

# Roller Derby Coalition of Leagues

## Banked Track Roller Derby Rules

### **V3.1**

Updated: 1/28/16

V2.5 to V3.1 changes highlighted in blue

*Section 3.8 has been updated regarding skater numbers. This section must be adhered to by 2018 for current RDCL team skaters as of 12/31/15. Newly drafted skaters in 2016 must adhere to these number guidelines to play RDCL interleague games. RDCL Rules Reps will collect all numbers that will be allowed to have a two-year adoption process, with local leagues deciding which numbers apply and which do not. Tournament Head Refs will refer to RDCL Rules Committee and RDCL Administrator for listing of eligible numbers during the 2016 & 2017 seasons.*

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## **TEAMS**

- 1.1** Teams shall consist of a maximum of twenty (20) skaters.
- 1.2** A maximum of fourteen (14) skaters may be on the roster for a specific game.
- 1.3** During tournament play, leagues may substitute alternate skaters from their team roster between games but not during a game.
- 1.4** A league may have more than one team.

## 2 GAME PARAMETERS

### 2.1 Track

- 2.1.1 The hosting league must inspect the track for safety prior to each game.
- 2.1.2 The track surface shall be clean, smooth, and suitable for roller-skating.
- 2.1.3 The track boundaries [are recommended to](#) be marked according to the RDCL Track Appendix – Appendix A.
- 2.1.4 The infield boundary must be indicated by a raised boundary at least one quarter (.25) of an inch and no more than three (3) inches in height, marked in such a way that it 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 two (2) inches and six (6) inches.
  - 2.1.4.1 The track, kick & hand rails must have a clear, two (2) inch wide, track-width-spanning, contrasting demarcation for:
    - 2.1.4.1.1 Jammer start line located in either of the straightaways.
    - 2.1.4.1.2 Blocker boundary lines.
    - 2.1.4.1.3 Pivot boundary line.
- 2.1.5 The teams will have chairs or benches for their skaters in the infield in the designated team areas. Only those skaters who are on the roster for that game are allowed 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.
  - 2.1.5.1 All skaters and authorized infield personnel must remain in these boundaries for safety.
- 2.1.6 There will be a minimum six (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.
- 2.1.7 For safety and visibility, the track surface, boundaries, safety zone, and penalty area should be clearly lit.
- 2.1.8 The track and the boundary markers are considered inbounds.

### 2.2 Structure

- 2.2.1 A game is composed of sixty (60) minutes of play divided into quarters of fifteen (15) minutes played between two (2) teams.
- 2.2.2 There will be at least a fifteen (15) minute break between quarters two (2) and three (3).
- 2.2.3 At the start of a period or after any listed stoppage in play, skaters will not be allowed to leave their team areas to take positions until the thirty (30) second warning whistle is sounded. Any contact occurring before the thirty (30) second warning whistle will be subject to penalties as specified in *Section 6.17: Illegal Blocks*. The warning whistle will be sounded at the end of the following stoppages in play:
  - 2.2.3.1 Beginning of any quarter.
  - 2.2.3.2 Official time out.
  - 2.2.3.3 Team time out.
- 2.2.4 Tournaments may use an abbreviated game comprised of two (2) fifteen (15) minute quarters.
- 2.2.5 The team with the most points at the end of the game wins.

### 2.3 Forfeiture

- 2.3.1 If either team is unable to field the minimum number of skaters required for any jam due to ejection, expulsion, or injury, that team forfeits the bout.
  - 2.3.1.1 If the team that is unable to field the minimum number of skaters has fewer points than their opponents, the final score will be reported as it stands at the end of the jam preceding the forfeiture.
  - 2.3.1.2 If the team that is unable to field the minimum number of skaters has more points than their opponents, the final score will be reported as the opposing team having scored one more point than the forfeiting team's total score as it stands at the end of the jam preceding the forfeiture.
- 2.3.2 If either team is more than fifteen (15) minutes late to the start of any quarter, that team forfeits the bout with the score to be reported, as specified in *Section 2.3.1: Forfeiture*.

### 2.4 Quarters

- 2.4.1 The quarter begins when the designated referee blows the jam start whistle. The signal will be one (1) whistle blast.
- 2.4.2 There will be at least a five (5) minute break between quarters to allow for referee rotation and, if applicable,

skater warm-up.

**2.4.3** The quarter ends when the quarter clock reaches zero (0:00) or the maximum length for the quarter.

**2.4.4** If a jam is in progress when the quarter clock runs out, the jam continues normally until called off or the jam clock runs out.

**2.4.5** 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 thirty (30) seconds between jams.

## **2.5 Jams**

**2.5.1** 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.

**2.5.2** A jam may last up to one (1) minute.

**2.5.3** Between jams, teams have thirty (30) seconds to get into formation. If both teams are in formation with helmet covers on before thirty (30) seconds has elapsed, the referees may start the jam.

**2.5.4** 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 out of formation for that jam.

**2.5.4.1** If the minimum numbers of skaters are not ready to start the jam after the allotted time, the quarter clock may stop and teams will be subject to delay of game (D) penalties.

**2.5.5** Blockers (*See Section 3.2: Blocker*) are considered ready if they are upright and on the track and have at least one skate between or on the blocker boundary lines when the start whistle is blown. Blockers who start the jam with neither skate within the blocker boundary lines are ineligible to skate the jam.

**2.5.5.1** A Blocker is considered upright if one or both of their skates are touching the track and no other part of their body or equipment is touching the track or the infield.

**2.5.5.2** Skaters who are down or out of position due to illegal contact initiated by opponents will be eligible to skate in the jam.

**2.5.6** Pivots (*See Section 3.3: Pivot*) are considered ready if they are upright, on the track, actively putting on their helmet covers, and have at least one skate between or on the Pivot boundary line and the front blocker boundary line when the jam start whistle is blown.

**2.5.7** Jammers (*See Section 3.4: Jammer*) are considered ready if they are on the track, on or behind the Jammer start line, and actively putting on their helmet covers when the jam start whistle blows. At the time that the jam start whistle is blown, they must be on or behind the Jammer start line and their skates must not be moving forward.

**2.5.8** If a referee calls off a jam with four (4) rapid whistle blasts the jam is over. The jam will not continue even if the whistle was inadvertent or incorrect.

## **2.6 Overtime**

**2.6.1** If the score is tied at the end of a game, overtime jams will take place until the score is no longer tied.

## **2.7 Timeouts**

**2.7.1** Each team is allowed three (3) one (1) minute timeouts per game.

**2.7.1.1** Teams may use a maximum of two (2) timeouts per half.

**2.7.2** In a tournament half game, each team is allowed two (2) timeouts per half game.

**2.7.2.1** Teams may use a maximum of one (1) timeout per quarter for tournament half games.

**2.7.3** To initiate a timeout, the captain or designated alternate will signal the officials and make a "T" signal with their hands, to indicate that they are requesting a timeout. Referees will signal for the clock to stop.

**2.7.4** A timeout may only be requested between jams.

**2.7.5** Referees may call an official timeout at any point.

## **2.8 Penalty Box**

**2.8.1** For each game, chairs or benches must be provided to make up the Penalty Box. This is the designated area where penalties will be served. The chairs or benches must be capable of accommodating a total of three (3) people per team.

**2.8.2** A penalty box will be assigned to each team and will be situated on either side of the center of the infield.

## **2.9 Clocks**

**2.9.1** Each bout will have separate quarter and jam clocks that are visible to the audience and skaters participating in

the game.

#### **2.9.2 Quarter Clock**

**2.9.2.1** The quarter clock starts with the jam start whistle of the first jam.

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

**2.9.2.3** Referees must stop the quarter clock between jams when time exceeds thirty (30) seconds.

#### **2.9.3 Jam Clock**

**2.9.3.1** The jam clock starts with the jam start whistle.

**2.9.3.2** The jam clock stops at the end of each jam.

### **2.10 Whistles**

**2.10.1** The thirty (30) second warning will be signaled with one (1) long rolling whistle blast (*See Section 2.2.3: Structure*).

**2.10.2** The start of the jam will be signaled with one (1) whistle blast.

**2.10.3** The end of the jam will be signaled with four (4) rapid whistle blasts.

**2.10.4** The start of either an official or a team timeout will be signaled with four (4) rapid whistle blasts.

**2.10.5** When the final score is confirmed, the end of the game will be signaled with one (1) long 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 they may play during a bout, but are 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.
- 3.2.2 A maximum of four (4) Blockers, including a Pivot, from each team are allowed on the track during a jam. A minimum of two (2) Blockers per team, including a Pivot, are required on the track during a jam.
  - 3.2.2.1 If, in the course of a jam, a skater removes themselves from play by returning to an infield box causing their 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 as specified in *Section 9.3.10: Jam Resets*.
    - 3.2.2.1.1 The removed skater cannot skate in the next five (5) jams inclusive of the reset jam.
    - 3.2.2.1.2 The removed skater may be replaced in the reset jam by any eligible team member who did not skate in the previous jam.

#### 3.3 Pivot

- 3.3.1 A Pivot is a type of Blocker. In certain circumstances a Pivot may take over the position of Jammer for their team as specified in *Section 3.6: Passing the Star*.
- 3.3.2 One (1) Pivot from each team must be fielded in each jam in the Pivot start box in order to start the jam. The Pivot constitutes one of the four (4) Blocker positions.
  - 3.3.2.1 If the Pivot removes themselves after the start of the jam, and it does not result in the team being below the minimum requirement for Blockers, the jam will continue.
- 3.3.3 Pivot identification: Pivots wear a striped helmet cover, as specified in *Section 3.7: Helmet Covers*.
- 3.3.4 A Pivot may not transfer their helmet cover or position to another Blocker once the Jam has started.

#### 3.4 Jammer

- 3.4.1 A Jammer's role is to attempt to make their way through the pack, lap the pack, and pass through the pack as many times as they choose in a jam to score points for their team as specified in *Section 8: Scoring*. A Jammer may pass their position to their team's Pivot as specified in *Section 3.6: Passing the Star*.
- 3.4.2 A maximum of one (1) Jammer from each team is allowed on the track per jam. A minimum of one (1) Jammer from either team is required on the track per jam.
- 3.4.3 Jammer identification: Jammers wear a helmet cover with two (2) visible five (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 the foremost Jammer after they have passed every in-play Blocker and become the foremost skater in play.
  - 3.5.1.1 An Inactive Jammer (*See Glossary – Inactive Jammer*) who completes their initial pass and becomes the foremost in-play skater, will still become Lead Jammer, but cannot call off the Jam until they become an Active Jammer (*See Glossary – Active Jammer*).
  - 3.5.1.2 A Jammer **does not need to** pass all players legally to acquire Lead Jammer status.
  - 3.5.1.3 If the opposing team is playing without a Jammer, (*See Glossary – Power Jam*) the participating Jammer is Lead **Jammer** as soon as they become the foremost skater in play.



- 3.5.1.4 If the Lead Jammer is removed from play mid-jam either voluntarily, or due to injury, the opposing Jammer will automatically become Lead Jammer only if they have fulfilled the requirements to become Lead Jammer as specified in *Section 3.5.1: Lead Jammer*.
- 3.5.1.5 Until either Jammer becomes the foremost in-play skater, there can be no Lead Jammer.
- 3.5.1.6 A Lead Jammer who is re-passed by any Blockers on her initial pass retains the Lead Jammer status unless passed by the opposing Jammer. The opposing Jammer does not automatically become the Lead Jammer unless they have satisfied the conditions outlined in *Section 3.5.1*.
- 3.5.2 The Active Lead Jammer may **signal to** call off a jam before the jam clock runs out by placing both of their hands on their 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 them, the jam will still end and there will be no penalty for an ineligible jam call off.
  - 3.5.2.2 Points will accrue until the first whistle to end the jam.
- 3.5.3 The Active Lead Jammer may **signal to** call off the jam even if part of their body other than their skates is touching the track surface, or they are leaning over the rail, as long as they are inbounds.
  - 3.5.3.1 The Active Lead Jammer may not **signal to** call off the jam if any part of their body or equipment is touching the infield or the outfield.
  - 3.5.3.2 The Active Lead Jammer who is out of bounds must re-enter the track, upright and touching the track with both skates and no other part of their body or equipment before being eligible to **signal to** call off the jam.
- 3.5.4 The Active Lead Jammer may only **signal to** call off the jam in mid-air if they were inbounds the last time their skates were on the ground.

