

JAMS & JUKES: WOMEN'S FLAT TRACK ROLLER DERBY RULES FOR ROLLER RUMBLE!

“We’re not in Kansas anymore!” – Dorothy, “The Wizard of Oz”
(Or in banked track either!)

WOMEN'S FLAT TRACK ROLLER DERBY

Though similar and based on banked track, flat track is a lot different too, and it's not just the lack of a bank and the size of the shorter track that's different. Skaters are amateurs not professionals. Sure points are still scored by the jammer, but now there's just one on the track per team. Pivots can score too after a successful star pass (or helmet cover transfer), but there are no jamming helmet switches. Points seem to be scored in deluges as a result of multiple scoring passes; some skaters can score thirty or more in a single jam or a hundred in a “bout” (not called a game anymore either)! Game point totals stagger the imagination with both teams often scoring a hundred or more.

Jams are two-minutes in length, and there is no stopping the jam for penalties and minor injuries. There are two thirty-minute periods in a bout skated by women only, not the eight periods in banked track. Jams begin thirty seconds after the previous one. There are a myriad of rules, many of which are reflected here; check out the detailed forty-page rulebook compiled by the official WFTDA! Skaters are penalized for countless offenses, major and minor, but there are less fights, ejections, and theatrics (in the bout itself anyway) than banked track. There is nothing “worked” in flat track as far as I can tell. Many jams are composed of uneven pack sizes due to skaters' frequent but shorter trips to the penalty box. Jams can begin with only one jammer with the opposing jammer in the box. Often one team can concentrate on offense because the other team either has no jammer or is skating short due to its skaters serving penalties.

Strategies are plentiful. Getting Lead Jammer status is a principle strategy. Building walls and recycling by blockers and changing pack speed are other examples. Packs can be fast or slow (or even at a standstill) depending on the situation on the track. The skater names are colorful and the lingo is rich. These rules attempt to capture the major elements of this modern day of flat track roller derby using **Roller Rumble**.

GAME (VARIANT) SET-UP

To play this flat track derby game, you will need a copy of ROLLER RUMBLE!

Modifying the **RR!** track playing board

Using the **RR!** playing board, in the jam track pencil in from left to right in the following order: Start (no change), 1 NSP, EZ, 2SP, and 3SP. Add four more jam spaces after that and mark them 4SP, 5SP, 6SP and 7SP in that order. Note: 1 NSP is first non-scoring pass, EZ is engagement zone, 2SP is second scoring pass, 3SP is third scoring pass, etc. To begin the bout, jam tokens for both teams are placed on **Start**. Renumber the skater positions and reposition them in the designated areas as follows: (1) pivot (2) blocker (3) blocker (4) jammer and (5) blocker. There are no HOME and VISITOR teams. (*Most teams skate on the same track.*) Instead rename the Visitor team as the X team and the Home team as the Z team. **Roll 1d6: (1-3) the X team (4-6) the Z team before each bout to determine which is the X or Z team.**

New Tokens

Besides the jam tokens in **RR!**, use one colored **Lead Jammer token** (or star) for each team to place on top of the jam token when one team has Lead Jammer status. Remove after jams or if Lead Jammer is penalized. Upright ones work best. In some jams, no one is Lead Jammer.

HOW THE GAME (VARIANT) WORKS

“I- I- I hope my strength holds out.” - Cowardly Lion, “The Wizard of Oz”

Fast-action cards (FAC)

Use the FAC deck as in **RR!** Each bout has two 30-minute periods or 90 cards (2 decks + 18 cards) for each period.

Team size

There are only women skaters on a team. Each team has 14 skaters “suited-up” for a bout although 20 is the limit for a full roster. There is a maximum of three blockers, one pivot and one jammer on the track at any one time.

All **RR! rules including FAC game play are used (SEE Roller Rumble!) except as noted in this variant.**

FAC READINGS

SKATE

Skater cards

The CHEAT quality is renamed **RASH** represents the unwise and fiery actions a flat track skater may take. There is no worked cheating in flat track roller derby.

The TV Grade is now called **GLITZ**, a reflection of charisma, glamour, grit and glory.

Whenever there is no skater card with the indicated quality for two straight quality checks in a row, such as on the FAC and/or VIDEO CLIPS, **the jam ends** due to tight packs, good defensive work or walls of blockers. Score 0 Points for that jam for both teams. *(This avoids long, dragged-out jams and increases the number of jams per bout.)*

Jam tokens are not advanced due to the FAC on the jam track for the team that has its jammer in the Penalty Box. When one team has the jammer in the Penalty Box and that team has a skater who has the indicated quality two times straight, the jam is killed off due to stepped-up defensive work. **The jam ends** with no points scored. *(This represents the efforts of "jammerless" teams able to stuff the opponent's jammer.)*

SUBSTITUTE (MOTION)

Ignore original meaning of SUBSTITUTE on the FAC. SUBSTITUTE on the FAC will now trigger other events. Use appropriate **MOTION chart** for the specific situation instead. (SEE MOTION CHARTS "A" "B" and "C")

Teams substitute after each jam ends or to replace injured skaters. *(There are no substitutes on the fly as in banked track.)* Any substitute is freely made between jams; the X team substitutes first and then the Z team. *(This represents popular fan support for a particular team or even home team advantage when playing tournaments in one's own venue against a team from another league.)* Roll one dice before the bout to determine the X and Z team. **(1-3) is the X team (4-6) is the Z team)**

After each jam, substitutes must be made. Each skater goes to the bench after each jam and is replaced by another skater. In the last 6 minutes ending the game (or 18 FAC), the same jammer may make as many jams in a row as she wants, and the pack skaters can be left in or substituted as desired.

