

## Communication No. 2645

### Synchronized Skating

#### Most important changes in Special Regulations and Technical Rules accepted by the 59<sup>th</sup> ISU Congress 2024

##### I. General Regulations

Proposal 45

**Rule 108, paragraph 4.**

##### **4. Age Limits for Synchronized Skating**

- a) In International Senior Synchronized Skating Competitions and the ISU Senior World Synchronized Skating Championships a Senior team comprises Skaters all of whom must have reached at least the age of seventeen before July 1 preceding the Championships or Competition.
- b) In International Junior Synchronized Skating Competitions and the World Junior Synchronized Skating Championships a Junior team comprises Skaters all of whom must have reached the age of thirteen, but not have reached the age of nineteen, before July 1 of the competition.
- c) In International Novice Competitions a Novice team comprises Skaters who have met the following requirements before July 1 preceding the competition:
  - i) have reached at least the age of ten;
  - ii) have not reached the age of sixteen.

##### II. Special Regulations

Proposal 257

**Rule 800, paragraph 2. a)**

##### **a) In all International Synchronized Skating Competitions:**

Senior Elite 12: a Team shall consist of twelve Skaters

Senior: a Team shall consist of sixteen Skaters

Senior Combined: Senior Elite 12 and Senior may be combined into one category.

Proposal 260

**Rule 816, paragraph 1. b)**

1. b) up to two timekeepers, chosen by the OC from their National or International lists of Officials.

Proposal 262

**Rule 830, paragraph 4.**

Delete paragraph 4:

~~4. After registering at accreditation for a competition, Teams may not practice at a rink other than the official rink(s).~~

Proposal 264

**Rule 830, paragraph 5**

##### **Official practices**

5. At all events, the Organizer must provide to each competing Team on the competition arena ice surface practice ice free of charge. For Senior category: a minimum of 10 minutes of practice ice, free of charge before the Short Program event and a minimum of 12 minutes between the Short Program and the Free Skating. For

Junior category: a minimum of 10 minutes before the Short Program and a minimum of 11 minutes between the Short Program and the Free Skating. For Novice category: a minimum of 10 minutes any time before the Free Skating.

Proposal 265

**Rule 834**

Each Team shall present a Program Content Sheet, i.e. an official form indicating the planned Elements, for each Segment of the Competition. Connections between elements must not be written on the Program Content Sheet.

Proposal 268

**Rule 843, paragraph 1. m)**

Ice Pattern / coverage requirements not met	Rules 991, paragraph 2.b)	-1.5 per violation	Technical Panel
Wrong Element shape in SP	Rule 991, paragraph 3.d)	No value	Technical Panel

Proposal 271

**Rule 868**

**3. Minimum Combined Total Element Scores.**

To be entered into and participate in an ISU Championships a Team must have reached in a Competition (as per 107, paragraph 1 to 10) during the ongoing or immediately preceding season the applicable Combined Total Element Scores (Short Program and Free Skating added).

These scores must have been earned by participating in a Senior Category of the competitions mentioned under Rule 107, paragraph 1 to 10) in order to enter the ISU World Synchronized Skating Championships or respectively in a Junior Category in order to enter the ISU World Junior Synchronized Skating Championships. The applicable Combined Total Element Scores shall be decided for each season by the ISU Council based on a joint proposal from the respective Synchronized Skating Technical Committee and the Sports Technical Director and shall be published in an ISU Communication before August 1st each year.

Proposal 272

**Rules 900 – 906**

In all rules relating to nomination and appointment of officials for service and seminar requirements change from July 31<sup>st</sup> to July 1<sup>st</sup>.

Proposal 199

**Rule 903 paragraph 1 a)**

**Specific requirements for nomination and appointment of Judges**

1. To be eligible for first appointment as an International Judge, the Official must fulfill the following requirements:

- a) Age: have reached the age of twenty-four but not the age of sixty before July 1<sup>st</sup> in the calendar year of the nomination. If a judge is already on the ISU list of International or ISU Judges/Referees for another ISU figure skating discipline, the age limit of 60 does not apply.

