



– TEXAS ROLLER DERBY –

Rules and Policies 2015

1 SKATER REQUIREMENTS:

- 1.1 Skaters must adhere to attendance and other league requirements in order to be eligible to skate in league bouts.
- 1.2 Skaters are not allowed to skate in a bout or at a special event while they are under the influence of drugs or alcohol.
- 1.3 **Protective Gear** (helmet, elbow/knee pads, wrist guards) must be worn at all times while skating for TXRD. Mouth guards are strongly recommended but not required.

2 TRACK REQUIREMENTS:

- 2.1 The bout track must be banked and otherwise conform to league specifications and include a physical outer boundary such as a set of Kickrails and Handrails.
- 2.2 The track must be inspected by a designated league member for safety prior to a game. The track surface shall be clean, smooth, and suitable for rollerskating.
- 2.3 The **Inside Boundary Line** must be between two inches and six inches and marked or painted in such a way that is highly visible to skaters and officials and does not present a safety hazard to skaters. The flat surface within the **Inside Boundary Line** is considered the **Infield**. Any part of the track that extends beyond the **Inside Boundary Line** to the **Infield** is for entering or exiting the **Infield** and is considered the **Lip**.
 - 2.3.1 The track must have a clear, four to six inch-wide, track-width-spanning, contrasting demarcation for:
 - 2.3.1.1 **Jammer Start Line**
 - 2.3.1.2 **Front Pack Line**: Thirty feet in front of the **Jammer Start Line**.
 - 2.3.1.3 **Rear Pack Line**: Ten feet behind the **Pack Start Line**.
 - 2.3.1.4 Demarcations of twenty foot intervals on the track are strongly encouraged.
- 2.4 The teams will have chairs or benches for their skaters in the **Infield** in designated team areas. Only those on the **Team Roster** for that game may sit or stand in the designated team area.
 - 2.4.1 An **Arm Wrestling Table** that conforms to league specifications and two chairs must be placed between the two designated team areas. Only **Arm Wrestling Penalty Face-Off Participants** and authorized **Infield** personnel may sit in this area.
 - 2.4.2 All skaters and authorized **Infield** personnel must remain in these boundaries for safety.
- 2.5 The track, the Kickrail/Handrail, and **Inside Boundary Line** are considered **In-Bounds**. The **Lip**, the **Infield**, and the area past the Handrail/Kickrail in which a skater is in contact with the skating surface of the track are considered **Out-of-Bounds**.
- 2.6 There will be a minimum five-foot clearance around the outside of the track for safety. **Referees**, necessary track maintenance, and medical staff may enter in this area during a game.
- 2.7 At least one **Penalty Box** must be set up immediately outside the five-foot safety clearance. The **Penalty Box** should contain at least two chairs and be positioned relative to the lowest point of the outside of the track for safety entering and exiting the track and **Penalty Box**. If a second **Penalty Box** is in use, it should be set up on the opposite side of the track, approximately even with the other **Penalty Box**.

3 TEAM REQUIREMENTS:

- 3.1 Teams are made up of a minimum of ten skaters and a maximum of twelve skaters. This is the **Active Roster**.
- 3.2 When skating in a bout, each team must begin with a minimum of ten skaters in their **Active Roster**.
- 3.3 If a team has fewer than twelve eligible skaters, they must use alternates to make a minimum total of ten skaters or a maximum of twelve skaters in the **Active Roster**.
- 3.4 It is suggested that teams have at least one additional skater that can replace another skater in case of injury. This **Replacement** skater must be from the alternate pool, be eligible to skate in the bout, and be used only in a case where the injured skater will not be returning to the bout. The **Replacement** skater should be in **Uniform** during the game.
- 3.5 No-call, no-show alternates without a documented medical or familial emergency will be removed from the eligibility roster for the remainder of the year.
- 3.6 A maximum of 15 people per team are allowed in the infield during game play, including **the Active Roster**, managers, coaches, and support staff. These and any off-track Replacement skaters comprise **the Team Roster**.

4 UNIFORMS:

- 4.1 Players must wear quad roller skates only. Players may not wear inline or any other type of skate.
- 4.2 Skaters are responsible for procuring their own clothing **Uniforms** that match the theme and color scheme of the team the skater is skating with.
- 4.3 All **Uniform** must have the skater's name printed clearly on the skater's back. Numbers are optional.
- 4.4 Wrist guards, elbow pads, knee pads, and helmets are all considered part of the **Uniform**. All Protective Gear in the uniform must be properly secured and cinched according to recommended use.
- 4.5 Skaters will not be allowed to skate in a bout without meeting these requirements.
- 4.6 If any part of a skater's **Uniform** interferes with gameplay, it should be repaired or replaced at the **Referees'** discretion. If any part of a skater's non-**Uniform** equipment interferes with gameplay, it should be removed at the **Referees'** discretion.
- 4.7 Helmet panties must be solid, high-contrast colors.

5 BOUT PARTICIPANTS:

- 5.1 Each team may have a maximum of five players on the track for each **Jam**. This is a **Line-Up**.
 - 5.1.1 A **Line-Up** must include one **Jammer** and one **Pivot** in each **Jam**.
- 5.2 **Jammer (one per team, per Jam)**
 - 5.2.1 The **Jammer** is the point-scorer for each team and is designated by a star on her helmet panty.
 - 5.2.2 **Lead Jammer** Status – The first eligible **Jammer** to break through the **Pack** (see 5.5, "Pack") will obtain **Lead Jammer** status.
 - 5.2.3 The **Lead Jammer** may **Call off the Jam** by placing her hands on her hips. She must be **In-Bounds** to **Call off the Jam**.
 - 5.2.4 If both **Jammers** are eligible for **Lead Jammer** status, this status will be given to the **Jammer** in front/in the lead. If/when the **Jammer** in front is passed by the opposing **Jammer**, **Lead Jammer** status will be shifted to the opposing **Jammer**, unless that **Jammer** has rendered herself ineligible.
 - 5.2.5 If a **Jammer** skates **Out-of-Bounds** around an opposing **Blocker** during her initial pass through the **Pack**, she becomes ineligible for **Lead Jammer** status.
 - 5.2.6 A **Jammer** may re-gain eligibility for **Lead Jammer** status by slowing and "correcting" her **Advancement** in or in relation to the **Pack**.
 - 5.2.7 A **Jammer** passes the opposing **Jammer** while **Out-of-Bounds** at any time during the **Jam**, she becomes ineligible for **Lead Jammer** status.
 - 5.2.8 A **Jammer** may re-gain eligibility for **Lead Jammer** status by slowing and "correcting" her **Advancement** in or in relation to the opposing **Jammer**.
- 5.3 **Blocker (three per team, per Jam)**.
 - 5.3.1 The **Blockers** set up plays to help their team's **Jammer**, or to stop the opposing team's **Jammer**.
- 5.4 **Pivot (one per team, per Jam)**

5.4.1 The **Pivot** is considered a specialized **Blocker** and is the pace setter for the **Pack**. She is designated by a stripe down the middle of her helmet panty.

