



# **RULEBOOK SINGLE SKATING**

## **COMPETITION RULES**

**2025-2026**

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Editor: Danish Skating Union, Technical Committee

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## 1.0 AGE AND TEST REQUIREMENTS

Group	Age requirements
Senior	Has reached the age of 17 years as of 1/7- <u>2025</u> Born 30/6- <u>2008</u> or earlier
Junior	Has reached the age of 15 years and not the age of 19 years as of 1/7- <u>2025</u> Born between 1/7- <u>2006</u> and 30/6- <u>2010</u>
Novice	Has reached the age of <u>12 years</u> and not the age of <u>16 years</u> as of 1/7- <u>2025</u> Born between 1/7- <u>2009</u> and 30/6- <u>2013</u>
Springs	Has reached the age of <u>6 years</u> and not reached the age of <u>13 years</u> as of 1/7- <u>2025</u> Born between 1/7- <u>2012</u> and 30/6- <u>2019</u>
Cubs	Has reached the age of <u>6 years</u> and not reached the age of <u>11 years</u> as of 1/7- <u>2025</u> Born between 1/7- <u>2014</u> and 30/6- <u>2019</u>

### 1.1 ACTIVATING TESTS AND CHANGE BETWEEN A AND B GROUPS

The skating season is from 1st July to 30th June.

#### Change between groups

During the season a skater can always move up a group level and/or age wise (if requirements are met) but can only once per season move down a group level wise – hence, the skater cannot move down a group age wise.

The skaters can only change between A and B groups once per season.

#### Activating tests

For more details on activation, rules and specific requirements, please see "DSU's Adgangskrav til A-rækkerne".

## 2.0 RELEVANT ISU DOCUMENTS

### **ISU Communication no. 2707**

Regarding: Scale of Values season 2025/2026

<https://isu-d8g8b4b7ece7aphs.a03.azurefd.net/isudamcontainer/CMS/Corporate-Site/Governance/Transparency/ISU-Communications/2707-ISU-SOV-SinglesPairs-2025-26-25-05-01-1747377995-9986.pdf>

### **ISU Communication no. 2701**

Regarding: Levels of Difficulty, GOE season 2025/2026

<https://isu-d8g8b4b7ece7aphs.a03.azurefd.net/isudamcontainer/CMS/Corporate-Site/Governance/Transparency/ISU-Communications/2701-SP-Levels-and-GOE-Season-2025-26-1745584466-4032.pdf>

### **ISU Communication no. 2699**

Regarding: Single and Pair Skating, Guidelines for International Novice Competitions for season 2025/2026

<https://isu-d8g8b4b7ece7aphs.a03.azurefd.net/isudamcontainer/CMS/Corporate-Site/Governance/Transparency/ISU-Communications/2699-SP-Novice-Competitions-2025-2026-1744291808-1629.pdf>

### **Technical Panel Handbook 2024-2025, Single Skating**

Regarding.: Guidelines and details concerning classification of levels

<https://isu.org/figure-skating/rules/sandp-handbooks-faq/31570-technical-panel-handbook-1/file>

### **Handbook for Referees and Judges 2025-2026, Single Skating**

<https://isu-d8g8b4b7ece7aphs.a03.azurefd.net/isudamcontainer/CMS/Corporate-Site/Sports-Rules/Figure-Skating-Rules/Handbooks-Single-&-Pair-Skating/SP-Handbook-for-Referees-and-Judges-2025-26-1749110279-3211.pdf>

### **Deductions in Singles and Pairs**

Regarding: Various deductions

<https://isu.org/figure-skating/rules/sandp-handbooks-faq/17823-s-p-who-is-responsible-for-deductions-2019-20/file>

### **Program Components Overview**

Regarding: Judgment of Program Components

<https://www.isu.org/figure-skating/rules/sandp-handbooks-faq/17596-program-component-chart-sp/file>