Proposal 205

**Rule 904, paragraph 3. b)**

**Special requirements for nomination and appointment of ISU Technical Controllers**

- i) have been included as International Judge, International Referee, ISU Referee or ISU Judge in the four consecutive annual ISU Communications of Officials (see Rule 122, paragraph 2) immediately preceding the nomination or have been included as ISU Technical Specialist in the four consecutive annual ISU Communications of Officials immediately preceding the nomination;

Proposal 214

**Rule 907**

**ISU Seminars for Officials**

9. Seminar attended online and online recertification tests, organized and controlled by the respective Technical Committee(s), can be also valid to fulfill the requirements for the re-appointment requirements for Referee, Judges, Technical Controllers and Technical Specialists in the respective disciplines (Not for promotion).
10. Taking part in any examination for first appointment or promotion will be considered as a valid seminar requirement for re-appointment only for the category and disciplines related to the examination for 2 seasons.

Proposal 279

**Rule 910**

8. a) In International Competitions the minimum age of National officials acting in the categories Basic Novice and Advanced Novice shall be twenty-one years.
- b) In International Competitions the maximum age of National officials acting in the categories Basic Novice and Advanced Novice shall be seventy-five years.

Proposal 61

**Rule 920, paragraph 1 and 3**

1. **Duties and powers of the Referee**
  - ~~participates in the victory ceremony;~~
3. **Duties and powers of the Technical Controller**
  - ~~participates in the victory ceremony;~~

Proposal 217

**Rule 920 General f)**

- f) Officials must:
  - Any form of electronic communication devices such as mobile phones, tablets or smart watches must be switched off while the officials are on the officials' stand. There will be an exception when the Technical Panels need to refer to the Digital Version of the Technical Handbook. Devices such as tablets may be used but all electronic communication functions must be disabled.

Proposal 221

**Rule 930, paragraph 2.d)**

The respective Technical Committee shall evaluate cases of identified errors and/or national bias in a Judge's score for possible Assessment and issue Assessments in accordance with paragraph 6 below and the criteria established in the related Rules of Procedure published in an ISU Communication.

Proposal 222

**Rule 930, paragraph 2.e)**

Cases of indicated or a first case of identified (national) bias for a Judge lead to a Letter of Warning and/or an Assessment. A Judge having already received a Letter of Warning and/or an Assessment for a national bias, shall be submitted by the respective Technical Committee and/or the respective Sports Technical Director and/or the Vice President Figure Skating and/or the Council to the ISU Disciplinary Commission (DC) by filing a Statement of Complaint for violation of the ISU Code of Ethics. In addition, a further Assessment is to be issued according to paragraph 6 below. The same applies for any further (national) bias by the same Judge. Any Letter of Warning and/or Assessment for (national) bias and its underlying facts shall be taken into consideration as relevant evidence in any further case involving the same Judge where the conclusion of the presence of (national) bias is not solely based on his marking at the competition under evaluation but supported by a certain scoring pattern of the Judge which is revealed only by observation of his marking at several competitions.

Proposal 283

**Rule 930 new paragraph 3**

**3. Principles of calculating Anomalies:**

- a) Grade of Execution (GOE)
  - i) For each element performed the computer calculates the average GOE of all the Judges. The GOE's awarded by the Referee are NOT used in this calculation.

- ii) The computer then calculates the difference per element between the “calculated average” and each Judge’s GOE’s which results in “Deviation Points”.
- b) Program Component Scores (PCS)
- i) For each Program Component, the computer calculates the average scores of all the Judges. The Program Components scores awarded by the Referee are NOT used in this calculation.
- ii) The computer then calculates the difference between the “calculated average” and the Judges Program Components scores which results in “Deviation Points”.
- iii) The Total Deviation points for each Judge will be added to provide a Total Net Deviation Points (+and – Deviation Points compensate each other) based on all Program Components totaled.
- c) The acceptable range of Deviation points and all subsequent procedures will be laid down in an annual ISU Communication.

