

World Organization of Roller Derby Rules

Version 2.1 (updated 05/23/11)

Rules from the WFTDA STANDARDIZED FLAT TRACK ROLLER DERBY RULES Version 2.1.1 used with permission of the Women's Flat Track Derby Association and are indicated by (W) following the rule.

Table of Contents

1. Teams	Page 4
2. Game Parameters	Page 5
2.1 Track	Page 5
2.2 Structure	Page 5
2.3 Quarters	Page 5
2.4 Jams	Page 6
2.5 Overtime	Page 6
2.6 Time-outs	Page 6
2.7 Penalty Box	Page 6
2.8 Clocks	Page 7
2.9 Whistles	Page 7
3. Players	Page 8
3.1 General	Page 8
3.2 Blocker	Page 8
3.3 Pivot	Page 8
3.4 Jammer	Page 8
3.5 Lead Jammer	Page 8
3.6 “Passing the Star”	Page 9
3.7 Helmet Covers	Page 10
3.8 Uniforms	Page 10
3.9 Jewelry	Page 10
3.10 Skates	Page 10
3.11 Protective Gear	Page 10
4. The Pack	Page 11
4.1 Pack Definition	Page 12
4.2 Pre-Jam Formation	Page 12
4.3 Jam Formation	Page 12
4.4 Starts	Page 13
5. Blocking	Page 14
5.1 General	Page 14
5.2 Contact Zones	Page 14
5.3 Other Restrictions on Blocking	Page 14
6. Penalties	Page 16
6.1 General	Page 16
6.2 Above the Shoulders (AS)	Page 16
6.3 Arms (A)	Page 16
6.4 Back-Blocking (B)	Page 17
6.5 Tripping (T)	Page 17
6.6 Clockwise Skating (C) and Stopping (S)	Page 18
6.7 Clockwise Blocking (BC) and Stop Blocking (BS)	Page 18
6.8 Multi-Player Blocks (MB)	Page 18
6.9 Infield Blocking (BI) and Assisting (AB)	Page 19

6.10 Destruction of the Pack (DP)	Page 19
6.11 Skating Out of Play (OP)	Page 20
6.12 Blocking (BP) and Assisting Out of Play (AP)	Page 20
6.13 Skating out of Bounds (SB)	Page 21
6.14 Cutting (>)	Page 22
6.15 Illegal Blocks (IB)	Page 22
6.16 Illegal Procedures (IP)	Page 23
6.17 Insubordination (IS) and Unsporting Conduct (UC)	Page 25
6.18 Fighting	Page 26
7. Penalty Enforcement	Page 27
7.1 General	Page 27
7.2 Minor Penalties	Page 27
7.3 Major Penalties	Page 27
7.4 Penalty Enforcement Procedure	Page 27
7.5 Double Jammer Penalties	Page 28
7.6 Last Jam Majors	Page 28
7.7 Benching	Page 29
7.8 Removal from the Game	Page 29
8. Scoring	Page 31
8.1 Scoring Procedure	Page 31
8.2 Earned Points	Page 31
8.3 Ghost Points	Page 31
8.4 Out of Play Points	Page 31
8.5 Special Situations	Page 32
9. Officials	Page 33
9.1 Referees	Page 33
9.2 Non-Referee Officials	Page 33
9.3 Duties	Page 34
9.4 Official Review, Points or Penalty Challenge	Page 36
9.5 Referee Discretion	Page 36
9.6 Equipment	Page 37
10. Safety	Page 38
10.1 Safety Personnel	Page 38
10.2 Injured Skaters	Page 38
10.3 Impaired Skaters or Officials	Page 38

1 Teams

- 1.1** Teams shall consist of a maximum of 20 skaters.
- 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, but not during a game.
- 1.3** During a tournament, leagues may substitute alternates from their team roster between games, but not during a game. If a skater is pulled from the tournament and replaced with an alternate she may re-enter the tournament in a subsequent game.
- 1.4** A League may have more than one team. **(W)**

2 Game Parameters

2.1 Track

- 2.1.1 The hosting league must inspect the track for safety prior to a game.
- 2.1.2 The track surface shall be clean, smooth, and suitable for rollerskating.
- 2.1.3 The infield boundary should be marked by a raised boundary at least .25" and no more than 2" 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 must be painted and the width must be between 2" and 6".
 - 2.1.3.1 The track must have a clear, 2-inch-wide, track-width-spanning, contrasting demarcation for:
 - 2.1.3.1.1 Jammer Start Line
 - 2.1.3.1.2 Pack Start Line: At minimum 16 feet in front of the Jammer Start Line
 - 2.1.3.1.3 Pack Boundary Line: 6 feet behind the Pack Start Line
 - 2.1.3.1.4 10ft track intervals are strongly encouraged (these can be 3 – 6 inches long instead of track width wide).
- 2.1.4 The teams will have chairs or benches for their skaters in the infield in designated team areas. 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 (team managers, coaches, or other non-skating players) per team are allowed in this area during game play.
 - 2.1.4.1 All skaters and authorized infield personnel must remain in these boundaries for safety.
- 2.1.5 There will be a minimum 6-foot clearance around the outside of the track for safety. Referees may skate in this area, and/or the infield of the track, according to local custom. **(W)**
- 2.1.6 For safety and visibility, the track surface, boundaries, safety zone, and penalty area should be clearly lit. **(W)**
- 2.1.7 The track and the boundary marker are considered in-bounds. **(W)**

2.2 Structure

- 2.2.1 A bout or game is composed of 60 minutes of play divided into quarters of 15 minutes played between two teams.
- 2.2.2 There will be at least a fifteen-minute break between quarters 2 and 3. A thirty-minute break is recommended.
- 2.2.3 Tournaments may use an abbreviated game comprised of two 15-minute quarters.
- 2.2.4 The team with the most points at the end of the game wins. **(W)**

2.3 Quarters

- 2.3.1 The quarter begins when the designated referee blows the Jammer start whistle. The signal will be two short whistle blasts.
- 2.3.2 There will be at least a five-minute break between quarters to allow for referee rotation and, if applicable, skater warm up. **(W)**
- 2.3.3 The quarter ends when the quarter clock reaches zero or the maximum length for the quarter.
- 2.3.4 If a jam is in progress when the quarter clock runs out, the jam continues normally until called off. If the jam is called off for an injury, the head referee *may* call for a new final game jam.
- 2.3.5 If there is time left on the clock when a jam ends, another jam will take place. Neither a quarter nor a game will end by time running out in the 30 seconds between jams.

2.4 Jams

- 2.4.1** A quarter is divided into multiple Jams, which are races between the two teams to score points. There is no limit to the number of jams allowed each quarter.
- 2.4.2** A jam may last up to one minute.
- 2.4.3** Between jams, a team has 30 seconds to get into formation. If both teams are in formation with helmet covers on before 30 seconds has elapsed, the referees may start the jam.
- 2.4.4** If all skaters are not ready to start the next jam after the allotted time, the jam will start without the missing skater(s) and the team will skate short or out of formation for that jam. **(W)**
 - 2.4.4.1** If the minimum number of skaters are not ready to start the jam after the allotted time, the quarter clock will stop, and teams will be subject to Illegal Procedure penalties.
- 2.4.5** Pivots are considered ready if they are upright, on the track, stationary and are actively putting on their helmet covers when the first whistle of the jam blows (this is the whistle to start the pack rolling).
- 2.4.6** Blockers are considered ready if they are upright, on the track and stationary when the first whistle of the jam blows (this is the whistle to start the pack rolling).
 - 2.4.6.1** A player is considered upright if one or both of her skates are touching the track and no other part of her body or equipment is touching the track or the infield. Non-upright skaters will be given a warning, and possible delay of game penalties, but will not be removed from the track provided they heed the referees warning.
- 2.4.7** Jammers are considered ready if they are on the track, behind the Jammer start line, and are actively putting on their helmet covers when the first whistle of the jam blows (this is the whistle to start the pack rolling). At the point in time that the Jammer start whistle blows they must be behind the Jammer start line, and their skates may not be moving forward.
- 2.4.8** If a referee calls off a jam with four short blasts, then the jam is over. The jam will not continue even if the whistle was inadvertent or incorrect. **(W)**

2.5 Overtime

- 2.5.1** If the score is tied at the end of a game, overtime jams will be run until the score is no longer tied. A Lead Jammer may call off the jam after first point is scored, if she is legally eligible to do so.

2.6 Timeouts

- 2.6.1** Each team is allowed three one-minute timeouts per game.
- 2.6.2** To take the timeout, the captain or designated alternate will signal the officials and make a T signal with her hands, to indicate that she is requesting a timeout. Referees will signal for the clock to stop. **(W)**
- 2.6.3** A timeout may only be requested between jams.
- 2.6.4** Referees may call an officials timeout at any point. This will stop the quarter clock.

2.7 Penalty Box

- 2.7.1** For each game, benches or seats must be provided to make up the "Penalty Box." This is the designated area where major penalties will be served. The benches or seats must be capable of accommodating a total of three people per team.
- 2.7.2** The penalty benches must be situated in the infield on either side of the center of the infield.

2.8 Clocks

2.8.1 Each game will have separate quarter clocks and jam clocks that are visible to the audience.

2.8.2 Quarter Clock

2.8.2.1 The quarter clock starts with the jammer start whistles of the first jam.

2.8.2.2 The quarter clock does not stop between jams unless a timeout is called. The quarter clock will stop during the timeout.

2.8.2.3 Referees must stop the quarter clock between jams when time exceeds 30 seconds.

2.8.3 Jam Clock

2.8.3.1 The jam clock starts with the jammer start whistles of the jam.

2.8.3.2 The jam clock stops at the end of each jam. **(W)**

2.9 Whistles

2.9.1 The pack start will be signaled with one long whistle blast.

2.9.2 The Jammer start will be signaled with two rapid whistle blasts.

2.9.3 The end of the jam will be signaled with four rapid whistle blasts.

2.9.4 A Major penalty committed by a Jammer in the last jam of a game will be signaled with one short whistle blast.

3 Players

3.1 General

3.1.1 Player positions refer to the position a skater is playing in a given jam.

3.1.2 A skater is not limited in the number of positions she may play during a bout, but is limited to playing one position at a time.

3.2 Blocker

3.2.1 Blockers play a defensive role for their teams. They attempt to hinder the progress of the opposing team's Jammer and defend their team's Jammer from the defensive maneuvers of the opposing team. They may also directly assist their team's Jammer on trips through the pack. Blockers never score points. **(W)**

3.2.2 A maximum of four blockers, including a Pivot, from each team are allowed on the track during play. A minimum of two blockers per team is required on the track during a jam.

3.2.2.1 If, in the course of a jam, a skater removes herself from play by returning to her bench causing her team to have fewer than the minimum number of skaters required on the track, it will result in an immediate jam call-off, and a jam reset (per *Section 9.3.10 Jam Resets*).