### **Thinking Words for the Program Component Scale, 2025**

<https://isu-d8g8b4b7ece7aphs.a03.azurefd.net/isudamcontainer/CMS/Corporate-Site/Sports-Rules/Figure-Skating-Rules/Handbooks-Single-&-Pair-Skating/SP-Thinking-words-for-Program-Components-scale-1749110475-6223.pdf>

### **Special Regulations & Technical Rules, 2024**

Regarding: Various technical rules decided on the latest ISU-congress

<https://isu-d8g8b4b7ece7aphs.a03.azurefd.net/isudamcontainer/CMS/Corporate-Site/Sports-Rules/Figure-Skating-Rules/Constitution-and-Special-Regulations/2024SpecialRegulationSPandIceDanceandTechnicalRulesSPandID-Finalrev0853339001741256957-7689.pdf>

It is always the coach/skater's own responsibility to keep up with ISU's newest updates. All ISU Communications and the newest versions are available at:

<https://isu.org/isu-communications/?tab=ISU%20Communications>

### 3.0 PROGRAM REQUIREMENTS FOR SKATERS IN A AND B GROUPS

At any time, DSU follows the ISU program requirements for Senior, Junior, Advanced-, Intermediate- and Basic Novice – both Short Program and Free Skating.

ISU Setup	Groups
ISU Senior	Senior <u>A1</u>
ISU Junior	Junior <u>A1</u>
ISU Advanced Novice	Novice <u>A1</u> Novice <u>A2</u> Junior <u>A2</u> Senior <u>A2</u>
ISU Intermediate Novice	<u>Springs A2</u>
ISU Basic Novice + DK rules	<u>All B1 and B2 Groups</u>



## Technical Rules 2025/2026 - FINAL

FS	B2	B1	Springs A2	Novice A1, Novice A2, Junior A2, Senior A2	Junior A1	Senior A1
ISU setup	<i>ISU Basic Novice<sup>1</sup></i>	<i>ISU Basic Novice<sup>1</sup></i>				
DK limitations	<i>Only single jumps allowed</i>	<i>Cubs B1: no limitations Others: Max. 3 double jumps</i>	<i>ISU Intermediate Novice<sup>1</sup></i>	<i>ISU Advanced Novice<sup>2</sup></i>	<i>ISU Junior<sup>3</sup></i>	<i>ISU Senior<sup>3</sup></i>
Elements	Max. 4 jumps	Max. 5 jumps	Max. 5 jumps	Max. 6 Jumps	Max. 7 Jumps	Max. 7 Jumps
	Max. 2 Combo or 1 Combo + 1 Seq (only 2-jump Combo/Seq)	One Axel type jump Max. 2 Combo or 1 Combo + 1 Seq (only 2-jump Combo/Seq)	One Axel type jump Max. 2 Combo or 1 Combo + 1 Seq (only 2-jump Combo/Seq)	One Axel type jump Max. 2 Combo or 1 Combo + 1 Seq (Only one 3-jump Combo/Seq)	One Axel type jump Max. 3 Combo or 2 Combo + 1 Seq (Only one 3-jump Combo/Seq)	One Axel type jump Max. 3 Combo or 2 Combo + 1 Seq (Only one 3-jump Combo/Seq)
	(F)(C) CoSp 6/8 rev. <sup>4</sup>	(F)(C) CoSp 6/8 rev. <sup>4</sup>	(C) CoSp 6/8 rev. <sup>4</sup>	CCoSp 8 rev.	(F)(C) CoSp 10 rev.	(F)(C) CoSp 10 rev.
	Spin in one position 6 rev. <sup>5</sup>	Spin in one position 6 rev. <sup>5</sup>	(F)(C) Spin in one position 6/8. <sup>7</sup>	(C) ESSp 6/8 rev.	(C) Flying entry Spin 6 rev.	(C) Flying entry Spin 6 rev.
					(F)(C) Spin in one position 6 rev.	(F)(C) Spin in one position 6 rev.
	StSq <sup>6</sup>	StSq <sup>6</sup>	StSq <sup>6</sup>	ChSq	ChSq	StSq
No. of elements	7	8	9	11	12	
Max. Level	2	3	4	5	6	7
Bonus				2A=1p, 3-jump=1p, 2 <sup>nd</sup> diff. 3-jump=1p <sup>8</sup>		
Deductions	Fall outside element: 0.5 Fall in element: No deduction, but will be called			1.0	1st and 2nd fall: -1.0 3rd and 4th fall: -2.0 5th fall and above: -3.0	
Components (Factor)	Co, Pr, SS (1.67)	Co, Pr, SS (G/B): 1.7	Co, Pr, SS (G/W: 2.13, B/M: 2.40)	Co, Pr, SS (W: 2.67, M: 3.33)	Co, Pr, SS (W: 2.67, M: 3.33)	
Time	Max 2.40	2.30 +/- 10 sec	3.00 +/- 10 sec	3.30 +/- 10 sec	4.00 +/- 10 sec	
Warm up	4 min. Max. 8 skaters	5 min. Max. 8 skaters	5 min. Max. 8 skaters Junior, Senior: Max. 6	6 min Max. 6 skaters		

