Senior Gameplay
Modified Contact

Direct excerpt from SV Roller Derby Membership Bylaw
**Senior Inter-Club Gameplay (scrimmages and bouts)**

**Senior Modified Contact Gameplay (modified contact scrimmages and bouts)**

**Minimum Skating Skill Requirements**
Skate Victoria 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 Senior 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