### 3.6 Passing The Star

- 3.6.1 As a strategic move, a Jammer may pass their position to their team's Pivot, allowing said Pivot to become their team's Current Jammer (*See Glossary – Current Jammer*) for the remainder of the jam. The new Current Jammer is eligible for Lead Jammer status.
- 3.6.2 The star may be passed by either team's Jammer.
- 3.6.3 The star may be passed at any time that both a Jammer and Pivot are 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 their helmet cover and hand it off directly to their 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 inbounds. A Jammer who has removed their helmet cover has forfeited:
    - 3.6.4.1.1 Their ability to accrue points.
    - 3.6.4.1.2 Their personal ability to **signal to** call off the jam if they were Lead. The Pivot who is given the Jammer's star may retain this privilege if they remain the Lead Jammer once their helmet cover is on their head.
  - 3.6.4.2 A helmet cover pass may be blocked by the opposing team by any means of legal blocking.
- 3.6.5 Incomplete passes and recovery.
  - 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 current Jammer.
    - 3.6.5.1.1 A helmet cover that is recovered by anyone other than the current Jammer will be eligible for penalties as specified in *Section 6.18.4.5: Illegal Star Passes*
  - 3.6.5.2 A Jammer who has lost their helmet cover loses their ability to score points or **signal to** call off the jam, though they are not subject to out of play penalties. They may skate and block the opposing Jammer outside of the engagement zone.
  - 3.6.5.3 If a helmet cover pass cannot be completed for any reason, the original Jammer may return the helmet cover to their own helmet and regain their Jammer position.

### 3.6.6 Pass Completion

- 3.6.6.1 A Pivot who has been passed the star attains Jammer status when they have the helmet cover in their hand. Until the Jammer cover is in their hand, they are subject to out of play penalties.
- 3.6.6.2 A Pivot cannot conceal the helmet cover once it is in their hand.
- 3.6.6.3 A Pivot cannot begin accruing points or [signal to](#) call off the jam if they are lead until the helmet cover is placed on their head. (See glossary: Inactive Lead Jammer)
- 3.6.6.4 A Pivot who has been passed the star is now subject to all rules as specified in *Section 8.0: Scoring*. They pick up where the previous Jammer left off on points scored and number of laps through the pack.
- 3.6.6.5 A Pivot who has taken the position of Jammer for their team by means of a successful helmet cover pass will play the position of Jammer for the duration of the jam.
- 3.6.6.6 A Jammer who successfully completes a helmet cover pass to their Pivot will play the position of Blocker for the remainder of the jam.

## 3.7 Helmet Covers

- 3.7.1 Pivot: helmet cover must be a solid color and have a stripe a minimum of two (2) 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 (2), five (5) pointed stars that are a minimum of six (6) inches across, from point to point, one each on the left and right side. Helmet cover base color and stars must be solid, 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 may request that the team use helmet covers that meet the definition.
- 3.7.4 Both teams are required to provide two different sets of helmet covers. Each set must be discernibly different from the other. An inverse of the base and star/stripe color also fulfills this requirement. In the event that both teams first choice of helmet covers are indistinguishably different from each other the head referee may request one team switch to their alternate colors.

## 3.8 Uniforms

- 3.8.1 [Skater numbers may be up to four \(4\) characters long.](#)
- 3.8.2 [Skater numbers may contain a number from 0-9, or a letter A-Z](#)
  - 3.8.2.1.1 [Skater numbers must contain at least one numeric digit.](#)
  - 3.8.2.1.2 [Letters must be capitalized.](#)
- 3.8.3 Each skater participating in a bout must visibly display their number on the back of their jersey. The print must be at least four (4) 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.
  - 3.8.3.1 [Accent letters or symbols must be 2 inches or smaller.](#)
- 3.8.4 Each skater participating in a bout must visibly display their number on each arm or sleeve of their uniform. It must be at least two (2) inches tall, in high contrast from the skin or material it is on, and match the number on the back of their jersey.
- 3.8.5 Each member of a respective team participating in a bout must wear a uniform, which clearly identifies them as a member of their team.
  - 3.8.5.1 [Two members of the same team may not have the same skater number.](#)
- 3.8.6 It is recommended that each skater participating in a bout visibly display their number on their helmet facing the inside of the track. The number should be at least two (2) inches tall, in colors contrasting to the color of the helmet, and must match the number on the back of their jersey. If temporary numbers are taped on then the number must be in contrasting colors to their background (e.g., if numbers are written on tape placed on the helmet, the tape functions as 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.

**3.9.1.1** All neck jewelry must be removed or taped down.

### **3.10 Skates**

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

### **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 penalties, as specified in *Section 6.18.5.4: 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.

**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.

**3.11.3.1** Protective gear is the responsibility of each individual skater.

## 4 PACK

### 4.1 Pack Definition

- 4.1.1 The pack is defined by the largest group of upright, inbounds, Pivots and Blockers, skating in proximity, containing members from both teams.
  - 4.1.1.1 Proximity is five (5) feet.
  - 4.1.1.2 The Jammer is never considered part of the pack.
- 4.1.2 If no single group of skaters meets the definition of the pack there is a split pack. This may occur when no two skaters from opposing teams are skating within proximity of each other or when there are multiple distinct groups of skaters, skating within proximity of each other and either none, or, multiple equal groups, meet the definition of the pack.

### 4.2 Engagement Zone

- 4.2.1 The engagement zone is the area on the track where skaters may legally engage in blocking. Jammers may engage each other outside of the engagement zone.
- 4.2.2 The engagement zone begins twenty (20) feet behind the rearmost member of the pack and extends to twenty (20) feet ahead of the foremost member of the pack between the inside track boundary and outside rail.
  - 4.2.2.1 During a split pack, the engagement zone is measured from the foremost group of two or more blockers, skating in proximity on the track. **The measurement is twenty (20) feet ahead of the foremost member of the foremost group and twenty (20) feet behind the rearmost member of the foremost group.**
    - 4.2.2.1.1 All blockers within that engagement zone may block and assist during a split pack, but all blockers must simultaneously and immediately attempt to reform the pack or risk penalties. *(See Section 6.11: Failure to Reform.)*
  - 4.2.2.2 **If the split pack occurs in such a way that single blockers are distributed across the track outside of proximity from each other, the engagement zone is measured from the foremost blocker on the track, twenty (20) feet in front and twenty (20) feet behind the single skater.**

### 4.3 Pre-Jam Formation

- 4.3.1 Prior to the start of a jam, all skaters must be in formation with the Pivots and Blockers upright, inbounds, on or within their designated boundary lines. Pivots and Blockers may not start touching the track with any part of their body or equipment other than their skates *(See Section 6.18.5.2: Blocker or Pivot False Start)*
- 4.3.2 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.
  - 4.3.2.1 In the event of a non-scoring or tied jam, the Jammer position is determined by the previous scoring jam's outcome.
  - 4.3.2.2 Jammers may not contact each other before the start whistle *(See Section 6.17.3.7.4: Illegal Blocks)*.
- 4.3.3 Blockers and Pivots may touch the rail as long as the point of contact is on or within their designated boundary lines. Jammers may touch the rail as long as the point of contact is on or behind the Jammer start line.
- 4.3.4 Blockers and Pivots from the same team may contact each other over the front Blocker/rear Pivot boundary lines.

### 4.4 Jam Formation

- 4.4.1 Once the pack is in motion, skaters may change location as long as they stay within the engagement zone.
- 4.4.2 In Play/Out of Play: When a Blocker or Pivot is positioned outside the engagement zone or out of bounds, they are out of play and subject to penalties specified in *Section 6: Penalties*.
  - 4.4.2.1 Blockers and Pivots who are out of play may not engage any opposing players.
  - 4.4.2.2 Blockers and Pivots who are out of play may not assist their teammates.
  - 4.4.2.3 Blockers and Pivots who are not part of the pack, as specified in *Section 4.1: Pack Definition*, but still in the engagement zone, may block and assist.
  - 4.4.2.4 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 6.12: Skating Out of Play Penalties*.
  - 4.4.2.5 Out of play Blockers and Pivots must yield the inside four (4) feet of the track to the opposing Jammer by physically moving out of the Jammer's path. Any block can result in a penalty, as

specified in *Section 6.13: Blocking Out of Play Penalties*.

**4.4.2.6** A Blocker or Pivot who is out of play must rejoin the pack in the opposite way they left.

**4.4.2.6.1** If the player sprinted forward of the pack, they must drop back to be considered in the engagement zone.

**4.4.2.6.2** To regain position in the pack after having fallen behind or recovering from a fall, a Blocker or Pivot must catch back up to the back of the pack by skating within the track boundaries to be considered back in the engagement zone.

**4.4.2.6.3** Any Blocker or Pivot 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 as specified in *Section 6.12.4.2: Skating Out of Play Penalties*.

**4.4.3** The Jammers may engage each other anywhere inside the track boundaries for the duration of the jam. When a Jammer is outside of the engagement zone they may only engage the opposing Jammer.

## **4.5 Starts**

**4.5.1** Blockers and Jammers begin counterclockwise stepping or skating on a single whistle blast from the referee. A Jammer may not begin rolling forward until the signal, though non-forward motion is acceptable.

**4.5.1.1** A Jammer may begin with a hand or knee on the track, so long as no part of their body is touching the track or the rail in front of the Jammer start line.

**4.5.1.2** A Jammer may block the opposing Jammer off the start line even if the target is starting with part of their body touching the track, as long as the blocking Jammer is stepping or skating when initiating the block.

## 5 BLOCKING

### 5.1 General

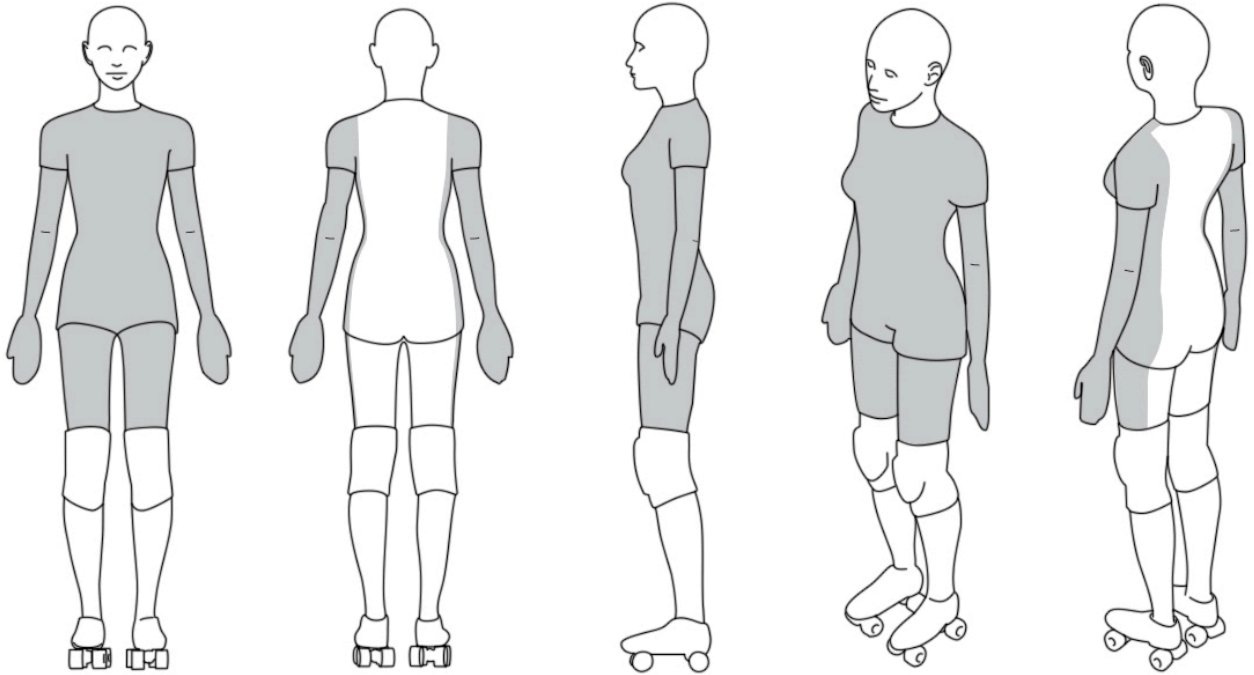
- 5.1.1 Blocking is any movement on the track designed to knock an opponent down, out of bounds, or impede the opponent's speed or movement.
- 5.1.2 Blocking includes possible counter-blocking motions. Counter-blocking is treated as a block and held to the same standards and rules.
- 5.1.3 A skater who is in play and stepping or skating, in a counterclockwise direction, may block an opposing player at any time during the jam after the start whistle has blown.