Injuries

Play does not stop for injuries unless it is a major injury and medics enter the track.

There are injuries signaled on the **VIDEO CLIPS CHARTS "A" "B" and "C"** that replace HIGHLIGHT REEL. When any injury results there, roll 2 dice and a roll of 11 or 12 indicates a major injury that stops play.

When "**opponent out for the rest of the period**" is read on the FAC, roll 1d6 to see the extent of the minor injury: 1-2 Skater gets up and continues to skate. / 3-4 Skater serves the minimum of 9 FAC. / 5-6 Skater out till next period. Play is not stopped.

PENALTY

Penalties on FAC/VIDEO CLIPS do not stop play. The skater with the penalty leaves the track to enter the penalty box and returns to the track when the penalty has finished after 6 FACS. Penalties can carry over into the next jam. There cannot be more than 3 skaters in the box at any time for each team. If there are more than 3 skaters with penalties on one team, stagger penalties. There must always be two blockers (or one blocker and a pivot) on the track at all times. Optional: Roll 2d10 on the Penalty Chart to see what type of major penalty it is. (SEE PENALTY CHART) Some penalties already have the type added in (). *(Minor penalties in flat track have been abstracted in the rules using the 4th MINOR PENALTY.)*

Optional: Roll for two penalties whenever PENALTY is read on the FAC. **Roll 1d6: 1 skater (1), 2 skater (2) 3 skater (3) 4 skater (4) 5 skater (5) 6 (roll again for skater).** The same skater can get two penalties. *(This will increase the number of major penalties in a bout, but still the game will not indicate every major penalty that normally would occur.)*

When CHEAT appears on the FAC, the **RASH** skater indicated is always given a major **PENALTY** and sent to the Penalty Box for **6 FACS**. Still give the CHEAT (RASH) skater the advantage if indicated → and a **PENALTY**. If she is the Lead Jammer, the jam token is moved one space, but she loses Lead Jammer status as she has committed a penalty.

FAC Readings

When reading “**gets ugly, scuffle,**” (and similar language indicating illegal and questionable actions) or CHEAT, VIDEO CLIPS, etc., ignore warnings on FAC. Instead always give a **PENALTY**.

When reading “**team surges, hustles, charges, picks up pace, scrambles breaks though, hustles**” (and similar language) **team** moves to two SP spaces, scores 10 points plus next POWER JAM FAC result. **Roll dice: (1-3) is the X team (4-6) is the Z team**). Check time.

When reading “**Trailing Team gets on a roll,**” the team behind scores has its jam token immediately placed in the 2SP space to score 5 points. The skater is still eligible to advance into the 3SP space according to FAC, VIDEO CLIPS, etc. later in the jam. No time clock check. If one team has its jammer in the box, the other team’s jammer is automatically “on a roll.” There is no need to determine the team. If score is tied, roll for team and place its jam token in the 2SP space to score 5 points.

When “**Visitor’s team gets on a roll**” or “**Home team gets on a roll**” the jam token is immediately placed in the 2 SP space and scores 5 points. The skater is still eligible to advance into the 3 SP space according to FAC, VIDEO CLIPS, etc. **(1-3) is the X team (4-6) is the Z team)** No time clock check.

When “**gets boost, inspired, Arena fans get rowdy, sign-waving fans, urged on, gets charged up, fired up, cheering crowd**” (and similar language), it triggers jammers **from both teams** re-entering the pack at nearly the same time. (**SEE BOOST CHART**) There is No Lead Jammer this jam if both jammers were on Start.

JAM / POWER JAM

Note: A power jam in flat track means that only one team has a jammer on the track for a jam while the opposing jammer is in the penalty box. In **RR!**, power jam has a different meaning.

Follow the normal **RR!** procedure for the first jammer scoring JAM or POWER JAM points. Then supplement the scoring by adding any other points from the dice roll on the appropriate chart (**SEE JAM and POWER JAM charts**). The opposing jammer can still score JAM points as sometimes happens in **RR!**, so apply any end of clock time after this is determined.

Scoring charts (**MOTION A, B & C, JAM, POWER JAM** (some results), and **BOOST**) explain when to check to see if there is time left in the jam.

The charts sometimes direct you to check if there is time left in the jam. (**SEE CHECKING THE TIME CLOCK CHARTS “A” and “B”**) as appropriate for those cases.

Calling off a Jam?

