



AUSTRALIAN ICE RACING



Australian Short Track Rules

Version 1.4

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Amendment Certificate

Version	Date Issued	Amendment Details	Adopted or Amended By
1.1	26 th Jan 2010	First Release	AIR Inc. Board
1.2	17 th Aug 2012	Section 6.1 Amended	AIR Inc. Board
1.3	20 th Sept 2014	Changes to align with ISU General and Short Track Technical Rules Jun 2014	AIR Inc. Board
1.4	30 th June 2017	Changes to align with ISU General and Short Track Technical Rules Jun 2016	AIR Inc. Board

1. TRACK

1.1 Track

- a) For all Australian Short Track Speed Skating Competitions the track shall be an oval of 111.12 metres. All Australian Championships shall be run on a rink with minimum dimensions of 60m by 30m.
- b) The width of the straight shall not be less than 7 metres.
- c) The measurements from the apex block of the bends to the barrier shall not be less than 4 metres.
- d) Curves and turns should be made symmetrically; there should be a symmetrical curve from the end of one straight to the point where the next straight begins.
- e) Besides the standard track there will be four other tracks laid out which are moved one and two metres in either direction of the standard track to preserve good ice conditions. For all tracks one finish line will be used. For the starting lines see Appendix A.
- f) In Semi-Finals and Finals of 500 meters only the three (3) middle tracks as marked on the diagram in Appendix A shall be used.

1.2 Starting and Finishing Lines

The Start lines and Finish line are to be denoted by lines (coloured) drawn at right angles to the straight and not more than 2 cm wide. Start lines are drawn from the barrier and will have a length equivalent to the actual width of the straight. The Finish line is drawn from the barrier and will have a length of the actual width of the straight plus 1.5 metres.

1.3 Starting Positions

Only for 500 and 1000 meters: Starting at 50 cm from the inner side of the track, dots 2 cm diameter shall mark five (5) starting positions every 1.3 meters in order to define the starting positions.

1.4 Track Marking Blocks

Track marking blocks of an approved design by the ISU Short Track Speed Skating Technical Committee shall be used and seven (7) must be used in curves.

1.5 Rink Barrier Padding

- a) All measures must be pursued to ensure the best possible safety for all skaters.
- b) Mats must be covered with water and cut resistant materials.
- c) Mats must be positioned so they cover the rink barriers with their weight on the ice and attached to each other where possible.
- d) For Duke Trophy and the Australian Open Championships, skate out corners must have double padding.

2. OFFICIALS

2.1 *The Referee*

The Referee is in charge of all aspects of the Competition and shall decide all points of dispute and infringements of the rules, which can result in sanctions. Their decision shall be final.

2.1.1 Responsibility of Referee

- a) Checking the eligibility of Officials and Skaters.
- b) See that all applicable rules be observed for the competition they are conducting.
- c) Deciding the program and qualifying procedure in consultation with the Competitors Steward.
- d) Conducting an event review meeting with all major Officials to evaluate all decisions and activities, if required.

2.1.2 Empowerment of Referee

- a) Introduce alteration in the program, in so far as these do not conflict with the Australian Short Track Rules.
- b) Decide whether the conditions of the rink permit the holding of the event.
- c) If necessary, to exclude skaters, coaches, Team leaders and other Team officials from the Competition.
- d) Remove any Official.
- e) Suspend skating until order is restored when the public interrupts the competition or interferes with its orderly conduct.
- f) Delegate responsibility to other Officials in order to assist him to carry out their duties.
- g) Add a skater who was in a qualifying position to the next round if they feel that the skater was prevented from qualifying due to:
 - i. an offense resulting in a sanction,
 - ii. any other reason not resulting from any direct or indirect action of the skater concerned.
- h) The Referee makes any advancement solely at their discretion.
- i) The Referee, at his discretion, before a decision is made, decides to view the Video Replay System (if available) at full speed, slow motion or still picture, with the exception of matters concerning the starting procedure. When the Referee decides to view the Video Replay system due to a possible infringement and a penalty has been awarded, then the video footage concerning the infringement will also be shown on the screen in the stadium (if technically possible).

2.1.3 Decision of Referee

- a) All protests made, and other matters in dispute, except those concerning:
 - i. The Start (See Section 4.2)
 - ii. The Make-up of Races (See Section 7.3)
 - iii. The Order of Finish (See Section 2.7)
- b) The Referee shall decide when a touch has been 'obvious' in relay racing and should observe all relaying for this particular purpose, with the assistance of the Assistant Referees.

2.2 Assistant Referee

- a) The Assistant Referee appointed by the President as 1st Assistant will substitute in case the Referee is no longer able to do his job due to illness or injury;
- b) The Assistant Referee(s) shall perform all duties and tasks as assigned by the Referee
- c) The Assistant Referee(s) must record their observations and must present their notes immediately after each Qualifying Round to the Referee.
- d) Two Assistant Referees may be appointed to be positioned off ice, one at each end near the beginning or end of the curves.
- e) The Assistant Referee directs the skaters to their starting positions over their starting dot and ensures they are ready to start.
- f) Assistant Referee Video (if video replay is available)
 - i. Shall be located off the ice next to the Video Replay Operator;
 - ii. Shall perform all duties and tasks as assigned by the Referee;
 - iii. Shall observe the Video Replay System during all races and report his observations to the Referee;
 - iv. Must record his observations and must present the notes immediately after each Qualifying Round to the Referee.

