

THE RULES OF

# FLAT TRACK ROLLER DERBY

LINE-BY-LINE CHANGE DETAIL

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## **Modifications**

Modifications are only allowed with the consent of the Women's Flat Track Derby Association.

## **Official Languages**

The WFTDA publishes the Rules of Flat Track Roller Derby in English and German. If there is any divergence in the wording, the English text is authoritative.

# **THE WFTDA**

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**THE WOMEN'S FLAT TRACK DERBY ASSOCIATION WAS FORMED IN 2005, AND IS A VOLUNTEER-RUN AMATEUR SPORTS ORGANIZATION. THE MISSION OF THE WFTDA IS TO "PROMOTE AND FOSTER THE SPORT OF WOMEN'S FLAT TRACK ROLLER DERBY BY FACILITATING THE DEVELOPMENT OF ATHLETIC ABILITY, SPORTSWOMANSHIP, AND GOODWILL AMONG MEMBER LEAGUES."**

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## 1 TEAMS

- 1.1 Teams shall consist of a maximum of 20 skaters. ~~that have passed the Minimum Skill Requirements established by the Women's Flat Track Derby Association (WFTDA).~~
- 1.2 At most, 14 skaters may be on the roster for a specific game. Leagues may rotate their game roster from their team roster between games.

## 2 GAME PARAMETERS

### 2.1 TRACK

- 2.1.1 For regulation inter-league games, the track shall be based on the specifications in *Appendix A*. The method of marking dimensions (tape, rope, etc.), including suggested 10-foot (3-meter) marks, is subject to the restrictions of the venue; however, the track must be the standardized dimensions.
- 2.1.2 The track surface shall be clean, flat, and suitable for roller skating. Acceptable surfaces include polished or painted concrete, wood, or game court floors.
  - 2.1.2.1 The skating surface and boundary line colors must meet the definition of high contrast beyond a reasonable doubt or the Head Referee shall request the venue use colors that meet that definition. The skating surface and boundary line colors are of high contrast if there is a large degree of visual difference between the boundary line and the base color of the skating surface such that the boundary line color stands out from the skating surface.
- 2.1.3 The track boundaries must be marked by a raised boundary at least one quarter of 1 inch (0.64 cm) and no more than 2 inches (5 cm) in height, in such a way that is highly visible to skaters and officials and does not present a safety hazard to skaters. The track boundary line width must be at least 1 inch (2.54 cm) and no greater than 3 inches (7.5 cm). The track boundary must be consistent in height and width throughout the entire boundary.
  - 2.1.3.1 The track must clearly demarcate the Pivot and Jammer start lines. These lines must be consistent in color throughout the length and width of the line and must be at least 1 inch (2.54 cm) and no greater than 3 inches (7.5 cm) in width. Sponsor logos are permitted on the Pivot and Jammer lines as long as the logo does not interfere with the contrast of the line to the skating surface.
- 2.1.4 The track area will include chairs or benches in designated team areas, either in the infield or on the sidelines. Only those skaters who are on the roster for that game may sit or stand in the designated team area. Up to two support staff per team are allowed in this area during a bout.
- 2.1.5 There will be a 10-foot (3-meter) clearance around the outside of the track for safety. If there is a rail, wall, or barrier between the track and the crowd that completely prevents contact between spectators and contestants, a 5-foot (1.5 meter) clearance is permissible. Referees may

skate in this area, and/or the infield of the track. The clearance cannot be less than 5 feet (1.5 meters).

2.1.6 For safety and visibility, the track surface, boundaries, safety zone, and penalty box must be clearly lit.

2.1.7 The track and the boundary marker line are considered in bounds.

## 2.2 STRUCTURE

2.2.1 A bout or game is composed of 60 minutes of play divided into two periods of 30 minutes played between two teams.

2.2.2 The team with the most points at the end of the game wins.

## 2.3 PERIODS

2.3.1 The period begins when the designated Official blows the jam-starting whistle. The signal will be one short whistle blast.

2.3.2 There will be a break of at least five minutes between periods.

2.3.3 The period ends when the last jam reaches its natural conclusion (*see Section 2.4*). This may extend past the point when the period clock reaches 0:00.

2.3.4 If 30 seconds or fewer remain on the period clock when a jam ends, there will not be another jam started for that period unless a timeout ~~is called (*see Section 2.6.5*)~~ or [Official Review is called by one of the teams \(\*see Section 2.6.5\*\)](#). [If an Official Timeout needs to be taken with 30 seconds or fewer remaining on the period clock, the remaining time on the period clock will expire after the Official Timeout and the period will end.](#)

## 2.4 JAMS

2.4.1 A period is divided into multiple jams. There is no limit to the number of jams allowed in each period.

2.4.2 A jam may last up to two minutes. Jams begin at the jam-starting whistle and end on the fourth whistle of the jam-ending signal (*see Section 2.9 Whistles*).

2.4.3 There are 30 seconds between jams.

2.4.4 If ~~all one or more~~ skaters are not ~~on the track completely in bounds~~ at the jam-starting whistle, those skaters will not be permitted to join the jam in progress. No penalty will be issued. ~~will start without the missing skater(s).~~

2.4.5 If skaters are in bounds but not in position at the jam-starting whistle, they will be subject to ~~false start~~ False Start penalties (see ~~Sections~~ Section 6.13.1 and Section 6.13.22).

2.4.4.5.1 Jammers are ~~considered~~ in position and ready if they are entirely in bounds ~~, and on or behind the Jammer line~~ when the jam-starting whistle is blown. ~~Jammers~~

2.4.5.2 Blockers are ~~subject to false start penalties~~ in position and ready if they are ~~not on or~~ entirely in bounds, behind the Pivot line, and in front of the Jammer start line ~~at when~~ the jam-starting whistle ~~(see Section is blown.~~

2.4.5.3 Pivots are in position and ready if they are entirely in bounds, on or behind the Pivot line, and in front of the Jammer line when the jam-starting whistle is blown.

~~2.4.6.13.22 for specific penalty details)~~ Jammers and Pivots are permitted to put on their helmet covers after the jam has started. However, ~~each Jammer~~ they must have their helmet cover on their head or in hand before the jam-starting whistle. A helmet cover cannot enter a jam in progress.

~~2.4.4.1.1~~ ~~If the Jammer is not on the track and entirely in bounds when the jam-starting whistle is blown, the Jammer will not be permitted to join the jam in progress.~~

~~2.4.7~~ ~~No penalty will be issued.~~

~~2.4.4.2~~ ~~Pivots and Blockers are considered in position and ready if they are entirely in bounds by the jam-starting whistle (see Section 6.13.6). They are subject to false start penalties if they are not in position (see Sections 6.13.1 and 6.13.22). Pivots are permitted to put on their helmet covers after the jam has started if they have the helmet cover in their hand at the jam-starting whistle. A helmet cover cannot enter a jam in progress.~~

~~2.4.4.2.1~~ ~~If a Pivot or Blocker is not on the track when the jam-starting whistle blows, that skater will not be permitted to join the jam in progress. No penalty will be issued.~~

~~2.4.5~~ The jam is over when an official calls it off with four short whistle blasts. The jam ends on the fourth whistle, whether or not the whistles were inadvertent or incorrect.

## 2.5 OVERTIME

2.5.1 A bout may never end in a tie score. If the score is tied at the end of a bout, an overtime jam will determine the winner. After one minute, the teams will skate a full two-minute jam. This jam will have no Lead Jammer. Penalties will be called. Jammers will begin accruing points on their initial pass. The team with the most points at the end of the overtime jam is the bout winner. If the score remains tied, additional overtime jams will be played until the tie is broken. Additional overtime jams will begin one minute after the end of the previous jam.

2.5.1.1 If an overtime jam ends before two minutes for any reason, the bout ends immediately and the score stands. Additional overtime jams will only be played if the score remains tied (*with the exception in 9.2.6.3*).

2.5.2 Overtime is not a new period. Overtime is an extension of the final period.

## 2.6 TIMEOUTS

2.6.1 Each team is allowed 3 one-minute timeouts per game.

2.6.2 To take a timeout the Captain or Designated Alternate will signal the officials and make a “T” hand signal to request a timeout. Referees will signal for the clock to stop.

2.6.3 Teams may take timeouts only between jams.

2.6.3.1 At the conclusion of the timeout, the Referees will direct the skaters to return to the track and start the next jam as soon as possible. The next jam can start as soon as skaters are lined up, but no more than 30 seconds should elapse after a timeout.

2.6.4 Referees may call an Official Timeout at any point. This will stop the clock so that referees have time to review a call or adjust the number of skaters on the floor (*see Section 2.8.2.2*).

2.6.4.1 If the officials call a ~~time out~~timeout during a jam in progress, the jam will end and a new jam will be run if there is time remaining on the official period clock (*see Sections 2.3.4 and 9.2.6.3*).

2.6.5 After a timeout the period clock does not resume until the next jam starts.

## 2.7 PENALTY BOX

2.7.1 Benches or seats must be provided to make up the “Penalty Box.” This is the designated area where penalty time will be served. The benches or seats must be capable of accommodating a total of six skaters (three from each team).

2.7.2 The penalty benches must be situated in an easily accessible, neutral area close to the track. Teams may use separate penalty boxes.

## 2.8 CLOCKS

2.8.1 Each game will have separate penalty clocks, jam clocks, and period clocks.

2.8.2 Official Period Clock

2.8.2.1 The official period clock starts on the jam-starting whistle of the first jam.

- 2.8.2.2 The official period clock does not stop between jams unless a timeout is called. The period clock stops during a timeout.
- 2.8.2.3 Officials must stop the official period clock between jams when time exceeds 30 seconds.
- 2.8.2.4 The official period clock must be highly visible to referees, teams, and fans.
- 2.8.3 Official Jam Clock
  - 2.8.3.1 The official jam clock starts on the jam-starting whistle.
  - 2.8.3.2 The official jam clock stops at the end of each jam (on the fourth whistle).
  - 2.8.3.3 The official jam clock must be highly visible to referees, teams, and fans.
- 2.8.4 Penalty Clocks
  - 2.8.4.1 Each game must have enough time clocks to time all penalties simultaneously (*see Section 7.2.34 for details on penalty timing procedures*).
  - 2.8.4.2 All penalty clocks stop between jams (*see Section 7.2.34 for procedure*).
  - 2.8.4.3 Penalty clocks are not required to be visible to referees, teams, and fans. While in the Penalty Box, skaters may request knowledge of how much penalty time they have remaining.

## 2.9 WHISTLES

DESCRIPTION	WHISTLE SIGNAL
Jam-starting Whistle	One short
Lead Jammer	Two rapid
Major Penalty	One long
Jam Called Off/Ended	Four rapid

## 2.10 OFFICIAL REVIEWS

- [2.10.1 Official Review. A team request for a review of an Official's decision. There is no limit to the type of objection brought up during an official review.](#)
- [2.10.1.1 A Captain or Designated Alternate requests an official review by asking the Head Referee for a timeout.](#)
- [2.10.1.2 During the official review, the Head Referee will conference with both Captains.](#)
- [2.10.1.3 The Captain requesting the review will explain the purpose of the review.](#)

[2.10.1.4 The Head Referee will investigate the review with the other referees and officials, and use the information gathered to render a decision.](#)

[2.10.1.5 The Head Referee will announce a decision. This decision is final.](#)

[2.10.2 A team is allowed up to one official review per period.](#)

[2.10.3 Official reviews must be requested before the following jam starts. Only the immediately preceding jam is subject to official review.](#)

### 3 SKATER POSITIONS AND IDENTIFICATION

Skater positions refer to the position a skater is playing in a given jam. [A skater retains their position until the next jam starts.](#) A skater is not limited in the number of positions that skater may play during a bout, but is limited to playing one designated position at a time. A maximum of four Blockers and one Jammer from each team are allowed on the track during play; only one of the Blockers may be a Pivot Blocker (*see Sections 3.2 and 3.3*).

#### 3.1 BLOCKER

3.1.1 Blockers are positional skaters that form the pack. There can be four Blockers from each team with one allowed to be the Pivot Blocker. Blockers never score points.

3.1.2 Prior to the start of a jam, Blockers line up behind the ~~pivots~~[Pivots](#), if the Pivot is upright and on the Pivot Line, and ahead of the Jammers (*see Section 4.2 Pre-Jam ~~Position~~; Positioning*). [Prior to the start of a jam, if a skater coming onto the track commits a penalty, they will serve as a Blocker.](#)

3.1.3 Blocker Identification: non-Pivot Blockers do not wear helmet covers. Blockers' helmets may be of the same color as the base color of a team's helmet covers and may not have any marks that might be confused with stripes or stars. (Skater numbers are permitted on helmets per *Section 3.7.5.2*).

#### 3.2 PIVOT BLOCKER

3.2.1 A Pivot is a special subset of a Blocker. A Pivot must be wearing the Pivot helmet cover to have any of the Pivot position rights or privileges; otherwise the skater [who is holding the Pivot helmet cover](#) is a Blocker with the only distinction being that they can gain those rights and privileges by putting the Pivot helmet cover on. [The position of Pivot cannot be transferred.](#) It is not mandatory to field a Pivot Blocker.

3.2.1.1 A Pivot Blocker's privileges include:

3.2.1.1.1 Prior to the start of a jam, Pivots may line up on the Pivot Line, as specified in *Section 4.2.2 Pivot Starting Position*.

- 3.2.1.1.2 In certain circumstances, a Pivot may take over the position of Jammer for their team according to the specifications in *Section 3.5 Passing ~~The~~ the Star*.
- 3.2.2 The Pivot's helmet cover must have a single, solid stripe a minimum of 2 inches (5 cm) wide running from front to back. Helmet cover base color and stripe must be of high contrast and easily identifiable.
  - 3.2.2.1 Only the Pivot's helmet cover may have a stripe on it that runs the length of the helmet in any direction or any marks that might be confused with stripes.
  - 3.2.2.2 The Pivot helmet cover must be on the skater's helmet or in the skater's hand before the jam-starting whistle. Helmet covers cannot enter a jam in progress.
  - 3.2.2.3 A skater lined up in the Pivot starting position will not be considered a Pivot unless the skater is wearing ~~or holding a~~ Pivot helmet cover with a visible stripe.
- 3.2.3 If a Pivot cover falls to the ground or is removed from play by any means it may only be recovered by the Pivot.
  - 3.2.3.1 A Pivot may skate in any direction, ~~including out of bounds~~, to retrieve the Pivot helmet cover, including out of bounds if the helmet cover is itself out of bounds. They are still susceptible to Out of Play penalties.

### 3.3 JAMMER

- 3.3.1 The Jammer's role is to score points for their team per the specifications in *Section 8 Scoring*. Each team is permitted one Jammer per jam. Prior to the start of a jam, Jammers line up on or behind the Jammer Line as specified in *Section 4.2.4 Jammer Starting Position*.
  - 3.3.1.1 A Jammer's privileges include:
    - 3.3.1.1.1 A Jammer may earn Lead Jammer and so become the only skater with the privilege of calling off (ending) the jam prior to the expiration of the full two minutes (*see Section 3.4 Lead Jammer*).
    - 3.3.1.1.2 A Jammer may pass their position to the team's Pivot according to the specifications in *Section 3.5 Passing the Star*.
- 3.3.2 Jammer Identification: The Jammer's helmet cover must have two stars that are a minimum of 4 inches (10 cm) across, from point to point. Helmet cover base color and stars must be of high contrast and easily identifiable.
  - 3.3.2.1 Only the Jammer's helmet cover may have stars on it or any marks that might be confused with stars.
  - 3.3.2.2 The Jammer helmet cover must be on the skater's helmet or in the skater's hand before the jam-starting whistle. Helmet covers cannot enter a jam in progress.

- 3.3.2.3 A skater lined up in the Jammer Starting Position will not be considered an active Jammer unless the skater is wearing a helmet cover with visible stars.
- 3.3.3 An inactive Jammer has the advantage of all Jammer abilities except scoring points (*Section 8 Scoring*) and earning Lead Jammer status (*Section 3.4 Lead Jammer*).

### 3.4 LEAD JAMMER

- 3.4.1 The Lead Jammer is the only skater who has the privilege of calling off (ending) the jam prior to the expiration of the full two minutes. Lead Jammer is a strategic position established on the Jammers' initial pass through the pack during each jam. The Lead Jammer is the first Jammer to pass the foremost in-play Blocker ~~legally and~~ in bounds and upright, legally, having already passed all other Blockers ~~legally and~~ in bounds and upright, legally. A Jammer who is in bounds but down may earn a pass for opposing Blockers who were ahead of the Jammer but skate clockwise behind the downed Jammer.
- 3.4.1.1 Lead Jammer status will be signaled immediately after it is earned (*see Section 3.4.2-3*).
- 3.4.1.1.1 A Jammer must be in bounds to become Lead Jammer. No part of the Jammer's body or equipment may be touching out of bounds. A Jammer does not have to stay in bounds to remain Lead Jammer.
- 3.4.1.2 A Jammer must be ahead of the foremost in-play Blocker, as demarked by the hips, in order to become Lead Jammer.
- 3.4.1.3 Jammers do not need to pass Blockers ahead of the legal Engagement Zone in order to become Lead Jammer.
- 3.4.1.4 During a no pack situation (*per Section 4.1.2*), the Jammer must pass all Blockers to become Lead Jammer.
- 3.4.2 In order to gain Lead Jammer status on the Jammer's initial pass through the pack, a Jammer must pass the foremost in-play Blocker ~~legally and~~ in bounds and upright, legally, having already passed all other Blockers ~~legally and~~ in bounds and upright, legally. A Jammer who is in bounds but down may earn a pass for opposing Blockers who were ahead of the Jammer but skate clockwise behind the downed Jammer.
- 3.4.2.1 Any legal pass counts. If a Jammer becomes ineligible for Lead Jammer by passing while out of bounds, the Jammer is allowed an opportunity to re-pass and regain eligibility for Lead Jammer status.
- 3.4.2.2 To remain eligible for Lead Jammer, a Jammer must remain in bounds until they are within the Engagement Zone, the area in which the Jammer may be legally engaged by a Blocker. In the event of a no pack or no Engagement Zone, a Jammer must remain in bounds until reaching within 20 feet (6 meters) of the rearmost Blocker to remain eligible for Lead Jammer. No part of a Jammer's skate(s) or body may touch the ground outside the track boundary before initially entering the Engagement Zone.