5.4.2 During a **Jam**, a **Jammer** may pass her helmet panty to the **Pivot**, who then assumes **Jammer** status (see 6.13, "Star Pass").

5.4.3 **Pivot** can never be **Lead Jammer** or **Call off the Jam**.

5.5 **Pack – (Blockers from each team)**

5.5.1 The **Pack** is defined as the biggest group of **Blockers** on the track that contains members from both teams, skating within ten feet of each other.

6 GENERAL RULES:

6.1 A bout is made up of four 8-minute Quarters played between two teams. The team with the most points at the end of the bout wins.

6.2 **Clocks**

6.2.1 Each game will have a separate **Quarter Clock** and **Jam Clock** that are visible to the audience and the track.

6.2.2 **Quarter Clock**

6.2.2.1 The **Quarter Clock** begins with 8 minutes and starts counting down when the **Jammer Start Whistle** of the first **Jam** of the Quarter is blown.

6.2.2.2 The **Quarter Clock** stops when a **Referee** blows an **End Whistle** and remains stopped between **Jams**.

6.2.2.3 If there are 30 seconds or more on the **Quarter Clock** at the end of a Quarter, another **Jam** will proceed. If not, the Quarter will end.

6.2.2.4 If a **Jam** is in progress when the **Quarter Clock** runs out, the **Jam** continues normally until an **End Whistle** is blown. The **Quarter Clock** will not end a **Jam**.

6.2.3 **Jam Clock**

6.2.3.1 The **Jam Clock** begins with 1 minute and starts counting down when a **Jammer Start Whistle** is blown.

6.2.3.2 The **Jam Clock** stops when a **Referee** blows an **End Whistle** is reset to 1 minute for each subsequent **Jam** (see 6.6, "Jams").

6.3 **Quarters:**

6.3.1 The Quarter begins when a **Point Referee** blows the **Jammer Start Whistle**.

6.3.2 The Quarter ends when the **Quarter Clock** reaches zero or the maximum length for the Quarter has expired (see 6.2.2, "Clocks").

6.4 **Overtime:**

6.4.1 In the event of a tie at the end of the 4th Quarter, there will be a 3-minute break followed by a 3-minute overtime period.

6.4.2 If there is still a tie at the end of an overtime period, another 3-minute break ensues followed by another three-minute overtime period.

6.4.3 If a **Major Penalty** is called in the final **Jam** of a game or an overtime period, special **Major Penalty** protocol will be followed (see 12.10).

6.5 **Game breaks:**

6.5.1 Each game will have a 5-minute break between the 1st and 2nd Quarters, and a 5-minute break between the 3rd and 4th Quarter.

6.5.2 There will be a break of a minimum of 20 minutes and a maximum of 30 minutes for half time.

6.5.3 One two-minute **Time-Out** per half, per team, may be called by a team Captain, Co-captain, or **Designate**. If a **Time-Out** is not used in the first half, it does not roll over to the second half.

6.5.4 A team **Time-Out** may not be called while the **Jam Clock** is running.

6.5.5 In the event of a tie at the end of the game, there will be a three-minute break prior to the overtime period (see 6.4, "Overtime").

6.6 **Jams:**

6.6.1 A Quarter is divided into multiple **Jams**, which are races between the two teams to score points. There is no limit to the number of **Jams** allowed each Quarter.

6.6.2 Each team has 30 seconds between **Jams** to get their **Line-Up** onto the track. The 30 seconds begins at the end of the previous **Jam** or at the announcement of the winner of a **Penalty Face-Off**.

6.6.3 Any skater in a **Jam's Line-Up** not on the track when **Pack Start Whistle** is blown must sit out that **Jam** and is counted as a ghost point (see 6.10.5 and 6.10.6 "Ghost Points").

6.6.4 If a skater enters the track after the **Pack Start Whistle**, the **End Whistle** will be blown and the skater will receive a **Major Penalty**. The **Jam** will then restart with that skater in the **Penalty Box**.

6.6.5 In the case of a false start, the **Jam** must be stopped and restarted.

6.6.6 A **Jam** may last up to 60 seconds or until a **Referee** blows an **End Whistle**.

6.6.7 A **Lead Jammer** can signal their **Point Referee** to end a **Jam** by placing both hands on her hips. This is **Calling off the Jam**.

6.6.8 Any penalties assigned to a skater are announced between **Jams**, followed by any **Penalty Face-Offs**.

6.7 Pre-Jam Formation

6.7.1 Prior to the start of a **Jam**, **Pivots** and **Blockers** must be **In-Bounds**, behind the **Front Pack Line** and in front of the **Rear Pack Line**.

6.7.2 No rules govern **Blocker** or **Pivot** positioning.

6.7.3 **Jammers** must line up **In-Bounds** on or behind the **Jammer Start Line**.

6.7.4 Skaters may touch the handrail as long as the point of contact is behind their respective start line.

6.7.5 Prior to the start of each **Jam**, **Referees** will carry out a spot check on skaters **Uniform**.

6.8 Whistles

6.8.1 A single whistle from a **Point Referee** starts the **Pack**. This is the **Pack Start Whistle**.

6.8.2 A double whistle from a **Point Referee** 3 seconds after the **Pack Start Whistle** signals the **Jammers** to begin. This is the **Jammer Start Whistle**.

6.8.3 A long whistle from a **Referee** ends a **Jam**. This is the **End Whistle**.

6.8.3.1 The **End Whistle** occurs after a **Jam** has lasted 60 seconds, after a **Point Referee** has seen their respective **Lead Jammer Call off the Jam**, or at a **Referee's** discretion (including but not limited to medical and safety reasons).

6.9 Skating:

6.9.1 **Skating** is defined as striding, rolling, gliding, stepping, or other purposeful and continual movement in a counter-clockwise direction on the track.

6.9.2 Skaters must be skating while blocking and engaging in multiplayer blocks (see 9.7, "Illegal Blocking").

6.9.3- A skater skating backwards may put down one toe stop while blocking, so long as they do not come to a complete stop.

