



FIGURE SKATING SPORT RULE AMENDMENTS APPROVED BY SPECIAL OLYMPICS, INC. - OCTOBER 2026
effectively immediately, unless stated otherwise

LEGEND

XXX	(black print)	= Rule Text
~~XXX~~	(blue strikethrough)	= Deleted
XXX	(red bold print)	= Added to rule text
XXX	(green print)	= Interpretation notes
~~XXX~~	(green strikethrough)	= Deleted interpretation notes
XXX	(orange bold print)	= Added to interpretation notes
XXX	(violet print)	= Text moved, unchanged

Figure Skating Rule Amendments as of May 2026

October 2026				
Rule	Action	Current Rule	New Rule	Rationale
8.5.1	Update	Eligibility: A skater competing in Level II must be able to complete the skills required in Badges 1-10 but no higher	Eligibility: A skater competing in Level II must be able to complete the skills required in Badges 1- ~~10~~ 12 but no higher.	
8.5.3.7.1 - 8.5.3.7.3	Update	per Fall: -0.5 costume failure: -0.5 music failure (wrong music length): per 5 sec. -0.5	per Fall: ~~-0.5~~ -0.25 costume failure: ~~-0.5~~ -0.25 music failure (wrong music length): per 5 sec. ~~-0.5~~ -0.25	
8.6.3.5.1	Update	Max. 2 spins (can be the same abbreviation). Minimum three revolutions. Allowed spins: Upright Spin (USp), Upright Back Spin (UBSp), Sit Spin (SSp)	Max. 2 spins (can be the same abbreviation). Minimum three revolutions. ~~Allowed spins: Upright Spin (USp), Upright Back Spin (UBSp), Sit Spin (SSp)~~ For example: USp and CUSp are considered as different spins.	
8.6.3.5.2	Add	Max. 4 jumps (max. 2 jump combinations or sequences of two or three jumps). Each jump can be executed twice. Allowed jumps: Waltz jump (W), Single Salchow (1S), Single Toe loop (1T), Single Loop (1Lo)	Max. 4 jumps (max. 2 jump combinations or sequences of two or three jumps). Each jump can be executed twice. Jump executed more than once, MUST be in combination or sequence. Allowed jumps: Waltz jump (W), Single Salchow (1S), Single Toe loop (1T), Single Loop (1Lo)	
8.6.3.5.3.4	Add	One Step Sequence utilizing the full ice surface, pattern option, containing two different turns: Three turns, C Steps (mowhawks), S Steps (Choctaws)	One Step Sequence (StSg) utilizing the full ice surface, pattern option, containing two different turns: Three turns, C Steps (mowhawks), S Steps (Choctaws)	

8.7.4	Change	Judging and timing will begin when skater commences skating. The program will not exceed a time limit of two minutes and fifteen seconds (max.).	Judging and timing will begin when skater commences ~~skating~~ moving . The program will not exceed a time limit of two minutes and fifteen seconds (max.).	
8.7.4.5.1	Add	1 Solo jump: Single Loop (1Lo) or Single Flip (1F) or Single Lutz (1Lz)	1 Solo jump: Single Loop (1Lo) or Single Flip (1F) or Single Lutz (1Lz) or Single Axel (1A)	
8.7.5.1	Change	Judging and timing will begin when skater commences skating. The program will not exceed a time limit of three minutes and ten seconds (max.).	Judging and timing will begin when skater commences ~~skating~~ moving . The program will not exceed a time limit of three minutes and ten seconds (max.).	
8.7.5.5.1.1.4	Add	A jump combination is considered as one jump element. For example: 1 Waltz jump (=1 jump element), Single Salchow + Single Toeloop combination (1S+1T) (=1 jump element).	A jump combination is considered as one jump element. For example: 1 Waltz jump (=1 jump element) , Single Salchow + Single Toeloop combination (1S+1T) (=1 jump element).	
9.2.3	Change	Judging and timing will begin when skaters commences to skate. The program will not exceed a time limit of two minutes (max.).	Judging and timing will begin when skaters commences to ~~skate~~ commence to move . The program will not exceed a time limit of two minutes (max.).	
9.2.5.5	Change	Allowed elements (a maximum of seven of the elements listed below) must be from Pairs Badge 1-3:	Allowed elements (a maximum of ~~seven~~ eight of the elements listed below) must be from Pairs Badge 1-3:	
9.2.5.9	Change	Maximum two different jumps. Allowed jumps:	Maximum two different jumps . Allowed jumps:	
9.3.6.2	Change	Judging and timing will begin when skaters commences to skate. The program will not exceed a time limit of three minutes (max.).	Judging and timing will begin when skaters commences to ~~skate~~ commence to move . The program will not exceed a time limit of three minutes (max.).	