<sup>1</sup> Only one 1-Jump & one 2-Jump can be done twice, third is (\*). No 3- or 4-Jumps allowed.

<sup>2</sup> 1-, 2- and 3-Jumps can be done twice, third is (\*). Only two 3-Jumps can be repeated in Jump Combo or Sequence, if not = +REP. No 4-Jumps allowed. The same type of jump max. three times in Free Skating.

<sup>3</sup> 2-Jumps can be done twice, third is (\*). 3- and 4-Jumps can be done twice with one being in Jump Combo or Sequence, if not = +REP, only one (1) rep can be 4-Jump.

<sup>4</sup> If executed with change of foot, only one level feature per foot will count. Difficult non-basic position will not be counted as level feature (ignored by technical panel).

<sup>5</sup> Only in basic position, will be called max. level Basic. No level features allowed except for 8 revolutions (will not count as level feature). If level features are performed (except 8 revs), the spin will have no level.

<sup>6</sup> Must include at least one skating movement. If no skating movement = no level. At least two difficult turns and steps on clean edges for level basic. Panel only awards feature 1 and 2.

<sup>7</sup> If executed with change of foot, only one level feature per foot will count.

<sup>8</sup> Max 3p in total in FS - Jumps identified as <, <<, e, \* or have a fall are not eligible for bonus.



## Technical Rules 2025/2026 - FINAL

SP	Novice A1 Girls	Novice A1 Boys	Junior A1 Women	Junior A1 Men	Senior A1 Women	Senior A1 Men
ISU setup	ISU Advanced Novice <sup>9</sup>		ISU Junior <sup>9</sup>		ISU Senior <sup>9</sup>	
Elements	1A or 2A	1A or 2A	2A	2A or 3A	2A or 3A	2A or 3A
	2- or 3-jump	2- or 3-jump	2Lo or 3Lo	2Lo or 3Lo	3- jump	3- or 4-jump
	2+2Lo, 2+3Lo Combo-jumps	2+2Lo, 2+3Lo Combo-jumps	2+2, 3+2, 2+3, 3+3 Combo-jumps	3+2, 2+3, 3+3 Combo-jumps	3+2, 2+3, 3+3 Combo-jumps	3+2, 2+3, 3+3, 4+2, 4+3, 2+4, 3+4 Combo-jumps
	LSp, CSp 6 rev.	(C) CSp 6/5+5 rev.	FSSp 8 rev.	FSSp 8 rev.	FCSp, FSSp, FUSp, FLSp 8 rev.	FCSp, FSSp, FUSp, FLSp 8 rev.
	CCoSp 5+5 rev.	CCoSp 5+5 rev.	LSp or CSp 8 rev.	CCSp 6+6 rev.	LSp, SSp, CSp 8 rev.	CSSp or CCSp 6+6 rev.
			CCoSp 6+6 rev.	CCoSp 6+6 rev.	CCoSp 6+6 rev.	CCoSp 6+6 rev.
	StSq <sup>10</sup>	StSq <sup>10</sup>	StSq	StSq	StSq	StSq
No of elements	6		7			
Max. Level	3		4			
Bonus	2A=1p, 3-jump=1p <sup>11</sup>					
Deductions	Fall outside element: 0.5 Fall in element: No deduction, but will be called		1,0		1st and 2nd fall: -1.0 3rd and 4th fall: -2.0 5th fall and above: -3.0	
Components (F)	Co, Pr, SS (1.07)	Co, Pr, SS (1.20)	Co, Pr, SS (1.33)	Co, Pr, SS (1.67)	Co, Pr, SS (1.33)	Co, Pr, SS (1.67)
Time	2.20 +/- 10 sec		2.40 +/- 10 sec			
Warm up	4 min. Max. 8 skaters		6 min. Max. 6 skaters			

