

SSC ODC Report





Stuart Gibbs SSC ODC Chairperson ISU ST referee





Red Book Rule changes

- Governance Policy
- Sport Council
 - CDC
 - ODC
 - HP





Red Book Rule changes

- D3-100
- D3-300
- D3-301

2018 ISU Congress







Short Track

• D3-100 Change

Eye Protection (Protection des yeux)	Intent: Prevent eye injuries resulting from ice chips or a collision with a blade or other object
	Minimum Requirement: Shatter-resistant glasses are required for all skaters. All glasses must be held in place by a strap
	<u>Guidance</u> : Clear lenses must be worn. The higher the level of shatter resistance and the more extensive the protection, the better.

















• D3-100 Change

Reason:

 Of the 18 tests listed 10 are visual/auditory signs that the assessor can assess by observation/listening. Of those 10 tests, 8 pertain to the eyes. The initial on-field assessment is important in determining many subsequent steps including the participant getting back into the game and the requirement for future assessments. The use of tinted visors impairs the assessor's ability to properly assess whether head trauma has taken place or not, by not allowing the assessor to clearly view the eyes and eye movements. With a tinted visor the assessor will have to remove a player's helmet to visually inspect the eyes. If a head, neck and/or back injury have occurred to the player, movement of the player to remove the helmet can exacerbate the injury.





Long Track

- D3-300 changes
 - The following equipment is required for <u>all</u> Long Track Mass Start training and competition. Learn to skate activities are not considered long track mass start training and competition. As such, only the equipment requirements for head protection, hand protection, knee protection and <u>neck protection</u> apply.
 - See ISU Rules and Regulations and specific ISU Communications for relevant rules, <u>ISU bulletin #2038</u>.





Neck Protection (Protection du cou)	Intent: Prevent cut and puncture wounds to the neck area, especially in the areas of the major arteries.
	Minimum Requirement: All skaters must wear neck protection covering the lower half of the full circumference of the neck and covering all soft tissue below the chin to a point extending below a line joining the armpits at the front of the body. Neck protection must be made of Kevlar, Dyneema, or ballistic nylon. Protection may be integrated into the design of a skater's skin suit or worn tucked into a skater's skin suit. If separate neck protection is worn, it must be fastened securely.
	Guidance: The more cut and puncture resistance and the greater the extent of neck coverage, the better.







Eye Protection (Protection des yeux)	Intent: Prevent eye injuries resulting from ice chips or a collision with a blade or other object.
	Minimum Requirement: Shatter-resistant glasses are required for all skaters. All glasses must be held in place by a strap.
	<u>Guidance</u> : Indoor Mass Start LT competitions: Clear lenses must be worn. Outdoor Mass Start LT competitions: Skaters may wear tinted lenses for UV protection. The higher the level of shatter resistance and the more extensive the protection, the better.







Head Protection (Protection de la tête)	Intent: Prevent major and minor head trauma and traumatic brain injury due to impacts with ice, boots, blades, bodies, boards and crash pads
	Minimum Requirement: A helmet must be worn for all on-ice activities. It must be securely fastened under the chin at all times. A skate blade should not be able to penetrate any ventilation holes in the helmet.
	For Learn to Skate and Learn to Speed Skate Programs, as well as training for Active Start and FUNdamentals aged participants, helmets must be ASTM F 1849 certified or CSA approved (hockey, snowboard/ski skateboarding helmets only). For all other competitions and activities, helmets must be ASTM F 1849 certified





Rest of Body Protection	Intent: Prevent cut and puncture wounds on any other part of the body not already covered by other
(Protection du reste du corps)	protective equipment.
	Minimum Requirement: All skin below the mid-line of the neck must not be bare. Skaters participating in events sanctioned as SSC Championships and/or as Selection/International competitions must wear cut resistant clothing meeting or exceeding the minimum standards established by the ISU.
	<u>Guidance</u> : Minimum requirement "rest of body protection" is recommended for all other activities (e.g. training) where skaters are performing at a level similar to the lowest level of SSC Championships. The more cut and puncture resistance, the better.







Old Rule • D3-301

D3-301 Additional Protective Equipment for Participants Under 15 Years of Age

Equipment	Intent, Minimum Requirement and Guidance
Head Protection (Protection de la tête)	Intent: Prevent major and minor head trauma and traumatic brain injury due to impacts with ice, boots, blades, bodies, boards and crash pads.
	Minimum Requirement: A helmet must be worn for all on-ice activities. It must be securely fastened under the chin at all times. A skate blade should not be able to penetrate any ventilation holes in the helmet.
	For Learn to Skate and Learn to Speed Skate Programs, as well as training for Active Start and FUNdamentals aged participants, helmets must be ASTM F 1849 certified or CSA approved (hockey, snowboard/ski skateboarding helme only). For all other competitions and activities, helmets must be ASTM F 1849 certified.
Knee Protection (Protection des genoux)	Intent: Prevent puncture and blunt force impact wounds to the knees.
	Minimum Requirement: Full frontal knee coverage providing complete coverage of the patella. Made of puncture resistant (e.g. Kevlar or Dyneema) and impact absorbing (e.g. high-density foam) material. Protection may be worn over a skater's skin suit or it can be integrated in the suit.
	Guidance: The more puncture resistance and blunt impact energy absorption, the better.
Neck Protection (Protection du cou)	Intent: Prevent cut and puncture wounds to the neck area, especially in the areas of the major arteries
	Minimum Requirement: All skaters must wear neck protection covering the lower half of the full circumference of the neck and covering all soft tissue below the chin to a point extending below a line joining the armpits at the front of the body. Neck protection must be made of Kevlar, Dyneema, or ballistic nylon. Protection may be integrated into the design of a skater's skin suit or worn tucked into a skater's skin suit. If separate neck protection is worn it must fastened securely.
	Guidance: The more cut and puncture resistance and the greater the extent of neck coverage, the better.