Until initially reaching the Engagement Zone, a Jammer may be blocked out of bounds by the opposing Jammer, rendering the Jammer ineligible to become Lead Jammer.

- 3.4.2.3 Once the Jammer has exited the [front of the](#) Engagement Zone that Jammer is no longer eligible to re-pass. If the Jammer has not passed all of the ~~skaters~~[Blockers](#) on both teams ~~legally and~~ in bounds, [upright, and legally](#), the Jammer will be declared NOT Lead Jammer at this point.
- 3.4.2.4 In the event both Jammers simultaneously meet all requirements for Lead Jammer, the foremost Jammer, ~~if there is one,~~ will be declared Lead Jammer.
- 3.4.2.5 ~~(See Sections 3.4.7 and 7.2.23.2.2 for further information on how a skater sent to the penalty box affects Lead Jammer.)~~
- 3.4.3 A pass is determined by the skaters' hips.
- 3.4.4 If the first Jammer to emerge from the pack does not earn Lead Jammer status on their initial pass through the pack, the second Jammer is eligible to become Lead Jammer, provided that the second Jammer meets the specified requirements. If the second skater also fails to earn Lead Jammer status on their initial pass through the pack, there will be no Lead Jammer for that jam.
- 3.4.5 A Jammer who begins the jam in the penalty box is eligible to earn Lead Jammer status provided that the other Jammer has not already been declared Lead Jammer. A Jammer sent to the penalty box while making their initial pass through the pack is not eligible to become Lead Jammer upon ~~re-entering~~[returning to](#) the jam.
- 3.4.6 The Lead Jammer may call off the jam at any time after their position has been established unless the Jammer has been removed from the jam due to a penalty or their helmet cover has been removed. If the helmet cover is removed by an opponent's action [or in the course of natural gameplay](#), the Jammer may replace the helmet cover and regain Lead Jammer status. The Lead Jammer calls off the jam by repeatedly placing both hands on their hips until the referee whistles the end of the jam. The jam is not over until the referee officially calls off the jam. If there is no Lead Jammer, the jam will run until the full two-minute time limit expires.
- 3.4.7 Once a Jammer has been declared Lead Jammer, Lead Jammer status is retained for the duration of the jam unless the status is forfeited by:
  - 3.4.7.1 [The](#) Jammer removing the helmet cover for any reason.
  - 3.4.7.2 Committing a major penalty.
  - 3.4.7.3 Having the helmet cover removed by a teammate.

### 3.5 PASSING THE STAR

A Jammer may transfer their position to their team's Pivot, allowing said Pivot to become the point-scoring skater for their team for the remainder of the jam. This is commonly referred to as "Passing the Star." Only

the position of Jammer, and not the status of Lead Jammer, may be transferred to a Pivot Blocker. [A Pivot-turned-Jammer cannot gain Lead Jammer status.](#)

3.5.1 The star may be transferred by either Jammer while in the Engagement Zone. Jammers and Pivots must be within the Engagement Zone to pass the star. It is illegal to transfer the star outside of the Engagement Zone or while out of bounds.

3.5.2 The star may only be transferred to a Pivot that is in play.

3.5.3 The initiator of the star pass is always responsible for the legality of the star pass.

3.5.3.1 Jammers may not pass the star while in route to or in the penalty box.

3.5.3.2 Jammers may pass the star upon returning to play from the penalty box.

[3.5.3.3 Jammers may not pass the star to a Pivot who is in queue for the penalty box.](#)

3.5.4 Pass Procedure

In order to transfer the Jammer position to the Pivot, a Jammer must remove the Jammer helmet cover and hand it to their team's Pivot. The Jammer helmet cover may not be handed off via other skaters or thrown. The Jammer helmet cover may not be taken off the Jammer's head by the Pivot or another skater. A Jammer who has removed, or whose teammate has removed, the Jammer helmet cover has forfeited:

3.5.4.1 The ability to accrue points, unless the Jammer returns the Jammer helmet cover to their head with [the stars](#) visible ~~stars~~.

3.5.4.2 The Lead Jammer status.

3.5.5 Jammer status is transferred when the Pivot is wearing the Jammer helmet cover on their helmet with the stars visible.

3.5.5.1 In an illegal star pass, the Jammer status is not transferred, even if the Pivot then has possession of the Jammer helmet cover. Both skaters retain their original status and the initiator of the pass is penalized accordingly (*see Section 6.13 Illegal Procedures*).

3.5.6 Once Jammer status is transferred, it cannot be transferred back to the original Jammer.

3.5.7 A star pass may be blocked by the opposing team by any means of legal blocking.

3.5.8 Incomplete Star Passes and Recovery

3.5.8.1 If a Jammer helmet cover falls to the ground or is removed from play by any means, it may only be recovered by the Jammer or Pivot.

3.5.8.1.1 The Pivot is eligible to obtain Jammer status by retrieving a dropped Jammer helmet cover and placing it on their helmet unless the Jammer is in the penalty box, in which case the Pivot will not be considered the Jammer until the original Jammer is released from the penalty box and legally returns to ~~play~~[the track](#).

- 3.5.8.2 A Jammer or Pivot may skate in any direction, ~~including out of bounds~~, to retrieve the Jammer helmet cover, including out of bounds if the helmet cover is itself out of bounds. They are still susceptible to Out of Play penalties.
- 3.5.8.3 If a star pass cannot be completed for any reason, the Jammer may return the Jammer helmet cover to their own helmet and regain their active Jammer position, but not Lead Jammer status (*see Section 3.5.4 Pass Procedure*).
- 3.5.9 Pass Completion
- 3.5.9.1 A Pivot that has been passed the star attains Jammer status when the Jammer helmet cover has been placed on their helmet. Until the Jammer cover is on, the Pivot is subject to out of play penalties.
- 3.5.9.2 A Pivot that has been passed the star and has become the Jammer is now subject to all rules per *Section 8 Scoring*. The Pivot picks up where the previous Jammer left off on points scored and number of laps through the pack. The Jammer helmet cover must be on the new Jammer's helmet and the stars must be visible in order for the new Jammer to accrue points.
- 3.5.9.3 A Pivot who has taken the position of Jammer for their team by means of a successful Jammer helmet cover transfer will play the position of Jammer for the remainder of the jam.
- 3.5.9.4 A Jammer who successfully completes a Jammer helmet cover transfer to the Pivot will play the position of Blocker for the remainder of the jam.
- 3.5.10 See *Section 6.13.26* and *6.13.27* for passing the star penalty procedures.

## 3.6 HELMET COVERS

- 3.6.1 Teams must have two sets of different helmet covers available at a bout. A team's helmet cover colors must meet the definition of high contrast beyond a reasonable doubt or the Head Referee shall request that the team use helmet covers that meet the definition. The Jammer's and/or Pivot's helmet cover colors are of high contrast if there is a large degree of visual difference between the star/stripe color and the base color of the cover such that the star/stripe color stands out from the base color.
- 3.6.2 A team's helmet covers are easily identifiable if they can be readily distinguished by officials, other skaters, and fans from the helmets of the Blockers on the track.
- 3.6.3 All helmet covers used by one team must be of the same color scheme (e.g., a team cannot use black base and yellow star/stripe in one jam then yellow base and black stripe in the next jam, or mix color schemes in the same jam).
- 3.6.4 An opposing team may challenge the use of a team's helmet covers if they feel there could be confusion in distinguishing between the Jammer star/Pivot stripe and the base color of the helmet cover compared to the base color and design elements of the team's helmets.

3.6.4.1 A number on a helmet cannot be confused for a star; however, if the number is surrounded by logos or any design a team may challenge the use of that helmet cover.

3.6.4.2 In the event of a challenge by the opposing team that meets the above standard, the Head Referee must require use of the alternate color helmet covers. If a team's helmet cover colors are not identical but very similar, the Head Referee may enforce the helmet cover switch, but is not required to.

### 3.7 UNIFORMS

3.7.1 Each member of a respective team participating in a bout must wear a uniform that clearly identifies that skater as a member of their team.

3.7.1.1 All uniforms shall be in good repair and shall not cause a hazard to other skaters. All patches and numbers must be securely fastened to said uniform. Safety pins or tape are not permitted to ~~fasten~~attach or modify numbers to a uniform. Tape is allowed on helmets, pads, and jewelry; safety pins are never allowed.

3.7.2 The team Captain must visibly display a "C" on their uniform or arm. The team Captain's Designated Alternate must visibly display an "A" on their clothing, uniform, or arm.

3.7.2.1 If the Captain is not able to skate the remainder of the game due to expulsion, fouling out, injury, or emergency, the team has the option to name a new Captain.

3.7.2.1.1 In the instances where the rules call for a Captain to serve a penalty, and a team has not designated a Captain, the team may designate a new Captain at that time. Only if the team refuses to designate a Captain, the Head Referee will select the skater to be designated Captain for the remainder of the bout and serve any applicable penalties.

3.7.2.2 A team may not designate a new Alternate (skating or non-skating) should the Alternate be unable to skate/coach/manage the remainder of the bout.

3.7.3 Skater names on uniforms are optional.

3.7.4 Each skater participating in a bout must visibly display a unique (with relation to their own team) number on the back of their uniform.

3.7.4.1 The print of the number ~~should~~must be at least 4 inches (10 cm) tall so that it is legible and large enough to be read by officials who are positioned anywhere within the track or on its boundary.

3.7.4.2 A skater's number must be of a readable font. A number is of readable font if it can be easily read and distinguished from the other skaters' numbers by the officials, other skaters, and fans.

3.7.4.3 A skater's number may contain up to four characters.

3.7.4.4 A skater's number ~~must~~may be alphanumeric ~~with~~, and must have at least one numerical digit.

For example: L5 is an acceptable number, but LV is not. Numbers cannot contain symbols.

3.7.4.5 A skater may have small characters preceding or following their skater number on their jersey e.g. ~~55 mph~~, 55mph, where "mph" is considerably smaller than 55. These small characters are **not** considered part of the skater's number and they may not inhibit the legibility of the skater's number whatsoever. The maximum size for the small characters is 2 inches (5 cm).

3.7.4.6 Skaters on the same team may not have identical numbers. For example, two skaters may not both wear L5, but one may wear L5 and another may wear J5.

3.7.4.7 A team's jersey numbers must meet the definition of high contrast beyond a reasonable doubt or the Head Referee shall request that the team provide an alternative that meets the definition.

3.7.4.8 A team's jersey numbers are of high contrast if there is a large degree of visual difference between the color of the number and the base color of the jersey such that the number significantly stands out from the base color of the jersey.

3.7.5 Each skater participating in a bout must visibly display their number on each sleeve or arm. Numbers must be of high contrast and easily legible. Handwritten numbers on the arm are acceptable.

3.7.5.1 Numbers may be placed on the hip or thigh in addition to the arm/sleeve.

Numbers on hip or thigh must match roster numbers.

3.7.5.2 Numbers may be placed on the helmet in addition to the arm/sleeve. Numbers on helmet must match roster numbers.

3.7.5.3 The minimum height for a skater's number on the arm/sleeve is 2 inches (5 cm).

3.7.5.4 The maximum height for a skater's number on the arm/sleeve is 4 inches (10 cm).

### 3.8 JEWELRY

3.8.1 Jewelry may be worn during the bout unless deemed a safety hazard by the referees. It is recommended that jewelry be taped or removed. Jewelry must not interfere with play or cause danger to other skaters. Jewelry is worn at the risk of the wearer.

### 3.9 SKATES

- 3.9.1 Skaters must wear quad roller skates only. Skaters may not wear inline or any other type of skate.

## 4 THE PACK

### 4.1 PACK DEFINITION

- 4.1.1 The pack is defined by the largest group of in bounds Blockers skating or standing in proximity and containing members from both teams.
- 4.1.1.1 The pack is comprised of the Blockers. The Jammers are not part of the pack.
- 4.1.1.2 Proximity is defined as not more than 10 feet (3 m) (as measured from the hips) in front of or behind the nearest pack skater.
- 4.1.1.3 In order to form a pack, a team must have at least one Blocker on the track at all times.
- 4.1.2 When two or more groups of Blockers equal in number are on the track, are more than 10 feet (3 m) from one another, and no single group meets the pack definition, no pack can be defined. Skaters will be issued a penalty for intentionally creating a no pack situation, or destroying the pack (*see Section 6.10.2*). Both teams are responsible for maintaining a legally defined pack. A skater or group of skaters is always responsible for the consequences of their actions. If their actions create a no pack situation (except those covered in *Section 6.10.2.3*), they should be penalized as directed in *Sections 6.10.9 - 6.10.20*.
- 4.1.2.1 Distances for determining the pack and the Engagement Zone are measured as the shortest distance parallel to the [inside](#) track boundary between skaters' hips (see *Glossary* for "hips").

### 4.2 PRE-JAM POSITIONING

- 4.2.1 Prior to the start of a jam all skaters must be in position with the Blockers in front of the Jammers. The Pivot Line is a straight line across the track at the head of the straightaway. The Jammer Line is exactly 30 feet (9.14 m) behind the Pivot Line.
- 4.2.1.1 Blockers must be in a position pre-jam so that the pack will exist behind the Pivot Line and in front of the Jammer Line at the jam-starting whistle, or immediately after the jam-starting whistle should the jam begin with a no pack.
- 4.2.1.1.1 It is required that [more than half of](#) the ~~majority of on the~~ track Blockers from each team begin in this pre-jam positioning. A major Illegal Procedure false start penalty will be assessed to the Pivot in that

jam of the team(s) that did not field enough Blockers in proper pre-jam position (see Section 6.13.3738).

4.2.1.1.1.1 If all of one team's Blockers are lined up out of position per 4.2.1.1, a Delay of Game penalty should be issued when the 30 seconds between jams has expired. (see Section 6.13.38 and Section 6.15.4).

4.2.1.2 At the jam-starting whistle, Blockers are permitted to be either upright or down on one knee.

4.2.1.2.1 Blockers may not intentionally take starting positions which purposefully prolong that skater's ability to return to an in-play position or a team's ability to reform a pack (e.g., intentionally starting on one's back, intentionally starting in a dog-pile), see Section 6.13.3637.

4.2.2 Pivot ~~starting position~~Starting Position: Only the Pivots may line up on the Pivot Line. Pivots are considered on the Pivot Line when they are upright and also touching the line.

4.2.3 Non-Pivot Blocker starting positions: Blockers line up behind the Pivots as demarked by the hips. If a Pivot is not upright and on the Pivot Line, non-Pivot Blockers are not required to line up behind that Pivot.

4.2.4 Jammer Starting Position: Jammers line up on or behind the Jammer Line.

4.2.5 Blockers may line up in any order behind the Pivots.

4.2.6 The pack and Jammers may begin rolling at the jam-starting whistle from the Official.

4.2.7 Jammers may not be accelerating at the jam-starting whistle. They are, however, permitted to be moving, coasting, or braking.

### 4.3 JAM POSITIONING

4.3.1 Once the pack is in motion, Blockers may change location as long as they stay within the pack.

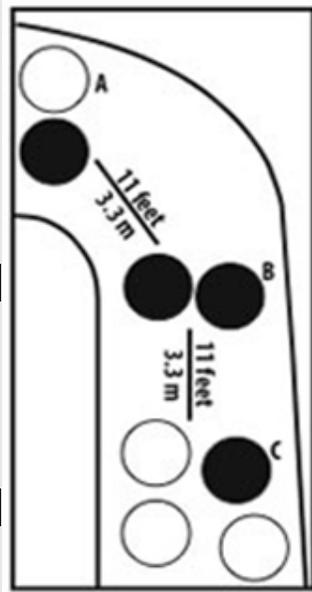
4.3.2 In play/out of play: When a Blocker is positioned more than 20 feet (6 m) outside the pack or out of bounds that Blocker is out of play and subject to penalties specified in Section 6.10 Out ~~of~~ Play Penalties.

4.3.2.1 Blockers who are out of play may not engage the opposing Jammer or Blockers.

4.3.2.2 Blockers who are out of play may not assist their Jammer or other teammates.

4.3.2.3 Blockers who are not part of the pack as illustrated in **Figure 1** but are still in play may block and assist.

**Figure 1: In/Out of Play Example**



- In the diagram, Group C is the pack as it is the largest group of Blockers skating in proximity and containing members of both teams.
- The two Blockers in Group B are not part of the pack because they are more than 10 feet (3 m) from the pack but are still considered in play as they are within 20 feet (6 m) of the pack. The Blockers are not in danger of an out of play penalty (see Section 6.10 Out of Play Penalties).
- The two Blockers in Group A are considered out of play since they are more than 20 feet (6 m) from the nearest pack skater. Skaters in Group A may be warned they are out of play and will be penalized if they do not return to the Engagement Zone. If they block or assist, they will also receive out of play penalties (see Section 6.10 Out of Play Penalties).

4.3.3 Blockers who are out of play must slow down or speed up to ~~re-enter~~[return to](#) the Engagement Zone.

4.3.3.1 A Blocker who is more than 20 feet (6 m) in front of or behind the pack may receive an out of play warning by a referee. However, a referee is ~~not~~ required to issue a warning prior to giving a penalty.

[4.3.3.2](#) Once out of play, a Blocker must yield the right of way to the opposing Jammer by physically moving out of the Jammer's path. Any engagement, including passive/positional blocking, can result in a penalty. [A warning is not required before issuing a penalty for blocking while out of play.](#) (see Section 6.10 Out of Play Penalties).

4.3.3.[23](#) A Blocker who is out of play must ~~re-enter~~[return to](#) the Engagement Zone in the opposite way that Blocker left.

4.3.3.[23.1](#) If the Blocker exited the front of the Engagement Zone, that Blocker must drop back to be considered in play.

4.3.3.[23.2](#) To regain position in the pack after having fallen behind, a Blocker must return to the back of the pack by skating within the track boundaries to be considered back in play.