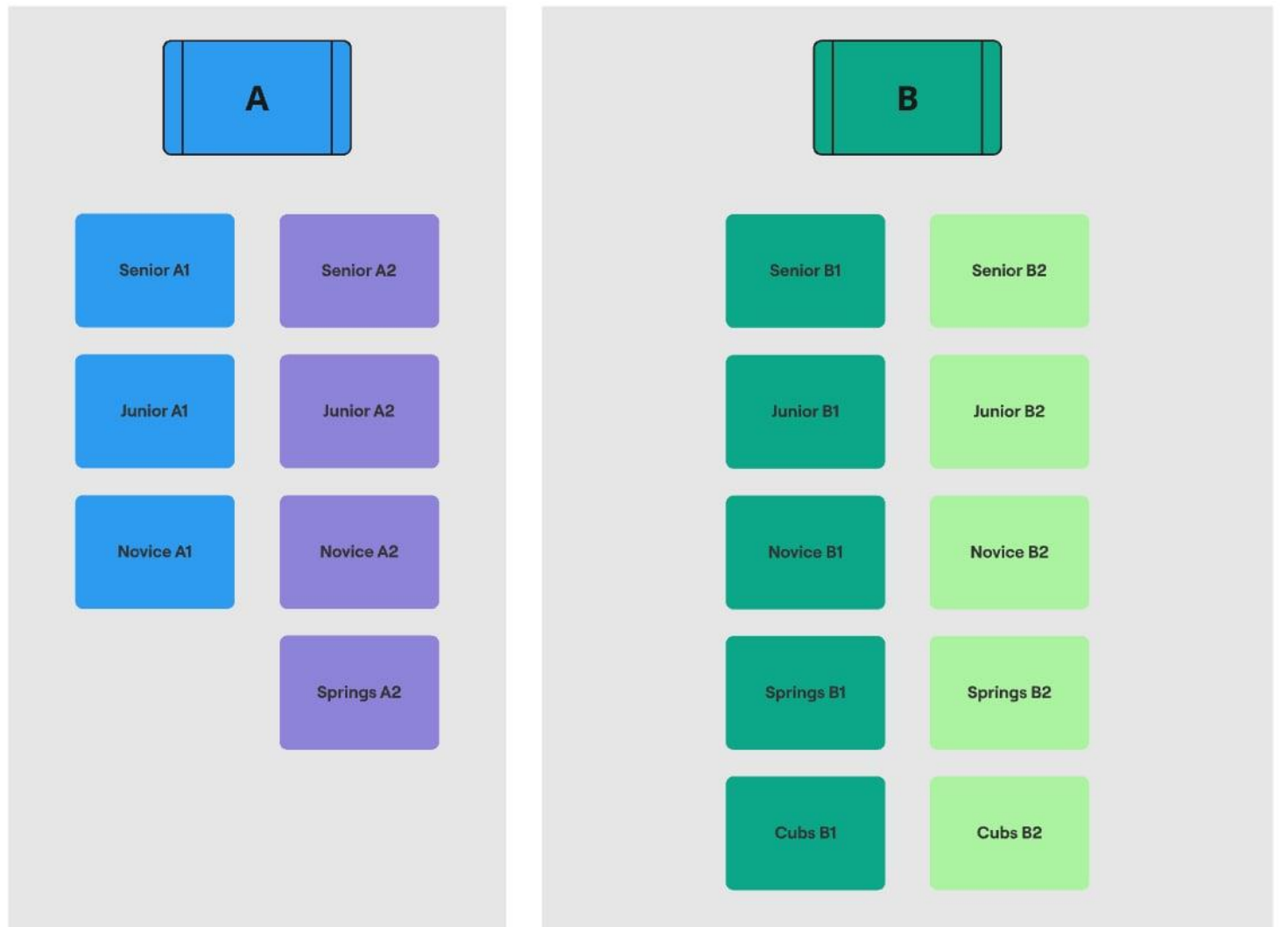
<sup>9</sup> Jumps included in Jump Combo can be the same, but they must be different from Solo Jump. Solojump and/or combo cannot include an Axel-type jump. 5-Jumps are not permitted in SP.

