

Skate Team Trophy

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RICCIONE

Promotional categories

Regulations

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1. GENERAL RULES

It is organised by Pattinaggio Artistico Riccione, under the patronage of Comune di Riccione.

This event combines competition and fun with all the opportunities that the city Riccione offers and it is addressed to all the associations and the skaters who are interested in Show Groups and Precision Groups.

1.1 Entry rules

The competition is open to groups who have not taken part in any National Federation Championship in the current sporting year and in the previous one.

1.2 Draws

Due to organizational and logistical matters, random draw for skating order shall be carried out before the competition, by the competent body.

1.3 Judgement system

The “0-10” judgment system will be used for the competition.

1.4 Competitive Warm-up

Competitive warm-up shall take place on the same day as the competition. The warm-up time is based upon the skating time allotted for the competition plus 3 minutes, and it is assigned individually to each contestant team. The organizing club reserves the right to reduce warm-up time in case of organizational/logistical problems.

1.5 Music Submission

The music must be named with the name of the group, composition title, category and uploaded on the registration form (www.pattinaggioriccione.it).

2. TECHNICAL RULES

2.1 CATEGORIES

CATEGORY	NUMBER OF ATHLETS/AGE	PROGRAM LENGTH	COALITIONS	ATHLETS OUT OF AGE
Baby Quartets	4 from 2017 to 2014	Min 2.30, max 3 minutes tolerance 10 sec.+/-	admitted	1
Kids Quartets	4 from 2014 to 2011	3 minutes tolerance 10 sec.+/-	admitted	1
Young Quartets	4 from 2011 to 2008	3 minutes tolerance 10 sec.+/-	admitted	1
Master Quartets	4 from 2007 and previous	3 minutes tolerance 10 sec.+/-	admitted	1
**Small groups show: kids	Minimum 5 maximum 16 from 2014 to 2010	Minimum 3:30 min Maximum 4 min. tolerance 10 sec.+/-	admitted	a quarter of the participants under 12
**Small groups show: young	Minimum 6 maximum 16 from 2013 to 2005	Minimum 4 min Maximum 5 min. tolerance 10 sec.+/-	admitted	a quarter of the participants
**Small groups show: master	Minimum 6 maximum 20 NO age limit	Minimum 4 min Maximum 5 min. tolerance 10 sec.+/-	admitted	
Large groups show	NO athletes limit NO age limit	Minimum 4 min Maximum 5 min. tolerance 10 sec.+/-	admitted	
Precision young	Minimum 8 maximum 20 from 2008 onwards	from 3 to 3.30 min tolerance 10 sec.+/-	admitted	
Precision master	Minimum 8 maximum 20 before 2008	from 3.30 to 4 min tolerance 10 sec.+/-	admitted	Max 3 out of 2008 / 2009

****A maximum of 4 reserves can be entered**

****Teams with no more than 25% of athletes who have participated in the previous and current year in FISR competitions effective categories of *allievi, cadetti, junior, jenesse, senior* are admitted.**

Quartets: must not be formed by athletes who participate or have participated in the previous 2 years in competitions in federal categories such as artistic singles, solo dance, dance couples. They must not have participated in federal competitions in the specialties of show groups.

2.2 Costume requirements

QUARTETS AND SHOW GROUPS

The costumes for both women and men should be in character with the music but should not be such to cause embarrassment. The woman's costume must be constructed to completely cover the hips and posterior.

Changes of costume are allowed during the program, but nothing should be left on the rink and nothing should be thrown off the rink.

PRECISION

The costume should be simple, refined and appropriate for competitions, not vulgar, gaudy or theatrical in design. However, they must reflect the character of the chosen music. The costume should not give the effect of excessive nudity, not suitable for the discipline. Accessories, feathers, props and stones attached to the face are not permitted. Props cannot be used. Changes of costume during the program are not permitted.

2.3 Elements permitted in the Quartets program

A group should not be formed by two pairs, neither artistic nor dance, but by 4 skaters working as a team.

All one-revolution jumps are permitted. Only upright and sit spins are permitted, even if entered with a three turn series.

2.4 Elements permitted in the Show Groups program

Neither Single skating nor Pair skating is permitted. Skating skills will be judged overall.

No jumps exceeding one revolution are permitted.

Only upright spins are permitted, but not if entered with a three turn series.

Movements and steps executed in stationary positions are permitted (programs performed in constant motion and choreography will score higher than programs performed excessively in stationary positions).

Choreography shall start within 15 seconds after the start of the music. The program should not contain more than 4 elements typical of Precision Skating:

- Circles in hold can not be performed for more than one revolution
(in a circle in hold, the skaters move around the same center and each of them must be equidistant from the centre itself; the circle can rotate both clockwise and counterclockwise, and in both skating directions (forward and backward); all skaters must be in hold)
- Wheel can not be performed for more than one revolution
(element formed by two or more spokes, rotating around the same axis; the wheel can rotate both clockwise and counterclockwise)

The main purpose of the group is to make show.

As the program starts all skaters must be on the rink and none of them can leave the rink during the performance.

Props and accessories can be used as long as they have a limited size (one skater must be able to hold the prop alone).

