



# February 15, 2022 Rules Update Changes List

## Rules changes

**2.2.2:** Edited language for clarity..

### **2.2.2**

A Jammer becomes ineligible to earn Lead during a Jam if they commit a penalty during that Jam, exit the front of the **Engagement Zone** without having earned Lead [on their initial trip](#), remove their helmet cover, or have their helmet cover removed by a teammate.

**2.3 Engagement Zone & Pack:** Edited language to add that clockwise skating that destroys a pack that has no established speed is illegal.

It is the responsibility of all Blockers to maintain a Pack, and intentionally destroying the Pack is illegal. When the Pack is moving counterclockwise, ~~or~~ stopped, [or has no established speed during a Jam](#), clockwise skating which destroys the Pack is illegal.

**4.1.2 Impact with an Illegal Blocking Zone:** Added additional description of contact with an Illegal Blocking Zone that warrants a penalty.

~~Using an Illegal Blocking Zone also has sufficient impact to warrant a penalty if the contact puts an opponent significantly off balance, or significantly alters their trajectory or speed (for example, significantly holding them back).~~

Using an Illegal Blocking Zone also has sufficient impact to warrant a penalty if:

- The contact puts an opponent significantly off balance;
- The contact significantly alters an opponent's trajectory or speed (for example, significantly holding them back);
- The contact with an opponent allows the Skater to maintain an in-bounds position (that otherwise would not have been maintained); or
- The contact with an opponent allows the Skater to maintain an upright position (that otherwise would not have been maintained).





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### Casebook changes

**Added Scenario C2.2.H:** This scenario provides guidance on assessing an immediate penalty to a Blocker for intentionally adopting an illegal starting position on Jam Start that would create an unfair advantage.

#### Scenario C2.2.H

All four Red Blockers line up directly behind the Pivot Line, leaving no room for another Skater to be legally positioned in front of them. White Blocker positions themself in front of the Red Blockers by straddling the Pivot Line.

**Outcome:** White Blocker is penalized immediately upon the Jam-Starting Whistle.

**Rationale:** Even though the White Blocker is partially legally positioned, they have intentionally adopted an illegal starting position to gain an advantage. Even if a False Start warning was issued, the White Blocker has already gained a strategic advantage by being positioned ahead of the Red Wall and impeding the Red Blockers' ability to immediately move forward. Because of this advantage and the intentional nature of the illegal position, an immediate penalty is warranted.

**Keep in Mind:** If the Red Blockers moved towards the Jammer Line so that the White Blocker's immediate advantage is removed, then a False Start Warning should be given.

**Scenario C4.1.2F:** Removed the Keep in Mind to reflect a new illegal contact penalty for illegally maintaining in-bounds or upright position.

#### Scenario C4.1.2.F

White Pivot attempts to join the other White Blockers but is held back by a wall of Red Blockers. White Pivot wiggles past Red Blocker on the outside line, using their forearms on those Red Blockers to hold themself in bounds.

**Outcome:** White Pivot is penalized.





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**Rationale:** White Pivot gained superior position to Red Blocker by using their forearms to remain in bounds during an action that would have otherwise taken them out of bounds.

~~**Keep in Mind:** The fact that White Pivot's forearms were used to keep them in bounds is not why this warrants a penalty; rather, it was that maintaining in bounds status resulted in a gain of position.~~

**Added Scenario 4.1.2.H:** This scenario provides guidance on assessing a penalty on a Jammer for using forearms to maintain an in-bounds position.

### Scenario C4.1.2.H

Red Jammer enters the rear of the pack and is blocked towards the outside line by White Pivot. Red Jammer is knocked off-balance and grabs onto White Pivot's jersey, which prevents Red Jammer from stepping out of bounds. Red Jammer regains their balance in-bounds, without gaining relative position. White Pivot remains stable and unimpeded.

**Outcome:** Red Jammer is penalized.

**Rationale:** Red Jammer used their forearms to maintain an in-bounds position that they otherwise would not have been able to maintain.

**Added Scenario C4.1.2.I:** This scenario provides guidance on assessing a penalty to a Skater for using forearms to maintain an upright position.

### Scenario C4.1.2.I

Red Pivot loses their balance due to a teammate's action and grabs onto White Blocker's arm - which prevents Red Pivot from falling down.

**Outcome:** Red Pivot is penalized.

**Rationale:** Red Pivot used their forearms to maintain an upright position that they otherwise would not have been able to maintain.

