



JUNIOR ROLLER DERBY ASSOCIATION

ADDENDA TO THE RULES OF FLAT TRACK ROLLER DERBY

Updated January 2019

Introduction

This document details the Junior Roller Derby Association (JRDA) amendments to *The Rules of Flat Track Roller Derby (The Rules)*. *The Rules* are officially licensed by the Women's Flat Track Derby Association (WFTDA.) All rules for JRDA play not specifically modified here remain as published in *The Rules*.

These modifications have been applied to junior play to allow for skater safety, ability, and endurance. Any action required in *The Rules* that would put a junior skater in danger should not be required of that skater. In these situations, reasonable accommodations are required. The Head Referee for the game in progress is the final authority in these situations.

The complete JRDA version of *The Rules* is published in "*The Rules of Flat Track Roller Derby, JRDA Edition.*"

JRDA Leagues may immediately begin adopting these modifications for Sanctioned and Regulation games. All JRDA Sanctioned and Regulation play are required to use these modifications beginning February 1, 2019.

Documenting the JRDA Amendments

JRDA additions and amendments to *The Rules* for JRDA play are documented in the following format:

"Change Type" to/of "Section # Section Title"

Original Language:
(if applicable)

JRDA Language:

New or revised text, with changes underlined.

Clarification - Some modifications include text to further explain or provide background on the change. This is meant to be informational, to help explain application of the rule in context. Nothing in the clarification should be construed to change the application of the modification.

The JDRA Amendments

These modifications are for all regulation and sanctioned games; other changes may and should be made to non-regulation games on an individual basis as required to allow for skater safety, ability, and endurance. For example, beginning skaters may play two 15-minute periods instead of the regulation 30-minute periods, or allow 60 seconds between jams instead of 30. All changes must be discussed and agreed to by both teams' captains/coaches, the Head Referee, and the Head NSO before the game starts. Non-regulation games cannot be sanctioned or used for rankings.

Rules Amendments

1. Game Parameters & Safety

Amendment to 1.5.1 Overtime

Original Language:

If the game ends with the score tied, the second period will be extended by at least one additional Jam. This Overtime Jam is like any other Jam, with two exceptions:

- No Lead Jammer is declared
- Both Jammers begin scoring on their first trip through the Pack (each Jammer is in position to lap the opposing Blockers on their first earned pass of those Blockers)

More Jams will be added in this manner until a Jam ends with the score no longer tied.

JRDA Language:

A non-championship-tournament game may end in a tie score. If the score is tied at the end of a championship-tournament game, or if the score is tied at the end of a non-championship tournament game and both teams agree to Overtime, the second period will be extended by at least one additional Jam. This Overtime Jam is like any other Jam, with two exceptions:

- No Lead Jammer is declared
- Both Jammers begin scoring on their first trip through the Pack (each Jammer is in position to lap the opposing Blockers on their first earned pass of those Blockers)

More Jams will be added in this manner until a Jam ends with the score no longer tied.

Addition 1.6 JRDA Forfeitures Due to Safety

JRDA Language:

The Head Referee may call a forfeit if game play presents a danger to the health and safety of any person, on or off the track. This may include, but is not limited to, unsafe playing conditions due to venue problems, weather, multiple egregious and/or unsafe incidents on the track, or excessive/multiple injuries. The Head Referee will consider input from Captains, Designated Alternates, other Officials, track-side emergency medical personnel, and other relevant parties before declaring a forfeit due to safety.

The Head Referee must call a forfeit for other unsafe playing conditions which cannot be resolved in a reasonable time. This includes, but is not limited to, instances when the required emergency medical personnel are not available and no replacements are available.

2. Gameplay

Addition 2.4.3 JRDA Skill Levels and Limited Contact

JRDA Language:

JRDA play is divided into 3 Skill Levels. Each level has a separate set of required skills, separate skills assessment, and separate allowance for contact. Skaters must pass the corresponding JRDA Skill Level Assessment annually to play a game in that Skill Level.

Skill Level 1 – Skill Level 1 allows Positional Blocking only. Intentional contact with an opponent is not allowed.

Skill Level 2 – Skill Level 2 allows Lean Blocking only - initiating with Forceful Contact is not allowed. After initial contact is made gently, Skaters may apply force to Legal Target Zones with Legal Blocking Zones.

Skill Level 3 – Skill Level 3 allows all contact otherwise considered legal.

