



INDIA SKATE

RSFI ESTD. 1955

भारतीय रोलर स्केटिंग महासंघ

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A 895, Shastri Nagar, New Delhi-110052. | www.indiaskate.com

ROLLER DERBY TECHNICAL COMMITTEE

GENERAL REGULATIONS

RULEBOOK, EDITION 2022



1. PREFACE

It is with a great pleasure that we present you the new Roller Derby Technical Committee (RDTTC) Rulebook, Edition 2022. According to the RSFI - India Skate Statutes, the Roller Derby Technical Committee amends the Rulebook and it is applicable starting from June 1st 2022.

The present Technical Regulations Rulebook is the Official version, written in the Official India Skate language: English. In this document, the masculine gender is used in relation to all the India Skate Individuals. Quantity is written by letter and (by number). Example: two (2).

Chairman
Roller Derby Technical Committee – RSFI

Executive Director
–RSFI



NATIONAL ROLLER DERBY RULES AND REGULATIONS

1ST EDITION

1. Timing

- A game lasts for 60 minutes of play, divided into two 30-minute periods with a halftime between them. Periods are broken into *Jams*, which are the basic unit of play for roller derby.
- A Jam can last up to two minutes. Jams may be called off prior to two minutes as part of gameplay. Each Jam starts with a single short whistle blast, and finishes at the end of a series of four short whistle blasts. At least 30 seconds must elapse between Jams. More than 30 seconds may not elapse unless a timeout is called.
- A period starts on the Jam-Starting Whistle of the first Jam for that period. The period clock does not stop between Jams unless a timeout is called. If the period clock reaches zero before the next Jam has started, the period ends at that moment; otherwise, the period ends at the conclusion of the final Jam for the period.
- If a Jam is called off due to officiating discretion (WFTDA Section 5.2) or there is an officiating error that potentially impacted the outcome (as in winner/loser) of the game, and there are less than 30 seconds remaining on the period clock at the end of the game (including when the period clock has expired), an additional Jam may be run at the discretion of the Head Referee. This additional Jam will have the same form (Overtime or not; see WFTDA Section 1.5.1) as the Jam that ended and be part of the same period.

2. Teams

- A team is comprised of Skaters, who must be uniquely identified by a roster number.

At least twenty (20) minutes before the game is scheduled to begin, each team shall present a list to the designated Officials with the names and corresponding numbers of team members who are eligible to play in the game, as well as the names of the coaching



staff members who are eligible to participate in the game (the “Game Roster”).

Eligibility to be part of the game roster for a particular game – including age, gender and minimum skills required – is defined according to the regulations of the organizing body sanctioning the competition or, in its absence, the host team of the game.

The game roster shall consist of:

- A minimum of eight (8) and a maximum of fifteen (15) rostered players.
- A maximum of five (5) alternate players.
- A maximum of two (2) members of the coaching staff.

Substitutions between alternate players and rostered players may be submitted to the designated Officials at any time between the submission of the game roster and the equipment check of the game. Only rostered players who are cleared during the equipment check may play in the game.

Each team must have a jersey of the same base colour, such that uniform colours of the two teams playing are of high contrast. Roster numbers must be clearly displayed on a Skater’s back and upper arm areas. Each team must have helmet covers to clearly indicate who their Jammer and Pivot are. The Jammer and Pivot helmet covers for the two teams must be easy to differentiate.

- Skaters must wear quad-style roller skates and protective gear during play. Inline skates are not permitted. Protective gear may not be removed during play. Protective gear may not impair or interfere with the safety or play of other Skaters, support staff, or Officials.
- Skaters who are injured during play may return to play as long as they are no longer apparently injured or bleeding. A Skater whose injury alters the flow of the game (examples include a Jam being called off, a period clock stoppage, or a substitute being seated in the Penalty Box) may not participate during the following three Jams (extending into the following period if necessary).