<sup>10</sup> Clusters must include forward inside bracket and backward outside counter. At least two difficult turns and steps on clean edges for level basic.

<sup>11</sup> Max 2p in total in SP - Jumps identified as <, <<, e, \* or have a fall are not eligible for bonus.

v. 01072025

### 3.1 Group Allocation Overview





#### 4.0 PROGRAM COMPONENTS

Program Components are given on a scale from 0,25 to 10 with intervals of 0,25. The Program Components consists of 3 components: Composition, Presentation and Skating Skills

Group ( <u>A1</u> )	Number of components	Components	Factor
Senior <u>A1</u>	3	Composition Presentation Skating Skills	<b>Women:</b> Short Program 1,33 Free Skating 2,67 <b>Men:</b> Short program 1,67 Free Skating 3,33
Junior <u>A1</u>	3	Composition Presentation Skating Skills	<b>Women:</b> Short Program 1,33 Free Skating 2,67 <b>Men:</b> Short program 1,67 Free Skating 3,33
Novice <u>A1</u>	3	Composition Presentation Skating Skills	<b>Girls:</b> Short Program 1,07 Free Skating 2,13 <b>Boys:</b> Short Program 1,20 Free Skating 2,40

Group ( <u>A2, B1, B2</u> )	Number of components	Components	Factor
<u>Senior A2</u> <u>Junior A2</u> <u>Novice A2</u>	3	Composition Presentation Skating Skills	<b>Women/Girls:</b> Free Skating 2,13 <b>Men/Boys:</b> Free Skating 2,40
<u>Springs A2</u>	3	Composition Presentation Skating Skills	<b>Girls and Boys:</b> Free Skating 1,7
<u>All B1 and B2 Groups</u>	3	Composition Presentation Skating Skills	<b>Women/Girls and Men/Boys:</b> Free Skating 1,67

## 5.0 OUTLINE/OVERVIEW OF WARM-UP GROUPS

Groups (A1)	Warm up time	Max. skaters	Deduction for falls	Max. level
Senior <u>A1</u>	6 min in both Short Program and Free Skating	6	Falls 1-2: 1 Falls 3-4: 2 Falls 5->: 3	4
Junior <u>A1</u>	6 min in both Short Program and Free Skating	6	1,0	4
Novice <u>A1</u>	4 min Short Program 5 min Free Skating	8	0,5 for falls outside elements	3

Groups (A2, B1, B2)	Warm up time	Max. skaters	Deduction for falls	Max. level
Senior <u>A2</u>	5 min	6	0,5 for falls outside elements	4
Junior <u>A2</u>	5 min	6	0,5 for falls outside elements	3
Novice <u>A2</u>	5 min	8	0,5 for falls outside elements	3
Springs <u>A2</u>	5 min	8	0,5 for falls outside elements	2
All B1 and B2 Groups	4 min	8	0,5 for falls outside elements	2

In all groups Novice Boys, Junior Men and Senior Men can warm-up together in the same warm-up group.