2.3 The Starter

- a) The Starter shall decide all disputes relating to the start. He shall give his starting commands in English.
- b) The Starter shall take their position, so that they have a clear view of all skaters starting in the race.
- c) In the relay race, the Starter having been notified by the Lap Scorer, will fire the pistol signifying the last three laps.
- d) The Starter may designate the Assistant Starter to call the skaters back in case of a false start.

2.4 Assistant Starter

- a) The Assistant Starter may, if directed by the Starter, recall the race if a false start occurs. This action will be taken by firing a pistol or a blast of a whistle.
- b) The Assistant Starter, shall on the order of the Starter, give a stop signal in front of the skaters.

2.5 The Competitor Steward

- a) The Competitors Steward is responsible for the coordination of all administrative matters and shall observe Rule 7 completely.
- b) Based on the results of the races the Competitors Steward shall according to the official program, determine the skaters taking part in the next qualifying round.
- c) The Competitors Steward shall make-up the races for each qualifying round and draws the order of the races.
- d) The Competitors Steward shall inform those skaters of their qualification and the race in which they shall start.
- e) The Competitors Steward may if required carry out the barrier draw for each race.

2.6 Heat Box Steward

- a) The Heat Box shall work in a designated staging area called the heat box.
- b) Skaters shall report to the Heat Box Steward before the start of each race and they shall be responsible for seeing that the skaters are wearing their racing number and correct equipment.
- c) The Heat Box Steward may if required carry out the barrier draw for each race.

2.7 The Finish Line Judge

The Finish Line Judge will decide the order of Finish in races. If the Photo Finish System is used during a Competition the Photo Finish operator will be designated Finish Line Judge.

2.8 The Finish Lynx Operator

- a) The Finish Lynx Operator shall read the Photo Finish Image. They shall report the order of finish and times of each competitor to the Competitors Steward. The results shall be considered official.
- b) The term photo finish equipment denotes a system that records the order of finish in such a way that it can be reproduced immediately after the race concerned. The equipment must be able to reproduce a clear and undistorted photo of the finish of each race
- c) If the photo finish equipment is able to produce a time scale on the finish photo, the times read of this scale be taken as official times
- d) If it is not possible to record times with the photo finish equipment then electronic time keeping equipment may be used to record the times of all Skaters.

2.9 The Lap Scorer

- a) The Lap Scorer shall visibly show the number of laps still to be skated by the leading skater at all times and they will turn the lap board each time the leading skater passes.
- b) The Lap Scorer will ring the bell to signify the last lap of each race.
- c) In relay races the Lap Scorer will advise the Starter that the last three laps are coming up.
- d) In relay races a Lap Scorer may be assigned to each team.

2.10 The Chief Timekeeper

- a) The Chief Timekeeper is responsible for the recording of all manual times.
- b) The Chief Timekeeper will ensure that all Timekeepers are positioned off the ice and adjacent to the finish line necessary to record the accurate time of the skaters.
- c) When digital watches are used, times will be recorded in hundredths of a second.
- d) The Chief Timekeeper must read each watch, record the results, and declare the official time. He will warn the timekeepers not to clear their watches until he has ordered them to do so.
- e) A minimum of 2 Timekeepers plus one reserve on first and second place and one timekeeper on third position is required.
- f) The Timekeepers must not clear their watches until such time as they have been instructed by the Chief Timekeeper.
- g) Timekeepers should not call out their times but if requested by the chief timekeeper show their watch.

2.11 The Announcer

The announcer will keep the spectators fully informed throughout the competition. In addition, if requested by the Referee, he will announce sanctions specifying where and how the Skater(s) concerned made an infringement and whether there is an advancement. The announcer shall also ensure that all Officials, Team leaders, Coaches and Skaters are kept fully informed by public announcements regarding competition details.

2.12 The Track Steward

- a) Minimum of one (1) Track Steward is needed at each end of the track but two (2) is more desirable.
- b) The Track Stewards must be experienced skaters and have an understanding of the Short Track Speed Skating Rules. If possible the Track Steward should be positioned so that they do not interfere with the skaters and Officials but can readily replace missing blocks.

2.12 On Ice Officials

- a) Only the Referee, two Assistant Referees, and Track Stewards should be on the ice during the running of the race.
- b) On-ice Officials should be appropriately dressed and must wear skates.
- c) Only with the permission of the Referee other Officials may be on the ice during a race.