- A Skater whose injury alters the flow of the game more than once in a period may not participate as a Skater for the rest of that period. The Head Referee **may** also declare that a team has forfeited the game if that team has five or fewer Skaters eligible to participate, or refuses to field Skaters on the track to continue play.

3. Timeouts

- Teams and Officials may stop the period clock by calling a timeout. Timeouts may only be called between Jams, though Officials may end a Jam in order to call an Official Timeout.
- The beginning of a timeout is marked by four short whistle blasts, and the end of a timeout is marked by a long rolling whistle, after which the next Jam begins as soon as possible if there is time remaining on the period clock. At most, 30 seconds may pass before the next Jam begins. The period clock starts again at the Jam-Starting Whistle.

There are three types of timeouts.

a. Team Timeouts

- Each team has three timeouts that they can take during the game. Team Timeouts may be requested only by the team's Captain or Designated Alternate. Penalized Captains or Designated Alternates cannot request a Team Timeout. Team Timeouts last for 60 seconds.

b. Official Reviews

- Each team begins the period with one Official Review which they may use during that period. An Official Review is a formal request made by a team's Captain or Designated Alternate for Officials to review a specific officiating decision. The only officiating decisions that can be the subject of an Official Review are those made during the prior Jam, or during the lineup time preceding the prior Jam. The Head Referee investigates the review with other Officials, and uses the information gathered to render a decision on the item under review, as well as related decisions. The Head Referee then announces their findings and any changes that result from the review to both teams' representatives. This decision is final and not reviewable. If the Head Referee determines that an officiating error was made in relation to



the situation under review, the team will retain the privilege to call an additional review later in the same period. The review can be retained in this manner only once per period. A team may also elect to use their Official Review as a Team Timeout. In this case, the review will not be retained. Penalized Captains or Designated Alternates cannot request an Official Review. Official Reviews (whether unused or retained) are not carried forward to the subsequent period.

c. Official Timeouts

- Officials may take a timeout in order to ensure that the game is running smoothly and correctly. If the prior Jam ended with less than 30 seconds on the period clock, the fact that the Officials called a timeout will not necessarily result in another Jam occurring in the same manner that a Team Timeout or Official Review would. Instead, the Officials must determine whether or not there is reason to hold another Jam for that period. If the Officials determine that there is no reason to hold another Jam, both teams must be given a chance to call a Team Timeout or Official Review (if they have any remaining). If they decline, the period will end.

4. Game Information

- Critical game information must be displayed in a manner that is highly visible to Teams, Officials, and spectators. This displayed critical game information is considered official, and must include, at a minimum:
 - The period clock
 - The Jam clock
 - The Official Score

5. Winning

- The team with the most points at the end of the game wins.

Overtime

If the game ends with the score tied, the second period will be extended by at least one additional Jam.

6. The Track



- The track must conform to the standardized dimensions of the WFTDA Track Specifications. The track must be flat, clean, and suitable for roller skating. The track must be marked by a boundary that stands in high contrast to the floor. The boundary counts as part of the track (the boundary is “in bounds”) and may not vary in width around the track.
- The track boundary, the Pivot Line, and the Jammer Line may be of any pattern or colour so long as they clearly mark the edge of the track.
- Near the track, an area must be marked out for each team (the Team Bench Area) and for the Penalty Box.