3.2.3 Blocker identification: Blockers do not wear helmet covers. **(W)**

3.3 Pivot

3.3.1 A Pivot is a special type of blocker. In certain circumstances a Pivot may take over the position of Jammer for her team according to the specifications in *Section 3.6 Passing the Star*.

3.3.2 A maximum of one Pivot skater from each team is allowed on the track during play, and constitutes one of the four blocker positions.

3.3.3 Pivot identification: Pivots wear a striped helmet cover, as specified in *Section 3.7. Helmet Covers*. **(W)**

3.3.4 A pivot may not transfer her helmet cover or position to another blocker once the blocker start whistle has sounded.

3.4 Jammer

3.4.1 A Jammer's role is to make her way through the pack, lap the pack, and pass through the pack as many times as she chooses in a jam to score points for her team per the specifications in *Section 8 Scoring*. A Jammer may pass her position to her team's Pivot according to the specifications in *Section 3.6 Passing the Star*. **(W)**

3.4.2 A maximum of one Jammer from each team is allowed on the track per jam. A minimum of one Jammer from either team is required on the track per jam.

3.4.3 Jammer Identification: Jammers wear a helmet cover with two visible, 5-pointed stars, one on each side, as specified in *Section 3.7 Helmet Covers*.

3.5 Lead Jammer

3.5.1 The Lead Jammer is always the Jammer that is ahead of the opposing Jammer after she has passed every in-play blocker and becomes the foremost skater in play. Passing is measured at the hips.

3.5.1.1 She must be wearing her Jammer helmet cover on her initial pass to acquire Lead Jammer status.

3.5.1.2 She need not pass all players legally to acquire Lead Jammer status, though penalties will apply for any infractions of the rules.

3.5.1.3 If there is no legally defined pack during a Jammer's initial pass through the pack, Lead Jammer status will be awarded when a Jammer becomes the foremost in-play skater on the track.

3.5.1.4 If the opposing team is playing without a Jammer, then the participating Jammer is lead as soon as she is the foremost skater in play.

3.5.1.4.1 If the Lead Jammer is removed from play mid-jam, voluntarily, due to

injury, or because of a Major penalty in the last jam, the opposing Jammer will automatically become Lead Jammer if and only if she is the foremost skater in play.

- 3.5.1.5** Until either Jammer becomes the foremost skater, there can be no Lead Jammer.
- 3.5.1.6** A Jammer who is assigned a Major penalty in the last jam of a game forfeits all ability to call off the jam. (*See 7.6 Last Jam Majors*)
- 3.5.2** The Lead Jammer may call off a jam before the jam clock runs out by placing both of her hands on her hips at the same time. The jam only ends, however, when the referee blows the whistle to signal the end of the jam.
 - 3.5.2.1** If the Lead Jammer signals to call off the jam, but the Jammer Referee's whistle to end the jam comes after the opposing Jammer passes her, the jam will still end and there will be no penalty for an ineligible jam call off.
 - 3.5.2.2** Points will continue to accrue until the first whistle to end the jam.
- 3.5.3** A Lead Jammer may call off the jam even if part of her body other than her skates is touching the track surface or she is leaning over the rail as long as she is in-bounds.
 - 3.5.3.1** A Lead Jammer may not call off the jam if any part of her body or equipment is touching the infield or the outfield.
 - 3.5.3.2** A Lead Jammer who is out-of-bounds must re-enter the track, upright and touching the track with two skates and no other part of her body or equipment before being eligible to call off the jam.
- 3.5.4** A Lead Jammer may only call off the jam in mid-air if she was in-bounds the last time her skates were on the ground.

3.6 "Passing The Star"

- 3.6.1** A Jammer may pass her position to her team's Pivot as a strategic move, allowing said Pivot to become the point-scoring skater for her team for the remainder of the jam. Pivots are eligible for Lead Jammer status.
- 3.6.2** The star may be passed by either Jammer. **(W)**
- 3.6.3** The star may be passed at any time that a Jammer and Pivot are both in play.
- 3.6.4** Pass Procedure
 - 3.6.4.1** In order to pass the Jammer position to the Pivot, a Jammer must remove her helmet cover and hand it off directly to her team's Pivot. The helmet cover may not be handed off via other skaters or thrown. The helmet cover may not be taken off the Jammer's head by the Pivot or another skater. Both the Jammer and the Pivot must be in bounds. A Jammer who has removed her helmet cover has forfeited:
 - 3.6.4.1.1** Her ability to accrue points. **(W)**
 - 3.6.4.1.2** Her personal ability to call off the jam if she was lead. The Pivot who is given the Jammer's star *may* retain this privilege if she remains in the lead once her helmet cover is in place.
 - 3.6.4.2** A helmet cover pass may be blocked by the opposing team by any means of legal blocking. **(W)**
- 3.6.5** Incomplete passes and recovery. **(W)**
 - 3.6.5.1** If a helmet cover falls on the track, or is removed from play by any means, during a pass or at another time, it may only be recovered by the original Jammer or original Pivot.
 - 3.6.5.1.1** If a Pivot recovers a helmet cover, she may acquire Jammer status by placing it over her helmet.
 - 3.6.5.2** A helmet cover may not be recovered via clockwise skating on the track. Neither backwards nor forwards skating in the clockwise direction is allowed on the track. Players may skate clockwise in the infield.
 - 3.6.5.3** A Jammer who has lost her helmet cover loses her ability to score points or call off the jam, though she is not subject to out of play penalties. She may skate and block the opposing Jammer more than 20 feet outside of the pack.
 - 3.6.5.4** If a helmet cover pass cannot be completed for any reason, the original Jammer may return the helmet cover to her own helmet and regain her Jammer position. **(W)**

3.6.6 Pass Completion (W)

- 3.6.6.1** A Pivot who has been passed the star attains Jammer status when she has the helmet cover on her helmet. Until the Jammer cover is on, she is subject to out of play penalties. **(W)**
- 3.6.6.2** A Pivot who has been passed the star is now subject to all rules per *Section 7.0 Scoring*. She picks up where the previous Jammer left off on points scored and number of laps through the pack. **(W)**
- 3.6.6.3** A Pivot who has taken the position of Jammer for her team by means of a successful helmet cover pass will play the position of Jammer for the duration of the jam. **(W)**
- 3.6.6.4** A Jammer who successfully completes a helmet cover pass to her Pivot will play the position of Pivot (without a helmet cover) for the remainder of the jam. **(W)**

3.7 Helmet Covers

- 3.7.1** Pivot: Helmet cover must be a solid color and have a stripe a minimum of two inches wide running from front to back. Helmet cover base color and stripe must be high contrast and easily identifiable.
- 3.7.2** Jammer: Helmet cover must be a solid color and have two 5-pointed stars that are a minimum of **six** inches across, from point to point, one each on the left and right side. Helmet cover base color and stars must be high contrast and easily identifiable.
- 3.7.3** A team's helmet cover colors must meet the definition of high contrast beyond a reasonable doubt or the Head Referee will request that the team use helmet covers that meet the definition. Helmet covers may be approved by the hosting league in advance of the game.

3.8 Uniforms

- 3.8.1** Each skater participating in a bout must visibly display her number on the back of her jersey. The print should be at least four inches 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. Jersey base color and number must be high contrast and easily identifiable. Name is optional.
- 3.8.2** Each skater participating in a bout must visibly display her number on each arm or sleeve of her uniform. It must be at least 2 inches tall and high contrast from the skin or material it is on. **(W)**
- 3.8.3** Each member of a respective team participating in a bout must wear a uniform, which clearly identifies her as a member of her team. **(W)**
- 3.8.4** It is recommended that each skater participating in a bout visibly display her number on her helmet facing the inside of the track. The number should be at least 2" tall and in colors contrasting to the color of the helmet. If temporary numbers are taped on then the number must be in contrasting colors to their background (for example: if wide tape is used and the numbers are written with a thick marker, the tape is the background).

3.9 Jewelry

- 3.9.1** Jewelry may be worn during the bout, provided that it does not create a safety hazard. Acceptable jewelry includes studs and rings with rounded edges and piercings that are snug against the skin. Unacceptable jewelry includes anything with a rough or sharp edge that may gouge another player, and anything with a large enough gap that someone can fit a finger through. Unsafe jewelry must be taped, covered by gloves or removed. Jewelry must not interfere with play or cause danger to other players. Jewelry is worn at the risk of the wearer.

3.10 Skates

- 3.10.1** Players must wear quad roller skates only. Players may not wear inline or any other type of skate. **(W)**

3.11 Protective Gear

- 3.11.1** Protective gear must be worn while skating on the track. Skaters may remove helmets and mouth guards during team introductions, according to local custom and insurance guidelines. Failure to wear required protective gear or removal of protective gear, such as a mouth guard, will result in a minor penalty. (*See 6.13.3.5 Improper uniform, jewelry or skates, or missing safety equipment.*)
- 3.11.2** Protective gear shall include, at a minimum wrist guards, elbow pads, knee pads, mouth guards, and helmets. **(W)**
- 3.11.3** Optional protective gear such as padded shorts, shin guards, knee or ankle support, and tailbone protectors 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. Skaters are strongly encouraged to secure or tape down loose Velcro on pads. **(W)**

4 PACK

4.1 Pack Definition

- 4.1.1 The pack is defined by the largest group of upright, in-bounds, Pivots and blockers, skating in proximity, containing members from both teams.
 - 4.1.1.1 The Jammer is never considered part of the pack.
 - 4.1.1.2 Proximity is defined as not more than seven (7) feet in front of or behind the nearest pack skater.
- 4.1.2 If no one group of skaters meets the definition of the pack, there is no pack, and all skaters are subject to out of play penalties, including destroying the pack. (*See 6.10 Out of Play Penalties.*) This may occur when no two skaters from opposing teams are within proximity of each other or when two or more distinct groups of skaters containing members of each team skating in proximity contain equal numbers of skaters.

4.2 Pre-Jam Formation

- 4.2.1 Prior to the start of a jam, all skaters must be in formation with the Pivots and blockers upright, inbounds, behind the pack start line and in front of the pack end line. Blockers may not start touching the track with any part of their body or equipment other than their skates.
- 4.2.2 Jammer Starting Position: Jammers line up on or behind the Jammer start line. The choice of high or low position is determined by the winner of a coin toss before the start of the game. The team scoring the highest number of points in any jam for the remainder of the game has their choice of high or low position in the next jam.
- 4.2.3 No rules govern blocker or Pivot positioning.
- 4.2.4 Skaters may touch the rail as long as the point of contact is behind their start line.