There are situations when it is necessary to see if a Lead Jammer wishes to or can attempt to call off a jam before the other jammer can score. The Lead Jammer may not always want to or be able to do so in time based on a failed **CALLING OFF JAM** roll, or if a penalty results, or if sometimes not before the opposing jammer scores, etc. (**SEE CALLING OFF JAM? CHARTS “A” “B” and “C”**)

Important: If there is a Lead Jammer and the opposing jammer gets a result on the chart or FAC that moves her **ONLY into the EZ space**, the Lead Jammer will roll on the **CALL OFF A JAM? CHART** to see if she wants to or is able to call off the jam. In other situations where the opposing jammer gets a result from the FAC, VIDEO TAPES CHARTS or possible scoring charts (for example, MOTION, JAM, POWER JAM, BOOST) or FAC results (surge, on a roll, etc.), the opposing jammer will move to the directed space, pass the Lead Jammer if necessary, and score all the points indicated on the FAC and/or charts before the Lead Jammer may or wish to call it off (*In those cases when the jam is not called off after rolling on the chart, it is assumed that the Lead Jammer is preoccupied with her own situation (falls, blocked, own desire to score), distracted, incompetent, or unlucky) and fails to, or is unwilling to call it off.*)

Lead Jammer status

If the Lead Jammer is sent to the Penalty Box, check to see if the other jammer has not committed any fouls and as a result can become Lead Jammer. **Roll 1d6: 1-3 Other jammer is the new Lead Jammer 4-6 She cannot.**

Checking the time

The charts will often direct you to check the time to see if the two-minute jam time has ended. (**Go to CHECKING THE TIME CLOCK CHART**)

ACTION

Home team / Visitor team

Ignore any reference in the FAC or elsewhere in the game to a HOME or VISITOR team.

When it appears, instead roll one dice; **(1-3) the X team (4-6) the Z team.**

HIGHLIGHT REEL

The HIGHLIGHT REEL (all charts) has been replaced by three **VIDEO CLIPS** charts. (**SEE VIDEO CLIPS CHARTS “A” “B” and “C”.**) **Always ignore rolls for a situation that do not apply on the chart and roll again until it does.**

Switch jammers

Do not switch jammers when indicated on the FAC. There is only one jammer and one pivot in flat track roller derby. Instead a star pass is attempted between the jammer and the pivot for “Home team switches jammer” results only. (**SEE STAR PASS ATTEMPT CHART**) This simulates “**passing the star**” from the lead jammer to the pivot in women’s flat track roller derby; this is done instead of passing the jamming helmet in banked track roller derby. By the way, after a successful star pass, the pivot does not receive Lead Jammer status during this one jam.

Also, any reference to the #3 skater going on a jam or taking the jamming helmet is changed to the # 1 pivot who can be a jammer or the if she has the star. One switch per jam is allowed. Blockers never jam.

“Home team switches jammers” (now STAR PASS ATTEMPT)

Pivots (#1 position) can possibly become lead jammer when “Home team switches jammers” appears on the FAC. Roll on chart below. Switch skaters 1 and 4 on the track board if the pass is successful.

“Visitor team switches jammers” (now Fourth Minor Penalty)

Skater commits fourth minor penalty and goes to the penalty box for 6 FAC. **(PENALTY 4)**

TIE-BREAKERS ON SKATE AND JAM (POWER JAM) READINGS

Follow rules for tie-breakers in **RR!** Except that the HOME team does not win any tie-breakers since there is no HOME team.

Regarding 3) **TRAILING TEAM**

If the score is tied, roll one dice instead to determine who wins the tie-breaker. **(1-3) is the X team (4-6) is the Z team.**

HIGHLIGHT REEL (VIDEO CLIPS)

Any reference to HIGHLIGHT REEL, refer to VIDEO CLIPS chart (**SEE VIDEO CLIPS CHARTS**).

PLAYING SAFE/PLAY FOR THE POWER JAM/KILL CLOCK MODE

These strategies are covered automatically in the game now by dice rolls on the charts.

Ejections (Expulsions)

If a skater is ejected by the FAC, **roll 2d6. 1-2 Expulsion happens. / 3-6 A ref warning and a major penalty are issued instead. (PENALTY)**

“Oh, we're almost there at last!” – Dorothy, “The Wizard of Oz”

FINAL WORDS

*I've tried to merge dice-rolling charts and rules to the existing, FAC-powered RR game engine. This can result in conflicts since I haven't been able to play test all possible results or interactions of FACs and dice rolls on the charts I made. Actually I would have liked to have used only the FACs, but I didn't want to make a new deck (which would be ideal), so I ended up adding charts and more dice rolls... and then more charts and more dice rolls. At least, the dice make it possible to have a wide range of results. At least I can game modern flat track roller derby to my satisfaction and hopefully yours too. If the rules may seem confusing and you have any questions and own **RR!** contact me on the [Playa.com Board Forum](#). You can always use the dice as a referee to decide answers. Thanks for reading and trying out this variant.*

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SAMPLE JAMS

Let's give this variant a whirl.... Here are the beginning jams from a bout that illustrate both typical (and rarer) action.

Set-up: I roll 1d6, a "3" to see who is the X and Z team; this makes Dame Shames (DS) X and the Houseknives (HK) Y. I set up the two teams in the skater positions with each team having back-to-back skaters held by a paper clip. That way it is easier to flip replacements.

