

W.O.R.D. Banked Track Roller Derby Rules

Version 1.3 (created 1/20/10)

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Table of Contents

1. Teams	Page 3
2. Game Parameters	Page 3
2.1 Track	Page 3
2.2 Structure	Page 3
2.3 Quarters	Page 3
2.4 Jams	Page 4
2.5 Overtime	Page 4
2.6 Time-outs	Page 4
2.7 Penalty Box	Page 4
2.8 Clocks	Page 4
2.9 Whistles	Page 4
3. Players	Page 5
3.1 General	Page 5
3.2 Blocker	Page 5
3.3 Pivot	Page 5
3.4 Jammer	Page 5
3.5 Lead Jammer	Page 5
3.6 "Passing the Star"	Page 6
3.7 Helmet Covers	Page 7
3.8 Uniforms	Page 7
3.9 Jewelry	Page 7
3.10 Skates	Page 7
3.11 Safety Equipment	Page 7
4. The Pack	Page 7
4.1 Pack Definition	Page 7
4.2 Pre-Jam Formation	Page 8
4.3 Jam Formation	Page 8
4.4 Starts	Page 8
5. Blocking	Page 9
5.1 General	Page 9
5.2 Contact Zones	Page 9
5.3 Other Restrictions on Blocking	Page 10
6. Penalties	Page 11
6.1 General	Page 11
6.2 Above the Shoulders	Page 11
6.3 Blocking with the Head	Page 11
6.4 Arms	Page 11
6.5 Back-Blocking	Page 12
6.6 Tripping	Page 12
6.7 Holding and Stop-Blocks	Page 13
6.8 Multi-Player Blocks	Page 13
6.9 Infield Blocking and Assisting	Page 14
6.10 Out of Play Penalties	Page 14
6.11 Skating Out-of-Bounds	Page 16

6.12 Cutting	Page 16
6.13 Illegal Procedure	Page 17
6.14 Unsporting Conduct	Page 18
6.15 Fighting	Page 19
7. Penalty Enforcement	Page 19
7.1 General	Page 19
7.2 Minor Penalties	Page 20
7.3 Major Penalties	Page 20
7.4 Penalty Enforcement Procedure	Page 20
7.5 Double Jammer Penalties	Page 20
7.6 Last Jam Majors	Page 21
7.7 Benching	Page 21
7.8 Removal from the Game	Page 21
8. Scoring	Page 22
8.1 Scoring Procedure	Page 22
8.2 Earned Points	Page 23
8.3 Ghost Points	Page 23
8.4 Out of Play Points	Page 23
8.5 Special Situations	Page 23
9. Officials	Page 23
9.1 Referees	Page 23
9.2 Non-Referee Officials	Page 24
9.3 Duties	Page 25
9.4 Official Review or Penalty Challenge	Page 26
9.5 Points Challenge	Page 27
9.6 Referee Discretion	Page 27
9.7 Equipment	Page 27
10. Safety	Page 28
10.1 Safety Personnel	Page 28
10.2 Injured Skaters	Page 28
10.3 Impaired Skaters or Officials	Page 28

1 Teams

- 1.1 Teams shall consist of a maximum of 20 skaters.
- 1.2 At most, 14 skaters may be on the roster for a specific game. Leagues may rotate their game roster from their team roster between games, but not during a game.
- 1.3 During a tournament, leagues may substitute alternates from their team roster between games, but not during a game. If a skater is pulled from the tournament and replaced with an alternate she may re-enter the tournament in a subsequent game.
- 1.4 A League may have more than one team. **(W)**

2 Game Parameters

2.1 Track

- 2.1.1 The hosting league must inspect the track for safety prior to a game.
- 2.1.2 The track surface shall be clean, smooth, and suitable for rollerskating.
- 2.1.3 The infield boundary should be marked by a raised boundary at least .25" and no more than 2" height, in such a way that is highly visible to skaters and officials and does not present a safety hazard to skaters. The track boundary line must be painted and the width must be between 2" and 6".
 - 2.1.3.1 The track must have a clear, 2-inch-wide, track-width-spanning, contrasting demarcation for:
 - 2.1.3.1.1 Jammer Start Line
 - 2.1.3.1.2 Pack Start Line: At minimum 16 feet in front of the Jammer Start Line
 - 2.1.3.1.3 Pack Boundary Line: 6 feet behind the Pack Start Line
 - 2.1.3.1.4 10ft track intervals are strongly encouraged (these can be 3 – 6 inches long instead of track width wide).
- 2.1.4 The teams will have chairs or benches for their skaters in the infield in designated team areas. Only those skaters who are on the roster for that game may sit or stand in the designated team area. Up to two support staff (team managers, coaches, or other non-skating players) per team are allowed in this area during game play.
- 2.1.5 There will be a minimum 6-foot clearance around the outside of the track for safety. Referees may skate in this area, and/or the infield of the track, according to local custom. **(W)**
- 2.1.6 For safety and visibility, the track surface, boundaries, safety zone, and penalty area should be clearly lit. **(W)**
- 2.1.7 The track and the boundary marker are considered in-bounds. **(W)**

2.2 Structure

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

2.3 Quarters

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

2.4 Jams

- 2.4.1 A quarter is divided into multiple Jams, which are races between the two teams to score points. There is no limit to the number of jams allowed each quarter.
- 2.4.2 A jam may last up to one minute.
- 2.4.3 Between jams, a team has 30 seconds to get into formation. If both teams are in formation with helmet covers on before 30 seconds has elapsed, the referees may start the jam.
- 2.4.4 If all skaters are not ready to start the next jam after the allotted time, the jam will start without the missing skater(s) and the team will skate short or out of formation for that jam. **(W)**
- 2.4.5 Pivots are considered ready if they are on the track, stationary and are actively putting on their

helmet covers when the first whistle of the jam blows (this is the whistle to start the pack rolling).
(W)

2.4.6 Blockers are considered ready if they are on the track and stationary when the first whistle of the jam blows (this is the whistle to start the pack rolling). (W)

2.4.7 Jammers are considered ready if they are on the track, behind the Jammer start line, and are actively putting on their helmet covers when the first whistle of the jam blows (this is the whistle to start the pack rolling). At the point in time that the Jammer start whistle blows they must be behind the Jammer start line, and their skates may not be moving forward.

2.4.8 If a referee calls off a jam with four short blasts, then the jam is over. The jam will not continue even if the whistle was inadvertent or incorrect. (W)

2.5 Overtime

2.5.1 If the score is tied at the end of a game, overtime jams will be run until the score is no longer tied. Lead Jammers may call off the jam after first point is scored.

2.6 Timeouts

2.6.1 Each team is allowed two two-minute timeouts per half.

2.6.2 To take the timeout, the captain or designated alternate will signal the officials and make a T signal with her hands, to indicate that she is requesting a timeout. Referees will signal for the clock to stop. (W)

2.6.3 A timeout may only be requested between jams.

2.6.4 Referees may call an officials timeout at any point. This will stop the clock.

2.7 Penalty Box

2.7.1 For each game, benches or seats must be provided to make up the "Penalty Box." This is the designated area where major penalties will be served. The benches or seats must be capable of accommodating a total of four people per team.

2.7.2 The penalty benches must be situated in the infield on either side of the center of the infield.

2.8 Clocks

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

2.8.2 Quarter Clock

2.8.2.1 The quarter clock starts on the second whistle of the first jam.

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

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

2.8.3 Jam Clock

2.8.3.1 The jam clock starts on the second whistle of the jam.

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

2.9 Whistles

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

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

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

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

3 Players

3.1 General

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

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

3.2 Blocker

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

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

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

3.3 Pivot

3.3.1 A Pivot is a special type of blocker. In certain circumstances a Pivot may take over the position of Jammer for her team according to the specifications in *Section 3.5 Passing the Star*.