4.3 Jam Formation

- 4.3.1 Once the pack is in motion, skaters may change location as long as they stay within 20 feet of the pack.
- 4.3.2 In Play/Out of Play: When a blocker or Pivot is positioned more than 20 feet outside the pack or out-of-bounds, she is out of play and subject to penalties specified in *Section 6 Penalties*. **(W)**
 - 4.3.2.1 Skaters who are out of play may not engage any opposing players.
 - 4.3.2.2 Skaters who are out of play may not assist their teammates.
 - 4.3.2.3 Skaters who are not part of the pack as defined in *Section 4.1.1 Pack Definition*, but still in play may block and assist. **(W)**
 - 4.3.2.4 Blockers and Pivots who are out of play, must stop, slow or speed to rejoin the pack or they are subject to penalties as specified in *Section 6.10 Out of Play Penalties*.
 - 4.3.2.5 Blockers and Pivots must yield the inside four feet of the track to the opposing Jammer by physically moving out of the Jammer's path. Any engagement, including passive/positional blocking, can result in a penalty per *Section 6 Penalties*.
 - 4.3.2.6 A skater who is out of play must rejoin the pack in the opposite way she left.
 - 4.3.2.6.1 If the player sprinted forward of the pack, she must drop back to be considered in play. **(W)**
 - 4.3.2.6.2 To regain position in the pack after having fallen behind or recovering from a fall, a skater must catch back up to the back of the pack by skating within the track boundaries to be considered back in play. **(W)**
 - 4.3.2.6.3 Any skater who rejoins the pack in an illegal manner, such as lapping the pack or allowing the pack to catch up after a fall, is subject to penalties per *Section 6 Penalties*. **(W)**
- 4.3.3 The Jammers may engage each other anywhere inside the track boundaries for the duration of the jam. When a Jammer is outside of the pack, she may only engage the opposing Jammer.

4.4 Starts

- 4.4.1 Blockers may begin counter-clockwise stepping or skating on a single whistle blast from the referee.

- 4.4.2** Blockers must begin stepping or skating before the referee signals the Jammers' start with two short whistle blasts or be subject to Stopping penalties.
- 4.4.3** Once either: the blocker at the rear of the pack has touched the track on the other side of the pack start line, or three seconds have elapsed from the first whistle, whichever occurs first; the referee signals the Jammers to begin their sprint through the pack with two short whistle blasts. A Jammer may not begin rolling forward until the second signal, though non-forward motion is acceptable.
 - 4.4.3.1** A Jammer may begin with a hand or knee on the track, so long as no part of her body is touching the track or the rail in front of the Jammer start line.
 - 4.4.3.2** A Jammer may block the opposing Jammer off the start line even if the target is starting with part of her body touching the track, as long as the blocking Jammer is stepping or skating when initiating the block.

5 BLOCKING

5.1 General

- 5.1.1 Blocking is any movement on the track designed to knock an opponent down or out-of-bounds or impede the opponent's speed or movement through the pack.
- 5.1.2 Blocking includes possible counter-blocking motions. Counter-blocking is treated as a block and held to the same standards and rules. **(W)**
- 5.1.3 A skater who is in play and stepping or skating, in a counter clockwise direction, may engage an opposing player at any time during the jam after their start whistle has blown.
 - 5.1.3.1 Blockers and Pivots begin at the first signal. **(W)**
 - 5.1.3.2 Jammers begin at the second signal. **(W)**
- 5.1.4 Unless otherwise specified, for an illegal block to receive a Major penalty, the target skater must fall or lose her relative position in the pack.
 - 5.1.4.1 Relative position is measured against the positions of opponents only, and a loss occurs only when an opponent ends up ahead of the targeted skater, farther forward in the counter-clockwise direction.

5.2 Contact Zones

- 5.2.1 Contact between opponents is limited to legal blocking zones and legal receiving zones. **(W)**
- 5.2.2 **Legal Target Zones**—a skater may be hit in the following locations: **(W)**
 - 5.2.2.1 The arm
 - 5.2.2.2 The chest and front and side of the torso **(W)**
 - 5.2.2.3 The hips **(W)**
 - 5.2.2.4 The upper thigh **(W)**
- 5.2.3 **Illegal Target Zones**—for safety reasons, a skater **may not** be hit in the following locations: **(W)**
 - 5.2.3.1 Anywhere above the shoulders **(W)**
 - 5.2.3.2 On the back of the torso or booty **(W)**
 - 5.2.3.3 On the knee or below the knee **(W)**
- 5.2.4 **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: **(W)**
 - 5.2.4.1 The arm from the shoulder to the elbow **(W)**
 - 5.2.4.1.1 Elbows may only contact another player if the first contact was with the arm between the elbow and shoulder, and the contact was maintained continuously.
 - 5.2.4.2 The torso **(W)**
 - 5.2.4.3 The hips, thighs, and booty
 - 5.2.4.4 Skaters may block while skating backwards, so long as they use legal blocking zones against legal target zones, and as long as their overall momentum is in a counter-clockwise direction.
- 5.2.5 **Illegal Blocking Zones**—apply to the body parts of the skater performing a block. **(W)**
 - 5.2.5.1 The point of the elbow. **(W)**
 - 5.2.5.1.1 When engaging another skater, elbows may not be swung with upward or downward motion. **(W)**
 - 5.2.5.1.2 The elbow must be bent while blocking with that arm. **(W)**
 - 5.2.5.1.3 Contact may not be made exclusively with the point of the elbow (i.e. jabbing). **(W)**
 - 5.2.5.1.4 Elbows may not be used to hook (draw the arm through the opponent's arm) an opposing player in any way. **(W)**
 - 5.2.5.2 Forearms/Hands **(W)**
 - 5.2.5.2.1 Forearms or hands may never be used to grab, hold, or push an opponent. **(W)**
 - 5.2.5.2.2 Incidental forearm contact between skaters is acceptable when the arms are pulled into the body to absorb the force of a block. **(W)**

5.2.5.2.3 During forearm contact between skaters, the following are indications that a push has occurred: the initiating skater extends her arm; the receiving skater is propelled forwards or sideways **(W)**

5.2.5.3 The leg from the knee to the foot.

5.2.5.4 The head may not be used in blocking. **(W)**

6 PENALTIES

6.1 General

- 6.1.1 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 player and the position she is currently playing, except when both Jammers are penalized, see *Section 7.5 Double Jammer Penalties*.
(W)
- 6.1.2 Penalties will be assessed to the skaters who make actual illegal contact.
 - 6.1.2.1 If a skater is pushed into an opponent by a teammate, the pushed skater is still responsible for her illegal contact.
 - 6.1.2.2 A skater who initiates contact to assist a teammate who is out of play will receive a penalty, whereas an out of play skater who initiates contact herself by grabbing an in-play teammate will be the one to receive the penalty.
- 6.1.3 Penalties are reported during the course of a jam, but assessed and served after the end of jam whistle has blown, with the exception of Jammers who commit major penalties under Last Jam Major rules.
- 6.1.4 Players are not removed from play while a jam is in progress except when:
 - 6.1.4.1 A team fields too many players on the track.
 - 6.1.4.2 A player joins play after the jam has begun or when she should be serving a penalty.
 - 6.1.4.3 A player loses her safety equipment or is found to be skating without her equipment.
 - 6.1.4.4 If a Jammer commits a major penalty under Last Jam Major rules.

6.2 Above the Shoulders (AS)

- 6.2.1 Any block that lands on the neck, head, or helmet of an opponent is illegal.
- 6.2.2 **No Impact/No Penalty**
 - 6.2.2.1 If the opponent initiates the block with her head and there is no counter-block.
- 6.2.3 **Minor Penalty**
 - 6.2.3.1 There is no instance where this is a minor
- 6.2.4 **Major Penalty**
 - 6.2.4.1 Any block, counter-block or illegal contact above the shoulders on an opponent.
 - 6.2.4.2 May result in EXPULSION from the game or SUSPENSION from a tournament.

6.3 Arms (A)

- 6.3.1 It is illegal to block an opponent using the hands, forearms, or elbows regardless of where the block lands on the opponent. This includes but is not limited to:
 - 6.3.1.1 Pushing an opponent
 - 6.3.1.2 Grabbing an opponent's body, uniform, or equipment
 - 6.3.1.3 Tackling an opponent by wrapping arms around her
 - 6.3.1.4 Contact with the point of the elbow (jabbing)
 - 6.3.1.5 Contact with the arm where the elbow is not bent (clothesline)
 - 6.3.1.6 Contact where the elbow is swung with forward/backward motion or upward/downward motion (pile-driver)
- 6.3.2 **No Impact/No Penalty**
 - 6.3.2.1 Incidental contact with the arm where the target skater is not displaced in any way.
 - 6.3.2.2 Contact with forearms when they have been pulled into the body to absorb a hit.
 - 6.3.2.3 A block with the upper arm that rotates horizontally may finish with contact by the elbow, as long as the point of the elbow does not make contact and the arm does not rotate beyond the plane of the initiator's body. (Rock Block)
- 6.3.3 **Minor Penalty**
 - 6.3.3.1 Illegal contact with arms that causes an opponent to move forward, backward, or sideways, but does not cause her to lose her relative position.
 - 6.3.3.1.1 If a target takes a knee, but quickly recovers without losing her relative position, it is only a minor penalty.

- 6.3.3.2 Taking an assist/whip off of an opponent without her losing her relative position.
- 6.3.4 **Major Penalty**
 - 6.3.4.1 Illegal contact with the arms that causes an opponent to fall or lose her relative position.
 - 6.3.4.2 A skater taking an assist/whip off an opponent and improving her position.
 - 6.3.4.3 Tackling an opponent, completely encircling her body with two arms.
 - 6.3.4.4 Grabbing an opponent with two hands and:
 - 6.3.4.4.1 pulling her down to the track.
 - 6.3.4.4.2 moving her into a collision with another player.
 - 6.3.4.4.3 flinging her.
- 6.4 **Back-Blocking (B)**
 - 6.4.1 It is illegal to make contact with the back of an opponent's torso, booty, or legs.
 - 6.4.2 **No Impact/No Penalty**
 - 6.4.2.1 Incidental contact with an opponent's back that causes no visible effect.
 - 6.4.3 **Minor Penalty**
 - 6.4.3.1 Contact with an opponent's back that causes her to move forwards or sideways, but does not cause her to lose her relative position
 - 6.4.4 **Major Penalty**
 - 6.4.4.1 Contact with an opponent's back that causes her to fall or lose her relative position
- 6.5 **Tripping (T)**
 - 6.5.1 It is illegal to make contact with an opponent's legs on or below the knee. Skaters may not trip an opponent or fall in front of an opponent without engagement by an opponent.
 - 6.5.2 **No Impact/No Penalty**
 - 6.5.2.1 Skate-to-skate contact that is part of a normal skating motion
 - 6.5.2.2 A fallen skater who "falls small" in her best effort not to trip anyone else
 - 6.5.2.2.1 A skater re-entering the track from the infield, even as the result of a fall, is liable for tripping even if she falls small.
 - 6.5.2.3 A pile-up of multiple skaters from both teams where fault cannot be determined
 - 6.5.2.4 Target skater completely avoids the trip or is completely unaffected by the contact
 - 6.5.2.5 Officials will "build a case" for tripping when a skater repeatedly causes opponents to stumble or fall as a result of skate-to-skate contact that is part of a normal skating motion or "falling small." The case begins with the first instance. On the third instance, tripping penalties will be called with the severity dependent upon the outcome.
 - 6.5.3 **Minor Penalty**
 - 6.5.3.1 Target skater stumbles, jumps, or changes trajectory, but does not lose her relative position
 - 6.5.3.2 Target skater touches a knee, but recovers quickly
 - 6.5.3.3 Fallen skater sprawls on the track causing opponents to stumble, but not lose position
 - 6.5.3.4 Third instance and every subsequent instance of either habitual contact between skates or wheels as part of a normal skating motion or "falling small" that causes an opponent to stumble, jump, or change trajectory
 - 6.5.4 **Major Penalty**
 - 6.5.4.1 Target skater falls or loses her relative position on the track
 - 6.5.4.2 Fallen skater sprawls on the track, contacts another player and causes her to fall completely or lose her relative position
 - 6.5.4.3 Third instance of either habitual contact between skates or wheels as part of a normal skating motion or falling small that causes an opponent to fall or lose her relative position