3. RACING RULES

3.1 Individual Racing Rules

- a) A Skater/Relay Team has completed the distance when the Skater has reached the finish line with the leading tip of the skate blade.
- b) Races are run counter-clockwise, that is to say the inner side of the track is on the left hand side of the Skater/Relay Team.
- c) 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;
- d) When a Skater/Relay Team has been lapped once the Skater/Relay Team may continue their race, preferably on the outside of the track, provided they do not interfere with nor impede other competitors.
- e) If a Skater/Relay Team is lapped twice, that Skater may be directed to leave the race by the Referee. Skaters/Relay Teams who have left the race on basis of this rule shall be recorded as not finished. If the Referee, at his discretion, feels that the skaters/relay team was prevented from finishing due to circumstances beyond the skaters/relay teams control, then the referee may declare the skaters/relay team having reached the finish but no time shall be recorded.

3.2 Individual races Infringements

- a) 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.
- b) Breaches of the racing rules are considered as follows:
 - i. Off-Track – Shortening the distance to be skated with one or both skates on the left side of the curve, marked by track marking blocks.
 - ii. Impeding – Deliberately 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;
 - iii. 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.
 - iv. Kicking Out – Deliberately kicking out of any skate during a race thereby causing danger including at the finish line or throwing the body across the finish line is forbidden.
- c) A Skater who removes their equipment before leaving the ice shall receive a penalty. The loss of equipment beyond the control of the Skater, i.e. due to a fall, will not result in a penalty.
- d) While competing, the Skater is not allowed to wear any technical communication equipment for the purpose of having contact with or receive information from other persons or sources. In case of violation the Skater shall receive a penalty.

3.3 Relay Racing Rules

- a) The Racing Rules previously stated shall apply to relay races for all members of the team, both participating and relayed team members.

- b) Relay Teams consist of a maximum of 5 competitors. In any race 4 competitors will skate as team members.
- c) For each race the team can be composed of any 4 of the 5 skaters named.
- d) Each of the 4 team members must take part in the race.
- e) All members of a team will be dressed in the same uniform if available. Same colour helmet cover (different from other relay teams) may be worn to distinguish the different team.
- f) A Skater will be in the race and be responsible for the Team until that Skater is relayed by a team member. Relaying will be by touch, that is to say a Skater will not be in the race until that Skater has been touched by, or has touched the Skater he is relieving
- g) A Skater may be relayed at any time except during the last two (2) laps. These laps must be skated by one Skater. A warning shot will be fired to indicate the start of the last three (3) laps.
- h) In the case of a fall during the last two (2) laps, the Skater may be relayed.

3.4 *Relay Infringements*

- a) 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.
- b) Relaying during the last two (2) laps – The last relay has not been clearly started before the commencement of the final two laps.

3.5 *Sanctions of Infringements of the Racing Rules*

- a) The term “disqualification” as used in Rule 123 paragraph 4 c. shall be understood to describe the various sanctions mentioned in this Rule including without limitation the following type of sanctions:
 - i. **PENALTY:** In the case of an infringement of the Racing Rules a penalty will be given by the Referee. The Skater/Relay Team will be disqualified in the relevant race in which the infringement occurred, and will be excluded from participating in the next round of the distance concerned. The Skater/Relay Team will forfeit the points/result accrued in that race alone. Points/results accrued prior to that race will not be affected.
If in a race more than one infringements of the Racing Rule "Impeding" and/or "Kicking Out" are made by one and the same Skater/Relay Team, that are independent of each other, and each resulting in a penalty, the Referee will give the Skater/Relay Team concerned a Yellow Card.
 - ii. **YELLOW CARD:**
 1. If an infringement of the Racing Rules is deemed by the Referee to be an unsafe, harmful or hazardous offense, a yellow card will be shown to the infringing Skater. The Skater/Relay Team will be disqualified in the relevant race in which the infringement occurred and excluded from participating in the next round of the distance concerned. The Skater/Relay Team will forfeit prior points/results accrued in all races over the distance concerned.
 2. Any Skater who is shown the yellow card twice in the same Competition will be sanctioned by a red card, will be excluded from the Competition immediately and will not be ranked in the final classification.

3. A Yellow Card given to a Relay Team is not cumulative to any Yellow Card given to an individual Skater and vice versa.

iii. RED CARD:

1. If an infringement of the Racing Rules is deemed to be dangerous or grossly negligent or a violation of the AIR Code of Conduct happens in the period between the appearance of a Skater at the Heat Box In and leaving the Heat Box Out after a race, the Referee will show the Skater a Red Card. The Skater will be disqualified from the Competition, including the Relay race, and will not be ranked in the final individual classification. If a member of a Relay team receives a Red Card during the Relay race, the Relay team is disqualified and will not be ranked in the final Relay classification. The respective Skater is excluded from the Competition and will not be ranked in the final individual classification. The Skater/Relay team will forfeit prior points/results accrued in all races of the Competition. Individual sanctions for the Skater(s) concerned will also apply.
2. In the case a Skater is shown two yellow cards in the same competition, the Skater will be shown a red card.
3. A Red Card may also be shown to the Skater for any action and behavior, either on or off ice during the event period, i.e. the beginning and the end of an event as established by the ruling body of the event, which is considered by the Referee as:
 - i) non-compliance with instructions of an official in charge,
 - ii) a violation of the AIR Code of Conduct.