6.10 Scoring:

6.10.1 The **Jammer** is the only player able to score points for her team. She makes one initial (non-scoring) pass through the **Pack**, and scores one point for each opponent she legally passes on subsequent passes through the **Pack**.

6.10.2 A **Jammer** will score one point each time she laps the opposing **Jammer**.

6.10.3 Passing is completed when a **Jammer's** hips and skates are in front of an opposing team member and she is **In-Bounds**. The line of passing perspective begins from the **Point Referee** in the center of the track and ends at the place on the track where the players in question are at that moment.

6.10.4 The **Jammer** is only able to score points if she is wearing the star on her helmet panty.

6.10.4.1 If a **Jammer's** helmet panty falls off at any time, only the **Jammer** or the **Pivot** may retrieve it (see 9.10, "Illegal Star Pass" for related penalties).

6.10.5 Ghost points are points earned by a **Jammer** anytime there are fewer than four opposing **Blockers** on the track. One ghost point is awarded for each removed skater once the **Jammer** scores her first legitimate point. In the case of two missing **Blockers**, two ghost points may be awarded. In the case of three missing **Blockers**, three ghost points may be awarded.

6.10.6 If a skater removes herself from the track for any reason, the opposing **Jammer** scores one point when she physically passes where the removed skater left the track. If this location cannot be determined by the **Point Referee**, the opposing **Jammer** will be given a ghost point when she scores on the first opposing player on her second and any subsequent passes through the **Pack**.

6.11 Stepping off the track:

6.11.1 A skater is considered **Out-of-Bounds** when any part of her skate or body is touching the **Lip** or **Infield** or if her hips are past the outside **Handrail**.

6.11.2 A **Jammer** who is **Out-of-Bounds** will not receive points for any opposing skater(s) she passes.

6.11.3 A skater is considered to be **Cutting the Track** when she advances her position by skating **Out-of-Bounds** past the **Lip** into the **Infield** without attempting to correct her position in relation to the **Pack**, or in relation to a **Participating Skater** in a **Penalty Face-Off**.

6.12 Re-entering the track:

6.12.1 A skater may not re-enter the track ahead of the position in or in relation to the **Pack** where she went **Out-of-Bounds**, see 9.1 "Advancement").

6.12.2 On her scoring pass, the **Jammer** may re-enter the track behind the skaters she passed while **Out-of-Bounds** in order to score those points she missed.

6.12.3 To legally re-enter the track after stepping **Out-of-Bounds**, a skater must re-engage by skating one stroke **In-Bounds** before coming into contact with another player.

6.12.4 Skaters can not skate **Out-of-Bounds** or **Cut the Track** to cut off opposing skaters.

6.13 Star Pass:

6.13.1 During a **Jam**, a **Jammer** may pass her helmet panty to the **Pivot**, who then becomes both **Pivot** and **Jammer**.

6.13.2 The star must be removed from the **Jammer's** helmet by the **Jammer** and passed directly to the **Pivot**.

6.13.2.1 A skater who is not the **Jammer** or **Pivot** in the **Jam** may not handle a **Jammer's** or **Pivot's** helmet panty in any way during a **Star Pass**.

6.13.2.2 No skater may take any action to conceal the **Jammer** Helmet Panty at any time during the **Star Pass**.

6.13.3 The **Pivot** must put the star **Jammer** panty on her helmet before she is able to score points.

6.13.3.1 If the helmet cover is dropped, it may only be recovered by the original **Jammer** or **Pivot**.

6.13.4 The pass may be blocked by the opposing team by any means of legal blocking. During the star pass, illegal blocking involving the **Jammer**, the **Pivot**, or the star will result in a penalty (see 9.10, "Illegal Star Pass" for related penalties).

6.13.5 The forearm is considered an illegal **Receiving Zone** during a star pass.

6.13.6 **Pivots** can never be lead **Jammer** or **Call off the Jam**.

6.14 Injuries:

6.14.1 If a skater's injury requires that she be removed from the **Active Roster**, an alternate from the **Team Roster** may be allowed as a **Replacement** on the **Active Roster**. Once the **Replacement** for injury has occurred, the injured skater is not allowed to return to **Active Roster** for the remainder of the bout.

6.14.2 If a skater sustains an injury serious enough for a **Referee** to **Call off the Jam**, or if she removes herself from the track due to an injury sustained during the **Jam**, the skater may not skate the next three **Jams**.

6.14.3 If a skater causes a **Jam** to be ended for an injury three times in any single bout, she will be removed from the **Active Roster**.

7 REFEREES:

7.1 Texas Roller Derby **Referee** are non-skating and are not required to wear **Protective Gear**. (Please refer to "Texas Roller Derby Referee Best Practices" document for more details).

7.2 General Referee Guidelines

7.2.1 **Referees** determine the severity of a penalty and call major or minor infractions.

7.2.2 **Referees** have final discretion in all calls made during a bout.

7.2.3 Before the start of each game, teams must **Designate** two individuals from their **Team Roster** to be the only people who can communicate with the **Referees**. **Referees** discuss team complaints and concerns during the game with the team **Designates** only. If a **Designate** has been ejected or removed from the game due to injury, another member of the **Team Roster** may be designated as the second person able to communicate with the **Referees** during the game.

7.2.4 **Designates** should report any complaints to the **Referee** as quickly as possible then return to their benches so the **Referees** can consult with each other and make the final call.

7.2.5 In the event of a necessary penalty discussion, the **Referees** may call an official two-minute time-out.

7.2.6 **Referees** may end **Jams** or **Penalty Face-offs** due to injury, breach of safety, unnecessary roughness, or misconduct of any kind.

7.2.7 **Referees** can eject anyone from the **Team Roster** at any time during the game, regardless of her penalty situation, depending on the skater's behavior or severity of the infraction (see Section 13, "Ejections").

7.2.8 **Referees** must show the same respect to skaters that the skaters show to **Referees**.

7.2.9 **Referees** are held to same restrictions regarding alcohol or controlled substances as any skater during the bout.

7.3 Point Referees

7.3.1 Responsible for counting points scored by **Jammers** and reporting these points to the stats table and the scorekeeper.