It is permitted to quickly arrange props and accessories on the edges of the rink, but only shortly before the start of the performance. Once the props are collected, it is not permitted to leave them

neither on nor off the rink, in order to avoid impediment and chaos. Skaters are allowed to exchange props with each other, and to place them on the ground as long as they maintain physical contact with the object. Props can be left on the rink without maintain physical contact only once, for a maximum of 10 second.

2.5.1 Technical regulations and exercises to be included in the Precision young program

Precision Skating consist of a group of athletes moving in perfect synchrony while performing movements, steps and element that are typical of this category, all in harmony with the chosen music theme.

- Vocal music is allowed
- BASIC Circle
- Line Element of choice
- In hold block
- Wheel element of choice
- Intersections
- The program must be well balanced in containing all the elements of skating synchronized: circles, mills, lines, blocks and intersection maneuvers. The maneuvers must be dominant between one element and another. Elements can be repeated.
- Difficult connecting steps between the elements will need to be visible.
- At least 3 separate, distinct hand holds must be performed.
- Maximum use of the skating surface.
- The movements and steps must be performed on the music.
- Lifting and individual elements are not permitted.
- Spins with more than one rotation are not allowed.
- At least a change of tempo and music.
- Attention and care of the transition
- Jumps with a maximum of half rotation are allowed.
- Objects are not allowed.

2.5.2 Technical regulations and exercises to be included in the Precision master program

- Vocal music is allowed
- COMBINED circle
- Line Element of choice
- In hold block
- No hold block
- Wheel Element of choice
- Intersections
- The Program must be well balanced in containing all the elements of synchronized skating: circles, mills, lines, blocks and intersection maneuvers. The maneuvers must be dominant between one element and another. Elements can be repeated.
- Difficult connecting steps between the elements will need to be visible.
- At least 3 separate, distinct hand holds must be performed.

- Maximum use of the skating surface.
- The movements and steps must be performed on the music.
- At least a change of tempo and music.
- Attention and care of the transition
- Jumps with a maximum of one rotation are allowed.
- Objects are not allowed.

BASIC CIRCLE ELEMENT

- Consists in making a single circle with clockwise or counterclockwise rotation, or it can be a combination of both directions. A minimum of two (2) rotations are required. All skaters must be present in the formation of the circle.
- The element ends when the formation breaks and a transition into another element begins.
- The change of direction of rotation must be performed at the same time by all skaters.
- Skaters must keep sliding during the change of direction of rotation (stopping is not allowed).

COMBINED CIRCLE ELEMENT

- A MULTIPLE circle, 2 or more concentric circles or 2 parallel circles. If two (2) or three (3) circles are formed at the same time, the circles may consist of a different number of skaters. A minimum of two (2) rotations are required.
- The element ends when the formation breaks and a transition into another element begins. It is possible to perform the circle on the spot, or in displacement. The displacement begins to be counted as soon as the circle (s) begins to move. The move can be performed with or without a grip or a combination of both. A configuration change will terminate the move. The use of the tip is not allowed.

LINE ELEMENT

Line Specifications: all skaters must be part of the formation. The element ends when the formation breaks down and a transition for the formation of a new element begins.

It is mandatory to perform 1 of the 2 following proposals:

1. The line must be executed along the transverse axis and move along the longitudinal axis of the track for at least $\frac{3}{4}$ of the length of the same axis.
2. The line must be a single line on the longitudinal axis that moves along the transverse axis for at least $\frac{3}{4}$ of the track width.

BLOCK ELEMENT

Block Specifications: all skaters must participate in the formation. The element ends when the formation breaks down and the transition to a new element begins.

A **closed and engaged block** maneuver, in which at least two different axes must be used.

An **open block** maneuver: the element begins when the skaters form a block consisting of lines of skaters not in contact. The position of the block on the track does not matter. The element, which must start from a standing position of maximum three (3) seconds, ends when the block formation breaks and the transition to another element begins, or when all or some of the skaters deliberately touch and / or perform one outlet.

Basic requirements:

The lines should be as even as possible.

The block can have any configuration as long as it moves along the longitudinal axis (straight line) with the following characteristics:

- Start from a stop position (no more than 3 seconds)
- It must occupy the entire length of the track.
- The following elements must be entered:
 - A visible change of thread.
 - A choctaw or a mohawk.
 - An internal three
 - An outside three
 - One on three.

These elements can be performed interspersed with other steps.

WHEEL ELEMENT

The wheel must be unique for all elements of the team.
It is mandatory to perform 1 of the 2 following proposals:

1. This maneuver consists of two or more radii of a circle in clockwise or counter-clockwise rotation. A minimum of two rotations are required.
2. A parallel mill made up of 2 or more blades. Minimum 2 rotations.

INTERSECTION ELEMENT

Each skater must pass through each intersection point once during the maneuver.

The crossing skaters are side by side in lines and the crossing occurs at the same time.

Intersections between more than two (2) lines can occur one after the other.

Any type of position during the intersection is allowed.

At least 8 elements of the team will have to participate in the intersection, in the case of larger teams, the remaining part of the skaters will have to perform other choreographic elements.

2.6 General rules of obligatory elements.

1. Items can be done in any order
2. Any type of seal or combination of seals can be used.
3. All elements can incorporate forward and / or backward skating.
4. Steps are allowed during the execution of each element.
5. Required items can be repeated.
6. Additional elements can be used.