



THE RULES OF FLAT TRACK ROLLER DERBY **SKATER RULES TEST ANSWER KEY**

JANUARY 1, 2015 EDITION

All Skaters on a WFTDA charter must complete this test with a passing grade of 80% (40 questions correct) to meet WFTDA charter requirements.

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|-------|-------|-------|
| 1. B | 18. D | 35. D |
| 2. A | 19. A | 36. B |
| 3. B | 20. B | 37. A |
| 4. D | 21. B | 38. B |
| 5. D | 22. B | 39. B |
| 6. C | 23. C | 40. B |
| 7. C | 24. A | 41. B |
| 8. E | 25. A | 42. A |
| 9. B | 26. B | 43. D |
| 10. A | 27. A | 44. A |
| 11. C | 28. C | 45. D |
| 12. B | 29. B | 46. B |
| 13. A | 30. B | 47. B |
| 14. A | 31. A | 48. A |
| 15. C | 32. C | 49. B |
| 16. C | 33. A | 50. A |
| 17. B | 34. A | |

1. B. FALSE

1.5.4 - Any Skaters who are not completely in bounds at the jam-starting whistle will not be permitted to join the jam in progress. No penalty will be issued.

2. A. TRUE

5.11.1.2 - [A Skater may not return in bounds in front of an opponent who blocked that Skater out of bounds, except under the following circumstances where no penalty is to be issued:] When the initiating Skater goes out of bounds at any time after the initiating block.

3. B. FALSE

5.11 excerpt - Downed Skaters are not to be penalized with Cutting the Track penalties (until upright), but are still subject to Low Blocking and Blocking from Out of Bounds penalties.

4. D. MUST YIELD TO ALL SKATERS IN PROXIMITY, INCLUDING OPPOSING JAMMER, TO AVOID A FALSE START PENALTY.

3.2.8 - Skaters who line up fully in bounds but in an illegal starting position (while touching their legal starting area) are considered to have committed a False Start, and will receive a False Start warning. Once warned, Skaters who False Start must cease all forward motion until they have yielded to all Skaters in the immediate vicinity by ceding relative position to those Skaters, or they may be issued a penalty (see Section 5.13.7).

5. D. ABOVE THE SHOULDER

4.2.2.1 - [A Skater may not be hit] Above the shoulders.

6. C. THREE

1.7.1 - Each team is allowed three one-minute timeouts per game.

7. C. RE-ENTER BEHIND ALL IN-PLAY BLOCKERS

5.13.17 - A Skater exiting the Penalty Box who re-enters the track in a manner that would constitute a penalty for cutting (see Section 5.11 - *Cutting the Track*), given that all in-bounds and upright Blockers are assumed to have superior position to a Skater returning from the box.

8. E. ALL OF THE ABOVE

9. B. FALSE

5.8.2 - Skaters may not pick up momentum for a block until in bounds.

10. A. TRUE

5.7.10 - Two teammates forming an impenetrable wall that, upon a physical challenge by an opponent, prevents said opponent from passing between said teammates.

11. C. NEVER

3.1.1.1 - The Jammers are not part of the pack.

12. B. FALSE

6.2.2.2.2 - The moment the penalized Skater is directed off the track, the Skater is considered "in the box" for scoring, Lead Jammer, Passing the Star, and Cutting the Track rule purposes, and is no longer considered part of the pack for purposes of pack definition. However, penalty time will not start until the Skater is seated in the box.

13. A. THREE

6.2.2.2 - No team may have more than two Blockers and one Jammer seated in the Penalty Box at a time.

14. A. THE JAMMER RECEIVES AN ILLEGAL PROCEDURE PENALTY

5.13.14 - A Jammer without Lead Jammer status successfully calling off a jam.

15. C. ONE LONG WHISTLE BLAST

1.10 - Penalty: One long [whistle]

16. C. 30

1.7.3.1 - The next jam can start as soon as Skaters are lined up, but no more than 30 seconds should elapse after a timeout.

17. B. FALSE

2.4.1.1.1 - A Jammer must be in bounds to become Lead Jammer. A Jammer does not have to stay in bounds to remain Lead Jammer.

18. D. A AND B

19. A. LEGAL PLAY

5.3.3 - [Example of legal play] A downed Skater returning to the track who causes an opponent to stumble but not fall or lose relative position.

