

Senior Gameplay Low Contact Gameplay

Direct excerpt from SV Roller Derby Membership Bylaw



Senior Inter-Club Gameplay (scrimmages and bouts)

Senior Low Contact Gameplay (low contact scrimmages and bouts)

Minimum Skating Skill Requirements

Skate Victoria Roller Derby Basic Level 2 – once SV Level 1 and 2 or equivalent or higher club level passed. Additional skills to be included prior to participating in low contact gameplay (low contact scrimmages or bouts):
Leaning and bumping – being bumped
Group/pairs skating – skating in proximity.

Minimum Rules Knowledge Requirements

Affiliated clubs are required to test their skaters on the basic rules of the game (current WFTDA documentation), including: basic gameplay, penalties; as well as the applicable Skate Victoria low 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

1.1. Timing

A game can last for 20 to 60 minutes of play, divided into two equal periods, with a halftime between them. Referees can allow up to 60 seconds between jams.

1.3.1. Team Timeouts

Each Team may have additional timeouts that they can take during the game, if approved by game officials.

1.5.1. Overtime

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

Additions to Section 2

2.4. Blocks and Assists

Skaters are to positionally block - Blocking without contact; positioning oneself so as to impede an opponent's movement on the track. 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 come to a complete stop within ten feet of the pack before entering and making their way through the pack, to ensure that skaters are not entering the pack at an accelerated pace. If skaters do not come to a complete stop within ten feet of the pack before they enter the pack and no impact is made, Referees should call a Misconduct Penalty on skater.

Addition to Section 4

4.1. Contact Penalties

Hitting shall be defined as any intentional contact initiated with a hit or bump between skaters. Pushing on legal target zones is permitted but driving (continuous pushing) should be called as a Hitting Penalty.

No Impact / No Penalty - Unintentional contact with an opposing skater.

Penalty - Intentionally hitting an opposing skater.

Expulsion – Negligent or reckless contact with an opposing player.

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

Verbalisation: Colour - Number - Hitting.

Statistics Penalty Code: T

Amendment to Roster requirements

<https://wftda.com/officiating-risk-management-and-games-policy-documents-released/>
Gameplay Policies. Requirement moved from *The Rules of Flat Track Roller Derby*:

Roster requirements, teams are allowed extra skaters on a team roster, if approved by game officials.