### 5.2 Contact Zones

- 5.2.1 Contact between opponents is limited to legal blocking zones and legal target zones.
- 5.2.2 **Legal Target Zones**—a skater may be hit in the following locations:
  - 5.2.2.1 The arms.
  - 5.2.2.2 The chest and the front and sides of the torso.
  - 5.2.2.3 The hips.
  - 5.2.2.4 The front and the sides of the thighs.
- 5.2.3 **Illegal Target Zones**—for safety reasons, a skater may not be hit in the following locations:
  - 5.2.3.1 Anywhere above the shoulders.
  - 5.2.3.2 On the back of the torso or buttocks.
  - 5.2.3.3 On or below the knees.
- 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:
  - 5.2.4.1 The arm from the shoulder to the elbow.
    - 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.
  - 5.2.4.3 The hips, thighs, and buttocks.
  - 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 counterclockwise direction.
- 5.2.5 **Illegal Blocking Zones**—apply to the body parts of the skater performing a block.
  - 5.2.5.1 The point of the elbow.
    - 5.2.5.1.1 When engaging another skater, elbows may not be swung with upward or downward motion.
    - 5.2.5.1.2 The elbow must be bent while blocking with that arm.
    - 5.2.5.1.3 Contact may not be made exclusively with the point of the elbow (i.e., jabbing).
    - 5.2.5.1.4 Elbows may not be used to hook (i.e., draw the arm through the opponent's arm) an opposing player in any way.
  - 5.2.5.2 Forearms/Hands.
    - 5.2.5.2.1 Forearms or hands may never be used to grab, hold, or push an opponent.
    - 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.
    - 5.2.5.2.3 During forearm contact between skaters, the following are indications that a push has occurred: the initiating skater extends their arm; the receiving skater is propelled forwards or sideways
  - 5.2.5.3 The leg from the knee to the foot.
  - 5.2.5.4 The head or any area above the shoulders.

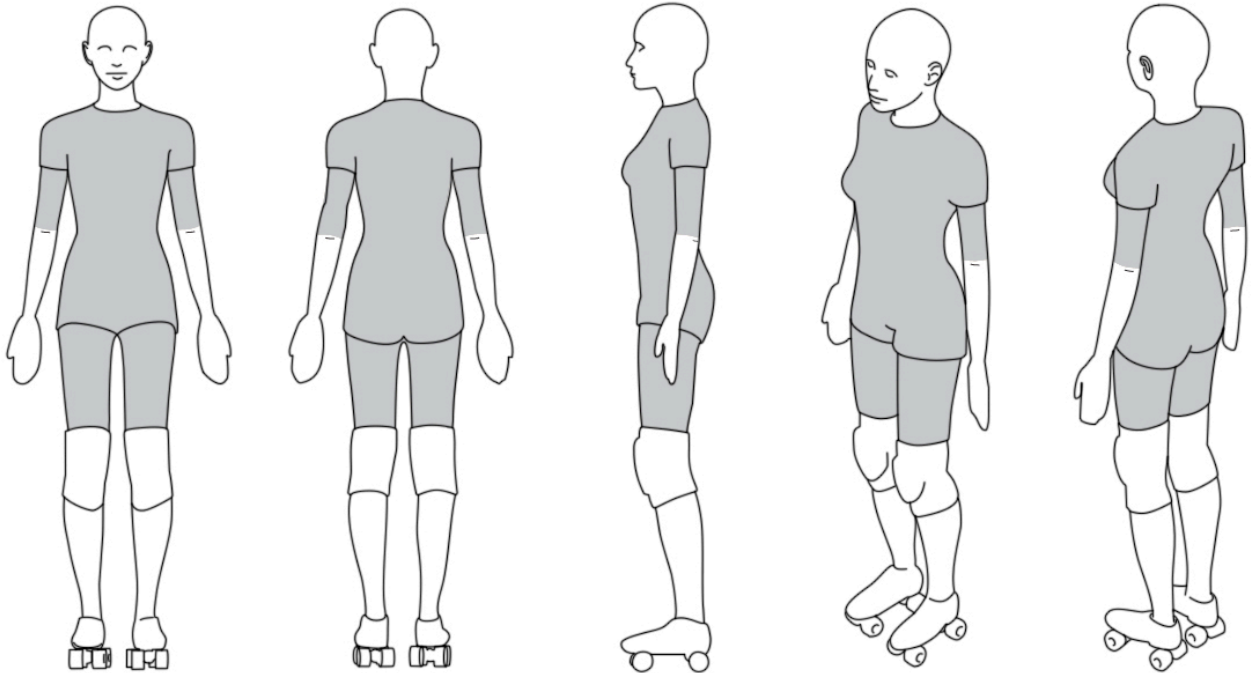
### 5.3 Blocking and Target Zone Diagrams

5.3.1 Target Zone Diagram – Shaded areas on the body are legal targets for a block.



*Diagrams Courtesy of Busta Armov*

5.3.2 Blocking Zone Diagram – Shaded areas on the body that can legally be used to initiate a block



*Diagrams Courtesy of Busta Armov*

## 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.

### 6.2 Assessment and Assignment

**6.2.1** Penalties are applied to both a player and the position they are currently playing, except when both Jammers are penalized, as specified in *Section 7.3: Double Jammer Penalties*.

**6.2.1.1** If a star pass occurs and a Jammer or Pivot is penalized, they will serve the penalty in the position they were skating when the penalty was assessed.

**6.2.1.1.1** Penalties due to illegal passes and throws are assigned to the initiator of the pass as a Jammer.

**6.2.1.1.2** Penalties due to illegal recovery are assigned to the player who recovered the cover as a Jammer.

**6.2.1.1.2.1** In such an instance that penalties may be assigned to two different skaters as Jammers, penalties will be assigned to the original Pivot turned Jammer as a Blocker.

**6.2.2** Penalties will be assessed to the skaters who make an actual illegal block.

**6.2.2.1** If a skater is pushed into an opponent by a teammate, the pushed skater is still responsible for their illegal block.

**6.2.2.2** 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 themselves by grabbing an in-play teammate will be the one to receive the penalty.

**6.2.3** Penalties are assessed based on number of distinct initiated actions. A single illegal action will always result in a single penalty even if multiple skaters are affected by the action.

**6.2.4** Penalties are reported during the course of a jam but assessed and served after the end of a jam.

**6.2.5** Skaters are not removed from play while a jam is in progress except when:

**6.2.5.1** A team fields too many players on the track.

**6.2.5.2** A player joins play after the jam has begun or when they should be serving a penalty.

**6.2.5.3** A player loses their safety equipment or is found to be skating without their equipment.

**6.2.6** Skaters who remove themselves or are removed from a jam in progress by the referees must return to their team area and may not return to the track during that jam.

### 6.3 Above the Shoulders (AS)

**6.3.1** Any contact that lands on the neck, head, or helmet of an opponent is illegal.

#### 6.3.2 No Impact/No Penalty

**6.3.2.1** If a skater initiates a block with their head and there is no counter-block from their opponent. The initiator of the block is still liable for Illegal Block Penalties (*See Section 6.17.3.1: Illegal Block – Blocking with the Head*).

#### 6.3.3 Penalty

**6.3.3.1** Any block, counter-block, or illegal contact above the shoulders on an opponent may result in EXPULSION from the game or SUSPENSION from a tournament.

### 6.4 Arms (A)

**6.4.1** 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:

**6.4.1.1** Pushing an opponent.

**6.4.1.2** Grabbing an opponent's body, uniform, or equipment.

**6.4.1.3** Tackling an opponent by wrapping arms around them.

**6.4.1.4** Block with the point of the elbow (i.e., jabbing).

**6.4.1.5** Block with the arm where the elbow is not bent (i.e., clotheslining).

**6.4.1.6** Block where the elbow is swung with forward/backward motion or upward/downward motion (i.e., pile-driving).

#### 6.4.2 No Impact/No Penalty



- 6.4.2.1 Incidental block with the arm(s) where the target skater is not displaced in any way.
- 6.4.2.2 Block with forearms when they have been pulled into the body to absorb a hit.
- 6.4.2.3 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 (i.e., rock block).

#### 6.4.3 Penalty

- 6.4.3.1 Illegal block with the arms that causes an opponent to fall or lose their relative position.
- 6.4.3.2 A skater taking an assist/whip off an opponent and improving their relative position.
- 6.4.3.3 Tackling an opponent, completely encircling their body with two arms.
- 6.4.3.4 Maintaining a grip on an opposing skater and
  - 6.4.3.4.1 Pulling them down to the track.
  - 6.4.3.4.2 Moving them into a collision with another player.
  - 6.4.3.4.3 Flinging them.
  - 6.4.3.4.4 Altering their momentum on the track.

### 6.5 Back Blocking (B)

- 6.5.1 It is illegal to make contact with the back of an opponent's torso, buttocks, or legs.
- 6.5.2 **No Impact/No Penalty**
  - 6.5.2.1 Incidental contact with an opponent's back that causes no visible effect.
- 6.5.3 **Penalty**
  - 6.5.3.1 Contact with an opponent's back that causes them to fall or lose their relative position.

### 6.6 Low Blocking (L)

- 6.6.1 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.
- 6.6.2 It is illegal to block using the leg on or below the knee. Skaters may not use this area to initiate a block or counter block.
- 6.6.3 **No Impact/No Penalty**
  - 6.6.3.1 Skate to skate contact that is part of a normal skating motion.
  - 6.6.3.2 A fallen skater who "falls small" in their best effort not to trip anyone else.
  - 6.6.3.3 A pile-up of multiple skaters from both teams, where fault cannot be determined.
  - 6.6.3.4 Opposing skater completely avoids the trip or is completely unaffected by the contact.
  - 6.6.3.5 Incidental block on or below the knees of an opponent with no observable effect.
- 6.6.4 **Penalty**
  - 6.6.4.1 Illegal contact on or below the knees and the target skater falls or loses their relative position.
  - 6.6.4.2 Fallen skater sprawls on the track, contacts opponent, and causes them to fall completely or lose their relative position.
  - 6.6.4.3 A skater re-entering the track from out of bounds, even as the result of a fall, who falls on the track, contacts an opponent and causes them to fall or lose their relative position.
  - 6.6.4.4 Illegal block with the leg on or below the knee that causes an opponent to fall or lose their relative position.