Jam 1: A CHEAT (now **RASH**) SKATE reading on the FAC Body Baggs (DS) automatically receives a penalty after knocking out Ann Tagonizer for the period. Roll on **PENALTY CHART** and it's a major track cut. I remove skaters for penalties and put Body Baggs in the FAC deck six FACs deep. The Dame Shames jammer Betti Blocker still becomes Lead Jammer and the jam token (with a Lead Jammer token on top of it) is moved to the 1NSP space. The next FAC results in the jammer Cat Ninetails getting free of the pack (to 1NSP). The next FAC is a PENALTY and I roll for the team (HK), flip the FAC for the skater position (Root Less), and roll on the PENALTY chart again for the type (another track cut), and the HK jam token is moved to the engagement zone (EZ). The SKATE reading is SUBSTITUTE which now is **MOTION**. I refer to **MOTION CHART "C"** since the HK are on EZ and the DS are on 1NSP. The die roll is "11" which means the Lead Jammer hits the pack and calls off the jam after scoring. I roll 1d6, a "4" and Betti Blocker scores 2 Pts. and calls off the jam. DS 2 HK 0

Jam 2: Root Less (HK) is still in the box and the HK have only four skaters (versus 5 by the DS) in the pack as the jam begins. Goldie Bloxx (DS) uses her **GLITZ** and the DS jam token moves to 1NSP with Joyous Seizure becoming Lead Jammer. Root Less (HK) has her penalty time finished and Abbie Cadaver enters the pack as her replacement. Full packs both teams. Little Red Mighty Good (DS) uses a FAC SKATE reading to move the DS jam token to EZ threatening to score on the 2SP (second scoring pass space). But the HK put up strong defense (as two FACS in a row reveal no skater with the required quality). Jam time is up. DS 2 HK 0

Jam 3: Both Cat Ninetails (HK) who becomes Lead Jammer and Joyous Seizure (DS) get free of pack on FAC quality matches. Another quality match occurs and the DS jam token is moved to the 1NSP space. Since the DS jam token is in 1NSP with Seizure threatening to score, Ninetails (HK) decides to call off the jam. A roll on the **CALL OF JAM CHART "B"** is a "3" and the jam is successfully called off. DS 2 HK 0

Jam 4: A "Home team switches jammers" FAC reading becomes a star pass attempt by jammer Joyous Seizure (DS) to pivot Wheels of Misfortune. A 2d6 roll on the **STAR PASS ATTEMPT CHART** is an "8" which is a successful star pass. Wheels of Misfortune (DS) becomes the new jammer; she immediately advances herself on a quality match and is Lead Jammer on 1NSP. But again two straight FACs without any skater having the indicated quality means the jam runs out of time. DS 2 HK 0

Jam 5: It begins with a "team surges" FAC reading. Determine the team first on 1d6 roll, a "6" so HK surges. The HK jammer, Cat Ninetails is Lead Jammer and scores 10 Pts plus the next **POWER JAM** reading on the FAC – another 4 Pts., so 14 total Pts. for the jam. The HK jam token is put on the 3SP space and Cat Ninetails is on her third scoring pass (in progress). By **CHECKING THE TIME CLOCK CHART** for the 3SP, a "3" roll means that time has run out. HK 14 DS 2

Jam 6: A positive quality check on a FAC for Wheel of Misfortune (DS) makes Joyous Seizure Lead Jammer on 1NSP. A "Visitor team switches jammers" is a PENALTY for the Z team a 4" die roll, and the FAC SKATER? indicates it's jammer Harass Hilton. There's a "2" roll on **PENALTY CHART** for a major back block penalty for Seizure. Hilton goes into the box. It's a power jam situation for the HK who have a 5-4 pack advantage. Joyous Seizure (DS) moves up two jam spaces on FAC quality checks. She is in the 2SP space and rolls 2d6 on the **JAM CHART**, a "7" indicates 4 PTS. plus 1 Pt. since jammer Hilton (HK) is still in the box. 5 Pts. total for the jam for Seizure (DS). HK 14 DS 7

Jam 7: Still 5-4 pack advantage for DS. The FAC deck is reshuffled (another 36 cards), and a "picks up pace" (like "surge") reading is made by the X team, the DS, and jammer Betti Blocker scores 10 Pts. and an additional 2 Pts. on the **POWER JAM** FAC. A "5" is rolled on the **CHECKING THE TIME CLOCK CHART** and the jam is still on! Jammer Cat Ninetails (HK) enters the pack since Hilton's penalty time has expired. Full packs once more. Another advance on a FAC quality and Blocker (DS) gets 4 Pts. on the FAC **POWER JAM** reading and rolls a "5" and another 5 Pts on the **POWER JAM CHART** since the DS jam token has moved to the 4SP space. A "6" is rolled on the **CHECKING THE TIME CLOCK** Chart (4SP, 5SP etc.) and the jam is still on! Body Baggs (DS) uses her speed to spread the pack and Blocker goes through once more, 3 Pts. on the FAC **POWER JAM** and 5 more Pts. on the **POWER JAM CHART**. The jam token is assumed to be on the 6SP space with Bloxx still not completing her latest scoring pass (her sixth). The third time **CHECKING THE TIME CLOCK CHART** is a "2" roll on the 1d6 that means the time is finally up, but not before Betti Blocker (DS) has gotten a total of 29 Pts. on five grand slams for this jam! DS 36 HK 14

THE CHARTS

MOTION CHART “A”

When “SUBSTITUTE” appears on the FAC and both jammers are on Start space (still not though pack and on first pass), roll on this chart instead of substituting skaters:

Situation: **Both skaters on Start space OR one on Start and the other in the penalty box.**

If roll doesn't apply, roll again. Except for a 2 dice result, all other rolls result in a continuing jam. Don't check the time clock.