4.3.3.[23.3](#) Any Blocker who ~~re-enters~~[returns to](#) the Engagement Zone in an illegal manner, such as lapping the pack or being lapped by the pack, is subject to penalties (see Sections 6.10.14 and 6.10.15).

4.3.4 The Jammers may engage each other anywhere inside the track boundaries for the duration of the jam. When a Jammer is outside of the Engagement Zone the Jammer may only engage the opposing Jammer (*see Section 6.10.3*).

4.3.4.1 If an out of play opposing Blocker initiates contact with the Jammer, the Jammer may legally counter-block.

4.3.4.2 Jammers may not assist teammates that are out of play.

#### ~~4.4 STARTS~~

~~4.4.1 The pack may begin rolling at the jam starting whistle from the official.~~

~~4.4.2 Jammers may not be accelerating at the jam starting whistle. They are, however, permitted to be moving, coasting, or braking.~~

## 5 BLOCKING

### 5.1 GENERAL BLOCKING

5.1.1 Blocking is any movement on the track designed to knock the opponent down or out of bounds or to impede the opponent's speed or movement through the pack. Blocking includes counter-blocking. Blocking need not include contact. Positional blocking is blocking without contact. A skater positioning their body in front of an opposing skater to impede the opposing skater's movement on the track is positional blocking. Positional blocking need not be deliberate and/or intentional to be illegal, e.g., if the blocking skater is not aware of the Jammer's position behind the blocking skater.

5.1.1.1 Counter-blocking is any motion/movement toward an oncoming block by the receiving skater that is designed to counteract an opponent's block. Counter-blocking is treated as blocking and held to the same standards and rules. ([See Section 6.10.5 for Out of Play exceptions](#))

5.1.1.2 Only skaters who are in play (as defined in *Section 4.3.2*) may skate in front of an opposing skater to impede the opposing skater's movement on the track. Positional blocking need not include contact.

5.1.1.3 Only skaters who are stepping and/or skating in the counter-clockwise direction may execute a block. It is illegal to block while at a standstill and while moving in the clockwise direction. This includes positional blocking.

5.1.1.4 It is legal to block skaters who are standing on the track.

5.1.1.5 It is legal to block skaters who are skating and/or stepping clockwise or counter-clockwise on the track.

- 5.1.2 The skater who makes contact with a target zone of an opponent is considered the initiator of the block. The initiator of the block is always responsible for the legality of their contact.
- 5.1.3 A skater who is in play and stepping and/or skating (i.e., not down or at a standstill) in the counter-clockwise direction may block or engage an opposing skater at any time during the jam after the jam start whistle has blown.
- 5.1.3.1 Blockers and Jammers begin at the jam-starting whistle.
- 5.1.4 To ensure safety, skaters may not use dangerous blocking techniques [see Sections 6.1 - 6.10 and Section 6.16 for penalties relating to dangerous blocking.](#)
- ~~5.1.4.1 — Skaters may not block to the back (as defined in Section 5.2 and 5.3).~~
- ~~5.1.4.2 — Skaters must not skate clockwise in relation to the track when executing a block.~~
- ~~5.1.4.3 — Skaters must have at least one skate on the floor when executing a block.~~
- ~~5.1.4.4 — Skaters may not execute a block on an opponent who is down, falling, or getting up after a fall. Skaters are considered down if they have fallen, been knocked to the ground, have either or both knees on the ground, or have both hands on the ground. After going down or falling, a skater is considered down until the skater is standing, stepping, and/or skating. Stationary standing skaters are not considered down.~~

## 5.2 CONTACT ZONES

Contact between opponents is limited to legal blocking zones and legal target zones.

- 5.2.1 Legal Target Zones: A skater may be hit in the following locations:
- 5.2.1.1 The arms and hands
- 5.2.1.2 The chest, front, and side of the torso
- 5.2.1.3 The hips
- 5.2.1.4 The mid and upper thigh (including the inner portion)
- 5.2.2 Illegal Target Zones: For safety reasons, a skater may not be hit in the following locations:
- 5.2.2.1 Anywhere above the shoulders
- 5.2.2.2 The back of the torso, back of the ~~booty~~[buttocks](#), or back of the thigh
- 5.2.2.3 Below the mid-thigh
- 5.2.3 Legal Blocking Zones: Apply to the body parts of the skater performing a block. Skaters may initiate contact with the following parts of the body:
- 5.2.3.1 The arm from the shoulder to the elbow

5.2.3.2 The torso

5.2.3.3 The hips and ~~beety~~buttocks

5.2.3.4 The mid and upper thigh (including the inner portion)

5.2.4 Illegal Blocking Zones: Apply to the body parts of the skater performing a block. Skaters may not initiate contact with the following parts of the body:

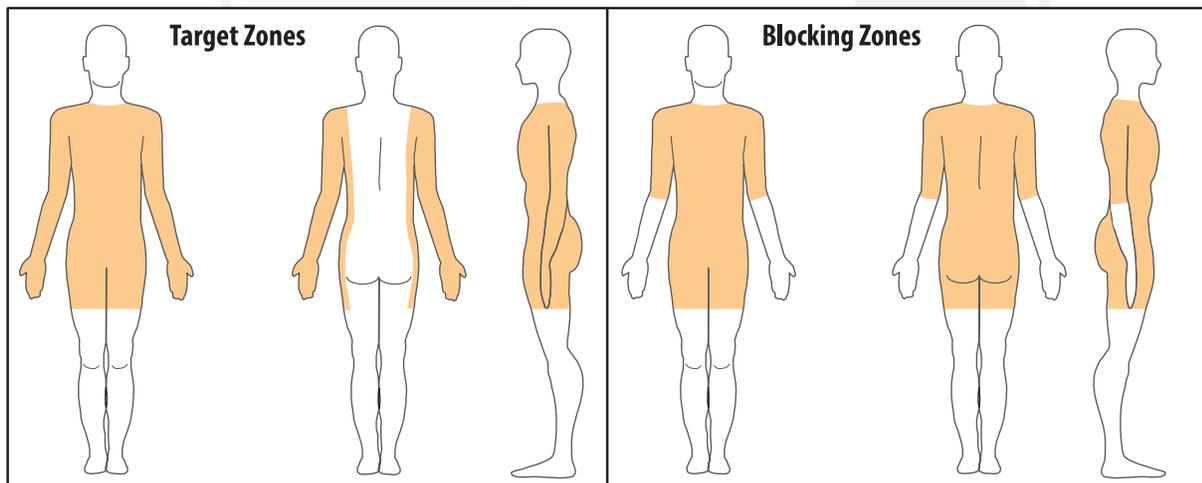
5.2.4.1 The elbows

5.2.4.2 The forearms and hands

5.2.4.3 The head

5.2.4.4 Below the mid-thigh

### 5.3 BLOCKING ZONE DIAGRAMS



**Figure 2**

**Legal Target Zones:** The shaded regions are the legal areas to block, hit, or check an opponent.

**Legal Blocking Zones:** The shaded regions are the legal areas with which a skater can block, hit, or check.

## 6 PENALTIES

A penalty is a punishment, handicap, or loss of advantage imposed on a team or competitor for a rule infraction or a foul. Penalties are applied to both a skater and the position that skater is currently playing. Skaters and teams are assessed penalties due to infractions.

Penalties are signaled and enforced by the referees as they occur during a bout (see *WFTDA Referee Official Hand Signals* for approved hand signals and *Section 2.9 Whistles* for approved whistles). When a skater commits an illegal act, that skater must receive and serve the appropriate penalty. The initiator of a block is always responsible for the legality of contact.

### TYPES OF PENALTIES

The following penalties are addressed in detail in the sections listed below. These sections hold specific examples that are to be followed explicitly. Illegal actions not specified below must be penalized using these specifics as guiding examples.

#### Contact to Illegal Target Zones

- 6.1 Blocking to the Back
- 6.2 Blocking to the Head/High Blocking
- 6.3 Low Blocking

#### Contact with Illegal Blocking Zones

- 6.4 Use of Elbows
- 6.5 Use of Forearms and Hands
- 6.6 Blocking with the Head

#### Illegal Blocking Penalties

- 6.7 Multi-player Blocks
- 6.8 Out of Bounds [BlockingEngagement](#)
- 6.9 Direction of Game Play [Penalties](#)
- 6.10 Out of Play [Penalties](#)

## Illegal Non-Contact Penalties

6.11 Cutting the Track

6.12 Skating Out of Bounds

6.13 Illegal Procedures

6.14 Insubordination

6.15 Delay of Game

## Illegal Conduct

6.16 Misconduct-[/Gross Misconduct](#)

~~6.17 Gross Misconduct~~

### 6.1 BLOCKING TO THE BACK

Hitting an opponent in the back of the torso, back of the legs, or back of the ~~booty~~[buttocks](#) is prohibited (*see Section 5.2.2 for Illegal Target Zones*). Hitting an opponent with a legal blocking zone into a legal target zone while positioned behind said opponent is not blocking to the back and is not illegal.

#### No Impact/No Penalty

6.1.1 Any contact to the back of an opponent that forces the receiving opposing skater off balance, forward, and/or sideways, but does not cause the opponent to lose relative position.

#### Major Penalty

6.1.2 Any contact to the back of an opponent that forces the receiving opposing skater out of their established position. This includes forcing a skater down, out of bounds, or out of [relative](#) position.

#### Expulsion

The following egregious acts will be automatic game expulsions and can be punished as a multi-game suspension (*see Section 7.4.2.2*). Expulsions will be issued for a conscious and forceful attempt to block an opponent in the back egregiously, whether or not the action was successful.

6.1.3 Intentional, negligent, or reckless illegal contact to the back of an opponent, back of an opponent's legs, or back of an opponent's ~~booty-~~[buttocks](#).

## 6.2 BLOCKING TO THE HEAD OR HIGH BLOCKING

Hitting an opponent above the shoulders is prohibited (*see Section 5.2.2 for Illegal Target Zones*).

### No Impact/No Penalty

- 6.2.1 Contact to the head that is ~~secondary or which results from legally initiated contact.~~ [incidental or done by a teammate.](#)

### Major Penalty

- 6.2.2 Any block with ~~initial~~[forceful](#) contact landing above the shoulders.

### Expulsion

The following egregious acts making contact with the head of an opponent or above the shoulders will be automatic game expulsions and can be punished as a multi-game suspension (*see Section 7.4.2.2*).

Expulsions will be issued for a conscious and forceful attempt to commit any of the following egregious acts, whether or not the attempt was successful:.

- 6.2.3 Any contact with the head of a skater not wearing a helmet.
- 6.2.4 Intentional, negligent, or reckless contact above the shoulders.
- 6.2.5 Pulling of the head, neck, or helmet.
- 6.2.6 Choking by the helmet straps or otherwise.

## 6.3 LOW BLOCKING

Skaters may not trip or intentionally fall in front of another skater. Any contact which is initiated below the legal target zone that causes the skater to stumble or fall is considered tripping and/or low blocking. Downed skaters ~~re-entering~~[returning to](#) the track are subject to tripping/low blocking penalties even on the first instance, even if the downed skater has fallen small.

### No Impact/No Penalty

- 6.3.1 Contact between skates and wheels that is part of the normal skating motion.
- 6.3.2 A skater who “falls small” in an effort to avoid low blocking.
- 6.3.3 Any contact outside of the normal skating motion which lands below the legal target zone that causes an opposing skater to stumble but not fall or lose relative position.
- 6.3.4 Any contact outside of the normal skating motion initiated with a part of the body below the legal blocking zone that causes an opposing skater to stumble but not fall or lose relative position.
- 6.3.5 A downed skater ~~re-entering~~[returning to](#) the track that causes an opposing skater to stumble but not fall or lose relative position.

## Major Penalty

- 6.3.6 Any contact outside of the normal skating motion which lands below the legal target zone and causes an opposing skater to fall or lose relative position.
- 6.3.7 Any contact outside of the normal skating motion initiated with a part of the body below the legal blocking zone that causes an opposing skater to fall or lose relative position.
- 6.3.8 Flailing and sprawling skaters who low block an opponent causing the recipient to fall or lose relative position.
- 6.3.9 Habitual contact between skates and wheels that is part of the normal skating motion that causes an opposing skater to stumble, fall, or lose relative position. The intent is to penalize skaters whose normal skating motion is dangerous to opponents. A single skater who repeatedly low blocks other skaters, even in normal skating motions, is adversely affecting game play and safety.
- 6.3.10 A skater who habitually falls in front of opposing skaters, causing them to stumble or fall or lose relative position, even if the skater “falls small.” The intent is to penalize a skater who repeatedly falls as the skater is a danger to opponents. A single skater who repeatedly low blocks other skaters, even when “falling small” is adversely affecting game play and safety.
- 6.3.11 A downed skater ~~re-entering~~[returning to](#) the track that causes an opposing skater to fall or lose relative position.
- 6.3.12 Intentionally taking a knee in an attempt to avoid a block.

## Expulsion

The following egregious acts will be automatic game expulsions and can be punished as a multi-game suspension (*see Section 7.4.2.2*). Expulsions will be issued for a conscious attempt to trip an opponent, whether or not the action was successful.

- 6.3.13 Intentional tripping with feet or hands.
- 6.3.14 Slide tackling an opponent.
- 6.3.15 Intentionally kicking another skater.

## 6.4 USE OF ELBOWS

- 6.4.1 When engaging another skater, elbows may not be swung with a forward/backward motion.
- 6.4.2 When engaging another skater, elbows may not be swung with upward or downward motion.
- 6.4.3 The elbow must be bent while blocking with that arm.

- 6.4.4 Contact may not be made exclusively with the point of the elbow (i.e., jabbing).
- 6.4.5 Elbows may not be used to hook an opposing skater in any way (e.g., by wrapping one's arm around an opponent's arm).

**No Impact/No Penalty**

- 6.4.6 Any illegal contact with the elbow or swinging motion of the elbow that forces the receiving opposing skater off balance, forward, and/or sideways but does not cause the opposing skater to lose relative position.

**Major Penalty**

- 6.4.7 Any illegal contact with the elbow or swinging motion of the elbow that lands above the shoulders.
- 6.4.8 Any illegal swinging motion of the elbow or illegal elbow contact that forces the receiving opposing skater off balance, forward, and/or sideways and causes the opposing skater to lose relative position.
- 6.4.9 Use of an elbow or arm to pin or hook an opponent's arm in a manner as to impede the opponent's mobility.

**Expulsion**

The following egregious acts will be automatic game expulsions and can be punished as a multi-game suspension (see Section 7.4.2.2). Expulsions will be issued for a conscious and forceful attempt to elbow an opponent egregiously, whether or not the action was successful.

- 6.4.10 Intentional, negligent, or reckless contact with an opponent by using the elbow in an illegal manner.

**6.5 USE OF FOREARMS AND HANDS**

- 6.5.1 Forearms or hands may never be used to grab, hold, or push an opponent.
- 6.5.2 Incidental forearm contact between skaters is acceptable.
- 6.5.3 During forearm contact between skaters, the following are indications that a push has occurred:
  - 6.5.3.1 The initiating skater extends their arm during contact.
  - 6.5.3.2 The receiving skater is propelled forward or sideways.

**No Impact/No Penalty**

- 6.5.4 Contact made with the forearms when forearms are pulled into the body.

6.5.5 Illegal forearm or hand contact to an opponent that forces the receiving opposing skater off balance, forward, and/or sideways but does not cause the opposing skater to lose relative position. This includes:

6.5.5.1 A slight but observable push with the hands or forearms.

6.5.5.2 A block initiated with the shoulder in which there is either a simultaneous or subsequent push with the forearm. A push is indicated by the initiating skater extending their arms while making contact with the forearms, resulting in the receiving skater being propelled forward or sideways.

### Major Penalty

6.5.6 Extended touching (lasting three seconds or more) with the forearms or hands to an opponent's legal and/or illegal target zone.

6.5.7 Any illegal contact with hands or forearms above the shoulders.

6.5.8 Any illegal forearm or hand contact to an opponent that forces the receiving opposing skater off balance, forward, and/or sideways and causes the opposing skater to lose relative position. ~~This includes:~~

~~6.5.8.1 Contact with hands or forearms, as indicated by the initiating skater extending their arms, resulting in the receiving skater being propelled forward or sideways.~~

~~6.5.8.2 Use of hands or forearms to grab or hold an opposing skater impeding that skater's mobility, causing that skater to lose advantage, or forcing that skater to the ground.~~

6.5.9 Use of hands or forearms to grab or hold an opposing skater impeding that skater's mobility

6.5.10 Grabbing an opponent in order to assist oneself in blocking another skater.

### Expulsion

The following egregious acts using the forearms or hands will be automatic game expulsions and can be punished as a multi-game suspension (*see Section 7.4.2.2*). Expulsions will be issued for a conscious and forceful attempt to commit any of the following egregious acts, whether or not the attempt was successful:

6.5.9~~11~~ Punching another skater.

6.5.10~~12~~ Holding or pinning another skater to the ground.

6.5.11~~13~~ Shoving an opponent.

## 6.6 BLOCKING WITH THE HEAD

The head may not be used to block an opponent. Blocking with the head is dangerous for the initiator and the receiver.

### **No Impact/No Penalty**

- 6.6.1 Incidental contact by the initiator's head that forces the receiving opposing skater off balance, forward, and/or sideways, but does not cause the opposing skater to lose relative position.

### **Major Penalty**

- 6.6.2 Incidental contact by the initiator's head that forces the receiving opposing skater off balance, forward, and/or sideways and causes the opposing skater to lose relative position.
- 6.6.3 Initiating a block with the head [that includes physical contact](#), regardless of impact or advantage.

### **Expulsion**

The following egregious acts will be automatic game expulsions and can be punished as a multi-game suspension (*see Section 7.4.2.2*). Expulsions will be issued for a conscious and forceful attempt to block an opponent with the head, whether or not the action was successful.

- 6.6.4 Intentional, negligent, or reckless contact with an opponent by blocking with the head in an illegal manner.