7.3.2 Call **Major Penalties** committed on or by the **Jammers**, which may stop the **Jam**.

7.3.3 Officiate **Minor Penalty Face-Offs** (see 11.7).

7.3.4 A minimum of two **Point Referees** are required, one assigned to each team.

7.4 Penalty Referees

7.4.1 Responsible for reporting **Minor** and **Major Penalties** after each **Jam**.

7.4.2 A minimum of two **Penalty Referees** are required.

7.4.2 One **Penalty Referee** is designated as the **Head Referee** and has final say in all penalty and point disputes.

7.5 Line Referees

7.5.1 Responsible for reporting **Minor** and **Major Penalties** seen from outside of the track.

7.5.2 Stand on the outside of the track by the corners.

7.5.3 Report **Minor** and **Major Penalties** to the **Penalty Referees** in the **Infield** after each **Jam**.

7.4.2 A minimum of two **Line Referees** are required.

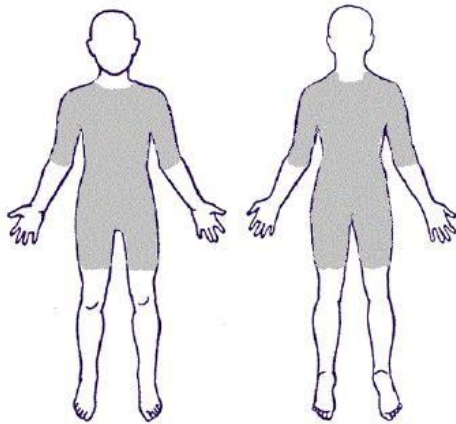
8 LEGAL MANEUVERS:

8.1 The legal blocking zones are defined as the **Receiving Zone** (areas of the body where one can legally receive a block from an opponent) and the **Giving Zone** (areas of the body that can be used to legally block an opponent).

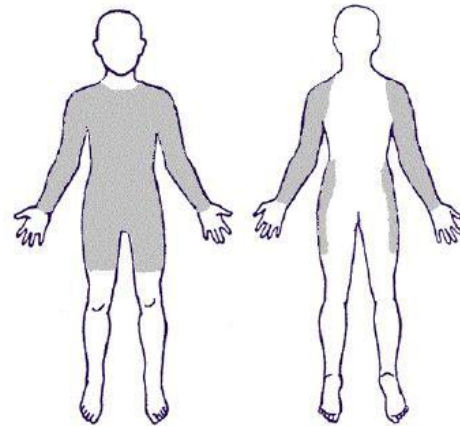
8.1.1 The legal **Giving Zone** includes the shoulders, torso, upper arms, elbows, hips, butt, and upper thighs.

8.1.2 The legal **Receiving Zone** includes the front and side of the body from below the collar bone to the upper thighs, shoulders, upper arms, elbows, and hips. The forearm is also a legal **Receiving Zone**, unless contact is made during a **Star Pass** (see 6.13 and 9.10).

Legal Giving Zone



Legal Receiving Zone



8.2 **Arm Block:** Any block using the arm from the elbow to the shoulder.

8.3 **Elbow Block:** Any block using the elbow, with the arm bent.

8.4 **Whip:** An assist given using any part of the body, including legs, arms, elbows, hands, and hips. Skaters may also grasp their own teammates' clothing or equipment (including belts) to execute whips.

8.5 **Arm Whips:** A skater holds her arm behind her back, while another skater grabs her arm and is propelled forward.

8.5.1 A **Jammer** may legally take an arm whip from an opposing **Blocker** if the **Blocker** is not paying attention to whom she is offering the **Whip**. Other types of **Whips** may not be taken from an opposing team member.

8.6 **Shoulder Block:** Any block using the shoulder in a backwards or sideways motion.

8.7 **Body Block:** Any block using the torso.

8.8 **Multi-Player Block:** One or more skaters hold a teammate or **Uniform** her to form a wall in order to block opposing skaters. Skaters may not hold hands, hook elbows, or grasp belts during a multi-player block.

8.9 **Rail Block:** a skater takes another skater to the Handrail using her shoulder, torso and/or hips. The skater must disengage after the block is complete and may not hold the opposing skater at the Handrail. Primary use of the forearm is not legal in taking a skater to the Handrail.

8.10 **Positional Block:** Strategic positioning of one or multiple players to impede another skater's motion.

8.11 Players may use teammates as objects to stop opposing players (e.g. pushing a teammate into a member of the opposing team to block her).

8.11.1 If a skater is pushed into an opponent by a teammate, the pushed skater is still responsible for any illegal contact she may make.

8.12 Players must keep one skate on the ground in order to maintain control of their bodies when executing blocks so as to not endanger other skaters.

8.13 Players may block while facing forward or backward.

8.14 **Engagement Zones:** Skaters are allowed to engage in blocking opposing skaters relative to their official role in a **Jam**, with specific spatial restrictions:

8.14.1 The **Engagement Zone** of a **Jammer** engaging either an opposing **Blocker** or **Jammer** is anywhere **In-Bounds** on the track between the **Jammer Start Whistle** and the **End Whistle**.

8.14.2 The **Engagement Zone** of a **Blocker** engaging an opposing **Blocker** is **In-Bounds** between the **Pack Start Whistle** and the **End Whistle**.

8.14.3 The **Engagement Zone** of a **Blocker** engaging an opposing **Jammer** is **In-Bounds** between the **Jammer Start Whistle** and the **End Whistle** up to twenty feet ahead of or behind the **Pack**.

8.14.3.1 If a **Blocker** is in front of the **Pack**, twenty feet will be measured from the front-most member of the **Pack**.

8.14.3.2 If the **Blocker** is behind the **Pack**, twenty feet will be measured from the rear-most member of the **Pack**.

8.14.3.3 In the event that there is not a clear majority of skaters in a **Pack**, twenty feet may be measured from the nearest opposing **Blocker**.

8.14.3.4 Once a **Blocker** is no longer in her respective **Engagement Zone** for engaging a **Jammer**, she must **Yield** to the **Jammer** when the **Jammer** comes within five feet.

8.14.3.4.1 To show that she is yielding, the **Blocker** must yield high, allowing enough room for the **Jammer** to pass easily near the **Inside Boundary Line**. If, in this process, this **Blocker** reenters her respective **Engagement Zone** for **Blocker-on-Jammer** engagement, she is again able to engage and does not have to yield to this **Jammer**.

8.14.4 No **Engagement Zone** permits a skater give or receive a block while **Out-of-Bounds**.

9 PENALTIES:

9.1 **Advancement:** When a skater re-enters the track ahead of her original position in, or in relation to, the **Pack**. A skater who reenters from **Out-of-Bounds** ahead of her place in the **Pack** can get out of the way and re-enter at or behind her position (in or in relation to the **Pack**) at the time she went **Out-of-Bounds**.

9.2 **Delay of Game:** Any activity in which an individual or multiple individuals deliberately stalls game play, either during or between **Jams**.

9.3 **Failure to Yield:** When a **Blocker** fails to **Yield** high to a **Jammer** who has approached within five feet when the **Blocker** is not in an **Engagement Zone for Blockers** engaging **Jammers**.