- 2 Tough pack walls. Both jammers encounter sharp-angle hits, so **no Lead Jammer. 0 Pts.** Time runs out. Start new jam.
- 3 There is **No Lead Jammer** this jam. X team jammer free of pack. Token → to INSP.
FAST or **AGILE** s to EZ. Z jammer fights to get free behind 3-wall without any luck.
- 4 Z jammer trying to force way though wall commits **PENALTY(B)**. X team jammer jukes though pack on initial pass to become **Lead Jammer** and blazes through on second and third scoring passes for 10 points. Put X token on 3SP space. **PENALTY SKATER?**
- 5 X team jammer hip checks Z jammer, speeds to the outside on initial pass to become **Lead Jammer**, sneaks through on another pass for 4 Pts. (or 5 Pts. if opposing Z jammer is in the box). Put token on 2SP space.
- 6 X team jammer crawls out of pack on initial pass but **not Lead Jammer**, blazes through on second scoring pass for 5 points. Put X token on 2SP space.
- 7 Z team jammer whipped though pack on initial pass but **not Lead Jammer** and blazes through on second scoring pass for 5 points. Put Z token on 2SP space.
- 8 Z team jammer checks X jammer, breezes though the pack on first initial pass to become **Lead Jammer**, jigs through on second scoring pass for 4 Pts. (or 5 Pts. if opposing X jammer is in the box). Put Z token on 2SP space.
- 9 X jammer after fall makes major track cut **PENALTY(X)**. Z team jammer zips though pack on initial pass to become **Lead Jammer**, powers way through on second and third scoring runs for 10 points. Put Z token on 3SP space. **PENALTY SKATER?**
- 10 Throw dice for **Lead Jammer**: 1-3 X team / 4-6 Z team; Opposing jammer stuck in pack. **Lead Jammer** scores 10 Pts. Put skater on 3SP. If **FAST** or **AGILE** jammer score 15 Pts. Put s on 4SP.
- 11 There is **no Lead Jammer** this jam. Z team jammer shoots through pack. Token → to INSP.
FAST or **AGILE** s to EZ. X jammer makes no headway in pack.
- 12 X team jammer fights way though pack on first initial pass to become **Lead Jammer**, smokes through on second scoring pass for 4 Pts. (or 5 Pts. if opposing Z jammer is in the box).

MOTION CHART “B”

When “SUBSTITUTE” appears on the FAC and one or more skaters is free of the pack on INSP, EZ or any SP.

Situation: There is **No Lead Jammer**.

If roll doesn't apply, roll again.

- 2 Throw dice: 1-3 X team / 4-6 Z team; Jammer advances three SP spaces and scores 15 Pts. Put token on appropriate SP. **No Lead Jammer**. Check clock. **PENALTY SKATER?**
- 3 Tight packs. Neither team scores. End of jam. 0 Pts.
- 4 X team jammer blazes through the pack and advances two SP for 10 points. Put token on appropriate SP space. Time still on clock. **No Lead Jammer**.
- 5 X team jammer weaves through the pack and advances two SP spaces for 10 points. Put token on appropriate SP space. Z jammer trapped in pack. Time still on clock. **No Lead Jammer**.
- 6 X team jammer sails past a spread apart pack for 15 points. Put token on appropriate SP space. **No Lead Jammer**. Check clock. **PENALTY SKATER?**
- 7 Z team jammer goes in and out through the pack for 15 points. Put token on appropriate SP space. **No Lead Jammer**. X jammer isolated in back of pack. Check clock. **PENALTY SKATER?**
- 8 Z team jammer zips through pack and advances two SP for 10 points. Put token on appropriate SP space. Time still on clock. **No Lead Jammer**.
- 9 Z team jammer gets free and advances two SP for 10 points. Put token on appropriate SP space. Time still on clock. **No Lead Jammer**.
- 10 Tough walls. Jammers stuffed. Time runs out. 0 Pts.
- 11 X team jammer has to be let go at the 20' line, races through the pack and advances two SP for 10 points. Put token on appropriate SP space. Time still on clock. **No Lead Jammer**.
- 12 Throw dice: 1-3 X team / 4-6 Z team; Jammer advances four SP spaces and scores 20 Pts. Put token on appropriate SP. **No Lead Jammer**. Check clock. **PENALTY SKATER?**

MOTION CHART “C”

When “SUBSTITUTE” appears on the FAC and one or more skaters is free of the pack on 1NSP, EZ or any SP.

Situation: There is a Lead Jammer.

If roll doesn't apply, roll again.

- 2 Lead Jammer clears pack, makes three quick scoring passes and advances three SP spaces and scores 15 Pts. Put token on appropriate SP. Opposing jammer crawls in pack. Check clock. **PENALTY SKATER?**
- 3 Tight packs. Neither team scores. No time left on jam. End of jam. 0 Pts.
- 4 Lead Jammer commits **PENALTY**, opposing team jammer breezes though the pack to become and blazes through on second and third scoring passes for 10 points. Put opposing token on 3SP space. Time still on clock.
- 5 Lead Jammer blazes through pack and advances two SP spaces for 10 points. Put token on appropriate SP space. Time still on clock.
- 6-7 Both jammers hit the pack and score before jam is called off or time runs out. Throw 2 dice for each team.
1-2 = 1 Pt. / 2-4 = 2 Pts. / 5 = 3 Pts / 6 = 4 Pts.
- 8 Lead Jammer calls off jam late, but not before opposing jammer scores. Throw dice.
1-2 = 1 Pt. 3-4 = 2 Pts. 5 = 3 Pts. 6 = 4 Pts.
- 9 Lead Jammer commits **PENALTY**. Other jammer breezes though the pack to become **Lead Jammer** and blazes through on second and third scoring passes for 10 points. Put opposing token on 3SP space. Time still on clock.
- 10 Tough walls. Both jammers hung up in back of pack. Time runs out. 0 Pts.
- 11 Lead Jammer hits pack and calls off jam after scoring. Throw dice.
1-2 = 1 Pt. 3-4 = 2 Pts. 5-6 = 3 Pts.
- 12 Lead Jammer commits **PENALTY**. Other jammer cuts though the pack and advances three SP spaces for 15 points. Put token on appropriate SP space. Check clock.