- 3.3.2 A maximum of one Pivot skater from each team is allowed on the track during play, and constitutes one of the four blocker positions.
 - 3.3.3 Pivot identification: Pivots wear a striped helmet cover, as specified in *Section 3.6. Helmet Covers*. **(W)**
- 3.4 Jammer**
- 3.4.1 A Jammer's role is to make her way through the pack, lap the pack, and pass through the pack as many times as she chooses in a jam to score points for her team per the specifications in *Section 8 Scoring*. A Jammer may pass her position to her team's Pivot according to the specifications in *Section 3.6 Passing the Star*. **(W)**
 - 3.4.2 A maximum of one Jammer from each team is allowed on the track per jam. A minimum of one Jammer from either team is required on the track to start a jam.
 - 3.4.3 Jammer Identification: Jammers wear a helmet cover with two 5-pointed stars, one on each side, as specified in *Section 3.7 Helmet Covers*.
- 3.5 Lead Jammer**
- 3.5.1 The Lead Jammer is always the Jammer that is ahead of the opposing Jammer after she has passed every in-play blocker and become the foremost skater. Passing is measured at the hips.
 - 3.5.1.1 She must be wearing her Jammer helmet cover on her initial pass to acquire Lead Jammer status.
 - 3.5.1.2 She need not pass all players legally to acquire Lead Jammer status, though penalties will apply for any infractions of the rules.
 - 3.5.1.3 If there is no legally defined pack during a Jammer's initial pass through the pack, Lead Jammer status will be awarded when a Jammer becomes the foremost skater on the track.
 - 3.5.1.4 If the opposing team is playing without a Jammer, then the participating Jammer is lead as soon as she is the foremost skater in play.
 - 3.5.1.5 Until either player becomes the foremost skater, there can be no Lead Jammer.
 - 3.5.1.6 A Jammer who is assigned a Major penalty in the last jam of a game forfeits all ability to call off the jam. (*See 7.6 Last Jam Majors*)
 - 3.5.2 The Lead Jammer may end a jam before the jam clock runs out by placing both of her hands on her hips at the same time. The jam is only ended, however, when the referee blows the whistle to signal the end of the jam.
 - 3.5.2.1 If the Lead Jammer signals to call off the jam, but the Jammer Referee's whistle to end the jam comes after the opposing Jammer passes her, the jam will still end and there will be no penalty for an ineligible jam call off.
 - 3.5.2.2 Points will continue to accrue until the first whistle to end the jam.
 - 3.5.3 A Lead Jammer may call off the jam as long as she is within the boundaries of the track, even if part of her body other than her skates is touching the track surface or she is leaning over the rail.
 - 3.5.4 A Lead Jammer may not call off the jam if she is out of bounds, as defined by having any part of her body touching the infield or the outfield.
 - 3.5.5 A Lead Jammer may only call off the jam in mid-air if she was in-bounds the last time her skates were on the ground.
- 3.6 "Passing The Star"**
- 3.6.1 A Jammer may pass her position to her team's Pivot as a strategic move, allowing said Pivot to become the point-scoring skater for her team for the remainder of the jam. Pivots are eligible for Lead Jammer status.
 - 3.6.2 The star may be passed by either Jammer. **(W)**
 - 3.6.3 The star may be passed at any time to a Pivot who is in play. **(W)**
 - 3.6.4 Pass Procedure
 - 3.6.4.1 In order to pass the Jammer position to the Pivot, a Jammer must remove her helmet cover and hand it off directly to her team's Pivot. The helmet cover may not be handed off via other skaters or thrown. The helmet cover may not be taken off the Jammer's head by the Pivot or another skater. A Jammer who has removed her helmet cover has forfeited: **(W)**
 - 3.6.4.1.1 Her ability to accrue points. **(W)**
 - 3.6.4.1.2 Her personal ability to call off the jam if she was lead. The Pivot who is given the Jammer's star *may* retain this privilege if she remains in the lead once her helmet cover is in place.
 - 3.6.4.2 A helmet cover pass may be blocked by the opposing team by any means of legal blocking. **(W)**
 - 3.6.5 Incomplete passes and recovery. **(W)**
 - 3.6.5.1 If a helmet cover falls on the track, or is removed from play by any means, during a

- 3.11.3 Optional protective gear such as padded shorts, shin guards, knee or ankle support, and tailbone protectors may be worn at the skaters' discretion as long as they do not impair or interfere with the safety or play of other skaters, support staff, or officials. Skaters are strongly encouraged to secure or tape down loose Velcro on pads. **(W)**

4 PACK

4.1 Pack Definition

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

4.2 Pre-Jam Formation

- 4.2.1 Prior to the start of a jam, all skaters must be in formation with the Pivots and blockers on or behind the pack start line and in front of the pack end line.
- 4.2.2 Jammer Starting Position: Jammers line up on or behind the Jammer start line. The choice of high or low position is determined by the winner of a coin toss before the start of the game. The team scoring the highest number of points in any jam for the remainder of the game has their choice of high or low position in the next jam.
- 4.2.3 No rules govern blocker or Pivot positioning.
- 4.2.4 Skaters may touch the rail as long as the point of contact is behind their start line.

4.3 Jam Formation

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

4.4 Starts

- 4.4.1 The pack begins rolling on a single whistle blast from the referee. **(W)**
- 4.4.2 Once the blocker at the rear of the pack has touched the track on the other side of the pack start line, the referee signals the Jammers to begin their sprint through the pack with two short whistle blasts. A Jammer may not begin rolling forward until the second signal, though non-forward motion is acceptable.
 - 4.4.2.1 A Jammer may begin with a hand or knee on the track, so long as no part of her body is touching the track or the rail in front of the Jammer start line.

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

5 BLOCKING

5.1 General

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

5.2 Contact Zones

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

5.3 Other Restrictions On Blocking

- 5.3.1 No blocking from behind, which includes hitting another skater in the back (*as defined in Section 5.2.2 Legal Target Zones*). **(W)**
- 5.3.2 Out-of-bounds blocking. In-bounds is defined as a skater having both feet within the boundary of

the track.

- 5.3.2.1** Skaters must be in-bounds when initiating a block or assist. This applies to both the initiating blocker and the targeted skater.
- 5.3.2.2** Skaters returning to the track from the infield may not pick up momentum for a block until both of their skates have touched the track, individually or together.
- 5.3.2.3** If a skater forces an opponent to the infield while blocking, the initiating blocker must cease blocking before the target skater has touched both feet to the infield, individually or together. No part of the initiating blocker's skate may touch the infield at any time while contacting an opposing player.
- 5.3.2.4** If blocked out-of-bounds, an opponent must reenter the track without bettering her position relative to other skaters.
 - 5.3.2.4.1** The skater may not return in bounds in front of the skater who blocked her out-of-bounds.
 - 5.3.2.4.2** When a player is in the infield, if any player ends up out of play or on the ground, the out of bounds player no longer needs to re-enter behind her.
- 5.3.2.5** Skaters may not touch or hit another skater who is out-of-bounds. Skaters must wait until the skater has re-entered the track and has had both feet touch the track, individually or together.
- 5.3.2.6** A skater that is in-bounds need not yield right of way to the out-of-bounds skater. Skaters that are out-of-bounds must follow *Section 5.3.2.4* and find an entrance back into the pack that does not require in-bounds (in play) skaters to move. Skaters may not force their way onto the track by initiating contact with another skater who is on the track.
- 5.3.3** Passive blocking (A.K.A. Positional, Frontal, or Body Blocking), skating in front of an opposing skater to impede her movement on the track, may only be performed by skaters who are considered in play, as defined in *Section 4.3.2 Jam Formation*. Positional blocking need not include contact. **(W)**
- 5.3.4** Skaters must not skate in a clockwise direction on the track at any time.
 - 5.3.4.1** Skaters may skate in a clockwise direction on the infield for up to 10 feet or two strides. Skaters skating on the infield may be subject to penalties per *Section 6 Penalties*.
- 5.3.5** Skaters must have at least one skate on the floor when executing a block. **(W)**
- 5.3.6** Skaters must be stepping or skating when executing a block. They may not be at a standstill or have any body part touching the track.
- 5.3.7** Skaters may not execute a block on an opponent who has any body part touching the track, or who does not have a skate on the track.
- 5.3.8** Tripping: Skaters may not trip an opponent nor fall in front of another skater without engagement by an opponent. **(W)**
 - 5.3.8.1** Any contact, which lands on or below an opponent's knees, below the legal target zone, that causes the skater to stumble or fall is considered tripping.
 - 5.3.8.2** Contact between skates and wheels that is part of the normal skating motion will not be considered tripping. However, repeated contact between skates and wheels that is part of the normal skating motion will be considered tripping due to the repeated effect on game play and competition.
 - 5.3.8.3** Skaters must "fall small" in efforts to avoid tripping. Flailing and sprawling skaters that trip opponents will be penalized, regardless of intent. **(W)**
 - 5.3.8.4** A skater who repeatedly falls in front of opponents will be given tripping penalties even if she "falls small" (as outlined in *Section 6 Penalties*).
- 5.3.9** Skaters may not join arms or hands, grasp safety equipment such as wrist guards, elbow pads or kneepads, or grasp a teammate's clothing or other worn gear to impede or block an opponent with a multiple-player wall.