9.4 **Forearms:** Blocking with a forearm.

9.5 **High Blocking:** Blocking above the collar bone.

9.6 **Holding:** Use of the hands or body to pin a skater to the track, ground, or Kick/Handrail; use of the hands to immobilize a skater; illegal **Whips** taken off an opposing skater.

9.7 **Illegal Blocking:** Blocking using illegal **Giving** or **Receiving Zones**, blocking while not **Skating** (see 6.9, "Skating"), or grasping belts during a **Multi-Player Block** (see 8.8, "Multi-player Block").

9.8 **Illegal Engagement:**

9.8.1 Blocking outside the respective **Engagement Zone**.

9.8.2 Blocking after returning to the track from **Out-of-Bounds** without first skating a stroke.

9.9 **Illegal Procedure:** Called when procedural violations occur, including, not limited to:

9.9.1 Failure to provide a proper **Line-Up** for a **Jam** (see 5.1).

9.9.2 Entering the track after the **Pack Start Whistle**.

9.9.3 A skater not on the **Active Roster's** return to or introduction into game play (per Section 3, "Team Requirements").

9.9.4 Not fulfilling **Uniform** requirements while on the track (per Section 4, "Uniform").

9.9.5 **Skating** in a clockwise direction on the track.

9.9.6 Any violation of the General Rules (see Section 6) not covered in Section 9.

9.10 **Illegal Star Pass:**

9.10.1 A skater who is not the **Jammer** or **Pivot** in the **Jam** handling a **Jammer's** or **Pivot's** helmet panty in any way during a **Star Pass**.

9.10.2 Any concealment of the **Jammer** helmet panty at any time during a **Star Pass**.

9.10.3 An **Illegal Block** performed on an opposing **Jammer** or **Pivot** as the star is being passed.

9.11 **Obstruction:** Any activity that impedes game play. Remaining on the track while fighting or repairing an equipment malfunction, causing the **Jam** to be called off when the **Pack** approaches, are examples of **Obstruction**.

9.12 **Pushing:** Any movement of the hands or arms used to propel an opposing skater in any direction. Also, movement of the body into the back of a skater, propelling her forward or sideways.

9.13 **Tripping:** Contact with a skater below her upper thighs, resulting in a fall or significant loss of position in or in relation to the **Pack**. If a skater trips another skater but has "fallen small" by pulling in her arms and legs, no penalty will be given. However, if a skater is involved in multiple tripping incidents even while falling small, a penalty may be given.

9.14 **Unnecessary Roughness**: Called when a skater uses excessive or unnecessary force. Late hits (after the **End Whistle**), blocking a skater while not **Skating** (see 6.9, “**Skating**”), and slide tackles are examples of **Unnecessary Roughness**.

9.15 **Unsportswomanlike Conduct**: Called when a skater is being disrespectful to the **Referees** or opposing team, including removing another skater’s **Uniform**.

9.16 **Multiple Infractions**: Called when a skater commits two or more different **Penalties** during a single **Jam**.

9.17 If it cannot be determined which skater is at fault, the penalty is assigned to either the skating Captain, skating Co-Captain, or **Pivot** of the **Jam** in question, in that order. If the Captain, Co-Captain, and **Pivot** all already have two **Major Penalties**, the **Offending Skater's** team must skate down a player in the following **Jam**, but a **Major Penalty** is not assigned to any one skater.

10 FIGHTING:

10.1 Fighting is an acceptable element of roller derby.

10.2 The **Penalty** protocol regarding roughness and conduct still apply.

10.3 Actions which are considered legal while fighting include punching or slapping the helmet, and taking a skater down from behind.

10.4 Actions which are considered illegal while fighting include punching above the collar bone, choking with hands or helmet strap, biting, any type of penetration, pulling hair, and kicking a downed skater.

10.5 Although fighting is an acceptable element of roller derby, skaters may be penalized or ejected from the game for **Unnecessary Roughness** or **Unsportswomanlike Conduct** (per 9.14 and 9.15). For example, a skater taking another skater down from behind with a headlock may be penalized for either **Unsportswomanlike Conduct** or **Unnecessary Roughness**, depending on the specific situation.

11 MINOR PENALTIES:

11.1 If an illegal action has an effect on gameplay that is not deemed to meet the criterion for a **Major Penalty**, a **Minor Penalty(ies)** may be given and announced by the **Head Referee** to the **Offending Skater(s)**.

11.1.1 If a skater has acquired two **Minor Penalties** during a bout, her third **Minor Penalty** will be escalated to a **Major Penalty**. Any other **Minor Penalty Face-Offs** for the **Jam**, if any, will then be completed, and the game will continue according to **Major Penalty** procedure.

11.2 Any **Offending Skater** assessed a **Minor Penalty** does not result in a cumulative **Major Penalty** (see 11.1.1) in the previous **Jam** is subject to a **Penalty Face-Off**.

11.3 One point is subject to loss for each **Offending Skater** per team in a **Jam**, with the exception of **Substitutions**. No point is lost or gained in a **Penalty Face-Off** by a participating team which does not have an **Offending Skater**.

11.3.1 An **Offending Skater** may elect not to complete the **Penalty Face-Off** herself by selecting a **Substitution** skater from her **Active Roster**.

11.3.2 If multiple **Offending Skater** are involved in the **Penalty Face-Off**, then a team may **Substitute** any or all **Offending Skaters**. **Substitutions** will double the number of points subject to loss per **Offending Skater**.

11.3.3 Each team may only use a player **Substitution** in one **Penalty Face-Off** every Quarter, for a total of four times per team per game.

11.4 To determine the type of **Penalty Face-Off** used, the **Offending Skater(s)** must go to the **Penalty Wheel**; the **Penalty Mistress** spins the **Penalty Wheel**. The penalty wedge under the indicator when the wheel comes to a complete stop will show the **Penalty Face-Off** that will be used.

11.4.1 The **Penalty Mistress** should not stop the **Penalty Wheel** once it has been spun.

11.4.2 If the **Penalty Wheel** is spun and lands on a **Penalty Face-Off** that has been completed twice in the bout, the **Penalty Mistress** may re-spin the **Penalty Wheel**.

11.4.3 **Pillow Fight Penalty Face Off** may only be utilized once in each half, and may not be utilized in the 4th Quarter. If that **Penalty Face Off** has already been completed once in the half or if it is indicated by the **Penalty Wheel** in the 4th Quarter, the **Penalty Mistress** may re-spin the **Penalty Wheel**.