Proposal 223

**Rule 930, paragraph 3. d)**

The selected Officials and the respective Technical Committee shall forward their conclusions whether the relevant decision, operation or conduct of the competition was wrong or not, independently from each other to the Vice-President Figure Skating. If the majority of the selected Officials concludes that the decision or operation or conduct of the competition in question was wrong, the Vice-President Figure Skating shall submit the case, together with the report of the respective Technical Committee and his detailed report with his own evaluation of the matter to the Council for final decision upon an Assessment or, in case of minor failures, a Letter of Warning.

Proposal 224

**Rule 930, paragraph 5. a) & b)**

**6. Assessments**

- a) Erroneous marking, national bias, being part of the majority in a wrong decision of the Technical Panel involving a striking difference per Skater/Pair/Couple, wrong decisions and wrong conduct of a competition by the Referee, poor reports by the Referee or by the Technical Controller and wrong operations by Data & Replay Operators shall be subject to Letter of Warning or Assessment 1 in a first case, Assessment 2 if an Assessment 1 had been issued before and Assessment 3, if an Assessment 2 had been issued before.
- b) Letters of Warning or Assessments against Judges shall generally be decided by the respective Technical Committee. Assessments against members of the Technical Panel, Referees, and Data & Replay Operators by the Council, except for Letters of Warning or Assessments for poor reports by the Referees and Technical Controllers, which shall be decided by the respective Technical Committee (see paragraph 5).

Proposal 225

**Rule 930, paragraph 9. a), b, c)**

**10. Sanctions for violations of the Duties of Officials and ethical offenses**

- a) Any violation of the Duties of Officials as defined in Rule 430, erroneous marking, wrong decisions by Technical Panels, wrong operations of Data & Replay Operators, wrong decisions or wrong conduct of competitions by Referees and poor reports are subject to Assessment (Paragraphs 4, 5 and 6 above).
- b) Any violation of the Duties of Officials, which is at the same time a violation of the ISU Code of Ethics, shall also be submitted to the ISU Disciplinary Commission. For (national bias) rule 440 paragraph 2 b) above applies.
- c) Any violations of the ISU Code of Ethics, if committed with any degree of fault (intent, gross negligence, recklessness, carelessness etc.) are disciplinary/ethical by nature and subject to disciplinary sanctions according to Art. 25, paragraph 9 of the Constitution shall immediately be submitted to the ISU Disciplinary Commission.

Proposal 227

**Rule 954 paragraph 2.a)**

**Composition**

The intentional, developed and/or original arrangement of the repertoire of all types of movements into a meaningful whole according to the principles of proportion, unity, space, pattern, and musical structure.

In evaluating the Composition, the following must be considered:

- Multidimensional movements and use of space;
- Connections between and within elements
- Choreography reflecting musical phrase and form.

- Pattern and ice coverage;
- Unity

### **Presentation**

The demonstration of engagement, commitment and involvement based on an understanding of the music and composition.

In evaluating the Presentation, the following must be considered:

- Expressiveness and projection;
- Variety and contrast of energy and of movements;
- Musical sensitivity and timing
- Oneness and awareness of space (Pair Skating, Ice Dance).

### **Skating Skills**

The ability of the Skater to execute the skating repertoire of steps, turns, and skating movements, with blade and body control.

In evaluating the Skating Skills, the following must be considered:

- Variety of edges, steps, turns, movements and directions
- Clarity of edges, steps, turns, movements and body control • Balance and glide
- Flow
- Power and speed
- Unison

Proposal 228

#### **Rule 954 paragraph 2.b)**

##### **b) Marking of Program Components**

After completion of a program, as per Rule 353, paragraph j), each Judge marks the Program Components on a scale from 0.25 to 10 with increments of 0.25. Points given by the Judges correspond to the following degrees of the Program Components: less than 1 – extremely poor, 1-1.75 - very poor, 2 - 2.75 - poor, 3-3.75 - weak, 4 - 4.75 – below average, 5 - 5.75 - average, 6 - 6.75 - above average, 7 -7.75 - good, 8 -8.75 - very good, 9 – 9.75 excellent, 10 outstanding. Increments are used for evaluation of performances containing some features of one degree and some of the next degree.

