



Hong Kong Inline Skating Association

Speed Skating Rulebook (TRACK)

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1. Scope, authority and general responsibilities

1.1 Scope

This Rulebook applies to speed-skating competitions organized under the authority of the Hong Kong Inline Skating Federation or Hong Kong Inline Skating Association, including track, closed-circuit road and open-road events. It governs participant conduct, venue use, equipment, race procedures, judging, timing and penalties.

1.2 Organizer and Chief Referee

The organizer determines the event programme, age groups, official distances, awards, qualifying structure and event-specific technical requirements. The Chief Referee has final authority over race safety, course suitability, race procedure, judging and the application of this Rulebook.

In this Rulebook, "Chief Referee" includes the Chief Judge or equivalent official appointed for the event.

1.3 Insurance and personal responsibility

All participants must arrange their own insurance before taking part. To the extent permitted by law, the organizer is not responsible for personal accident, injury, loss, damage or medical expenses arising from participation.

Each skater is responsible for ensuring that his or her physical condition, equipment and conduct are safe and compliant. A skater may be refused a start or disqualified for non-compliance.

1.4 Course access and venue control

During competition, only skaters, judges, officials, medical personnel and persons authorized by the Chief Referee may enter or remain on the racecourse. Pedestrians and spectators must not enter, cross, follow or move along a closed racecourse.

2. Racecourses

2.1 Course types

A racecourse may be a track or a road course. A road course may be an open course, where the start and finish do not coincide, or a closed circuit.

The racecourse is measured 30 centimetres from the inner edge. This measuring line is called the "rope". On a road course containing both left and right bends, measurement is taken along an imaginary line 30 centimetres from the extreme ends of the bends.

2.2 Track requirements

A track is a course, indoors or outdoors, with two straightaways of equal length and two symmetrical bends of equal diameter or dimensions. Indoor tracks may use diamond-shaped bends.

- Track length must be at least 75 metres and not more than 400 metres.
- The surface must be smooth, sufficiently grippy and free from conditions that compromise safe skating.
- Tracks may be level or banked at the bends.
- A banked track must be at least 125 metres and not more than 250 metres long.
- Banking must rise gradually and uniformly from the inside to the outside.
- Straightaways may be banked to connect with the bends, but must be longitudinally level for at least one-third of their length.
- External fencing directly bordering the track must be suitably protected.

2.3 Road-course requirements

- A closed-circuit road course must be at least 400 metres long.
- The course must be at least 5 metres wide at every point.
- The surface must be sufficiently smooth and uniform, without dangerous hollows or fissures.
- Crossfall must not exceed 3% of the course width.
- Open-course gradients should not exceed 5%; any exception must not exceed 25% of the total course.
- Road races may include uphill and downhill sections. Skaters must adapt their speed and conduct to the course and weather conditions.
- Closed-circuit races proceed counterclockwise unless the organizer announces another direction.

2.4 Start and finish markings

The start and finish lines must be clearly marked with white lines 5 centimetres wide. A start line must not be placed on a bend unless unavoidable. Where a second start line is used, it must not be white or dashed.

On a road course, the finish should be at least 50 metres after the bend leading to the finish, where the course permits.

3. Competition categories, enrollment and distances

3.1 Age groups, categories and distances

The organizer determines the appropriate age groups, race categories and official distances. The category and distance selected by a skater at enrollment are final.

After enrollment is submitted, a skater may not change to another group, age category or race distance. Any exception must be approved in writing by the organizer before the relevant start list is published. No change is permitted after the start list has been finalized unless required by the organizer for safety or event administration.

3.2 Awards and alternative distances

The organizer determines the number of awards. Alternative championship distances may be introduced after final entries are known, taking account of the number of skaters, venue limitations and safety.

The organizer or Chief Referee may reduce the distance on the day because of weather, course or facility conditions. Any such change must be announced to the affected skaters before the race starts.

3.3 Run-down and programme changes

The published run-down, timetable, race order, start time, heat allocation or other programme arrangement may be changed by the organizer or Chief Referee when necessary for safety, weather, course conditions, operational requirements or the orderly running of the event.

Any material change must be announced through the official event communication channels. Skaters remain responsible for checking announcements and reporting at the revised time.

3.4 Maximum time and cut-off

The organizer may set a cut-off time for an event. A skater who exceeds the cut-off may be directed to leave the course, board a designated vehicle or otherwise retire.