4. Penalties

Amendment to **4.1.3 Other Illegal Contact**

Original Language: All existing language

JRDA Language:

All Existing “Other Illegal Contact” language, with the addition of the below.

Contact in JRDA play is limited to that which is allowed per the game-defined Skill Level. (See section 2.4.3)

Skaters in a JRDA Skill Level 1 game cannot intentionally contact an opponent. Any contact to an opponent should be penalized based on the impact it has, regardless of Target Zone or Blocking Zone. For safety reasons, any avoidable Forceful Contact should be penalized, regardless of impact. Lifting a skate to apply pressure should be considered Forceful Contact..

Skaters in a JRDA Skill Level 2 game cannot initiate with Forceful Contact. Initiating with any Forceful Contact to an opponent warrants a penalty, regardless of impact.. After initial contact is made gently, skaters can apply force to Legal Target Zones with Legal Blocking Zones. Picking up a skate to lean into an opponent is allowed. Forceful Contact due to swinging of the hips, shoulders, or other legal blocking zones is not allowed and warrants a penalty.

Skaters in a JRDA Skill Level 3 game can initiate any contact that is otherwise legal.

The Standardized Cue for Illegal Contact due to JRDA Skill Level is “Hitting.”

Addition 4.3.1 JRDA Penalties for Unsporting Conduct (Misconduct)

JRDA Language:

4.3.1 JRDA Penalties for Unsporting Conduct (Misconduct)

In addition to the above, any behavior that is deemed by an Official to be specifically intended to taunt, harass or intimidate opposing players, coaches, Officials (on or off-skates) or spectators and is not directly related to the game-play of roller derby is considered Unsporting Conduct and warrants a penalty.

Any violation of the JRDA Code of Conduct during gameplay by a player, coach, parent, or spectator is considered Unsporting Conduct and warrants a penalty.

In the first instance (per event) of Unsporting Conduct by a spectator, each Team will be given the option to have their Captain serve a Misconduct penalty for that spectator's conduct. If neither Team accepts the penalty, the spectator will be expelled from the venue. For repeated instances of Unsporting Conduct by that spectator, the spectator will be immediately expelled from the venue.

Addition 4.3.2 JRDA Expulsions for Unsporting Conduct

JRDA Language:

Some behavior warrants expulsion, regardless of previous warnings and/or penalties. This is not limited to skaters and may be enforced against coaches, parents, spectators, and any other non-player through removal from the premises. In the event a non-player is expelled, no penalty shall be served by a skater.

Behavior that warrants expulsion includes, but is not limited to:

- Repeated (more than once), excessive, physically dangerous, and/or egregious instances of Unsporting Conduct.
- Use of a single directed insult (e.g. name-calling, slurs based on race, religion, sexual orientation, deadnaming, etc.)
- Threatening any person's health or well-being in any way. This includes statements like "I'm going to get you for that" or "kill them" or any conduct which glorifies injury to others.
- Failure to remove or cover offensive language or symbols on uniforms or equipment after being instructed to do so by an Official.

Other examples exist.

The Head Referee is the only Official with the authority to expel Skaters or non-players. Other Officials may recommend expulsions to the Head Referee. The Head Referee may suspend play while an expelled spectator remains in the immediate play area, or the venue itself, depending on venue constraints.

Addition 4.5.1 Expulsions for JRDA Skaters

JRDA Language:

A JRDA skater who has been expelled from a game cannot be forced leave the gameplay area unsupervised, such as alone in a locker room or other area, including outside the building. The expelled Skater may remain in the audience with a designated supervising adult (to be identified in the pre-game meeting), although they may not interact with game in any way beyond that which is permitted by other spectators. Any interference with the game by an expelled Skater is prohibited, should be considered highly unsporting, and warrants a Misconduct penalty, assessed to that team's Captain.

Casebook Amendments

2.2.2. Lead Jammer

Amendment to Scenario C2.2.2.D

Original Language: All, except as noted by underline.

JRDA Language:

Red Jammer passes all Blockers on their initial trip through the Pack, except for one White Blocker. Red Jammer legally pushes White Blocker to the front of the Engagement Zone, and then out of play.

Outcome: Red Jammer is declared Lead as soon as White Blocker leaves the front of the Engagement Zone - EXCEPT in JRDA Skill Level 1: Illegal Contact ("Hitting") penalty to Red Jammer.

Rationale: Red Jammer only needs to pass the in-play Blockers to earn Lead Jammer. However, in JRDA Skill Level 1 play intentional contact is not legal and there is no legal pushing of opponents.

