

Harmonized ISU Rules

TEST RUN



SUNDAY
9th of February 2020
HEERENVEEN, NED
THIALF

Please, be aware of the rules we use for Icederby racing. As guidance for the Icederby racing we mostly follow the ISU Mass Start rules from Long Track. Due to the race track size differences and race style we harmonize those with the logical ISU Short Track rules.

This document is made respecting the ISU Constitution and General Regulations 2018: published on 24 September 2018

Moreover, respecting the ISU Special Regulations and Technical Rules:

Speed Skating 2018: published on 20 September 2018 and

Short Track Speed Skating 2018: published on 21 September 2018

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Rule 253. Mass Start Long Track

Below is the rule from the ISU Long Track Mass Start that will be used as the model starting procedure for Icederby Mass Start and which adjustments have been made. With crossed-out text you can see which is not applicable on Icederby racing and in Red you can see the adjustments for Icederby racing.

<https://www.isu.org/inside-isu/rules-regulations/isu-statutes-constitution-regulations-technical/special-regulations-and-technical-rules/17819-2018-special-regulations-technical-rules-speed-skating/file>

INTERNATIONAL SKATING UNION

SPECIAL REGULATIONS & TECHNICAL RULES

SPEED SKATING 2018 E. Racing Rules Rule 253 page 59

4. Competitions and distances with special rules

a) For sprint competitions over the distance 100m or shorter distances, there may be three Competitors in each heat, with separate lanes for each Competitor. These competitions may be organized with elimination phases, where Competitors will advance to the next phase based on their placing in the heat and/or their achieved time;

b) Competitions may be organized as mass start races.

(i) The competition track is laid out without separate racing lanes. The track may include the warm up lane, and always so for ISU Events. Cones may be used as demarcation of the track. The distance of a Mass Start race is specified as a number of laps, where the countdown starts the first time the Skaters cross the finishing line.

(ii) The start takes place in the middle of the finishing straight (at the 1000m finishing line on standard tracks **and with an extended line inwards**). Competitors shall line up for the start in rows, with maximum ~~6 Skaters~~ **7 skaters** in each **one** row, and with at least 1 meter between the rows. The positions at the start are determined by draw or by a seeding of the Competitors. When all Competitors have lined up behind the starting line, the Starter gives the command "Ready" and fires the starting gun. Skaters moving forward and out of their starting row before the shot is fired will be disqualified.

(iii) During the first lap of skating it is not allowed to accelerate to gain a better position in the pack. A breach of this rule will lead to a disqualification. If a crash involving a large part of the Skaters occurs during this first lap, the race shall be stopped by a whistle or a shot from the Starter, and a fresh start will follow immediately. When one lap has been completed, a distinctive sound signal (for example a shot from the starting gun) shall be given. From this moment on Competitors are allowed to accelerate to get a better position.

(iv) The finish of the race will be at the finishing line **on the middle of the straights the thousand meter and more** (for the 500m) at the end of the finishing straight. This line

~~also applies as the finishing line for intermediate sprints, if this is part of the race format.~~

(v) Lap scoring will be conducted as prescribed in Rule 219. The first lap (without accelerations) **does not** count as part of the distance to be skated. ~~If the race format includes intermediate sprints, a bell signal shall be given one lap before the finish of each intermediate sprint.~~

(vi) Competitors overtaken (with one full lap) by the leading Skater or by a specific number of Competitors, as defined in the rules announced for the Competition, must move to the outer part of the race track and abandon the race immediately.

(vii) Any unsportsmanlike behavior against other Competitors can lead to disqualification. The Referee has the authority to disqualify the Competitor(s) concerned. An obstructed Competitor may be advanced to the next round at sole discretion of the Referee.

(viii) The organizer should consider adequate safety measures for the race. For the ISU Events specific safety requirements will be issued.

(ix) Skaters must wear special safety equipment (see also Rule 223 and 279), helmet covers, armbands or bibs, as well as gadgets to support the time-keeping, as specified for the Competition. Competitors that do not comply with these requirements will be disqualified or denied to start in the race.

(x) If the race format includes intermediate sprints, points are awarded for the intermediate sprints and for the final sprint. If a Competitor does not finish the race, the gained points at intermediate sprints will not be credited to the Skater when determining the final rank. Intermediate sprint points of non-finishing Competitors will not be transferred to any other Competitor. If there has been a violation of the racing rules affecting the outcome of a sprint, the offending Competitor will be disqualified and will not be considered for the awarding of points for this sprint. Moreover, a disqualified Competitor will not be considered for the award of points for the final sprint. The total of sprint points thus gained by the Competitors, determines the result of the race, but a tie in the total of sprint points will be broken by the order of finish at the final sprint. Competitors not gaining sprint points will be ranked thereafter, according to their order of finish at the final sprint. Non-finishing Competitors will be ranked by their number of completed laps before abandoning the race. If more than one Competitor abandons the race at the same lap, they will be ranked by their last intermediate time.