Any Official or other participant in an ISU activity witnessing a violation of the Code of Ethics during the event period needs to verbally report to the Referee. The Referee shall file a written report with the AIR Inc. concerning any Skater who is shown a red card or a Yellow Card.

If a Skater has accumulated two (2) red cards within 12 months that Skater shall be automatically suspended from all AIR Inc. Events, ISU Events, the Olympic Winter Games, and International Competitions for at least two (2) months or three (3) applicable competitions whichever is the longer period.

- b) The Referee's decision that: (i) there was an infringement of the Racing Rules or AIR Code of Conduct or (ii) decisions approving the announcement of the results showing that there was no infringement are final and no protests against such decision are allowed. If the Referee decides that an infringement of the Racing Rules has occurred, a sanction will be given as provided in these Rules.
- c) If in the opinion of the Referee and their Assistants, the Skaters are "not racing" they shall stop the race, declare "no contest" and may give a penalty to Competitor(s).
- d) If, during a race, any irregularity that may affect the result does take place, the Referee may stop the race and order an immediate re-start of the race. If the distance has been completed the Referee may order a re-run of the race after respecting the rest time of fifteen (15) minutes. If any of the Skaters/Relay Teams have been sanctioned under this Rule for conduct occurring before the race is stopped then such Skater(s), and the Skater's Relay Team (if the race is a Relay race), will not take part in the re-run.
- e) Any Skater, for whom the race has been stopped (to preserve the Skater's well-being), will not be allowed to take part in the re-start, unless the Skater was unable to

continue due to reasons beyond his control. This does not apply to the starting procedure. The results of Skater(s) excluded for this reason from a re-start will show 'no finish'. This also applies to Relay Teams.

- f) Sanctions imposed by the Referee under this Rule are communicated at the end of each race to the Competitors Steward by specifying the helmet number, digit by digit, plus the Club or State of the Skater. The Competitors Steward reports his recordings back to the Referee who reconfirms the decision. The recorded decision is the final decision and cannot be changed unless there is a recording, technical, data, or communication error. The corrections have to be made before the next qualifying round. Any correction must be officially announced and recorded. Sanctions are announced at the end of each race before the announcement of the official results, to the Skater(s)/ Team Coach or Team Leader, and over the public address system for the benefit of the spectators, specifying where and how the Skater(s) /Relay Team concerned made an infringement and whether there is an advancement.

If the public address system can be understood loud and clear at the Coaches Box, or the information is immediately available on a screen or any other communication device, then there is no need for any On Ice Official to go to the Coaches Box to announce the decision(s).

In the case of a violation of the AIR Code of Conduct, both on or off the ice, within the event period, the sanction may be announced also at a later stage and the consequences as indicated above will apply.

3.6 Sanctions for Coaches, Team Leaders and Support Staffs

Coaches, Team Leaders and Support Staffs are subject to the conditions of the General Regulations and The AIR Code of Conduct. Failure to observe these Rules and/or misconduct can result in the following sanctions:

Yellow Card: suspension from the Field of Play for the day.

Red Card: suspension from the Event/Competition with removal of the accreditation.

3.6 Further Sanctions

- a) Upon receipt of the Report of the Referee the AIR Inc. will decide on any further disciplinary action before the end of the previously specified period. Any disciplinary action including a further suspension of the Skater will start at the end of the previously specified period.
- b) The decision of the AIR Inc. including a notice specifying the additional disciplinary action, if any, will be communicated to the Skaters Association/Club, which if accepted, will terminate the matter.

4. PROCEDURES

4.1 *The Heat Box*

- a. The Heat box is a designated area where the Skaters must report when called and remain before their race. Depending on the Qualifying Round this designated area may be different.
- b. Prior to each race start the names of those about to compete are to be clearly called at the heat box. Any Skater who fails to appear promptly is excluded from the race, is excluded from all remaining races and/or distances of the competition, and is also removed from the final classification, exception only for Medical Examination and/or Medical Treatment. The medical reasons must be confirmed by a medical doctor's certificate and presented to the Referee before the race is being called.
- c. Skaters who do not arrive will be recorded as "Did Not Start (DNS)".
- d. Skaters with defective equipment (e.g. broken skate blade) will not be allowed to start or re-start.
- e. Skaters must access the ice via the heat box. Skaters who do not go through the heat box will receive a penalty and are excluded from the race.

4.2 *Starting Equipment*

An electronic start pistol or start revolver may be used.

When an electronic start pistol is used the following conditions should be observed:

- a. The electronic pistol should have a firm trigger point;
- b. The synthetic sound at the "firing of the gun" should be loud and distinct, and similar to the sound from a start revolver;
- c. The smoke fire must be replaced with a visual flash, which must be distinctly different from a photoflash.

