

RDCL Ruleset	Rule number	Rule text	Question/Revision	RDCL Clarification	Date of clarification
3.1	6.16.3.6	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).	Typo.	This rules refers to 6.17.3.1 as a typo. It should refer to 6.18.3.1.	6/22/16
3.1	6.18.3.1	No Impact/no Penalty: Current Jammer enters the infield to retrieve a dropped helmet cover.	Are Jammers who enter the infield to retrieve a helmet panty eligible for the SB penalty?	Jammers may enter the infield without engagement to retrieve a dropped helmet cover. They are still eligible for the Skating Out of Bounds (SB) penalty per 6.16.4.2 for skating more than 20 feet in one direction on the infield.	6/22/16
3.1	6.3.2.1	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.	Does the Blocking With the Head (IB) penalty include the neck of the initiator?	For the purposes of safety, this penalty is inclusive of the neck of the initiator. A block between an initiator's head and neck that causes the target to move forward, backward, or sideways or where the target skater falls or loses their relative position may result in an Illegal Block (IB) penalty.	6/22/16
3.1	9.3.10	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.	Clarifying language.	In order to align with the rest of the ruleset, this section should read (change in bold): "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 both their hands on their hips at the same time . 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."	6/22/16
3.1	9.3.9.2.1	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.	Can a Jammer score while they are on their knees?	Revised to read (changes in bold): "A skater is down if they have fallen, been knocked to the ground, have taken a knee, or have any part of their body other than skates touching the ground . 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. Down skaters do not have a status related to gameplay, except where exceptions are explicitly noted. Down skaters may not initiate blocks, they may not be a legal target of a block, and they may not score points. The only privileges allowed for down skaters are described in 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 inbound." And in 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."	6/22/16
2.5	9.4.3	Jam resets	Can a challenge be called on a jam that has started and then reset?	Yes, the reset is essentially taking the game back to the time BEFORE the jam. This is the appropriate time for a penalty challenge.	5/20/2015
2.5	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.	Practice clarification.	If a team calls for a time out and subsequently changes their mind to use a challenge, they may be charged with using a time out if they have exceeded 30 seconds before they change their mind. That means that if they lose the challenge, they could lose two time outs. HRs will take into account whether or not the teams have all the penalty and points information they need to make a challenge in a timely manner and adjust their response accordingly. It ultimately falls on the HR to make this call.	5/20/2015