(xi) Mass Start races may be organized with competition rules stipulating that one or more Competitors placed last at certain stages of the race will be taken out of the race at that stage.

(xii) Mass Start races may be organized as pursuit races, i.e. with staggered starts where some Competitors have predefined "handicaps", for example based on results from previous races in the Competition.

(xiii) During Mass Start races coaches are ~~not~~ admitted to the coaches' area or to the infield.

(xiv) The following racing rules do not apply for Mass Start races: Rule 253, paragraphs 2 and 3, Rule 255, paragraphs 2 and 3, 256, **paragraphs 1, 3, 4a and 4c**, 257, 258, 259 and 262.

c) For one day competitions see the special rules in the respective ISU Communication.

Communication No. 2195

Furthermore we do make use of Communication No. 2195 *Mass Start and Team races at ISU Speed Skating Events – Safety measures, promotion initiatives and organization of races.*

Below you can see the adjustments on the required paragraphs of these Communication No. 2195.

With crossed-out text you can see which is not applicable on Icederby racing and in Red you can see the adjustments for Icederby racing.

(Complementing ISU Special Regulations Rule 223, paragraph 1, and the following ISU Technical

Rules: Rule 253, paragraph 4, Rule 261, paragraphs 1 and 3, and Rule 265 paragraphs 5, 6 and 7)

1. General

This Communication replaces ISU Communication No. 2038 and will apply for the season 2018/2019 and beyond. It contains important regulations on safety measures and provides requirements and recommendations for Competitors to wear particular safety gears and racing suits with specific qualities and design.

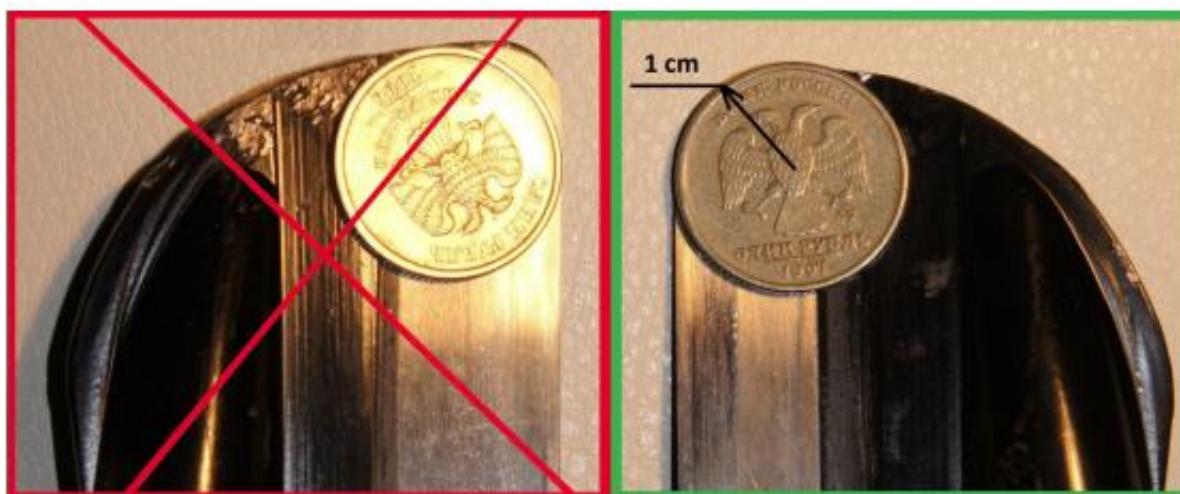
2. Safety measures and initiatives for promotion of Mass Start and Team races. (See also Rule 223, paragraph 1)

2.1. Safety measures during Icederby Mass Start

All Competitors MUST wear:

- Cut-resistant racing suit or underwear
- Knee and shin guards, made of plastic or cut resistant material
- Cut resistant gloves
- Cut resistant neck and ankle protection
- A helmet that conforms to the shape of the head. The helmet shall comply with the technical specifications for Short Track Speed Skating as indicated in ISU Special Regulations for Short Track Speed Skating, Rule 291, paragraph 1.a).

Moreover, the front and back part of the blades must be rounded off, with a radius of 1 cm.