4.3 *Lane Positions*

- a. If more than five (5) Skaters are starting in a race, the starting dots will not be used, and the Starter will direct the Skaters in the respective order of their positions to the starting line.
- b. If due to the number of Skaters in a race a second row is required at the start then the Skaters will be positioned as far as possible to the outside of the track in the order of the start positions.

4.4 *The Start*

Once the Referee is satisfied that all necessary arrangements for the next race have been completed, he will inform the Starter. The skaters will be under start control when the Starter blows a whistle.

From the Starter whistle blow:

- a. The Skaters have a limited time to come to the start line. The time may be displayed using technical equipment
- b. The Announcer will end comments and no music will be played.
- c. Any Skater who arrives at the start line after the limited time will be warned by the Starter. The announcement should be:
 - The lane position of the Skater who made the offence
 - "Warning"

- "Delay:
 - d. Any warnings for delays do not affect the other Skaters on the start line;
 - e. In the case of a false start or a second warning to a Skater who has already received a warning, the Starter shall tell the Skater that he gets a penalty.
 - f. The skaters will line up a short distance away from the start line. For Final Races, if the Skaters are being introduced individually by the Announcer, the Skaters will position themselves a greater distance from the start line and will move forward closer to the start line as announced.

4.5 Starter Commands

The Starter Commands:

- a. First Command "Go to the Start";
 1. On this command the Skaters move forward to the start line and place themselves at their respective dot at the start line. Skaters must stand up straight and still;
 2. Until the Skater has finalized his still position, touching the Start line is not an Offence;
 3. Putting the tip of the blade in the ice is an offence and a false start will be given to the Skater concerned. The announcement of the Starter should be the lane position of the Skater that has made the offence, "False Start", "Wrong Blade Position".

- b. Second Command "Ready";
 1. The Skaters will go down and take their final starting positions immediately with the centre of the body over the respective dot and hold position;
 2. A false start occurs when the Skater;
 - a) Places one or both skates on or over the start line
 - b) Places one or both hands on the ice
 - c) Does not have both skates on the ice, i.e. full contact over the length of the blades
 - d) Takes his start position before the command "ready"
 - e) Takes his starting position too slow after the command "ready".
 3. When all Skaters are in their final starting positions and are all still, the Starter will wait a period of time and then fire the gun;
 4. A false start occurs when, after all skaters are in final position and still, the skater;
 - a) Moves before the gun is fired, or
 - b) Slides on or over the line, or
 - c) Moves forward on the tip of their blades.

- c. False Start
 1. If a false start occurs the Starter will fire the gun again and/or use a whistle to call the Skaters back;
 - a. The Skaters must return promptly to the start line. Any Skater that does not return directly to the start line will receive a warning for delaying the start;
 - b. If more than one (1) Skater is responsible for a false start, the concerned Skaters shall be assessed a false start;

- c. If one of the Skaters breaks from their position, thereby causing another Skater to follow, only the Skater at fault shall be assessed a false start;
 - d. If one of the Skaters makes a noise e.g. with his skates on the ice, thereby causing another Skater to move shall be assessed a false start;
2. Commands given by the Starter will include; the lane position of the Skater that made the offence, "False start", and, if necessary, any statement reasoning the false start e.g.; Moving, Wrong blade position, Wrong blade movement;
 3. If more than one (1) Skater made an offence all the preceding points will be repeated;
 4. If there a multiple offences of the Stating Rule then these will be announced in the order that they occurred.
 5. If a false start was made by a Skater who had already received a warning, this Skater will receive a penalty and is excluded; an exclusion announcement will be made will be made; including the lane position of the Skater who made the offence, "Penalty"; on direction of the Referee the Skater may be sent off the ice.
 6. In the case of a second false start by any of the Skaters, the Skater(s) concerned will be given a penalty and is/are excluded from the race. The announcement of an exclusion will be made; Including the lane position of the Skater who made the offence, "Penalty" , on direction of the Referee the Skater may be sent of the ice.
 7. If a Skater is interfered with and falls before the first apex block after the starting line the Skaters shall be called back to start again. The decision whether the interference is an offence according to the Racing Rules is a decision of the Referee.
 8. Before a start, the equipment of the Skater may be repaired, without leaving the ice. At "Go to the Start" the Skaters must be fully prepared with all equipment in order. Any omission will be a "Warning for delaying the start." (See above)
 9. If the Skater ;
 - Receives a warning before, or
 - The race has a false start, or
 - a repeated offence is made,
 The Skater at fault will be given a Penalty.

4.6. End of Race

The end of the race is declared by the Referee. The referee can use multiple methods to communicate the race end information to the Skaters and Officials. Generally, for AIR – The end of the race is declared by the Referee or Assistant with a whistle blast
 After the end of the race there is a limited time to leave the ice. This time may be illustrated by technical equipment.