6 PENALTIES

6.1 General

- 6.1.1** A Penalty is a punishment, handicap, or loss of advantage imposed on a team or competitor for a rule infraction or a foul. Penalties are applied to both a player and the position she is currently playing, except when both Jammers are penalized, see *Section 7.5 Double Jammer Penalties*. **(W)**
- 6.1.2** Penalties will be assessed to the skaters who make actual illegal contact.
 - 6.1.2.1** If a skater is pushed into an opponent by a teammate, the pushed skater is still responsible for her illegal contact.
 - 6.1.2.2** A skater who initiates contact to assist a teammate who is out of play will receive a penalty, whereas an out of play skater who initiates contact herself by grabbing an in-play teammate will be the one to receive the penalty.

- 6.1.3 Penalties are reported during the course of a jam, but assessed and served after the end of jam whistle has blown.
- 6.1.4 Players are not removed from play while a jam is in progress except when:
 - 6.1.4.1 A team fields too many players on the track.
 - 6.1.4.2 A player joins play when she should be serving a penalty.
 - 6.1.4.3 A player loses her safety equipment or is found to be skating without her equipment.
- 6.2 **Above the Shoulders**
 - 6.2.1 Any block that lands on the neck, head, or helmet of an opponent is illegal.
 - 6.2.2 **No Impact/No Penalty**
 - 6.2.2.1 If the opponent initiates the block with her head and there is no counter-block.
 - 6.2.3 **Minor Penalty**
 - 6.2.3.1 There is no instance where this is a minor
 - 6.2.4 **Major Penalty**
 - 6.2.4.1 Any block, counter-block or illegal contact above the shoulders on an opponent.
 - 6.2.4.2 May result in EXPULSION from the game or SUSPENSION from a tournament.
- 6.3 **Blocking with the Head**
 - 6.3.1 The head may not be used to block an opponent due to the extreme danger of neck injuries.
 - 6.3.2 **No Impact/No Penalty**
 - 6.3.2.1 Incidental contact with the initiator's head that does not have a visible effect on the target or cause her to lose her relative position.
 - 6.3.3 **Minor Penalty**
 - 6.3.3.1 A block between an initiator's head and an opponent where the target skater is knocked off balance, but does not fall or lose her relative position.
 - 6.3.4 **Major Penalty**
 - 6.3.4.1 A block between an initiator's head and an opponent where the target skater falls or loses her relative position.
- 6.4 **Arms**
 - 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 her
 - 6.4.1.4 Contact with the point of the elbow (jabbing)
 - 6.4.1.5 Contact with the arm where the elbow is not bent (clothesline)
 - 6.4.1.6 Contact where the elbow is swung with forward/backward motion or upward/downward motion (pile-driver)
 - 6.4.2 **No Impact/No Penalty**
 - 6.4.2.1 Incidental contact with the arm where the target skater is not displaced in any way.
 - 6.4.2.2 Contact 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. (Rock Block)
 - 6.4.3 **Minor Penalty**
 - 6.4.3.1 Illegal contact with arms that displaces an opponent or causes her to stumble, but does not cause her to lose her relative position.
 - 6.4.3.1.1 If a target takes a knee, but quickly recovers without losing her relative position, it is only a minor penalty.
 - 6.4.3.2 Taking an assist/whip off of an opponent without her losing her relative position.
 - 6.4.4 **Major Penalty**
 - 6.4.4.1 Illegal contact with the arms that causes an opponent to fall or lose her relative position.
 - 6.4.4.2 A Jammer taking an assist/whip off an opponent and improving her position.
 - 6.4.4.3 Tackling an opponent, completely encircling her body with two arms.
 - 6.4.4.4 Grabbing and opponent with two hands and:
 - 6.4.4.4.1 pulling her down to the track.
 - 6.4.4.4.2 moving her into a collision with another player.
 - 6.4.4.4.3 flinging her.
- 6.5 **Back-Blocking**
 - 6.5.1 It is illegal to make contact with the back an opponent's torso, booty, 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 **Minor Penalty**
 - 6.5.3.1 Contact with an opponent's back that causes her to move forwards or sideways, but does not cause her to lose her relative position
 - 6.5.4 **Major Penalty**
 - 6.5.4.1 Contact with an opponent's back that causes her to fall or lose her relative position
- 6.6 Tripping**
- 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 **No Impact/No Penalty**
 - 6.6.2.1 Skate-to-skate contact that is part of a normal skating motion
 - 6.6.2.2 A fallen skater who "falls small" in her best effort not to trip anyone else
 - 6.6.2.2.1 A skater re-entering the track from the infield, even as the result of a fall, is liable for tripping even if she falls small.
 - 6.6.2.3 A pile-up of multiple skaters from both teams where fault cannot be determined
 - 6.6.2.4 Target skater completely avoids the trip or is completely unaffected by the contact
 - 6.6.2.5 Officials will "build a case" for tripping when a skater repeatedly causes opponents to stumble or fall as a result of skate-to-skate contact that is part of a normal skating motion or "falling small." On the third instance, tripping penalties will be called with the severity dependent upon the outcome.
 - 6.6.3 **Minor Penalty**
 - 6.6.3.1 Target skater stumbles, jumps, or changes trajectory, but does not lose her relative position
 - 6.6.3.2 Target skater touches a knee, but recovers quickly
 - 6.6.3.3 Fallen skater sprawls on the track causing opponents to stumble, but not lose position
 - 6.6.3.4 Third instance of either habitual contact between skates or wheels as part of a normal skating motion or "falling small" that causes an opponent to stumble, jump, or change trajectory
 - 6.6.4 **Major Penalty**
 - 6.6.4.1 Target skater falls or loses her relative position on the track
 - 6.6.4.2 Fallen skater sprawls on the track, contacts another player and causes her to fall completely or lose her relative position
 - 6.6.4.3 Third instance of either habitual contact between skates or wheels as part of a normal skating motion or falling small that causes an opponent to fall or lose her relative position
- 6.7 Holding and Stop-Blocks**
- 6.7.1 It is illegal to prevent a skater from rolling by holding her in place or pinning her to the rail or track.
 - 6.7.2 It is illegal to come to a complete stop before or during a block or to skate clockwise while blocking.
 - 6.7.3 **No Impact/No Penalty**
 - 6.7.3.1 Skater is not prevented from rolling, and all contact is between a legal blocking zone and a legal target zone.
 - 6.7.3.2 A target is stopped by a legal block to the rail, but the blocker continues on immediately after the hit.
 - 6.7.4 **Minor Penalty**
 - 6.7.4.1 A body pin to the rail while both skaters remain in the engagement zone, but the blocking skater is not using her hands on any part of the track or the rail.
 - 6.7.4.2 Coming to a complete stop before blocking or skating or stepping in a clockwise direction while blocking and the block causes the target to move, stumble or change her trajectory
 - 6.7.5 **Major Penalty**
 - 6.7.5.1 Pinning a skater to the rail where the initiator has at least one hand on the rail or the track.
 - 6.7.5.2 Sitting on a skater or otherwise maintaining a continuous grip on a skater.
 - 6.7.5.3 Coming to a complete stop before blocking or skating or stepping in a clockwise direction while blocking and the block causes the target to fall or lose her relative position
- 6.8 Multi-Player Blocks**
- 6.8.1 Players may not grab teammate's bodies, clothing, or safety equipment to form a wall to block an opponent or impede her progress.
 - 6.8.1.1 Only players who are grabbing a teammate are eligible for a penalty, players who are

being grabbed are not committing an infraction.