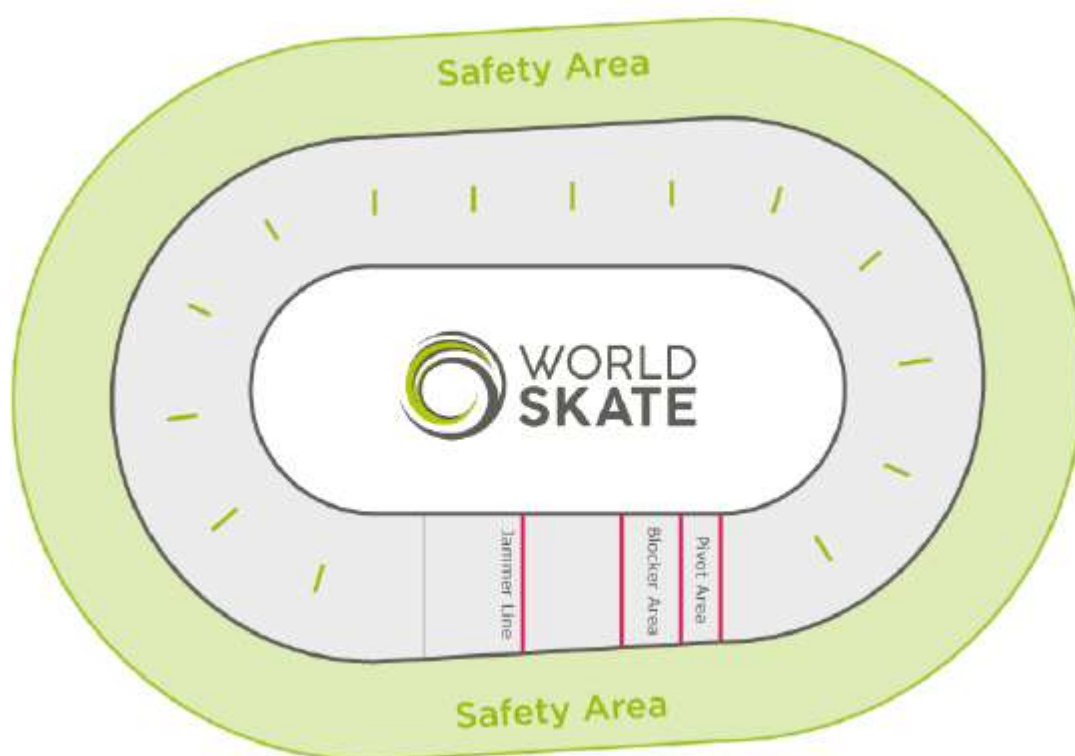


Figure reference from International rules of roller derby, World skate 2018.

Positions

- For each Jam, a team must field one Jammer, and at most four Blockers. One of these Blockers may be designated as the Pivot Blocker.

- When a Jam begins, the Jammers must be touching on or behind the Jammer Line. All Blockers must be behind the Pivot Line, ahead of the Jammer Line, and all Non-Pivot Blockers must not be touching the Pivot Line. If either Pivot is positioned touching the Pivot Line at the Jam's start, all Non-Pivot Blockers must be behind that Pivot's hips.

a. Jammers

- The Jammer is denoted as the Skater in visible possession of the Jammer helmet cover (a.k.a. the Star) at the beginning of the Jam. The Jammer is the only Skater who can score points for their team (see WFTDA Section 3).
- Jammers may also legally exit and remain outside of the Engagement Zone.

i) Lead Jammer

- The Lead Jammer is the first Jammer who establishes a superior position to the foremost in-play Blocker, having already earned a pass on all Blockers excluding those ahead of the Engagement Zone (see WFTDA Section 2.5). When one Jammer is determined to be the Lead Jammer, this is indicated by two short whistle blasts. 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. The Lead Jammer will lose their Lead Jammer status if they commit a penalty, intentionally remove the Star once it is on, or have the Star intentionally removed from their head by a teammate.
- The Lead Jammer is the only Skater who may call off a Jam before the full two minutes elapse. The Lead Jammer calls off the Jam by repeatedly placing their hands on their hips.

b. Pivot Blocker

- The Pivot is a Blocker, and is denoted as the Skater in possession of the Pivot helmet cover (a.k.a. the Stripe) at the Jam-Starting Whistle. The Pivot wearing the Stripe with the stripe showing has several additional abilities that other Blockers do not.



