

# Junior Gameplay Modified Contact

Direct exert from SV Roller Derby Membership Bylaw



## ***Junior Modified Contact Gameplay (modified contact scrimmages and bouts)***

### **Minimum Skating Skill Requirements**

Skate Victoria Junior Roller Derby Basic Level 3 – once SV Level 3 or equivalent or higher club level has been passed.

### **Minimum Rules Knowledge Requirements**

Affiliated clubs are required to test their skaters on the basic rules of the game (current WFTDA documentation), including: safety, gameplay, penalties; as well as the applicable Skate Victoria modified contact gameplay modifications or club equivalent being used, etc.

### **Minimum Skate Victoria Membership Requirements**

Participants will be required to hold current, financial Skate Victoria Junior Competitive membership if members are participating in inter-club games (scrimmages and bouts).

### **Modifications to WFTDA Documents**

All rules not specifically modified below remain as in the original current WFTDA documentation.

#### **Amendments to Section 1**

##### **1.5.1. Overtime**

A non-tournament game may end in a tie score.

#### **Additions to Section 2**

##### **2.4. Blocks and Assists**

Skaters may not accelerate into a block or assist nor excessively hit an opponent. Skaters called out of play have to significantly move out of the opposing skater's way to avoid a blocking out of play penalty.

##### **2.5. Passing**

Skaters must actively show that they have slowed their pace by at least 50% prior to entering and making their way through the pack. If skaters do not actively show that they have slowed their pace by at least 50% before entering the pack and no impact is made, Referees should call a Misconduct penalty on the skater. If impact is made, the appropriate penalty in relation to the contact initiated should be called.

#### **Addition to Section 4**

##### **4.1. Contact Penalties**

Excessive acceleration or hitting can be determined if the initiator does any of the following prior to or during engagement:

- takes more than two steps or strides into a hit
- travels from across the width of the track into a hit
- is propelled by a team mate from across the width of the track into a hit
- repeatedly hitting the same opponent in quick succession

No Impact / No Penalty - Not Applicable

Penalty - Excessive accelerating into a block against an opposing skater, regardless of impact or repeatedly hitting the same opponent in quick succession.

Expulsion - Any repeated conscious, forceful attempt to excessive accelerate into a block or repeatedly hit an opponent in a negligent or reckless manner.

Hand Signal: Right fist striking open left palm in front of chest.

Verbalization: Colour - Number - Excessive Hitting.

Statistics Penalty Code: T

#### **Addition to Uniforms**

Uniforms and equipment may not contain sexually explicit or blatantly offensive language or images. Such language or images must be removed or covered if so directed by any official. Failure to cover or remove offensive clothing/equipment shall be grounds for expulsion under 4.3. Penalties for Unsporting Conduct.

Clothing or equipment which is not blatantly or widely offensive, but which may be considered offensive by some, shall be dealt with by the Head Referee or Event Organiser on an individual basis when a complaint is made. The Head Referee's/Event Organiser's judgement is final.