6.8.2 No Impact/No Penalty

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

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

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

6.8.3 Minor Penalty

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

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

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

6.8.4 Major Penalty

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

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

6.9 Infield Blocking or Assisting

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

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

6.9.3 No Impact/No Penalty

6.9.3.1 Skater initiates block while both skaters have both skates on the track, block continues until target skater has one foot on the infield, and the block is disengaged at that point.

6.9.4 Minor Penalty

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

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

6.9.4.2.1 Target has two feet on the infield

6.9.4.2.2 Initiator has one or both feet on the infield

6.9.4.3 Skater with one foot in the infield returns a block

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

6.9.4.5 Skater assists a teammate who is out of bounds

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

6.9.5 Major Penalty

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

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

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

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

6.9.5.5 Any contact with an opponent who is touching the track exclusively outside the track boundary that causes her to fall.

6.10 Out of Play Penalties

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

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

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

6.10.3 No Impact/No Penalty

- 6.10.3.1** Referees issue a warning, and skaters outside the Engagement Zone immediately attempt to rejoin the Engagement Zone without engaging in any contact or passive interference with other skaters.
 - 6.10.3.1.1** It is not mandatory for referees to issue a warning, nor does enforcement require that skaters notice the warning if issued.
 - 6.10.3.1.2** Attempts to rejoin will be assessed by whether or not skaters ahead of the Engagement Zone are decelerating or skaters behind the Engagement Zone are accelerating.
 - 6.10.3.1.3** Out of Play skaters who are ahead of the Engagement Zone are allowed to stop on the track in order to return to the Engagement Zone. This is the only time skaters may stop on the track, and a must begin stepping or skating before she rejoins the pack.
 - 6.10.3.1.4** Out of play blockers must yield the inside line to opposing Jammers or they risk penalties for passive blocking.
- 6.10.3.2** Referees issue a warning, and a blocker yields the inside line to an opposing Jammer. If a blocker yields the inside line and an opposing Jammer elects to skate high, there will be no penalty for passive blocking.
- 6.10.3.3** Skaters may assist teammates who are in a down position, as long as they are in bounds and within the Engagement Zone.
- 6.10.3.4** The pack is destroyed or redefined as the result of a skater falling or skating out of bounds due to engagement by an opposing skater.

6.10.4 Minor Penalty

- 6.10.4.1** Ignoring a referee Out of Play warning and failing to return to the Engagement Zone.
- 6.10.4.2** Failing to accelerate or decelerate as necessary to reform the pack after a “No Pack” warning by the referees. One penalty will be assigned to the skater on a team who seems most responsible for the action, (or to the Pivot as specified in *Section 7.1.3 Penalty Enforcement*)
- 6.10.4.3** Illegally destroying or redefining the pack. Any action that overtly disrupts the definition of the pack resulting in a No Pack situation or redefining the location of the pack will be issued a minor penalty. Such actions could be defined as running away; braking or coasting to fall more than 5 feet behind the opposing team; falling without engagement by an opponent; stopping, stepping out of bounds or taking a knee to escape being goaded; stepping into the infield without engagement by an opponent. One penalty will be applied to a single player who is most responsible (or the Pivot per *Section 7.1.3 Penalty Enforcement*).
 - 6.10.4.3.1** If no one player appears to have instigated the illegal action, the member of the team receiving the penalty who is furthest away from the previously defined pack will be assigned the penalty.
 - 6.10.4.3.2** The pack cannot be illegally destroyed by skaters falling or skating out of bounds as the result of engagement by an opponent.
- 6.10.4.4** Out of play blocker makes contact with an opposing skater, but she does not fall. Each incident receives a separate penalty.
- 6.10.4.5** Out of play blocker passively blocking an opposing skater for less than 3 seconds, including failing to yield the inside line to an opposing Jammer.
- 6.10.4.6** Jammer outside the Engagement Zone initiating contact with any skater other than the opposing Jammer.
- 6.10.4.7** Out of play blocker assisting her own team’s skater in any way.
- 6.10.4.8** Blocker re-entering the Engagement Zone in the opposite side from where she exited (ie. She is 20 feet in front of the pack, but skates around to rejoin the back of the pack, or vice versa.)

6.10.5 Major Penalty

- 6.10.5.1** Out of play blocker blocking another skater who falls as a result.
- 6.10.5.2** Out of play blocker blocking a Jammer, actively or passively, for more than 3 seconds after a referee warning.
- 6.10.5.3** Out of play blocker blocking a Jammer and the Jammer is forced back into the pack.
- 6.10.5.4** Out of play blocker following a Jammer around track, re-entering the pack from the rear, and engaging the Jammer.
- 6.10.5.5** Illegally destroying or redefining the pack in a manner that affects scoring. If the resultant lack of a pack allows a Jammer to skate through without engagement and she scores, or if the pack definition shifts to allow previously out-of-play blockers to engage a Jammer and prevent her from scoring, one penalty will be assigned to the skater who seems most responsible for the action, (*Section 7.1.3 Penalty Enforcement*)

6.11 Skating Out of Bounds

- 6.11.1 Players must remain within the boundaries of the track. "In bounds" means they do not have a skate or any part of their body touching the infield or the outfield. A player who has a skate in the infield is considered out-of-bounds until she has placed both skates on the track either together or separately. A player leaning on the rail is considered in bounds. A player in the air is considered in bounds if her skates were on the track and not in the infield when they last touched the ground.
 - 6.11.2 **No Impact/No Penalty**
 - 6.11.2.1 Skater enters the infield or outfield as a result of engagement with another skater, including being blocked, blocking, or from the momentum of an unsuccessful block.
 - 6.11.2.2 Skater enters the infield to reset behind a skater she advanced on while straddling the boundary line.
 - 6.11.2.3 A skater may step into the infield to avoid a pile-up or a skater who has fallen in front of her if she cannot reasonably take another path or brake to avoid her. She is still liable for any cutting penalties she may incur upon re-entering the track.
 - 6.11.3 **Minor Penalty**
 - 6.11.3.1 Skater steps into the infield without any engagement with another player including stepping out to avoid a block.
 - 6.11.3.2 Skater travels more than 10 feet or two strides (whichever is longer) in the infield before re-entering the track. This applies to both clockwise and counter-clockwise skating.
 - 6.11.3.3 Skater removes herself from play for skate malfunction or injury.
 - 6.11.4 **Major Penalty**
 - 6.11.4.1 Skater travels more than 25 feet in the infield before re-entering the track. This applies to both clockwise and counter-clockwise skating.
- 6.12 **Cutting**
- 6.12.1 A player may not improve her position by skating on the infield whether she entered as a result of engagement with another player or not. A player is considered to be re-entering if she is upright and has two skates on the track. Prior to that, she may return to the infield to avoid a penalty for cutting. However, falling or out of control skaters who make contact with another skater from the infield are always liable for infield blocking or tripping penalties.
 - 6.12.2 **No Impact/No Penalty**
 - 6.12.2.1 Skater re-entering the track without having improved her position relative to the other skaters within the Engagement Zone.
 - 6.12.2.2 Skater with one foot in bounds and one foot out of bounds who passes another skater, but immediately steps out of bounds, slows and re-enters behind the skater she passed illegally.
 - 6.12.2.3 Skater re-entering the track having passed a player who is out of play, out of bounds, or in a down position.
 - 6.12.3 **Minor Penalty**
 - 6.12.3.1 Skater re-entering the track having improved her position relative to any skater, but behind the foremost opposing blocker.
 - 6.12.3.2 Skater re-entering the track ahead of a skater who blocked her out of bounds, regardless of hip position at the time of the block.
 - 6.12.3.2.1 If the blocker steps out of bounds, falls, or exits the Engagement Zone at any time prior to the target re-entering the track, no cutting penalty will be assessed.
 - 6.12.3.3 Skater with one foot in bounds and one foot out of bounds passing another skater, and not immediately stepping out of bounds, slowing and re-entering behind the skater she passed illegally.
 - 6.12.4 **Major Penalty**
 - 6.12.4.1 Skater re-entering the track in front of the foremost opposing blocker, even if there are skaters in front of her from the cutting skater's team.
 - 6.12.4.2 Cutting an opposing Jammer if it forces her back into the pack.
 - 6.12.4.3 Jammer cutting the opposing Jammer if it results in a Lead Jammer change.
- 6.13 **Illegal Procedures**
- 6.13.1 Any illegal action which provides an advantage to a team, but does not necessarily directly affect a specific member of the opposing team
 - 6.13.2 **No Impact/No Penalty**
 - 6.13.2.1 Too many skaters on the track. Team fields more skaters than allowed or fields a skater who should be serving a penalty, but excess skater(s) can be removed from play before either Jammer reaches the pack.
 - 6.13.2.2 Stopping on the track. Skaters may stop on the track in order to re-enter the Engagement Zone or to reform the pack after a "No Pack" call, but must be stepping

