

# International Rules of Roller Derby

## Quick Reference

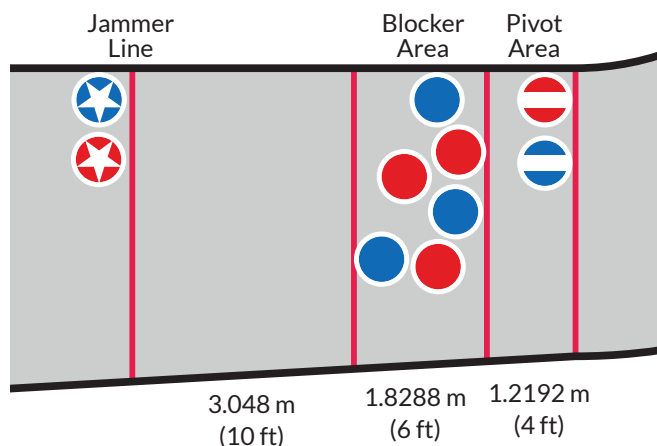


### The Jam

Jams start with a single whistle and last a maximum of ninety (90) seconds. Breaks between jams last thirty (30) seconds.

Prior to the start of a jam, pivots must be within the Pivot Area, blockers must be within the Blocker Area and jammers must be behind the Jammer Line.

Players out of compliance at the start of the jam are excluded and waved off the track for the duration of the jam. No penalty is given to excluded players.



### Penalties

All penalties carry a thirty (30) seconds trip to the box. No impact, no penalty is used for blocking penalties. After seven (7) penalties during a game, a player fouls out.

### Direction of Play / Continuous Motion

During the jam, all players must continuously skate in a counterclockwise direction, clockwise is not permitted. Players can skate facing any direction as long as their movement is still counterclockwise.

Coming to a complete stop is not allowed unless the player is out-of-bounds or out-of-play in front of the Pack, in which case they must restart forward motion when they are again within proximity from the Pack.

Momentarily stopping is only allowed while changing direction, recovering from a block or avoiding a collision.

### Scorer and Lead Scorer

Jammers gain scorer status once they legally complete their initial pass and “emerge” from the pack. They emerge when they are 10 feet ahead of the foremost blocker in the pack.

Pivots can “break” from the pack and gain scorer status if they are part of the pack and the opposing jammer already gained scorer status. If a pivot breaks, her/his team’s jammer becomes a blocker for the remaining of the jam. No players should remove their helmet cover during play.

The first jammer to emerge will be declared lead scorer, but the lead status may change at any time if the lead scorer is legally passed by the other scorer or if the lead scorer is sent to the penalty box.

A jammer does not have to be on the track in order for her/his pivot to become scorer.

### Calling Off the Jam

Lead scorers have the right to call off the jam, but they must first pass at least one opposing Blocker (during the first scoring pass) and must be in the upright skating position and in bounds to do so.

### Cutting the Track

Players who are hit out of bounds must re-enter without improving their position relative to where they left the pack.

Players who improve their position after re-entering will receive a warning and must exit the track and then slow down or stop in order to yield to all players in the Pack before re-entering. No penalty is given.

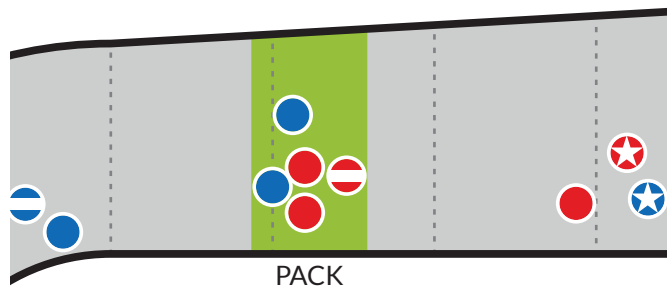
Scorers who cut an opposing scorer while not in the Pack will receive the same warning and must yield to the scorer who they cut in the first place.

### Jammer or Pivot Penalized

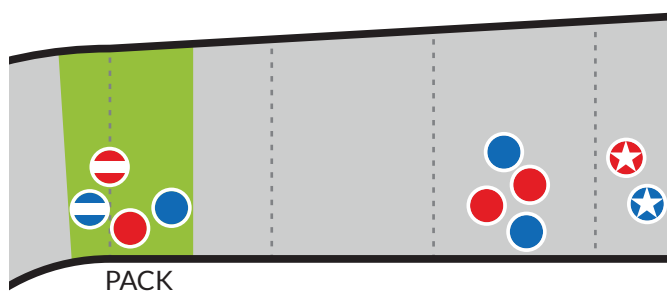
Penalty box seats are not designated for scorers. Penalties are assigned to the individual, not to the position, so jammers and pivots on or on the way to the box at the end of a jam remove their helmet covers and serve their penalty as blockers while their team can field a jammer and a pivot.

## Pack Definition

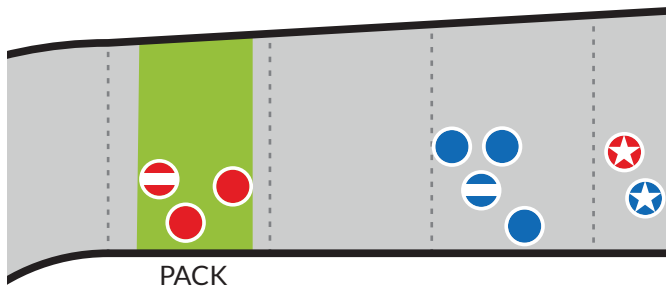
The pack is the largest group of blockers when the group comprises players of both teams in proximity (10 feet) to one another.



If there is no group that is larger than the others, the group most forward on the track is the pack.



If two or more groups exclusively comprise players from the same team, the pack is the group most forward on the track.



Basically, there is always a pack and the advantage is given to the team who controls the front. If an entire team slows down, the other team will become the pack and they will not be able to block.

## Rosters

Teams must have at least eight (8) players and at most fifteen (15) players on their game roster.

## Overtime Play

If a game ends with a tie during regular play, there will be a five (5) minute overtime period. Teams get an extra timeout but penalties are not reset. If the game is still tied after the overtime period, there will be ninety (90) seconds post-overtime jams until one of the teams win. Penalties are carried over during post-overtime jams. The rules of the game do not change during the overtime period or the post-overtime jams.

## Official Reviews

Teams may request the review of a particular call made by an Official during the preceding jam. Teams must have at least one (1) available timeout in order to request an official review, which lasts at least ninety (90) seconds. During the review, the teams conference with the Head Referee, who then may separately talk with other Officials to investigate the grievance and determine merit.

The Head Referee will announce a final decision based on the review and may make the proper adjustments based on such decision.

If the call in question is upheld or the points challenged remain unchanged, the requesting team will lose their team timeout. If the challenge results in a call being overturned or in points being altered due to the review, the requesting team will retain the same number of team timeouts as before the Official Review was requested.

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Approved by the World Skate Roller Derby Technical Commission

Valid as of January 1, 2019