5. Equipment Requirements

5.1 Racing Equipment

All skaters entering a race on the ice must be equipped with:

- a) Safety type headgear that is in compliance with the current ASTM standard (American Society for Testing and Materials) for Short Track Speed Skating. Helmets must have a regular shape and no protrusions. Further specifications concerning allowable head protection (helmets) may be issued by the ISU and shall then be announced in an ISU Communication or ISU Circular letter.
- b) Gloves or mitts.
- c) Shin protection.
- d) Long sleeved and long legged clothing with padded or padded hard shell knee protection.
- e) All skating members of affiliated clubs and state associations of AIR Inc. who have reached the age qualification of Junior age, and above, and any Sub Junior skating members of affiliated clubs and state associations of AIR Inc. who wish to skate in the Junior division of any AIR sanctioned events must wear a cut Resistant Racing Suit as defined by ISU regulation to protect the body as suggested in ISU Communication No. 1265 and meet the criteria EN388 Level 2 of the ISU regulations or Cut Resistant under garment. AIR Inc. highly recommends that all other skaters to wear either a Cut Resistant Racing Suit or Cut Resistant under garments in all AIR sanctioned events.
- f) All speed skates must have tubes closed and blade ends must be rounded off, with a minimum radius of 10 mm. Blades must be fixed to the boot in a minimum of two points with no moveable parts.
- g) Separate neck protection, of cut resistant nature, fully covering the neck; unless it has been integrated into the racing suit.
- h) The Heat Box Steward in the heat box shall determine whether a Skater has respected the safety conditions, so that they can start a race. Skaters whose equipment is not in compliance with these rules shall be excluded from participation.
- i) While competing, the Skater is not allowed to wear any technical communication equipment for the purpose of having contact with or receive information from other persons or sources. In case of violation the Skater shall receive a penalty.

5.2. Training Equipment

- a) All skaters training on the ice must be equipped with:
 - a. Safety type headgear that is in compliance with the ISU Standards. Helmets must have a regular shape and no protrusions.
 - b. Gloves or mitts.
 - c. Shin protection.
 - d. Long legged and long sleeved clothing.
 - e. Padded or padded hard shell knee protection.
 - f. Separate neck protection, of cut resistant nature, fully covering the neck; unless it has been integrated into the racing suit.
- b) All speed skates must have tubes closed and blade ends must be rounded off, with a minimum radius of 10 mm. Blades must be fixed to the boot in a minimum of two points with no moving part.
- c) Musical equipment - During the competition and warm-up, the Skater is not allowed to wear any devices replaying music or other sound material.

6. AIR Inc. AGE DIVISIONS

6.1 Age Group Delegation

The age of the skater prior to 1st July preceding the competition will indicate the division in which they skate.

6.1.1 Individual Competition

- a) A skater may enter only one division for the individual competition.
- b) A skater may race up only one age division from their natural age division, unless;
 - i. The skater wishes to skate in the open division for their gender and;
 - ii. The skater has reached 14-years of age before the 1st of July preceding the competition, and
 - iii. The skater has achieved 2 of 3 distances in the current or previous season for the Seniors division relevant to their gender as per the National Elite Development Program referred to in the AIR Sports Development Program.
 - iv. Achieved those times either in an Australian event with a protocol that can be ratified and conducted by either AIR Inc. or a State Member, or an international competition where an official protocol is available to the Director of Development, or as per the Time Trial Guidelines as indicated in the current season's AIR Inc. National Selection Policy.
 - v. The skater will be able to compete in a relay in their natural age group and/or in a senior relay team.
- c) A master division skater may race down into the open division for the individual competition however will not be able to compete in the Masters division in the same competition. They may skate in the masters relay event at the same competition.

6.1.2 Relays

- a) A skater may race in any age divisions for a relay team in which they qualify, but may not race in any more than two age divisions higher than their natural age division.
- b) Masters may only skate down into a senior division relay.

6.2 Age Divisions

- a) Nipper (1-8 years old)
- b) Midget (9–11 years old)
- c) Sub-Junior (12-14 years old)
- d) Junior (15-16 years old)
- e) Senior (17 -29 years old)
- f) Masters (30 years and older)
 - i. 30-34
 - ii. 35-39
 - iii. 40-44
 - iv. 45-49
 - v. 50-54 (and forward in age brackets of 5 years)

6.3 Distances

- a) Nipper 111m, 222m, 333m, 500m
- b) Midget 222m, 333m, 500m, 777m
- c) Sub-Junior 333m, 500m, 777m, 1000m
- d) Junior 500m, 777m, 1000m, 1500m
- e) Senior 500m, 1000m, 1500m, 3000m
- f) Masters 500m, 1000m, 1500m, 3000m
- g) AWD (Athlete With Disability) 222m, 333m, 500m

6.4 Relay Distances

- a) Relay events for Sub-Junior divisions and above will be run over 3000m (27 laps).
- b) Senior Men's division also can compete in relay events of 5000m (45 laps).