Unless a specific cut-off is announced, the maximum race time is calculated as the time of the first finisher increased by 25%.

4. Equipment and race identification

4.1 Racing attire

Skaters must wear the racing suit, team uniform or event shirt specified by the organizer. A skater who is not correctly dressed may not start.

Team members should wear identical uniforms. Where team uniforms are sufficiently similar, the Chief Referee may require one team to modify its uniform, with the team selected by draw if necessary.

4.2 Helmet and protective equipment

The helmet must be hard-shell, internationally certified, correctly fitted and fastened. In mass-start and road races, it must have a regular shape without protrusions or sharp ends. A profiled helmet may be permitted in an individual time trial where the event-specific rules allow it.

Protective equipment, including elbow pads, knee pads and wrist guards, is optional unless required by the organizer or a specific category. A skater who removes or unfastens the helmet before leaving the course is disqualified.

4.3 Skates and wheels

- Skates may have a maximum of five wheels fastened in line.
- The skate must not exceed 50 centimetres in length.
- Skates must be firmly attached to the boots.
- Axles must not protrude beyond the wheels or frames.
- Brakes are prohibited.
- Clap skates are permitted only without propulsive gear.
- A complete set of wheels must be fitted when the skater starts.
- Fitness races: maximum wheel diameter 90 millimetres.
- Speed races: maximum wheel diameter 110 millimetres, except road races, where 125 millimetres may be permitted.
- An event-specific technical regulation may impose a lower limit.

4.4 Other equipment

Heart-rate monitors and watches are permitted unless prohibited by event-specific rules. Radios, earphones and devices that distract a skater or interfere with fair competition are prohibited in open competitions and may be prohibited in any event.

A judge may require a skater to remove any item considered dangerous to the skater or another person. Plaster, synthetic plaster and hard restraints are not permitted while racing.

4.5 Race number

Each skater shall wear one race number only, attached to the body in the position specified by the organizer. Unless otherwise announced, the number shall be placed on the hip or side of the body facing the finish judges and must be clearly visible throughout the race.

A skater must not wear additional body numbers or duplicate race numbers. Any number supplied for a timing system, helmet, skate or other administrative purpose is not considered a race number unless the organizer specifically instructs otherwise.

Failure to wear the correct race number, or wearing it in a way that prevents identification, may result in refusal to start, a warning or technical disqualification.

4.6 Transponders

Where chip timing is used, the skater must wear or carry the transponder in the prescribed position and must confirm that it is correctly attached before starting. Failure to comply with the transponder requirement may result in refusal to start or technical disqualification.

4.7 Doping

Anti-doping control will be conducted in accordance with the medical and anti-doping regulations adopted for the event.

5. Race administration and start procedures

5.1 Call area and punctuality

Skaters must report to the Call Area when called by the announcer or at least 15 minutes before the scheduled start, whichever is earlier. A skater who is late to the Call Area, late for equipment checking or late to the start line is not permitted to race and is recorded as DNS, unless the Chief Referee expressly grants an exception before the start for reasons outside the skater's control.

A skater who does not answer after two calls at one-minute intervals is recorded as DNS. The Call Area judge checks attendance, race number, uniform, helmet, skates, wheel size, transponder and other required equipment, and confirms each skater's starting position.

5.2 Starting order and position

The starting order is determined by computer or random draw unless another method is announced. Skaters stand behind the start line, approximately 50 centimetres apart. In mass starts, rows should also be approximately 50 centimetres apart.

5.3 Start signal

Only starts without fixed supports on the surface are permitted. The Starter gives two commands: "ATTENTION", followed by a starting gun, whistle or other approved signal.

If a skater does not answer the Starter after being called twice, the skater is eliminated or recorded DNS as applicable.

5.4 False starts

A skater who starts before the signal receives a first false-start warning, recorded as FS1 and shown by a yellow card. A second false start by the same skater in the same race results in disqualification and is shown by a red card.

Where one skater causes a false start and others follow, only the first skater is penalized. The Starter calls the skaters back and repeats the start procedure.

In a time trial, the skater must have at least one skate on the racing surface between the start lines, where two lines are used. During initiation, the skate may roll but may not cross the rear line before authorization. After authorization, the skater has 15 seconds to initiate the start. A breach is a false start.

A start may be repeated where a mechanical defect not attributable to the skater causes a fall in a time trial, or where a fall within the first 100 metres causes two or more other skaters to fall in a mass start. The Chief Referee decides whether the start is repeated.