### 6.7 Stopping (S)

- 6.7.1 It is illegal to step or skate clockwise on the track.
- 6.7.2 It is illegal to cease counterclockwise motion, on the track, while in play.
- 6.7.3 It is illegal for a Blocker or Pivot to remain stopped after the jam start whistle.
- 6.7.4 **No Impact/No Penalty**
  - 6.7.4.1 Skaters may legally skate clockwise:
    - 6.7.4.1.1 While out of bounds for less than twenty (20) feet.
    - 6.7.4.1.2 In the course of executing a rail-spin or transition, if the overall motion remains in a counterclockwise direction.
    - 6.7.4.1.3 As a result of opponent-initiated contact.
  - 6.7.4.2 Skaters may stop or remain stopped on the track:

**6.7.4.2.1** In order to re-enter the engagement zone or when out of the engagement zone but must be stepping or skating before they have rejoined the pack.

**6.7.4.2.2** As a result of opponent-initiated contact.

#### **6.7.5 Penalty**

##### **6.7.5.1 Stopping**

**6.7.5.1.1** A skater ceasing counterclockwise motion within the engagement zone, including skating clockwise on the track.

**6.7.5.1.2** A Blocker or Pivot remaining stopped after a jam start whistle.

**6.7.5.1.3** Skating or stepping perpendicular to the virtual center line of the track. *(See Glossary – Virtual Center Line)*

### **6.8 Directional Blocking (DB)**

**6.8.1** It is illegal to stop before or during a block, or to skate clockwise while blocking.

**6.8.1.1** Passive blocks will be considered the same as active blocks.

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

**6.8.2.1** A target is stopped by a legal block to the rail, but the Blocker continues on immediately after the hit.

**6.8.2.2** An initiating skater is in the course of executing a rail spin or transition, if the overall motion remains in a counterclockwise direction.

**6.8.2.3** An initiating skater is in the course of executing a block, if the overall motion remains in a counterclockwise direction.

#### **6.8.3 Penalty**

**6.8.3.1** Blocking while stopped.

**6.8.3.2** Skating or stepping perpendicular to the virtual center line of the track while blocking. *(See Glossary – Virtual Center Line)*

**6.8.3.3** Skating or stepping in a clockwise direction while blocking.

### **6.9 Multi-Player Blocking (MB)**

**6.9.1** Players may not grab or link with teammates' bodies, clothing, safety equipment, or the handrail to form a connection to block an opponent or impede their progress.

**6.9.1.1** Three criteria must be met for this penalty to be issued: 1) a link 2) a connection and 3) an active block.

**6.9.1.1.1** 1) The *link* is the part or parts of the player(s) that is used to hold them together; most frequently a grasping hand or hooked arm. The link strengthens the connection.

**6.9.1.1.2** 2) The *connection* is the place or places where the bodies involved in the multiplayer block are touching. Frequently the connection and the link are the same place.

**6.9.1.1.3** 3) An *active block* must occur on the *link* and the *connection*.

**6.9.1.2** Only players who are grabbing or linking with a teammate or the handrail are eligible for a penalty. Players who are being grabbed are not committing an infraction.

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

**6.9.2.1** Grabbing or linking with a teammate or the rail to form a connection that is not Actively Blocked *(See Glossary – Active Block)* by an opponent.

**6.9.2.2** Passive blocking while linking or forming a connection with a teammate.

**6.9.2.3** Grabbing or linking with a teammate or the handrail while blocking an opponent, so long as the link or connection between the teammates or the handrail is not Actively Blocking the opponent.

**6.9.2.4** Teammates forming a connection by touching each other but not grabbing, linking, or holding onto each other's bodies, clothing, or safety equipment (e.g. forming a wall without grabbing each other).

#### **6.9.3 Penalty**

**6.9.3.1** A multi-player connection held together by a link that causes an opponent to fall or lose their relative position.

**6.9.3.2** An Actively Blocked multi-player connection, held together with a link, that impedes an in-play opposing skater's progress for one (1) or more seconds.

## **6.10 Blocking Out of Bounds (BB)**

**6.10.1** Players may not initiate a block from out of bounds or continue a block on a player once the receiving opposing skater has two skates out of bounds, even if it was initiated while both players were inbounds.

**6.10.2** If a skater has one skate on the track they are a legal target even if the other skate is touching the infield.

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

**6.10.3.1** Skater initiates a block while they have both skates on the track and the receiving opposing skater has one or both skate(s) on the track, block continues until the receiving opposing skater has two skates on the infield, and the block is disengaged at that point.

**6.10.3.2** Skater initiates a block on a skater who has one skate on the track.

**6.10.3.3** Incidental contact from a skater out of bounds to a skater inbounds, or from a skater inbounds to a skater out of bounds, that in no way displaces or improves the position of either skater.

### **6.10.4 Penalty**

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

**6.10.4.2** Initiating a block to an opponent that has both skates out of bounds.

**6.10.4.3** Initiating a block to an opponent on the track when the initiator has both skates out of bounds.

**6.10.4.4** Continuing a block until after both skates of the initiating skater are touching out of bounds.

**6.10.4.5** Continuing a block until after the target steps both skates out of bounds.

**6.10.4.6** Skater builds up speed on the infield initiating a block immediately upon returning to the track and the target skater falls or loses their relative position.

## **6.11 Assisting Out of Bounds (AB)**

**6.11.1** Skaters who are out of bounds may neither assist, nor be assisted by teammates.

**6.11.2** Penalty will be assessed to the initiator of the assist.

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

**6.11.3.1** Assisting an out of bounds teammate and it does not result in them returning inbounds.

**6.11.3.2** Assisting an inbound teammate from out of bounds and it does not result in the inbounds skater improving their relative position.

**6.11.3.3** An out of bounds teammate taking an assist from an inbounds teammate and it does not result in the out of bounds teammate returning inbounds.

### **6.11.4 Penalty**

**6.11.4.1** Assisting an out of bounds teammate and it results in them returning inbounds.

**6.11.4.2** An out of bounds teammate taking an assist from an inbounds teammate and it results in the out of bounds teammate returning inbounds.

**6.11.4.3** Assisting an inbounds teammate from out of bounds and it results in the inbounds skater improving their relative position.

## **6.12 Failure to Reform (FR)**

**6.12.1** If at any point the definition of the pack cannot be met, officials will give a split pack warning and an attempt to reform the pack must immediately be made by one member of each group on the track or penalties will be assigned.

**6.12.1.1** An attempt will be measured as an immediate and constant acceleration by a skater in a group farther back on the track and as an immediate and constant deceleration by a skater in a group farther forward on the track. Skaters are not required to come to a complete stop while attempting to reform but they must decelerate as much as reasonably possible. (*See Glossary – Attempt*)

**6.12.1.2** Skaters on the infield are also eligible for failure to reform if they do not immediately attempt to re-enter the track, though they have no relative position to those on the track.

**6.12.1.3** Skaters on the track must attempt to reform with opponents who are upright and inbounds, and may only attempt to reform with players who are in the infield if no opponents are upright and inbounds.

**6.12.2** One penalty will be assigned to a single skater, per team if applicable, who is physically closest to reforming the pack at the two (2) second time limit, and at each subsequent two (2) second interval.

**6.12.2.1** If two or more skaters from the same team are the most responsible skater in each group the

penalty goes to the foremost skater in the group farther back on the track.

**6.12.2.2** If two or more skaters from the same team are the most responsible skater, one on the track and one infield, the penalty goes to the skater on the track.

**6.12.3** Penalties will be first assigned two (2) seconds after the warning, and at every two (2) second interval until the pack is reformed.

**6.12.4 No Impact/No Penalty**

**6.12.4.1** Referees issue a split pack warning and the pack is reformed before two (2) seconds elapse.

**6.12.4.2** Referees issue a split pack warning and within two (2) seconds the skater from each group who is closest to the other group has begun a sustained attempt to reform the pack and they continue until the pack is reformed.

**6.12.5 Penalty**

**6.12.5.1** At two (2) seconds after a split pack warning by the referees, an attempt to reform the pack is not being made by the member of the foremost group who is closest to the group of skaters behind. (*See Glossary – Attempt*)

**6.12.5.2** At two (2) seconds after a split pack warning by the referees, an attempt to reform the pack is not being made by the member of the rearmost group who is closest to the group of skaters in front. (*See Glossary – Attempt*)

**6.12.5.3** At two (2) seconds after a split pack warning by the referees, an attempt to reform the pack is not being made by a player in the infield by re-entering the track as soon as legally possible. (*See Glossary – Attempt*)

**6.12.5.4** Ceasing an attempt to reform the pack at any point after the initial two (2) seconds.

**6.13 Skating Out of Play (OP)**

**6.13.1** Once a skater is outside of the engagement zone they are no longer considered in play and must immediately return to the engagement zone.

**6.13.2** Enforcement does not require that skaters notice the referee out of play warning.

**6.13.3 No Impact/No Penalty**

**6.13.3.1** Referees issue a warning and skaters outside the engagement zone immediately attempt to rejoin the engagement zone.

**6.13.3.1.1** It is mandatory for referees to issue a warning but enforcement does not require that skaters notice the warning issued.

**6.13.3.1.2** Attempts to rejoin will be assessed by whether or not skaters ahead of the engagement zone are constantly decelerating or stopping, or skaters behind the engagement zone are constantly accelerating.

**6.13.3.1.3** 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.

**6.13.4 Penalty**

**6.13.4.1** A Blocker failing to attempt (*See Glossary – Attempt*) to rejoin the engagement zone immediately (*See Glossary – Immediate*) after a referee warning.

**6.13.4.2** Blocker re-entering the engagement zone in the opposite side from where they exited.

**6.14 Blocking Out of Play (BP)**

**6.14.1** Once a skater is outside of the engagement zone, they are no longer considered in play and they may not block.

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

**6.14.2 No Impact/No Penalty**

**6.14.2.1** Referees issue a warning, and skaters outside the engagement zone immediately cease blocking other skaters.

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

**6.14.2.1.2** Out of play Blockers must yield the inside line, the four (4) feet closest to the infield, to opposing Jammers, or they risk penalties for passive blocking.

**6.14.2.2** Referees issue a warning and a Blocker yields the inside four (4) feet 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.

### 6.14.3 Penalty

- 6.14.3.1 Out of play Blocker, blocking an opposing skater, who falls as a result.
- 6.14.3.2 Out of play Blocker, blocking an opposing skater, forcing them to the infield.  
Out of play Blocker blocking a Jammer and the Jammer is forced back into proximity of the pack.
- 6.14.3.3 Out of play Blocker blocks an opposing skater, actively or passively, after a referee warning.
- 6.14.3.4 Jammer outside the engagement zone initiates contact with an opposing Blocker after a referee warning.

### 6.15 Assisting Out of Play (AP)

- 6.15.1 Once a skater is outside of the engagement zone they are no longer considered in play. They must not assist or be used to assist teammates.
- 6.15.2 The skater initiating the assist is the one to receive the penalty if applicable.
- 6.15.3 **No Impact/No Penalty**
  - 6.15.3.1 Assisting downed teammates who are inbounds and within the engagement zone.
- 6.15.4 **Penalty**
  - 6.15.4.1 Any contact to or from an out of play teammate **that** results in a gain in position relative to the teammate.
  - 6.15.4.2 Using an out of play teammate actively to adjust one's momentum.