6.5 Distances to Laps

111m -	1 lap
222m -	2 laps
333m -	3 laps
500m -	4.5 laps
777m -	7 laps
1000m -	9 laps
1500m -	13.5 laps
3000m -	27 laps
5000m -	45 laps

7. CHAMPIONSHIP RULES AND DEFINITIONS

7.1 Definitions

- a) Race – A single distance held between skaters or teams to determine a finish position.
- b) Qualifying Rounds – A group of preliminary series of races held to determine by progression, finalists for any given distance: i.e. heats, quarter-finals, and semi-finals.
- c) Competition – A Competition is the complete series of distances to determine a winner.
- d) For a division to be held for the first time as a Championship division there must be a minimum of four (4) skaters qualified and skating in that division. If less than four (4) entries received for a division, then those entered may skate but there will be no National Champion for that division, only placing will be announced.

7.2 Rules

- a) Where possible the order of the races for each division should be:

1 st Distance	2 nd longest (e.g. 1500m)
2 nd Distance	Shortest (e.g. 500m)
3 rd Distance	2 nd shortest (e.g. 1000m)
4 th Distance	Longest (e.g. 3000m)
- b) 1500m Semi Finals and Finals shall have up to 6 skaters competing, unless there is an advancement.
- c) 1000m Semi Finals and Finals shall have up to 4 skaters competing, unless there is an advancement.
- d) 500m Semi Finals, and Final shall have up to 4 skaters competing, unless there is an advancement.
- e) 3000m Final shall have up to 8 skaters competing. For exception see 7.6.
- f) Race winners and second placed skaters in the races will move forward to the next round. Fastest thirds and fourths may qualify for the next round if required.
- g) Depending on the number of entries for Non Championship Competitions it is also possible that during the Qualifying rounds only race winners will move forward to the next round. The fastest seconds may be used if there is an odd number of Competitors.
- h) Competitors shall be allowed a minimum rest of 15 minutes between races.
- i) If the track markers are not placed on corresponding tracks the times from the respective race shall not be recorded and if fastest third placed Skaters qualify in the respective round the Skater(s) concerned shall be advanced and the regular qualifying number of fastest thirds will be taken from the remaining third place finishers.
- j) If a skater withdraws from a race they withdraw from the competition.

7.3 Seeding

- a) The composition of the first qualifying round of the first distance both individual (e.g. Senior Men's 1500m) and relay are made up by the Competitors Steward in consultation with the Referee from the best 500m time and best team relay time submitted on the entry forms. The results of a recent competition may be used if applicable.
- b) The composition of the races in each Qualifying Round shall be made by the Competitors Steward by placing the Skaters in races by means of the Skaters current ranking in the Seeding List. e.g. the number one (1) ranked skater is placed in the first race, the number

- two (2) ranked skater is placed in the second race etc., always filling the heats from the first race to last race (left to right) in the first instance and then always from last race to first race (right to left), until all ranked skaters are placed in races. Any skaters without submitted times will have their position decided by a draw and then entered accordingly.
- c) The Competitors Steward will draw the starting order for all races immediately after the make-up of the round is completed. The lane positions of the first Round of a distance will be drawn by the Competitors Steward. For each subsequent round the lane positions will not be drawn but be decided by the times skated in the preceding Qualifying Round. The Skaters will be assigned the lane positions from the inside of the track to the outside in the order of their times commencing with the fastest time.
 - d) In the case that no time in the previous round is available for a Skater due to failure of technical equipment or incorrect placement of blocks, then the best time in any race in this competition over the distance concerned will be taken to determine the lane position. If no times are available at all then a draw for lane positions shall take place first for any Skaters without a time. Following the Skater with a time will be assigned their position according to the times.
 - e) In the case that two or more Skaters have the same time, then the best time in any race in this competition over the distance concerned will be taken to determine the order in which the respective skaters will be assigned a lane position.

7.4 Points

- a) Final Points will be awarded in the Finals A and B only. The points 34, 21, 13, 8, 5, 3, 2 and 1 are awarded in descending order commencing with the first place in Final A and after all places in Final A have been awarded, the remaining points will be awarded to the Final B in descending order starting with the first place.
- b) In the case of a penalty in the Final A, the Skater(s) concerned will be awarded a number of points equal to the winner of the Final B.
- c) In the case of a penalty in the Final B, the Skater(s) concerned will not be awarded any points.
- d) Skater(s) who are declared finished by the Referee will be assigned the corresponding number of points.
- e) No points will be awarded to Skater(s) who did not start, received a yellow card or received a red card.
- f) In the case of a tie, all Skaters involved in a tie will receive the points awarded for that finish position (e.g. tie on 2nd both Skaters will receive 21 pts). If two Skaters are involved in a tie, the points for the following finish place will not be awarded, in the case of three Skaters involved, the following 2 finish places will not be awarded.

7.5 3000m Super Final

- a) Only the top 8 ranked skaters and ties on 8th place at the completion of the 1000m final are eligible to compete in the 3000m Super final.
- b) For the Super-Final over 3000m, the classification will be made as follows;
With nineteen (19) laps to go, there will be a bell, the first Skater crossing the line with eighteen (18) laps to go will get five (5) Race Points.
With ten (10) laps to go, there will be a bell, the first Skater crossing the line with nine (9) laps to go will get five (5) Race Points.
If the Skater(s) concerned receives a penalty, a yellow card, a red card or does not finish, then those Race Points are not awarded to any other Skater(s).