2.2. Safety measures for Team competitions (including Mixed gender)

2.3 Control of safety measures

2.4 New racing suit design requirements for ISU Members

3. Distances and Track for Icederby Mass start races

3.1 Distances

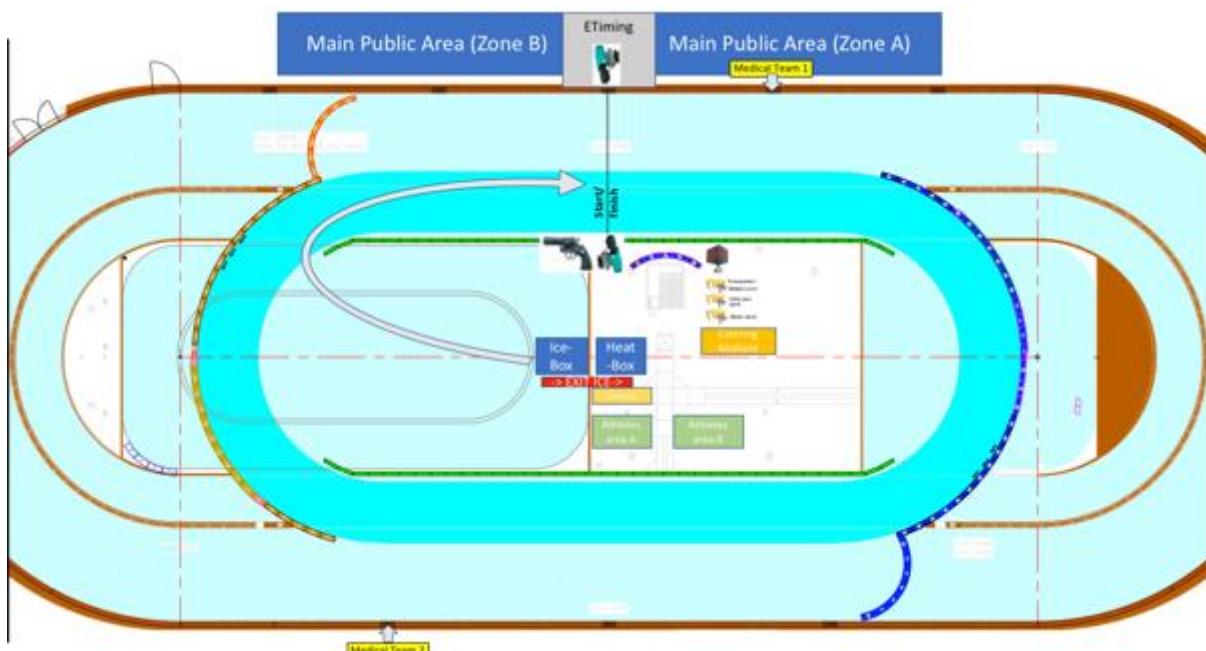
- 16 laps for Ladies and Men;
- 10 laps for Junior Ladies, Junior Men and for "Neo-Seniors" (Ladies & Men) competing at ISU Junior World Cup Competitions.
- We have the following race distances on the 220m track: 1 Lap Time Trials and Mass Start Racing of 3, 5 and 7 Laps.

3.2 Track demarcation

Use of the warm up lane: The competition track generally includes the warm up lane. However, if deemed necessary to keep an adequate and safe radius of the competition track, a demarcation restricting use of the innermost part of the ordinary warm up lane can be implemented upon decision of the Referees in consultation with the Representative of the ISU Speed Skating Technical Committee.

The competition track generally includes the whole 220m track with 8meters width from Apex Block to boarding.

3.3 Track organizational diagram



Inner Curve Radius	16.0 meters	
Measuring Curve	16.5 meters	
Outside of Track Radius	24.0 meters	(16m + 8m = 24m)
Length of Straight	58.164 meters	
Overall Inner Track Length	90.164 meters	(16m + 16m + 58.164m = 90.164m)
Overall Inner Track Width	32 meters	(16m + 16m = 32m)

4. Race procedures for **Icederby** Mass Start races

4.1 Equipment

- Transponders for timekeeping must be worn by Competitors (Rule 279, paragraph 3);
- Helmet covers with numbers corresponding to the start list.

4.2 Preparation of the races

- Start positions are assigned according to the respective ISU Communication; Start positions on the Heats are first assigned according to the 1 Lap Time Trials results. Afterwards there is seeding as outlined in the Test Run conduct for the 3, 5 and 7 Laps mass starts Heats.
- If races are organized with Semi-Finals, entered Skaters will be placed in the Semi-Finals according to their seeding or Ranking, according to the following procedure:
 - o Top seeded Skater: Semi-Final A;
 - o 2nd and 3rd seeded Skaters: Semi-Final B;
 - o 4th and 5th seeded Skaters: Semi-Final A, etc.