6. Race conduct and sporting rules

6.1 Direction and course limits

Skaters must follow the announced direction and remain within the lines, natural edges and removable markers defining the course. A skater must not touch or cross the course boundary with either skate, except where officials direct a temporary deviation for safety.

6.2 Lap completion and lap-out

In a closed-circuit race, every skater must complete the required number of laps. A lap is counted only when the skater passes the designated lap-counting line or timing point in the correct direction.

A skater who misses a lap, fails to pass the lap-counting point, takes a shortcut or otherwise completes fewer than the required laps has not completed the official distance and is recorded DNF or disqualified, as determined by the Chief Referee.

The organizer may require a skater who has been lapped, is about to be lapped or is otherwise interfering with the race to leave the course. The skater must follow the judge's instruction immediately. Such a skater receives a result based on the laps completed and the official order at the time of removal, but no official finish time is recorded. The result is marked as "lap-out" or another official notation announced by the organizer.

6.3 Fair passing and trajectory

Skaters must take the shortest reasonable line to the finish and must not make loops, lateral deviations or sudden movements that obstruct another skater. The leading skater on the final straight must continue in a straight path and must not obstruct the runner-up.



Skaters must not push, pull, tow, grab, hold, trip, elbow, shove, block, weave, jam, shuttle-skate or otherwise interfere with another skater. Body contact that forces another skater inward or outward, including riding in or riding out, is prohibited.

The passing of another skater must not cause difficulty to other competitors. A skater who intentionally obstructs another in a sprint may receive a reduction in rank or disqualification, depending on the effect and seriousness of the conduct.





6.4 Assistance

Physical assistance between skaters or from third parties is prohibited where it gives an advantage. Verbal advice from a coach or trainer is permitted unless event-specific rules provide otherwise.

After a fall, a skater who can continue must stand without physical assistance. A third party may provide a replacement skate or tools for repair, but must not physically assist the skater. A skater must repair equipment without obstructing the race.

6.5 Voluntary withdrawal

A skater who leaves the racecourse or voluntarily leaves the race without the permission or direction of a judge is disqualified and recorded as DQ-SF. This includes voluntarily skating off the course, stopping and leaving the course, or abandoning the race in a manner that is not reported to an official.

A skater who is unable to continue should notify a Jury member, judge or finish official. A withdrawal made with official acknowledgment is recorded as DNF or classified under the applicable withdrawal rule, but is not treated as a voluntary disqualification unless the circumstances justify it.

6.6 Lapped skaters and official removal

A lapped skater must not obstruct or assist another skater. In track or closed-road mass-start races, a judge may direct a lapped or soon-to-be-lapped skater to leave the course when the skater may interfere with the race or when required for safety.

A skater who leaves the course because a judge or official directs the skater to do so is not disqualified solely for leaving. The skater receives an official result based on the completed laps and placing determined at the time of removal, but no official finish time is recorded. The result must be marked “lap-out”, “official removal” or another notation announced for the event.

In closed road circuits longer than 500 metres, lapped skaters may be classified when the first skater completes the distance, unless the Chief Referee announces another procedure. A bell indicating the final lap is rung only for the first skater.

7. Race formats and advancement procedures

7.1 General principles

The organizer shall publish the race format, number of rounds, advancement method, distances, number of skaters in each round and any applicable time qualification before registration closes or, where operationally necessary, before the relevant start list is issued.

The published format may be adjusted by the organizer or Chief Referee when required because of the number of entries, weather, course conditions, safety, timetable constraints or other operational reasons. Any adjustment must be announced clearly before the affected race or round begins.

Unless otherwise announced, a skater may participate only in the group, category, distance and round for which the skater is entered or qualified. A skater may not change group or distance after enrollment under section 3.1.

7.2 Race rounds

A competition may consist of one or more of the following rounds:

1. heats or qualification rounds;
2. repechage or qualifying rounds, where announced;
3. semi-finals;
4. Final A;
5. Final B or other classification finals; and
6. a timed final.

The organizer shall determine which rounds are used and how many skaters advance from each round.

7.3 Heats and qualification rounds

Where the number of entries is too large for a direct final, skaters shall be divided into heats. The draw or allocation method shall be determined by the organizer and announced before the heats begin.

Where practicable, heats should contain substantially equal numbers of skaters and should be conducted over the published distance. The organizer shall announce the number of skaters advancing from each heat and whether any additional skaters qualify by time.