6.6 Clockwise Skating (C) and Stopping (S)

6.6.1 It is illegal to step or skate clockwise on the track at any time.

6.6.2 It is illegal to come to a complete stop on the track while in play.

6.6.3 No Impact/No Penalty

6.6.3.1 Skating clockwise in the infield for less than 10 feet or two strides.

6.6.3.2 Out of Play skaters may stop on the track in order to re-enter the Engagement Zone or to reform the pack after a “No Pack” call, but must be stepping or skating before they have rejoined the pack.

6.6.4 Minor Penalty

6.6.4.1 Skating clockwise on the track for less than one foot.

6.6.4.2 Skater comes to a complete stop within the Engagement Zone, but does not block an opponent, passively or actively.

6.6.5 Major Penalty

6.6.5.1 Skating clockwise on the track for more than a foot.

6.7 Clockwise Blocking (BC) & Stop-Blocks (BS)

6.7.1 It is illegal to come to a complete stop before or during a block or to skate clockwise while blocking.

6.7.1.1 Passive blocks will be considered the same as active blocks.

6.7.2 No Impact/No Penalty

6.7.2.1 A target is stopped by a legal block to the rail, but the blocker continues on immediately after the hit.

6.7.3 Minor Penalty

6.7.3.1 This is never a Minor penalty.

6.7.4 Major Penalty

6.7.4.1 Coming to a complete stop before or while blocking.

6.7.4.2 Skating or stepping in a clockwise direction while blocking.

6.8 Multi-Player Blocks (MB)

6.8.1 Players may not grab teammate’s bodies, clothing, or safety equipment to form a wall to block an opponent or impede her progress.

6.8.1.1 Only players who are grabbing a teammate are eligible for a penalty, players who are being grabbed are not committing an infraction.

6.8.2 No Impact/No Penalty

6.8.2.1 Grasping a teammate to form a wall that doesn't block or divert an opponent

6.8.2.2 Holding onto a teammate while blocking an opponent so long as the point of contact between the teammates does not make contact with the target or cause the target to be diverted

6.8.2.3 Teammates forming a wall by touching each other but not grasping or holding onto each other's bodies, clothing or safety equipment

6.8.3 Minor Penalty

6.8.3.1 A multi-player connection that makes contact with an opponent, whether it causes her to stumble or not, but does not cause her to fall.

6.8.3.1.1 A player may draw a foul by blocking an illegal connection with a legal blocking zone

6.8.3.2 A multi-player connection that forces an opponent to divert her trajectory, even if no contact is made between opponents

6.8.4 Major Penalty

6.8.4.1 A multi-player block that causes an opponent to fall or lose her relative position

6.8.4.2 A multi-player connection that impedes a Jammer's progress for three or more seconds

6.9 Infield Blocking (BI) or Assisting (AB)

6.9.1 Players may not initiate a block from out of bounds, nor may they initiate a block on a player who has a foot out of bounds or continue a block on a player once she has two feet out of bounds even if it was initiated while both players were in-bounds.

6.9.2 Players who are out of bounds may neither assist nor be assisted by teammates.

6.9.3 No Impact/No Penalty

6.9.3.1 Skater initiates block while neither skater has a skate on the infield, block continues until target skater has one foot on the infield, and the block is disengaged at that point.

6.9.3.2 Skater initiates a block on a player returning from the infield who has one skate on the track, but is not touching the infield.

6.9.4 Minor Penalty

6.9.4.1 Skater initiates a block when either she or the target has one or more skates in the infield.

6.9.4.2 Skater initiates block while both skaters have both skates on the track, block continues until:

6.9.4.2.1 Target has two feet on the infield

6.9.4.2.2 Initiator has one or both feet on the infield

6.9.4.3 Skater with one foot in the infield returns a block

6.9.4.4 Skater returning from out of bounds initiates a block before she has touched both skates on the track

6.9.4.5 Skater builds up speed on the infield to initiate a block immediately upon returning to the track.

6.9.4.6 Skater assists a teammate who is out of bounds

6.9.4.7 Skater who is out of bounds grabs or pushes a teammate, whether she is in bounds or out of bounds.

6.9.5 Major Penalty

6.9.5.1 Any contact or blocking from out of bounds that causes the target skater to fall or lose her relative position, including contact by a fallen skater.

6.9.5.2 Skater builds up speed on the infield to initiate a block immediately upon returning to the track and the target skater falls or loses her relative position.

6.9.5.3 Skater builds up speed on the infield to initiate a block on skaters at the front of the pack.

6.9.5.4 Continuing a block until any part of the initiating skater is touching out of bounds, and the target skater falls.

6.9.5.5 Any contact initiated against an opponent who has both skates outside the track boundary that causes the target to fall.

6.10 Destruction of the Pack (DP)

6.10.1 If at any point the definition of the pack cannot be met, officials will give a warning of "No Pack" and all blockers are considered out of play. Once the definition of the pack is met again, those who remain outside of the Engagement Zone are still considered Out of Play and subject to penalties until they rejoin the Engagement Zone.

6.10.2 No Impact/No Penalty

6.10.2.1 The pack is destroyed or redefined as the result of a skater falling or skating out of bounds due to engagement by or with an opposing skater.

6.10.3 Minor Penalty

6.10.3.1 Illegally destroying or redefining the pack while either Jammer is not within the Engagement Zone. Any action that overtly disrupts the definition of the pack resulting in a No Pack situation or a redefinition of the location of the pack will be issued a minor penalty, if there is not a Jammer from either team within the Engagement Zone. Such actions could be defined as running away; braking or coasting to fall more than seven feet behind the opposing team; falling without engagement by an opponent; stopping, stepping out of bounds or taking a knee to escape being goaded; stepping into the infield without engagement by an opponent

6.10.3.1.1 One penalty will be applied to a single player on the responsible team, the player who was the last to exit the former pack (or the Pivot per Section 7.1.3 Penalty Enforcement).

6.10.3.1.2 If both teams are responsible for the destruction of the pack, a member from each team will receive the penalty.

6.10.4 Major Penalty

6.10.4.1 Illegally destroying or redefining the pack while either Jammer is within the Engagement Zone. Penalty assignment procedure is the same as above.

6.11 Skating Out of Play (OP).

6.11.1 Once a skater is outside of the Engagement Zone (20 feet in front of the foremost skater in the pack or 20 feet behind the rearmost skater in the pack) she is no longer considered in play and must immediately return to the Engagement Zone.

6.11.2 If at any point the definition of the pack cannot be met, officials will give a warning of “No Pack” and all blockers are considered out of play. All skaters must immediately attempt to reform the pack.

6.11.3 No Impact/No Penalty

6.11.3.1 Referees issue a warning, and skaters outside the Engagement Zone immediately attempt to rejoin the Engagement Zone.

6.11.3.1.1 It is not mandatory for referees to issue a warning, nor does enforcement require that skaters notice the warning if issued.

6.11.3.1.2 Attempts to rejoin will be assessed by whether or not skaters ahead of the Engagement Zone are decelerating or stopping, or skaters behind the Engagement Zone are accelerating.

6.11.3.1.3 Out of Play skaters who are ahead of the Engagement Zone are allowed to stop on the track in order to return to the Engagement Zone. This is the only time a skater may stop on the track, and she must begin stepping or skating before she rejoins the pack.

6.11.4 Minor Penalty

6.11.4.1 Ignoring a referee Out of Play warning and failing to return to the Engagement Zone. One penalty will be assessed for every three seconds that a player fails to accelerate or decelerate as necessary to rejoin the Engagement Zone.

6.11.4.2 Blocker re-entering the Engagement Zone in the opposite side from where she exited (ie. She is 20 feet in front of the pack, but skates around to rejoin the back of the pack, or vice versa.)

6.11.5 Major Penalty

6.11.5.1 Failing to accelerate or decelerate as necessary to reform the pack after a “No Pack” warning by the referees. One penalty will be assigned to the skater on a team who has the shortest distance to travel to reform the pack, (or to the Pivot as specified in *Section 7.1.3 Penalty Enforcement*) for every three seconds that a team fails to attempt to reform.

6.12 Blocking (BP) and Assisting Out of Play (AP)

6.12.1 Once a skater is outside of the Engagement Zone (20 feet in front of the foremost skater in the pack or 20 feet behind the rearmost skater in the pack) she is no longer considered in play. She may not block or assist.

6.12.1.1 Jammers may always block an opposing Jammer regardless of position on the track.

6.12.2 If at any point the definition of the pack cannot be met, officials will give a warning of “No Pack” and all blockers are considered out of play. All skaters must immediately cease blocking or assisting. Once the definition of the pack is met again, all players that fall within the new Engagement Zone may resume blocking and assisting. Those who remain outside of the Engagement Zone are still considered Out of Play and subject to penalties until they rejoin the Engagement Zone.

6.12.3 No Impact/No Penalty

6.12.3.1 Referees issue a warning, and skaters outside the Engagement Zone immediately

cease engaging in any contact or passive interference with other skaters.

6.12.3.1.1 It is not mandatory for referees to issue a warning, nor does enforcement require that skaters notice the warning if issued.

6.12.3.1.2 Out of play blockers must yield the inside line, the four feet closest to the infield, to opposing Jammers or they risk penalties for passive blocking.

6.12.3.2 Referees issue a warning, and a blocker yields the inside line to an opposing Jammer. If a blocker yields the inside line and an opposing Jammer elects to skate high, there will be no penalty for passive blocking.

6.12.3.3 Skaters may assist teammates who are in a down position, as long as they are in bounds and within the Engagement Zone.