The Heats of the Test Run will be organized as outlined in the Conduct of Races of the Test Run.
- If the rules of the Competition restrict the number of Skaters from the same country in each Semi-Final, the allocation of Skaters to the Semi-Finals will be adjusted accordingly;
 - The Final shall consist of a limited number of the best ranked Skaters from each Semi-Final, with the same number of Skaters qualifying from each Semi-Final. In the case of withdrawal of a Skater qualified for the Final, this Skater will be replaced in the Final by the next ranked Skater from the Semi-Final concerned:
 - o If a qualified Skater from Semi-Final A would withdraw from the Final, this Skater will be replaced in the Final with the next ranked Skater from Semi-Final A;
 - o If a qualified Skater from Semi-Final B would withdraw from the Final, this Skater will be replaced in the Final with the next ranked Skater from Semi-Final B.

- This Test Run does not have a further round on every distance. Every distance will be skated ones to test the circumstances on behalf of this Test Run.

4.3 Starting procedures

- The Competitors gather at the 500m start area and will then be called to the start line by the Starter or announcer. The start takes place in the middle of the finishing straight (at the 1000m finishing line on standard tracks and with an extended line inwards)
- Line up at the start in rows of 6 Skaters each, with a distance of at least 1 meter between each row. Only the ordinary (inner and outer) racing lanes are used for the start rows. For presentation reasons, after the first 2 rows (12 Skaters) have been presented, the starter/announcer can call entire rows to the start.
Competitors shall line up for the start 7 skaters in each one row, and with at least 1 meter between the rows. The positions at the start are determined by draw or by a seeding of the Competitors.
- The Flying 1 Lap Time Trials starting procedure is outlined later in this document
- The starting procedure for the 5 and 7 Laps Mass Start will be held like Long Track Mass Start procedures. The starting procedure for the 3 Lap Mass Start starting will be held like Short Track Start procedures.

4.4 Race set up

- After the first lap, before the main finishing line of the Icederby 220m Track, main (500m) finishing line, a shot will be fired by the Starter. Acceleration to gain a better position in the pack is allowed only from this moment on;
- After Intermediate sprints and final sprint:
 - For Junior competitions there will be 2 (two), for Senior competitions 3 (three), intermediate sprints before the final sprint. For each sprint, Competitors will score points that count towards their ranking in the final result of the race;
 - For Junior competitions the sprints will be concluded after 4, 7 and 10 laps (counting the first lap). A bell signal will be given one lap before each sprint; that means when the lap counter shows 7 laps, 4 laps and 1 lap remaining;
 - For Senior competitions the sprints will be concluded after 4, 8, 12 and 16 laps (counting the first lap). A bell signal will be given one lap before each sprint; that means when the lap counter shows 13 laps, 9 laps, 5 laps and 1 lap remaining;
- The finish of the race and each of the intermediate sprints will occur at the end middle of the finishing straight (500m finishing line 1000m finishing line with an extended line inwards);
- Photo finish equipment will be used to verify the position of the Competitors at the intermediate and final sprints;

- ~~No coaching is allowed from the ice. No team officials, staff or coaches are admitted infield before and during the race. The Icederby team will be determining a coaching area.~~

5. Icederby Mass Start racing rules

5.1 General (see also Rule 253, paragraph 4)

- “Fair play” as the basic rule obstruction of other Competitors;
- Skaters must take care during racing to avoid causing dangerous situations;
- Competitors overtaken with one full lap by the leading Skater must abandon the race immediately. Lapped Competitors and other Competitors abandoning the race must move to the outer part of the track and enter ~~the coaches' box exit area on the crossing straight inner corner of the Heat Box side~~ as soon as possible after they have been overtaken or abandoned the race and shall remain in the ~~coaches' box inner corner of the Heat Box side~~ until the race is over. Technical equipment may be used for signaling overtaking;
- Any unsportsmanlike behavior against other Competitors can lead to disqualification. The Referee has the authority to disqualify the Competitor(s) concerned. An obstructed Competitor may be advanced to the next round at the sole discretion of the Referee;
- The Referee has to stop the race (Rule 216, paragraph 2.g) if there are safety concerns in the case of a fallen or injured Competitor(s). The race will then be stopped by a gun shot or whistle from the Starter or by the Referee. Technical equipment may be used for signaling a stop of the race:
 - o The Referee decides if and when a fresh start of the race will be held;
 - o The full distance of the race will be re-skated if the race is stopped for safety concerns and a fresh start will be held;
 - o No fresh start will be allowed for Competitors who were disqualified for rule violations,
- If a “crash” occurs during the first lap with a large group (6 or more) of Skaters involved, the race will be stopped, and a fresh start will then follow immediately who were lapped or abandoned the race before the incident happened that caused the stop of the race;

5.2 Disqualifications

- Competitors moving forward and out of their starting row before the shot is fired will be disqualified;
- The first lap must be skated “in one group” without fast accelerations. Breach of this rule will lead to a disqualification;
- Skaters who do not meet the safety requirements (see paragraph 2.1 above) will not be allowed to compete, or will be disqualified if violating these requirements during the race;
- Serious obstructions or other unsportsmanlike behaviour against other Competitor(s) will lead to a disqualification.