- 11.4.4 Special **Penalty Face-Offs** may be utilized upon the agreement of the **Referees**, Captains of both bouting teams and **Participating Skaters** in the proposed **Penalty Face-Off**.
- 11.5 An **Offending Skater** must not lose the **Penalty Face-Off** to retain any at-risk points. If the **Offending Skater** wins the **Penalty Face-Off**, she retains any at-risk points.
- 11.5.1 If both **Participating Skaters** are disqualified during a **Penalty Face-Off**, no points are deducted from either team.
- 11.6 All **Penalty Face-Offs** include the following protocol:
- 11.6.1 In the event that multiple **Offending Skaters** are on the same team and the **Penalty Face-Off** determined by the **Penalty Wheel** can only be completed by one person, one of the **Offending Skaters** will compete and the number of points at-risk remains the same.
- 11.6.2 Following the determination of the **Penalty Face-Offs**, each team has 30 seconds to present a **Participating Skater(s)** for the **Penalty Face-Off**. If a team fails to present a player within 30 seconds, they will automatically lose the **Penalty Face-Offs**.
- 11.6.3 **Participating Skater(s)** may be disqualified if anyone from the **Team Roster** interferes in any way in a **Penalty Face-Off**, if a **Participating Skater(s)** **Cuts the Track** during races, or if a **Participating Skater(s)** violates the safety rules while fighting; the rules regarding 9.14 **Unnecessary Roughness**, 9.15 **Unsportswomanlike Conduct**, and 10 **Fighting** still apply.
- 11.6.4 **Referees** may end and re-start any **Penalty Face-Off** if a skater's helmet is removed or comes off.
- 11.6.5 The official **Quarter** and **Jam Clocks** are not affected by any **Penalty Face-Off**.
- 11.6.6 All skating **Penalty Face-Offs** (**Long Jump**, **Two-Lap Duel**, **Push Cart**, and **Relay Race**) follow the **General Rules** for skating direction and track boundaries (see Section 6).
- 11.6.7 **Spank Alley** (selected from raffle ticket holders) will act as judges for the audience participation **Penalty Face-Offs**. The **Head Referee** still has the final say on who wins a **Penalty Face-Off**, regardless of audience participation and/or **Judge's Choice**.
- 11.6.8 After the designated **Referee** announces the outcome of the **Penalty Face-Off**, the official score is adjusted as needed, any **Penalty Equipment** is returned to its designated place, and the game proceeds according to the **General Rules** (see Section 6).
- 11.7 Possible **Minor Penalty Face-Offs** to be given by the **Penalty Mistress**:
- 11.7.1 **Long Jump: Participating Skaters** (two skaters, one from each team) in the **Long Jump Penalty Face-Off** compete separately to complete the longest broad jump.
- 11.7.1.1 The first **Participating Skater** skates a preparatory lap alone beginning at or behind the **Jammer Start Line**, and initiates a jump from any point behind the **Rear Pack Line**, landing **In-Bounds**. The second **Participating Skater** will then follow the same procedure.
- 11.7.1.1.1 The **Offending Skater** must go first in the **Penalty Face-Off**.
- 11.7.1.2 Additional protocol: The first part of the **Participating Skater's** body to touch the track will be judged as the distance jumped.
- 11.7.1.3 A **Long Jump Penalty Face-Off** ends when each of the of **Participating Skaters** has crossed the **Rear Pack Line** after skating a full lap, or a winner is determined by the **Referees**.
- 11.7.1.4 The **Participating Skater** who jumps the farthest without being disqualified wins the **Penalty Face-Off**.
- 11.7.1.5 A **Participating Skater** is **Disqualified** if either of her skates does not leave the track before hitting the **Rear Pack Line** or if she meets any of the general **Disqualification** criteria for **Penalty Face-Offs** (see 11.6).
- 11.7.2 **Pillow Fight: Participating Skaters** (two skaters, one from each team) in the **Pillow Fight Penalty Face-Off** engage in one-on-one grappling beginning with a **Pillow** from the **Penalty Equipment** to attempt to gain and maintain a superior position. This is an audience participation **Penalty Face-Off**.
- 11.7.2.1 The **Pillow Fight** begins at the designates **Referee's** whistle.
- 11.7.2.1.1 The location on the track for the pillowfight is given by the designated **Referee** before any **Pillow Fight**, and the **Participating Skaters** are given pillows from the **Penalty Equipment**.
- 11.7.2.2 Additional protocol: A designated **Referee** will track the 30 second time limit allotted to the **Penalty Face-Off**.

11.7.2.3 A **Pillow Fight Penalty Face-Off** ends when the **Penalty Face-Off** has lasted 30 seconds, or until a **Participating Skater** clearly communicates to a **Referee** that she quits.

11.7.2.4 The **Participating Skater** voted as the winner of the **Pillow Fight Penalty Face-Off** by the Judges in **Spank Alley** without being disqualified wins the **Penalty Face-Off**. A designated **Referee** will count the votes of **Spank Alley** and report them to the **Head Referee**.

11.7.2.5 A **Participating Skater** is **Disqualified** if she meets any of the general **Disqualification** criteria for **Penalty Face-Offs** (see 11.6).

11.7.3 **Arm Wrestling: Participating Skaters** (two skaters, one from each team) in an **Arm Wrestling Penalty Face-Off** will attempt to pin the other **Participating Skater's** arm onto the surface of the **Arm Wrestling Table**, with the winner's arm over the loser's arm.

11.7.3.1 The **Arm Wrestling Penalty Face-Off** begins after the designated **Referee** verifies **Participating Skaters** have assumed the approved challenge posture and blown the whistle.

11.7.3.1.1 **Participating Skaters** must seat themselves in the chairs provided at the **Arm Wrestling Table** and remain seated for the duration of the **Penalty Face-Off**.

11.7.3.1.2 **Participating Skaters** must remove their wrist guards while arm wrestling. Removal of other safety equipment is optional.

11.7.3.1.3 **Participating Skaters** agree to arm-wrestle with either right arms or left arms. If **Participating Skaters** cannot agree on whether to use their right arm or left arm, the choice will be made by the **Offending Skater**. Hands of the chosen wrestling arms are then gripped.

11.7.3.1.4 **Participating Skaters'** non-wrestling arm may rest on the **Arm Wrestling Table** or hold the arm wrestling grip while arm wrestling or, if no grip is present, they may grip the end of the table.

11.7.3.2 Additional protocol: The elbows of **Participating Skaters'** wrestling arms cannot lift off the elbow pad of the **Arm Wrestling Table**.