## **6.7 MULTI-PLAYER BLOCKS**

- 6.7.1 Skaters may not grab and hold each other's uniform or equipment in a multi-player block.
- 6.7.2 Skaters may not use their hands, arms, or legs in any grabbing, holding, linking, or joining fashion in a multi-player block.
- 6.7.3 Touching and assisting teammates that does not create a wall to impede an opponent or prevent another skater receiving a block from an opponent is not a multi-player block.
- 6.7.4. The multi-player link must be that which is blocking or impeding an opponent for the action to be illegal.

[6.7.4.1 The multi-player link need not be physically touching the opposing skater. The link must be in front of the direction/pathway of the opposing skater. Even if the linked skaters have body parts \(shoulders, hips, etc.\) that are between the link and the opposing skater, the link is still impeding the opposing skater and must be called as a multi-player block.](#)

[6.7.4.2 A multi-player block must be physically challenged before a multi-player block penalty can be assessed.](#)

### **No Impact/No Penalty**

- 6.7.5 Temporarily grabbing a teammate's clothing, equipment, or body part to push or pull, thereby adjusting the skater's speed or the teammate's speed.
- 6.7.6 Touching, but not grabbing and/or holding, a teammate while blocking.

- 6.7.7 Holding a teammate in a front-back direction while blocking or to stabilize from a block, as long as the point of contact is not impeding opposing skaters.

#### Major Penalty

- 6.7.8 Maintaining a multi-player block ~~to impede or block~~ where an opponent makes contact with the block and is impeded, including ~~to prevent~~ where it prevents another skater receiving a block from an opponent for any amount of time.

#### Expulsion

The following egregious acts will be automatic game expulsions and can be punished as a multi-game suspension (*see Section 7.4.2.2*). Expulsions will be issued for a conscious and forceful attempt to block an opponent in an egregious manner while executing a multi-player block.

- 6.7.9 Intentional, negligent, or reckless contact with an opponent while executing a multi-player block in an illegal manner.

### 6.8 OUT OF BOUNDS ~~BLOCKING~~ ENGAGEMENT

- 6.8.1 Skaters must be in bounds when initiating a block.
- 6.8.2 Skaters may not pick up momentum for a block until in bounds.
- 6.8.3 If a skater forces an opponent out of bounds while blocking, the initiating Blocker must cease blocking before their own skates touch outside the track boundary. No part of the initiating Blocker's skate may touch the ground outside the track boundary.
- 6.8.4 A skater who is in bounds need not yield right of way to the out of bounds skater.
- 6.8.5 A skater may not initiate contact with an opponent who is completely outside the track boundary.
- 6.8.6 An in-bounds skater may actively block or hit a returning skater when any part of the returning skater's skate is touching any in bounds track territory. The returning skater has crossed the track boundary but remains out of bounds by definition as long as any part of their skates are still touching any out of bounds territory. However, by entering the track, the returning skater becomes a target and can be hit.
- 6.8.7 A skater who is straddling the line may not engage, block, or assist because the skater has one skate down outside the track boundary and is out of bounds by definition.
- 6.8.8 A skater who is straddling the line may be hit by a skater who is on the track since the straddling skater has one skate down inside the track boundary.
- 6.8.9 If a skater jumps and ceases all contact with the ground, the skater's prior in bounds/out of bounds status is maintained until contact with the ground re-establishes in bounds/out of bounds status.

- 6.8.10 Downed skaters ~~re-entering~~[returning to](#) the track are subject to blocking out of bounds penalties, even if the downed skater has fallen small.
- 6.8.11 There is no penalty for blocking a skater who has jumped off both skates and left contact with the track from in bounds.
- 6.8.12 A skater initiating or continuing a block while hanging a skate or other body part over the track boundary, but not touching outside the track boundary, is not blocking from out of bounds.
- 6.8.13 A skater ~~who re-enters~~[returning to](#) the track from out-of bounds while down, without making contact to any opponents or forcing them to fall or lose relative position, is not blocking from out of bounds.

#### **No Impact/No Penalty**

- 6.8.14 Any contact from out of bounds that does not cause the receiving opposing skater to fall or lose relative position.
- 6.8.15 Continuing a block after any part of the initiating Blocker is touching the ground outside the track boundary.
- 6.8.16 Any contact with an opponent who is touching the track exclusively outside the track boundary that does not affect the opposing skater's ability to ~~re-enter~~[return to](#) play.
- 6.8.17 Any contact to opponents initiated by a downed skater ~~re-entering~~[returning to](#) the track from out of bounds that does not force opposing in-play skaters to fall or lose relative position.

[6.8.18 Any assist from out of bounds that does not cause the receiving skater to improve their relative position.](#)

#### **Major Penalty**

- 6.8.~~18~~19 Any contact or blocking from out of bounds that causes the receiving opposing skater to fall or lose relative position.
- 6.8.~~19~~20 Continuing a block which causes the receiving skater to fall where there is continued blocking contact past the point where any part of the initiating Blocker is touching out of bounds.
- 6.8.~~20~~21 A downed skater ~~re-entering~~[returning to](#) the track from out of bounds who forces any opposing in-play skaters to fall or lose relative position.
- 6.8.~~21~~22 Any contact with an opponent who is touching the track exclusively outside the track boundary that causes the opponent to fall or affects the opposing skater's ability to ~~re-enter~~[return to](#) play.

[6.8.23 Any assist from out of bounds that causes the receiving skater to improve their relative position.](#)

#### **Expulsion**

The following egregious acts will be automatic game expulsion and can be punished as a multi-game suspension (*see Section 7.4.2.2*). Expulsions will be issued for a conscious and forceful attempt to block an out of bounds opponent in an egregious manner while executing an illegal block.

6.8.2224 Intentional, negligent, or reckless contact with an out of bounds opponent while executing a block in an illegal manner.

## 6.9 DIRECTION OF GAMEPLAY PENALTIES

6.9.1 Skaters must be skating and/or stepping in the counter-clockwise direction when executing a block. Skaters may not skate in the clockwise direction while executing a block. Skaters may not block while stopped on the track. These illegal blocking techniques include positional blocking. Clockwise movement is measured by the skates moving past a line perpendicular to the track boundaries.

6.9.2 Skaters must be skating and/or stepping in the counter-clockwise direction when giving an assist. Skaters may not skate in the clockwise direction when giving or receiving an assist. Skaters may not give assists to skating teammates while stopped on the track. The initiator of the assist is responsible for the legality of the assist. Clockwise movement is measured by the skates moving past a line perpendicular to the track boundaries.

6.9.2.1 A stopped or counter-clockwise stepping/skating skater may legally assist a stopped or downed teammate.

6.9.3 Skaters are permitted to skate clockwise on the track provided they do not block, assist, or otherwise engage teammates or opponents.

6.9.4 Skaters are permitted to stop on the track provided they do not block, assist, or otherwise engage teammates or opponents.

6.9.4.1 A skater who is engaged in a block who then comes to a stop for any reason must cease all engagement until there is another legal opportunity to engage.

6.9.5 Skaters may skate clockwise out of bounds when exiting the penalty box, but must ~~re-~~ [enter/return to play](#) from the back of the pack (see Section 6.13 *Illegal Procedures*).

6.9.6 Skaters may block and/or assist while their body is facing any direction as long as they are moving in the counter-clockwise direction.

### No Impact/No Penalty

6.9.7 Incidental contact from a skater getting spun around as a result of another block.

6.9.8 A skater, while stopped on the track, assisting a downed teammate to an upright position or assisting another stopped teammate.

6.9.9 A skater coming to a stop as a result of giving an assist.

6.9.10 A stopped skater giving an assist that affects the recipient but does not improve the recipient's relative position.

- 6.9.11 A clockwise positional block that forces the receiving opposing skater off-balance, forward, backward, and/or sideways, but does not cause the opposing skater to lose relative position.
- 6.9.12 A positional block by a stopped skater that forces the receiving opposing skater off-balance, forward, backward, and/or sideways, but does not cause the opposing skater to lose relative position.
- 6.9.13 A skater who, while blocking an opposing skater, momentarily comes to a stop, but resumes counter-clockwise skating and/or stepping at the first legal opportunity.
- 6.9.14 If there is no legal opportunity to skate and/or step in the counter-clockwise direction no penalty will be assessed as long as the stopped skater does not continue to engage.

### **Major Penalty**

If the illegal block causes a skater to fall or has a measurable consequence for the game it is a major penalty.

- 6.9.15 A block by a stopped skater that includes physical contact which forces the receiving opposing skater off balance, forward, backward, and/or sideways, but does not cause the opposing skater to lose relative position.
- 6.9.16 A clockwise skating and/or stepping skater giving an assist that affects the recipient, regardless of whether or not it improves the recipient's relative position. The penalty is given to the initiator of the assist.
- 6.9.17 A clockwise block that includes physical contact which forces the receiving opposing skater off-balance, forward, backward, and/or sideways, but does not cause the opposing skater to lose relative position.
- 6.9.18 A skater who comes to a stop while blocking an opposing skater but does not begin counter-clockwise skating and/or stepping again at the first legal opportunity.
- 6.9.19 A clockwise block that forces the receiving opposing skater to lose established position. This includes forcing a skater down, out of bounds, or out of relative position.
- 6.9.20 A block by a stopped skater that forces the receiving opposing skater to lose established position. This includes forcing a skater down, out of bounds, or out of relative position.
- 6.9.21 A stopped skater giving an assist that improves the recipient's relative position.

### **Expulsion**

The following egregious acts will be automatic game expulsions and can be punished as a multigame suspension (*see Section 7.4.2.2*). Expulsions will be issued for a conscious and forceful attempt to block an opponent in an egregious manner while executing a clockwise block, whether or not the action was successful.

- 6.9.22 Intentional, negligent, or reckless contact with an opponent while executing a clockwise block in an illegal manner.

- 6.9.23 Intentional, negligent, or reckless contact with an opponent while stopped on the track in an illegal manner.

## 6.10 OUT OF PLAY PENALTIES

Out of play penalties are applied for actions occurring in front of and/or behind the legal Engagement Zone and for actions that illegally destroy the pack. All actions are to be penalized equally regardless of position (Blocker vs. Jammer). Out of play actions include but are not limited to blocking, assisting, destroying the pack, failure to reform a pack, and failure to return to the Engagement Zone. A penalty will be applied to each offending Blocker for each action.

- 6.10.1 A skater who is ~~more than 20 feet (6 m)~~ in front of or behind the ~~pack~~ Engagement Zone may receive an out of play warning ~~by~~from a referee. ~~A referee is not required to issue a warning prior to giving a penalty. Issuing penalties takes priority over issuing warnings. A warning does not have to be issued in order for a penalty to be given (see Section 9.3.1.1).~~

- 6.10.2 Illegally destroying the pack is the illegal creation of a “no-pack” situation. When two or more groups of Blockers equal in number are on the track, are more than 10 feet (3 m) from one another, and no single group meets the pack definition, no pack can be defined. If the actions of a skater, team, or group of skaters create a “no-pack” situation, one penalty for destroying the pack will be applied to a single skater who is most responsible or the Pivot (see ~~Sections~~Section 7.1.4). Both teams are responsible for maintaining a legally defined pack.

- 6.10.2.1 Examples of illegally destroying the pack, or creating a “no-pack” situation, may include but are not limited to a skater, skaters, or team running away, braking or coasting to drop back more than 10 feet (3 m) behind the opposing team, taking a knee, intentionally falling, or intentionally skating out of bounds in such a manner that the legally defined pack is destroyed.

- 6.10.2.1.1 The rules do not define pack speed. Illegally destroying the pack penalties shall not be given for gradually deviating from the speed of the pack as established through game play, unless said deviation is sudden, rapid, and marked, leaving the opposing team no opportunity to adjust and maintain a pack.

- 6.10.2.2 A skater or ~~groups~~group of skaters is always responsible for the consequences of their actions. If their actions create a no-pack situation (*excepting those covered in Sections 6.10.2.3 and 6.10.2.1.1*) they must be penalized as directed in 6.10.9 and 6.10.18. When determining responsibility of a no-pack situation, per Sections 4.1.2 and 6.10.2, both teams are responsible for maintaining a legally defined pack.

- 6.10.2.3 Pack destructions as a result of normal gameplay are not to be considered illegal pack destructions and should not be penalized. Skaters still must reform a pack immediately or be subject to out of play penalties (*see Sections 6.10.6 and 6.10.7*). Examples of normal gameplay which should not be considered illegal pack destructions include:

6.10.2.3.1 Forcing an opponent down or out of bounds.

6.10.2.3.2 A pack being destroyed as the result of a missed block. This is not the same as intentionally skating out of bounds to destroy a pack, which should be penalized according to rule 6.10.2.1.

6.10.2.4 When no single skater or team can be clearly found responsible for illegally destroying the pack, no penalty for illegally destroying the pack shall be enforced, however skaters and teams are still responsible for immediately reforming a pack (*see Sections 6.10.7, 6.10.12, and 6.10.20*).

6.10.3 Jammers may initiate engagement with Jammers outside the Engagement Zone.

6.10.4 Jammers may not initiate engagement with Blockers outside the Engagement Zone. If a Blocker initiates engagement with a Jammer outside the Engagement Zone, the illegally engaged Jammer may counter-block and go unpenalized. Likewise, if a Jammer illegally engages a Blocker outside the Engagement Zone, that Blocker may counter-block and go unpenalized.

6.10.5 Blockers may not initiate engagement outside the Engagement Zone. If a Blocker initiates engagement with an opponent outside the Engagement Zone, the illegally engaged opponent may counter-block and go unpenalized. Likewise, if a Jammer illegally engages an opponent outside the Engagement Zone, that opponent may counter-block and go unpenalized.

6.10.6 Out of play skaters will be warned to ~~re-enter~~ [return to](#) the Engagement Zone and will be penalized if they do not immediately attempt to return to the Engagement Zone.

[6.10.6.1 A skater ahead of the Engagement Zone is compelled to skate clockwise to return to the Engagement Zone if the pack is stopped or moving clockwise.](#)

6.10.7 During a no-pack situation skaters will be warned that there is no pack and will be penalized if they do not immediately attempt to reform the pack. During a no-pack situation out of bounds skaters must ~~re-enter~~ [return to](#) the track and reform a pack.

6.10.8 Skaters may not assist teammates outside the Engagement Zone.

#### **No Impact/No Penalty**

6.10.9 No-pack situations without a measurable impact on game play.

6.10.10 Any illegal blocking while out of play that forces the receiving opposing skater off balance, forward, and/or sideways, but does not cause the opposing skater to lose relative position.

6.10.11 An out of play assist that affects the recipient but does not improve relative position.

#### **Major Penalty**

If the out-of-play action has a measurable consequence for the game it is a major penalty.

- 6.10.12 A skater who, after being warned, does not immediately attempt to ~~re-enter~~return to the Engagement Zone. A major penalty must be applied to each offending Blocker who does not attempt to return to the Engagement Zone.
- 6.10.13 After a warning, a failure to immediately attempt to reform a pack will result in a major penalty. This penalty includes failure to reform a pack by returning to in bounds from out of bounds. One penalty will be applied to a single skater per team, if applicable, who seems most responsible, or the Pivot (*see Section 7.1.4*).
- 6.10.13.1 Examples of an immediate attempt to reform the pack by the front-most group of skaters include actively braking or coasting. This should continue until either they have come to a stop, at which point they may not start skating counter-clockwise again, or a pack has been reformed. During a no-pack scenario the front-most group is never required to skate clockwise to reform a pack.
- 6.10.13.2 During a no-pack scenario, the rear-most group must accelerate forward until either they are sprinting and then maintain that speed, or a pack has been reformed. If a pack reformation is imminent, they may make motions to slow in order to enter the pack in a controlled fashion.
- 6.10.13.3 During a no-pack scenario, if there are more than two groups, skaters who are in neither the front-most or rear-most groups may choose for themselves whether they would prefer to speed up or slow down in an attempt to reform the pack.
- 6.10.13.4 During a no-pack scenario, if all of one team is out of bounds, the team on the track must skate forward, accelerating until they are sprinting, a pack has reformed, or a member of the opposing team may legally return to the track behind them.
- 6.10.14 A Blocker ~~re-entering~~returning to the pack from behind, having lapped the pack. A penalty must be applied to each offending Blocker (*see Section 4.3.3.23*).
- 6.10.15 A Blocker ~~re-entering~~returning to the pack from the front, having fallen behind the pack. A penalty must be applied to each offending Blocker (*see Section 4.3.3.23*).
- 6.10.16 No ~~pack~~Pack: After a warning, a sustained failure to reform a pack will result in a major penalty. This penalty includes a sustained failure to reform a pack by returning to in bounds from out of bounds. One penalty will be applied to a single skater per team, if applicable, who seems most responsible, or the Pivot (*see Section 7.1.4*).
- 6.10.17 Any illegal blocking while out of play that forces the receiving opposing skater out of their established position. This includes forcing a skater down, out of bounds, or out of relative position.
- 6.10.18 Illegally ~~destroying~~Destroying the ~~pack~~Pack: The act of illegally destroying the pack causes all Blockers to lose relative position. The skater responsible for destroying the pack receives a major penalty.
- 6.10.19 An out of play assist that improves the recipient's relative position. The penalty is given to the initiator of the assist.

## Expulsion

The following egregious acts will be automatic game expulsions and can be punished as a multi game suspension (see Section 7.4.2.2). Expulsions will be issued for a conscious attempt to block an opponent in an egregious manner while out of play, whether or not the action was successful.

6.10.20 Intentional, negligent, or reckless contact with an opponent while out of play.

## 6.11 CUTTING THE TRACK

When out of bounds, skaters must return to the track without bettering their position in relation to other skaters. Violations are considered Cutting the Track. A skater that is in bounds need not yield the right of way to an out-of-bounds skater. Skaters that are out of bounds must find an entrance back in bounds that does not require in-bounds skaters to move. ~~When out of bounds, skaters must re-enter the track without bettering their position in relation to other skaters.~~ Out-of-bounds skaters are subject to skating out of bounds penalties even if they do not cut the track (See Section 6.12 Skating Out ~~Of~~ Bounds).