Guidelines for marking Program Components are published and updated in ISU Communications.

## **III Technical Rules**

Proposal 287

#### **Rule 963, paragraph 2**

##### **2. Free Skating:**

- For the Free Skating the starting order will be the reverse order of the result after the Short Program;
- The Teams will be divided into the smallest possible number of equal groups (see Rule 982), size of Starting Order Groups Free Skating, Table III in the order in which they finished the Short Program;
- If the number of Teams is not equally divisible, the last group to skate (and as many preceding groups as necessary) must contain one more Team than the first group. The lowest placed group must skate first, the next lowest second and so on;
- If two or more Teams are tied for the same place at the end of the Short Program, the Teams concerned shall be placed in the same group, if necessary, the immediately preceding group shall be smaller by the number of Teams added to that particular group. The maximum number of Teams to be placed in the same group is six. The starting order for tied Teams is determined in a manual draw by lot. The draw for tied Teams is carried out by the Referee with the Technical Controller being present.

Proposal 288

#### **Rule 965, paragraphs 3. and 5.**

##### **3. Adverse conditions unrelated to a Skater/Team and/or his/their equipment.**

If an adverse condition unrelated to a Skater/Team or his/their equipment, such as lighting, ice-condition, item thrown onto the ice etc. occurs, the Team Captain and/or the Team must stop skating and report to the Referee when he/they become aware of the problem or at the acoustic signal of the Referee, whichever is earlier. When

the problem is solved, the Team 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 Team 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 964, paragraph 2. After the second warm-up, the Team 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 Skater/Team and/or his/their equipment.

#### **4. Adverse conditions related to a Skater/Team and/or his/their 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), or no deduction if medical attention is required as per paragraph Rule 515, paragraph 5. 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. Medical attention**

If medical attention is required (including nose bleeding), the Referee must stop the performance by an acoustic signal, follow the Medical Protocol (Communication 2267 or any update thereof) and instruct the music technician to stop the music. After consulting with the respective Team Physician, or, if not present, the medical doctor provided by the Organizer, the Referee shall decide if the Skater is allowed back to compete. If the Referee does not allow the Skater to resume within 3 minutes since the Skater stopped skating his program, another Skater may be substituted per Rule 965, paragraph 9 10. If the Referee allows the Skater to continue skating his program no deduction will apply. When the problem is resolved, the Skater/Team 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.

Urgent proposal 21

#### **Rule 970**

##### **Draw for Teams**

For all ISU Championships, the draw for the Short Program and if applicable, for the Qualifying Free Skating will be held according to the latest World Standings as follows, whereby World Standings will be established as per the procedure published in an ISU Communication:

- a) For the purpose of the draw, the Teams are listed in accordance with the latest ISU World Standings at the time of the Team Leaders Meeting at the respective competition.
- b) The Teams will be divided into starting order groups in accordance to Table II of the Technical Rules using the total number of Teams entered.
- c) Within the starting order groups, the Teams will be divided into two equal subgroups, in case of an odd number of Teams the subgroups with the Teams drawing for the higher starting numbers will include one more Team.

- d) There will be a free draw among all Teams of each such subgroup with the highest ranked Team of the World Standings drawing first and so on.
- e) In case of ties in the World Standings there will be a separate draw between the tied Teams to decide the order of the draw. In case of ties in the World Standings on the border of starting order groups or the subgroups, all those tied Teams will be included in the later group or subgroup and the earlier competing group or subgroup will be smaller by the number of Teams so added to a later group. However, this procedure has no influence on the size of the warm-up groups for the Short Program or Qualifying Free Skating which strictly follows Table III of the Technical Rules.
- f) Teams, who have not received any ISU World Standing points will be listed at the bottom of the list in country order. There will be a separate draw between those Teams with no World Standing points to determine the starting order, following the basic principles of the draws.