JAM CHART

Scoring additional JAM points: skater on 2SP
In all cases, time runs out after this jam.

- 2 + 2 Pts. Time runs out.
- 3 +1 Pt. Time runs out.
- 4 As listed on FAC. Jammer stuffed. Time runs out. **PENALTY SKATER?**
- 5 +3 Pts. (Max. 5 Pts. total including JAM on FAC). Time runs out.
- 6 +3 Pts. (Max. 5 Pts. total including JAM on FAC). Time runs out.
- 7 Max. 4 Pts. (5 Pts. if opposing jammer is in the box, stuck in pack at 1NSP or at EZ). Time runs out. **PENALTY SKATER?**
- 8 Max. 4 Pts. (5 Pts. if opposing jammer is in the box, stuck in pack at 1NSP). Time runs out.
- 9 Max. 4 Pts. Time runs out.
- 10 As listed on FAC. Impenetrable walls. Time runs out.
- 11 + 1 Pt. Time runs out.
- 12 + 2 Pts. Time runs out.

POWER JAM CHART

Scoring additional POWER JAM points: skater on 3SP to 7SP

- 2 + 3 Pts. Call jam off if Lead Jammer; otherwise time ran out
- 3 + 4 Pts. Call jam off if Lead Jammer; otherwise time ran out
- 4 + 5 Pts. Check time clock.
- 5 + 5 Pts. Check time clock.
- 6 + 5 Pts. Check time clock. **PENALTY SKATER?**
- 7 As listed on FAC. Check time clock.
- 8 + 5 Pts. Check time clock. **PENALTY SKATER?**
- 9 + 5 Pts. Check time clock.
- 10 + 5 Pts. Check time clock.
- 11 + 4 Pts. Call jam off if Lead Jammer; otherwise time ran out
- 12 + 3 Pts. Call jam off if Lead Jammer; otherwise time ran out

BOOST CHART (Roll 2 dice and apply result.)

On all rolls, the jam is called off by the Lead Jammer or time runs out if No Lead Jammer.

- 2 Both jammers score 0 Pts. due to tight defense packs. **PENALTY SKATER?**
- 3 Both jammers score 3 Pts.
- 4 Z team jammer quick steps for 1 Pt.
- 5 Z team jammer slips in for 2 Pts.
- 6 Z team jammer goes outside for 4 Pts.; X team scores 0 Pts. **PENALTY SKATER?**
- 7 X team jammer moves along inside lane for 4 Pts.; X team scores 0 Pts. **PENALTY SKATER?**
- 8 Both jammers manage 2 Pts.
- 9 X team jammer chalks up 3 Pts.; X team scores 2 Pts.
- 10 Both jammers get only 1 Pt.
- 11 Z team jammer scores 3 Pts.; X team scores 2 Pts
- 12 Z team jammer scores 3 Pts.; X team scores 2 Pts

CHECKING THE TIME CLOCK CHART

Jam token on 3SP: **1-4 Jam time up: 5-6 Still Time**

Jam token on 4SP, 5SP, 6SP or 7SP: **1-5 Jam time up / 6 Still Time**

If team that just scored has skater advantage then + 1 to die roll above

If team that just scored has two skater advantage+ 2 to die roll above

If team that just scored has three skater advantage + 3 to die roll above

It may be necessary to determine what space the opposing jam token is on after scoring points during a jam. Just divide the number of points by 5 and ignore the left over points for this purpose only. Example: 12 points ÷ 5 = 2 The token was on EZ before the jam, so the token is now on the 3SP (not the 4SP as the jammer is assumed to be still on her third scoring pass). The jammer still gets 12 points in the jam!

CALLING OFF JAM? CHART (when both jam tokens are on EZ)

Only the Lead Jammer can roll on this chart. **Note: No Dice Roll Situations**

If even # of skaters 1-3 CALL OFF JAM / 4-6 CONTINUE JAM

(When Lead Jammer is on 1NSP and opposing jammer on EZ OR when the Lead jammer on 2SP-7SP and the opposing jammer is on EZ)

1-5 CALL OFF / 6 Opposing jammer able to score a maximum of 4 Pts.

Add factors:

One skater advantage for own team. + 1 to die roll above

Two skater advantage for own team. + 2 to die roll above

Three skater advantage for own team. Don't Call Off Jam

One skater disadvantage for own team. - 1 to die roll above

Two skater disadvantage for own team. - 2 to die roll above

Three skater disadvantage for own team. Call Off Jam

No Dice Roll in Special Situations:

Last 6 minutes (18 FAC) in bout trailing Don't Call Off

Last 3 FAC in bout with lead Call Off Automatically

Second attempt to call off this jam Call Off Automatically

STAR PASS ATTEMPT CHART (Roll 2 dice)

2 Blocker (opposing skater 1) commits **PENALTY** trying to block star pass. Incomplete star pass. Lead jammer status not lost if had prior.