This section addresses penalties for cutting the track. Skaters must be upright and skating or standing to receive cutting the track penalties. (See Section 6.8 Out ~~Of~~ Bounds Blocking Engagement for downed skaters ~~re-entering~~returning to the track and illegally blocking and Section 6.3 Low Blocking).

Downed skaters that have ~~re-entered~~returned to the track are subject to applicable cutting the track penalties when they return to an in-bounds, upright, and skating or standing position. Downed skaters are not to be penalized with cutting the track penalties, but are still subject to low blocking and blocking from out of bounds penalties. -Skaters cannot drop back while in play in efforts to undo or avoid cutting the track penalties.

6.11.1 ~~Re-entering~~Returning behind the initiator of the block. When sent out of bounds by a block, an opponent must ~~re-enter~~return to the track without bettering their position in relation to other skaters. ~~Re-entering~~Returning to the track from out of bounds in front of the initiator of the block is improving your relative position, regardless of who is in front when the block is executed. An in-bounds skater who forces an opponent out of bounds earns and establishes superior position. A skater may not return in bounds in front of another skater who blocked that skater out of bounds, except under the following circumstances where no penalty is to be issued:

- 6.11.1.1 When the initiating skater is considered "in the box," having been sent off the track for a penalty (see Section 7.2.~~23~~.2.2).
- 6.11.1.2 When the initiating skater goes out of bounds at any time after the initiating block.
- 6.11.1.3 When the initiating skater goes down or falls at any time after the initiating block.
- 6.11.1.4 When the initiating skater exits out of the Engagement Zone at any time after the initiating block.

The outcome and aftermath of a block are complete when the receiving skater has re-established control of their own self on the track. If the receiving skater exits the track after the outcome and

aftermath of a block, that skater is not required to ~~re-enter~~return behind the initiator of the previous block. The skater is, however, still subject to skating out of bounds penalties.

6.11.2 Skaters straddling the track boundary line. Skaters are straddling the track boundary line when they are simultaneously touching both inside and outside the track boundary line. Straddling skaters are subject to cutting the track penalties when they are in bounds, upright, and skating [or standing](#). The boundary line is considered in bounds. Airborne skaters are not considered straddling skaters. (See Section 6.8.9 for the in bounds/out of bounds status of airborne skaters.)

6.11.3 Examples of Cutting the Track:

6.11.3.1 An in-bounds, upright, and skating skater who returns completely in-bounds (having previously been either out-of-bounds or straddling), who does so in front of one or more in-play skaters, which results in the offending skater having bettered their position.

6.11.3.2 An in-bounds, upright, and skating skater who returns completely in-bounds (having previously been either out-of-bounds or straddling), who does so in front of one or more in-bounds skaters during a no-pack scenario, which results in the offending skater having bettered their position relative to that/those in-bounds skater(s).

#### **No Impact/No Penalty**

6.11.4 A skater who has ~~re-entered~~returned to the track in front of a downed, out of bounds, or out of play skater is not bettering their position. However, such skaters are subject to cutting the track penalties for other in-play skaters and are still subject to skating out of bounds penalties.

6.11.5 A skater who has ~~re-entered~~returned to the track in front of a skater who is “in the box,” having been sent off the track for a penalty.

6.11.6 A skater straddling the track boundary line who then completely exits the track, regardless of which, or how many, skaters were passed while straddling.

6.11.7 An out of bounds skater that steps one skate inside the track boundary to become a straddling skater and then steps back completely out of bounds, never removing out of bounds contact with the floor.

6.11.8 Any of the scenarios in *Sections 6.11.1.1- 6.11.1.4*.

#### **No Pass/No Penalty**

While no penalty should be given for instances of “No Pass/No Penalty” infractions, neither should credit be given for a legal pass of the person being passed. This may result in, for instance, a Jammer failing to earn Lead Jammer status, despite being the first Jammer to clear the pack and having incurred no penalties.

6.11.9 A skater cutting only one ~~in-play~~teammate.

#### **Major Penalties**

6.11.10 A skater cutting only the initiating skater, when the initiating skater is considered “in the box,” having been sent off the track for a penalty (see Section 7.2.3.2.2).

6.11.11 A skater cutting only the initiating skater, when the initiating skater goes out of bounds at any time after the initiating block.

6.11.12 A skater cutting only the initiating skater, when the initiating skater goes down or falls at any time after the initiating block.

6.11.13 A skater cutting only the initiating skater, when the initiating skater exits out of the Engagement Zone at any time after the initiating block.

### **Major Penalty**

6.11.14 A skater cutting any opposing ~~in-play~~ skater.

6.11.1115 A skater cutting more than one ~~in-play~~ teammate.

### **Expulsion**

6.11.1216 Not applicable.

## **6.12 SKATING OUT OF BOUNDS**

Skaters must remain in bounds. No part of the skater's skate(s) may touch the ground outside the track boundary. Skaters may not pick up momentum for a block until in bounds (*see Section 6.8.2*).

### **No Impact/No Penalty**

6.12.1 Being forced out of bounds by an opponent's block.

6.12.2 Skating out of bounds as the result of a missed or successful block (Blocking out of bounds criteria still apply; *see Section 6.8.*)

6.12.3 Maintaining or increasing speed for the purposes of skating to and from the penalty box.

6.12.4 Exiting the track as a result of injury, equipment failure, or to avoid unsafe track conditions including but not limited to fallen skaters, debris, and spills.

6.12.5 Skating out of bounds in order to retrieve a helmet cover that has been dropped out of bounds (see Sections 3.2.3.1 and 3.5.8.2).

6.12.6 Intentionally taking a straddling position on the track. The skater is still subject to Cutting Penalties (see Section 6.11 Cutting the Track) and other Skating Out of Bounds Penalties (see Sections 6.12.8 – 6.12.9).

### **Major Penalty**

6.12.57 Skating out of bounds in an attempt to avoid a block.

6.12.68 Skating out of bounds to maintain or increase speed.

~~6.12.76~~.12.8.1 Striding or performing a cross-over while touching out of bounds.

6.12.9 Skating across the track infield in a manner which substantially cuts short the lap distance. It is not necessary to pass an in-bounds skater to commit a skating out of bounds penalty.

6.12.9.1 Skating repeatedly across the infield in a manner that results in a noticeable (though not immediately penalizable) shortening of a lap, which in the course of a game ends up cutting short the cumulative lap length by a “substantial” amount.

6.12.10 Having put oneself in a straddling position, stepping out of bounds entirely of one’s own accord.

### Expulsion

6.12.811 Not applicable.

## 6.13 ILLEGAL PROCEDURES

Technical infractions that give the offending team an advantage but do not necessarily impact a specific opponent.

6.13.1 ~~False start~~Start: A Jammer or Blocker who false starts must yield advantage. If a false-starting Blocker or Jammer yields advantage but the opposing Jammer or Blocker does not take advantage of that attempt to yield position, neither Jammer nor Blocker will be assessed a penalty.

6.13.1.1 A Jammer false starts for being out of position at the jam-starting whistle when that Jammer is touching beyond the Jammer Line.

6.13.1.1.1 A false starting Jammer must yield to the opposing Jammer by giving them the opportunity to pass them

6.13.1.1.2 If there is no opposing Jammer for a false starting Jammer to yield their advantage to, the false starting Jammer must still come to a complete stop and yield their advantage to the pack.

6.13.1.2 A non-Pivot Blocker false starts for being out of position at the jam-starting whistle when the Blocker:

6.13.1.2.1 Is touching on or beyond the Pivot Line.

6.13.1.2.2 Is touching on or behind the Jammer Line.

6.13.1.2.3 Lines up in front of a Pivot Blocker who is upright and on the Pivot Line.

6.13.1.3 A Pivot Blocker false starts for being out of position at the jam-starting whistle when the Pivot Blocker:

6.13.1.3.1 Is touching beyond the Pivot Line.

6.13.1.3.2 Is touching on or behind the Jammer Line.

#### **No Impact/No Penalty**

- 6.13.2 A false start by a Jammer or Blocker who yields advantage.
- 6.13.3 A Blocker who is on the track, between the Jammer and Pivot lines, skating into position when the jam-starting whistle blows.
- 6.13.4 Assisting a downed teammate within the Engagement Zone.
- 6.13.5 A skater exiting the penalty box before their penalty time finishes after being incorrectly instructed to do so by the penalty box official. The skater must return to the box and finish the penalty.
- 6.13.6 A skater who establishes starting position on the track before the jam-starting whistle, but is blocked out of bounds prior to or as the whistle blows will be allowed to remain in the jam.
- 6.13.7 Too many skaters on the track. The extra skater is instructed to return to the bench without stopping the jam.
- 6.13.8 More than one designated Pivot for a team on the track after the jam-starting whistle. The skater at fault is the Pivot who was the last Pivot to enter the track in that jam. If the referee is unable to determine the last Pivot to enter the track, the referee handling the Illegal Procedure must single out the closest Pivot on the track ~~closest to the referee who calls the penalty~~. After the whistle, the referee must instruct that skater to return to the bench if that skater is an extra skater on the track (*see Section 6.13.7*) or remove the helmet cover if that skater is an extra Pivot, but the team otherwise has the correct number of Blockers. Any Pivot starting in the penalty box is the designated Pivot for that jam.
- 6.13.9 A Jammer attempting to call off a jam without establishing Lead Jammer status and the jam is not called off.
- 6.13.10 A skater exiting the penalty box and ~~re-entering~~returning to the track in front of one pack skater of the same team.
- 6.13.11 A skater, after being ~~waived~~waved off of a full penalty box, ~~re-entering~~returning to the track in front of one pack skater of the same team.
- 6.13.12 A skater, after addressing mid jam equipment malfunction, ~~re-entering~~returning to the track in front of one pack skater of the same team.
- 6.13.13 A skater initiating contact or engaging an opponent before the jam-starting whistle that forces the receiving opposing skater off balance, forward, or sideways, but does not cause the opposing skater to lose the established starting position.

6.13.14 A skater initiating contact or engaging an opponent after the fourth whistle ending the jam that forces the opposing skater slightly off balance, forward, or sideways but does not cause the opposing skater to fall.

6.13.15 A Blocker starting the jam with more than one knee down.

**Major Penalties**

6.13.16 A skater exiting the penalty box and ~~re-entering~~ returning to the track in front of one opposing pack skater.

6.13.17 A skater, after being ~~waived~~ waved off of a full penalty box, ~~re-entering~~ returning to the track in front of one opposing pack skater.

6.13.18 A skater, after addressing mid jam equipment malfunction, ~~re-entering~~ returning to the track in front of one opposing pack skater.

6.13.19 A penalized skater who leaves the penalty box during either a team or Official Timeout.

6.13.20 A penalized skater's teammates or other support staff who enter the designated penalty box area to communicate with a penalized skater. If the person entering is not a skater in the bout the penalty will go to the Captain. Medical personnel are allowed in for medical purposes.

6.13.21 A penalized skater who removes safety equipment while in the penalty box. A penalized skater may remove their mouth guard only after being seated in the penalty box. Merely adjusting safety equipment while in the penalty box is not to be penalized.

6.13.22 A false start by a Jammer or Blocker who does not yield advantage. The Jammer or Blocker who committed the false start must stop all forward motion until the opposing Jammer or Blocker(s) takes the lead by passing the false-starting Blocker or Jammer. If a false-starting Blocker or Jammer yields advantage but the opposing Jammer or Blocker(s) does not take advantage of this attempt to yield position, a penalty must not be assessed and the yielding skater may proceed.

6.13.23 Forcing a jam to be called off due to too many skaters on the track. The penalty is issued to the Pivot in that jam. If there is no Pivot in that jam, the penalty is issued to the last non-Pivot Blocker to enter the track to the extent that the referee is able to determine who that skater was. If there is no Pivot in the jam and the referee is unable to determine the last skater to enter the track, the referee issuing the Illegal Procedure must penalize the Blocker on the track closest to the referee who calls the penalty.

6.13.24 Improper uniform, jewelry, or skates.

6.13.25 A Jammer successfully calling off a jam without establishing Lead Jammer status.

6.13.26 Violations of the passing the star procedures outlined in *Section 3.5 Passing ~~The~~ the Star*. The initiator of the star pass receives the penalty for the illegal star pass.

6.13.27 Illegally blocking a star pass.

- 6.13.28 A skater exiting the penalty box and ~~re-entering~~returning to the track in front of more than one pack skater.
- 6.13.29 A skater, after being ~~waived~~waved off of a full penalty box, ~~re-entering~~returning to the track in front of more than one pack skater.
- 6.13.30 A skater, after addressing mid jam equipment malfunction, ~~re-entering~~returning to the track in front of more than one pack skater.
- 6.13.31 A skater exiting the penalty box before ~~their penalty time finishes.~~they are released by an official. (Note: If the penalty box official instructs the skater to leave early, this penalty does not apply.)
- 6.13.32 Too many skaters and/or team support staff in the designated team area. The penalty is issued to the Pivot at the time the penalty is determined. If there is no Pivot in that jam, the penalty is issued to the Captain in all circumstances.
- 6.13.33 Removing required safety equipment (*see Sections 7.2.67 and 10.1.1*).
- 6.13.34 A skater initiating contact or engaging an opponent before the jam-starting whistle that forces the receiving opposing skater out of their established starting position. This includes forcing a skater down or out of bounds.
- ~~6.13.35~~6.13.35 A skater initiating contact or engaging an opponent after the fourth whistle of the jam that forces the receiving skater down or severely off balance, forward, or sideways.
- 6.13.36 A skater who has fouled out of a bout but been allowed to return to the track area interfering with play or the bout. This includes returning to the designated bench area during the remainder of the bout. Penalty is to be assessed to that skater's team Captain.
- ~~6.13.36~~6.13.37 Skaters who begin in an intentionally taken starting position which purposefully prolongs that skater's ability to return to an in-play position or a team's ability to reform a pack (e.g., intentionally starting on one's back, intentionally starting in a dog-pile), as this represents an intentional and immediate prolonged failure to rejoin/failure to reform. One penalty will be applied to a single skater per team, if applicable, who seems most responsible or the Pivot (further penalties should be assessed as laid out by rules *6.10.12 and 6.10.16*).
- ~~6.13.37~~6.13.38 At the jam-starting whistle, ~~the majority~~less than half of a team's on-the-track Blockers are ~~not~~ in position between the Pivot and Jammer lines, ~~such that a pack will form behind the Pivot Line and in front of the Jammer Line at the time of the jam starting whistle or immediately after the jam starting whistle.~~ The penalty should be given to the Pivot of the offending team(s), and if no Pivot exists, to the last non-Pivot Blocker to enter. If the referees cannot determine the last Blocker to enter, the Blocker closest to the penalizing referee will be charged with the penalty. This is not to apply to a situation where a Blocker false starts by lining up in front of a Pivot's hips or accidentally jumps the jam-starting whistle. In the event that a pack will not form between the Pivot and Jammer lines at the first legal opportunity, the Jam should not be started, with a Delay of Game penalty being issued (see Section 6.15.4).

## Expulsion

6.13.3839 Not applicable.

## 6.14 INSUBORDINATION

Insubordination penalties will be given for actions which demonstrate a disregard for the authority of the referees and officials, whether intentional or not. Examples of insubordination include, but are not limited to, failure to leave the track for a penalty, failure to leave the floor after fouling out, and the use of contemptuous speech directed at an official.

### No Impact/No Penalty

6.14.1 Intentionally committing an Illegal Procedure is not insubordination and must not be penalized as such.

### Major Penalty

6.14.2 Willfully failing to leave the track for a penalty.

6.14.3 The use of obscene, profane, or abusive language or gestures directed at an official.

### Expulsion

6.14.4 Willfully failing to leave the floor after fouling out.

6.14.5 The repeated use of obscene, profane, or abusive language or gestures directed at an official.

6.14.6 Deliberate and excessive insubordination to a referee.

## 6.15 DELAY OF GAME

Delay of Game penalties will be given for actions which interfere with the standard progression of the game. [If a Delay of Game penalty is warranted, the officials should take a timeout at the end of the 30-second line-up time, instead of starting a new jam. The penalty should be enforced, and a new line-up period begun as soon as possible.](#)

### No Impact/No Penalty

6.15.1 Not applicable.

### Major Penalty

6.15.2 Failure to be on the track for the next jam at jam start when currently in the penalty box queue. One penalty will be assessed to each offending skater.

6.15.3 Failure to field any Blockers for a jam, preventing a jam from beginning. Penalty will be assessed to the Captain (*see Section 9.2.7.1.2 for refusal to field skaters*).

~~6.15.4~~ 6.15.4 Failure to field any Blockers between the Pivot and Jammer lines, preventing a pack from forming between the Pivot and Jammer lines at the first legal opportunity. Penalty will be assessed to the Captain.

6.15.5 With one Jammer serving a penalty in the penalty box, a failure to field a jammer for the next jam by the opposing team, preventing a jam from beginning. Penalty will be assessed to the Captain.

6.15.6 A team successfully requesting a team timeout when they have none remaining. Penalty will be assessed to the Captain.

6.15.7 A skater, having previously had the jam called off for injury, being on the track at the jam start before the allotted three jams required for the skater to sit out have elapsed. The penalty should be issued to the Captain. If the referee believes the injury presents a serious and immediate threat to the skater or others, the Official should immediately send the skater back to their bench, rather than waiting until the end of the line-up time.

### **Expulsion**

6.15.58 Not applicable.

## **6.16 MISCONDUCT/GROSS MISCONDUCT**

### **No Impact/No Penalty**

6.16.1 Entry to the penalty box that causes contact only to persons intruding on either the safety lane and/or the penalty box.

6.16.2 Contact, either actual or potential, by the skater's penalty seat to another person that is caused by a structural failure of the seat, not by the entry of the skater to the penalty box.

6.16.3 Entry to the penalty box causes a teammate to either move or be forcibly contacted.

6.16.4 Initiating contact with both skates off of the ground that forces the receiving opposing skater off balance, forward, and/or sideways, but does not cause the opposing skater to lose ~~the~~their relative position.

6.16.5 Initiating contact with both skates off of the ground to a teammate is legal, regardless of the impact on that teammate. The impacted skater is, however, responsible for the legality of their own actions.

