

# International Rules of Roller Derby

## 2019 Edition Improvements



### Global Modifications

- Updated all documents from “Second Edition” to “Third Edition”
  - Updated date for adoption to be January 1st, 2019
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### Article 18 - Helmet Covers

Added clarifying statements to handle situations when the helmet cover could be passed or hidden as a way to create an advantage or when the helmet cover falls accidentally.

*h. If a player intentionally removes or grabs the helmet cover of an opposing jammer or pivot who has not achieved Scorer status **or removes their own helmet cover**, the Head Referee shall end the jam, issue a Misconduct penalty to the offending player and start a new jam.*

***j. Players may touch the helmet covers of their own teammates while trying to restore them.***

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### Article 20 – Skates

Added language to address custom plates that may not have a toe stop or plug.

*Players shall wear quad roller skates with a single toe stop or a toe plug in the front. **Quad roller skates without a toe stop mount may also be used as long as the plate does not contain any part that may damage the skating surface.** Other types of skates are not permitted for players.*

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### Article 30 - Official Reviews

Added clarification to first sentence to allow for the review to address issues that might have happened during a jam break.

*Teams may request the review of a particular call made by an Official during the preceding jam **or jam break** through an official review.*

Removed language from third paragraph that related to video reviews since that topic has its own article on the new edition of the rules.

*The Head Referee may separately conference with other Officials to investigate the grievance and determine merit. **An Instant Replay System may be used to review the preceding jam.***

## **Article 32 – Video Reviews**

***If a video review system is available during a game, the Head Referee may initiate a video review under the following conditions:***

- It must be initiated by the Head Referee as part of an Official Timeout or Official Review.***
- Its outcome must have a significant impact on the game.***
- It may not be requested by a team, coach or player.***
- It may only be used to review the preceding jam or jam break.***

***Situations where a video review may have significant impact include:***

- Expulsions, in all cases when the expulsion is the result of a blocking penalty.***
- Mistaken Identity, if the person charged with a penalty cannot be clearly identified.***
- Scoring, if the decision may clearly change the final outcome of the game.***

***The Head Referee shall review the video and may invite other officials to assist them in making a decision. Only officials invited to the review may approach the video review area. Players and coaches shall not approach the video review area.***

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

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## **All articles after 32**

Due to the addition of Article 32, the number of all subsequent articles in the rules was increased by one. For example, what used to be Article **59** - Contact Zones is now Article **60** - Contact Zones.

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## **Article 38 - Participating in the Jam**

Added more explicit language to address situations when a team does not have enough players to start the jam.

***If a team does not have at least two (2) included players during a jam, an Official Timeout shall be called immediately and a team penalty shall be assessed to the offending team.***

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## **Article 74 - Entering and Exiting**

Added second to last paragraph to give better direction on how to re-enter the track after serving a penalty.

***Re-entering the track after serving a penalty must be done from the penalty box area or right beside it. Players may not skate around outside the track and away from the penalty box before re-entering.***