Incorporated

Affiliated to the International Skating Union

## ISA Communication 162

### Clarification – Fall Deductions and Technical Panel Procedure for Single and Pair Skating

**Date Approved:** July 2024

**Effective Start Date:** 1 July 2024

#### 1. Purpose of the Communication

To provide clarification and information for Judges and Technical Panel Officials, Skaters and Coaches on fall deductions and Technical Panel procedure for ISU Novice and ISA (non-ISU) Single and Pair skating categories.

#### 2. Application of the Communication

For all ISA Member and club competitions including Champ Series events hosted from **1 July 2024**.

#### 3. Communication Details

**Fall definition:** *A Fall is defined as loss of control by a Skater with the result that the majority of his/her own body weight is on the ice supported by any other part of the body other than the blades e.g. hand(s), knee(s), buttock(s), or any part of the arm (ISU Rule 503).*

Following the recent ISU deduction changes for falls in the ISU Novice categories (ISU Communication 2624), ISA will be adopting these changes for ISA (non-ISU) single and pair skating categories. (ISA by-laws will be updated to reflect these changes).

**For all other categories, fall deductions and Technical Panel procedures remain the same. Please see ISA Factors and Falls document under Judges and Officials on ISA website.**

**For all ISU Novice and the below ISA (non-ISU) single and pair skating categories, all falls will be called but only falls outside elements will receive fall deductions.**

##### **ISA (non-ISU) categories;**

- Preliminary Singles
- Elementary Singles
- Intermediate Singles
- Pre Novice Pair

- per fall outside elements (one Skater only – Single and Pair Skating) -0.5
- per fall outside elements (both Skaters – Pair Skating) -1.0
- falls in elements will be called by the Technical Panel but with no deduction(s).

**4. Technical Panel Procedure for falls for ISU Novice and ISA (non-ISU) single and pair skating categories ONLY**

- Technical Panel identifies the fall.
- Falls in elements and in any part of the program must be reviewed with normal speed.
- If a fall occurs in an element, the Technical Specialist call will be “Fall”. For example, “2F, Fall”.

Example: this skater has 2 falls in two elements. ‘F’ is placed in the column next to the jump element the skater fell on, but there is **NO increase in ‘Falls’ deduction.**

| DEDUCTIONS                  |   | 1         | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 |
|-----------------------------|---|-----------|---|---|---|---|---|---|---|---|----|----|----|----|
|                             |   | 1A        |   |   |   |   |   |   |   |   |    |    |    |    |
|                             |   | CCoSp2    |   |   |   |   |   |   |   |   |    |    |    |    |
|                             |   | 2F        |   | F |   |   |   |   |   |   |    |    |    |    |
| Costume/Prop violation      | 0 | 2Lz+2T    |   |   |   |   |   |   |   |   |    |    |    |    |
| Program time violation      | 0 | StSq1     |   |   |   |   |   |   |   |   |    |    |    |    |
| Illegal element/movement    | 0 | SSpB      |   |   |   |   |   |   |   |   |    |    |    |    |
| Interruption in excess      | 0 | 2F+1A+SEQ |   | F |   |   |   |   |   |   |    |    |    |    |
| Falls                       | 0 | 2Lo       |   |   |   |   |   |   |   |   |    |    |    |    |
| Late Start                  | 0 |           |   |   |   |   |   |   |   |   |    |    |    |    |
| Costume failure             | 0 |           |   |   |   |   |   |   |   |   |    |    |    |    |
| Interruption with allowance | 0 |           |   |   |   |   |   |   |   |   |    |    |    |    |

- If a fall occurs outside an element, the Technical Specialist call will be “fall outside”. A “fall outside” means the skater fell during the program but not while performing an element.
- If the fall is called outside, the replay operator must make sure that the fall is not included in the videoclip of an element.

Example: this skater has 1 fall outside element. No ‘F’ is placed on screen, but the **Data Operator will increase the ‘Falls’ deduction screen by 1 fall.**

| DEDUCTIONS                  |   | 1         | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 |
|-----------------------------|---|-----------|---|---|---|---|---|---|---|---|----|----|----|----|
|                             |   | 1A        |   |   |   |   |   |   |   |   |    |    |    |    |
|                             |   | CCoSp2    |   |   |   |   |   |   |   |   |    |    |    |    |
|                             |   | 2F        |   |   |   |   |   |   |   |   |    |    |    |    |
| Costume/Prop violation      | 0 | 2Lz+2T    |   |   |   |   |   |   |   |   |    |    |    |    |
| Program time violation      | 0 | StSq1     |   |   |   |   |   |   |   |   |    |    |    |    |
| Illegal element/movement    | 0 | SSpB      |   |   |   |   |   |   |   |   |    |    |    |    |
| Interruption in excess      | 0 | 2F+1A+SEQ |   |   |   |   |   |   |   |   |    |    |    |    |
| Falls                       | 1 | 2Lo       |   |   |   |   |   |   |   |   |    |    |    |    |
| Late Start                  | 0 |           |   |   |   |   |   |   |   |   |    |    |    |    |
| Costume failure             | 0 |           |   |   |   |   |   |   |   |   |    |    |    |    |
| Interruption with allowance | 0 |           |   |   |   |   |   |   |   |   |    |    |    |    |