### **Major Penalty (Misconduct)**

6.16.6 Initiating contact with both skates off of the ground that forces the receiving opposing skater out of established position. This includes forcing a skater down, out of bounds, or out of relative position.

6.16.7 Executing a block on an opponent who is down.

- 6.16.8 The use of obscene, profane, or abusive language or gestures directed at a mascot, announcer, audience member, or other bout production individuals.
- 6.16.9 The excessive use of obscene, profane, or abusive language or gestures directed at an opposing skater, teammate, manager, coach, or other team support staff.
- 6.16.10 Entry to the penalty box that causes another person to vacate their position to reasonably avoid being forcibly contacted. This includes people correctly positioned in their team bench area and is not limited to people in the penalty box.
- 6.16.11 Habitual entry to the penalty box where contact, either actual or potential, by the skater's seat to another person is caused by a structural failure of the seat and not the entry of the skater. Penalty is to be issued where proper precaution is not being shown by the offending skater, causing the habitual failure of a seat or seats.

**Expulsion or Suspension (Gross Misconduct)**

~~6.16.12 Not applicable.~~

**~~6.17 GROSS MISCONDUCT~~**

Gross ~~misconduct~~Misconduct is defined as an indiscretion so serious that it justifies the instant expulsion of a skater, even on the first occurrence.

**~~No Impact/No Penalty~~**

~~6.17.1 Not applicable.~~

**~~Major Penalty~~**

~~6.17.2 Not applicable.~~

**~~Expulsion or Suspension~~**

The following egregious acts will be an automatic game expulsion, even if not during a fight, and can be punished as multi-game suspensions (*see Section 7.4.2.2*).

~~6.17.3~~6.16.12 Illegal interference in game-play by skaters or support staff not involved in the jam.

~~6.17.4~~6.16.13 The repeated use of obscene, profane, or abusive language or gestures directed at a mascot, announcer, audience member, or other bout production individuals.

~~6.17.5~~6.16.14 The repetitive and excessive use of obscene, profane, or abusive language or gestures directed at an opposing skater, teammate, manager, coach, or other support staff.

~~6.17.6~~6.16.15 Fighting, ~~is an automatic expulsion for all participants and may result in a suspension (see Section 7.4.2).~~ A fight is defined as a physical struggle that is not part of regular

game play. A skater that only defends blows and does not engage in the fight will not be penalized. [\(see Section 7.4.2\)](#)

- 6.~~17.7~~16.16 Biting.
- 6.~~17.8~~16.17 Jumping onto or into a pile of fighting skaters (i.e., "dog pile").
- 6.~~17.9~~16.18 Serious physical violence or any action deemed by the officials to cause an extraordinary physical threat.
- 6.~~17.10~~16.19 Entry to the penalty box that causes ~~either~~ the skater, the skater's seat, or another seat to forcibly contact another person. This includes people correctly positioned in their team bench area and is not limited to people in the penalty box.

## 7 PENALTY ENFORCEMENT

### 7.1 MAJOR PENALTIES

- 7.1.1 When a skater has earned a major penalty, that skater will be sent to the penalty box. The skater's team must play short, without the skater and the position the skater was playing, until the penalty has expired [\(see Section 7.2.23\)](#).
- 7.1.2 Major penalties expire after one minute served in the penalty box. [Each major penalty is timed separately and individually.](#)
- 7.1.3 If an Illegal Procedure gives an unfair advantage, the referee will assess a penalty and may stop the jam if the offending team fails to yield the advantage immediately.
- 7.1.4 If no one skater can be singled out to receive the penalty, it will go to the active Pivot. If there is not a Pivot, it will go to the Captain.

### 7.2 PENALTY ENFORCEMENT PROCEDURES

- 7.2.1 Substitutions. No substitutions are allowed if a penalty carries over to the next jam. The offending skater must continue to serve their penalty time. The penalized team skates short until the penalty time expires and the penalized skater ~~re-enters~~[returns to](#) the track.
  - 7.2.1.1 Penalized skaters must be substituted in the case of a skater who has been injured, fouled out, or expelled [\(see Sections 7.4.1.2, 7.4.4, and 10.3.1, respectively\)](#). These substitutions may only take place between jams. A skater who has fouled out or has been expelled is not permitted to return to play and that skater's team must skate a skater short for the remainder of the jam.

~~7.2.2~~[7.2.2](#) [Prior to the start of a jam, if a skater coming onto the track commits a penalty, they will serve as a Blocker.](#)

### [7.2.3](#) Penalty Box Procedures, Rights, and Restrictions

When a skater is sent to the penalty box, the skater must immediately exit the track and skate to the penalty box in the counter-clockwise direction.

[7.2.23.1](#) Penalty timing will not begin until the penalized skater legally enters the penalty box from the appropriate counter-clockwise direction and is seated.

[7.2.23.2](#) No team may have more than two Blockers and one Jammer seated in the penalty box at a time. If a team has more than two penalized Blockers, the penalties will be served consecutively, i.e., the third Blocker will sit out once the first Blocker has served their penalty. This may require the third Blocker to serve their penalty in the next jam, in which case the third penalized Blocker will be asked to return to the jam (*see Section [7.2.23.3](#)*).

[7.2.23.2.1](#) If the skater fails to remain on the track in the next jam while in the penalty box queue, the skater will be penalized according to Section 6.15.2.

[7.2.23.2.2](#) The moment the penalized skater is directed off the track, the skater is considered “in the box” for scoring, Lead Jammer, passing the star, and cutting the track rule purposes. However, penalty time will not start until the skater is seated in the box.

[7.2.23.2.3](#) In order to form a pack, a team must have at least one Blocker on the track at all times. If there is only one Blocker from a given team, that skater will not be sent to the penalty box, even if the penalty box cap has not been reached, until another Blocker returns to the track and has joined the pack.

[7.2.23.2.3.1](#) The penalized skater will be sent to the box as soon as there is room in the box, provided another Blocker from the skater’s team is on the track and has joined the pack.

[7.2.23.3](#) If there are already two Blockers in the box from the penalized Blocker’s team, the third Blocker will be waved off by the penalty timer. If there are less than 10 seconds left on penalties currently being served, the penalty timer will hold the third Blocker in the box and start timing the penalty. If the skater is waved off, the skater must return to the track as described in Section [7.2.78](#). A Jammer can never be waved off from the penalty box.

[7.2.34](#) The penalty clock starts when the skater is seated in the penalty box (with exceptions noted in *Section [7.2.23.3](#)*). The penalty clock only runs when the jam clock is running. If a penalty spans multiple jams, the penalty clock will stop between jams.

[7.2.34.1](#) When there are 10 seconds remaining on the penalty clock of a penalized skater, that skater will be instructed by the penalty timer to stand. The skater must stand upright.

- 7.2.34.1.1 If a skater does not stand when instructed, the penalty timer will stop the penalty clock until the skater stands.
- 7.2.34.2 If a skater stands before there are 10 seconds remaining on the penalty clock, the penalty timer will stop the penalty clock until the skater is seated.
- 7.2.45 Penalized skaters may not leave the designated penalty box area during either a team or Official Timeout (*see Section 6.13.31*).
- 7.2.45.1 A penalized skater's teammates, managers, and coaches may not physically enter the designated penalty box area to communicate with the penalized skater at any time (*see Section 6.13.20*).
- 7.2.56 Penalized Captains and penalized Designated Alternates may not call a ~~time-out~~timeout from the penalty box. A request for a timeout or official review signaled to the referees from a penalized Captain or penalized Designated Alternates shall not be granted.
- 7.2.67 Penalized skaters may remove only their mouth guard once they are seated in the penalty box. No other equipment may be removed while a skater is in the designated penalty box area (*see Section 6.13.21*).
- 7.2.78 After ~~serving the required time in~~being released from the penalty box, a penalized skater may ~~re-enter~~return to the track. A skater may skate clockwise in the 10-foot (3 m) clearance around the outside of the track when exiting the penalty box. When ~~re-entering~~returning to play, the skater must ~~re-enter~~return behind the rearmost pack skater.
- 7.2.78.1 A Jammer ~~re-entering~~returning to play from the penalty box during the same jam may score immediately upon ~~re-entering~~returning if the Jammer was pulled from the jam after having completed their first pass through the pack.
- 7.2.78.2 If a Jammer is partially through a scoring pass when sent to the penalty box, the Jammer retains all of the points scored in the partial pass. Upon ~~re-entering~~returning to the track, the Jammer has the opportunity to complete the pass, only earning points for skaters that the Jammer had not yet passed.
- 7.2.78.3 A skater may ~~re-enter~~return to the track in front of opposing skaters who are out of play. If a Jammer is eligible to score (having completed their initial pass prior to being sent to the penalty box), the Jammer will immediately earn points for passing out of play Blockers that are behind the Jammer upon re-entry (*see Section 8.5.6.12*).

### 7.3 BOTH JAMMERS PENALIZED/BOTH JAMMERS OFF THE TRACK

Concurrent Jammer penalties shorten the penalty time of both Jammers. Both Jammers will serve the same exact amount of time before they are each allowed back into play. When the second Jammer is seated in the penalty box, the first Jammer, who has already been serving time, is released back into play by the penalty box official. The exact amount of time the first Jammer served before release will be the

exact amount of time the second Jammer will serve before the second Jammer is released back into play. (Rule 7.3.4 is still applicable.)

Example: Jammer A has served 45 seconds when Jammer B is seated in the penalty box. Jammer A is released from the penalty box and Jammer B begins to serve 45 seconds. The actual time both Jammers serve will **always** be equal with the only exception being the end of the game as the final jam is whistled dead.

- 7.3.1 If the first penalized Jammer is sent back to the box after being released from the penalty box while the second penalized Jammer is still serving their required time, the game will continue without a Jammer on the track for the duration of any penalty time that is required to be served.
- 7.3.1.1 If the jam clock expires with both Jammers in the box serving their required time, a new jam will begin without Jammers on the Jammer Line. Both Jammers will return to play following completion of any required penalty time.
- 7.3.2 If both Jammers are seated in the box at the same exact moment, both Jammers will serve 10 seconds before they are simultaneously released back into play by the penalty box official. In all other cases, no minimum time to serve will be required.
- 7.3.3 If any jam ends with one Jammer in the box and the second Jammer skating toward the box after being sent off the track, the penalty time for the Jammer that is already in the box will end with the jam-ending whistle. That Jammer will start the new jam **from the penalty box** as their team's Jammer, and will be allowed to ~~re-enter~~return to play behind the rearmost pack skater after the jam-starting whistle in the new jam. The second Jammer will begin the new jam in the box to serve their required time.
- 7.3.3.1 A team may not make a substitution for either Jammer.
- 7.3.4 If a penalized Jammer exits the penalty box before being officially dismissed by an official, that Jammer will be required to return to the box and serve any unserved time, no matter how small. Per *Section 6.13.31*, that Jammer will also be assessed a major penalty.
- 7.3.5 If one team's Jammer does not make it on to the track in time to participate in the jam and during the course of that jam the opposing team's Jammer is sent off for a penalty, the jam will be whistled dead when the penalized Jammer is seated in the penalty box. The Jammer will begin the new jam in the box and the team that did not field a Jammer in the previous jam will be allowed to field a Jammer in the new jam.
- 7.3.5.1 In the new jam, skater substitutions from the bench are allowed, with the exception of the penalized Jammer.
- 7.3.6 With one Jammer already in the box or if a team fails to field a Jammer, if the opposing team's Jammer leaves the jam due to equipment failure or malfunction, the jam will not be called off. The jam will continue without a Jammer on the track until the Jammer who left ~~re-enters~~returns to play after the equipment issue has been addressed, or until the penalized Jammer's penalty time has expired, whichever comes first.

- 7.3.7 With one Jammer already in the box or if a team fails to field a Jammer, if the opposing team's Jammer leaves the jam due to an injury, the jam will be whistled dead after it has been determined by the referee that the Jammer will not again be ~~re-entering~~ [returning to](#) play. A new jam will be started with the penalized Jammer still in the box serving the remainder of the required penalty time and the opposing team fielding a new Jammer.
- 7.3.7.1 In the new jam skater substitutions from the bench are allowed with the exception of an injured Jammer, who must now sit for either three jams (*per Section 10.3.1*), or the remainder of the period (*per Section 10.3.1.1*).
- 7.3.8 With one Jammer already in the box, if the opposing team's Jammer leaves the jam because of a decision to quit playing (e.g., sits on their team's bench mid-jam, leaves the track area mid-jam), the jam will be whistled dead after it has been determined by the referee that the Jammer will not again be ~~re-entering~~ [returning to](#) play (*Sections 7.3.6 and 7.3.7 do not apply*). A new jam will be started with the penalized Jammer still in the box serving the remainder of the required penalty time, and the opposing team fielding a new Jammer. The Jammer who ends a jam by quitting is to be considered as having quit the game. That Jammer is not permitted to return to play in the bout.
- 7.3.9 If the first penalized Jammer has fouled out of or has been expelled from the game, when the second penalized Jammer is seated in the box the jam will be whistled dead. The first penalized Jammer's team will field a new Jammer in the new jam, and the second Jammer will remain in the box at the start of the new jam and will serve an amount of time equal to the first Jammer (*see Section 7.4.5*).
- 7.3.9.1 Skaters may be substituted in the new jam, with the exception of any skaters who still owe penalty time.
- 7.3.10 When a penalized Jammer is serving more than one consecutive minute in the penalty box and the opposing Jammer arrives in the penalty box when the first penalized Jammer has more than a minute of penalty time remaining to serve, the arriving Jammer will be released back into play by the penalty box official immediately after taking their seat in the penalty box. The remaining penalty time of the first Jammer is reduced by one minute.
- 7.3.10.1 If the opposing Jammer arrives during the timing of the final minute of the first penalized Jammer's consecutive penalty minutes, normal rules apply to the second penalized Jammer (*see Section 7.3 Both Jammers Penalized*).

## 7.4 EXPULSION AND FOULING OUT

### 7.4.1 Fouling Out

7.4.1.1 Skaters who are sent to the box for an excessive amount of major penalties will foul out of the game and will not be permitted to return to play for the remainder of the game. All major penalties count, not just repetitions of the same penalty or family of penalties.

7.4.1.1.1 A skater fouls out from the game for seven accumulated penalty turns in the penalty box in a game.

7.4.1.2 When a skater fouls out of a game, that skater must immediately leave the track and may not remain on the team's bench. The fouled out skater is not allowed to participate in the remainder of the game in any way. Another skater from that skater's team must serve any applicable penalty time; this substitute must serve in the same position (Pivot, Blocker, or Jammer) as the skater who has fouled out. Substitutions for skaters who have fouled out cannot happen during an in-progress jam. The fouled out skater is not permitted to return to play and their team must skate a skater short for the remainder of the jam (*see Section 7.2.1.1*).

7.4.1.2.1 If a skater who has fouled out interferes with game play, their team will be penalized according to *Section 6.13.3536*. Additionally, that skater may no longer remain on the floor and must return to the locker room or staging area. The skater may not remain on the floor with their team or in an area where the fouled-out skater can interfere with skaters on the track.

### 7.4.2 Expulsion and Suspension

7.4.2.1 A skater may be expelled from the bout at the Head Referee's discretion for serious physical violence or any action deemed by the officials to cause an extraordinary physical threat to others. Only the Head Referee may expel a skater, coach, or manager. The Head Referee's decision is binding.

7.4.2.2 Depending on the severity of the incident, an expulsion may result in the skater being suspended from their next game.

7.4.2.3 Insubordination can be grounds for expulsion, but it will not cause a skater to be suspended. Any intentional contact with a referee is grounds for suspension.

7.4.2.4 Referees may not downgrade an expulsion. Any behavior not warranting expulsion must be penalized according to guidelines set forth in *Section 6: Penalties*.

7.4.2.5 If a skater is expelled from a game during a tournament, the skater may not be replaced by a substitute from their team roster during the in-progress game. Unless suspended (*see Section 7.4.2.2*), the skater is allowed to play in the next game in the tournament.

- 7.4.2.6 Coaches and managers are held to the same standard of sportsmanlike behavior as skaters. If a coach or manager is expelled (*see Section 7.4.2.1*), that team's Captain will serve a one minute penalty. However, that penalty does not count toward the skater's penalty cap (*see Section 7.4.1.1.1*).
- 7.4.3 The Head Referee does not need to meet with the Captain prior to expelling a skater from the game. However, any suspensions must be recommended by the Head Referee and signed off by Captains prior to collecting signatures on the IBRF/ITRF at the end of the game.
- 7.4.4 The expelled skater must immediately leave the track and return to the locker room or staging area. The expelled skater may not remain on the floor with their team or in an area where the expelled skater can interfere with skaters on the track. The expelled skater is not allowed to participate in the remainder of the game in any way. Another skater from the expelled skater's team must serve the major penalty. This substitute must serve the penalty in the same position (Pivot, Blocker, or Jammer) as the expelled skater. The expelled skater's team must skate a skater short while the penalty is being served.
- 7.4.5 Timing a Fouled Out/Expelled Skater's Penalty
- A fouled out/expelled skater's time off the track does count toward any required penalty time (e.g., major per expulsion, seventh trip to the box foul out). If the jam ends before the penalty time is complete, the remainder of the penalty time will be served by a substitute in the following jam.
- 7.4.5.1 Timing of the minute penalty for a fouled out or expelled skater begins after the referee:
- 7.4.5.1.1 Has made sure the fouled out/expelled skater has immediately left the track. Expelled skaters must also return to the locker room or staging area (*per Sections 7.4.1.2 and 7.4.4*).
- 7.4.5.1.2 Has instructed the penalty box official to begin timing the penalty for the fouled out/expelled skater.
- 7.4.5.2 If at the moment a skater is penalized it is not known that the skater is on their seventh turn in the box and the penalized skater, who has now officially fouled out of the game, is already seated in the penalty box, the timing of penalty has already begun upon the penalized skater's arrival in the box. The skater must be instructed by the referees to leave the track, and the timing of the penalty will continue in their absence.

## 8 SCORING

- 8.1 Only skaters wearing the designated Jammer's star helmet cover with visible stars are eligible to accrue points.