- or skating before they have rejoined the pack.
- 6.13.2.3** Skating clockwise in the infield for less than 20 feet or two strides
- 6.13.2.4** A skater who has been removed from the game for ejection who approaches the track or the announcers booth will be issued one warning as long as she does not communicate with players who are still in the game.
- 6.13.3 Minor Penalty**
 - 6.13.3.1** Attempted ineligible jam call off.
 - 6.13.3.1.1** Skater signaling to call off the jam when ineligible because she is not Lead Jammer or she is out of bounds.
 - 6.13.3.2** Blocker false start.
 - 6.13.3.2.1** Blocker having any part of her body or skates touching the track or the rail in front of the blocker start line at the time of the pack start whistle.
 - 6.13.3.3** Jammer false start
 - 6.13.3.3.1** Jammer having any part of her body or skates touching the track or the rail in front of the Jammer start line at the time of the pack start whistle.
 - 6.13.3.3.2** Jammer has forward motion at the time the Jammer start whistle blows.
 - 6.13.3.3.3** A false starting Jammer must yield advantage to the opposing Jammer by allowing her to pass her before reaching the pack.
 - 6.13.3.3.4** In a power jam, a false start by the Jammer will result in an immediate jam call-off, and a jam reset (per *Section 9.3.10 Jam Resets*).
 - 6.13.3.4** Too many skaters on the track. Excess skater(s) cannot be removed before a Jammer reaches the pack.
 - 6.13.3.4.1** Jam is immediately called off, and reset (per *Section 9.3.10 Jam Resets*).
 - 6.13.3.4.2** Penalty is assigned to the last skater from the offending team to enter the track. If it is unknown who joined last, the penalty will be assigned to the Pivot or to the Team Captain if there is no active Pivot (per *Section 7.1.3 Penalty Enforcement*).
 - 6.13.3.5** Improper uniform, jewelry or skates, or missing safety equipment.
 - 6.13.3.5.1** Player is immediately removed from play until the issue is rectified.
 - 6.13.3.5.2** Equipment that is lost during the course of a jam will not elicit a penalty unless a skater refuses a referee call to remove herself from play.
 - 6.13.3.6** Illegal Star Pass.
 - 6.13.3.6.1** Passing a helmet cover to any player but a team's Pivot.
 - 6.13.3.6.2** Passing a helmet cover to a Pivot who is not wearing her helmet cover.
 - 6.13.3.6.3** Throwing a helmet cover.
 - 6.13.3.7** Stopping on the track.
 - 6.13.3.7.1** Skater comes to a complete stop within the Engagement Zone.
 - 6.13.3.7.2** Skater comes to a complete stop before or during a block she initiates.
 - 6.13.3.7.3** Skater stops outside of the Engagement Zone and rejoins the pack before beginning to step or skate.
 - 6.13.3.8** Skating clockwise on the track
 - 6.13.3.9** Illegal re-entry
 - 6.13.3.9.1** Skater re-entering the track after removing herself for skate malfunction or injury. Once a skater has joined her team's bench area, she may not return to the track.
 - 6.13.3.10** Blocking before the jam.
 - 6.13.3.10.1** Skater making contact with an opponent before the start whistle blows and the contact results in the target losing her balance such that she repositions both feet.
 - 6.13.3.11** Approaching the track or the announcer's booth after being ejected or expelled from the game after a warning from the referees. Communicating to a player who is still active in the game is an immediate penalty; no warning needs to be issued. Penalty is assigned to the Team Captain, or a designated alternate if the captain has also been removed from the game.
 - 6.13.3.12** Delay of Game.
 - 6.13.3.12.1** If more than 30 seconds elapse between jams, and a team fails to field the minimum number of players to start a jam, a minor penalty will be assessed against the player who ultimately takes the required position on the track.
 - 6.13.3.12.2** If an entire team is more than 30 seconds late to take their places before the official start time for any quarter, a minor penalty will be assessed against the team captain.
- 6.13.4 Major Penalty**
 - 6.13.4.1** Ineligible jam call off.
 - 6.13.4.1.1** Skater signaling to call off the jam when ineligible because she is not Lead Jammer or she is out of bounds, and a referee calls off the jam.

- 6.13.4.2 Jammer false start
 - 6.13.4.2.1 Jammer false starts and reaches the pack before yielding advantage to the opposing Jammer.
 - 6.13.4.2.2 Results in an immediate jam call-off and jam reset (per *Section 9.3.10 Jam Resets*).
- 6.13.4.3 Too many skaters on the track
 - 6.13.4.3.1 Skater ignores or refuses referee call to leave the track.
 - 6.13.4.3.2 Results in an immediate jam call-off and jam reset (per *Section 9.3.10 Jam Resets*).
- 6.13.4.4 Stop Blocking
 - 6.13.4.4.1 Skater comes to a complete stop before or during a block she initiates, and the target skater falls as a result.
- 6.13.4.5 Illegal Re-entry
 - 6.13.4.5.1 Skater re-entering the track after removing herself for skate malfunction or injury and engaging another skater from either team.
- 6.13.4.6 Blocking before the jam.
 - 6.13.4.6.1 Skater making contact with an opponent before the start whistle blows and the contact results in the target skater falling.

6.14 Unsporting Conduct

6.14.1 No Impact/No Penalty

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

6.14.2 Minor Penalty

- 6.14.2.1 Insubordination to a referee.
 - 6.14.2.1.1 Non-team-official member of team disputing calls of any kind.
 - 6.14.2.1.2 Obscene gestures in a referee's direction.
 - 6.14.2.1.3 Any disrespect of a referee's authority.
- 6.14.2.2 Unsporting Conduct
 - 6.14.2.2.1 Unsuccessful attempts to pull off or pull down another skater's clothing.
 - 6.14.2.2.2 Any unsporting conduct that is attempted but fails to have an effect on game play.

6.14.3 Major Penalty

- 6.14.3.1 Insubordination to a referee.
 - 6.14.3.1.1 Profanity, yelling, insulting, or directly challenging a specific referee with a raised voice.
 - 6.14.3.1.2 Failure to follow a referee's ruling or instructions
 - 6.14.3.1.3 Failure to report to the penalty box
- 6.14.3.2 Blocking after the jam.
 - 6.14.3.2.1 Initiating a block against an opponent after the jam has ended
 - 6.14.3.2.2 Continuing a block against an opponent after the fourth whistle ending the jam has sounded.
- 6.14.3.3 Unsporting Conduct
 - 6.14.3.3.1 Successfully pulling off or pulling down another skater's clothing
 - 6.14.3.3.2 Picking up the Jammer helmet cover from an opposing team if it has fallen on the track
 - 6.14.3.3.3 Pulling off Jammer or Pivot helmet covers from an opposing team, or grabbing it out of a Jammer's or Pivot's hands during a pass.
 - 6.14.3.3.4 Any penalty otherwise listed committed in an egregious or audacious manner with substantial effect on play.
 - 6.14.3.3.5 Arguments between opposing team members with raise voices, obscene gestures, or profanity.
 - 6.14.3.3.6 Throwing a helmet. (Immediate EXPULSION if thrown at someone.)