- 6. Mass Start ranking rules and sprint points**
- 7. Distances and track for Team races**
- 8. Race procedures for Team races**
- 9. Team races – racing rules (see also Rule 261)**
- 10. Liability**

ISU General Regulations, Rule 119, applies.

Rule 298: Short Track start

Special additions to the rulebook in case of a 3 lap mass start race we make use of Rule 298 by Shorttrack. Please, see below Rule 298 and With crossed-out text you can see which is not applicable on Icederby racing.

<https://www.isu.org/inside-isu/rules-regulations/isu-statutes-constitution-regulations-technical/special-regulations-and-technical-rules/17839-2018-special-regulations-and-technical-rules-short-track-speed-skating-final-070818/file>

INTERNATIONAL SKATING UNION

SPECIAL REGULATIONS & TECHNICAL RULES

SHORT TRACK SPEED SKATING 2018

Heat Box

1. a) The Heat Box is a designated area where the Skaters must report when called and stay before their Race. Depending on the Qualifying Round this designated area may be different.
- b) Previous to each start the names of those about to compete are to be clearly called at the Heat Box. Any Skater who fails to report to the Heat Box is excluded from the race, is excluded from all remaining races and/or distances of the competition and is removed from the final classification, except for Medical Examination and/or Medical Treatment. These medical reasons must be confirmed by a medical doctor's certificate and presented to the Referee before the race is being called.
- c) Skaters who do not report to the Heat Box will be recorded as "Did not Start".
- d) The Heat Box Steward will check that the Skaters are wearing their racing numbers and correct equipment.
- e) Skaters with defective equipment (e.g. broken Skate blade) will not be allowed to start or re-start.
- f) Skaters have to go on the ice through the Heat Box only. Skaters who do not go through the Heat Box will receive a penalty and are excluded from participating in the race.

Starting equipment

2. Instead of an ordinary start revolver an electronic starting device may be used as Starting gun. In this case the following conditions should be observed:
 - a) The starting device should have a firm trigger point;
 - b) The synthetic sound at the "firing of the gun" should be loud and distinct, and similar to the sound of the shot from an ordinary starting gun;
 - c) The smoke fire must be replaced with a visual flash, which must be distinctly different from a photoflash.

Lane Positions

3. If more than five (5) Skaters are starting in a race, the starting dots will not be used, and the Starter will direct the Skaters in the respective order of their position to the starting line.

~~If due to the number of Skaters in a race a second row is required at the start then the Skaters at this line will be positioned as far as possible to the outside of the track in the order of the lane positions.~~

Starting procedure

4. Once the Referee is satisfied that all necessary arrangements for the race to come have been taken, he will inform the Starter.

5. a) The Starter will blow the whistle.

b) From this moment the Skaters have a limited time to come to the start line. This time may be displayed using technical equipment. Also starting from this moment, the Announcer will ask for silence, if necessary.

c) The set time to go to the start line will be decided annually by the Technical Committee and announced at the Opening Meeting the day prior the start of each Event.

d) Any Skater who arrives at the start line after the limited time will be warned by the Starter. The announcement should be:

- The lane position of the Skater who made the offence;
- "Warning";
- "Delay".

e) Any warnings for delays do not affect the other Skaters on the starting line.

f) in the case of a false start or a second warning to a Skater who has already received a warning the Starter shall tell the Skater that he gets a penalty.

6. a) The Skaters will line up a short distance away from the start line.

b) In the case of a Semi-Final or Final Race where the Skaters are being introduced individually by the Announcer, they will position themselves a little further away from the start line and when introduced by the Announcer they will move forward closer to the start line.

c) Prior to the start of each Semi-Final over an individual distance, the participants are introduced by the Announcer stating their full name and country.

d) Prior to the start of a Final over an individual distance, the participants are introduced by the Announcer stating their full name, country, and other information for the interest of the public.