8.2 A Jammer does not score points on opposing Blockers on their first pass through the pack. The initial pass is to determine Lead Jammer status. (See Section 3.4).

8.2.1 A Jammer may score a Jammer lap point on their initial pass.

8.3 After exiting the Engagement Zone and completing their initial pass, a Jammer scores points by passing opposing skaters on their second and subsequent passes. These are considered “scoring passes.” A Jammer can score a maximum of one point per opposing Blocker per scoring pass. Jammer lap points are independent of scoring passes. In order to receive a point for passing an opponent the Jammer must:

8.3.1 Pass opposing skaters’ hips while in bounds and upright, legally, without committing penalties.

8.3.1.1 Any legal pass counts. If a Jammer becomes ineligible for a point by committing an illegal action or passing while out of bounds, the Jammer is allowed an opportunity to re-pass and score the point.

8.3.1.2 In order to earn points for passing while airborne, the Jammer’s skate must be the first part of the Jammer ~~must continue an~~ to make contact with the track. This contact must be in-bounds and ~~upright status at~~ must occur prior to the moment ~~end of~~ landing the jam. (see Section 6.8 Out of Bounds Blocking Engagement).

8.3.1.3 A Jammer who is in bounds but down may earn points for opposing Blockers who were ahead of the Jammer but skate clockwise behind the downed Jammer. This is considered to be a pass.

8.3.1.4 Once the Jammer has exited the Engagement Zone, the Jammer’s scoring pass is complete (see Sections 3.4 Lead Jammer and 4.1 Pack Definition) and the Jammer immediately begins the next scoring pass.

8.3.1.4.1 Blockers that advance or chase forward ahead of the Engagement Zone are considered part of and belonging to point totals of the previous (just completed) scoring pass.

8.3.1.4.1.1 Blockers that advance or chase forward ahead of the Engagement Zone (as described in Section 8.3.1.4.1) must return to the Engagement Zone immediately (see Sections 6.10.6, and 6.10.12), and only after they have returned to play are they eligible to be scored on in the normal manner and counted in the totals of the current scoring pass.

8.3.1.4.1.2 A Jammer may receive points during a scoring pass before the jam has ended for opposing Blockers who have advanced ahead of the Engagement Zone without having to physically pass them. These are the circumstances in which a Jammer can earn points in this manner:

8.3.1.4.1.2.1 The Jammer must be on a scoring pass.

8.3.1.4.1.2.2 The Jammer must have already scored one point on an opposing Blocker in the same scoring pass.

8.3.1.4.1.2.3 The Jammer must have passed the foremost in play Blocker.

8.4 A Jammer's pass through the pack, either initial or scoring, must be initiated by approaching the pack counter-clockwise from the rear of the Engagement Zone.

8.4.1 If a Jammer exits the front of the Engagement Zone but is then lapped by the pack, that Jammer returns to their previous pass (*see Section 8.5.2.1*) until re-exiting the front of the Engagement Zone. (*See Section 8.5.5 for points scored before a Jammer returns to their previous pass.*)

8.4.2 If a Jammer is lapped by the pack before beginning their initial pass, it will not be considered their initial pass. The Jammer's forward engagement of the pack on their subsequent pass will be considered their initial pass.

## 8.5 POINTS

8.5.1 Points are earned when the Jammer passes each opposing skater, including those who have been knocked to the floor, are out of play, or are considered to be in the box.

8.5.1.1 The Jammer earns a point for each opposing skater who is not on the track immediately upon scoring the first point on any opposing Blocker in each scoring pass, including those opposing Blockers who are physically on the track but have been directed to the penalty box. If the jam ends before the Jammer scores, the additional points will not be awarded. The following are such circumstances when the Jammer will earn points in this manner:

8.5.1.1.1 Opponents in the penalty box. (The moment a penalized skater is ~~directed off the track~~ issued a penalty the skater is considered "in the box" for scoring purposes.)

8.5.1.1.2 Opponents who have failed to be on the track when the jam-starting whistle blows.

8.5.1.1.3 ~~Opponents~~ A skater who removes themselves from the track will be scored on as though they were on the track, until it has been determined they have removed themselves from play. ~~The, after which point is awarded immediately if the Jammer has already earned the first~~ they will be considered a Not-On-the-Track (NOTT) point on an opposing Blocker in that scoring pass, until they return to play, if they are allowed. (See Section 10.3.3)

8.5.1.1.4 Opponents sent to the penalty box that have not yet been scored upon in that scoring pass. The point is awarded immediately upon the

opposing Blocker being directed to the box if the Jammer has already earned the first point on an opposing Blocker in that scoring pass.

- 8.5.1.1.5 Opponents returning from the penalty box behind the Jammer.
- 8.5.1.2 Standard scoring rules and requirements apply to opponents returning from the penalty box that skate ahead of the Jammer before the Jammer is able to earn their first point in that scoring pass.
- 8.5.1.3 Points for opponents who have not yet been scored upon in an incomplete scoring pass by a penalized Jammer, who themselves are penalized while the Jammer is serving penalty time, will be awarded to the penalized Jammer upon the Jammer's legal in bounds re-entry onto the track in the same jam. If the jam ends before the Jammer legally ~~re-enters~~returns to the track in bounds, or if the Jammer illegally ~~re-enters~~returns to play (e.g.-leaves the box early, enters in front of pack skaters, etc.), points for those opponents will not be awarded. The Jammer may still earn those points by legally passing those opponents in the same jam.
- 8.5.2 Points are announced by hand signal once the Jammer has exited the front of the Engagement Zone (see Section 8.3.1.34).
- 8.5.2.1 Once a scoring pass is complete (see Section 8.3.1.34), a Jammer cannot score points unearned in their previous scoring pass.
- 8.5.3 Points are earned until the end of the fourth whistle of the jam-ending signal.
- 8.5.4 If the jam ends when the Jammer is still in the pack, the points for any passed opponents will be announced immediately.
  - 8.5.4.1 The Jammer will also be awarded points for Blockers on the track and ahead of the Engagement Zone if said Blockers were not previously scored on during that scoring pass.
- 8.5.5 Once a Jammer earns a point that point can never be taken away. (Note: this does not apply to points awarded in error.)
  - 8.5.5.1 Points awarded in error are points that have not been legally earned by a Jammer and have been awarded to their team incorrectly and/or erroneously by a referee, an official, or as the result of a technology malfunction.
- 8.5.6 Jammers cannot accrue points while in the penalty box.
  - 8.5.6.1 When the Jammer finishes serving a penalty, the Jammer continues their scoring pass exactly where the Jammer left off. For example: If the Jammer has scored on opposing Blockers A and B when sent to the penalty box, the Jammer retains those points. When the penalty finishes in the same jam, the Jammer remains on the same scoring pass and can only score on opposing Blockers C and D. (See Section 3.4 Lead Jammer for Lead Jammer details.)

- 8.5.6.2 A Jammer exiting the penalty box will still be on the same pass the Jammer was on when the Jammer was penalized, even if all points for a pass have been awarded. The Jammer will immediately earn points for passing out of play Blockers that are behind the Jammer upon re-entry (*see Section 7.2.78.3*).
- 8.5.6.3 When the Jammer's penalty spans into the next jam, the Jammer starts all of their passes over. The Jammer's points are announced at the end of the one jam and in the next jam the Jammer begins their initial pass when leaving the penalty box.
- 8.5.7 Jammer Lap Point: If one Jammer completely laps the opposing Jammer, the Jammer will score one point each time the Jammer fully laps the opposing Jammer. The Jammer does not need to be on a scoring pass to score a Jammer lap point.
- 8.5.8 In order to earn points for passing while airborne, the Jammer must maintain in bounds and upright status after landing (*see Section 6.8 Out [Of of Bounds](#) [Blocking Engagement](#)*).

## 9 OFFICIALS

### 9.1 STAFFING

- 9.1.1 Each bout will have no less than three skating referees and no more than seven referees total. It is strongly encouraged that at least one referee be WFTDA Certified.
- 9.1.1.1 All referees must be on skates.
- ~~9.1.1.2 In tournament play each bout must have at least one WFTDA Certified Referee.~~
- 9.1.1.2 No more than four referees will be positioned inside the track.
- 9.1.2 Head Referee. One referee is designated Head Referee; the Head Referee is the ultimate authority in the game. The Head Referee will assign positions and duties to the other referees and non-skating officials.
- 9.1.2.1 The Head Referee is the only referee with the authority to expel a skater, manager, or coach. All other referees and officials must make recommendations to the Head Referee if they observe actions that warrant expulsion (*see Section 7.4.2.1*).
- 9.1.3 Jammer Referees. Two referees are responsible for observing Jammers, one per team.
- 9.1.3.1 Jammer Referees wear an identifier (wrist band, sash, helmet cover, etc.) corresponding to team colors to indicate the team for which the referee is responsible.
- 9.1.3.2 At the end of a period, the Jammer Referees switch the team for which they are responsible and the identifier corresponding to each team.

9.1.4 Pack Referees. The remaining referees observe the pack. The primary responsibility for Pack Referees is to call penalties. Pack Referee assignments and specifics regarding Pack Referee positioning can be found in the *WFTDA Referee and Officiating Standard Practices* document.

9.1.4.1 No more than two Pack Referees will be stationed inside the track.

#### 9.1.5 Non-Skating Officials

9.1.5.1 Scorekeepers. A game will have at least two scorekeepers. The scorekeepers record the points reported by the Jammer Referees and keep the official score.

9.1.5.2 Penalty Trackers. A game will have at least one penalty tracker. The penalty tracker records the penalties reported by referees and keeps track of the official penalty tally.

9.1.5.3 Penalty Timing Officials. A game will have at least two officials to oversee the penalty box. The penalty timing officials time penalties and assist referees in ensuring a team skates short when they ought.

9.1.5.4 Scoreboard Operator. A game will have one scoreboard operator. The scoreboard operator posts the score from the scorekeeper and the penalties from the penalty tracker.

9.1.5.5 Jam Timer. A game will have one jam timer. The jam timer is responsible for starting jams and for timing ~~thirty~~30 seconds between jams. The jam timer is also responsible for ending jams that run the full 2 minutes.

## 9.2 DUTIES

### 9.2.1 Assessing team readiness for each jam

9.2.1.1 The referees are responsible for determining that both teams have the correct number of skaters in the jam, taking into account skaters in the penalty box. (*See Section 2.4.4 for details on starting with too few skaters.*)

9.2.1.1.1 If the jam starts with too many skaters, the referees must direct the last Blocker who entered to leave the track. If that skater cannot be identified, the Blocker that is closest to the referees must be directed off the track. The team may be penalized according to *6.13 Illegal Procedures*.

9.2.1.1.2 If the jam starts with too many skaters and the extra skater cannot be directed off the track, the referee must stop the jam. The team must be penalized according to *Section 6.13.23*.

9.2.1.1.3 Referees do not warn teams when too many skaters line up on the track.

9.2.1.1.4 Referees do not warn skaters or teams when they line up out of position (e.g., Blockers lining up in front of the Pivot Line).

- 9.2.1.2 The referees will ensure that the skaters are wearing all required safety equipment, the correct uniforms, and the correct skater designations.
- 9.2.1.3 The referees will determine that the skaters are in the proper formation.
- 9.2.2 Signaling jam starts
  - 9.2.2.1 The officials will whistle the start of the pack and Jammers.
- 9.2.3 Assigning and communicating Lead Jammer status
  - 9.2.3.1 The referees determine who has earned Lead Jammer status. Lead Jammer status is indicated by official hand signal, by blowing two short whistle blasts, and by pointing at the Lead Jammer.
  - 9.2.3.2 The referee will continue pointing to the Lead Jammer for the duration of the jam.
- 9.2.4 The Jammer Referees are responsible for counting and signaling score according to the guidelines laid out in *Section 8, Scoring*. They must communicate this score after each jam to the scorekeeper or scoreboard [operator](#) as per the *WFTDA Referee and Officiating Standard Practices* document.
- 9.2.5 Safety is the number one priority for referees. Illegal game play that causes an unsafe environment is not to be tolerated. The referees are to assess and enforce penalties and expulsions as described in *Section 6, Penalties and Section 7, Penalty Enforcement Procedures*. Referees will use their discretion and their decisions are binding.
  - 9.2.5.1 Referees will use all officially designated hand signals as means to properly communicate to scorekeepers/penalty trackers, skaters, announcers, and fellow referees.
  - 9.2.5.2 Referees will:
    - 9.2.5.2.1 Whistle, hand signal, and vocally call out all major penalties.
    - 9.2.5.2.2 Exclusively use a skater's team color and [charter roster](#) number for calling penalties on that skater.
  - 9.2.5.3 Referees will not:
    - 9.2.5.3.1 Use officiating numbers, charter names, or other abbreviations or systems outside of a [skater's roster](#) number and team color.
- 9.2.6 A referee calls off a jam by four short whistle blasts.
  - 9.2.6.1 A referee **may** call off a jam for any of the following reasons:
    - 9.2.6.1.1 Referees call an official timeout.
    - 9.2.6.1.2 Injury. Referees will only call off a jam in the case of a serious injury or an injury that could endanger another skater.

9.2.6.1.3 Technical difficulty or mechanical malfunctions (including skate trouble).

9.2.6.1.4 In response to a major penalty.

9.2.6.1.5 Any skater is unduly interfered with by spectators.

9.2.6.1.6 Emergency.

9.2.6.1.7 Disruption of the skating surface (debris or spills).

9.2.6.1.8 Too many skaters on the track. After the jam has started referees will expeditiously direct any extra skaters so that the jam does not have to be called off (*see Section 9.2.6.2.6*).

9.2.6.2 A referee **must** call off a jam for any of the following reasons:

9.2.6.2.1 Lead Jammer calls off the jam by repeatedly placing their hands on their hips.

9.2.6.2.2 End of two-minute jam clock or the end of the period's final jam.

9.2.6.2.3 An injury that is a safety hazard to continued game play.

9.2.6.2.4 Fighting.

9.2.6.2.5 Technical difficulty or mechanical malfunction (including skate trouble) that is a safety hazard to continued play.

9.2.6.2.6 Too many skaters on the track that gives that team a competitive advantage.

9.2.6.2.7 Venue malfunctions (including power outages) that are a safety hazard to continued play.

9.2.6.2.8 Physical interference (including fans on the track) that interferes with continued play.

9.2.6.3 In the event that a referee must call off a jam prior to its natural conclusion (*per Sections 9.2.6.2.3 – 9.2.6.2.8*) with time remaining on the jam clock but not on the period clock, the points from the jam will remain and an additional jam may occur at the Head Referee's discretion.

~~9.2.6.3.1 The WFTDA Games Committee may review the Head Referee's decision for an additional jam for WFTDA-Sanctioned bouts.~~

9.2.7 Declaring a Forfeit

9.2.7.1 The Head Referee may call a forfeit for the following reasons:

9.2.7.1.1 A team has five or fewer un-injured rostered skaters remaining due to expulsions.

- 9.2.7.1.2 A team refuses to field skaters on the track to continue play.
- 9.2.7.2 The Head Referee must call a forfeit for the following reasons:
  - 9.2.7.2.1 A team fails to show up to a WFTDA-sanctioned bout or tournament. ~~The Head Referee must make this decision in conjunction with WFTDA Games Committee representatives.~~
  - 9.2.7.2.2 A team elects to forfeit rather than continue play.
- 9.2.8 Referees may break up fights at their discretion and play will resume as quickly as possible.
- 9.2.9 Referees have the option of calling an Official Timeout if they feel that there is a situation that would interfere with the safety of the skaters or crowd, or that would interfere with proper game play.
- 9.2.10 In the event that there is a disagreement regarding a referee's call or scoring, only the Captains or their Designated Alternates may discuss the ruling with the referees. Skaters, coaches, or managers may act as Designated Alternates.
- ~~9.2.11 Official Review. A team request for a review of a referee decision. There is no limit to the type of objection brought up during an official review.~~
  - ~~9.2.11.1 A Captain or Designated Alternate requests an official review by asking the Head Referee for a timeout.~~
  - ~~9.2.11.2 During the official review, the Head Referee will conference with both Captains.~~
  - ~~9.2.11.3 The Captain requesting the review will explain the purpose of the review.~~
  - ~~9.2.11.4 The Head Referee will investigate the review with the other referees and officials, and use the information gathered to render a decision.~~
  - ~~9.2.11.5 The Head Referee will announce a decision. This decision is final.~~
- ~~9.2.12 A team is allowed up to one official review per period.~~
- ~~9.2.13 Official reviews must be requested before the following jam starts. Only the immediately preceding jam is subject to official review.~~

### 9.3 REFEREE DISCRETION

- 9.3.1 The consensus of the referees will be the final decision on any disputed point that is not clearly spelled out in these rules. The referee may increase the severity of a penalty at their discretion. Similarly, the referee may decrease the severity of a penalty to a warning as the referee sees fit.
  - 9.3.1.1 ~~Issuing penalties takes priority over issuing warnings.~~ A warning does not have to be issued in order for a penalty to be given. [The exception to this is Out of Play Penalties](#)

[for failure to reform and failure to return, before which warnings must be given. \(See Sections 6.10.6, 6.10.7, 6.10.12, 6.10.13, and 6.10.16 for exceptions.\)](#)

- 9.3.1.2 Referee discretion is intended ONLY to allow referees to keep the game safe, fair, and consistent in the event that an unexpected situation arises. Discretion does not allow referees to change rules.
- 9.3.2 If the referee is in doubt on a call, i.e., the referee sees the effects of a hit but does not see the action, a penalty must not be called.
- 9.3.3 If the referee is in a position where intent must be inferred but is not clear, legal intent must be presumed.
- 9.3.4 If the referee is not sure whether an action warrants a major or a no impact/no penalty, it must be called as no impact/no penalty.
- 9.3.5 If the referee is not sure whether an action warrants an expulsion or a major, it must be called as a major.