6.15 Fighting

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

6.15.2 No Impact/No Penalty

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

- penalized.
- 6.15.3 Immediate Expulsion**
 - 6.15.3.1** Hitting or punching any skater, even on a skater's own team.
 - 6.15.3.2** An arm around the neck from behind.

7 PENALTY ENFORCEMENT

7.1 General

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

7.2 Minor Penalties

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

7.3 Major Penalties

- 7.3.1** When a major penalty is assessed, penalty referees or officials will communicate the minor to the skaters' team manager, the announcers and the stats team.
- 7.3.2** Major penalties are worth one penalty point.
- 7.3.3** The skater who acquires the penalty must take her seat in the penalty box before the next jam begins. Her team must play short, without the skater and the position she was playing until the penalty has expired.
- 7.3.4** A major penalty committed in the last jam of the first half of a game will be served in the first jam of the second half.
- 7.3.5** Major penalties may carry over to a subsequent game (as specified in *Section 7.6.6 Last Jam Majors*).

7.4 Penalty Enforcement Procedure

- 7.4.1** Players sent to the penalty box will sit for one jam.
- 7.4.2** No substitutions are allowed for a penalized skater or her position (except where *Section 7.5.1 Double Jammer Penalties* and *Section 7.8.3.3 Removal From the Game* apply). The penalized team skates short that skater's position until the penalty jam expires.
 - 7.4.2.1** If a Jammer is sent to the penalty box, the team may not field an alternate Jammer.
 - 7.4.2.2** If a Pivot is sent to the penalty box, the team may not field an alternate Pivot.
 - 7.4.2.3** Skaters serving a penalty as a Jammer or Pivot must wear the appropriate helmet cover while serving.
- 7.4.3** If multiple major penalties are assessed against a single skater in one jam, they will be served concurrently, but a penalty point will be earned for each.
 - 7.4.3.1** If a skater acquires an illegal procedure Major for failing to appear in the penalty box to serve a penalty, she may serve that penalty concurrently with the original. If the entire jam expires without her presence in the box, she will serve both penalties in the subsequent jam.
- 7.4.4** Up to four skaters from each team may be in the penalty box at once.
 - 7.4.4.1** Each team must field a minimum of one blocker in every jam. If four blockers have acquired penalty points, the last to acquire a penalty must skate in the next jam, and serve her penalty in the subsequent jam, and she may not play the position of Pivot.

- 7.4.5 Skaters involved in penalties that occur when they aren't skating in a jam (e.g. arguments, game interference, etc), will be sent to the penalty box and their teams will be penalized blocker positions for each skater sent to the box.
- 7.4.6 Penalty points are cumulative for each half, but do not carry over from one half into the second.
 - 7.4.6.1 A major penalty committed in the last jam of the first half will be served in the first jam of the second half (per *Section 7.3.4 Major Penalties*), but no penalty point will carry over.

7.5 Double Jammer Penalties

- 7.5.1 If both Jammers acquire a penalty point during a jam, both skaters will serve a penalty in the subsequent jam, but each team may field an alternate Jammer.
- 7.5.2 When both Jammers are serving a penalty, they will remove their helmet covers and serve as blockers. Each team will be allowed a maximum of three blockers.

7.6 Last Jam Majors

- 7.6.1 If 60 seconds or fewer remain on the Quarter Clock at the start of a jam in the final quarter, the Head Ref will declare that it is the Last Jam. If a Last Jam is called off by a Lead Jammer, there could be more than one Last Jam.
- 7.6.2 If a Jammer commits a major penalty in a Last Jam, she immediately loses:
 - 7.6.2.1 her ability to score points. Any points she has earned before committing a major will still be added to her team's score.
 - 7.6.2.2 her ability to call off the jam if she is Lead Jammer. Lead Jammer status will not automatically transfer to the opposing Jammer, it must be acquired as specified in *Section 3.5 Lead Jammer*.
 - 7.6.2.3 her ability to "pass the star" to her team's Pivot. No member of her team may score points for the remainder of the jam.
- 7.6.3 If both Jammers commit major penalties, the quarter clock will be allowed to expire and the game to end.
- 7.6.4 If there is a power jam and the only Jammer on the track commits a major penalty, the quarter clock will be allowed to expire and the game to end.
- 7.6.5 If a blocker commits a major penalty in the Last Jam of a game, she will be notified that she is a ghost point, and the opposing Jammer will receive a point for her with the first point earned on each scoring pass, as specified in *Section 8.3 Ghost Points*.
 - 7.6.5.1 The Jammer may only earn one point per blocker per pack lap, and does not earn a second point even if she physically passes a "ghost point" blocker in the pack.
- 7.6.6 If a Last Jam is called off and reset, Jammers will begin the reset jam with full ability to score or become Lead Jammer and no blockers will begin the reset jam as ghost points, regardless of any Major penalties that may have been acquired before the jam was reset.
 - 7.6.6.1 Penalty points will be reported, and they will be assessed at the end of the reset jam.
- 7.6.7 If a Last Jam is called off by a Lead Jammer before the Quarter Clock has expired, or the game goes into overtime due to a tied score, all subsequent jams will be played under the Last Jam provisions for Major penalties. Additionally:
 - 7.6.7.1 Both teams will always have the right to field a Jammer in any new jam that succeeds a Last Jam.
 - 7.6.7.2 A Jammer who commits a Major penalty in a Last Jam or accumulates her fourth Minor penalty will not sit in the penalty box if there is a subsequent jam, and her team will not skate down a Jammer.
 - 7.6.7.2.1 She will earn penalty points, however, and if it accrues to her fifth penalty point, she will be ejected.
 - 7.6.7.3 A blocker who commits a Major penalty or accumulates her fourth Minor penalty in a Last Jam will sit for those penalties if there is a subsequent jam.
- 7.6.8 Major penalties committed in what is determined to be the final jam of a game, as distinct from a Last Jam, will be served in the first jam of the offending player's next game. Her team will skate down the position the player was playing when she earned the penalty, however no penalty points towards ejection will carry over from one game to another.

7.7 Benching

- 7.7.1 When a skater has acquired 5 penalty points in the first half of a regulation game, she will be benched for the remainder of the half.
- 7.7.2 Her helmet will be placed in her team's penalty box, and she will not be allowed to play again until the second half.
- 7.7.3 Penalty points are "reset" at halftime, but not before overtime.

7.8 Removal from a game

- 7.8.1 Ejection
 - 7.8.1.1 When a player has acquired 5 penalty points in the second half of a regulation game,

- or at any point in a game of 30 minutes or fewer, she will be ejected from the game.
 - 7.8.1.2** A skater will be given a medical ejection if more than two jams are called off for the same injured skater.
 - 7.8.1.3** When a skater is ejected, the ejection applies to the current game only. It does not carry over to subsequent games.
- 7.8.2** Expulsion
 - 7.8.2.1** A skater may be expelled from the bout at the referees' discretion for serious physical violence or any action deemed by the officials to cause an extraordinary physical threat to others.
 - 7.8.2.2** A skater will be expelled from the game for throwing her helmet at any other person.
 - 7.8.2.3** Depending on the severity of the incident, an expulsion may result in the player being suspended from a tournament as well as the game.
 - 7.8.2.3.1** A skater will be suspended from a tournament as well as the game for fighting unless she attempted to skate away from the fight.
 - 7.8.2.4** Insubordination to a referee can be grounds for expulsion. Assaulting a referee or other official will result in suspension from the tournament as well as the game.
 - 7.8.2.5** Skaters expelled for fighting or assaulting a referee or other physical threats to skaters or officials must remain in the dressing room for the duration of the game. In the most extreme cases, the hosting league may put other limits on skaters expelled for assault or other physical threats.
- 7.8.3** Removal Procedure
 - 7.8.3.1** If a skater is ejected or expelled from a game, she may not be replaced by a sub from her team roster during the in progress game.
 - 7.8.3.2** Referees do not need to meet with the team captain prior to ejecting or expelling a player from the game.
 - 7.8.3.3** An ejected or expelled skater must immediately leave the track. Unless officials believe her to be a risk for further violence, she may return to the audience in her uniform, but may not approach the announcers' booth or the boundary separating the track from the audience. She may not remain on the floor with her team or in an area where she can interact with skaters on the track. Another player from her team must serve the major penalty, forcing her team to skate a player short.
 - 7.8.3.4** Ejected or expelled players who approach the track or announcer's booth will be issued a warning. A team captain, or designated alternate, will receive a minor penalty if a player repeatedly approaches the off-limits areas or if an ejected or expelled player speaks to players on the track or in the infield.