7. a) The Starter will command:

- "Go to the Start".

b) On this command the Skaters move forward to the start line and place themselves at their respective dot at the start line. The Skaters stand up straight and stand still.

c) Until the Skater has finalized his still position, touching the Start line is not an offence.

d) Putting the tip of the blade in the ice is an offence and a false start will be given to the Skater concerned.

e) The announcement of the Starter should be:

- The lane position of the Skater who made the offence;
- "False Start";
- "Wrong Blade Position".

8. a) The Starter will command:

- "Ready".

b) The Skaters will go down and take their final starting positions immediately with the center of the body over the respective dot and keep this position.

c) It is a false start when the Skater:

- Places one or both skates on or over the start line;
- Places one or both hands on the ice;
- Does not have both skates on the ice, i.e. full contact over the length of the blades;
- Takes his starting position before the command "Ready";
- Takes his starting position too slow after the command "Ready".

9. a) When all Skaters are positioned in their final starting position and are still, i.e. there is no more movement, the Starter will wait a defined period of time and then fire the gun.

b) It is a false start when the Skater:

- Moves before the gun is fired;
- Slides on or over the line;
- Moves forward on the tip of his blades.

c) In the case of a false start the Starter will fire the gun again and/or uses the whistle to call the Skaters back.

d) The Skaters must return to the start line without delay. Any Skater who does not return directly to the start line will receive a warning for delaying the start.

e) If more than one (1) Skater is responsible for a false start, the concerned Skaters shall all be assessed a false start.

f) If one (1) of the Skaters breaks from his marks, thereby causing another Skater to follow him, only the Skater at fault shall be assessed a false start.

g) If one of the Skaters makes noise e.g. with his skates on the ice, thereby causing another Skater to move shall be assessed a false start.

h) Commands given by the Starter will include:

- The lane position of the Skater who made the offence;
- "False Start";

And if necessary any statement reasoning the false start, e.g.:

- Moving;
- Wrong blade position;
- Wrong blade movement.

i) If more than one (1) Skater made an offence all the preceding points will be repeated.

j) If there are multiple offences of the Starting Rule then these will be announced in the order they occurred.

10. a) If a false start was made by a Skater who had already received a warning, this Skater will receive a penalty and is excluded.

b) The announcement of an exclusion will include:

- The lane position of the Skater who made the offence;
- "Penalty".

c) On direction of the Referee the Skater may be sent off the ice.

11. a) After the first false start of a race the Starter will warn all Skaters:
- "This race has one false start".
b) In the case of a second false start by any of the Skaters, the Skater(s) concerned will be given a penalty and is/are excluded from the race.
c) The announcement of an exclusion will include:
- The lane position of the Skater who made the offence;
- "Penalty".
d) On direction of the Referee the Skater may be sent off the ice.

12. If a Skater is interfered with and falls before the last block of the first curve after the starting line, the Skaters shall be called back to start again. The decision whether the interference is an offence according to the Racing Rules is a decision of the Referee.

13. Before a start, the equipment of the Skater may be fixed, without going beyond the Padding. At "Go to the Start" the Skaters must be fully prepared with all equipment in order. Any omission will be a 'Warning for delaying the start '(see above).

If the Skater:

- received a warning before, or
 - the race has a false start, or
 - a repeated offence is made,
- the Skater at fault will be given a Penalty.

Flying 1 Lap Start Procedure

Flying 1 Lap Time Trials with electronic timing will be held on the 220m Icederby Track to determine the ranking for the seeding of the Test Run 5 Lap Mass Start Races.

The Flying 1 Lap Time Trial will be conducted in the following manner. Note: *the start list will be randomly drawn from the Skaters who have entered the Flying 1 Lap and will be posted in the Skaters area in the infield of the 220m Icederby Track, given to the Referee, Starter and other appropriate Officials* –

- A. The Flying 1 Lap Time Trial is held one skater at a time.
- B. The start and finish line for the Flying 1 Lap Time Trial is the same line as explained above, dead center in the finishing straight of the 220m Icederby Track.
- C. When the Starter blows the whistle, the next Skater to be timed for a Flying 1 Lap lines up at the 220m Icederby Track Start/Finish Line.
- D. Once the skater is settled and motions to the starter, then the Starter shoots the gun.
- E. The Skater then has 1 Lap (220m) to build speed.
- F. The timing for the Flying 1 Lap begins when the Skater crosses the Start/Finish Line for the completion of the first lap.
- G. The timing for the Flying 1 Lap ends when the skater crosses the Start/Finish Line at the completion of the second lap.

There will be a separate general rank order Flying 1 Lap Classification for each gender.