In all A and B groups Girls/Women and Boys/Men can warm-up together in the same warm-up group, as long as the number of skaters per warm-up group does not exceed the maximum allowed in the correlating age group (NB! only in DK).

## 5.1 SIZE OF WARM-UP GROUPS DEPENDENT ON NUMBER OF PARTICIPANTS

Number of participants	Groups with a max. of 6 skaters in each warm up group	Groups with a max. of 8 skaters in each warm up group
6	6	6
7	3 + 4	7
8	4 + 4	8
9	4 + 5	4 + 5
10	5 + 5	5 + 5
11	5 + 6	5 + 6
12	6 + 6	6 + 6
13	4 + 4 + 5	6 + 7
14	4 + 5 + 5	7 + 7
15	5 + 5 + 5	7 + 8
16	5 + 5 + 6	8 + 8
17	5 + 6 + 6	5 + 6 + 6
18	6 + 6 + 6	6 + 6 + 6
19	4 + 5 + 5 + 5	6 + 6 + 7
20	5 + 5 + 5 + 5	6 + 7 + 7
21	5 + 5 + 5 + 6	7 + 7 + 7
22	5 + 5 + 6 + 6	7 + 7 + 8
23	5 + 6 + 6 + 6	7 + 8 + 8
24	6 + 6 + 6 + 6	8 + 8 + 8
25	5 + 5 + 5 + 5 + 5	6 + 6 + 6 + 7
26	5 + 5 + 5 + 5 + 6	6 + 6 + 7 + 7
27	5 + 5 + 5 + 6 + 6	6 + 7 + 7 + 7
28	5 + 5 + 6 + 6 + 6	7 + 7 + 7 + 7
29	5 + 6 + 6 + 6 + 6	7 + 7 + 7 + 8
30	6 + 6 + 6 + 6 + 6	7 + 7 + 8 + 8
31	5 + 5 + 5 + 5 + 5 + 6	7 + 8 + 8 + 8
32	5 + 5 + 5 + 5 + 6 + 6	8 + 8 + 8 + 8

If more than 32 skaters in a group, the group is divided into younger and older.

## **6.0 RULES FOR START AND RE-START**

### **6.1 START**

(Equivalent to the ISU rule number 350 paragraph 2)

Each Skater must take the starting position of each Segment of the competition (Short Program or Free Skating) at the latest thirty seconds after he/they are called to the start. If this time has expired and the Skater has not yet taken the starting position, the Referee shall apply a deduction (deducted from the final score) as per Rule 353, paragraph 1. n). If sixty seconds started from the call to the start have expired and the Skater has not yet taken the starting position, she/he will be considered as withdrawn.

In case that the skater cannot start their program due to circumstances related to the skater, the referee shall allow a 3-minute recess and give a deduction correlating to a recess.

If the first skater in a group cannot start their program after a warm-up due to circumstances related to the skater, the referee shall allow a 3-minute recess before the skater is announced. There will not be given any deduction in this instance.

### **6.2 RESTART AND INTERRUPTIONS**

(Equivalent to the ISU rule number 515)

1) An Interruption is defined as the period of time starting immediately when the Competitor stops performing the program or is ordered to do so by the Referee, whichever is earlier, and ending when the Competitor resumes her/his performance.

2) Music Deficiencies:

If the tempo or quality of the music is deficient or if for any reason there is an interruption or stop in the music, the Competitor must stop skating when he becomes aware of the problem or at the acoustic signal of the Referee, whichever is earlier. a) If any of these problems regarding the music occurs within the 20 seconds after the start of the program, it is the choice of the Competitor whether to continue from the point of where he stops performing or restart the program. If the Competitor decides to restart the program, the Judges and Technical Panel evaluate the program from the beginning, disregarding the previous evaluation. If the Competitor decides to continue from the point where he stopped performing, the Judges and Technical Panel continue evaluating the program from the moment the competitor resumes the program and the prior evaluation remains. b) If any of these problems regarding the music occurs more than 20 seconds after the start of the program, the Competitor shall resume the program from the point of interruption or, if the interruption occurred at the entrance to or during an element, at the point immediately preceding this element. If this element was identified and called by the Technical Panel before the interruption, the Technical Panel has to delete it from the list of the performed elements. The Competitor is allowed to repeat this element when resuming the program. No deductions apply for interruptions due to music deficiencies.