8 SCORING

8.1 Scoring Procedure

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

8.2 Earned Points

- 8.2.1** After her initial pass, a Jammer earns one point per lap for passing an opponent who:
 - 8.2.1.1** Is in play, on the track, and within the Engagement Zone.
 - 8.2.1.2** Is in the infield but still in motion
 - 8.2.1.3** Has fallen
 - 8.2.1.4** Is skating behind the Engagement Zone
 - 8.2.1.5** Is Out of Play because there is no defined pack.
- 8.2.2** A Jammer may score one point each time she laps the opposing Jammer at any point on the

track.

8.3 Ghost Points

8.3.1 Players who have been removed from a specific jam will become ghost points, and a Jammer may earn one point per pack lap for each ghost point.

8.3.2 Ghost points will be awarded for players who:

8.3.2.1 Are serving a penalty in the penalty box.

8.3.2.2 Were not in formation at the start of the jam and are removed from the jam.

8.3.2.3 Are withheld from play voluntarily.

8.3.2.4 Have removed themselves from a jam for any reason including skate malfunction or injury.

8.3.3 Ghost points will be awarded as soon as a Jammer earns her first point on a scoring pass.

8.4 Out of Play Points

8.4.1 Out of Play points will be awarded to a Jammer on a scoring pass for any opposing blockers who are more than 20 feet ahead of the pack when she passes the foremost blocker in the Engagement Zone.

8.4.1.1 A player who has already been counted as an Out of Play point will not be counted as a second point if a Jammer subsequently physically passes her on the same scoring pass. Nor will passing any such player trigger the awarding of any ghost points.

8.5 Other Situations

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

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

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

9 Officials

9.1 Referees

9.1.1 Referee is the designated position only for those who observe the game and report points and/or fouls *only*. Only referees may wear the uniform designated for referees.

9.1.2 One referee is designated **Head Referee**. The Head Referee is the ultimate authority in the game, and is responsible for assigning positions and duties to other referees, as well as setting, maintaining, communicating and enforcing all policies and standards related to officiating the game. The Head Referee is responsible for managing the referee crew, including insuring that calls are made evenly and fairly.

9.1.3 The following are the required minimum referee positions:

9.1.3.1 Two **Jammer Referees**, one per team, to be alternated at the half or quarter breaks. Their duty is to count the legal points their assigned team has earned, including those she is entitled to for out of play skaters. Additionally, they are responsible for calling fouls committed by and against their Jammer. It is optional to use four referees per game, but they must be alternated between teams as pairs, so that minor differences in observation and calling judgment do not put any team at a disadvantage. Jammer referees will identify their assigned team by wearing a wrist or armband in the corresponding team color. When rotating assigned teams, the Jammer Referees will exchange their arm/wristbands as well. No more than two Jammer Referees should be stationed in the track's infield at a time.

9.1.3.2 Two **Pack Referees**. Pack referees are primarily responsible for calling fouls committed by blockers and Pivots against one another, enforcing the 20-foot rules and pack cohesion as the rules demand and to keep a larger view of pack activity. They may also call penalties by and against Jammers.

9.1.3.3 Two **Outside Pack Referees**. The Outside Pack Referees will be located in primarily stationary positions at turns 1 and 3. Their main function is to observe fouls committed on the upslope side of the track, and to call off a jam if a skater goes off the track and they assess that she is injured. The Outside Pack Referees will communicate with the penalty tracker or other designated logistics official by hand signals, whiteboard or radio.

9.1.4 Referees are not limited by their job definition regarding their positions. If a referee witnesses a foul that was missed by the designated referee for that position, they have a duty to report it.

9.2 Non-Referee Officials

9.2.1 Officials are positions that perform essential duties and aid in game flow, but do not call

penalties.

- 9.2.2 The following are the required minimum official positions
- 9.2.2.1 **Game Executioner:** A game will have one game executioner or jam timer. The game executioner is responsible for starting jams and for timing 30 seconds between jams. The jam timer is also responsible for ending jams that run the full minute according to the scoreboard jam clock that is visible to the audience.
 - 9.2.2.2 **Penalty Trackers:** A game will have at least one penalty tracker. The penalty tracker records the penalties reported by referees and keeps track of the official penalty tally.
 - 9.2.2.3 **Penalty Box Administrators:** There will be two penalty box administrators per game. Each is assigned to a team, and their job is to acquire the penalties which must be served in the penalty box from the Penalty Tracker, and inform the designated official from their assigned team about the penalty, and to insure that skater reports to the penalty box. If a skater is not in the penalty box before the next jam begins, the Penalty Box Administrator will call for an administrative time out. If a skater does not report to the box and causes an administrative time out to be called, she may be given an additional delay of game penalty. Penalty Box Administrators may also be given the additional responsibility of communicating penalties to the stats crew and announcers booth using a whiteboard or radio.
 - 9.2.2.4 **Scoreboard Operator:** A game will have one 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.
- 9.2.3 The following are recommended officials positions
- 9.2.3.1 **Penalty Communicator:** This is an optional position that takes the duty of communicating penalties to the announcers' booth and stats team from the Penalty Box Administrators and gives it to a designated official whose only job is communication. This official is also responsible for noting and marking down the reported score on a per-jam basis.
 - 9.2.3.2 **Eye in the Sky:** Each game may have two eyes in the sky. Each eye is paired with a Jammer Referee, and it is their responsibility to count the points scored by that 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 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 OOP points). If agreement cannot be reached, the eye will accept the Jammer Referee's reported score. Eyes will report scores to the Scoreboard operator and the announcers. Eyes will also indicate during a jam if the Jammer they are watching is lead or not Lead Jammer.
 - 9.2.3.3 **Stats Keeper:** A game should have at least one Stats Keeper. The Stats Keeper records the participants in each jam, points reported by the Jammer referees, and penalties reported by the Penalty Box Administrators or Penalty Communicator, and informs the announcers when needed.

9.3 Duties

- 9.3.1 Safety is the number one priority for Referees. **Illegal** game play that causes an unsafe environment is not to be tolerated. The referees are to assess and enforce penalties and expulsions as described in *Section 6 Penalties and Section 7 Penalty Enforcement*. Referees will use their discretion and their decisions are binding.
- 9.3.2 Assessing team readiness for each jam:
- 9.3.2.1 The referees are responsible for determining that both teams have the correct number of skaters in the jam, taking into account skaters in the penalty box. (*See Section 4.2 Pre-Jam Formation*) **(W)**
 - 9.3.2.2 If the jam starts with too many skaters, the referee should verbally try to remove the last skater who entered the track; if that skater cannot be identified, the skater that is closest to them can be verbally pulled off of the track. The team should be penalized according to *Section 6.2.17M* **(W)**
 - 9.3.2.2.1 If the jam starts with too many skaters and the extra skater cannot be pulled before a Jammer reaches the pack, the referee should stop the jam, remove the extra skater, and reset the jam. Extraneous skaters are subject to penalties specified in *Section 6.13.3.4 Illegal Procedures*. (*See section 9.3.10 Jam Resets*.)
- 9.3.3 The referees will ensure that the players are wearing all required safety equipment, the correct uniforms, and the correct player designations. **(W)**
- 9.3.3.1 For liability purposes, referees may not adjust players' equipment. Players must make all adjustments themselves and clear them with a referee before being allowed to play.
- 9.3.4 Signaling Pack and Jammer starts **(W)**