20. B. FALSE

2.5.4.1 - If the Pivot recovers the Star in this manner, it does not transfer Jammer Status. As such, the Pivot may not place it on their own helmet. Doing so will be considered illegal initiation of a Star Pass.

21. B. WHEN THE JAMMER HANDS THE STAR TO THE PIVOT AND THE PIVOT IS IN FULL POSSESSION

2.5.1 - Pass Procedure: In order to transfer Jammer Status to the Pivot, a Jammer must hand their helmet cover (the "Star") to the Pivot (removing the Star will make the Jammer inactive; see *Section 2.3.3*). The Pivot must be grasping the Star when the Jammer releases it. Upon the Jammer releasing the Star, Jammer Status has been transferred: the Pivot will be considered the Jammer, and the prior Jammer will be considered a Blocker. They retain these new roles until the end of the jam.

22. B. FALSE

5.11.8 - [No Pass/No Penalty] A Skater, having gone out of bounds or straddling, who briefly and unintentionally completely returns to the track on one skate in their efforts to remain or return out of bounds.

23. C. NO PENALTY SHOULD BE ISSUED FOR EITHER SKATER. THE ILLEGAL ACTION WAS NO IMPACT/NO PENALTY

5.16.5 - [No Impact/No Penalty] Initiating contact with both skates off of the ground that forces the receiving opponent off balance, forward and/or sideways, but does not cause the opponent to lose their relative position.

24. A. TRUE

5.10.3 - No Skater may initiate a block while out of play or to a Skater who is out of play. It is, however, legal to counterblock in such a situation.

25. A. FAILURE TO RETURN TO ENGAGEMENT ZONE

8.3.1.1 - A warning does not have to be issued in order for a penalty to be given. The exception to this is Out of Play penalties for failure to reform and failure to return, before which warnings must be given.

26. B. CUTTING THE TRACK

5.11.2.2 – [Example of Cutting the Track]
An upright and skating Skater who returns completely in bounds (having previously been out of bounds) in front of at least one in-bounds and upright Skater during a No Pack scenario, which results in the offending Skater having improved their relative position.

27. A. TRUE

7.2.5 - Out of Play Points: Upon completion of a scoring pass (see *Section 7.1.5*), a Jammer will score a point for every Blocker who has advanced ahead of the Engagement Zone and not yet returned.

28. C. ONLY THE HEAD REFEREE

6.4.2.1 - A Skater may be expelled from the game at the Head Referee's discretion for serious physical violence or any action deemed by the Officials to cause an extraordinary physical threat to others (see *Section 5.16.26*), or for extremely unsporting conduct. Only the Head Referee may expel a Skater, coach, or manager. The Head Referee's decision is binding.

29. B. PENALTY

8.3.5 - If an Official is not sure whether an action warrants an expulsion, an expulsion will not be assessed.

30. B. MOUTH GUARD

6.2.6 - Penalized Skaters may remove only their mouth guard once they are seated in the Penalty Box. No other equipment may be removed while a Skater is in the designated Penalty Box Area (see *Section 5.13.11*).

31. A. TRUE

6.2.4.1 - A penalized Skater's teammates, managers and coaches may not physically enter the designated Penalty Box Area to communicate with the penalized Skater at any time (see *Section 5.13.10*).

32. C. CLOSEST BLOCKER TO THE REFEREE WHO MADE THE CALL

5.13.12 - Forcing a jam to be called off due to too many Skaters on the track. Per *Section 8.2.1.1.1*, if too many Skaters are on the track, the Referees will direct a Skater off the track. If a Skater does not leave the track, and the jam is called off due to too many Skaters being on the track, that Skater will receive the penalty.

33. A. NO IMPACT/NO PENALTY

5.16.6 - A Skater initiating contact or engaging an opponent before the jam-starting whistle that forces the receiving opponent off balance, forward or sideways, but does not cause the opponent to lose the established starting position.

34. A. 20 FEET (6 METERS) BEHIND THE REARMOST PACK SKATER AND 20 FEET (6 METERS) IN FRONT OF THE FOREMOST PACK SKATER

Engagement Zone [glossary term] The zone in which Blockers may legally engage and be engaged. The Engagement Zone extends from 20 feet (6 meters) behind the rearmost pack Skater to 20 feet (6 meters) in front of the foremost pack Skater, between the inside and outside track boundaries. Jammers may engage each other outside of the Engagement Zone.