End of Race

14. a) The end of the race is declared by the Referee. Different means can be used to communicate that information to the Skaters and all Officials. Except for Finals: Any Skater who has not yet finished will be declared finished by the Referee, but no time will be assigned.
b) After the end of the race there is a limited time to leave the ice. This time may be illustrated by technical equipment.

Other Test Run relevant Rules

Below also other Icederby Test Run relevant Rules: Rule 200 and Rule 204. The purpose of this is to give insight into the rules that we further apply in our Application by the ISU.

In **Blue** you can see highlighted texts that are relevant to our application with Icederby.

<https://www.isu.org/inside-isu/rules-regulations/isu-statutes-constitution-regulations-technical/special-regulations-and-technical-rules/17819-2018-special-regulations-technical-rules-speed-skating/file>

I. SPECIAL REGULATIONS SPEED SKATING

A. Distances, races and competitions

Rule 200 Individual and team competitions

1. International Competitions may include competitions as follows:

distances: 100, 500, 1000, 1500, 3000, 5000, 10000m;

races: **Mass Start**:

Team Pursuit;
Team Sprint.

Allround or Sprint combinations with several distances with one prize:

500 + 1000 + 500 + 1000m;
500 + 1500 + 1000 + 3000m;
500 + 1500 + 1000 + 5000m;
500 + 3000 + 1500 + 5000m;
500 + 5000 + 1500 + 10000m.

2. In addition to the competitions prescribed in paragraph 1, **International Competitions may also include races held over other shorter and longer distances and other combinations**. Team competitions may be held as relay races, mixed gender relay races, etc. (see also Rule 261). **Such races do not need to be held on the ordinary tracks (see also Rule 204)**. Specific rules must be announced by the organizer and should refer to relevant regulations or guidelines issued or endorsed by the ISU.

3. New methods may be tried out in International Competitions (with the exception of ISU Championships) provided the following directions are observed:
a) An application must be sent in advance to the ISU Speed Skating Technical Committee, and the approval of the Committee must be obtained;
b) In the announcement of the competition information must be given as to the kind of method to be tried out;

c) Not later than two weeks after the competition the Organizing ISU Member must submit a report on the new method to the ISU Speed Skating Technical Committee.

4. Novelty formats at International Competitions
For modifications of a technical nature and new methods/systems with respect to the Special Regulations and Technical Rules, the provisions of Rule 104, paragraph 11.b) apply.

I. SPECIAL REGULATIONS SPEED SKATING

B. Tracks and Venue

Rule 204 Other Speed Skating tracks

Speed Skating tracks which do not comply with the form or length of the standard track shall be prepared with a competition track consisting of two lanes **at least 200 meters long, with an inner radius of at least 15 meters**, and a crossing area of length not less than 40 meters and competition lane widths of at least 2 meters. For competitions not following the general racing rules (see Rule 200, paragraphs 2 and 3) **the track may be arranged without separate competition lanes**, for example on lakes, rivers, etc.\

<https://www.isu.org/inside-isu/rules-regulations/isu-statutes-constitution-regulations-technical/17913-constitution-general-regulations-2018/file>

II.

General Regulations

C. Obligations of ISU Members

Rule 104

11. Compliance with Rules and Novelty Formats at International Competitions

- a) Those ISU Members and others acting on their behalf in organizing International Competitions must adhere to the Regulations governing such competitions.
- b) **Modifications of a technical nature and new methods/systems with respect to the Special Regulations and Technical Rules hereafter referred to as 'novelty format' may be implemented/approved by the Council in consultation with the concerned Technical Committee on a trial basis in International Competitions or Open International Competitions but not in ISU Championships. Applications by ISU Members (or independent Organizers) for competitions including a**

novelty format shall be submitted to the ISU Secretariat in line with the procedure outlined in an ISU Communication published by the Council related to Open International Competitions. The details of the novelty format as approved by the Council shall be included in the Announcement of the concerned competition. The organizing ISU Member (or independent Organizers) of a competition including a novelty format shall submit a report to the concerned Technical Committee within two weeks after the completion of the competition.

Icederby 220m Track Mass Start Conduct

There will be a separate general rank order Flying 1 Lap Classification for each gender.