3 Blocker (opposing skater 4) blocks star pass. Incomplete star pass. Lose Lead Jammer status if had prior.

4 Blocker (opposing skater 1) blocks star pass. Incomplete star pass. Lose Lead Jammer status if had prior.

5 Illegal star pass. Jammer (skater 4) **PENALTY** Lose Lead Jammer status if had prior.

6 **PENALTY** Opportunity to make star pass lost.

7 Successful star pass! Pivot (skater 1) takes star but cannot become Lead Jammer.

8 Successful star pass! Pivot (skater 1) takes star but cannot become Lead Jammer.

9 Heavy traffic in the pack. Opportunity to make star pass lost.

10 **PENALTY** Opportunity to make star pass lost.

11 Jammer (skater 4) drops star helmet cover. Then commits **PENALTY** trying to recover it. Incomplete star pass. Lose Lead Jammer status if had prior.

12 Jammer (skater 4) drops star helmet cover. Incomplete star pass. Lose Lead Jammer status if had prior.

SPECIAL FAC Interpretations

When reading “**gets ugly, scuffle,**” (and similar language indicating illegal and questionable actions) or CHEAT, VIDEO CLIPS, etc., ignore warnings on FAC. Instead always give a **PENALTY**.

When reading “**team surges, hustles, charges, picks up pace, scrambles breaks though, hustles**” (and similar language) team moves to two SP spaces, scores 10 points plus next POWER JAM FAC result. **Roll dice: (1-3) is the X team (4-6) is the Z team**). Check time.

When reading “**Trailing Team gets on a roll,**” the team behind scores has its jam token immediately placed in the 2SP space to score 5 points. The skater is still eligible to advance into the 3SP space according to FAC, VIDEO CLIPS, etc. later in the jam. No time clock check. If one team has its jammer in the box, the other team’s jammer is automatically “on a roll.” There is no need to determine the team. If score is tied, roll for team and place its jam token in the 2SP space to score 5 points.

When “**Visitor’s team gets on a roll**” or “**Home team gets on a roll**” the jam token is immediately placed in the 2 SP space and scores 5 points. The skater is still eligible to advance into the 3 SP space according to FAC, VIDEO CLIPS, etc. **(1-3) is the X team (4-6) is the Z team)** No time clock check.

When “**....Gets boost, inspired, Arena fans get rowdy, sign-waving fans, urged on, gets charged up, fired up, cheering crowd**”(and similar language), it triggers jammers **from both teams** re-entering the pack at nearly the same time. **(SEE BOOST CHART)** There is No Lead Jammer this jam if both jammers were on Start.

When “**opponent out for the rest of the period**” is read on the FAC, roll 1d6 to see the extent of the minor injury: 1-2 Skater gets up and continues to skate. / 3-4 Skater serves minimum 9 FAC. / 5-6 Skater out till next period. Play is not stopped.

PENALTY CHART (d100) NOTE: Each major penalty is 6 FACs in length.

1-7 B Back Block	29-35 E Elbows	57-63 L Low Block	85-91 4 Fourth Minor*
8-14 H Head Block	36-42 F Forearm	64-70 S Skating OOB	92-100 M Multi-player
15-21 X Cut Track	43-49 A High Block	71-77 O Out of Bounds	
22-28 C Direction of Play	50-56 I Illegal Procedure	78-84 P Out of Play	*Record as minor penalty not as major.

EXPULSION CHART

FAC Ejections (Expulsions)

If a skater is ejected by the FAC (only), **roll 2d6. 1-2 Expulsion happens. / 3-6 A ref warning and a major penalty is issued instead. (PENALTY)**