At the finish 34, 21, 13, 8, 5, 3, 2, and 1 Race Points are awarded in descending order commencing with first place.

The Race Points for intermediary sprints and the Race Points for finish order will be added to make the 3000m classification.

For the 3000m Super-Final Distance Classification the Skaters will be ranked;

- By Race Points
- By Finish position

Final Points will be awarded according to the 3000m Super-Final Distance Classification.

The Points 34, 21, 13, 8, 5, 3, 2 and 1 point are awarded in descending order commencing with the first place.

- c) Other 3000m races can be organised for the non-eligible skaters but points will not be awarded.

7.6 Classification

7.6.1 Distance Classification

For each of the distances a classification will be made in which the participants are ranked:

- a) By group/block; Finalists, Semi-Finalists, Quarter-Finalists, etc.; - by position (finish place) within the respective group;
- b) By position (finish place) within the respective group;
- c) By position (finish place) within the subsequent previous Qualifying Rounds;
- d) By best time in any race over the distance concerned.
- e) Further ties will not be broken for Final Classifications.

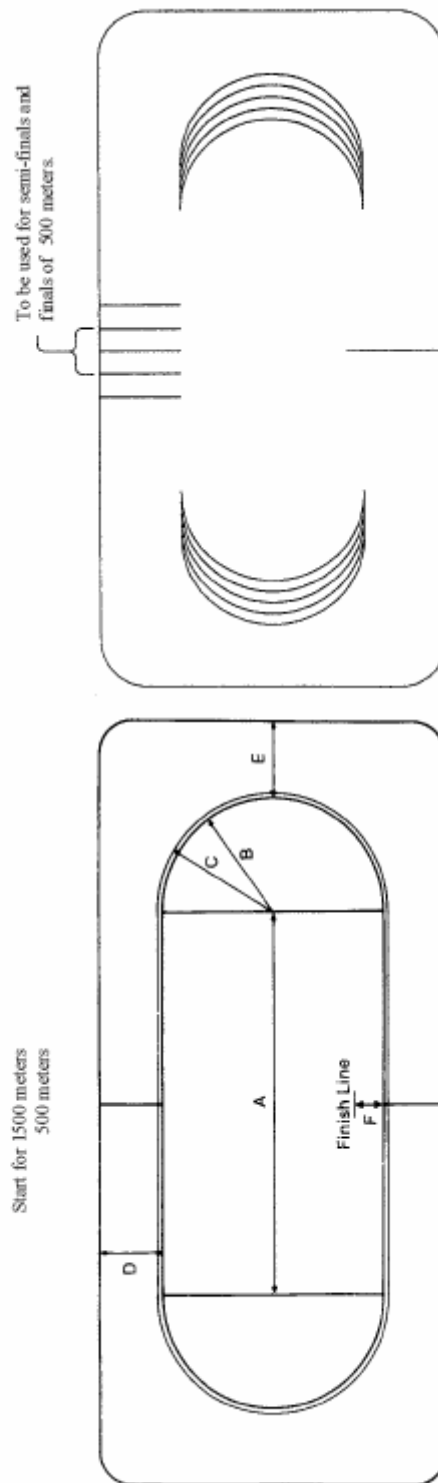
7.6.2 Final Classification

- a) For the Final Classification (and any intermediate overall classification) the Skaters are ranked:
 - i. By total number of Final Points;
 - ii. By position (finish place) in the Super Final (last distance);
 - iii. By combined ranking over all Distance Classifications;
 - iv. By the highest ranking achieved in one of the distances and subsequent other best rankings;
 - v. By best time over the longest distance on the program.
- b) Skaters or Relay Teams who:
 - i. received a penalty, did not start in the first round, or
 - ii. received a yellow card or red card in any roundwill not be ranked but listed as participants.
- c) Only for the purpose of calculating an overall classification these Skaters or Relay Teams get a virtual ranking equivalent to the number of Skaters or Relay Teams, on that distance, plus 1.

7.7 Competition Winner

- a) The winner of the division is the skater having attained the highest rank according to Rule 7.6 at the conclusion of the Competition.
- b) The Winning Relay Team in each Division of the Relay Competition is the Team that won the Final race of their Division.

Appendix A – Track Diagram



Start for 1500 meters
500 meters

Start for 1000 meters
3000 meters
5000 meters

Track 60 x 30 meters rink

- A = Length of straight
- B = Curve
- C = Measuring curve
- D = Straight width
- E = Width from apex block
- F = Actual width of straight + 1.5 meters

111.12 meters track

- 2 x A
- 2 x 8.50 x π
- One lap =

57.71 meters
53.41 meters
111.12 meters

Laps in different distances: 1000 m = 9 laps 3000 m = 27 laps
500 m = 4 1/2 laps 1500 m = 13 1/2 laps 5000 m = 45 laps