11.7.3.3 An **Arm Wrestling Penalty Face-Off** ends when a **Participating Skater** has touched any portion of her opponent's wrestling arm elbow to fingertips to the **Arm Wrestling Table**.

11.7.3.4 The **Participating Skater** who ended the challenge without being **Disqualified** wins the **Penalty Face-Off**.

11.7.3.5 A **Participating Skater** is **Disqualified** in an **Arm Wrestling Penalty Face-off** if the designated **Referee** determines that she did not adhere to the approved challenge posture for the duration of the challenge, for a false start, or if she meets any of the general **Disqualification** criteria for **Penalty Face-Offs** (see 11.6).

11.7.4 **Two-Lap Duel: Participating Skaters** (two skaters, one from each team) in the **Two-Lap Duel Penalty Face-Off**, will race for two laps around the track and must engage with one another by fighting or other physical contact during those laps.

11.7.4.1 The **Two-Lap Duel Penalty Face-Off** begins after the **Point Referee** verifies **Participating Skaters** have positioned themselves at the **Rear Pack Line** and blown the whistle.

11.7.4.2 Additional Protocol: After the whistle is blown, **Participating Skaters** must skate two full laps and must engage with one another by fighting or other physical contact.

11.7.4.2.1 Skater-to-skater contact must result in at least one of the **Participating Skaters** touching at least one knee to the track.

11.7.4.2.2 If fighting continues for an extended amount of time, the **Referees** may blow the whistle to separate the **Participating Skaters**. At this point, the **Participating Skaters** must stand up and complete the race.

11.7.4.3 A **Two-Lap Duel** ends when both **Participating Skaters** cross the **Rear Pack Line** after skating two laps or a winner is determined by the **Referees**.

11.7.4.4 The **Participating Skaters** who completes the **Two-Lap Duel Penalty Face-Off** first without being **Disqualified** wins the **Penalty Face-Off**.

11.7.4.5 A **Participating Skaters** is **Disqualified** if she races her opponent without making contact resulting in at least one of the skaters touching at least one knee to the track or if she meets any of the general **Disqualification** criteria for **Penalty Face-Offs** (see 11.6).

11.7.5 **Tug-of-war: Participating Skaters** (two skaters, one from each team, or equal numbers of participants from each team see 11.3) in the **Tug-Of-War Penalty Face-Off**, holding opposing sides of a **Penalty Equipment Rope**, will attempt to direct their opponent across a designated line or dislodge the **Rope** from the opponent's hands.

11.7.5.1 The **Tug-of-War Penalty Face-Off** begins after the designated **Referee** verifies Participating Skaters have assumed the approved challenge posture and blown the whistle.

11.7.5.1.1 Each **Participating Skater** will hold one end of the **Penalty Equipment Rope** and line up with the mid-line marker of the rope over the designated line on the track. If multiple **Offending Skaters** are on the same team for this penalty, they will hold their end of the **Penalty Equipment Rope** together, and the other team will supply an equal number of **Participating Skaters** to complete the same protocol.

11.7.5.1.2. The **Rope** must be held taut by **Participating Skaters** before the whistle is blown to start the **Tug-Of-War**.

11.7.5.2 A **Tug-of-War Penalty Face-Off** ends when any part of a **Participating Skater's** body crosses the designated line or if the **Rope** is completely dislodged from her hands.

11.7.5.2.1 In the event that multiple **Offending Skaters** from the same team are participating together, the **Tug-of-War Penalty Face-Off** ends when any part of a **Participating Skater's** body crosses the designated line or if the **Rope** is completely dislodged from the hands of all the **Offending Skaters** from the same team.

11.7.5.3 The **Participating Skater(s)** who did not cross the designated line or release the **Rope** during the **Tug-of-War** and who was not **Disqualified** wins the **Penalty Face-Off**.

11.7.5.4 A **Participating Skater** is disqualified in a **Tug-of-War** if she attempts to use as leverage or holds on to any part of the track or if she meets any of the general **Disqualification** criteria for **Penalty Face-Offs** (see 11.6).

11.7.6 **Push Cart: Participating Skaters** (four skaters, two from each team) in the **Push Cart Penalty Face-Off**, paired the approved challenge posture, will race for two laps around the track.

11.7.6.1 The **Push Cart Penalty Face-Off** begins after the designated **Referee** verifies **Participating Skaters** have assumed the approved challenge posture at the **Rear Pack Line** and blown the whistle.

11.7.6.1.1 Pairs of **Participating Skaters** will position themselves so that the **Offending Skater**, the "Pusher" skates behind her teammate, the "Cart". The **Participating Skaters** acting as the cart must crouch while being pushed, and must not stride, slalom, or otherwise propel herself during the race.

11.7.6.1.2 If two **Offending Skaters** are on the same team for this penalty, either may be the "Pusher" and the other the "Cart" for the duration of the **Penalty Face-Off**.

11.7.6.1.3 The "Pusher" and the "Cart" are not required to maintain contact during the race.

11.7.6.2 Additional Protocol: No blocking is allowed during the race, but benign side to side contact between carts is expected and allowed.

11.7.6.3 A **Push Cart Penalty Face-Off** ends when both pairs of **Participating Skaters** cross the **Rear Pack Line** after skating 2 laps, or a winner is determined by the **Referees**.

11.7.6.4 The **Participating Skaters** pair who completes the **Push Cart Penalty Face-Off** first without being Disqualified wins the **Penalty Face-Off**.

11.7.6.5 A **Participating Skaters** is **Disqualified** if she engages in active blocking of other **Participating Skaters** or if she meets any of the general **Disqualification** criteria for **Penalty Face-Off** (see 11.6).

11.7.7 **Relay Race: Participating Skaters** (six skaters, three from each team) in the **Relay Race Penalty Face-Off** complete one individual lap sprint, passing a baton to another **Participating Skater** on the same team at the start of each subsequent lap, for a total of three laps.

11.7.7.1 The **Relay Race Penalty Face-Off** begins after the designated **Referee** verifies that each opposing **Participating Skater** in the first pair (Skaters 1) has a **Penalty Equipment Baton** in hand and has positioned herself at the **Jammer Start Line**, that the other **Participating Skaters**

(Skaters 2 and 3) have positioned themselves in the **Infield** below the **Jammer Start Line**, and blown the whistle.

11.7.7.1.1 The **Offending Skater(s)** must skate first in the **Relay Race Penalty Face-off**. The **Participating Skaters** must be from the team's **Active Roster**.

11.7.7.1.2 The subsequent **Participating Skater** must enter the track and take her position at the **Jammer Start Line** once the prior skater in front of her begins her sprint lap (Skater 1 begins, followed by 2, followed by 3).