Advancement may be based on:

- finishing position in the heat;
- recorded time in the heat;
- a combination of finishing position and recorded time; or
- another method announced before the competition.

A skater who does not start, does not finish, is disqualified or is removed from the course is not eligible to advance unless the published rules expressly provide otherwise.

7.4 Heats leading to a final

Where heats lead directly to a final, the final shall consist of the number of skaters stated in the official programme. The organizer may qualify a fixed number of skaters from each heat and may add the fastest non-qualifying skaters by time where this method has been announced.

If the number of qualifiers is affected by a tie, the Chief Referee shall apply the published tie-break rule. If no tie-break rule was published, the Chief Referee may use photo finish, a comparison of official times or a supplementary qualifying procedure that is fair and practical.

7.5 Timed final

A timed final is a final in which the finishing order is determined primarily by each skater's recorded time rather than by direct advancement from a mass finish.

A timed final may be conducted in either of the following ways:

1. Individual timed final: skaters start separately or at scheduled intervals and are ranked by their official times.
2. Heat-time final: skaters compete in heats and are ranked across all heats by their official times, subject to the published tie-break rules.

The organizer must announce before the race whether the final is an individual timed final or a heat-time final, the start order, the timing method, the number of attempts, the distance and the treatment of ties.

7.6 Final A and Final B

Where Final A and Final B are used, skaters are allocated according to the results of the preceding round.

- Final A determines the highest available competition placings and the event winner.
- Final B determines the next classification placings below Final A.
- Additional finals, such as Final C, may be used when announced.

The organizer shall announce how many skaters advance to Final A and Final B. Unless otherwise announced, skaters qualifying directly from the heats or semi-finals are allocated to Final A, while the next eligible skaters are allocated to Final B.

A skater who qualifies for Final A may not elect to participate in Final B. A skater who does not start or does not finish the qualifying round is not eligible for a final unless the Chief Referee determines that the non-start or non-finish resulted from an official error or another circumstance expressly covered by the event rules.

If a skater qualified for Final A withdraws before the final, the organizer may leave the place vacant or promote the next eligible skater from Final B or the preceding round, provided that the procedure is announced before the final starts.

7.7 Ranking of Final A and Final B

Final A is ranked first, followed by Final B and then any lower classification final. The result within each final is determined according to the format of that final, including finishing position, official time, points or elimination procedure.

A skater who is disqualified for a sports or disciplinary fault is not ranked. The next eligible skater does not move into a different final after that final has started unless the Chief Referee applies a specific published rule.

7.8 Direct final

If the number of entries is within the safe capacity of the course, the organizer may conduct a direct final without heats or semi-finals. The direct final may be a mass-start, points, elimination, relay, knockout or timed final, as stated in the official programme.

7.9 Repechage and additional qualification

The organizer may use a repechage or additional qualifying round where the format requires a fair opportunity for skaters who did not qualify directly from their first heat. The organizer must announce before the relevant round:

- which skaters are eligible;
- the distance and race format;
- the number of skaters advancing;
- whether qualification is by place, time or both; and
- how the repechage affects Final A, Final B and other classification finals.

7.10 Race format changes

The organizer or Chief Referee may change the number of heats, the number of skaters in a final, the use of Final A or Final B, the distance, the race order, the start time or the advancement method where necessary for safety, weather, course conditions, the number of entries or the orderly running of the event.

No change may be made after a round has started if it would unfairly alter the result of that round, except where necessary to protect safety or to deal with an unforeseen incident. Any change must be communicated to all affected skaters before the next round starts.

7.11 Common format examples

Example A — Heats to Final A and Final B

- 36 skaters are divided into three heats of 12.
- The top four finishers from each heat qualify for Final A.
- The next four eligible skaters across all heats, ranked by official time, qualify for Final B.
- Final A determines places 1–12.
- Final B determines places 13–16.

- Remaining eligible skaters are ranked according to the published heat results or classification procedure.

Example B — Timed final by heats

- 24 skaters are divided into four heats of six.
- Every skater completes the same distance.
- All skaters are ranked by official time across the four heats.
- The fastest official time wins.
- Equal times are resolved under the published tie-break rule.

Example C — Individual time trial

- Qualified skaters start individually in the published start order.
- Each skater completes the announced distance against the clock.
- The final ranking is determined by official time.
- A skater must report to the Call Area on time; a late skater is not permitted to race and is recorded DNS.