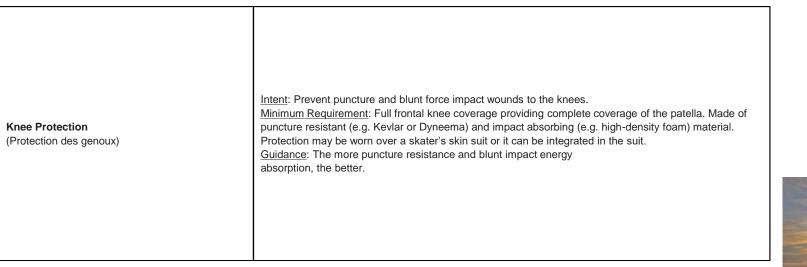




New abbreviated Rule

• D3-301

D3-301 Additional Protective Equipment for Participants Under 15 Years of Age









Policy and advisory statements:

- Canadian Association of Optometrists Position (CAO) on UV and Eye Protection, Policy and Position Statement, 2016
- CAO Position Paper Tinted Helmet Visors, 2011
- Concussion Recognition Tool 5, Concussion in Sport, April 26, 2017









- Rule 245 (Olympic Style)
- Rearrangement process for the draw
- Simplicity for the referees
- Someone withdraws the drawn lane will not change
- The entire block of skaters will move down as the withdrawn skater will be removed as a block.





- Rule 253 (Mass Start)
- Amendment wording, allows more room for the referee to call DQ for an obstructed skater and that skater may be advanced to the next round





- Rule 256 (Olympic Style)
- Change: If the overtaking takes place in the outer lane and overtaking a Competitor in the same lane, there is no space for them to pass on the outside, the skater can also pass them on the inside of the lane, if they are not crossing the demarcation line at the inside of their lane.



Short Track







Short Track

Rule 280, paragraph 1.e) Shall read as follows:

e) Besides the standard track there will be four (4) or six (6) other tracks laid out which are symmetrical to the standard track but moved in the direction of the straight with equal intermediate distances of up to 0.7 meters when seven (7) tracks are used, up to one (1) meter when five (5) tracks are used to preserve good ice conditions. For all tracks one (1) finish line will be used. For the starting lines see diagram in Technical Rules.

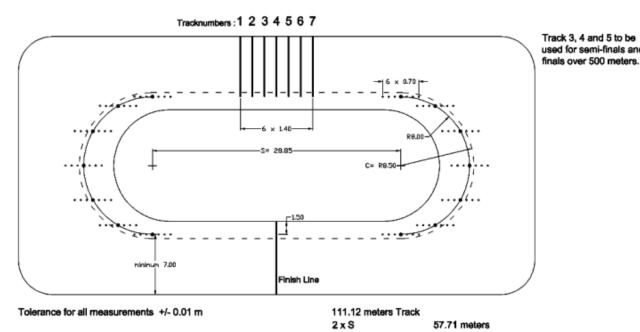
Reason: Possibility to use 7 tracks with an intermediate distance of 0,7 meters.





Short Track

Rule 280, paragraph 1.e)



2 x C x pl

One Lap

53.41 meters

111.12 meters





Short Track

Rule 295 paragraph 2.d) to 2.h) shall read as follows

- <u>g)</u> Race winners and second placed Skaters in the races will move forward to the next round.
- Skaters who were impeded, for which another Skater received a penalty, yellow card or red card, and at the moment of the infringement were in one of these direct qualifying positions, will be advanced to the next round.
- In the case that Race winners, second placed Skaters and advanced Skaters do not fill up to the scheduled number of Skaters in the next round, fastest thirds may be added to the next round. In exceptional cases, the number of Skaters directly qualifying to the next round may be different from the winner and second placed Skaters. In those cases, the next fastest finishing position may qualify by time.





Short Track Rule 297 (Relay)

- Clarity in the exchange zone in relays
- Pushes are to be straight forward
- Skaters coming into the track may also be considered an infringement





Short Track

Rule 297

Clarity for the skater being lapped

 Skaters who are about to be lapped must move to the outside and may not interfere with the skaters. Violation will result in a Yellow or Red Card.





Short Track Rule 297

- Off Track
- Skating with one or both skates on the left side of the curve, marked by the marking blocks.
- If they are pushed inside it is **<u>no PEN</u>** for that skater, (PEN for the other skater)
- If they end up going inside clearly not to injure another skater it is **no PEN**
- If they slide inside on their rear it is **<u>no PEN</u>**





Short Track

Rule 298, paragraph 12 (Starter)

• If a skater falls before the last block of the last curve after the starting line, the Skaters shall be called back to the start again.