Proposal 289

**Rule 970, paragraph 2.**

**2. The draw for the Free Skating**

The starting order for the Free Skating will be according to Rule 963, paragraph 2

Proposal 290

**Rule 990 para 1 k) and s)**

**k) Interaction between Elements, Skaters and Shapes/Configurations**

The different Elements, Skaters and Shapes/Configurations cross paths, intersect, circle, mirror, pass by or are connected to each other etc.

**s) Stopping**

Skaters are standing in one place without any movement.

Proposal 291

**Rule 990 para 2 e) and f)**

**e) Linking steps**

Linking steps are connecting steps between turns in the Step Sequence Additional Features and in Features;

**f) Terms used to describe turns, steps and linking steps**

iii) Difficult turns/step – consists of bracket, counter, loop, rocker, twizzles with 2 or more rotations;

Proposal 292

**Rule 990 para 3**

**DEFINITION OF ADDITIONAL FEATURES AND REQUIREMENTS to amend**

**a) FREE SKATING ELEMENTS**

(i) **Jumps** – A type of movement during which both feet leave the ice.

a) **Listed Jumps** – The list of jumps consists of split jump, waltz jump, flip, loop, toe loop, salchow, lutz, and axel

b) **Non-listed Jumps** – All other Jumps not listed in paragraph a)

c) **Assisted Jumps** – Jumps in which a Skater(s) provides passive assistance to another Skater(s) in a non-supportive manner. The take-off must be done by the Skater who jumps. In this action there is a continuous ascending and descending movement. The hands of a Skater(s) providing the passive assistance may rise higher than shoulder level height.

d) **Jump Combination** – Consists of any number of jumps of any revolutions that may be linked with turns, steps or with a slight touch down.

e) **Jump Sequence** – Consists of any number of jumps of any revolutions that may be linked with non-listed jump, immediately following each other while maintaining the jump rhythm (knee); there can be no crossovers or stroking between jumps during the sequence.

f) **Throw Jumps** – Throw Jumps are partner assisted jumps in which one of the Skaters is thrown into the air by another Skater on the take-off and lands without assistance from the partner on a backward outside edge. A throw jump may have any number of revolutions.

(iii) Illusion – A quick rotational movement as the Skaters' head and upper body quickly lowers, at minimum, with the head near the supporting leg between the hip and knee AND the free leg kicks higher than hip level.

**(vi) Spins**

A spinning movement, with a minimum of three revolutions, without interruption performed on one foot on the spot (except a cross foot spin) and in the correct position. If the Spin has a change (foot, position, etc.), then two revolutions are required before and after the change.

**(vii) Un-sustained Lift**

**(viii) Vault**

Proposal 293

**Rule 990 para 3 b)**

A Free Skating Move with a change (change of edge, of free leg position, of rotational direction etc.) must be held for a minimum of 2 seconds before and after the change. In the case when Skaters change at different times, all Skater(s) must hold the free skating move for at least 2 seconds before and after the change.

**b) FREE SKATING MOVES**

**(vi) Shoot the Duck**

The Skaters must show a low position, where the supporting leg is bent to at least 90° (parallel to the ice) and the free leg is not resting on the ice surface. The Skaters' torso may be upright, bent forward. The free leg may be straight or bent and may be held to the front or to the side. The move must be skated on an edge or a flat and on one foot.

**(vii) Spirals**

A Spiral is a glide on a forward or backward, inside or outside edge in arabesque position. The free leg (including the knee and foot) must be held higher than hip level supported (either by the same or another Skater) or unsupported. The position of free leg must be fully extended and may be backward, forward or sideways.

**(viii) Spiral Variation**

A Spiral position either to the front, side or to the back where the free leg is bent and supported (either by the same or another Skater) or unsupported. The free leg must be held higher than hip level (including the knee and foot).