6.12.4 Minor Penalty

6.12.4.1 Out of play blocker makes contact with an opposing skater, but she does not fall. Each incident receives a separate penalty.

6.12.4.2 Out of play blocker passively blocking an opposing skater for less than 3 seconds, including failing to yield the inside line to an opposing Jammer.

6.12.4.3 Jammer outside the Engagement Zone initiates contact with any skater other than the opposing Jammer.

6.12.4.4 Out of play blocker assists her own team's skater in any way.

6.12.5 Major Penalty

6.12.5.1 Out of play blocker blocking an opposing skater who falls as a result.

6.12.5.2 Out of play blocker blocking a Jammer, actively or passively, for more than 3 seconds after a referee warning.

6.12.5.3 Out of play blocker blocking a Jammer and the Jammer is forced back into proximity of the pack as a result.

6.12.5.4 Out of play blocker skating around track, re-entering the pack from the rear, and engaging the Jammer.

6.13 Skating Out of Bounds (SB)

6.13.1 Players must remain within the boundaries of the track. "In bounds" means they do not have a skate or any part of their body touching the infield or the outfield. A player who has a skate in the infield is considered out-of-bounds until she has re-entered by placing both skates on the track either together or separately. A player leaning on the rail is considered in bounds. A player in the air is considered in bounds if her skates were on the track and not in the infield when they last touched the ground.

6.13.2 No Impact/No Penalty

6.13.2.1 Skater enters the infield or outfield as a result of engagement with another skater, including being blocked, blocking, or from the momentum of an unsuccessful block.

6.13.2.2 Skater enters the infield to reset behind a skater she advanced on while straddling the boundary line.

6.13.2.3 A skater may step into the infield to avoid a pile-up or a skater who has fallen in front of her if she cannot reasonably take another path or brake to avoid her. She is still liable for any cutting penalties she may incur upon re-entering the track.

6.13.3 Minor Penalty

6.13.3.1 Skater steps into the infield without any engagement with another player including stepping out to avoid a block.

6.13.3.2 Skater travels more than 10 feet or two strides (whichever is longer) in the infield before re-entering the track. This applies to both clockwise and counter-clockwise skating.

6.13.3.3 Skater removes herself from play for skate malfunction or injury.

6.13.3.3.1 If a skater removing herself from play for either skate malfunction or injury results in there being less than the minimum number of skaters required on the track, it will result in an immediate jam call-off, and a jam reset (per *Section 9.3.10 Jam Resets*).

6.13.4 Major Penalty

6.13.4.1 Skater is forced to the infield due to engagement with another player and travels more

than 25 feet in the infield before re-entering the track. This applies to both clockwise and counter-clockwise skating.

- 6.13.4.2 Skater steps to the infield without any engagement with another player, including stepping out to avoid a block and travels more than 15 feet before re-entering the track. This applies to both clockwise and counter-clockwise skating.

6.14 Cutting (>)

- 6.14.1 A player may not improve her position by skating on the infield whether she arrived there as a result of engagement with another player or not. A player is considered to be re-entering if she is upright and has two skates on the track. Prior to that, she may return to the infield to avoid a penalty for cutting.

- 6.14.1.1 A player with one foot on the track who has yet to re-enter by placing her second foot down is a legal target for in-play skaters, but any contact she initiates will result in a blocking from the infield penalty. She is also eligible for skating out-of-bounds penalties.

- 6.14.1.2 Falling or out of control skaters who make contact with another skater from the infield are always liable for infield blocking or tripping penalties.

6.14.2 No Impact/No Penalty

- 6.14.2.1 Skater re-entering the track without having improved her position relative to the other skaters within the Engagement Zone.

- 6.14.2.2 Skater with one foot in bounds and one foot out of bounds who passes another skater, but slows and re-enters behind the skater she passed illegally.

- 6.14.2.3 Skater re-entering the track having passed a player who is, or goes, out of play, out of bounds, or in a down position at any time prior to the infield skater re-entering.

6.14.3 Minor Penalty

- 6.14.3.1 Skater re-entering the track having improved her position relative to one opposing skater and/or any number of her teammates, but not the foremost, opposing, in-play blocker.

- 6.14.3.2 Skater re-entering the track ahead of an in-play opponent who blocked her out of bounds, regardless of hip position at the time of the block.

6.14.4 Major Penalty

- 6.14.4.1 Skater re-enters the track having improved her position relative to two or more opposing skaters.

- 6.14.4.2 Skater re-enters the track having improved her position relative to the current, foremost, opposing, in-play blocker, even if there are skaters in front of her from the re-entering skater's team.

- 6.14.4.3 Skater re-enters having improved her position relative to the opposing Jammer and it forces the Jammer back into the pack.

- 6.14.4.4 Jammer re-enters having improved her position relative to the opposing Jammer and it results in a Lead Jammer change.

6.15 Illegal Blocks (IB)

6.15.1 Other restrictions on blocking

6.15.2 No Impact/No Penalty

- 6.15.2.1 Any illegal block outlined below that fails to have an observable effect on the target skater.

6.15.3 Minor Penalty

6.15.3.1 Blocking with the Head

- 6.15.3.1.1 A block between an initiator's head and an opponent that causes the target to move forward, backward, or sideways but does not fall or lose her relative position.

6.15.3.2 Flying Block

- 6.15.3.2.1 A block where the initiator does not maintain a minimum of one skate on the track surface during the block and the target skater is knocked off balance, but does not fall or lose her relative position

- 6.15.3.3 Blocking a downed skater
 - 6.15.3.3.1 A player initiating a block on an opponent who is in-bounds, but not upright
- 6.15.3.4 Blocking while down
 - 6.15.3.4.1 A player initiating a block while on the track, but not upright, that causes the target to move forward, backward, or sideways but does not fall or lose her relative position.
- 6.15.3.5 Holding
 - 6.15.3.5.1 A body pin to the rail while both skaters remain in the Engagement Zone, but the blocking skater is not using her hands on any part of the track or the rail.
- 6.15.3.6 Blocking before the Jam
 - 6.15.3.6.1 A skater making contact with an opponent before the start whistle blows and the contact results in the target losing her balance such that she repositions both feet.
- 6.15.4 Major Penalty**
 - 6.15.4.1 Blocking with the Head
 - 6.15.4.1.1 A block between an initiator's head and an opponent where the target skater falls or loses her relative position.
 - 6.15.4.2 Flying Block
 - 6.15.4.2.1 A block where the initiator does not maintain a minimum of one skate on the track surface during the block and the target skater falls or loses her relative position.
 - 6.15.4.3 Blocking while down
 - 6.15.4.3.1 A player initiating a block while on the track, but not upright and the target skater falls or loses her relative position
 - 6.15.4.4 Holding
 - 6.15.4.4.1 Pinning a skater to the rail where the initiator has at least one hand on the rail or the track.
 - 6.15.4.4.2 Sitting on a skater or otherwise maintaining a continuous grip on a skater
 - 6.15.4.5 Blocking before the Jam
 - 6.15.4.5.1 A skater making contact with an opponent before the start whistle blows and the contact results in the target falling.
- 6.16 Illegal Procedures (IP)**
 - 6.16.1 Any illegal action which provides an advantage to a team, but does not necessarily directly affect a specific member of the opposing team
 - 6.16.2 **No Impact/No Penalty**
 - 6.16.2.1 Too many skaters on the track. Team fields more skaters than allowed or fields a skater who should be serving a penalty, but excess skater(s) can be removed from play before either Jammer reaches the pack.
 - 6.16.2.2 A skater who has been removed from the game for ejection who comes within 6 feet of the track or the announcers booth will be issued one warning as long as she does not communicate with players who are still in the game.
 - 6.16.3 **Minor Penalty**
 - 6.16.3.1 Attempted ineligible jam call off.
 - 6.16.3.1.1 Skater signaling to call off the jam when ineligible because she is not Lead Jammer or she is out of bounds.
 - 6.16.3.2 Blocker false start.
 - 6.16.3.2.1 Blocker having any part of her body or skates touching the track or the rail in front of the blocker start line at the time of the pack start whistle.
 - 6.16.3.3 Jammer false start
 - 6.16.3.3.1 Jammer having any part of her body or skates touching the track or the rail in front of the Jammer start line at the time of the jammer start whistle.
 - 6.16.3.3.2 Jammer has forward motion at the time the Jammer start whistle blows.

- 6.16.3.3.3 A false starting Jammer must yield advantage to the opposing Jammer by allowing her to pass her before reaching the pack.
 - 6.16.3.3.4 In a power jam, a false start by the Jammer will result in an immediate jam call-off, and a jam reset (per *Section 9.3.10 Jam Resets*).
 - 6.16.3.4 Too many skaters on the track. Excess skater(s) cannot be removed before a Jammer reaches the pack.
 - 6.16.3.4.1 Jam is immediately called off, and reset (per *Section 9.3.10 Jam Resets*).
 - 6.16.3.4.2 Penalty is assigned to the last skater from the offending team to enter the track. If it is unknown who joined last, the penalty will be assigned to the Pivot or to the Team Captain if there is no active Pivot (per *Section 7.1.3 Penalty Enforcement*).
 - 6.16.3.5 Improper uniform, jewelry or skates, or missing safety equipment.
 - 6.16.3.5.1 Player is immediately removed from play until the issue is rectified.
 - 6.16.3.5.2 Equipment that is lost during the course of a jam will not elicit a penalty unless a skater refuses a referee call to remove herself from play.
 - 6.16.3.6 Illegal Star Pass.
 - 6.16.3.6.1 Passing a helmet cover to any player but a team's Pivot.
 - 6.16.3.6.2 Passing a helmet cover to a Pivot who is not wearing her helmet cover.
 - 6.16.3.6.3 Throwing a helmet cover.
 - 6.16.3.7 Illegal re-entry
 - 6.16.3.7.1 Skater re-entering the track after removing herself for skate malfunction or injury. Once a skater has joined her team's bench area, she may not return to the track.
 - 6.16.3.8 Approaching within 6 feet of the track or the announcer's booth after being ejected or expelled from the game after a warning from the referees. Communicating to a player who is still active in the game is an immediate penalty; no warning needs to be issued. Penalty is assigned to the Team Captain, or a designated alternate if the captain has also been removed from the game.
 - 6.16.3.9 Delay of Game.
 - 6.16.3.9.1 If more than 30 seconds elapse between jams, and a team fails to field the minimum number of players to start a jam, a minor penalty will be assessed against the player who ultimately takes the required position on the track.
 - 6.16.3.9.2 If an entire team is more than 30 seconds late to take their places before the official start time for any quarter, a minor penalty will be assessed against the team captain.
 - 6.16.3.9.3 If a non-skating member of a team (eg. manger or coach) delays the start of a jam because she is on the track, a penalty will be assessed against the pivot or team captain if no pivot is on the track.
 - 6.16.3.10 Skaters or team representatives who are not active participants in a jam standing outside of their team's box while the jam is in progress. One warning will be given to a team, and subsequent incidents will result in penalties for the offending skaters or for the captain in the case of a violation by a support member.
- 6.16.4 Major Penalty
 - 6.16.4.1 Ineligible jam call off.
 - 6.16.4.1.1 Skater signaling to call off the jam when ineligible because she is not Lead Jammer or she is out of bounds, and a referee calls off the jam.
 - 6.16.4.2 Jammer false start
 - 6.16.4.2.1 Jammer false starts and reaches the pack before yielding advantage to the opposing Jammer.
 - 6.16.4.2.2 Results in an immediate jam call-off and jam reset (per *Section 9.3.10 Jam Resets*).
 - 6.16.4.3 Too many skaters on the track
 - 6.16.4.3.1 Skater ignores or refuses referee call to leave the track.
 - 6.16.4.3.2 Results in an immediate jam call-off and jam reset (per *Section 9.3.10*

Jam Resets).

