



## Short Track Infringement Language

	Code	Infringement Language (location, action, direction, was there contact?)
STRAIGHT	S1	S1 - In the Straight   Lane Change   From <b>outside to inside</b>   <i>causing contact</i>
	S2	S2 - In the Straight   Lane Change   From <b>inside to outside</b>   <i>causing contact</i>
	S3	S3 - In the Straight   Arm Block
	S4	S4 - In the Straight   Arm Push
	S5	S5 - In the Straight   Push from <b>behind</b>   <i>causing contact</i>
CORNER	C1	C1 - In the Corner   Lane Change   From <b>outside to inside</b>   <i>causing contact</i>
	C2	C2 - In the Corner   Lane Change   From <b>inside to outside</b>   <i>causing contact</i>
	C3	C3 - In the Corner   Arm Block
	C4	C4 - In the Corner   Arm Push
	C5	C5 - In the Corner   Push from <b>behind</b>   <i>causing contact</i>
CORNER ENTRY	E1	E1 - In the Corner Entry   Lane Change   From <b>outside to inside</b>   <i>causing contact</i>
	E2	E2 - In the Corner Entry   Lane Change   From <b>inside to outside</b>   <i>causing contact</i>
	E3	E3 - In the Corner Entry   Arm Block
	E4	E4 - In the Corner Entry   Arm Push
	E5	E5 - In the Corner Entry   Push from <b>behind</b>   <i>causing contact</i>
AT THE START	ST1	ST1 - At the Start   Lane Change   From <b>outside to inside</b>   <i>causing contact</i>
	ST2	ST2 - At the Start   Lane Change   From <b>inside to outside</b>   <i>causing contact</i>
	ST3	ST3 - At the Start   Arm Block
	ST4	ST4 - At the Start   Arm Push
	ST5	ST5 - At the Start   Push from <b>behind</b>   <i>causing contact</i>
	ST6	ST6 - At the Start   2 <sup>nd</sup> False Start
AT THE FINISH	F1	F1 - At the Finish   Lane Change   From <b>outside to inside</b>   <i>causing contact</i>
	F2	F2 - At the Finish   Lane Change   From <b>inside to outside</b>   <i>causing contact</i>
	F3	F3 - At the Finish   Arm Block
	F4	F4 - At the Finish   Arm Push
	F5	F5 - At the Finish   Push from <b>behind</b>   <i>causing contact</i>
	F6	F6 - At the Finish   Kicking Out
RELAY	R1	R1 - For Missed Relay Touch
	R2	R2 - For Illegal Relay Touch
	R3	R3 - For Blocking by Infield Skater
	R4	R4 - For Extra Team Skater on the Track   Causing Obstruction
	R5	R5 - For Lane Change during exchange   Causing Contact or Obstruction
	R6	R6 - For Illegal Leg Blocking during exchange



## Short Track Infringement Language

OTHER	ASS:	For assistance
	EQP:	For <b>not wearing mandatory equipment</b>
	OF1	OF1 - In the Corner Entry   Off Track
	OF2	OF2 - In the Corner   Off Track
DECISIONS	PEN:	Penalty (To 'Skater #xx' from 'Country X' or PEN to Team 'Country X')
	YC - B:	<b>Yellow card for dangerous behaviour</b>
	YC - 2:	<b>Yellow card to '#xx from Country X' for 2 penalties in a single race</b>
	YC- LAP:	<b>Yellow card for impeding the race</b>
	RC-B:	<b>Red card for extremely dangerous behaviour</b>
	RC - COC:	<b>Red card for breach of code of conduct</b>
	RC - LAP:	<b>Red card for impeding the race</b>
NEW	SR:	No Call for Shared Responsibility