3) Adverse conditions unrelated to the Competitor and/or his equipment

If an adverse condition unrelated to the Competitor or his equipment, such as lighting, ice condition, item thrown onto the ice etc. occurs, the Competitor may stop skating and report to the Referee when he becomes aware of the problem and must stop skating at the acoustic signal of the Referee. When the problem is solved, the Competitor shall continue from the point of interruption or, if the interruption occurred at the entrance to or during an element, at the point immediately preceding this element. If this element was identified and called by the Technical Panel before the interruption, the Technical Panel shall delete it from the list of the performed elements. The Competitor is allowed to repeat this element when resuming the program. If the interruption lasts longer than 10 minutes, there shall be a second warm-up period according to Rule 514, paragraph 2. After the second warm-up, the Competitor shall continue from the point of interruption or, if the interruption occurred at the entrance to or during an element, at the point immediately preceding this element. No deductions apply for interruptions unrelated to the Competitor or his equipment.

4) Adverse conditions related to the Competitor and/or his Equipment occurring during the program:

If a Competitor is injured during the program or another adverse condition related to him or his equipment (such as but not limited to health problems, nose bleeding, lace undone, damage to clothing or skates) occurs the Competitor must stop skating when he becomes aware of the problem or at the acoustic signal of the Referee, whichever is earlier. The music shall be stopped only if the Referee instructs the music technician to do so according to section b) below.

Duration of interruptions:

a) Up to 40 seconds

If the adverse condition can be remedied without delay the Competitor does not need to report to the Referee and the music continues to play. If he resumes skating within 40 seconds, the Referee will apply a deduction as per Rule 353, paragraph 1.n).

b) Up to 3 minutes

If the Competitor does not resume skating within 40 seconds, the Referee shall instruct the music technician to stop the music and allow the Competitor 3 additional minutes. If the Competitor resumes skating within this additional period, the Referee will apply a deduction of 5.0 points as per Rule 353, paragraph 1.n (2,5 in Novice-categories). This deduction also covers an interruption of up to 40 seconds immediately preceding the allowance of 3 additional minutes. When the problem is solved, the Competitor shall continue from the point of interruption or, if interruption occurred at the entrance to or during an element which was called by the Technical Panel before the interruption, at the point immediately following this element. The call made prior to the interruption shall stay. Only one resumption per program is allowed upon an allowance of additional 3 minutes. If there is a second interruption of more than 40 seconds due to an adverse condition related to a Competitor or his equipment the Competitor shall be considered withdrawn.

5) If medical attention is required, the Referee must stop the performance by an acoustic signal. The Referee shall decide if the Competitor is allowed back to compete. If the Referee does not allow the Skater to resume within 3 minutes since the Competitor stopped skating their program, the Competitor is withdrawn. If the Referee allows the Competitor/s to continue skating his program, no deduction will apply. When the problem is resolved, the Competitor shall continue from the point of interruption or, if the interruption occurred at the entrance to or during an element, at the point immediately following this element, which is called by the Technical Panel and the call remains.

6) Adverse condition occurring prior the beginning of the program with allowance of up to 3 minutes.

a) If any adverse condition related to the Competitor or his equipment occurs between his being called to the start and 90 taking the starting position which cannot be remedied within 60 seconds (Rule 350, paragraph 2), the Referee shall allow the Competitor 3 additional minutes and apply a deduction of 5.0 points (Rule 353, paragraph 1n) (2,5 in Novice-categories).

b) If any adverse condition related to the Competitor or his equipment occurs after he takes the ice but before the call to the start and the time before the start of the program is not sufficient to remedy such condition, the Referee shall allow the Competitor 3 additional minutes before being called to the start and apply a deduction of 5.0 points (per Rule 353, paragraph 1n) (2,5 in Novice-categories)..