### 6.16 Skating Out of Bounds (SB)

- 6.16.1 Players must remain within the boundaries of the track. Inbounds 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 they have re-entered by placing both skates on the track either together or separately. A player leaning on the rail is considered inbounds. A player in the air is considered inbounds if their skates were on the track and not in the infield when they last touched the ground.
- 6.16.2 Blockers and Pivots who are out of play ahead of the forward engagement zone may legally exit the track and skate clockwise on the infield in order to re-enter the track ahead of the foremost pack skater.
- 6.16.3 **No Impact/No Penalty**
  - 6.16.3.1 Skater enters the infield or outfield as a result of engagement with an opposing skater, including being blocked, blocking, or from the momentum of an unsuccessful block.
  - 6.16.3.2 Skater enters the infield to reset behind a skater they moved ahead of while straddling the boundary line.
  - 6.16.3.3 A skater may step into the infield to avoid a pile-up or a skater who has fallen in front of them if they cannot reasonably take another path or brake to avoid them. They are still liable for any cutting penalties they may incur upon re-entering the track.
  - 6.16.3.4 A skater may step to the infield as a result of contact with their own team only when contact is a result of a block or attempted block initiated by or against an opposing skater.
  - 6.16.3.5 Skater enters the infield after a failed attempt to jump the apex.
  - 6.16.3.6 Current Jammer enters the infield to retrieve a dropped helmet cover.
  - 6.16.3.7 Skater removes themselves from play for skate malfunction or injury.
    - 6.16.3.7.1 If a skater removing themselves from play for either a 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 as specified in *Section 9.3.10: Jam Resets*. The removed skater cannot skate in the next five (5) jams inclusive of the reset jam.
    - 6.16.3.7.2 If a skater removes themselves or is removed from a jam by a referee for a skate or equipment malfunction or injury, the skater must return to an infield box and not return to the jam in progress. **Skaters who re-enter the jam in progress after returning to the infield box are eligible for penalties as described in *Section 6.18.5.6: Illegal Procedure – Illegal Reentry*.**
- 6.16.4 **Penalty**
  - 6.16.4.1 Skater enters the infield without any engagement with an opposing skater including stepping out to avoid a block.

- 6.16.4.2 Skater on the infield skates more than twenty (20) feet, in one direction, on the infield or track, before re-establishing themselves as inbounds. This applies to both clockwise and counterclockwise skating.
- 6.16.4.3 Blocker or Pivot exiting the track ahead of the forward engagement zone and subsequently re-entering the track behind one or more pack skater(s).
- 6.16.4.4 Blocker or Pivot exiting the track ahead of the forward engagement zone and skating more than twenty (20) feet, in one direction on the infield before re-establishing themselves as inbounds. This applies to both clockwise and counterclockwise skating.

## 6.17 Cutting the Track (X)

- 6.17.1 When out of bounds, or downed, skaters must re-enter the track without bettering their position in relation to other skaters. Re-entering the track requires that a skater is upright and has set both skates down, either together or separately after any part of a skater's body has touched an out of bounds area.
- 6.17.2 When sent out of bounds by a block, an opponent must re-enter the track without bettering their position in relation to other skaters. An in-bound skater who forces an opponent out of bounds earns and establishes superior position.
- 6.17.3 Skaters can be assessed cutting the track penalties during a split pack scenario.
- 6.17.4 **No Impact/No Penalty**
  - 6.17.4.1 A skater who has re-entered the track in front of a downed skater, an out of bounds skater, or a skater who has left the engagement zone, is not bettering their position. However, such skaters are subject to cutting the track penalties for other in-play skaters and are still subject to skating out of bounds penalties.
  - 6.17.4.2 A skater may return inbounds in front of the skater who blocked them out of bounds under the following circumstances without penalty:
    - 6.17.4.2.1 When the initiating skater goes out of bounds at any time during or after the block.
    - 6.17.4.2.2 When the initiating skater is considered down at any time during or after the initiating block.
    - 6.17.4.2.3 When the initiating skater exits the engagement zone at any time during or after initiating the block.
  - 6.17.4.3 A skater straddling the track boundary line who then completely exits the track or slows, regardless of which, or how many skaters they have passed while straddling.
  - 6.17.4.4 A skater re-entering the track in front of a single teammate.
- 6.17.5 **Penalty**
  - 6.17.5.1 An inbound, upright skater, who has re-entered the track from out of bounds, in front of one opposing skater, which results in them having bettered their position.
  - 6.17.5.2 An inbound, upright skater, who has re-entered the track from out of bounds, in front of multiple in-play skaters, which results in them having bettered their position.

## 6.18 Illegal Blocks (IB)

- 6.18.1 Other restrictions on blocking
- 6.18.2 **No Impact/No Penalty**
  - 6.18.2.1 Any illegal block outlined below that fails to have an observable effect on the target skater.
  - 6.18.2.2 Blocking After the Jam
    - 6.18.2.2.1 A block that occurs after the first whistle of the end of the jam because of motion in progress before the whistle, and the initiating skater disengages before the fourth whistle sounds.
- 6.18.3 **Penalty**
  - 6.18.3.1 Blocking with the Head
    - 6.18.3.1.1 A block between an initiator's head and an opponent that causes the target to move forward, backward or sideways or where the target skater falls or loses their relative position.
  - 6.18.3.2 **Blocking While Leaving Track**
    - 6.18.3.2.1 A block where the initiator does not maintain a minimum of one skate on the track surface **while initiating** the block, and the target skater falls or loses their relative

position.

**6.18.3.2.2** A block where the initiator finishes the block with both skates leaving the track, and the target skater falls or loses their relative position.

**6.18.3.3** Blocking a Downed Skater

**6.18.3.3.1** A player initiating a block on an opponent who is inbounds and considered down.

**6.18.3.4** Blocking While Down

**6.18.3.4.1** A player initiating a block while on the track, and in a downed position and the target skater falls or loses their relative position.

**6.18.3.5** Obstructing

**6.18.3.5.1** Sitting on a skater.

**6.18.3.6** Blocking After the Jam

**6.18.3.6.1** Initiating a block against an opponent [after the first whistle at the end of the jam](#).

**6.18.3.6.2** Continuing a block against an opponent after the fourth whistle ending the jam has sounded.

**6.18.3.7** Blocking Before the Jam

**6.18.3.7.1** A skater making contact with an opponent before the jam start whistle and the contact results in the target falling.

**6.18.3.7.2** A skater making contact with an opposing Pivot or Blocker before the jam start whistle and the contact results in the target being forced outside of the Blocker or Pivot boundary lines or out of bounds.

**6.18.3.7.3** A skater making contact with an opposing Jammer before the jam start whistle and the contact results in the opposing Jammer being forced in front of the Jammer start line or out of bounds.

**6.18.3.7.4** Jammers may not contact each other before the start whistle such that contact would create an advantage for the initiating Jammer, a disadvantage for receiving Jammer, or both. Any advantage or disadvantage need not be realized at the whistle in order for a penalty to be issued.

## 6.19 Illegal Procedures (IP)

**6.19.1** Any illegal action which [may, but does not necessarily](#), directly affect a specific member of the opposing team.

**6.19.2** Skaters skating in a jam who are not wearing or remove any piece of the required safety equipment ([See 3.10 Safety Equipment](#)) will be removed from the in progress jam and must return to their bench. They will be issued penalties and must not return to the jam in progress.

**6.19.3** [Penalties related to Star Passes will have penalties assigned as described in Section 6.1.1.1: Assessment and Assignment.](#)

**6.19.4** No Impact/No Penalty

**6.19.4.1** A skater who has been removed from the game for ejection who comes within six (6) feet of the track or the announcers' booth will be issued one warning as long as they do not communicate with players who are still in the game.

**6.19.4.2** Blocker or Pivot False Start

**6.19.4.2.1** A Blocker or Pivot who is within their designated boundary lines who is then forced outside of their designated boundary lines by an opponent's illegal block.

**6.19.4.2.2** A Blocker or Pivot who is in an upright starting position but is forced to have any part of their body touching the track by an opponent's illegal action.

**6.19.4.3** Jammer False Start

**6.19.4.3.1** A jammer who is on or behind the Jammer boundary line and then forced in front of the jammer boundary line by an opponent's illegal block.

**6.19.4.4** A skater who loses safety equipment through normal gameplay should be removed from the jam in progress if they cannot quickly replace the lost piece of equipment. No penalty shall be issued and the skater is not permitted to return to the jam in progress.

**6.19.4.5** A skater removing a helmet cover from either team that has become tangled or caught in their skates, safety equipment or uniform. The cover must be dropped immediately and inbounds.

**6.19.5** Penalty

**6.19.5.1** Ineligible Jam Call Off

**6.19.5.1.1** Skater signaling to call off the jam when ineligible because they are not Lead Jammer

or they are out of bounds, and a referee calls off the jam.

**6.19.5.2** Blocker or Pivot False Start

**6.19.5.2.1** A Blocker or Pivot having any part of their skates touching beyond their designated boundary lines at the jam start whistle.

**6.19.5.2.2** A Blocker or Pivot touching the rail outside of their designated start boxes at the jam start whistle.

**6.19.5.2.3** A Blocker or Pivot whose entire body is within their designated start box, but has any part of her body, other than her skates, touching the track at the jam start whistle.

**6.19.5.3** Jammer False Start

**6.19.5.3.1** A Jammer touching in front of the Jammer start line or having forward momentum at the time the Jam start whistle blows and they reach proximity of the pack before yielding advantage to the opposing Jammer.

**6.19.5.3.2** In a power jam, a Jammer touching in front of the Jammer start line or having forward momentum at the time the jam start whistle blows.

**6.19.5.3.3** A Jammer who does not have the choice of pre jam high or low position refusing to vacate the requested start position from the opposing Jammer. (*See Section 4.3.2: Pre-Jam Formation*).

**6.19.5.4** Improper Uniform, Jewelry, Skates, or Missing Safety Equipment

**6.19.5.4.1** A skater who is skating in a jam in progress removes a piece of her safety equipment.

**6.19.5.4.2** A skater begins a jam without a piece of required safety equipment.

**6.19.5.4.3** A skater who is skating in a jam whose uniform no longer meets the uniform guidelines including visible numbers (*See Section 3.8: Uniforms*). The skater should be issued a warning instead of a penalty on the first occurrence. The skater is not removed from the jam and should be instructed to correct her uniform after the jam.

**6.19.5.5** Illegal Star Pass

**6.19.5.5.1** Passing a helmet cover to any player **other than** a team's Pivot.

**6.19.5.5.2** Passing a helmet cover to a Pivot who is not wearing their helmet cover.

**6.19.5.5.3** A helmet cover picked up by any skater other than that team's Current Jammer.

**6.19.5.5.4** Throwing a helmet cover.

**6.19.5.5.5** 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.

**6.19.5.5.6** Passing a helmet cover while either the Jammer or the Pivot are not in play.

**6.19.5.5.7** A skater who has the helmet cover removes it, conceals the helmet cover, and then passes more than one skater.

**6.19.5.5.7.1** Once a Pivot receives the helmet cover during a star pass, any additional movement or action with the helmet cover will be considered concealment (e.g., putting panty under arm pit, balling up panty into fist, stuffing panty down articles of clothing). This excludes typical skating motion.

**6.19.5.5.7.2** Once a Jammer removes the helmet cover to initiate a star pass, any additional movement or action with the helmet cover will be considered concealment (e.g., putting panty under arm pit, balling up panty into fist, stuffing panty down articles of clothing). This excludes typical skating motion.

**6.19.5.6** Illegal Re-Entry

**6.19.5.6.1** Skater re-entering the track after removing themselves for skate malfunction or injury and engaging another skater from either team.

**6.19.5.7** Ejected or Expelled Skaters

**6.19.5.7.1** Approaching within six (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. Penalty is assigned to the team captain, or a designated alternate, if the captain has also been removed from the game.



#### **6.19.5.8 Team Box Violations**

- 6.19.5.8.1** 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. Two warnings 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.

