

WFTDA RULES BETA TESTING PROGRAM

Yielding to Avoid a Cut the Track Penalty – December 2015 - March 2016

PROPOSED CHANGE

This proposed rule change looks specifically at allowing Skaters to yield after already committing a cut.

PROPOSED RULES REVISION

Content to be removed from the rules appears in red strikethrough text. Content to be added appears in blue text.

(From *Section 5.11 – Cutting the Track*)

No Pass/No Penalty

While no penalty should be given for instances of “No Pass/No Penalty” infractions, neither should this be considered a legal pass of the person being passed. This may result in, for instance, a Jammer failing to earn Lead Jammer status, despite being the first Jammer to clear the pack and having incurred no penalties.

5.11.5 Any of the scenarios in *Sections 5.11.1.1-5.11.1.4*.

5.11.6 A Skater cutting only one teammate.

5.11.7 A Skater returning in bounds in front of an opponent while that opponent is down or out of bounds.

~~5.11.8. A Skater, having gone out of bounds or straddling, who briefly and unintentionally completely returns to the track on one skate in their efforts to remain or return out of bounds.~~

~~5.11.8.1 This only includes efforts to remain out of bounds. Failed attempts to re-enter the track legally, resulting in illegal game play, should be penalized as normal.~~

5.11.8. A Skater, having gone out of bounds, who returns to the track but then immediately exits, even if that Skater improved their relative position during their brief time in-bounds.

TEST EXECUTION

The above rule change will be executed in at least 4 game-quality scrimmages and/or games with at least 3 Referees and enough NSOs to complete required WFTDA StatsBook pages (pink tabs). These scrimmages or games can be conducted as intraleague or interleague games and can be played by women only, men only or coed.

Skaters should be encouraged to try to “break and bend” the proposed rules while playing within them (i.e., find an advantage that could be seen as unfair). Feel free to come up with additional scenarios that help illustrate concepts of how the changes could affect game play and strategy. Think of these as your starting points. Be sure to document all ideas during scrimmage to help you remember later.

At the end of each beta testing scrimmage/game, please:

1. Discuss with Skaters, Officials and audience members (if public) as soon as possible, preferably within one day of the scrimmage.
2. Have participating Skaters, Officials and audience members complete the survey within three days of the date of the beta testing scrimmage.
3. During the 2-4 month period you are testing the rules change, email rulesbetatest@wftda.com with pertinent discussions and thoughts occurring within your league. When you receive a response, please post it for your league so that we can create a dialogue about the proposed change and make any adjustments as needed.

PARTICIPATION CREDIT

WFTDA Member leagues participating as Official Rules Beta Test Leagues for this round of beta testing will receive WFTDA Membership participation credit for the period of one (1) year (December 2015-November 2016) if the following tasks are completed:

1. The league submits survey feedback and WFTDA StatsBooks for the minimum of 4 games/ scrimmages in the beta testing period.
2. The league is responsive to Rules Committee correspondence during the beta testing period.

Should a league fail to complete these tasks for the full beta testing period, WFTDA Games may rescind participation credit for the full year.

CONTACT US

For questions/comments/concerns please contact:

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