35. D. ALL OF THE ABOVE

See *Section 3.1 Pack Definition*.

36. B. FALSE

3.1.1.2 - Proximity is defined as not more than 10 feet (3 meters) (as measured from the hips) in front of or behind the nearest pack Skater.

37. A. CATCH UP TO THE BACK OF THE PACK BY SKATING WITHIN THE TRACK BOUNDARIES TO BE CONSIDERED BACK IN PLAY

3.3.3.2.2 - To regain position after having fallen behind, a Blocker must return to the back of the Engagement Zone by skating within the track boundaries to legally return to play.

38. B. PREVENTING AN OPPONENT FROM PASSING BETWEEN BLOCKERS BY HOLDING EACH OTHER'S CLOTHING

5.7.8 - [Penalty] Grasping a teammate in a manner that, upon a physical challenge by an opponent, prevents said opponent from passing between said teammates.

39. B. FALSE

Out of Bounds - [glossary term] Skaters who are airborne maintain their prior in-bounds (or out-of-bounds, or straddling) status until they land. (It is legal to hit a jumping Skater if they jumped from an in-bounds position.)

40. B. FALSE

5.11.2.1 - [Example of Cutting the Track]
An upright and skating Skater who returns completely in bounds (having previously been out of bounds) in front of at least one in-play, in-bounds, and upright Skater, which results in the offending Skater having improved their relative position.

41. B. FALSE

6.2.3.1.2 - If a Skater does not stand when instructed, the Penalty Timer will stop the penalty clock until the Skater stands.

42. A. TRUE

3.2.8 - Skaters who line up fully in bounds but in an illegal starting position (while touching their legal starting area) are considered to have committed a False Start, and will receive a False Start warning. Once warned, Skaters who False Start must cease all forward motion until they have yielded to all Skaters in the immediate vicinity by ceding relative position to those Skaters, or they may be issued a penalty (see *Section 5.13.7*).

43. D. ALL OF THE ABOVE

See *Section 5.16 Expulsion (Gross Misconduct)*.

44. A. INSUBORDINATION

5.14.2 - [Penalty] Willfully failing to leave the track for a penalty.

45. D. A AND B ONLY

8.2.6.1.2 - Injury: Referees will only call off a jam in the case of a serious injury or an injury that could endanger another Skater.

6.3.6 - If one team's Jammer does not make it onto the track in time to participate in the jam and during the course of that jam the opposing team's Jammer is sent off for a penalty, the jam will be whistled dead when the penalized Jammer is seated in the Penalty Box.

46. B. FALSE

5.13.17 - A Skater exiting the Penalty Box who re-enters the track in a manner that would constitute a penalty for cutting (see *Section 5.11 - Cutting the Track*), given that all in-bounds and upright Blockers are assumed to have superior position to a Skater returning from the box.

47. B. FALSE

5.13.1 - [Examples of Legal Play] A Skater who establishes legal starting position on the track before the jam-starting whistle, but is blocked out of bounds or out of legal starting position prior to or as the jam-starting whistle blows. This Skater will be allowed to remain in the jam, and is not considered to have committed a False Start.

48. A. TRUE

5.13.9 - [Penalty] A penalized Skater who leaves the Penalty Box during either a team or Official Timeout.

49. B. ACCRUING 7 TRIPS TO THE PENALTY BOX IN A GAME

6.4.1 - Fouling Out: A Skater fouls out from the game when seven penalties have been assessed to that Skater.

50. A. TRUE

8.2.6.3 - In the event that any jam (including an overtime jam) is called off prior to its natural conclusion (for example, as in *Sections 8.2.6.1.2 - 8.2.6.1.8*) with time remaining on the jam clock but not on the period clock, the points from the jam will remain and an additional jam may occur at the Head Referee's discretion. Such a jam will follow the same rules as the prior jam. If the prior jam was an overtime jam, the additional jam will also be an overtime jam (*Section 1.6 - Overtime*), whether or not the jam that ended unnaturally resulted in a tie score (and vice versa).