### **6.20 Delay of Game (D)**

- 6.20.1** Delay of game penalties are issued when a team or skater delays the flow of the game.
- 6.20.2** Delay of game penalties are only issued if the officials allow adequate time after a penalty is communicated to their bench for a team to adjust the number of skaters on the track or send a skater to the penalty box.
- 6.20.3** If a delay of game occurs the Head Referee (HR) for the game has the ability to hold the game clock after thirty (30) seconds has expired instead of calling an official time out to improve game flow.
- 6.20.4** Delay of game penalties are served at the end of the Jam that they delay. The skater assessed a delay of game penalty will still skate in that jam except in 6.19.6.3 where the captain will be penalized in the first jam of the quarter.
- 6.20.5 No Impact/No Penalty**
  - 6.20.5.1** A team has at least the minimum and no more than the maximum allowed skaters on the track and in the penalty box to start that jam.
  - 6.20.5.2** A team does not receive adequate notice from the officials of a penalty or penalty situation (*See Section 7.3: Double Jammer Penalties*).
- 6.20.6 Penalty**
  - 6.20.6.1** More than thirty (30) seconds elapse between jams, and a team fails to field the minimum number of eligible players to start a jam. A penalty will be assessed against the player who ultimately takes the required position on the track.
  - 6.20.6.2** More than thirty (30) seconds elapse between jams and a team has too many skaters on the track. A penalty will be assessed to the Pivot.
  - 6.20.6.3** An entire team is more than thirty (30) seconds late returning to their team bench after the official start time for any quarter. A penalty will be assessed against the team captain.
  - 6.20.6.4** A non-skating member of a team (i.e., manager or coach) delays the start of a jam because they are on the track. A penalty will be assessed against the Pivot.

### **6.21 Unsporting Conduct (UC) & Insubordination (IS)**

- 6.21.1 No Impact/No Penalty**
  - 6.21.1.1** A burst of frustration not directed at a specific referee.
  - 6.21.1.2** Captains or other designated team official calmly disputing points or a penalty, as specified in 9.4: *Official Review or Penalty Challenge*.
- 6.21.2 Penalty**
  - 6.21.2.1 Insubordination**
    - 6.21.2.1.1** Failure to follow a referee's ruling or instructions.
    - 6.21.2.1.2** Failure to report to the penalty box.
    - 6.21.2.1.3** The use of insulting, profane, or obscene language or gestures directed at a specific referee.
    - 6.21.2.1.4** Directly challenging a specific referee with a raised voice.
    - 6.21.2.1.5** Obscene gestures in a referee's direction.
  - 6.21.2.2 Unsporting Conduct**
    - 6.21.2.2.1** Successfully pulling off or pulling down another skater's clothing.
    - 6.21.2.2.2** Initiating inappropriate contact against another skater or official.
    - 6.21.2.2.3** Any action committed in an egregious or audacious manner with substantial effect on play.
    - 6.21.2.2.4** Excessive use of insulting, profane, or obscene language or gestures directed at an opposing team's skater or support staff.
    - 6.21.2.2.5** Throwing a helmet. (Expulsion if thrown at someone.)
    - 6.21.2.2.6** Every instance of a flagrant attempt to distract or deceive any official.

## **6.22 Fighting**

**6.22.1** Fighting will not be tolerated and will result in immediate EXPULSION from a game and SUSPENSION from a tournament. This includes fake fighting.

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

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

### **6.22.3 Immediate Expulsion**

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

**6.22.3.2** An arm around the neck from behind.

**6.22.3.3** Any attempts at fighting regardless of whether the blows connect are still considered fighting and worthy of an Immediate Expulsion.

## 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, or a skater is found to be missing safety equipment.
- 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 skating team captain.
  - 7.1.3.1 If there is no team captain, or the team captain has been expelled or ejected, the penalty will be assigned to the co-captain, or an alternate designated at the time of the captain's removal.
- 7.1.4 If a jam is reset, penalties earned before the call off will not be assessed until the end of the reset 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, except as outlined below.
    - 7.1.4.1.1 If a jam reset occurs due to skater injury or equipment malfunction, the skater may be substituted to reach the Blocker or Pivot minimum to start the jam. The injured or ill-equipped skater must not skate for the subsequent five (5) jams.
    - 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.
- 7.1.5 When a penalty is assessed, penalty referees or officials will communicate the penalty to the skaters' team manager, the announcers and the stats team.
- 7.1.6 Penalties are worth one penalty point.
- 7.1.7 The skater who acquires the penalty must take their seat in the penalty box before the next jam begins. Their team must play short, without the skater and the position they were playing until the jam has expired.
- 7.1.8 A penalty committed in the last jam of the first half of a game will be served in the first jam of the second half.
- 7.1.9 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.

### 7.2 Penalty Enforcement Procedure

- 7.2.1 Players sent to the penalty box will sit for one jam.
- 7.2.2 The next jam cannot begin until all penalties requiring a skater to report to the penalty box have been communicated to that team's designated bench representative.
- 7.2.3 No substitutions are allowed for a penalized skater or their positions, except where *Section 7.3: Double Jammer Penalties* and *Section 7.4.1: Ejection* apply, or in the event that a skater is injured in such a way that they cannot physically report to the box. The penalized team skates short that skater's position until the penalty jam expires.
  - 7.2.3.1 If a Jammer is sent to the penalty box, the team may not field an alternate Jammer.
  - 7.2.3.2 If a Pivot is sent to the penalty box, the Pivot will sit as a blocker; teams must field a Pivot in each jam.
  - 7.2.3.3 Skaters serving a penalty as a Jammer must wear the Jammer helmet cover while in the penalty box.
- 7.2.4 If multiple penalties are assessed against a single skater in one jam, they will be served concurrently, but a penalty point will be earned for each penalty.
  - 7.2.4.1 If a skater acquires an illegal procedure penalty for failing to appear in the penalty box to serve a penalty, they may serve that penalty concurrently with the original. If the entire jam expires without their presence in the box, they will serve both penalties in the subsequent jam.
- 7.2.5 Up to two (2) Blockers and one (1) Jammer from each team may be in the penalty box at once.
  - 7.2.5.1 Each team must field a minimum of one (1) Blocker and one (1) Pivot in every jam.
    - 7.2.5.1.1 **Must Skate:** If three (3) Blockers have acquired penalty points, the last to acquire a penalty must skate in the next jam, and serve their penalty in the subsequent jam.
    - 7.2.5.1.2 If four (4) Blockers have acquired penalty points, the last two (2) to acquire a penalty must skate in the next jam, and serve their penalties in the subsequent jam.
    - 7.2.5.1.3 Penalties will be served in the order that they were reported, not necessarily the order

in which they were earned.

- 7.2.6 Skaters involved in penalties that occur when they aren't skating in a jam (e.g., Unsporting Conduct, 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.
- 7.2.7 Penalty points are cumulative for the game and carry over from one half into the second.

### 7.3 Double Jammer Penalties

- 7.3.1 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.
- 7.3.2 When both Jammers are serving a penalty, they will remove their helmet covers and serve as Blockers. Each team will be allowed to field a maximum of three Blockers.
- 7.3.3 **Totem:** A situation when both Jammers are penalized, and one or both teams have two or more Blockers penalized.
  - 7.3.3.1 The penalized Jammers must return to their team area, they may not skate in the next jam. The penalties they were assessed still add to their penalty point total.
  - 7.3.3.2 Each team must field an alternate Jammer.
  - 7.3.3.3 Officials 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.
  - 7.3.3.4 If more than two blockers are penalized the Must Skate rule applies (*See Section 7.2.5.1.1: Must Skate*)

### 7.4 Removal from a Game

#### 7.4.1 Ejection

- 7.4.1.1 When a player has acquired seven (7) penalty points, they will be ejected from the game.
  - 7.4.1.1.1 In tournament half-games, the threshold for ejection will be four (4) penalty points.
- 7.4.1.2 A skater will be given a medical ejection on the third (3) jam that is called off for the same injured skater.
- 7.4.1.3 When a skater is ejected, the ejection applies to the current game only. It does not carry over to subsequent games.

#### 7.4.2 Expulsion

- 7.4.2.1 A team member (*See Glossary – Team Member*) may be expelled from the game at the referees' discretion for any of the following actions:
  - 7.4.2.1.1 Serious physical violence.
  - 7.4.2.1.2 An action deemed by the head referee to cause an extraordinary threat to others.
  - 7.4.2.1.3 Unsafe and/or uncontrolled blocking or skating.
  - 7.4.2.1.4 Throwing any object (e.g., helmet, clipboard, water bottle, etc.) at any other person.
  - 7.4.2.1.5 Extraordinary insubordination, assaulting or any inappropriate contact with a referee or other official.
  - 7.4.2.1.6 Fighting, assaulting or any inappropriate contact with any person.
  - 7.4.2.1.7 Any other action or behavior that, at the discretion of the Head Referee, is deemed severe enough to warrant an expulsion on the first occurrence.
- 7.4.2.2 Depending on the severity of the incident, an expulsion may result in the team member being suspended from a tournament, as well as the game.
  - 7.4.2.2.1 A team member will be suspended from a tournament, as well as the game for fighting, unless they attempted to skate away from the fight.
- 7.4.2.3 Extraordinary insubordination, assaulting or inappropriate contact with a referee, or other official, will result in suspension from the tournament, as well as the game.
- 7.4.2.4 Team members 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 team members expelled for assault or other physical threats.
- 7.4.2.5 [Expulsions resulting in suspension from tournaments and games will also be subject to Code of Conduct review by hosting league.](#)

### 7.4.3 Removal Procedure

- 7.4.3.1 If a skater is ejected or expelled from a game, they may not be replaced by a sub from their team roster during the in progress game.
- 7.4.3.2 Referees do not need to meet with the team captain prior to ejecting or expelling a player from the game.
- 7.4.3.3 An ejected skater may only leave the track at the next quarter break. They may return to the audience in their uniform, but may not approach the announcer's booth or the boundary separating the track from the audience. They may not remain on the floor with their team or in an area where they can interact with skaters on the track.
- 7.4.3.4 An ejected skater will serve their seventh (7<sup>th</sup>) penalty point in the penalty box, they must then hand their helmet to the Penalty Box Official and return to their team bench or leave the track if it is the end of quarter.
- 7.4.3.5 An expelled skater must leave the track immediately. Except as specified in *Section 7.4.2.4*, they may return to the audience in their uniform, but may not approach the announcer's booth or the boundary separating the track from the audience. They may not remain on the floor with their team or in an area where they can interact with skaters on the track. Another player from their team must serve the penalty, forcing their team to skate a player short.
- 7.4.3.6 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 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.

### 7.5 Penalty Jam

- 7.5.1 A Penalty Jam is an additional jam that is played after the game clock has expired.
- 7.5.2 A Penalty Jam is declared if, and only if, the team with the higher score accrued at least one penalty in the jam when the game clock expired AND the team with the lower score did not accrue any penalties in that same jam.
  - 7.5.2.1 If the team with the lower score accrued one or more penalties in that jam, regardless of the other team's penalties, there can be no Penalty Jam, and the game will end as usual.
  - 7.5.2.2 Penalty jams assessment is done at the end of the jam in which the game clock expired.
  - 7.5.2.3 Penalty challenges and points challenges will be completed before Penalty Jams are awarded.
- 7.5.3 A Penalty Jam will not be declared after any jam that ends with a tie score. Instead, an overtime jam will be played.
- 7.5.4 Overtime Jams may result from the outcome of a Penalty Jam.
- 7.5.5 Subsequent Penalty Jams may result if the outcome of any Penalty Jam meets the criteria listed above.