- The Pivot may become their team's Jammer (see Section 2.2.4).
- The Pivot may control the Star (pick it up, move it, etc.) even if they are not the Jammer; for example, to recover it and return it to the Jammer.
- The Pivot may begin a Jam while touching the Pivot Line. When not wearing the Stripe with the stripe showing, the Pivot cannot utilize these additional abilities.

c. Passing the Star

- A team's Jammer may transfer their position to their team's Pivot by successfully completing a legal Star Pass. A legal Star Pass requires the Jammer to hand the Star to their team's Pivot while both Skaters are upright, in bounds, and in play; and while neither Skater is en route to, or in queue for, the Penalty Box. Upon releasing the Star into the Pivot's grasp, the position of Jammer is transferred to the Pivot. The new Jammer takes over for the previous Jammer in terms of points scored, trips through the Pack, and Skaters passed. The previous Jammer becomes a Non-Pivot Blocker.

d. Blockers

- All other Skaters are considered Blockers. Non-Pivot Blockers may not wear helmet covers or have any markings on their helmets that could be confused for the Stripe or the Star.

Engagement Zone & Pack

- The Pack is the largest group of in bounds and upright Blockers in proximity and containing members from both teams. If no single group of Blockers meets this definition, there is no Pack, even if there are multiple groups of the same size. Proximity is defined as not more than 10 ft (3.05m), as measured from the hips, in front of or behind the nearest Pack Skater. When a Skater is penalized, they are considered to no longer be on the track for the purposes of Pack definition and relative position determinations.
- It is the responsibility of all Blockers to maintain a Pack, and intentionally destroying the Pack is illegal.



- When the Pack is moving counter clockwise, stopped, or has no established speed, clockwise skating which destroys the Pack is illegal.
- The Engagement Zone is the area in which it is legal for Blockers to engage or be engaged. The Engagement Zone extends forward and backward 20 ft (6.10m) from the foremost and rearmost Pack Skaters, respectively. Any Blocker outside of the Engagement Zone is out of play and cannot engage or be engaged.

Blocks and Assists

- “Blocking” refers to any physical contact made to an opponent, and to any movement or placement of one’s body to impede said opponent’s speed or movement, during a Jam, whether or not contact is made.

a. Target Zones

- It is only legal to initiate a block to an opponent’s chest, front and sides of the torso, arms, hands, hips, and the front and sides of the legs above mid-thigh.

b. Blocking Zones

- It is only legal to initiate a block using one’s torso, arms above the elbow, and legs above mid-thigh.

Passing

- Skaters gain superior position on other Skaters by passing them in the counter clockwise direction.
- Passing another Skater refers to moving such that one Skater’s center of mass (as demarcated by their hips) moves from behind another Skater’s center of mass to ahead of it. Jammers only “earn” a pass if the pass occurs while the Jammer is wearing the Star on their helmet with the stars showing. All earned passes count as passes.

7. SCORING

Earning Points

- Jammers score one point every time they lap an opposing Blocker. A Jammer laps a Blocker if they pass that opponent twice in a row (without that opponent having passed that Jammer), but score a



point only if the lapping pass is earned (see WFTDA Section 2.5). If an opponent is lapped but a point is not scored (because the lapping pass was not earned), the Jammer may yield position to that opponent and re-pass them, earning a pass, to score on that opponent.

- Only Blockers can be scored upon. All Blockers are considered to be on the same trip, including former Jammers who have passed the Star.

Scoring Trips

- Points are grouped by trips through the Pack. One trip through the Pack ends, and the next begins, when the Jammer exits the front of the Engagement Zone (or, if no Pack can be defined, when the Jammer is more than 20 ft ahead of the foremost in-bounds member of the previous Pack).

Errors in Scoring & Score Reporting

- The Official Score is that which is reported and visible to teams, Officials, and spectators. If a point is awarded (or denied) in error, or if a Jammer Referee has reported a score incorrectly, the score may be corrected no later than the end of the Jam after the one in which the error occurred. If there are fewer than 2 minutes in the game remaining on the period clock, score corrections must be made before the start (rather than the end) of the Jam after which the error occurred. However, points awarded (or denied) correctly, given the information available at the time, may not be taken away (or awarded) later.