Keep In Mind: If White Blocker leaves the Engagement Zone without contact by the Red Jammer then the Red Jammer is declared Lead as soon as White Blocker leaves the front of the Engagement Zone.

Amendment to Scenario C2.2.2.E

Original Language: All, except as noted by underline.

JRDA Language:

White Jammer and Red Jammer are both ahead of all Blockers except White Pivot. Red Jammer is ahead of White Jammer, and pushes White Pivot legally out of the Engagement Zone.

Outcome: Red Jammer is declared Lead - EXCEPT in JRDA Skill Level 1: Illegal Contact (“Hitting”) penalty to Red Jammer.

Rationale: At the moment that White Pivot left play, both Jammers had passed all in play Blockers. Because Red Jammer was foremost, Red Jammer was declared Lead. However, in JRDA Skill Level 1 play intentional contact is not legal and there is no legal pushing of opponents.

Keep In Mind: If White Pivot leaves the Engagement Zone without contact by the Red Jammer then the Red Jammer would be declared Lead as soon as White Pivot leaves the front of the Engagement Zone.

Keep In Mind: If White Pivot leaves the Engagement Zone without contact by the Red Jammer then the Red Jammer would be declared Lead as soon as White Pivot leaves the front of the Engagement Zone.

3.1. Earning Points

Amendment to Scenario C3.1.A

Original Language: All, except as noted by underline.

JRDA Language:

Red Jammer approaches the Pack for their second trip. Red Jammer passes all opponents except a White Non-Pivot Blocker, who blocks Red Jammer out, forcing Red Jammer to reenter behind the Pack. Before Red Jammer reenters the Pack, White Jammer passes the Star to White Pivot. Red Jammer reenters the Pack, passes all opponents again, and exits the Engagement Zone.

Points: Four points.

Rationale: As a result of the successful Star Pass, the White Jammer and White Pivot exchange status in terms of scoring and being scored upon. Since the Red Jammer had already scored on the original White Pivot before the Star Pass, they have the point for the White Blocker (originally the White Jammer) in this trip and cannot score it again.

Keep in Mind: Were it White Pivot who blocked Red Jammer out, and White Pivot received a Star Pass and exited the Engagement Zone before being passed, Red Jammer could still score four points by earning a pass on the former White Jammer (now a Blocker).

Keep in Mind: For JRDA Skill Level 1: If White Non-Pivot Blocker blocked Red Jammer with contact then White Non-Pivot Blocker would be penalized for Illegal Contact (“Hitting”).

3.3 Scoring Avoidance

Amendment to Scenario C3.3.B

Original Language: All, except as noted by underline.

JRDA Language:

White Jammer is on their second trip through the Pack. They earn a pass on all opposing Blockers except Red Pivot, who is in front of them. They have not passed Red Jammer. Red Pivot forces White Jammer out of bounds, and then goes out of play. Red Pivot turns around, returns to play, and ends up behind White Jammer who is still out of bounds. White Jammer re-enters in front of Red Pivot, and just ahead of the Engagement Zone.

Points: Three points, EXCEPT JRDA Skill Level 1: If Red Pivot blocked White Jammer with contact then Red Pivot penalized for contact. Four points. White Jammer did not have the opportunity to earn a pass on Red Pivot due to their illegal action.

Rationale: When White Jammer re-entered the track outside the Engagement Zone, their second trip through the Pack was complete. At that time, Red Pivot was in play. As such, White Jammer had the opportunity to earn a pass on Red Pivot during that trip through the Pack by returning to play inside the Engagement Zone, and then passing the Red Pivot.

4. Penalties

Original Language:

All existing language

JRDA Language:

All Existing "Other Illegal Contact" language, with the addition of the below

- For JRDA Play/Cases
 - Teams are wearing Blue and Black, to differentiate JRDA specific Cases.
 - **JRDA Skill Level 1:** In JRDA Skill Level 1 play, any intentional contact is illegal, and the Outcome of cases in this should be adjusted to include an Illegal Contact penalty on the initiator for any intentional contact, considering impact and/or force. Sometimes it may be necessary to imagine a slightly different, entirely legal setup (i.e., unintentional contact) to be able to understand the spirit of the Scenario. For specific questions about these cases in Skill Level 1 play, please contact JRDA.
 - **JRDA Skill Level 2:** All contact in these Scenarios is assumed to be legal for a Skill Level 2 game, unless otherwise specified.

