	Speed Skate Nova Scotia Officials Bulletin 2015-02 **March 11, 2015**
	Scenarios for Starters

Note: This information was received from Speed Skate New Brunswick and relates to the ISU rule changes outlined in Officials Bulletin 2015-01

Scenario	**Action...**
1) A skater arrives at the start line more than 10 seconds after the Starter has blown his whistle to start the race.	The skater is given a warning by the starter. This is a warning to this skater only, and does not affect the other skaters on the starting line.
2) The skater in position #3 arrives at the start line more than 10 seconds after the Starter has blown his whistle to start the race. The skater is issued a warning, and during the subsequent start the skater in position #1 makes a false start.	The Starter blows the whistle and gives the skater in position #1 a false start, then advises all skaters "This race has one false start". (The start continues, with position #3 having a warning and the start line having a false start).
3) A skater moves after the "Ready" command without going over the start line.	The Starter blows the whistle and gives the skater a false start, then advises all skaters "This race has one false start". The starter asks all skaters to step back, gives the command "Go to the Start" followed by the command "Ready".
4) A skater steps over the start line after the "Ready" command, but before the gun is fired.	The starter blows the whistle to stop the skater. Once the skater returns to the start line, the Starter gives the skater a false start, and advises all skaters "This race has one false start". The Starter then gives the command "Go to the start" followed by the "Ready" command.
5) Two skaters move at the same time after the "Ready" command, but before the gun.	The starter blows the whistle to stop the skaters. Once the skaters return to the start line, the Starter gives both skaters a false start, and advises all skaters "This race has one false start". The Starter then gives the command "Go to the start" followed by the "Ready" command.
6) After the "Ready" command, all four skaters take their ready position. The skater in position #3 then moves his leg and the skater in position #1 breaks over the line.	The starter blows the whistle to stop the skater. Once the skater returns to the start line, the Starter gives the skater in position #3 a false start, and advises all skaters "This race has one false start". The Starter then gives the command "Go to the start" followed by the "Ready" command.
7) After the "Ready" command, all four skaters take their ready position. The skater in position #3 then moves his leg and the skater in position #1 breaks over the line. You have recalled the skaters, and the skater in position #4 stops to speak with their coach before coming to the start area.	Once the skaters return to the start line, the Starter gives the skater in position #3 a false start, and advises all skaters "This race has one false start". The Starter then advises the skater in position #4 they have a warning, and Penalty (combination of F/S and warning). Once the skater leaves the ice, the Starter then gives the command "Go to the start" followed by the "Ready" command.

Scenario	**Action...**
8) The race is started and a skater falls before the apex (4th bloc) without any contact or interference with another skater.	The Starter does NOT recall the race.
9) The race is started and a skater falls before the apex (4th block) and there is contact with another skater.	The Starter blows the whistle to stop the race. When the skaters return, the Starter restarts with the command "Go to the start", followed by the "Ready" command. If there was contact before the apex and the fall happened after the apex, the race is NOT recalled by the Starter. *The Referee may do so.*
10) The race is started and a skater falls before the apex (4th bloc) and the skater impedes another skater behind him/her but this skater does not fall.	The Starter does NOT recall the race. *The Referee may do so. The Starter can only recall the start in the case of contact and a fall before the apex.*
11) The race is started and a skater falls before the apex (4th bloc) and the skater impedes another skater behind him/her and this skater falls.	The Starter blows the whistle to stop the race. When the skaters return, the Starter restarts with the command "Go to the start", followed by the "Ready" command. If the impeded skater falls after the apex, the race is NOT recalled by the Starter. *The Referee, however, could recall the start. The Starter can only recall the start in the case of contact and a fall before the apex.*
12) A race is stopped due to an injury or other reason and there was a false start assigned.	When the race is rerun, it is treated as a fresh start.
13) The referees are talking amongst themselves or to the coaches.	The Starter gives the "Go to the start" command. If the Referee wants to continue the conversation, they will tell you. In this case the Starter will tell the skaters to skate around.
14) A skater shows up late at the start line (while still putting on his/her equipment, or talking to a coach).	The Starter gives the skater a warning-delay of start.
15) A skater is slow to step forward to the start line after the "Go to the start" command.	The Starter gives the skater a warning-delay of start.
16) A skater is slow to go into the start position after the "Ready" command.	The Starter blows the whistle, gives the skater a false start and advises all skaters "This race has one false start". The starter asks the skaters to step back, restarts with the command "Go to the start", followed by the "Ready" command.
17) Before the race is started, there is an interruption (ice repair, timing problem, etc.)	The Starter tells the skaters to skate around. Once the situation has been repaired, the Starter blows the whistle to recall the skaters.

Scenario	Action...
18) There are 6 skaters in the race and lane 3 has been given 2 false starts.	The skater in lane #3 will leave the ice. The Starter orders the skaters to step back and the start procedure is restarted. The skaters in lane 4, 5 & 6 will move down to fill the gap.
19) There are 7 skaters in the race.	Skaters 1 thru 6 will line up at the start line and the 7th skater will line up behind lane 6. If there are 8 skaters, skater 7 will line up behind lane 5 and skater 8 will line up behind lane 6.
20) There are 5 skaters in race "D" and 1 skater in race "E" in the same race (combined).	Skaters 1 thru 5 will line up at the start line and the 1 skater form race "E" will line up behind Lane 5.
21) A skater touches the start line with his/her blade.	For younger skaters the Starter will ask the skater to move their skate behind the line. For higher level skaters (and all National Level meets), the Starter will give a false start.
22) At the start of a relay, there is interference before the apex block, causing a skater to fall.	The Starter blows the whistle to stop the race. When the skaters return, the Starter restarts with the command "Go to the start", followed by the "Ready" command. *Anecdotally, in the Men's relay at the 2014 Sochi Games, three skaters went down and the Starter did not recall the start hence the Referee's ability to now* participate *in the starting procedure*

Notes...
1. There is a .5 to .8 second pause in Short Track and a 1 to 1.3 second pause in Long Track once the skaters are completely still after the "Ready" command
2. When the Starter gives a false start to a skater, they will announce it in the following manner ", Position #2, False Start". "This race now has one false start"; followed by "Go to the start" and "Ready" commands.
3. The term "Disqualification" is no longer valid. We now use the term "Penalty"
4. Before giving the "Go to the start" command, the Starter should ensure that the race track is clear and that all doors are closed (no ice repair, mats are in place). Tip: Give a quick glance around before starting the command.
5. After giving the "Go to the start" command, give the skaters a few seconds to settle down and go through their routine. This will decrease the number of false starts.
6. Be aware of the type of races or skaters (new skaters vs. advanced skaters) before applying the rules as above. We want the skaters to enjoy their racing experience.

Notes...	
7.	Refer to ISU "Technical Rules Short Track Speed Skating" Rule 298. Pay particular attention to sections 3 and 5.
8.	Strongly recommend the Starters and Referees discuss start procedures before racing begins to ensure all are clear and have the same understanding.