



## ***ROSEVILLE FIGURE SKATING CLUB RULES OF THE ICE***

Welcome to the Roseville Figure Skating Club. This is a short summary of the rules of the ice. For a more complete description of the rules and club procedures, refer to the Roseville Figure Skating Club Red Handbook. If you have any questions, please don't hesitate to ask your Pro, a Board Member, or the Rink Parent.

### **Program Skater Has the Right of Way**

The skater wearing the bright neon belt has the right of way. This means that you must move out of the way of this skater, not finish your jump or spin, but move out of the way. You should not wear the belt when you are just practicing. Wear the belt only when you are skating your program to music. If you are the next skater up and wearing the belt, you must be next to the boards.

### **The First 10 Minutes of an Ice Session**

For the first 10 minutes of every session, the skater performing moves in the field has the right of way. No music will be played during the first 10 minutes or during Moves-only ice.

### **Spins and Jumps**

Spins are on the clock end and jumps are on the Zamboni end. When doing spins, leave enough room between you and the boards so that skaters can move around you. You are permitted to spin and jump anywhere on the ice when doing your program with or without music.

### **Movement on the Ice**

If you are not moving, then you must be standing at the boards. Your back should be to the board, and your eyes on the ice. This is true for Pros, too. Ice time is not the time for discussions with friends. All discussions with friends should occur off the ice. If you fall, get up as quickly as you can. Lying or sitting on the ice is dangerous to you and the other skaters.

### **Respect and Attitude on the Ice**

Be respectful to your fellow skaters, coaches, and the Rink Parents. Kicking or stomping on the ice is not tolerated. Swearing or foul language is unacceptable. If you are an older skater, keep in mind that the younger skaters are watching. Please be a good role model.