7) Adverse condition occurring during the warm-up:

If an adverse condition related to the Competitor with the first starting number in the warm-up group or his equipment occurs during the warm-up, and time before the call to the start is not sufficient to remedy such condition the Referee shall allow the Competitor 3 additional minutes before being called to the start without applying any deductions. For the purposes of paragraph 4, section b) above of this situation is not considered as resumption of the program.

#### 8) Limit of the interruptions allowed

Only one interruption, up to 3 minutes, is allowed whenever it takes place (prior or during the program). If there is a second interruption of more than 40 seconds due to an adverse condition related to a Competitor (including medical problems) or his equipment the Competitor shall be considered withdrawn.

#### 9) Incomplete Programs

If a Competitor does not complete the program, no marks will be awarded and the Competitor shall be considered withdrawn.

### 7.0 RULES FOR TIME DEDUCTION

The time of the program is estimated from when the skater starts moving or starts skating, until the program is ended with a full stop.

#### Short program

Any element that is commenced after the maximum time duration of the program will be considered as left out (excluded). If the skater exceeds the maximum time duration of the program, there will be given a time deduction of -1,0 point every 5 seconds, as the skater exceeds the maximum time duration of the program.

#### Free Skating

If the skater skates a program, that is either too short or too long according to the allowed time duration in the correlating age group, there will be given a time deduction of -1.0 (0.5 in Novice-categories) point every 5 second the program is either too short or too long. All elements that start after the maximum time duration of the program will not be considered as executed and will therefore not receive any value or points. If the program is more than 30 seconds too short the skater will not receive any points at all.

If the duration of the program is 30 seconds or more under the required time range, no marks will be awarded.

### 8.0 RULES FOR COSTUMES AND MUSIC

#### 8.1 COSTUMES

The costume may not give the impression of exaggerated nudity, which is unsuitable for performing a sport.

Girls and Women may wear a skirt, tights, or pants during the skate. It is not a demand for there to be a skirt on the costume.

Boys and Men must wear pants during the skate. The pants must have full length. It is not a demand for there to be sleeves on the costume.

Accessories and loose parts (e.g. a cane or a non-attached hat) are not allowed. In case of a part of the costume or accessories falls of and unto the ice, the referee will give a deduction of – 1.0 point (0.5 in Novice-categories).

In case the costume does not comply with these rules, if there is majority in the panel of judges there will be given a deduction of – 1.0 point (2,5 in Novice-categories).

##### **8.1.1 SPECIAL CONSIDERATIONS FOR NOVICE COSTUMES**

(Equivalent to Communication no. 2699, Single and Pair Skating, Guidelines for International Novice Competitions for season 2025/2026, page 9 paragraph 1 under GENERAL)

Costumes should be age appropriate and suitable for Novice level (and below) skaters participating in a competitive environment. Attention should also be given to the amount of cosmetics used by a young athlete.

## **8.2 MUSIC**

Vocal music is allowed in all groups. All music must be cleared.

## **8.3 BEHAVIOR OF COMPETITORS**

(Equivalent to rule 351 paragraph 2)

Skaters are not allowed to use headphones, earbuds or any similar devices on the ice during any official practice and during the event.

## **9.0 OBJECTIONS AND INQUIRIES**

### **9.1 OBJECTIONS**

An objection must be submitted in writing to the referee at the same time as a depositing of 500 DKK. Objections cannot be submitted based on the assessment of the skater, no matter if it is about assessment by the judges or the assessment by the technical panel.

### **9.2 INQUIRIES**

Promptly after the competition is over, questions and comments can verbally be given to the referee. In case the referee wishes for additional time to reflect, the referee and the person asking can make a written exchange. Inquires need not deposit 500 DKK.