



Special Olympics

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2012 Rule Change Summary Roller Skating

Change From	Change To
Section C-Equipment 3. Speed Events. b b. Integral headgear is required. Wrist guards and knee pads are optional, but may be recommended for some skaters.	Section C-Equipment 3. Speed Events. b b. Integral headgear is Helmets are required. No gum or jewelry allowed on the Field of Play. Wrist guards and knee pads are optional, but may be recommended for some skaters.
Section C-Equipment 3. Speed Events. d d. A starter gun shall be used. False starts will require a restart. Standing or track starts may be used. If it is impossible to get a starter's gun, a whistle may be used in local competition. For hearing impaired athletes, dropping a hand or flag shall accompany the sound of the gun.	Section C-Equipment 3. Speed Events. d d. A starter gun shall be used. When a starter gun is not available, a whistle is acceptable. False starts will require a restart. Standing or track starts may be used. For hearing impaired athletes, dropping a hand or flag shall accompany the sound of the gun.
Section D-Personnel 2. Speed Events. b b. A starter will be responsible for commencing the race by utilizing a starter gun. A flag is used to signal the finish of the race.	Section D-Personnel 2. Speed Events. b b. Starter will be responsible for commencing the race by utilizing a starter gun or whistle. A flag is used. The starter is also responsible for signaling the last lap of the race with a bell and a flag to signal the finish of the race.
SECTION E-Rules of Competition 2. Speed Events.b. b. Although the race starts at the time of the gun, the timers start their watches when the first skater reaches the timing line. The watch is stopped when the skate of the assigned skater reaches the finish line.	SECTION E-Rules of Competition 2. Speed Events.b. b. Although the race starts at the time of the gun or whistle, the timers start their watches when the first skater reaches the timing line. The watch is stopped when the skate of the assigned skater reaches the finish line.

<p>SECTION E-Rules of Competition 2. Speed Events.c.2</p> <p>2) Cutting inside a pylon.</p>	<p>SECTION E-Rules of Competition 2. Speed Events.c.2</p> <p>2) Cutting– Skating inside a pylon or straddling a pylon (when a skate is in contact with the floor on the inside or outside of the pylon).</p>
<p>SECTION E-Rules of Competition 2. Speed Events.c.3</p> <p>3) Falling in a place that limits another skater's ability to compete.</p>	<p>SECTION E-Rules of Competition 2. Speed Events.c.3</p> <p>3) Falling in a place that limits another skater's ability to compete. If a skater falls in the finals and does not get up.</p>
<p>SECTION E-Rules of Competition 2. Speed Events.c.5</p> <p>5) Receiving physical assistance after the starting gun.</p>	<p>SECTION E-Rules of Competition 2. Speed Events.c.5</p> <p>5) Receiving physical assistance after the starting gun or whistle.</p>
<p>SECTION E-Rules of Competition 2. Speed Events.d.1</p> <p>1) There is a box marked on the skating surface inside the track, across from the finish line. This box or gate area should be large enough for all the skaters waiting to make a relay. These dimensions are generally 5 meters (16 feet, 5 inches) by 3 meters (9 feet, 10.25 inches).</p>	<p>SECTION E-Rules of Competition 2. Speed Events.d.1</p> <p>1) There is a box marked on the skating surface inside the track, across from the finish line. This box or gate–The relay area should be large enough for all the skaters waiting to make a relay. These dimensions are generally 5 meters (16 feet, 5 inches) by 3 meters (9 feet, 10.25 inches).</p>
<p>SECTION E-Rules of Competition 2. Speed Events.d.2</p> <p>2) Once the race has begun, the athletes are not to be confined to a line in the gate area but are restricted to the boundary of the gate area between pylons one and two from the rear, in as direct a course as possible. Athletes will leave the gate area from the front between pylons one and four, attempting to match their partners speed by the time of the tag. A hand tag must be made before pylon one.</p>	<p>SECTION E-Rules of Competition 2. Speed Events.d.2</p> <p>2) Once the race has begun, the athletes are not to be confined to a line in the gate area but are restricted to the boundary of the gate area between pylons one and two from the rear, in as direct a course as possible. Athletes will leave the gate area from the front between pylons one and four, attempting to match their partners speed by the time of the tag. A hand tag must be made before pylon one. For relays, one partner starts on the line while the other partner(s), wait in the relay box. Once the race has begun, the relaying partner skates to the legal hand tag area between pylons 4 and 1 attempting to match their partner's speed by the time of the hand tag. A hand tag must be used. Athletes leaving the relay box area shall not enter the track until the tag between pylons 4 and 1. Once the tag is made, the partner must remain on the floor at the end of the floor without leaving the skating</p>

	surface.
<p>SECTION E-Rules of Competition 2. Speed Events.d.3</p> <p>Formerly 3) Once a skater "tags" his teammate, he moves to the end of the floor to a designated catch area and stays there until the race is complete.</p>	<p>SECTION E-Rules of Competition 2. Speed Events.d.3</p> <p>DELETE!</p>
<p>SECTION E-Rules of Competition 2. Speed Events.d.3</p> <p>3) Missing a tag is a basis for disqualification</p>	<p>SECTION E-Rules of Competition 2. Speed Events.d.3</p> <p>3) Missing a hand tag is a basis for disqualification. Once the hand tag is made, the relieved partner must skate to the end of the floor and remain until the race is completed.</p>
<p>NEW</p>	<p>SECTION E-Rules of Competition 2. Speed Events.d.4</p> <p>4) Disqualifications will be the penalty for any of the following infractions:</p> <ul style="list-style-type: none"> i. missing a hand tag ii. using a push tag iii. Relieved partner(s) not remaining at the end of the skating floor until the event is completed.
<p>SECTION E-Rules of Competition 2. Speed Events.d.5</p> <p>5) Relay teams may be all male, all female or coed.</p>	<p>SECTION E-Rules of Competition 2. Speed Events.d.5</p> <p>5) Relay teams may be all male, all female or mixed.</p>
<p>SECTION E-Rules of Competition 2. Speed Events.e.2</p> <p>2) Helmets are required for all skaters, protective knee and wrist guards are optional.</p>	<p>SECTION E-Rules of Competition 2. Speed Events.e.2</p> <p>2) Integral headgear is Helmets are required for all skaters. No gum or jewelry allowed on Field of Play. Wrist guards and knee pads are allowed.</p>

<p>SECTION E-Rules of Competition 2. Speed Events.f.2</p> <p>2)Integral headgear is required. Wrist guards and knee pads, are optional, but recommended for some skaters.</p>	<p>SECTION E-Rules of Competition 2. Speed Events.f.2</p> <p>2)Integral headgear is Helmets are required for all skaters. No gum or jewelry allowed on Field of Play. Wrist guards and knee pads are optional, but recommended for some skaters.</p>
<p>SECTION E-Rules of Competition 4.Unified Sports Events.a.1</p> <p>1) Each Unified Sports team shall be coed and consist of one athlete and one partner.</p>	<p>SECTION E-Rules of Competition 4.Unified Sports Events.a.1</p> <p>1) Each Unified Sports team shall be mixed and consist of one athlete and one partner.</p>

NOTE: For full detail of Proposed Rule Changes (Accepted and Denied) please contact your Regional Sport Director. This list does not indicate those proposed changes that were not adopted by the Sports Rules Advisory Committee in 2012.