Proposal 294

**Rule 990 paragraph 4.**

**DEFINITION OF FEATURES AND REQUIREMENTS**

**c) Body Movements:**

Body Movement is the use of the body parts (arms, legs, head, torso) when executing the turns and linking steps. The core changes from the center balanced position and that movement has a significant impact of the body's weight distribution over the blade.

Different levels in space:

High; movements done above shoulders

Medium; movements done within shoulder to hip level

Lower; movements done below hip level

**d) Change of Configuration**

An action when the number of lines, spokes or circles changes during an Element. Skaters have to move to form a new configuration.

**e) Change of Place**

An action where the spoke(s)/line(s)/Skater(s) change their order when compared to the start or when Skaters within a spoke/line change spots with each other.

**f) Change of Side**

An action done during a Free Skating Move where a Skater begins on one side of another Skater, and changes to the other side of that same Skater.

**g) Change of Position**

An action where a Skater uses at least two different positions.



#### **h) Change of Relative Position**

An action when two separate configurations of the same and/or different elements change places with each other. The two configurations may pass each other, intersect or Skaters may change from one configuration to another.

#### **i) Change of Rotational Direction**

An action where an element or movement is executed first in one rotational direction and then in the opposite rotational direction. Clockwise and anti-clockwise or visa-versa.

#### **j) Change of Element Shape**

An action where Skaters change from one element's shape to a different element's shape.

#### **p) Intersecting**

Individual Skaters crisscross between other Individual Skater(s) either simultaneously or separately.

#### **r) Mirror Image Pattern**

A Mirror Image Pattern is shown when some Skaters of the Team uses a clockwise or anti-clockwise direction and the other Skaters of the Team uses the opposite direction at the same time (anti-clockwise or clockwise). It can be executed in an Element with half/half of the Team (ex: for Step Sequences) or one-third/two-third (ex: with 3 Group Lifts).

#### **s) Passing through**

Individual(s), pair(s) and/or group(s) of Skaters crisscross between other Individual(s), pair(s) and/or group(s) of Skaters either simultaneously or separately.

Proposal 295

#### **Rule 990 paragraph 5.**

#### **DEFINITION OF ELEMENTS AND BASIC REQUIREMENTS**

Stopping or becoming Stationary (Choreographed) is not permitted during any part of an Element once the Element has started.

Exceptions: Creative Element – Lifts, No Hold Element AND any Element that requires or has an option for a Stationary movement (spin etc.)

Elements must meet the following Basic Requirements described below and for each specific Element.

#### **i) Block (Artistic, Linear & Pivoting, Mixed and No Hold Elements...)**

A block (closed or open) must have a minimum of three straight lines with all Skaters forming one block configuration

- **Closed Block**  
A block shape that is outlined and filled in with Skaters
- **Open Block**  
A block shape that is only outlined with Skaters

#### **ii) Circle (Artistic, Mixed, Rotating and Traveling Elements...)**

A Circle has a minimum of four Skaters.

Basic Circle shapes are defined as follows:

- One Circle
- Multiple Circles: Two or more side by side Circles
- Circle(s) inside Circle(s)

#### **iii) Line (Artistic, Linear & Pivoting, Mixed and No Hold Elements...)**

A Line must have a maximum of two straight lines.

#### **iv) Wheel (Artistic, Mixed, Rotating and Traveling Elements...)**

A spoke must have a minimum of three Skaters

- Spokes may be straight, curved
- Basic Wheel shapes are defined as follows:
- One, two (or "S" wheel), three, four or five spoke Wheel

- Multiple Wheels
- Two-line, Three-line parallel Wheel

A variation of a shape configuration of an Element is defined as: a deviation of a basic shape where Skaters may or may not be attached.

#### **a) ARTISTIC ELEMENT**

An Artistic Circle/Artistic Wheel begins once the configuration is recognized and starts to rotate with all Skaters participating.

The Artistic Block/Artistic Line begins once the configuration is recognized and is progressing along/across the ice with all Skaters participating.