#### 9.4 REQUIRED EQUIPMENT

- 9.4.1 Referees are permitted to wear inline skates, but are strongly encouraged to wear quad skates.
- 9.4.2 Referees must be uniformed in a manner that makes them easily identifiable as the officials for the bout, e.g., a black and white striped shirt.
  - 9.4.2.1 Non-skating officials are strongly encouraged to dress in an un-obtrusive uniform differentiating themselves from referees.
- 9.4.3 Each referee participating in a bout must be visibly and clearly identified on the back of their jersey. A referee may use any of the following as identification:
  - 9.4.3.1 Name
  - 9.4.3.2 Name and number
    - 9.4.3.2.1 If a referee chooses to wear both a name and a number, there are not any restrictions on the number (i.e., it may contain letters and symbols). The referee's name will be the identifying item.
  - 9.4.3.3 Number
    - 9.4.3.3.1 If a referee chooses to be identified solely by a number, that number must be a numeral of no more than four digits (i.e., it may not contain letters and symbols, regardless of their size).
- 9.4.4 Each referee will provide a working regulated sports whistle that will aid in the appropriate whistles for jam play and calling penalties. *Fox 40 Classic* strongly encouraged.

9.4.5 Safety Gear: Referees are required to wear the following safety equipment with hard protective shells or inserts in addition to that which is required as a minimum by the liability insurer:

9.4.5.1 Helmet

9.4.5.2 Knee Pads

9.4.5.3 Wrist Guards

9.4.5.4 Elbow Pads

## 10 SAFETY

### 10.1 PROTECTIVE GEAR

10.1.1 Protective gear must be worn while skating in a jam, including to and from the penalty box. Failure to wear required protective gear or removal of protective gear, such as a mouth guard, will result in a penalty (*see Sections 6.13.24 and 7.3-62.7*).

10.1.2 Protective gear shall include, at a minimum: wrist guards, elbow pads, knee pads, mouth guards, and helmets.

10.1.2.1 Wrist guards, elbow pads, knee pads, and helmets must have a hard protective shell or inserts.

10.1.2.2 Skaters are strongly encouraged to secure or tape down loose Velcro on pads.

10.1.3 Optional protective gear such as padded shorts, chin guards, knee or ankle support, [shin guards](#), turtle shell bras, tailbone protectors, non form-fitting clear full face shields, non form-fitting clear half-face shields, and form-fitting face shields such as nose guards may be worn at the skaters' discretion as long as they do not impair or interfere with the safety or play of other skaters, support staff, or officials.

10.1.3.1 Chin guards, turtle shell bras, tailbone protectors, shin guards, non form-fitting clear full face shields, non form-fitting clear half-face shields, and form-fitting face shields such as nose guards may have a hard protective shell. No other optional protective gear may have hard protective shells.

10.1.3.2 Cage style face shields are not permitted.

10.1.3.3 Non form-fitting full and half face shields must be designed for use on the brand and type of helmet with which it is paired.

### 10.2 SAFETY PERSONNEL

10.2.1 The hosting team must provide at least two licensed or certified medical professionals with expertise in emergency and urgent medical care. These medical professionals will supply the

necessary equipment and supplies to handle such injuries or conditions as can be reasonably expected to occur at a roller derby bout. The medical professionals will be present during the entire warm up and game.

- 10.2.2 Captains are responsible for supplying medical personnel with their skaters' medical and/or emergency contact information as necessary.

### 10.3 INJURED SKATERS

- 10.3.1 If a skater sustains an injury serious enough that the referees call off the jam, the skater must sit out the next three jams.
  - 10.3.1.1 If more than one jam is called off for the same skater, the skater must sit out of the remainder of the period.
- 10.3.2 If a skater is bleeding, the skater may not participate in a bout until the bleeding has stopped.
- 10.3.3 If a skater leaves the jam during play for equipment issues, the skater may ~~re-enter~~return to the jam once the issue has been resolved. If the skater leaves the jam for injury or any other reason, the skater may not ~~re-enter~~return to the jam.
  - 10.3.3.1 A skater who leaves the track due to equipment issues must ~~re-enter~~return to the pack from the back and is subject to penalties per *Section 6.13 Illegal Procedures*.
- 10.3.4 Skaters who are injured prior to the bout may play if they have received clearance from their doctor.
  - 10.3.4.1 A skater may not wear an appliance, cast, or brace that causes a danger to other skaters (as determined by the Head Referee).

### 10.4 IMPAIRED SKATERS

- 10.4.1 Skaters may not participate in a bout while under the influence of alcohol, narcotics, or illegal drugs.
- 10.4.2 Skaters may not consume alcohol at bouts while wearing skates.

## 11 GLOSSARY

Assist	Helping a teammate <del>by giving</del> . <u>Examples include, but are not limited to</u> , a push or a whip.
Bettering your Position	Improving your position by passing an upright and <u>standing or</u> skating skater. A skater who improves their position while out of bounds by passing an upright and <u>standing or</u> skating skater who is in bounds and <del>re-entering</del> <u>returning to</u> the track in front of that skater is subject to cutting the track penalties.

Block	Any movement on the track designed to impede or dislocate an opponent. Blocking includes the possible counter-blocking motion initiated by the opponent to counteract the block; counter-blocking is treated as a block and held to the same standards and rules. Blocking need not include contact. Impeding the movement of an opposing skater by hitting that skater or positioning yourself in their path is considered blocking.
Blocker	The positional skaters that form the pack. The Pivot Blocker is one of the four Blockers per team allowed in each jam. (See <i>Section 3.1 Blocker</i> )
Blocking to the Back	Any contact to the back of the torso, <del>body</del> <a href="#">buttocks</a> , or legs of an opponent. It is not considered blocking from behind if the Blocker is positioned behind the opponent (as demarked by the hips) but makes contact to a legal target zone.
Blocking Zones	Areas of the body that may be used to hit an opponent when performing a block. (See <i>Figure 2 in Section 5</i> )
Captain	The skater identified to speak for the team. Only the Captain and the Designated Alternate may confer with the referees. (See <i>Section 9.2.10</i> ) <a href="#">If the Captain must leave the game, they can transfer their status to another skater.</a>
Contact Zones	Areas of the body that may be used to give or receive a hit. (See <i>Figure 2 in Section 5</i> )
Counter-Block	Any motion/movement toward an oncoming block by the receiving skater which is designed to counteract an opponent's block. Counter-blocking is treated as a block and held to the same standards and rules. Standing up, turning away, ducking, etc. is not considered counter-blocking.
Designated Alternate	The Captain selects an additional person to act in their stead; this person is the Designated Alternate. The Designated Alternate may be another skater, coach, or manager. The Designated Alternate must be one of the sixteen individuals described in <i>Section 2.1.4</i> . A team shall only have one Designated Alternate.
Down	Skaters are considered down if they have fallen, been knocked to the ground, have either or both knees on the ground, or have both hands on the ground. After going down or falling, a skater is considered down until the skater is standing, stepping, and/or skating. Stationary standing skaters are not considered down.
Engage	Any sort of interaction with another skater on the track during a jam. (See also " <i>Assist</i> " and " <i>Block</i> ")
Engagement Zone	The zone in which skaters may legally engage. The legal Engagement Zone extends from 20 feet (6 m) behind the rearmost pack member to 20 feet (6 m) in front of the foremost pack member, between the inside and outside track boundaries. Jammers may engage each other outside of the Engagement Zone.
Established Position	Where a skater is physically, an area of the track where the skater has secured their place. Examples: up, in bounds, down, out of bounds, in play, and/or out of play.
Expulsion	To remove a skater from the remainder of the game for serious physical violence or any action deemed by the officials to cause an extraordinary physical threat to others. (See <i>Section 7.4 Expulsion and Fouling Out</i> )
Fall Small	Falling with the arms and legs controlled, tucked into the body, and not flailing.
Fouling Out	To remove a skater for the remainder of the game for excessive turns served in the penalty box. (See <i>Section 7.4 Expulsion and Fouling Out</i> )
Game	A bout or game is composed of 60 minutes of play divided into two periods of 30 minutes played between two teams.

Game Roster	The skaters that are actually suited up and eligible to play on game day.
Gross Misconduct	An indiscretion so serious that it justifies the instant expulsion of a skater, even on the first occurrence.
Habitual	Any behavior that occurs three or more times over the course of a bout.
Hips	The laterally projecting prominence of the pelvis or pelvic region from the waist to the thigh. The central point of this area determines a pass, regardless of the direction the skater is facing.
Illegal Procedure	A technical infraction that gives the offending team an advantage but does not directly impact a specific opponent.
Immediately	The first legal opportunity in which a skater may complete an action.
Impact	A foul has an impact on safety or game play when a measurable physical force or effect can be observed. (See <i>Major Penalty</i> )
Inactive Jammer	A skater previously designated as the Jammer who is no longer wearing the Jammer Helmet Cover. (See <i>Section 3.3 Jammer</i> )
In Bounds	A skater is in bounds as long as all parts of the skater's body and equipment that are in contact with the ground are within or on the track boundary. If a skater jumps and ceases all contact with the ground, their prior in bounds/out of bounds status is maintained until contact with the ground re-establishes in bounds/out of bounds status. In- <u>bounds</u> skaters are not necessarily in play.
Initiator of the Assist	The skater who reaches for, grabs, and/or pushes a teammate in order to help that teammate. A skater may also take an assist off of a teammate's body, and would be initiating their own assist.
Initiator of the Block	The skater who makes contact with a target zone of an opponent is the <i>initiator of the block</i> . The initiator of a block is always responsible for the legality of the contact.
Initial Pass	The first pass a Jammer makes through the pack. <del>No score is awarded on this pass; it is only used to establish the Lead Jammer.</del> It begins when a Jammer first legally enters the rear of the Engagement Zone. (See <i>Pass</i> and <i>Scoring Pass</i> ). <u>No points are scored on this pass; the exceptions being Jammer lap points and during overtime.</u>
In Play	When a skater is positioned within the Engagement Zone and is in bounds, the skater is in play and may legally block and assist. Downed skaters are not in play. Jammers may engage each other anywhere inside the track boundaries for the duration of the jam, but must be within the Engagement Zone in order to legally initiate engagement with Blockers.
In Position	When a skater is on the track, in bounds, and in the designated area for their position, when the jam-starting whistle is blown. Skaters may still be moving and will still be considered in position as long as all other criteria are met. Pivot Blockers are <i>in position</i> when they are in bounds on the track between the Pivot and Jammer start lines or on the Pivot Line at the jam-starting whistle. Blockers are <i>in position</i> when they are in bounds on the track between the Pivot and Jammer start lines at the jam-starting whistle. Jammers are <i>in position</i> when they are in bounds on the track behind the Jammer Line at the jam-starting whistle.
Insubordination	Willfully failing to comply with a referee's orders. <u>Wrongful or improper behavior motivated by intentional purpose or obstinate indifference to the rules.</u>

Jam	Races between two teams to score points that can last up to two minutes.
Jammer	The point scorer for the team. Each team is permitted one Jammer per jam. The Jammer is identified by stars on the helmet cover. (see <i>Section 3.3 Jammer</i> )
Jammer Lap Point	If one Jammer completely laps the opposing Jammer, that Jammer will score an additional point each time the Jammer fully laps that opposing Jammer. Exceptions occur when the opposing Jammer is not on the track (see <i>Section 8.5.7</i> ).
Lap	A complete pass through the pack; this may require more than one trip around the track.
Lead Jammer	A strategic position established on the Jammer's initial pass through the pack during each jam. The Lead Jammer is the first Jammer to pass the foremost in-play Blocker legally and in bounds, having already passed all other Blockers legally and in bounds. (See <i>Section 3.4 Lead Jammer</i> )
Loss of Relative Position	When a skater's position in relation to other skaters on the track is lost for a sustained period of time due to the actions of an opponent, such as a legal block or an illegal block. Being forced out of bounds is always to be considered a loss of relative position, as is being forced down or out of the Engagement Zone.
Low Block	Any contact which is initiated with or targets the opponent's feet or legs, below the legal blocking or target zone, that causes the recipient to stumble or fall. (See <i>Section 6.3 Low Blocking</i> )
Major Penalty	A foul that has a measurable physical force or effect which causes harm or adversely affects the game. Assessed if the infraction has extensive impact on safety or game play.
Misconduct	Wrongful or improper behavior motivated by intentional purpose or obstinate indifference to the rules.
Multi-Player Block	Blocking with multiple skaters via a grabbing, holding, linking, or joining fashion that impedes an opponent's movement through the pack. Touching and assisting teammates that does not create a wall to impede an opponent is not a multi-player block. <a href="#">A multi-player block must include contact to be penalized.</a> (See <i>Section 6.7 Multi-Player Blocks</i> )
No Impact/No Penalty	A foul that may or may not have a measurable physical force or effect but does not cause harm or adversely affect the game, and may have limited impact on safety or game play.
No Pack	There is no pack when there is not a group of Blockers (from both teams) skating within proximity to each other or when there are two or more equally numbered groups of Blockers not skating within proximity to each other. (See <i>Proximity</i> )
<a href="#">NOTT Point (Not-On-the-Track Point)</a>	<a href="#">This is a point for each opposing skater who is not on the track that the Jammer earns immediately upon scoring the first point on any opposing Blocker in each scoring pass. (See 8.5.1.1)</a>
Out of Bounds	A skater is out of bounds when any part of the skater's body or equipment is touching the ground beyond the track boundary. If a skater jumps and ceases all contact with the ground, their prior in bounds/out of bounds status is maintained until contact with the ground re-establishes in bounds/out of bounds status. Out of bounds skaters are not in play.

Out of Pack	When a skater is more than 10 feet (3 m) from the nearest pack skater but within 20 feet (6 m) of the nearest pack skater.
Out of Play	A Blocker that is positioned <del>more than 20 feet (6 m)</del> outside the <a href="#">pack Engagement Zone</a> , out of bounds, or down is out of play. A Jammer that is out of bounds or down is out of play. A Jammer outside the Engagement Zone cannot legally initiate engagement with out of play Blockers.
Pack	The largest group of Blockers, skating or standing in proximity, containing members from both teams. The Jammers are independent of this definition. (See also <i>Proximity</i> )
<a href="#">Pass (verb)</a>	<a href="#">To move in front of an opposing skater by positioning your hips in front of the opposing skater's hips. (See <i>Scoring Pass</i> and <i>Initial Pass</i>)</a>
<a href="#">Pass (noun)</a>	<a href="#">A pass begins with the Jammer behind the pack and ends when the Jammer has cleared the Engagement Zone. The Jammer is immediately considered to be on their next pass once they have cleared the front of the Engagement Zone. (See <i>Scoring Pass</i> and <i>Initial Pass</i>)</a>
<a href="#">Pass</a> <a href="#">Passing the Star</a> <a href="#">(A.K.A., Star Pass)</a>	<a href="#">The act of passing the star has two components:</a> <a href="#">The physical transfer of the Jammer cover from the current Jammer to the current Pivot (See 3.5 and 3.5.4)</a> <a href="#">The change of the point of scoring position from the previous Jammer to the new Jammer (previous Pivot) (See 3.5 and 3.5.9).</a> <del><a href="#">To move in front of an opposing skater by positioning your hips in front of the opposing skater's hips. A pass begins with the Jammer behind the pack and ends when the Jammer has cleared the pack by 20 feet (6 m). To begin the next pass, the Jammer must fully lap the pack and catch up to the back of the pack. (See <i>Scoring Pass</i> and <i>Initial Pass</i>)</a></del>
Penalty	The punishment assessed for a foul.
Pivot Blocker	Commonly referred to as the Pivot. A Blocker, as defined in <i>Section 3.1 Blocker</i> , with extra abilities and responsibilities as outlined in <i>Section 3.2 Pivot Blocker</i> .
Points Awarded in Error	Points that have not been legally earned by a Jammer and have been awarded to the team incorrectly and/or erroneously by a referee, an official, or as the result of a technology malfunction.
Positional Blocking	<del>A.K.A.</del> Body Blocking, Frontal Blocking, Passive Blocking. This is blocking without contact, positioning oneself in front of an opposing skater to impede the opposing skater's movement on the track. It may also be done unintentionally if the blocking skater is not aware of the skater's position behind the blocking skater.
Proximity	A measure of distance for in play skaters that is defined as skating not more than 10 feet (3 m) in front of or behind the nearest pack skater.
Re-engage	A skater taking a position in front of an opponent who has already passed the skater.
Re-pass	The act of passing an opponent who has already been passed during the current lap. If the Jammer drops back behind an opponent that the Jammer passed illegally, by being reengaged or repositioning, the Jammer may attempt to pass the opponent again legally.
Relative Position	A skater's location in bounds on the track in relation to other skaters when the skater is standing, stepping, and/or skating.
Scoring Pass	Any pass a Jammer makes through the pack after the completed initial pass. Points may only be earned on scoring passes. A Jammer lap point is independent of this

	definition. (See <i>Jammer Lap Point, Pass, and Initial Pass</i> )
<b>Shorted Skater</b>	<del>The skater serving a penalty in the penalty box.</del>
Sitting	A skater whose posterior is in full contact with the seat of the chair or bench in the penalty box.
Skating	Using your skates to move. This can include stepping in any direction, rolling, and sliding on the wheels, as well as stepping in any direction and/or sliding on the toe stops.
Slide Tackling	A skater who leaps and/or slides and extends their leg(s) or arm(s) in order to disrupt the movement of another skater's feet and/or legs.
Standing	A skater who is upright holding their body weight on their skates. <a href="#">When a skater is told to stand in the Penalty Box, the skater must stand fully erect and cannot maintain a crouched or hovering position over the seat. It must be clear to all Officials and spectators that the box seat is now available for another skater to occupy.</a>
Stopped	A skater not making any directional movement with their skates.
Straddling Skater	A skater that is simultaneously touching both inside and outside the track boundary line.
Substitution	Replacing a skater on the track or in the penalty box with another skater.
Suspension	To remove a skater from more than one game. (See <i>Expulsion.</i> )
The Star	The Jammer helmet cover, which has two stars on it, one on each side.
Target Zone	Area of the body on an opponent that a skater may hit when performing a block. (See <i>Figure 2 in Section 5</i> )
Warning	A formal verbal indication from the referee that play is improper and that a skater must take corrective action.