8. Timing, finish and classification

8.1 Timing by format

The official timing method shall correspond to the published format:

- in a mass-start final, placing is determined by the finish rule;
- in an individual timed final, ranking is determined by official time;
- in a heat-time final, skaters from all heats are ranked by official time;
- in Final A and Final B, ranking is first determined within each final and then by the published final hierarchy; and
- in points, elimination and relay races, the specific format rules determine the result, with timing used where required for qualification or classification.

8.2 Timing and official removal

Timing may be recorded by chip timing, manual timing or both. The official results use the timing system designated by the Chief Referee, with backup timing used for validation where available.

A skater directed by a judge to leave the course under section 6.6 receives an official result based on completed laps and official placing, but no finish time is recorded. The result must show the applicable "lap-out" or "official removal" notation.

8.3 Finish judgment

In a mass-start race, placing is determined by the first point of the first wheel of the leading skate crossing the finish line while that skate is in contact with the surface. If the first skate is not in contact with the surface, the leading point of the first wheel of the second skate determines the placing.

If a skater falls at the finish and crosses without either skate in contact with the surface, the leading point of the first wheel of the second skate determines the placing.

In an elimination race, the last part of the skate crossing the finish line determines the elimination. The skater leading on the final straight must comply with the trajectory rule in section 6.3.

8.4 Ties and equal placing

Where the exact order of a group crossing the finish cannot be determined, the affected skaters receive the same placing and are listed alphabetically unless the event programme specifies a photo-finish or other tie-break procedure.

For timed finals, the organizer shall publish the tie-break procedure before the final. It may include photo finish, a second timing system, comparison of backup times or a supplementary skate-off. If no tie-break procedure is published and the tie cannot reasonably be resolved, the affected skaters receive the same placing.

8.5 Classification codes

- DNS: did not start, including failure to report on time to the Call Area or start line.
- DNF: did not finish the required distance.
- FS1: first false start.
- W1 / W2: first or second warning, where separately recorded.
- RR: reduction in rank.
- LAP-OUT: removed by an official after getting lapped; result recorded, no official time.
- OFFICIAL REMOVAL: removed from the course by an official for safety or race-management reasons; result recorded, no official time.
- DQ-TF: disqualified for technical fault.
- DQ-SF: disqualified for sports fault, including voluntary self-withdrawal where applicable.
- DQ-DF: disqualified for disciplinary fault.

9. Neutralization, interruption, resumption and cancellation

9.1 Course suitability

Before the competition, the Chief Referee decides whether the course is suitable. If ground or weather conditions prevent safe skating, the Chief Referee may delay, interrupt, shorten, postpone or cancel the race.

If a slippery area arises, the Chief Referee may authorize suitable treatment on all or part of the course.

9.2 Neutralization

If a small part of the course becomes temporarily unsuitable because of a minor incident, a fall involving one or a few skaters, minor injury or slight weather condition, the Chief Referee may neutralize the race.

During neutralization, judges may enter the course and use a blue flag measuring approximately 50 cm by 40 cm. Skaters must reduce speed and preserve their position in the pack. A distanced skater may rejoin at the back of the pack. Judges protect or mark the affected area and the race resumes only on the Chief Referee's instruction.

A skater who falls during the incident causing neutralization may not continue when the race resumes. Neutralization is not permitted during the last 1,000 metres, may not exceed four minutes and is limited to two occasions per race. A third incident requires the race to be stopped.

9.3 Stopping the race

The Chief Referee may stop the race when:

- ground or weather conditions hinder safe performance;
- a significant group of skaters falls; or
- a serious injury requires first aid or evacuation.

The Chief Referee decides, with the organizer and officials, whether the programme permits resumption, restarting or postponement.

9.4 Resuming the race

If the race can resume on the same day, it resumes with the situation at the time of the stop:

- only skaters competing at the stop may participate;
- the remaining number of laps is preserved;
- points and eliminations already completed are preserved;
- a breakaway or lead advantage is restored;
- the pack starts from the designated start line;
- points earned before the stop are conserved;
- fallen skaters at the time of the stop may not continue; and
- skaters already disqualified may not participate.

If a time trial used for ranking qualification is stopped, all registered or qualified skaters participate again unless the Chief Referee announces another fair procedure.

If a long-distance race is stopped in the first half and can restart within 15 minutes, it may resume with the original race situation. If it is stopped in the second half or cannot restart within 15 minutes, it must normally be rerun with all skaters who took the initial start, excluding disqualified skaters.