8. PENALTIES

- Officials signal and enforce penalties and warnings as they occur during a game.

a. Contact Penalties

- Gaining position on an opponent, or causing an opponent to lose position to another teammate, due to illegal contact is always considered to have sufficient impact on the game.

i. Impact to an Illegal Target Zone



Making contact to an Illegal Target Zone should be penalized based on the impact it has on the target (see WFTDA Section 2.4.1).

Illegal Target Zones include:

- Back of the body, including the back of the buttocks and the back of the thighs
- Head, down to the collarbone
- Below mid-thigh

ii. Impact with an Illegal Blocking Zone

Making contact with an Illegal Blocking Zone should be penalized based on the impact it has on the target (see WFTDA Section 2.4.2).

Illegal Blocking Zones include:

- Head, down to the collarbone
- Forearm, from the point of the elbow to the fingertips
- Legs, from below mid-thigh to the wheels of the skate

iii. Multiplayer Blocks

Skaters may not form a wall by linking with or grasping a teammate, or otherwise forming an impenetrable connection. This action warrants a penalty if an opponent attempts to get between them and fails to do so due to the illegal formation.



Penalty	Articles infringed
Back Blocking (B) Initiating a block to the back of the torso, the buttocks or the back of the thighs of an opposing player.	59 – Contact Zones
Elbows (E) Initiating a block using the elbows when the upper arm is not parallel to the torso.	59 – Contact Zones
Hands/Forearms (F) In addition to general blocking requirements, using the hands to grab and hold an opponent in such a way that their movement will be restricted.	59 – Contact Zones
High Blocking (H) Initiating a block using any part of the body above the shoulders or to any part of the body above the shoulders of an opposing player.	59 – Contact Zones
Low Blocking (L) Initiating a block using any part of the body below the thighs or to any part of the body below the thighs of an opposing player. Initiating a block on a fallen player.	59 – Contact Zones 53 – Blocking Requirements
Multiplayer Blocking (M) Multiple players initiating a block on an opposing player while being linked together.	57 – Multiplayer Blocking
Out-of-Bounds Blocking (O) Initiating a block while out-of-bounds. Initiating a block on an opposing player who is out-of-bounds or impeding their ability to re-enter the track. Impeding an opponent from returning to the track.	53 – Blocking Requirements 58 – Blocking Stops at Track Boundary 46 – Returning to the Track
Out-of-Play Blocking (P) Blockers initiating a block while not in the Pack. Scorers initiating a block on an opposing blocker while not in the Pack.	53 – Blocking Requirements 56 – Scorer Blocking

Figure reference from International rules of roller derby, World skate 2018.

9. OFFICIATING

Skating Official must be designated as the Head Referee for each game.

This Referee will oversee the Skating Officials crew and ensure its proper



performance. A Skating Official, or designated Official, must call off a Jam for any of the following reasons:

- Lead Jammer calls off the Jam using the corresponding hand signal,
- End of two-minute Jam clock,
- An injury that is a safety hazard to continued gameplay,
- Fighting.

Requirements:

Games must have a minimum of three (3) and a maximum of eight (8) Referees, including one (1) Head Referee and two (2) Scorer Referees. Optional positions include one (1) Inside Pack

Referee and a maximum of four (4) Outside Pack Referees.

Non-skating officials (nsos)

One Official must be appointed as the Head NSO (HNSO). This Official will oversee the Non-Skating Officials crew and ensure its proper performance.

- When issuing a penalty, the NSO will signal the penalty to the Skater using the corresponding hand signal and verbal cue.
- The NSO should not whistle the penalty.



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Editorial Board

Shri. Sandeep Bhatnagar

Shri. R. Jeganathan

Smt. Dazel



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RSFI Secretariat, A 695, Shastri Nagar, New Delhi – 110052