4.1.3. JRDA Skill Level Contact

Contact in JRDA play is limited to that which is allowed in the game-defined Skill Level.

Addition: Scenario C4.1.3.AA

JRDA Language:

Scenario C4.1.3.AA

In a JRDA Skill Level 1 game, Black Bocker intentionally initiates contact against Blue Jammer, using a legal Blocking Zone against a legal Target Zone. Blue Jammer falls down as a result of the contact.

Outcome: Illegal Contact (“Hitting”) penalty on Black Blocker.

Rationale: Skaters in a Skill Level 1 game cannot intentionally contact an opponent. Any intentional contact with impact warrants a penalty.

Keep in Mind: In JRDA Skill Level 1 play, a penalty would be warranted for any intentional Forceful Contact, even if the metric for impact (down, out of bounds, etc.) is not realized.

Addition: Scenario C4.1.3.BB

JRDA Language:

Scenario C4.1.3.BB

In a JRDA Skill Level 1 game, Black Bocker loses their balance and unintentionally initiates contact against Blue Pivot, with a legal Blocking Zone against a legal Target Zone. Blue Jammer falls down as a result of the contact.

Outcome: No penalty.

Rationale: While Skaters in a Skill Level 1 game cannot intentionally contact an opponent, unintentional contact that is otherwise legal should not be penalized.

Addition: Scenario C4.1.3.CC

JRDA Language:

In a JRDA Skill Level 1 game, Black Pivot intentionally initiates with Forceful Contact against Blue Jammer, using a legal blocking zone against a legal target zone. Blue Jammer is not affected by the contact - there is no change in relative position and Blue Jammer remains up and in-bounds.

Outcome: Illegal Contact (“Hitting”) penalty on Black Pivot.

Rationale: Skaters in a Skill Level 1 game cannot intentionally contact an opponent. For safety reasons, any avoidable Forceful Contact should be penalized, regardless of outcome.

Keep in Mind: While all intentional contact is illegal in Skill Level 1 games, a penalty would not be warranted if the contact was not forceful and there was no impact resulting from the contact. In such cases, Officials should warn the Black Pivot that intentional contact is illegal in a Skill Level 1 game.

Addition: Scenario C4.1.3.DD

JRDA Language:

In a JRDA Skill Level 2 game, Black Pivot accelerates up to Blue Jammer and initiates contact by lightly touching hips. Black Pivot then pushes hard hip-to-hip. Blue Jammer goes down as a result of the force.

Outcome: No penalty.

Rationale: While skaters in a Skill Level 2 game cannot initiate Forceful Contact, Black Pivot's first contact was gentle.

Keep in Mind: That Black Pivot accelerated prior to or while initiating the block is not relevant, because their initial contact was gentle

Addition: Scenario C4.1.3.EE

JRDA Language:

In a JRDA Skill Level 2 game, Black Pivot initiates contact against Blue Jammer by lightly touching shoulders. Black Pivot and Blue Jammer separate. Black Pivot then pushes hard, shoulder-to-shoulder.

Outcome: Illegal Contact ("Hitting") Penalty on Black Pivot.

Rationale: The first contact was legal, however new contact after separation should be considered a new block.

Keep in Mind: A penalty should be issued regardless of impact.

Addition: Scenario C4.1.3.FF

JRDA Language:

In a JRDA Skill Level 2 game, Black Pivot makes gentle hip-to-hip contact with the Blue Jammer. Black Pivot then swings their shoulder hard into Blue Jammer's shoulder.

Outcome: Illegal Contact ("Hitting") Penalty on Black Pivot.

Rationale: The first contact was legal, however the second contact should be considered a second block.

Keep in Mind: A penalty should be issued regardless of impact.

Keep in Mind: No penalty should be issued if the shoulders of the Black Pivot were in continual contact after the first contact.

Addition: Scenario C4.1.3.GG

JRDA Language:

In a JRDA Skill Level 2 game, Black Pivot is skating slowly next to Blue Jammer. Black Pivot swings their shoulder hard into Blue Jammer's shoulder.

Outcome: Illegal Contact ("Hitting") Penalty on Black Pivot.

Rationale: Initial contact between opponents must be gentle, regardless of how fast or slow skaters are moving.

Keep in Mind: A penalty should be issued regardless of impact.

4.2.1. Illegal Positioning

When a Pack cannot be defined, all Blockers are unable to block.