## 8 SCORING

### 8.1 Scoring Procedure

- 8.1.1 Only the Jammers who are wearing the designated Jammer's star helmet cover are eligible to score points.
- 8.1.2 Points may be scored by both Jammers, not only the Lead Jammer.
- 8.1.3 Jammers do not score on their first pass (i.e., initial pass) through the pack.
- 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 score one point per opponent per scoring pass. A Jammer may not score multiple points by slowing and re-passing 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 inbounds.
  - 8.1.6.1 If a Jammer becomes ineligible for a point by passing while out of bounds, they are allowed an opportunity to reset behind the opposing skater and re-pass 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 by hand signal from Jammer referees, 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 their initial pass, a Jammer earns one (1) 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.
- 8.2.2 A Jammer may score one point each time they lap 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 (1) point per scoring pass 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 their 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 in front of the engagement zone when they have 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 them 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, they will become the first point earned as soon as both the Blocker and the Jammer are within the engagement zone.
  - 8.5.1.1 Any ghost points available will also be awarded when both the offending Blocker and Jammer are within the engagement zone and the Jammer obtains their first earned point on that pass.

## 9 OFFICIALS

### 9.1 Referees

- 9.1.1** Referees are a type of official, whose position is designated only for those who observe the game and assess penalties. Only referees may wear the uniform designated for referees.
- 9.1.2** All inside referees are responsible for communicating penalties to skaters on the track as they occur through the use of hand signals and audible penalty calling.
- 9.1.3** One (1) referee is designated **Head Referee (HR)**. 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 officiating crew including ensuring that calls are made evenly and fairly. The Head Referee may field information from teams and leagues, but the Head Referee is the final decision-maker when it comes to the composition of a referee crew and the implementation of game rules.
- 9.1.3.1** The **Tournament Head Referee (THR)** is the ultimate authority in a tournament setting. They may assign Game Head Referees within a tournament setting, but the responsibility of referee rosters and general authority over the gameplay of a tournament belong to the Tournament Head Referee.
- 9.1.3.2** Head Referee and Tournament Head Referee may be an on or off-skates and positioned in the middle of the infield.
- 9.1.4** The following are the required minimum referee positions:
- 9.1.4.1** Two (2) **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 they are entitled to for out of play skaters. Additionally, they are primarily responsible for calling penalties committed by and against their Jammer. They may also call penalties by and against Blockers and Pivots. Jammer Referees will identify their assigned team by wearing a wrist or armband in the corresponding team color. When rotating assigned teams, the Jammer Referees will exchange their arm/wristbands as well.
- 9.1.4.1.1** Jammer Referee is an on-skates position that follows the Jammers from the infield.
- 9.1.4.1.2** During a jam when the Jammer for a designated Jammer Referee is sitting in the penalty box, the Jammer Referee will skate that jam as a Pack Referee in the middle position.
- 9.1.4.2** Two (2) **Pack Referees (PR)**. Pack Referees are primarily responsible for calling penalties committed by Blockers and Pivots against one another, enforcing proximity and pack cohesion rules and to keep a larger view of pack activity. They may also call penalties by and against Jammers.
- 9.1.4.2.1** Pack Referee is an on-skates position that follows the pack from the infield.
- 9.1.4.2.2** One Pack Referee is assigned to the front of the pack, the other to the back of the pack.
- 9.1.5** The following are recommended positions (required for tournament play):
- 9.1.5.1** Two (2) **Outside Pack Referees (OPR)**. The Outside Pack Referees will be located in primarily stationary positions at turns one (1) and three (3). Their main function is to report penalties committed on the upslope side of the track, and to call off a jam if a skater goes off the track and is assessed as injured. The Outside Pack Referees will communicate with the Penalty Tracker or other designated logistics official by hand signals, whiteboard, or radio.
- 9.1.5.1.1** The Outside Pack Referee is an off-skates position.
- 9.1.6** 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 the penalty.
- 9.1.7** Referees are required to perform duties in accordance with the most updated best practices document.

### 9.2 Non-Referee Officials

- 9.2.1** Non-Referee Officials are a type of official 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 (1) Game Executioner. The Game Executioner is responsible for starting jams, timing team timeouts and for timing thirty (30) seconds between jams. The Game Executioner 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 Tracker (PT):** A game will have one (1) 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 (2) Penalty Box Administrators per game. Each is assigned to a team, and their job is to compile the penalties which must be served in the penalty box from the Penalty Tracker, and inform the designated manager from their assigned team about the penalty, and to ensure that skater reports to the penalty box. If the skater is not in the penalty box before the next jam begins, or the designated manager from their assigned team has not received all penalties assigned, the Penalty Box Administrator will call for a Hold from the Head Referee or an official time out. If a skater, or skaters, does not report to the box and causes an administrative time out to be called, they may be given an additional delay of game penalty (as specified in *6.19: Delay of Game*).

**9.2.2.4 Scoreboard Operator (SB):** A game will have one (1) Scoreboard Operator. The Scoreboard Operator 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. The score kept by the Scoreboard Operator is considered the official score.

**9.2.3** The following are recommended officials positions

**9.2.3.1 White board (WB):** This position communicates penalties to the announcer's booth and stats team. The official may also be responsible for noting and marking down the reported score on a per-jam basis.

**9.2.3.2 Eye in the Sky (EYE) (Required for tournament play):** Each game may have two (2) Eyes in the Sky. Each Eye in the Sky is paired with a Jammer Referee, and it is their responsibility to count the points scored by that Jammer Referee's Jammer. At the conclusion of a jam, the Jammer Referees will report their scores to the Eyes in the Sky who will then confirm the score. If there is a discrepancy the Eye in the Sky and the Jammer Referee will communicate using hand signals to determine the source of the difference (examples including, but not limited to, ghost points, cutting, or out of play points). If agreement cannot be reached, the Eye in the Sky will accept the Jammer Referee's reported score. The Eye in the Sky will report scores to the Scoreboard Operator and the announcers. The Eye in the Sky will also indicate during a jam if the Jammer they are watching is Lead or not Lead Jammer.

**9.2.3.3 Penalty Tracker Assistant (PTA):** One (1) Penalty Tracker Assistant may be used to assist the Penalty Tracker in keeping track of penalties and communicating penalties to the Penalty Box Administrators.

### 9.3 Duties

**9.3.1** Safety is the number one priority for referees. Illegal game play that causes an unsafe environment will not be tolerated. The referees are to assess and enforce penalties and expulsions, as specified in *Section 6: Penalties* and *Section 7: Penalty Enforcement*. Referees will use their discretion and their decisions are final.

**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, as specified in *Section 4.3: Pre-Jam Formation*.

**9.3.2.2** If the jam starts with too many skaters, the referee should issue a verbal warning to 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 told to return to their bench. The team should be penalized, as specified in *Section 6.20: Delay of Game*.

**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, as specified in *Section 6.19: Delay of Game* and *Section 9.3.10: Jam Resets*.

**9.3.3** The referees will ensure that the players [have sufficient time to verify they are wearing](#) required safety equipment, the correct uniforms, and the correct player designations.

**9.3.3.1** [Referees may notify skaters of insufficient or unsafe safety equipment before game start, but are not required to uniformly perform a check of safety gear for skaters.](#)

**9.3.3.2** 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 jam starts per *Section 2.10: Whistles*.

**9.3.5** Assigning and communicating Lead Jammer status

**9.3.5.1** The referee will continue pointing to the Lead Jammer as long as they remain in the lead.

**9.3.6** The Jammer referees are responsible for counting and signaling the score accordingly, as specified 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 per *Section 2.10: Whistles*.

**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 they signal. However, either Jammer Referee or the Head Referee may call off the jam if the Lead Jammer calls it off by placing their hands on their 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 their Jammer attempting to call it off, (e.g. due to a fall) it would be appropriate for another Referee to call it off.

**9.3.9.3** Referees call an official timeout. 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 at an EMT's request or if the injured skater is unable to remove themselves from the path of oncoming skaters.

**9.3.9.4.1** If a player is able to remove themselves (e.g., join their team's bench) such that they do not pose a safety risk to themselves, 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 their helmet to their team's Penalty Box Administrator and sit out for the next five (5) jams. They do not receive a penalty point, nor must their team skate short a player or their position.

**9.3.9.4.3** Referees may defer to the opinions of medical staff and EMTs regarding the safety of allowing a skater to continue to play after an injury.

**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 five (5) seconds, the jam will not be called off.

**9.3.9.5.2** If the player cannot stand up within five (5) seconds or they appear 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, they must sit out the next five (5) 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 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** Too many skaters on the track and the extra skater(s) cannot be removed before a Jammer reaches the pack or a penalty occurs.

**9.3.9.10** Too few skaters on the track due to a skater returning to their bench for any reason during a jam.

**9.3.9.11** 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.

**9.3.9.12** Disruption of the skating surface (e.g. debris or spills).

**9.3.9.13** Part of the track is broken or damaged, such as the rails or an upright, and it poses a safety issue.

**9.3.9.14** Spectators physically interfere with a player.

**9.3.9.15** Fighting will always result in an immediate jam call off.

**9.3.9.16** Emergency.

**9.3.10** Jam Resets

**9.3.10.1** If the referees call off the jam for too many or too few skaters on the track, or because a skater

refuses to remove themselves 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 with the exception being in the instance of an injury.
- 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 Head Referee. Coaches or managers may act as designated alternates. Only one representative per team may be present to discuss the ruling with the Head Referee.
- 9.4.2 Each team is allowed three challenges per game. They may be either penalty or points challenges.
  - 9.4.2.1 A team must have at least one (1) team time out to call for a challenge.
  - 9.4.2.2 Teams may use a maximum of two (2) challenges per half.
  - 9.4.2.3 [During tournament half games, teams may use a maximum of one \(1\) challenge per half.](#)
  - 9.4.2.4 [If a challenge results in the call being upheld or points standing, the challenging team uses one challenge and one \(1\) team time out. If the challenge is successful and the call is overturned or points altered, the team retains their time out and uses a challenge only.](#)
- 9.4.3 A challenge may only be requested for events that transpired in the previous jam and must be requested before the next jam starts.
  - 9.4.3.1 For a reset jam, a challenge may be requested after the reset to apply to the original jam.
- 9.4.4 Teams may not challenge uncalled penalties.
- 9.4.5 A team captain requests a challenge with a signal arranged prior to the game.
- 9.4.6 During a challenge, the quarter clock will be stopped and all skaters will be removed from the track and must remain in their team area until the challenge is resolved and the thirty (30) second warning is sounded.
- 9.4.7 The Head Referee may meet alone with the teams' designated representatives, or may call in referees or other officials as needed. One (1), and only one, representative from each team must be present for any challenge.
- 9.4.8 The captain requesting the review will explain the grievance without raising their voice, other than what is necessary to be heard over the crowd or sound system, in a calm and rational manner. They will present their case; the opposing captain can offer their arguments if they have any, and referees may be called to present additional testimony.
- 9.4.9 In rare cases, the Head Referee may call for other skaters and game officials located outside the track boundaries to offer testimony.
- 9.4.10 The Head Referee will investigate the grievance with the other referees, and together determine merit.
- 9.4.11 The Head Referee will announce a decision based on the merits of the case that are presented. This decision is final.

#### 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 (i.e., in response to potentially harmful game play, an illegal block that normally results in no penalty could be called as a penalty). 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., they see the effects of an action but does not the action itself), they must not call a penalty.
- 9.5.3 If the referee is in a position where intent must be inferred but is not clear, they must assume legal intent.
- 9.5.4 If the referee is not sure whether an action warrants a penalty or no penalty, it must not be called.

