



Rules of Flat Track Roller Derby 2020 Changes Summary

2.2.3. Pivot Blocker

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When not wearing the Stripe with the stripe showing, the Pivot ~~is treated as any other Blocker cannot utilize these additional abilities.~~

2.2.4. Passing the Star

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If the Pivot comes into control of the Star through an unsuccessful Star Pass or any other means (for example, by picking up a Star that has fallen to the ~~ground-floor~~), they will be warned that they are not the Jammer. Accordingly, the Pivot may not put the Star on their own helmet, but they may hold the Star in their hand, drop it, or return it to the Jammer. Only the Jammer or Pivot may recover or control the Star.

2.5. Passing

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A Skater who passes someone while airborne is considered to be “in bounds” if they are in bounds when they leave the ~~ground-floor~~ and the first contact they make upon landing is in bounds. A Skater who passes someone while airborne is considered to be “upright” if the Skater is upright when they leave the ~~ground-floor~~, and if the first contact they make upon landing is with their skate to the track.





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Glossary

Down

~~Skaters are considered down if they have fallen, been knocked to the ground, have either or both knees on the ground, or have both hands on the ground. After going down or falling, A Skater is~~ down when part of the Skater's body or equipment (aside from skates) is touching the floor. A Skater whose only contact with the floor (aside from skates) is one hand - is not considered down. Once down, a Skater is considered down until the Skater is standing, stepping, or skating. **Stationary standing Skaters are not considered down, nor are Skaters who are falling but have not yet met the above criteria.**

Impeding

Actions that restrict an opponent's speed and/or trajectory, in any direction on the track.

Straddling

A Skater is straddling when they are simultaneously touching the floor on or between the track boundary lines and beyond the track boundary. Touching the floor beyond the track boundary with only one arm or hand does not render a Skater straddling. Straddling Skaters are considered **out of bounds**, except where otherwise noted (see also **in bounds**).

Casebook

3. Scoring





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3.1. Earning Points

Scenario C3.1.D

White Jammer is on their second trip through the Pack and jumps the apex, passing all four Red Blockers while mid-air. White Jammer's right skate lands in bounds, with their hips ahead of all Blockers. As a result of the same action, White Jammer's left skate subsequently lands out of bounds.

Points: Four points.

Rationale: White Jammer's in-bounds status was maintained while airborne because the first part of their skate to touch back down touched in bounds. White Jammer's upright status was maintained while airborne because they touched the ~~ground~~-~~floor~~ skate first. The fact that White Jammer touched out of bounds with the other skate does not affect points (but does affect their subsequent position relative to the Skaters they passed while airborne).

4. Penalties

4.1. Contact Penalties

Scenario C4.1.2.C

White Jammer is stuck behind a Red wall. They push forward, but cannot find a way to break through. They ~~drive~~-~~strike~~ their knee into Red Blocker's buttocks. Red Blocker stumbles but does not go down or out. White Jammer fails to break through the wall.

Outcome: White Jammer is penalized.





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Rationale: A Skater who intentionally and forcefully jabs an opponent with their elbow or strikes with their knee should receive a penalty regardless of whether it leads to a loss of position or advantage. This action is unsafe and unsporting.

Keep in Mind: The fact that this action was intentional is only part of the reason a penalty is warranted. Intentional illegal action is not always penalized even though it is tacitly unsporting. Intentional actions designed to harm an opponent should always be penalized.

Keep in Mind: If Red Blocker had intentionally presented their head in order to slow White Jammer's momentum, or continued to use the threat of harm to their own head as a barrier, Red Blocker should be penalized for unsafe and unsporting conduct.

4.2. Game Structure Penalties

Scenario C4.2.1.M

White Blockers form a four-person wall, blocking Red Jammer at the front of the Pack when "No Pack" is declared. White Blockers continue to engage the Red Jammer and make no attempt to reform the pack. Red Blockers in the rear of the pack remain stationary for several seconds until one of the Red Blockers skates forward to reform the pack.

Outcome: One White Blocker and one Red Blocker should be penalized.

Rationale: All Blockers are obligated to attempt to reform the Pack, not just those who choose to do so.

Keep in Mind: Even if multiple blockers fail to reform the pack, only one blocker per team should be penalized as it is the team's responsibility to maintain a pack.





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Keep in Mind: Both teams should be penalized again if the Pack continues to remain undefined.

Scenario C4.2.3.C

Officials give Skaters a five-second warning before the start of the next Jam. White team finishes their discussion, and five White Skaters approach the track. All are in bounds, but ahead of the Pivot Line as the lineup time expires.

Outcome: Instead of blowing the Jam-Starting Whistle ~~starting the next Jam~~, at that moment, the Officials must call an Official Timeout ~~instead of starting the next Jam~~. White Captain is penalized.

Rationale: White team's failure to field any Blockers in the correct position prevented the Jam from starting in a timely manner.