- 9.3.4.1 The start of the pack will be signaled with one short whistle blast.
- 9.3.4.2 The start of the Jammers will be signaled with two rapid whistle blasts.
- 9.3.5 Assigning and communicating Lead Jammer status (**W**)
 - 9.3.5.1 The referee will continue pointing to the Lead Jammer as long as she remains in the lead.
- 9.3.6 The Jammer referees are responsible for counting and signaling score according to the guidelines laid out in *Section 8 Scoring*. They must communicate this score after each jam to the Eye in the Sky or Scoreboard operator.
- 9.3.7 Referees will use all officially designated hand signals as means to properly communicate to scoreboard operators, penalty trackers, skaters, announcers and fellow referees.
- 9.3.8 Calling off the jam with **four rapid whistle blasts**.
- 9.3.9 A referee **may** call off a jam for any of the following reasons:
 - 9.3.9.1 The jam clock runs out of time.
 - 9.3.9.2 The Lead Jammer signals to call off the jam.
 - 9.3.9.2.1 It is primarily the responsibility of the Jammer Referee assigned to a Jammer to call off the jam when she signals. However, either Jammer Referee or the Head Ref may call off the jam if the Lead Jammer calls it off by placing her hands on her hips. Referees are discouraged from calling off the jam unless they are certain that the skater signaling to call it off is the Lead Jammer, but if a Jammer Referee cannot see his Jammer attempting to call it off, (due to a fall, for example) it would be appropriate for another ref to call it off.
 - 9.3.9.3 Referees call an official time-out. Referees have the option of calling an official timeout if they feel that there is a situation that would interfere with safety of the skaters or crowd, or that would interfere with proper game play
 - 9.3.9.4 Injury. Referees should only call off a jam if EMTs signal for a jam call-off or if the injured skater is unable to remove herself from the path of oncoming skaters.
 - 9.3.9.4.1 If a player is able to remove herself (eg. join her team's bench) such that she does not pose a safety risk to herself, other players or referees, the jam should not be called off.
 - 9.3.9.4.2 If a jam is called off for injury, the injured player must give her helmet to her team's Penalty Box Administrator and sit out for the next five jams. She does not receive a penalty point, nor must her team skate short a player or her position.
 - 9.3.9.5 A player goes off the track into the outfield.
 - 9.3.9.5.1 If the skater is able to stand up within 5 seconds, the jam will not be called off.
 - 9.3.9.5.2 If the player cannot stand up within 5 seconds or she appears severely injured to a referee or EMT, the jam will be called off immediately.
 - 9.3.9.5.3 If a jam is called off for a player in the outfield, she must sit out the next five jams, same as an injury call off.
 - 9.3.9.6 Technical difficulty or mechanical malfunctions (including skate trouble) if the broken equipment poses a safety hazard for skaters in play.
 - 9.3.9.7 If there is no longer a Jammer participating in the jam, because both are either in the penalty box, have removed themselves from play, or have been removed from play for equipment failure.
 - 9.3.9.8 A skater loses, is missing, or breaks safety equipment during a jam, and refuses to come down from the track after a referee warning.
 - 9.3.9.9 Jammer false start, and the offending skater reaches the pack before yielding advantage to the opposing Jammer.
 - 9.3.9.10 Too many skaters on the track, and the extra player(s) cannot be removed before a Jammer reaches the pack or a penalty occurs.
 - 9.3.9.11 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 (debris or spills).
 - 9.3.9.13 Part of the track is broken or damaged, such as the rail, kickrail, or an upright, and it poses a safety issue.
 - 9.3.9.14 A player is physically interfered with by spectators.
 - 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 a false start, too many skaters on the track, or because a skater refuses to remove herself for missing or faulty equipment, the jam will be "reset" rather than starting a new jam.
 - 9.3.10.2 The players on the track will return to their starting positions
 - 9.3.10.3 Any extraneous players will be removed.

- 9.3.10.4 No players will be released from the penalty box.
- 9.3.10.5 No substitutions will be allowed
- 9.3.10.6 Time elapsed during the jam will be put back on the quarter clock.
- 9.3.10.7 Any penalties acquired will be assessed at the end of the jam.
- 9.3.10.8 If points have been scored, there can be no jam reset. Points and penalties will be assessed, skaters dismissed from the penalty box, and the game will continue with a new jam.

9.4 Official Review or Penalty Challenge

- 9.4.1 In the event that there is a disagreement regarding a referees' call or scoring, only the captains or their designated alternates may discuss the ruling with the referees. Coaches or managers may act as designated alternates. Skaters may only act as alternates when the team has no manager or coach.
- 9.4.2 A team captain requests an official review by asking the Head Ref for a penalty challenge.
- 9.4.3 Each team is allowed two Penalty Challenges per game.
- 9.4.4 A penalty challenge may only be requested for events that transpired in the previous jam and must be requested before the next jam starts.
- 9.4.5 The Head Referee may meet alone with the teams' designated representatives, or may call in referees or other officials as needed. ***One and only one representative from each team must be present for any challenge.***
- 9.4.6 The captain requesting the review will explain the grievance without raising her voice (other than what is necessary to be heard over the crowd or sound system), in a calm and rational manner. She will present her case, the opposing captain can offer her arguments if she has any, and referees may be called to present additional testimony.
- 9.4.7 In rare cases, the Head Referee may call for other skaters and game officials located outside the track boundaries to offer testimony.
- 9.4.8 The Head referee will investigate the grievance with the other referees, and together determine merit. **(W)**
- 9.4.9 The Head Referee will announce a decision based on the merits of the case that are presented. This decision is final.
- 9.4.10 During a penalty challenge, the quarter clock will be stopped.

9.5 Points Challenge

- 9.5.1 Teams can request a review of the points reported on any jam with a signal arranged prior to the game.
- 9.5.2 There is no set limit to the number of points reviews a team may request during a game. However, excessive review requests can result in the Head Referee refusing further reviews for that team.
- 9.5.3 Points challenges may only address points scored in the previous jam and must be requested before the next jam starts.
- 9.5.4 During a points challenge, the quarter clock will be stopped.

9.6 Referee Discretion

- 9.6.1 The consensus of the referees will be the final decision on any disputed point that is not clearly spelled out in these rules. The **Head Referee** may increase the severity of a penalty at their discretion *if a referee strongly believes it is warranted* (e.g.. in response to potentially harmful game play, an illegal block that normally results in a minor foul could be called as a major foul). Similarly, the referee may decrease the severity of a penalty to a warning as they see fit.
- 9.6.2 If the referee is in doubt on a call, i.e. she/he sees the effects of a hit but does not see the action, ***she/he should not call a penalty. (W)***
- 9.6.3 If the referee is in a position where "intent" must be inferred but is not clear, ***she/he should assume legal intent. (W)***
- 9.6.4 If the referee is not sure whether an action warrants a major or a minor, ***it should be called a minor.***

9.7 Equipment

- 9.7.1 Penalty calling referees should be uniformed in a manner that makes them easily identifiable as the officials for the bout, e.g. a black and white striped shirt or dress.
- 9.7.2 Other officials who are not directly responsible for observing and reporting points and fouls should wear a different uniform, so the public does not assume all of the infield personnel are referees.
- 9.7.3 Each referee participating in a bout must visibly display their name on the back of his or her jersey. **(W)**
- 9.7.4 Each referee will provide a working regulated sports whistle that will aid in the appropriate whistles for jam play and calling penalties. Fox 40 Brand strongly encouraged. **(W)**
- 9.7.5 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:

- 9.7.5.1 Helmet. **(W)**
- 9.7.5.2 Knee Pads. **(W)**
- 9.7.5.3 Wrist Guards. **(W)**
- 9.7.5.4 Elbow Pads. **(W)**

10 SAFETY

10.1 Safety Personnel

- 10.1.1 The home team must provide at least two licensed or certified medical professionals with expertise in emergency and urgent medical care. These medical professionals will supply necessary the equipment and supplies to handle such injuries or conditions as can be reasonably expected to occur at a roller derby bout. The medical professionals will be present during the entire warm up and game. The absence of medical professionals fifteen minutes after the scheduled start time for a game will result in a forfeit for the hosting league.
- 10.1.2 Team captains are responsible for supplying medical personnel with their skaters' medical and/or emergency contact information as necessary. Skaters without this information will not be allowed to participate in a game.
- 10.1.3 Referees are not personally responsible for skater safety nor are they liable in the case of injury.

10.2 Injured Skaters

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

10.3 Impaired Skaters and Officials

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