9.5 Cancellation

Cancellation is decided by the Chief Referee with the agreement of the organizer.

10. Faults, warnings, reductions and disqualifications

10.1 Warnings

Warnings may sanction technical or sports faults where this Rulebook does not require immediate disqualification. Warnings are cumulative through qualification heats and finals where they form part of the same event. Three warnings in a race or event stage result in DQ-SF unless the event programme states otherwise.

10.2 Reduction in rank

The Chief Referee may apply RR where a skater commits a fault against an opponent but the fault does not require disqualification. RR may be used in a sprint, points race, elimination race or finish where a skater's action affects another skater's placing.

10.3 Technical disqualification (DQ-TF)

Technical disqualification may be applied for:

- two false starts in the same race;
- incorrect or missing uniform, race number or transponder;
- non-compliant skates, skate length or wheel size;
- failure to wear the required helmet;
- removing or unfastening the helmet on the course;
- using prohibited equipment or a hard restraint;
- an invalid relay exchange or pull relay, which disqualifies the team; or
- any other breach of a technical requirement.

A skater disqualified for technical fault is not ranked in the affected heat or race, or is placed at the end of the results as DQ-TF according to the event's result system.

10.4 Sports disqualification (DQ-SF)

Sports disqualification may be applied for:

- one voluntary or dangerous fault;
- three accumulated warnings;
- deliberate obstruction, pushing, pulling, grabbing, tripping, blocking, weaving or other interference;
- voluntarily leaving or shortcutting the course to gain an advantage;
- voluntarily abandoning the race or leaving the course without official permission;
- returning to the course at another point to gain positions;
- taking advantage from physical assistance or giving such assistance;
- receiving physical help after a fall when the skater could not continue independently;
- failing to follow the announced direction to gain an advantage;
- interfering with a qualifying skater in a qualifying round; or
- any other conduct that materially compromises fair competition.

A skater disqualified for sports fault is not ranked and receives no general-ranking points.

10.5 Disciplinary disqualification (DQ-DF)

Disciplinary disqualification may be applied for serious aggression, violence, threats, repeated or flagrant abuse of officials or participants, or other serious misconduct referred by the Chief Referee and confirmed by the Disciplinary Commission.

A DQ-DF skater is not ranked and is placed after DQ-SF skaters in the official results. No general-ranking points are awarded.

10.6 Effect on placing

A skater disqualified for a sports or disciplinary fault is not ranked, and the next eligible skater takes the available placing. The Chief Referee may apply the event's published classification rules to technical disqualifications.

11. Discipline and conduct

11.1 Fair play

All skaters, coaches, team officials and delegation members must respect opponents, officials, volunteers, medical personnel, spectators and the event venue. Participants must compete honestly, avoid cheating or simulation, accept decisions respectfully and celebrate without humiliating others.

11.2 Prohibited conduct

Profanity, abusive or insulting language, offensive gestures, threats, intimidation, physical aggression and deliberate acts intended to cause fear, injury or disorder are prohibited. Failure or refusal to follow instructions from the Chief Referee, judges, Starter, announcer, medical personnel or other authorized officials may result in a warning, disqualification, removal from the course or disciplinary proceedings.

11.3 Disciplinary procedure

The Chief Referee may refer a matter to the Disciplinary Commission. Any member of the Technical Commission or Jury who observes serious misconduct may report it to the Chief Referee.

The Chief Referee may take immediate temporary measures needed for safety, race order or venue control. Before a final disciplinary decision, the person concerned must be informed of the complaint and given an opportunity to appear, respond and present a defence. The person may be accompanied by an official delegation representative where applicable.

11.4 Disciplinary measures

The Disciplinary Commission may impose one or more proportionate measures:

- warning;
- disqualification from the race;
- exclusion from the remainder of the competition;
- suspension for a specified period;
- withdrawal of accreditation; or
- another measure permitted by the event regulations.

In serious cases, a participant may be required to leave the competition area pending the formal decision.

12. Officials, protests and final authority

12.1 Official decisions

The Chief Referee coordinates the Starter, judges, jury, timing officials, medical team and organizer. Officials must communicate material decisions, warnings, penalties, neutralizations, stops, restarts, lap-outs and programme changes to the skaters and official results team.

12.2 Protests and interpretation

Any protest must be submitted in the manner and within the time stated in the event programme. The Chief Referee decides matters arising during the race. Where a matter is not expressly covered, the Chief Referee interprets this Rulebook consistently with safety, fairness and the published event regulations.