#### 9.6 Equipment

- 9.6.1 [Penalty-calling referees must be uniformed in black and white striped tops and black bottoms. Uniform stripes](#)

- must be vertical and equally-sized.
- 9.6.2** Other officials who are not directly responsible for observing and reporting points and penalties should wear black uniform tops and black or white bottoms.
  - 9.6.3** Each referee and official participating in a bout must visibly display his or their name and/or number on the back of his or their jersey.
  - 9.6.4** Each referee must provide a working, regulated sports whistle that will aid in the appropriate whistles for jam play and calling penalties. Fox 40 brand strongly encouraged.
  - 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.
    - 9.6.5.2** Knee Pads.
    - 9.6.5.3** Wrist Guards.
    - 9.6.5.4** Elbow Pads.
  - 9.6.6** Referees and Non-Referee Officials must use all designated official workbooks and forms as designated by the RDCL.

## **10 SAFETY**

### **10.1 Safety Personnel**

- 10.1.1** The home team must provide at least two (2) 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 (15) 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, they are unable to take the track for a jam reset, or unable to report to the penalty box; the skater(s) must sit out the next five (5) jams.
- 10.2.2** A skater will be given a medical ejection on the third (3) jam that is called off for the same injured skater.
- 10.2.3** If a skater is bleeding, they may not participate in a jam until the bleeding has stopped.

### **10.3 Impaired Skaters and Officials**

- 10.3.1** Skaters, support staff (such as bench coaches and managers) and anyone serving in an official capacity except announcers may not participate in a bout while under the influence of alcohol, marijuana, narcotics, illegal drugs, or prescription drugs that could impair their judgment or ability.
- 10.3.2** No one may consume alcohol or marijuana at bouts while wearing skates.

## 11 GLOSSARY

### Active Block

An Active Block is a Block (*See Glossary – Block*) where actual physical contact is made by the skater initiating the Block. This is in contrast to a Passive Block (*See Glossary – Passive Block*).

### Active Jammer

An active Jammer is the Current Jammer (*See Glossary – Current Jammer*) in a Jam who has the star helmet cover on and with stars visible. An active Jammer is eligible to score points if in a position to do so, and, if they are Lead Jammer, eligible to call off the Jam.

### Assist

Helping a teammate improve their position by giving them a push, pull or a whip.

### Attempt (Failure to Reform/Skating out of Play)

An attempt to reform the pack or return to the engagement zone will be measured by the following:

- A skater ahead of the engagement zone or in the forward group in a split pack must constantly decelerate until the criteria specified in the penalty section are met.
- A skater behind the engagement zone or in the rearmost group in a split pack must constantly accelerate until the criteria specified in the penalty section are met.
- A skater who starts accelerating and then ceases acceleration by coasting or decelerating is not considered to be attempting. A skater who starts decelerating and then ceases deceleration by maintaining speed or accelerating is not considered to be attempting.
- [An out of bounds skater who is upright on the infield must make a sustained and immediate effort to return to the track at the first legal opportunity by skating or stepping onto the track where there is a sufficient opportunity for safe re-entry.](#)

### Block

A block is an action, either intentional or unintentional, by a skater to obstruct, relocate or knock down an opponent. A block does not have to include contact. Obstructing an opponent passively is still considered a block (*See Glossary – Passive Block*).

### Blocker

The Blockers are skaters who can make up the pack. The position of Pivot is a designation that may be held by one of the four Blockers per team allowed in each jam. Blockers never score points.

### Blocking Zones

Legal areas of the body that may be used to initiate a block.

### Clockwise Skating

Skating in a clockwise direction on the track. Direction of skating is measured from a line perpendicular to the virtual center line of the track. Any direction clockwise but not parallel to this line is considered clockwise skating.

### Counterclockwise Skating

Skating in a counterclockwise direction on the track. Direction of skating is measured from a line perpendicular to the virtual center line of the track. Any direction counterclockwise but not parallel to this line is considered counterclockwise skating.

### Counter Block

Counter-blocking is any motion/movement toward an oncoming block by the receiving skater which is designed to counteract an opponent's block. Counter-blocking is treated as a block and held to the same standards and rules. Standing up, turning away, ducking, etc. is not considered counter-blocking.

### **Current Jammer**

The current Jammer is the skater on a team who during a Jam is considered to be in the position of the Jammer. The current Jammer can either be the original Jammer (*See Glossary – Original Jammer*), or in the case of a star pass, the Pivot-turned-Jammer after a successful star pass. The status of Jammer is transferred from the Original Jammer to the Pivot after the Pivot has the star helmet cover in her hand and the Original Jammer is no longer touching the star helmet cover. Until this point the Original Jammer is considered the Current Jammer.

### **Down**

A skater is down if they have fallen, been knocked to the ground, or have taken a knee. Skaters on one knee are considered down. Once a skater is down, they are considered down until they are in an upright skating position, with no part of their body touching the ground.

### **Engagement Zone**

The engagement zone begins twenty (20) feet behind the rear most member of the pack, and extends to twenty (20) feet ahead of the foremost member of the pack, between the inside track boundary and outside rail. The engagement zone is the area where skaters that are upright and inbounds may legally engage. Upright and inbounds Jammers may engage each other outside of the engagement zone.

### **Failure to Reform**

After a split pack warning, all Blockers must immediately attempt (*See Glossary – Attempt*) to reform a pack. If a skater fails to immediately make an effort to reform a pack by accelerating, decelerating, or returning inbounds from out of bounds, this is considered a Failure to Reform.

### **Falling Small**

A skater is considered to be falling small if they fall with their limbs controlled and tucked into their body. If they are to slide down the track they must do so in a controlled manner as opposed to tumbling or sprawling.

### **Hips**

The hips, for passing and proximity purposes, are a single dimensionless point in the center of the body. The point is at the height of the hips of the skater and in the center of the skater's mass when measured parallel to the track.

### **Holding (Game Clock)**

The Head Referee (HR) for the game has the ability to hold the game clock after thirty (30) seconds has expired instead of calling an official time out to improve game flow. This may be used in instances where Delay of Game penalties are issued or in cases where officials need slightly longer than thirty (30) seconds to be considered ready for the next jam.

### **Improving Relative Position**

A skater is considered to have improved their relative position when they have passed an upright in-play skater. If they are out of bounds while passing the upright inbound skater they have improved their relative position when they re-entered the track (*See Glossary – Re-Enter*).

### **Inbounds**

A skater is inbounds as long as all parts of the skater's body and equipment that are in contact with the ground are within or on the track boundary. If a skater jumps and ceases all contact with the ground their prior inbounds/out of bounds status is maintained until contact with the ground re-establishes inbounds/out of bounds status. In-bound skaters are not necessarily in play.

### **In Play**

When a Blocker or Pivot is positioned inside the engagement zone, upright, and inbounds, they are considered in play.

### **Inactive Jammer**

An Inactive Jammer is the Current Jammer (*See Glossary – Current Jammer*) in a Jam who is not wearing the star helmet cover or

the helmet cover does not have stars visible (i.e., the cover is worn inside out). An Inactive Jammer has all the abilities of a Jammer except they are not eligible to score points, and if they are the Lead Jammer, are not eligible to call off the Jam.

### **Infield Box**

An infield box is either team box or the official's area on the infield of a track. A skater may move themselves to either area during a jam due to injury or skate malfunction but may not return to play once they are within an infield box.

### **Initiate**

To initiate a block or to be the initiator of a block, a skater must execute any movement which either makes contact with, or impedes the motion of, an opponent. The initiator of the block need not be aware of their actions to be considered the initiator. The initiator of a block is always responsible for their actions.

### **Immediate**

The first legal opportunity to perform the required action.

### **Jammer**

A Jammer's role is to make their way through the pack, lap the pack, and pass through the pack as many times as they choose in a jam to score points for their team, as specified in *Section 8: Scoring*. A Jammer may pass their position to their team's Pivot as specified in *Section 3.6: Passing the Star*. 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. To be correctly identified, a Jammer must wear a helmet cover with two visible five (5) pointed stars, one on each side, as specified in *Section 3.7: Helmet Covers*.

### **Lead Jammer**

The Lead Jammer is always the Jammer that is ahead of the opposing Jammer after they have passed every in-play Blocker and become the foremost skater in play.

### **Loss of Relative Position**

When a skater's position, in relation to other skaters on the track, is lost for a sustained period of time due to the actions of an opposing skater (i.e., a legal or illegal block). Being forced out of bounds is always to be considered a loss of relative position. Loss of relative position should only be judged against the initiator(s) and target(s) of the block (or assist).

### **Original Jammer**

The original Jammer is the skater on a team who is considered to be in the position of the Jammer at the start of the Jam.

### **Out of Bounds**

A skater is considered out of bounds when any part of the skater is touching the infield.

### **Out of Play**

When a Blocker or Pivot is positioned outside the engagement zone or out of bounds, they are out of play and subject to penalties specified in *Section 6: Penalties*.

### **Overall Momentum**

Overall momentum is the total sum of a skater's momentum. It is used to determine the direction of skating relative to the virtual center line of the track. If the overall momentum is zero, or clockwise, the skater may be subject to penalties. A skater with momentum exactly perpendicular to the virtual center line of the track is considered stopped.

*For Example: A skater's body is moving in the counterclockwise direction, however while executing a transition one of their skates travels briefly in the clockwise direction. The overall momentum of their body is still traveling counterclockwise, therefore their overall momentum is counterclockwise.*

**Pack**

The single largest group of in-bounds Blockers from both teams skating in proximity.

**Passive Block**

A passive block is when a skater is positioned in front of an opponent in such a way that causes an opponent to slow, stop, or change their trajectory without any contact.

**Pivot**

The Pivot is a designation of a Blocker. The Pivot is identified by wearing the designated Pivot's helmet cover, as specified in *Section 3.7: Helmet Covers*. The Pivot has the ability to receive a star pass.

**Power Jam**

A jam in which only one team fields a Jammer.

**Proximity**

Proximity is a fixed measurement of five (5) feet in front of and behind the hips of each skater. Proximity is measured along the virtual center line of the track.

**Rail Spin**

A rail spin is a transition or spin performed at the kick rail. Rail spins are not considered to be clockwise skating as long as the skater's overall momentum is in the counter clockwise direction.

**Re-Enter**

A skater re-entering the track is upright and skating when their second skate touches the track surface. A straddling skater has not re-entered the track until their second skate touches the track surface.

**Relative Position**

The position a skater holds in relation to other skaters on the track.

**Split Pack**

A scenario in which the definition of a pack cannot be met.

**Stop / Stopping / Stopped**

Being stopped on the track can involve coming to, or remaining at a complete stop on the track with no clockwise or counter clockwise momentum. Skating perpendicular to the virtual center line of the track is also considered stopped as there is no momentum in either a clockwise or counterclockwise direction.

**Straddling**

A skater with one skate on the infield and one skate on the track surface is considered straddling. They are not considered inbounds until they place both skates on the track surface (See *Glossary – Re-Enter*).

**Target Zones**

Legal areas of the body where an opponent may make contact while initiating a block.

**Team Member**

A team member is any skater participating in a bout on a particular team. Additionally any bench coach and/or manager who will be on the infield and representing that team during a bout are considered team members. A team may only have two (2) non skating support staff infield in the team area during a bout.

**Totem**

A helmet placed in the penalty box that signifies that a Jammer has received a penalty point, but is not serving the penalty in that jam. This occurs when Jammers for each team receive a penalty in the same jam and at least one of the teams also has two



Blockers that receive penalties. Because a double-Jammer penalty usually results in both Jammers sitting as Blockers, and because there is a two (2) Blocker maximum in the penalty box, both Jammers are returned to their team benches, and replaced with a totem.

**Track Surface**

The track surface is considered to be any part of the track's skating surface including the boundary and outfield kick-rails.

**Transition**

A motion by a skater to move from a forward facing skating position to a backwards facing skating position and vice-versa. A transition is legal as long as the overall momentum (See *Glossary – Overall Momentum*) of the skater is in the counterclockwise direction.

**Virtual Center Line**

The virtual center line of the track is an unmarked line that is visualized to be in the exact center of the track between the infield boundary and the kick rails.