11.7.7.1.3 Once a **Participating Skater** passes the baton, she must leave the track immediately, without interfering in the race in any way.

11.7.7.2 Additional Protocol: 1. After the **Penalty Face-Off** begins, each **Participating Skater** skates one lap around the track, passes the **Baton** to the next skater in the **Exchange Zone** and exits the track while the next skater skates one lap until all **Participating Skaters** have completed one lap.

11.7.7.2.1 The **Exchange Zone** stretches from the **Jammer Start Line** to the **Front Pack Line**. The **Participating Skaters** must pass the **Baton** within the **Exchange Zone** or their team will be **Disqualified**.

11.7.7.2.2 If the **Baton** is dropped, the receiving **Participating Skater** must retrieve it and continue the race.

11.7.7.2.3 Blocking is allowed during the **Relay Race Penalty Face-off** except during the **Baton** pass in the **Exchange Zone**. Normal **Giving** and **Receiving Zone** while blocking apply during the **Relay Race Penalty Face-Off**.

11.7.7.3 A **Relay Race Penalty Face-Off** ends when all six of the **Participating Skaters** cross the **Jammer Start Line** after skating three total laps, or a winner is determined by the **Referees**.

11.7.7.4 The **Participating Skater** trio who completes the **Relay Race Face-Off** first, **Baton** in hand, without being **Disqualified** wins the **Penalty Face-Off**.

11.7.7.5 A **Participating Skater** is **Disqualified** in a **Relay Race Penalty Face-Off** if she does not follow the approved **Relay Race Penalty Face-Off** protocol or if she meets any of the general **Disqualification** criteria for **Penalty Face-Offs** (see 11.6).

11.7.8 **Judges' Choice: Participating Skaters** in a **Judges' Choice Penalty Face-Off** will complete a **Penalty Face-Off** chosen from any of the other **Penalty Face-Offs** available for the bout by the judges sitting in **Spank Alley**.

11.7.8.1 At the beginning of each half, a panel of "judges" will be chosen via random selection. When the **Judges' Choice** category is selected on the **Penalty Wheel**, the judges must choose one of the **Penalty Face-Offs** for the **Offending Skater**, using a simple majority vote.

11.7.8.2 Additional Protocol: The **Penalty Mistress** will coordinate the voting and announce the **Penalty Face-Offs** decided.

11.7.8.3 The protocol for the announced **Penalty Face-Off** will then follow.

12 MAJOR PENALTIES:

12.1 A **Referee** may elevate any minor infraction to a **Major Penalty** if the skater's actions:

12.1.1 Significantly affect the point scoring capabilities of either **Jammer**.

12.1.2 Are considered intentional.

12.1.3 Are perceived to jeopardize the safety of any participant.

12.2 Three **Major Penalties** by any one skater will result in ejection from the game (per section 13, "Ejections").

12.3 **Major Penalties** result in a repeat of the **Jam** with the **Offending Skater** sitting in the **Penalty Box**.

12.3.1 If a skater cannot re-skate a **Jam** due to injury, another skater from her **Active Roster** who is not in the **Penalty Box** may skate as her proxy in the **Line-Up**. The injured skater may not skate the next three **Jams**.

12.4 If more than three skaters on a team receive a **Major Penalty** in a single **Jam**, all **Major Penalties** will be documented, but only three skaters will sit in the **Penalty Box**, and the game will move on to the next **Jam**.

12.5 If a **Jammer** received the **Major Penalty**, any skater from that **Jam's** original **Line-Up** may be the **Jammer** in the re-skate of **Jam**. This applies to both teams.

12.6 In the re-skated **Jam**, **Jammers** score one point for the skater in the **Penalty Box** if any opposing skater is scored upon in that **Jam** (see 6.10, "Scoring").

12.7 If a skater commits a **Major Penalty** against a **Jammer**, the **Jam** may be called off immediately. If a skater commits a **Major Penalty** against a **Blocker**, the penalty might not be called until the **Jam** is over.

12.7.1 If a skater attempts to end a **Jam** using illegal means when her team is at a disadvantage due to having multiple people in the **Penalty Box**, a **Referee** will blow an **End Whistle** immediately. The **Offending Skater** will receive a penalty, and the skaters who were in the **Penalty Box** during the **Jam** will remain in the **Penalty Box** for the following **Jam**.

12.8 No single **Jam** will be repeated more than once due to a **Major Penalty**.

12.8.1 In the event of a **Major Penalty** in a **Jam** that is being re-skated due to a previous **Major Penalty**, the **Offending Skater's** team will skate one player down for each **Major Penalty** received in the next **Jam**.

12.9 Any one team that receives one or more **Major Penalties** in three successive **Jams** will lose one point in that **Jam** and every immediately succeeding **Jam** in which the team commits another **Major Penalty**. Re-skate policies apply per rule 12.8.

12.10 If a **Major Penalty** is committed in the final **Jam** of the 4th Quarter or overtime period, the offending team's **Jammer** forfeits any and all points scored in that **Jam**.

12.10.1 Prior to the start of the final **Jam** in which the **Major Penalty** was committed, if the **Offending Skater's** team was ahead in total points scored, or if they were tied with the opposing team, then the **Jam** will be re-skated and **Line-Up** will be subjected to **Major Penalty** skating **Line-Up** protocol (see 12.3-12.8) with the the **Offending Skater** sitting in the **Penalty Box**.

12.10.2 Prior to the start of the final **Jam** in which the **Major Penalty** was committed, if **Offending Skater's** team was behind in total points scored, the opposing team who is ahead in total points scored may decline the penalty resulting in end of game play and the **Head Ref** calling the bout in favor of them, otherwise, the **Jam** will be re-skated and **Line-Up** will be subjected to **Major Penalty** skating **Line-Up** protocol (see 12.3-12.8) with the **Offending Skater** sitting in the **Penalty Box**.

13 EJECTIONS:

13.1 **Referees** can **Eject** a skater at any time during the game, regardless of her penalty situation, depending on the skater's behavior or severity of the infraction.

13.2 **Referees** may eject a skater from the bout if the skater's behavior is perceived to be unsafe.

13.3 Three **Major Penalties** by any one skater will result in **Ejection** from the game (per 12.2).

13.4 **Referees** may **Eject** a team manager or coach from the game if he/she is deemed to be acting in an unsafe manner, or if he/she does not heed warnings about appropriate behavior in the infield. When a manager or coach is ejected, no further penalty will be assigned to the team as a result of the incident.

13.5 An ejected skater, manager, or coach must leave the track before the next **Jam** starts.