- 6.16.4.4 Illegal Re-entry
 - 6.16.4.4.1 Skater re-entering the track after removing herself for skate malfunction or injury and engaging another skater from either team.

6.17 Insubordination (IS) and Unsporting Conduct (UC)

6.17.1 No Impact/No Penalty

- 6.17.1.1 Insubordination to a referee.
 - 6.17.1.1.1 Under one sentence burst of frustration not directed at a specific referee.
 - 6.17.1.1.2 Captains or other designated team official calmly disputing points or a penalty as described in *9.4 Official Review or Penalty Challenge*.
- 6.17.1.2 Blocking after the jam.
 - 6.17.1.2.1 If a block occurs after the first whistle of the end of a jam because of motion in progress before the whistle, and the initiating skater disengages before the fourth whistle sounds.

6.17.2 Minor Penalty

- 6.17.2.1 Insubordination to a referee.
 - 6.17.2.1.1 Non-team-official member of team disputing calls of any kind.
 - 6.17.2.1.2 Obscene gestures in a referee's direction.
 - 6.17.2.1.3 Any disrespect of a referee's authority.
- 6.17.2.2 Unsporting Conduct
 - 6.17.2.2.1 Unsuccessful attempts to pull off or pull down another skater's clothing.
 - 6.17.2.2.2 Any unsporting conduct that is attempted but fails to have an effect on game play.

6.17.3 Major Penalty

- 6.17.3.1 Insubordination to a referee.
 - 6.17.3.1.1 Profanity, yelling, insulting, or directly challenging a specific referee with a raised voice.
 - 6.17.3.1.2 Failure to follow a referee's ruling or instructions
 - 6.17.3.1.3 Failure to report to the penalty box
- 6.17.3.2 Blocking after the jam.
 - 6.17.3.2.1 Initiating a block against an opponent after the jam has ended
 - 6.17.3.2.2 Continuing a block against an opponent after the fourth whistle ending the jam has sounded.
- 6.17.3.3 Unsporting Conduct
 - 6.17.3.3.1 Successfully pulling off or pulling down another skater's clothing
 - 6.17.3.3.2 Picking up the Jammer helmet cover from an opposing team if it has fallen on the track
 - 6.17.3.3.3 Pulling off Jammer or Pivot helmet covers from an opposing team, or grabbing it out of a Jammer's or Pivot's hands during a pass.
 - 6.17.3.3.4 Any action committed in an egregious or audacious manner with substantial effect on play.
 - 6.17.3.3.5 Arguments between opposing team members with raise voices, obscene gestures, or profanity.
 - 6.17.3.3.6 Throwing a helmet. (Immediate EXPULSION if thrown at someone.)

6.18 Fighting

6.18.1 Fighting will not be tolerated, even fake fighting, and will result in immediate EXPULSION from a game and SUSPENSION from a tournament.

6.18.2 No Impact/No Penalty

6.18.2.1 Skaters who attempt to skate away from a fight and do not return blows will not be penalized.

6.18.3 Immediate Expulsion

6.18.3.1 Hitting or punching any skater, even on a skater's own team.

6.18.3.2 An arm around the neck from behind.

7 PENALTY ENFORCEMENT

7.1 General

- 7.1.1 All penalties earned during the course of a jam are assessed at the end of the jam.
- 7.1.2 Skaters are never removed from a jam in progress unless there are too many skaters on the track, a skater on the track is supposed to be serving a penalty from the previous jam, a skater's is found to be missing safety equipment, or a Jammer who commits a major penalty during the Last Jam.
- 7.1.3 If no one player can be singled out to receive a penalty, it will be assigned to the active Pivot for the jam, or, if there was no Pivot, to the team captain or designated alternate.
- 7.1.4 If an illegal procedure, such as a false start, gives an unfair advantage the referee will stop the jam if the offending team fails to yield the advantage immediately, and the jam will be reset. A penalty will be issued, but it will not be assessed until the end of the jam.
 - 7.1.4.1 If the jam stops, the quarter clock should be reset, and the jam will be restarted with the skaters who are currently on the track. Players on the track may not rotate positions, and no player substitutions are allowed.
 - 7.1.4.2 If a team is unable to field the minimum number of required players for a reset jam, then a new jam will be called. All players will be released from the penalty box, any penalties incurred will be assessed, and new players may take up position on the track.

7.2 Minor Penalties

- 7.2.1 When a minor penalty is assessed, penalty referees or officials will communicate the minor to the skaters' team manager, the announcers and the stats team.
- 7.2.2 Minor penalties are worth .25 penalty points.
- 7.2.3 When a skater has accumulated four minor penalties, or one penalty point, that skater will be sent to the penalty box. Additional minors earned after her fourth will continue to be accumulated for future penalization.
- 7.2.4 Minor penalties do not carry over from bout to bout.

7.3 Major Penalties

- 7.3.1 When a major penalty is assessed, penalty referees or officials will communicate the penalty to the skaters' team manager, the announcers and the stats team.
- 7.3.2 Major penalties are worth one penalty point.
- 7.3.3 The skater who acquires the penalty must take her seat in the penalty box before the next jam begins. Her team must play short, without the skater and the position she was playing until the penalty has expired.
- 7.3.4 A major penalty committed in the last jam of the first half of a game will be served in the first jam of the second half.
- 7.3.5 Major penalties committed in the final jam of a game will not carry over to a subsequent game.
- 7.3.6 Major penalties committed after the final jam of a game, such as Insubordination or Unsporting Conduct may be subject to disciplinary action per the host league's or tournament's Code of Conduct.

7.4 Penalty Enforcement Procedure

- 7.4.1 Players sent to the penalty box will sit for one jam.
- 7.4.2 No substitutions are allowed for a penalized skater or her position (except where *Section 7.5.1 Double Jammer Penalties* and *Section 7.8.3.3 Removal From the Game* apply). The penalized team skates short that skater's position until the penalty jam expires.
 - 7.4.2.1 If a Jammer is sent to the penalty box, the team may not field an alternate Jammer.
 - 7.4.2.2 If a Pivot is sent to the penalty box, the team may not field an alternate Pivot.
 - 7.4.2.3 Skaters serving a penalty as a Jammer or Pivot must wear the appropriate helmet cover while serving.
- 7.4.3 If multiple major penalties are assessed against a single skater in one jam, they will be served

concurrently, but a penalty point will be earned for each.

- 7.4.3.1** If a skater acquires an illegal procedure Major for failing to appear in the penalty box to serve a penalty, she may serve that penalty concurrently with the original. If the entire jam expires without her presence in the box, she will serve both penalties in the subsequent jam.
- 7.4.4** Up to two Blockers and one Jammer from each team may be in the penalty box at once.
 - 7.4.4.1** Each team must field a minimum of two blockers in every jam.
 - 7.4.4.1.1** If three blockers have acquired penalty points, the last to acquire a penalty must skate in the next jam, and serve her penalty in the subsequent jam, and she may not play the position of Pivot.
 - 7.4.4.1.2** If four blockers have acquired penalty points, the last two to acquire a penalty must skate in the next jam, and serve their penalties in the subsequent jam, neither may play the position of Pivot.
 - 7.4.4.1.3** Penalties will be served in the order that they were reported, not necessarily the order in which they were earned.
- 7.4.5** Skaters involved in penalties that occur when they aren't skating in a jam (e.g. arguments, game interference, etc), will be sent to the penalty box and their teams will be penalized blocker positions for each skater sent to the box.
- 7.4.6** Penalty points are cumulative for the game and carry over from one half into the second.

7.5 Double Jammer Penalties

- 7.5.1** If both Jammers acquire a penalty point during a jam, both skaters will serve a penalty in the subsequent jam, but each team may field an alternate Jammer.
- 7.5.2** When both Jammers are serving a penalty, they will remove their helmet covers and serve as blockers. Each team will be allowed a maximum of three blockers.
- 7.5.3** When both Jammers are serving a penalty, and one or both teams have more than two blockers serving a penalty, neither Jammer will report to the Penalty Box.
 - 7.5.3.1** Each team may field an alternate Jammer.
 - 7.5.3.2** Both teams will put a helmet with a Jammer helmet cover into the penalty box for the subsequent Jam. Helmet need not belong to the penalized Jammer.

7.6 Last Jam Majors

- 7.6.1** If 60 seconds or fewer remain on the Quarter Clock at the start of a jam in the final quarter, the Head Ref will declare that it is the Last Jam. If a Last Jam is called off by a Lead Jammer, there could be more than one Last Jam.
- 7.6.2** If a Jammer is issued a major penalty in a Last Jam, she:
 - 7.6.2.1** Must immediately leave the track and report to the Penalty Box for the duration of the Jam.
 - 7.6.2.2** Immediately loses her ability to score points. Any points she has earned before committing a major will still be added to her team's score.
 - 7.6.2.3** Immediately loses her ability to call off the jam if she is Lead Jammer. Lead Jammer status will not automatically transfer to the opposing Jammer, it must be acquired as specified in *Section 3.5 Lead Jammer*.
 - 7.6.2.4** Immediately loses her ability to "pass the star" to her team's Pivot. No member of her team may score points for the remainder of the jam.
- 7.6.3** If a Jammer who is issued a major penalty in the Last Jam, refuses to leave the track and engages the opposing Jammer, it will result in an immediate jam call-off, and a jam reset.
 - 7.6.3.1** The offending Jammer will report to the Penalty Box and serve her penalty in the reset Jam. All other players will take their same positions.
 - 7.6.3.2** Any points earned prior to the jam call off will be reported and added to the scoreboard before the reset jam commences.
- 7.6.4** If both Jammers commit major penalties, the quarter clock will be allowed to expire at which point the jam will be called off and, unless the score is tied, the game will end.
- 7.6.5** If there is a power jam and the only Jammer on the track commits a major penalty, the quarter clock will be allowed to expire at which point the jam will be called off and, unless the score is

tied, the game will end.