This Flying 1 Lap Classification will be used to create two different ranking lists for each gender-

One for Clap Skates (CS) in rank order of CS finishes from the Flying 1 Lap Classification

One for Fixed Blades (FB) in rank order of FB finishes from the Flying 1 Lap Classification

Based upon the two ranking lists above of the electronically timed Flying 1 Lap Time Trials the 5 Lap Mass Start Races will be seeded in the following fashion-

Seeding by Time Trial Ranking for the 5 Lap Mass Start Races

<u>Men's Race A</u>	<u>Men's Race B</u>	<u>Men's Race C</u>	<u>Ladies Race A</u>
#1 CS 1 Lap TT	#1 FB 1 Lap TT	#2 CS 1 Lap TT	#1 FB 1 Lap TT
#3 FB 1 Lap TT	#3 CS 1 Lap TT	#2 FB 1 Lap TT	#1 CS 1 Lap TT
#4 CS 1 Lap TT	#4 FB 1 Lap TT	#5 CS 1 Lap TT	#2 FB 1 Lap TT
#6 FB 1 Lap TT	#6 CS 1 Lap TT	#5 FB 1 Lap TT	#2 CS 1 Lap TT
#7 CS 1 Lap TT	#7 FB 1 Lap TT	#8 CS 1 Lap TT	#3 FB 1 Lap TT
#9 FB 1 Lap TT	#9 CS 1 Lap TT	#8 FB 1 Lap TT	#3 CS 1 Lap TT
#10 CS 1 Lap TT	#10 FB 1 Lap TT	#11 CS or FB 1 Lap TT	#4 FB or CS 1 Lap TT

For each gender a 5 Lap Distance Classification (5 Lap DC), based solely on the finishing times of the skaters in the 5 Lap Mass Start Races, will be created. This 5 Lap Distance Classification will be used to create two different ranking lists -

One for Clap Skates (CS) in rank order of CS finishes from the 5 Lap DC

One for Fixed Blades (FB) in rank order of FB finishes from the 5 Lap DC

Based upon the Clap Skate 5 Lap DC and the Fixed Blade 5 Lap DC the 3 Lap Races will be seeded in the following fashion-

Seeding by Time Trial Ranking for the 3 Lap Mass Start Races

<u>Men's Race A</u>	<u>Men's Race B</u>	<u>Men's Race C</u>	<u>Ladies Race A</u>
#1 CS 5 Lap DC	#1 FB 5 Lap DC	#2 CS 5 Lap DC	#1 FB 5 Lap DC
#3 FB 5 Lap DC	#3 CS 5 Lap DC	#2 FB 5 Lap DC	#1 CS 5 Lap DC
#4 CS 5 Lap DC	#4 FB 5 Lap DC	#5 CS 5 Lap DC	#2 FB 5 Lap DC
#6 FB 5 Lap DC	#6 CS 5 Lap DC	#5 FB 5 Lap DC	#2 CS 5 Lap DC
#7 CS 5 Lap DC	#7 CS 5 Lap DC	#8 CS 5 Lap DC	#3 FB 5 Lap DC

#9 FB 5 Lap DC	#9 CS 5 Lap DC	#8 FB 5 Lap DC	#3 CS 5 Lap DC
#10 CS 5 Lap DC	#10 FB 5 Lap DC	#11 CS/FB 5 Lap DC	#4 FB/CS 5 Lap DC

For each gender a 3 Lap Distance Classification (3 Lap DC), based solely on the finishing times of the skaters in the 3 Lap Mass Start Races, will be created. This 3 Lap Distance Classification will be used to create two different ranking lists -
 One for Clap Skates (CS) in rank order of CS finishes from the 3 Lap DC
 One for Fixed Blades (FB) in rank order of FB finishes from the 3 Lap DC

***Based upon the Clap Skate 3 Lap DC and the Fixed Blade 3 Lap DC
 the 7 Lap Races will be seeded in the following fashion-***

Seeding by Time Trial Ranking for the 7 Lap Mass Start Races

<u>Men's Race A</u>	<u>Men's Race B</u>	<u>Men's Race C</u>	<u>Ladies Race A</u>
#1 CS 3 Lap DC	#1 FB 3 Lap DC	#2 CS 3 Lap DC	#1 FB 3 Lap DC
#3 FB 3 Lap DC	#3 CS 3 Lap DC	#2 FB 3 Lap DC	#1 CS 3 Lap DC
#4 CS 3 Lap DC	#4 FB 3 Lap DC	#5 CS 3 Lap DC	#2 FB 3 Lap DC
#6 FB 3 Lap DC	#6 CS 3 Lap DC	#5 FB 3 Lap DC	#2 CS 3 Lap DC
#7 CS 3 Lap DC	#7 CS 3 Lap DC	#8 CS 3 Lap DC	#3 FB 3 Lap DC
#9 FB 3 Lap DC	#9 CS 3 Lap DC	#8 FB 3 Lap DC	#3 CS 3 Lap DC
#10CS 3 Lap DC	#10FB 3 Lap DC	#11CS/FB 3 Lap DC	#4 FB/CS 3 Lap DC

**End of Test Run for the 2020 ICE1 Netherlands to be held February 9 2020 Thialf,
 Heerenveen**