**Keep in Mind:** If White Blocker had grabbed onto and stabilized Red Pivot, preventing Red Pivot from falling - no penalty would be warranted.





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**Scenario C4.2.1.I:** Changed the Keep In Mind to reflect the change in 2.3. Clockwise skating that causes a No Pack when the pack has no established pack speed is a penalty.

### **Scenario C4.2.1.I**

Immediately after the Jam-Starting Whistle, all Red Blockers remain stationary. All White Blockers skate counterclockwise, resulting in more than 10 ft (3.05 m) between any White Blocker and Red Blocker.

**Outcome:** Officials declare a No Pack situation. No penalty. Officials assess penalties for failing to reform a Pack, as warranted.

**Rationale:** Destroying the Pack penalties are issued when Skaters illegally create a No Pack situation. For a penalty to be issued, one team or Skater must be clearly at fault for the Pack's destruction. Usually, this will be the team or Skater who changes their speed from the established speed of the Pack. In this scenario, neither team's speed has changed: Red team remained stationary, while White team skated counterclockwise when the Jam started. As there has been no speed change, neither team is clearly at fault for the Pack's destruction. No penalty is warranted.

~~**Keep in Mind:** The same principle would apply if the White team skated clockwise at the start of the Jam.~~

**Keep in Mind:** Had White skated clockwise at the start of the jam and caused a No Pack, a penalty for destroying the pack should be issued, as destroying the pack by skating clockwise is illegal when there is no established pack speed.

**Added Scenario C4.2.3.I:** This scenario provides guidance on when an extra Skater on the track may return to the bench without a penalty, due to their presence having no impact on the Jam in progress.

### **Scenario C4.2.3.I**

During the lineup time, a Red Blocker is seated in the Penalty Box. Red team fields four Blockers on the track. Officials do not notice the extra Blocker, and the next Jam begins. Upon the Jam-Starting Whistle, an Official notices and instructs a Red Blocker to return to their team bench. The Red Blocker leaves as instructed.

**Outcome:** No penalty.





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**Rationale:** The extra Blocker was removed from gameplay before their presence had any impact on the Jam in progress. If the Skater who was instructed to leave instead remains on the track, the Officials should end the Jam and assess a penalty to the Skater.

**Keep in Mind:** If the extra Blocker was not noticed before having impact on the Jam in progress, the Officials should end the Jam and assess a penalty to the Captain instead.

**Keep in Mind:** If an Official notices the extra Blocker before the five-second warning, they should attempt to warn the team that there are too many Skaters on the track before the five-second warning occurs.



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**Added Scenario C4.2.4.G:** This scenario provides guidance for calling a Jam and assessing penalties when a mouthguard is on the track and no Skater immediately retrieves it.

### Scenario C4.2.4.G

During the jam, an official notices a mouthguard on the track. No Skater is making an immediate attempt to retrieve the mouthguard.

**Outcome:** The jam is immediately called off. An Illegal Procedure penalty is assessed to the Skater without a mouthguard.

**Rationale:** A mouthguard is required safety equipment for all Skaters. If a skater is completely missing a required piece of safety equipment, unless it is immediately replaced, the jam should be called and the skater penalized.

**Keep In Mind:** If the mouthguard was not removed intentionally, and a Skater immediately retrieves and replaces the mouthguard before the officials call off the jam, play may continue without a penalty. If the mouthguard is not immediately retrieved, officials should call off the jam and issue the penalty.

**Added Scenario C4.3.M:** This scenario provides guidance for assessing penalties for intentionally fielding too many Skaters at the start of a Jam.

### Scenario C4.3.M

During the lineup time, Red team has eight Blockers between the Pivot and Jammer lines, and two Jammers behind the Jammer line. Officials give Skaters a five-second warning, and the extraneous skaters begin to leave the track.

**Outcome:** Instead of starting the next Jam, at that moment, the Officials must call an Official Timeout. Red Captain is Penalized.

**Rationale:** While fielding an extra skater may happen accidentally (See Scenario 4.2.3.I), intentionally fielding several more Skaters than allowed in the Rules is considered unsporting. The deliberate involvement of these extraneous Skaters (Blockers and/or Jammers) affects the starting positions and strategy of the Skaters intending to play in the next Jam.

**Keep in Mind:** Other situations which include the deliberate positioning of too many Skaters on or near the track area (such as standing next to the track boundary) during the Lineup time are also considered unsporting.