The Artistic Element should be used to match the music in order to enhance the composition of the program.

The Element ends once the configuration breaks apart or a connection into another Element or connecting Element begins. Artistic Elements are those Elements listed below which are considered to be the base of Synchronized Skating.

#### **c) GROUP LIFT ELEMENT**

(ii) All Skaters must attempt to participate in a Group Lift Element either by being the lifted Skater or by supporting the lifted Skater.

#### **d) INTERSECTION ELEMENT**

To amend introductory part and its subparagraphs iii) and vi) as well as phase 1 as follows, whereby the remaining text not shown as amended stays in force:

The Intersection Element may include an Additional Feature (Point of Intersection).

The Intersection Element begins with the approach phase or Feature(s).

All Skaters must intersect and/or pass-through during the Intersection Element. There are two different options in which this can be executed (see ISU communication for annual requirements).

- Intersecting: see definition of Features
- Passing through: see definition of Features

**(iii) Combined Intersection:** when two different types of intersections are combined

**(vi) Whip Intersection:** an Intersection where the two lines approach each other starting from a curve until the lead Skaters of each line become back to back with the Axis of Intersection and then start to straighten before intersecting.

#### Phase 1 – Approach

The approach phase of an Intersection Element begins when the Team starts moving towards the Axis of Intersection and ends when the Skaters intersect and/or with the start of a pi rotation.

Note: The approach phase for an Angled Intersection begins when the lines are moving towards each other and ends once the lead Skaters of each line start to pass each other

#### **e) MIXED ELEMENT**

(iii) Two or more different Elements are interacting with each other. The Elements may cross paths, intersect, circle, mirror, pass by and/or be connected to each other, may be in Pairs (with a minimum of two Pairs which are part of an Element Shape).

Choice of Elements are: Block, Circle, Line and Wheel.

The Mixed Element ends once the Element Shape(s) break apart connection into another Element or a connecting Element begins.

#### **f) MOVE ELEMENT**

This Element consists of Free Skating Move(s).

(i) All Skaters must attempt a Free Skating Move.

(ii) The Element begins at the start of the Free Skating Move or Feature(s).

(iii) All Skaters must act as a unit.

(iv) Any connection, including connections resembling an Intersection are permitted during the Free Skating Move (see Rule 992 paragraph 2 for Illegal Elements).

(v) The Element ends when all timing requirements for the Free Skating Move(s) have been met.

### **g) NO HOLD ELEMENT**

The No Hold Element may include an Additional Feature (Step Sequence) executed with a no hold.

- (i) The No Hold Element begins when the Skaters form one block and are in a no hold.

### **h) PAIR ELEMENT**

- (i) All Skaters must attempt a pair movement

### **i) PIVOTING AND LINEAR ELEMENTS**

- (i) All Skaters must participate in the configuration(s).
- (ii) The Element begins once the configuration is recognized and is progressing along/across the ice.
- (iii) Linear Elements; the Element must attempt to progress across the ice.
- (iv) Pivoting Elements; All Skaters must be attached (for most of the time) and must attempt to pivot. Pivoting Line Element; the number of Skaters in each line(s) must be as equal as possible.
- (v) The Element ends when the configuration is broken, or stops pivoting (see Communication) and begins a connection into a different Element.

### **j) SYNCHRONIZED SPIN ELEMENT**

- (i) All Skaters must attempt a Spin
- (ii) The Synchronized Spin Element begins with the entry edge or Feature
- (iii) A minimum of three revolutions are required.

### **k) TRAVELING AND ROTATING ELEMENTS**

- (i) All Skaters must participate in the configuration(s).
- (ii) The Element begins once a circle(s) and/or a wheel(s) shape(s) is/are recognized and starts to rotate.
- (iii) Rotating Elements; the Element must attempt to rotate.
- (iv) Traveling Elements; the Element must attempt to rotate and travel.
- (v) The Element ends when the configuration is broken, or stops rotating, or stops traveling (see Communication) and begins a connection into a different Element.