9.3.6.2	Change	Judging and timing will begin when skaters commences to skate. The program will not exceed a time limit of three minutes (max.).	Judging and timing will begin when skaters commences to ~~skate~~ commence to move . The program will not exceed a time limit of three minutes (max.).	
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September 2024				
Rule	Action	Current Rule	New Rule	Rationale
Section 9 Ice Dance Level 1-6	Change		Ice Dance Level 1-3 All ages, Solo, Team (unified) To allow for three levels of Ice Dance for international competition. The dances are placed in levels to allow skaters to perform two dances with increasing developmental difficulty. Four dances are assigned per level with two dances being done each year on a rotational basis.	Addition of Ice Dance to SO Figure Skating
10.1	Add		10.1 Showcase Artistic Event All Levels, All Ages, Male and Female, Duet (Unified) Skaters participating in showcase events and competitions display their creative skills in the depiction of a character or musical theme exhibited through their routine. Technical skating skill and difficulty will not be rewarded as such. However, skating must be the major element of the performance and be of sufficient quality to support the character or theme chosen.	Addition of Ice Dance to SO Figure Skating

10.2 - 10.2.2	Add		10.2. Discipline 1: Artistic Appeal with Innovation and Creativity 10.2.1. A performance is truly entertaining when it is in the eyes, ears, and hearts of the audience. It is measure of how audience members remember the program, how they felt during the performance, their level of involvement during the program, what they take away from it, and how long after they will recall it. 10.2.2. The meaning and feeling should be unique and person	Addition of Ice Dance to SO Figure Skating
10.3 - 10.3.3	Add		10.3. Discipline 2: Performance & Projection 10.3.1. The physical, emotional, and artistic involvement of a skater, using their ability to create a universe. 10.3.2. This performance has continuous development of the theme and universe from beginning to end, while displaying their musicality skills. 10.3.3. It is a measure of how skaters use the ice, music, and the space around them to project feeling and musical awareness into the subconscious of the audience.	Addition of Ice Dance to SO Figure Skating

10.4 - 10.4.2	Add		10.4. Discipline 3: Skating Skills Showcase 10.4.1. Skating is the way an athlete uses their skating and physical ability to convey their act on the ice surface. It must show a quality to support the selected theatrical performance, and show abilities in the skating vernacular, such as balance, glide, acceleration, ice coverage, one-foot skating, etc. 10.4.2. Technical elements often found in singles should not be directly rewarded, except where they are directly integrated into the performance and advance the story/theme/concept.	Addition of Ice Dance to SO Figure Skating
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Section 11 Unified Sports Events	Change and Move	11.1 Selection of Special Olympics Athletes and Unified Sports® Partners of similar age is preferred and ability is required for Unified Sports® training and competition in Figure Skating. 11.2 Each Unified Sports® Team shall consist of one Special Olympics Athlete and one Unified Sports® Partner. 11.3 A coach may not also participate as a Unified Sports® Partner	~~11.1 Selection of Special Olympics Athletes and Unified Sports® Partners of similar age is preferred and ability is required for Unified Sports® training and competition in Figure Skating.~~ ~~11.2 Each Unified Sports® Team shall consist of one Special Olympics Athlete and one Unified Sports® Partner.~~ 12.1 The athlete to Unified partner ratio must be 1 athlete to 1 Unified partner in Unified Pairs Skating. 12.2 The athlete to Unified partner ratio must be 1 athlete to 1 Unified partner in Ice Dancing. 12.3 It is preferred that athletes and Unified partners are of similar age and ability. For more information on similar age and ability please see Sport Rules Article 1 Section 14.1.2. 12.4 A coach may not also participate as a Unified Sports® Partner	Sport Rules Article 1 Updates
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October 2022				
Rule	Action	Current Rule	New Rule	Rationale
Section 2 Official Events	Change	Skills Competition	~~Skills Competition~~ Badge Competition (not a World Games event, but is intended for local and program level competition)	
7.2.2.2	Add	Judging and timing will begin when skater commences to skate. The program will not exceed a time limit of one minute, plus or minus ten seconds.	Judging and timing will begin when skater commences to skate. The program will not exceed a time limit of one minute 15 seconds , plus or minus ten seconds.	

7.3.2.2	Change	Judging and timing will begin when skater commences skating. The program will not exceed a time limit of one minute and thirty, plus or minus ten seconds.	Judging and timing will begin when skater commences skating. The program will not exceed a time limit of one minute and ~~thirty~~ forty-five seconds , plus or minus ten seconds.	
7.4.2.2	Add	Judging and timing will begin when skater commences skating. The program will not exceed a time limit of two minutes, plus or minus ten seconds.	Judging and timing will begin when skater commences skating. The program will not exceed a time limit of two minutes and fifteen seconds , plus or minus ten seconds.	
9.2.1	Change	In Competitions, the current series of ISU Ice Dance music will be used for the Pattern Dances.	~~In Competitions, the current series of ISU Ice Dance music will be used for the Pattern Dances.~~ All competitors shall furnish Ice Dance competition music of excellent quality on CD or in any other approved format for all dances skated. The music may be instrumental OR vocal music. Each level music must have the correct beats per minute for that level, current ISU music can be used but must be provided by competitor.	

9.4.3.1	Change	Skaters will be required to perform the Dutch Waltz, Canasta Tango or Rhythm Blues in accordance with the following rotation schedule.	~~Skaters will be required to perform the Dutch Waltz, Canasta Tango or Rhythm Blues in accordance with the following rotation schedule.~~ All levels of Ice Dance rotate the pattern dances every year or two depending on Winter World Games and qualifying years. See the block within the Level for updated Dances. Level 1. Level 1 Chart has been updated for 2022 – 2025 Pattern Dances.	
9.5.3	Change	Dance Rotation (Pre-Bronze) Chart	Level II Chart has been updated for 2022-2025 Pattern Dances.	
9.6.3	Change	Dance Rotation (Bronze) Chart	Level III Chart has been updated for 2022-2025 Pattern Dances.	
9.7.3.1	Change	Dance Pattern Chart	Dance ~~Pattern Chart~~ Rotation (pre-Silver) Chart has been updated for 2022-2025 Pattern Dances.	
Section 10	Change	Unified Synchronized Skating (Not a World Games Event)	Unified Synchronized Skating ~~(Not a World Games Event)~~	