- 7.6.6** If blockers are issued a major penalty in the Last Jam of a game, the opposing Jammer will receive one “ghost point” per blocker, per pack lap, retroactive to the first scoring lap of the Jam.
 - 7.6.6.1** The Jammer may only earn one point per blocker per pack lap, and does not earn a second point even if she physically passes a “ghost point” blocker in the pack.
- 7.6.7** If a Last Jam is called off and reset, for any reason other than referenced in Rule 7.6.3, Jammers will begin the reset jam with full ability to score or become Lead Jammer and no blockers will begin the reset jam as ghost points, regardless of any Major penalties that may have been acquired before the jam was reset.
 - 7.6.7.1** Penalty points will be reported, and they will be assessed at the end of the reset jam.
- 7.6.8** If a Last Jam is called off by a Lead Jammer before the Quarter Clock has expired, or the game goes into overtime due to a tied score, all subsequent jams will be played under the Last Jam provisions for Major penalties. Additionally:
 - 7.6.8.1** Both teams will always have the right to field a Jammer in any new jam that succeeds a Last Jam.
 - 7.6.8.2** A Jammer who commits a Major penalty in a Last Jam or accumulates her fourth Minor penalty will not sit in the penalty box if there is a subsequent jam, and her team will not skate down a Jammer.
 - 7.6.8.2.1** She will earn penalty points, however, and if it accrues to her seventh penalty point, she will be ejected.
 - 7.6.8.3** A blocker who commits a Major penalty or accumulates her fourth Minor penalty in a Last Jam will sit for those penalties if there is a subsequent jam.

7.7 Removal from a game

- 7.7.1** Ejection
 - 7.7.1.1** When a player has acquired 7 penalty points, she will be ejected from the game.
 - 7.7.1.1.1** In tournament half-games, the threshold for ejection will be 5 penalty points.
 - 7.7.1.2** A skater will be given a medical ejection on the third jam that is called off for the same injured skater.
 - 7.7.1.3** When a skater is ejected, the ejection applies to the current game only. It does not carry over to subsequent games.
- 7.7.2** Expulsion
 - 7.7.2.1** A skater may be expelled from the bout at the referees’ discretion for serious physical violence or any action deemed by the officials to cause an extraordinary physical threat to others.
 - 7.7.2.2** A skater will be expelled from the game for throwing her helmet at any other person.
 - 7.7.2.3** Depending on the severity of the incident, an expulsion may result in the player being suspended from a tournament as well as the game.
 - 7.7.2.3.1** A skater will be suspended from a tournament as well as the game for fighting unless she attempted to skate away from the fight.
 - 7.7.2.4** Insubordination to a referee can be grounds for expulsion. Assaulting or inappropriate contact with a referee or other official will result in suspension from the tournament as well as the game.
 - 7.7.2.5** Skaters expelled for fighting or assaulting a referee or other physical threats to skaters or officials must remain in the dressing room for the duration of the game. In the most extreme cases, the hosting league may put other limits on skaters expelled for assault or other physical threats.
- 7.7.3** Removal Procedure
 - 7.7.3.1** If a skater is ejected or expelled from a game, she may not be replaced by a sub from her team roster during the in progress game.
 - 7.7.3.2** Referees do not need to meet with the team captain prior to ejecting or expelling a player from the game.
 - 7.7.3.3** An ejected or expelled skater must immediately leave the track. Unless officials believe her to be a risk for further violence, she may return to the audience in her

uniform, but may not approach the announcers' booth or the boundary separating the track from the audience. She may not remain on the floor with her team or in an area where she can interact with skaters on the track. Another player from her team must serve the major penalty, forcing her team to skate a player short.

- 7.7.3.4** Ejected or expelled players who approach the track or announcer's booth will be issued a warning. A team captain, or designated alternate, will receive a minor penalty if a player repeatedly approaches the off-limits areas or if an ejected or expelled player speaks to players on the track or in the infield.

8 SCORING

8.1 Scoring Procedure

- 8.1.1 Only skaters wearing the designated Jammer's star helmet cover are eligible to accrue points. **(W)**
- 8.1.2 Points may be earned by both Jammers, not only the Lead Jammer.
- 8.1.3 Jammers do not score on their first pass (A.K.A. initial pass) through the pack. **(W)**
- 8.1.4 After clearing the pack the first time, Jammers score each time they lap an opposing skater.
- 8.1.5 A Jammer may only earn one point per opponent per scoring pass. A Jammer may not score multiple points by simply slowing and repassing an opponent repeatedly.
- 8.1.6 A pass is registered when the Jammer's hips pass the hips of the opposing skater while the Jammer is in-bounds.
 - 8.1.6.1 If a Jammer becomes ineligible for a point by passing while out-of-bounds, she is allowed an opportunity to rest behind the opposing skate and repass legally to score the point.
 - 8.1.6.2 Penalties may still be assessed for illegal action such as clockwise skating or stopping on the track.
- 8.1.7 Points cease to be earned after the first whistle ending the jam.
- 8.1.8 Points are announced, verbally, and by hand signal, at the end of the jam.
- 8.1.9 A new jam will not begin until the points from the previous jam have been posted on the scoreboard.

8.2 Earned Points

- 8.2.1 After her initial pass, a Jammer earns one point per lap for passing an opponent who:
 - 8.2.1.1 Is in play, on the track, and within the Engagement Zone.
 - 8.2.1.2 Is in the infield but not removed from play
 - 8.2.1.3 Has fallen
 - 8.2.1.4 Is skating behind the Engagement Zone
 - 8.2.1.5 Is Out of Play because there is no defined pack.
- 8.2.2 A Jammer may score one point each time she laps the opposing Jammer at any point on the track.

8.3 Ghost Points

- 8.3.1 Players who have been removed from a specific jam will become ghost points, and a Jammer may earn one point per pack lap for each ghost point.
- 8.3.2 Ghost points will be awarded for players who:
 - 8.3.2.1 Are serving a penalty in the penalty box.
 - 8.3.2.2 Were not in formation at the start of the jam and are removed from the jam.
 - 8.3.2.3 Are withheld from play voluntarily.
 - 8.3.2.4 Have removed themselves from a jam for any reason including skate malfunction or injury.
- 8.3.3 Ghost points will be awarded as soon as a Jammer earns her first point on a scoring pass.

8.4 Out of Play Points

- 8.4.1 Out of Play points will be awarded to a Jammer on a scoring pass for any opposing blockers who are more than 20 feet ahead of the pack when she has passed the foremost blocker in the Engagement Zone.
 - 8.4.1.1 A player who has already been counted as an Out of Play point will not be counted as a second point if a Jammer subsequently physically passes her on the same scoring pass. Nor will passing any such player trigger the awarding of any ghost points.

8.5 Special Situations

8.5.1 If a blocker follows a Jammer out of the pack and re-enters the Engagement Zone from behind, she will become the first point earned as soon as both she and the Jammer are within 20 feet of the back of the pack.

8.5.1.1 Any ghost points or Out of Play points available will also be awarded to the Jammer.

8.5.2 In a No Pack situation, ghost points will be awarded when the Jammer earns her first point, but Out of Play points will not be awarded unless the pack reforms at which point they may be awarded per *8.4.1*.

9 Officials

9.1 Referees

- 9.1.1 Referee** is the designated position only for those who observe the game and report fouls. Only referees may wear the uniform designated for referees.
- 9.1.2** One referee is designated **Head Referee**. The Head Referee is the ultimate authority in the game, and is responsible for assigning positions and duties to other referees, as well as setting, maintaining, communicating and enforcing all policies and standards related to officiating the game. The Head Referee is responsible for managing the referee crew, including insuring that calls are made evenly and fairly.
- 9.1.3** The following are the required minimum referee positions:
- 9.1.3.1** Two **Jammer Referees (JR)**, one per team, to be alternated at the half or quarter breaks. Their duty is to count the points their assigned team has earned, including those she is entitled to for out of play skaters. Additionally, they are responsible for calling fouls committed by and against their Jammer. It is optional to use four referees per game, but they must be alternated between teams as pairs, so that minor differences in observation and calling judgment do not put any team at a disadvantage. Jammer referees will identify their assigned team by wearing a wrist or armband in the corresponding team color. When rotating assigned teams, the JRs will exchange their arm/wristbands as well. No more than two JRs should be stationed in the track's infield at a time.
 - 9.1.3.2** Two **Pack Referees (PR)**. Pack referees are primarily responsible for calling fouls committed by blockers and Pivots against one another, enforcing the 20-foot rules and pack cohesion as the rules demand and to keep a larger view of pack activity. They may also call penalties by and against Jammers.
 - 9.1.3.3** Two **Outside Pack Referees (OPR)**. The Outside Pack Referees will be located in primarily stationary positions at turns 1 and 3. Their main function is to observe fouls committed on the upslope side of the track, and to call off a jam if a skater goes off the track and they assess that she is injured. The OPRs will communicate with the penalty tracker or other designated logistics official by hand signals, whiteboard or radio.
- 9.1.4** Referees are not limited by their job definition regarding their positions. If a referee witnesses a foul that was missed by the designated referee for that position, they have a duty to report it.

9.2 Non-Referee Officials

- 9.2.1** Officials are positions that perform essential duties and aid in game flow, but do not call penalties.
- 9.2.2** The following are the required minimum official positions
- 9.2.2.1 Game Executioner (GE):** A game will have one game executioner or jam timer. The GE is responsible for starting jams and for timing 30 seconds between jams. The jam timer is also responsible for ending jams that run the full minute according to the scoreboard jam clock that is visible to the audience.
 - 9.2.2.2 Penalty Trackers (PT):** 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.
 - 9.2.2.3 Penalty Box Administrators (PB):** There will be two penalty box administrators per game. Each is assigned to a team, and their job is to acquire the penalties which must be served in the penalty box from the Penalty Tracker, and inform the designated official from their assigned team about the penalty, and to insure that skater reports to the penalty box. If a skater is not in the penalty box before the next jam begins, the PB will call for an administrative time out. If a skater does not report to the box and causes an administrative time out to be called, she may be given an additional delay of game penalty. PBs may also be given the additional responsibility of communicating penalties to the stats crew and announcers booth using a

whiteboard or radio.

9.2.2.4 Scoreboard Operator (SB): A game will have one scoreboard operator. The SB posts the official score as reported by the Jammer Referees or the Eye in the Sky, keeps the game time, and starts the visible jam countdown clock when available.

9.2.2.5 3-Board (3B): This position is responsible for working with the PT to record all major penalties and 3rd minor penalties on a penalty-tracking whiteboard in the middle of the track. The board must be visible to each bench and updated within 2 jams.

9.2.3 The following are recommended officials positions

9.2.3.1 Penalty Tracker Assistant (PTA): This official stands beside the Penalty Tracker to receive penalties when multiple referees are turning them in at the same time. The PT and the PTA will divide up the work of notifying PBs of players who must sit penalties and receiving penalties reported by the OPRs at the end of a jam.