### **l) TWIZZLE ELEMENT**

- (i) All Skaters must attempt at least one twizzle
  - (ii) The Element begins with the entry of the first twizzle or Feature(s)
  - (iii) The Element consists of a set of at least two twizzles.
- The Element ends when all Skaters complete the last twizzle.

Proposal 296

### **Rule 991**

#### **Short Program and Free Skating, paragraph 2, 3 and 4**

- a) A good program contains Elements linked together harmoniously by a variety of connections and executed with a minimum of two footed skating. Synchronized Skating refers to the quality of skating, importance of unison, the accuracy of formations and preciseness of the Team, all incorporated into a program of a specified time limit.
- b) Any music including vocal music using lyrics is permitted. However, the Teams must skate the program in time to the music.
- c) Element(s) will be considered as not attempted if the Element does not meet the minimum Basic requirements.
- d) Creative innovations and variations are not Features and are permitted in connections and Required Elements; Creative innovations will be reflected in GOE and the Program Components.
- e) The Team must predominately act as one unit. Division of the Team into several units is allowed during the Creative Element and connections. Additionally, several units can be used as short connections if the Element following the connection so requires (i.e. preparation for an Intersection or beginning of a Creative Element).
- f) Features and Additional Features will be counted only once per Element.
- g) Features may be executed at the same time as other Features unless otherwise stated in a Communication.
- h) Mirror Image Pattern is permitted in the Elements, Features and Additional Features and connections unless otherwise stated in a Communication
- i) Variety of Steps, turns, linking steps may be used both in the Elements and during connections.
- j) Syncopated choreography may be used in the Elements, Features and Additional Features and connections unless otherwise stated in a Communication.

- k) The choreography and Elements should be executed facing towards all sides of the ice rink. Programs not fulfilling the requirements will be penalized.

Elements executed using the wrong shape will receive a penalty (see Rule 843, paragraph 1 m). A wrong shape would include examples such as Team executing a four spoke instead of a required three spoke.

### **3. Short Program Requirements**

- a) Consists of required Elements. The program shall be skated in harmony with the music chosen by the Team.
- b) Un-prescribed or additional Elements or repetitions of Elements which have failed, are not allowed and will not be marked and a deduction must be made if any of those Elements are included (see Rule 843, paragraph 1 m). Basic Element shapes up to and including Level 1, Creative Element(s) and/or Artistic Elements (any level) will not be considered as an un-prescribed or additional Element(s).
- e) Lifts may be used only in Senior Short Program (only when required as an Element)

### **4. Free Skating Requirements**

- a) Free Skating consists of a well-balanced program composed of Elements and other linking movements reflecting the character of the music and/or expressing a concept, story, theme or idea of the Team's own choice.
- b) Other Elements may be incorporated into the Free Skating program and will be judged as connections as part of the Composition component.
- c) Features and Additional Features are optional. In order to increase the difficulty of the required Elements in Free Skating, Features and Additional Features may be incorporated into the Free Skating Elements and will be called by the Technical Panel and evaluated by the Judges.

Proposal 297

#### **Rule 992 paragraph 2**

2. Illegal Elements/Features/Additional Features and Movements Short Program (Junior and Senior) and Free Skating (Novice, Junior and Senior)

##### **a) All categories (SP and/or FS)**

- Back spirals through the Axis of Intersection
- Illegal lifts as defined in Rule 990, paragraph 3.a. vi) a)
- Split jump through the Axis of Intersection.
- Unassisted/solo back flip(s)

##### **b) Junior and Senior Short Program**

- Lifts of any variety unless required.

##### **c) Novice**

- Lifts of any variety
- Vaults.

## **IV. ISU Communications 2261, 2615, 2622, 2631, 2632, 2635, 2638, 2639**

The content of these Communications was subject to 59th ISU Congress decisions. It is now confirmed that the Communications are valid and can be found on the ISU website.

July 5, 2024

Jae Youl Kim, President

Colin Smith, Director General