Addition: Scenario C4.2.1.AA

JRDA Language:

In a JRDA Skill Level 1 game, Black Pivot is the only Black Blocker on the track. Black Pivot intentionally adopts a down position to avoid contact with Blue Jammer.

Outcome: Officials declare a No Pack situation. No penalty on Black Pivot.

Rationale: Avoiding contact with an opponent should be considered normal gameplay in a Skill Level 1 game. The destruction of the Pack occurred as a result of normal gameplay. It should not be considered an illegal Pack destruction.

Keep in Mind: A penalty is still not warranted if Black Pivot could have chosen a different action and avoided contact while maintaining the pack. In Skill Level 1 play, safety is prioritized over staying in upright and in bounds.

Keep in Mind: This is almost always a penalty in Skill Level 2 and Skill Level 3 play - safety is important, but a higher level of ability is expected from these Skaters. However, some accomodation should be made to not penalize Skaters for avoiding extremely dangerous play.

4.2.1. Illegal Positioning

It is illegal to adopt or maintain a position in which one cannot be blocked.

Addition: Scenario C4.2.1.BB

JRDA Language:

In a JRDA Skill Level 1 game, Black Pivot intentionally skates out of bounds to avoid contact with Blue Jammer.

Outcome: No penalty on Black Pivot for Skating Out of Bounds.

Rationale: Avoiding contact with an opponent should be considered normal gameplay in a Skill Level 1 game.

Keep in Mind: 4.2.2 Gaining Position still applies - Black Pivot must return in bounds behind any upright and in bounds Skater(s) who they were behind when they left the track.

Keep in Mind: A penalty is still not warranted if Black Pivot could have chosen a different action and avoided contact while staying in bounds. In Skill Level 1 play safety is prioritized over staying in bounds and upright.

Keep in Mind: This is almost always a penalty in Skill Level 2 and Skill Level 3 play - safety is important, but a higher level of ability is expected from these Skaters. However, some accomodation should be made to not penalize Skaters for avoiding extremely dangerous play.

4.3. Penalties for Unsporting Conduct (Misconduct)

Unsporting conduct can take many forms. Examples include deceiving or ignoring Officials, engaging in dangerous and illegal actions that pose a real danger to oneself or another, or being abusive toward another person; other unsporting conduct may also be penalized.

Amendment to Scenario C4.3.F

Original Language: All, except as noted by underline.

JRDA Language:

White Blocker is assessed a penalty and swears.

Outcome: White Blocker is penalized.

Rationale: As a competitive, physical sport, roller derby can raise Skaters' adrenaline and cause tempers to flare; however, profanity is prohibited per the JRDA Code of Conduct. Audible offensive language degrades the sport, and abusive language directed at Officials is disrespectful and insubordinate. Abusive language regarding Officials should be considered to be directed at the Officials as a group, and should be penalized if audible to any Official.

Keep in Mind: Any language that is profane or obscene should be held to a similar standard.

Keep in Mind: A Skater who utters a string of profanity or appears to have completely lost their temper should be expelled regardless of whether it is directed at anybody.

Keep in Mind: Discretion is in order to determine whether the language is degrading to the sport or others. A Skater who is cursing for some reason unrelated to gameplay, such as cursing while crying due to a painful injury, should not necessarily be penalized..

4.3.1 JRDA Penalties for Unsporting Conduct (Misconduct)

Any violation of the JRDA Code of Conduct during gameplay by a player, coach, parent, or spectator is considered Unsporting Conduct and warrants a penalty.

Addition: Scenario C4.3.1.AA

A spectator wearing a black shirt bearing the Black Team's logo directs an abusive remark at an Official.

Outcome: The Head Referee stops play. Each team is made aware of the remarks from the spectator, and is given an opportunity to serve a penalty (by the Captain) for that spectator's behavior. Neither team accepts the penalty. The spectator is expelled from the venue.

Rationale: JRDA exists to help everyone involved, from skaters, parents, and officials, to league volunteers and spectators, learn and grow in a safe, fun, and supportive environment. The JRDA Code of Conduct applies to spectators. A spectator's affiliation with a specific team cannot be assumed.

Keep in Mind: For repeated instances of Unsporting Conduct by that spectator, the spectator will be immediately expelled from the venue. However, some behavior warrants expulsion, regardless of previous warnings and/or penalties.

Keep in Mind: The same would be applied if the abusive remark were directed at a player or another spectator.