9.2.3.2 White Board (WB): This position takes the duty of communicating penalties to the announcers' booth and stats team. The official may also be responsible for noting and marking down the reported score on a per-jam basis.

9.2.3.3 Eye in the Sky (EYE): Each game may have two Eyes in the Sky. Each EYE is paired with a Jammer Referee, and it is their responsibility to count the points scored by that JR's Jammer. At the conclusion of a jam, the JRs will report their scores to the EYES who will then confirm the score. If there is a discrepancy the EYE and the JR will communicate using hand signals to determine the source of the difference (examples including, but not limited to, ghost points, cutting, or OOP points). If agreement cannot be reached, the EYE will accept the JR's reported score. EYES will report scores to the Scoreboard operator and the announcers. EYES will also indicate during a jam if the Jammer they are watching is lead or not Lead Jammer.

9.2.3.4 Stats Keeper: A game may have at least one Stats Keeper. The Stats Keeper records the participants in each jam, points reported by the Jammer referees, and penalties reported by the Penalty Box Administrators or Penalty Communicator, and informs the announcers when needed.

9.3 Duties

9.3.1 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*. Referees will use their discretion and their decisions are binding.

9.3.2 Assessing team readiness for each jam:

9.3.2.1 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 4.2 Pre-Jam Formation*) **(W)**

9.3.2.2 If the jam starts with too many skaters, the referee should verbally try to remove the last skater who entered the track; if that skater cannot be identified, the skater that is closest to them can be verbally pulled off of the track. The team should be penalized according to *Section 6.2.17M* **(W)**

9.3.2.2.1 If the jam starts with too many skaters and the extra skater cannot be pulled before a Jammer reaches the pack, the referee should stop the jam, remove the extra skater, and reset the jam. Extraneous skaters are subject to penalties specified in *Section 6.13.3.4 Illegal Procedures*. (*See section 9.3.10 Jam Resets*.)

9.3.3 The referees will ensure that the players are wearing all required safety equipment, the correct uniforms, and the correct player designations. **(W)**

9.3.3.1 For liability purposes, referees may not adjust players' equipment. Players must make all adjustments themselves and clear them with a referee before being allowed to play.

9.3.4 Signaling Pack and Jammer starts **(W)**

9.3.4.1 The start of the pack will be signaled with one short whistle blast.

9.3.4.2 The start of the Jammers will be signaled with two rapid whistle blasts.

- 9.3.5 Assigning and communicating Lead Jammer status (**W**)
 - 9.3.5.1 The referee will continue pointing to the Lead Jammer as long as she remains in the lead.
- 9.3.6 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 Eye in the Sky or Scoreboard operator.
- 9.3.7 Referees will use all officially designated hand signals as means to properly communicate to scoreboard operators, penalty trackers, skaters, announcers and fellow referees.
- 9.3.8 Calling off the jam with **four rapid whistle blasts**.
- 9.3.9 A referee **may** call off a jam for any of the following reasons:
 - 9.3.9.1 The jam clock runs out of time.
 - 9.3.9.2 The Lead Jammer signals to call off the jam.
 - 9.3.9.2.1 It is primarily the responsibility of the Jammer Referee assigned to a Jammer to call off the jam when she signals. However, either Jammer Referee or the Head Ref may call off the jam if the Lead Jammer calls it off by placing her hands on her hips. Referees are discouraged from calling off the jam unless they are certain that the skater signaling to call it off is the Lead Jammer, but if a Jammer Referee cannot see his Jammer attempting to call it off, (due to a fall, for example) it would be appropriate for another ref to call it off.
 - 9.3.9.3 Referees call an official time-out. Referees have the option of calling an official timeout if they feel that there is a situation that would interfere with safety of the skaters or crowd, or that would interfere with proper game play
 - 9.3.9.4 Injury. Referees should only call off a jam if EMTs signal for a jam call-off or if the injured skater is unable to remove herself from the path of oncoming skaters.
 - 9.3.9.4.1 If a player is able to remove herself (eg. join her team's bench) such that she does not pose a safety risk to herself, other players or referees, the jam should not be called off.
 - 9.3.9.4.2 If a jam is called off for injury, the injured player must give her helmet to her team's Penalty Box Administrator and sit out for the next five jams. She does not receive a penalty point, nor must her team skate short a player or her position.
 - 9.3.9.5 A player goes off the track into the outfield.
 - 9.3.9.5.1 If the skater is able to stand up within 5 seconds, the jam will not be called off.
 - 9.3.9.5.2 If the player cannot stand up within 5 seconds or she appears severely injured to a referee or EMT, the jam will be called off immediately.
 - 9.3.9.5.3 If a jam is called off for a player in the outfield, she must sit out the next five jams, same as an injury call off.
 - 9.3.9.6 Technical difficulty or mechanical malfunctions (including skate trouble) if the broken equipment poses a safety hazard for skaters in play.
 - 9.3.9.7 If there is no longer a Jammer participating in the jam due to penalties or removal from play.
 - 9.3.9.8 A skater loses, is missing, or breaks safety equipment during a jam, and refuses to come down from the track after a referee warning.
 - 9.3.9.9 Jammer false start, and the offending skater reaches the pack before yielding advantage to the opposing Jammer.
 - 9.3.9.10 Too many skaters on the track, and the extra player(s) cannot be removed before a Jammer reaches the pack or a penalty occurs.
 - 9.3.9.11 Too few skaters on the track due to a skater returning to her bench for any reason during a jam.
 - 9.3.9.12 A player who is supposed to be serving a penalty is on the track and cannot be removed before a Jammer reaches the pack or a penalty occurs.
 - 9.3.9.13 Disruption of the skating surface (debris or spills).
 - 9.3.9.14 Part of the track is broken or damaged, such as the rail, kickrail, or an upright, and it

poses a safety issue.

9.3.9.15 A player is physically interfered with by spectators.

9.3.9.16 Fighting will always result in an immediate jam call off.

9.3.9.17 Emergency.

9.3.10 Jam Resets.

9.3.10.1 If the referees call off the jam for a false start, too many or too few skaters on the track, or because a skater refuses to remove herself for missing or faulty equipment, the jam will be “reset” rather than starting a new jam.

9.3.10.2 The players on the track will return to their starting positions

9.3.10.3 Any extraneous players will be removed.

9.3.10.4 No players will be released from the penalty box.

9.3.10.5 No substitutions will be allowed

9.3.10.6 Time elapsed during the jam will be put back on the quarter clock.

9.3.10.7 Any penalties acquired will be assessed at the end of the jam.

9.3.10.8 If points have been scored, there can be no jam reset. Points and penalties will be assessed, skaters dismissed from the penalty box, and the game will continue with a new jam.

9.4 Official Review: Point or Penalty Challenge

9.4.1 In the event that there is a disagreement regarding a referees’ call or scoring, only the captains or their designated alternates may discuss the ruling with the referees. Coaches or managers may act as designated alternates. Skaters may only act as alternates when the team has no manager or coach.

9.4.2 A team captain requests an official review with a signal arranged prior to the game.

9.4.3 Each team is allowed three Challenges per game. They may be Penalty or Points Challenges.

9.4.3.1 Teams may use a maximum of two Challenges per half.

9.4.4 A challenge may only be requested for events that transpired in the previous jam and must be requested before the next jam starts.

9.4.5 The Head Referee may meet alone with the teams’ designated representatives, or may call in referees or other officials as needed. ***One and only one representative from each team must be present for any challenge.***

9.4.6 The captain requesting the review will explain the grievance without raising her voice (other than what is necessary to be heard over the crowd or sound system), in a calm and rational manner. She will present her case, the opposing captain can offer her arguments if she has any, and referees may be called to present additional testimony.

9.4.7 In rare cases, the Head Referee may call for other skaters and game officials located outside the track boundaries to offer testimony.

9.4.8 The Head referee will investigate the grievance with the other referees, and together determine merit. **(W)**

9.4.9 The Head Referee will announce a decision based on the merits of the case that are presented. This decision is final.

9.4.10 During a challenge, the quarter clock will be stopped.

9.5 Referee Discretion

9.5.1 The consensus of the referees will be the final decision on any disputed point that is not clearly spelled out in these rules. The **Head Referee** may increase the severity of a penalty at their discretion *if a referee strongly believes it is warranted* (e.g.. in response to potentially harmful game play, an illegal block that normally results in a minor foul could be called as a major foul). Similarly, the referee may decrease the severity of a penalty to a warning as they see fit.

9.5.2 If the referee is in doubt on a call, i.e. she/he sees the effects of a hit but does not see the action, ***she/he must not call a penalty.***

9.5.3 If the referee is in a position where “intent” must be inferred but is not clear, ***she/he must assume legal intent.***

9.5.4 If the referee is not sure whether an action warrants a major or a minor, ***it must be called a minor.***

9.6 Equipment

- 9.6.1** Penalty calling referees should be uniformed in a manner that makes them easily identifiable as the officials for the bout, e.g. a black and white striped shirt or dress.
- 9.6.2** Other officials who are not directly responsible for observing and reporting points and fouls should wear a different uniform, so the public does not assume all of the infield personnel are referees.
- 9.6.3** Each referee participating in a bout must visibly display their name on the back of his or her jersey. **(W)**
- 9.6.4** Each referee will provide a working regulated sports whistle that will aid in the appropriate whistles for jam play and calling penalties. Fox 40 Brand strongly encouraged. **(W)**
- 9.6.5** Safety Gear: skating referees and officials are required to wear the following safety equipment, in addition to that which is required as a minimum by the liability insurer:
 - 9.6.5.1** Helmet. **(W)**
 - 9.6.5.2** Knee Pads. **(W)**
 - 9.6.5.3** Wrist Guards. **(W)**
 - 9.6.5.4** Elbow Pads. **(W)**

10 SAFETY

10.1 Safety Personnel

- 10.1.1** The home 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. The absence of medical professionals fifteen minutes after the scheduled start time for a game will result in a forfeit for the hosting league.
- 10.1.2** Team captains are responsible for supplying medical personnel with their skaters' medical and/or emergency contact information as necessary. Skaters without this information will not be allowed to participate in a game.
- 10.1.3** Referees are not personally responsible for skater safety nor are they liable in the case of injury.

10.2 Injured Skaters

- 10.2.1** If a skater sustains an injury serious enough that the referees call off the jam the skater must sit out the next five jams.
- 10.2.2** If more than two jams are called off for the same skater due to injury, she will receive a medical ejection.
- 10.2.3** If a skater is bleeding, she may not participate in a jam until the bleeding has stopped. **(W)**

10.3 Impaired Skaters and Officials

- 10.3.1** Skaters and anyone serving in an official capacity except announcers may not participate in a bout while under the influence of alcohol, narcotics, or illegal drugs.
- 10.3.2** No one may consume alcohol at bouts while wearing skates.