VIDEO CLIPS CHART “A”	
11	Lead jammer (if any) commits PENALTY and loses lead jammer status.
12	Jammer who is not lead jammer (if any) tries to call off jam. Illegal procedure. PENALTY (I)
13	<i>Walls</i> slow down jammers: skip next 4 FACs.
14	Both teams <i>speed up packs</i> : O PTs. scored. Add 6 FACs at end of period.
15	Both teams playing <i>tough defense</i> : O PTs. scored. Skip next 6 FACs.
16	If first FAC in the jam, both <i>packs at near standstill</i> . Fans lose patience. O PTs. scored. Skip next 3 FACs.
21	<i>No pack</i> called by ref: roll for PENALTY (I) . Roll for team 1-3 X team / 4-6 Z team.
22	<i>False start</i> . Jammer cannot claim Lead Jammer this jam. Roll for team 1-3 X team / 4-6 Z team.
23	Overzealous <i>front 3-wall</i> . Skaters (1) (2) and (3) get two PENALTY(M) . First roll for team 1-3 X team/ 4-6 Z team. Then roll for two penalties: 1-2 skater (1), 3-4 skater (2) and 5-6 skater (3).
24	Skater gets fourth minor. PENALTY (4) Check SKATER?
25	An obscene gesturing and vocalizing RASH skater is called for a Misconduct PENALTY . Roll for team 1-3 X team/ 4-6 Z team.
26	Jammer jukes and leaps way past blockers. Token moved to next SP. Score JAM or POWER JAM as appropriate. Roll for team 1-3 X team/ 4-6 Z team. If opposing lead jammer, jam called off after opponent scoring.
31	Skater <i>clothesline’s</i> opponent with forearm. PENALTY(F) Check SKATER?
32	Skater <i>cannonball’s</i> opponents. PENALTY(L) Check SKATER?
33	Pivot (1) and blockers (2) and (3) <i>recycle</i> on opposing pivot who is knocked down. Roll for team 1-3 X team/ 4-6 Z team. Jammer moves to next SP and JAM or POWER JAM as appropriate.
34	Lead Jammer (if any) <i>rides lip</i> with one skate out of bounds. Loses lead jammer status. PENALTY (S) If other jammer still fighting way clear of pack (in Start space), she gets free of pack to become the new Lead Jammer.
35	Lead Jammer (if any) <i>calls off jam</i> prematurely for no apparent reason. End of jam.
36	Non-lead jammer pack speeds around track trying to outrun opposing lead jammer. Skip next 3 FAC.
41	Trailing team takes advantage of <i>spread out pack</i> . Move token to next SP. POWER JAM. (if token is already on 2SP, move it to 3P and POWER JAM)
42	Time Out called. Coach revs up team. Move token to next SP. JAM (2SP) or POWER JAM (3SP-7SP) as appropriate. Roll for team 1-3 X team / 4-6 Z team.
43	Skater <i>takes knee and destroys pack</i> . PENALTY(I) Check SKATER?
44	Too many skaters on the track. Jam stopped. Give pivot (1) PENALTY(I) Roll for team 1-3 X team / 4-6 Z team.
45	Both jammers hammer each other mercilessly between engagement zones with both drawing a PENALTY . Roll dice: 1-3 X team serves penalty first in the box / 4-6 Z team jammer serves penalty first. One penalty must be served before the other jammer enters the box.
46	Hit and quit blocking results in nasty blow to head of opponent. PENALTY (A) Roll for team 1-3 X team/ 4-6 Z team. Check SKATER?
51	Skater slammed by <i>rear 2-wall</i> of skaters (3) and (5) like in a closing elevator door, and she cannot leave track unaided. Medics called in. Jam stopped. Check SKATER? Skater injured rest of game.
52	If no lead jammer, neither jammer can attain lead jammer this jam. Move both tokens to 1NSP.
53	If no lead jammer, neither jammer can attain lead jammer this jam. Move one jam token to 1NSP. Roll for team 1-3 X team / 4-6 Z team.
54	Unrestrained back-and-forth hitting results in two PENALTY . First, roll for team 1-3 X team/ 4-6 Z team. Then, roll for two penalties: 1-2 (skater 2) 3-4 (skater 3) 5-6 (skater 5).
55	MEAN skater delivers elbow into opponent’s face, but zebras miss it. Opponent out injured for rest of period.
56	POWERFUL skater uses massive hip check sending inside skating opponent into infield chairs. Stunned skater reenters track but loses all qualities this jam.
61	Skater flies into outfield into audience’s suicide seats and ends up in lap of a fan. Injured rest of period. SKATER? 1-3 X team/ 4-6 Z
62	Boundary line comes apart. Play stopped for track repairs.
63	A team’s pack (including jammer) is disorganized. Don’t count any* on any of their skater qualities for the rest of this jam.
64	Skater suffers <i>fishnet burn</i> , gets minor injury but misses rest of jam.
65	Go to and roll on VIDEO CLIPS “B” Chart
66	Go to and roll on VIDEO CLIPS “B” Chart

	VIDEO CLIPS CHART “B”
11	If start of jam (HIGHLIGHT REEL on FAC), jammer is not on track when starting whistle blows. No jammer this jam for that team. Roll for team 1-3 X 4-6 Z
12	If start of jam (HIGHLIGHT REEL on FAC), blocker is not on track when starting whistle blows. Roll for team 1-3 X 4-6 Z and then skater. 1-2 (skater 2) 3-4 (skater 3) 5-6 (skater 5) The blocker is removed this jam.
13	If start of jam (HIGHLIGHT REEL on FAC), pivot is not on track when starting whistle blows. No pivot this jam for that team. Roll for team 1-3 X 4-6 Z
14	Debris on the track! Jam called off by referee.
15	Mechanical problems to clock. Lose one minute of official time. Skip 3 FAC.
16	Skater manhandled by male spectator who is slapped and expelled from the venue. 1 (skater 1) 2 (skater 2) 3 (skater 3) 4-5 (skater 4) 6 (skater 5) Jam halted by ref.
21	Power outage in venue. Jam stopped.
22	Too many skaters on the track. Roll for team 1-3 X 4-6 Z and then for blocker 1-2 (skater 2) 3-4 (skater 3) 5-6 (skater 5) PENALTY(I)
23	Skater racks up 7 fouls –fouled out of game! Roll for team 1-3 X 4-6 Z Then skater. 1-2 (skater 1) 3 (skater 2) 4 (skater 3) 5 (skater 4) 6 (skater 5)
24	Argument over points awarded in last jam results in total brawl! Gross Misconduct called on two opposing skaters who face expulsion from bout. Go to SKATER? on next FAC.
25	Jewelry worn by skater is determined to be dangerous. Jam stopped. Roll for team 1-3 X 4-6 Z Then skater: 1-2 (skater 1) 3 (skater 2) 4 (skater 3) 5 (skater 4) 6 (skater 5)
26	Skater commits two penalties in a row. Roll for team 1-3 X 4-6 Z Check SKATER? On next FAC. PENALTY Roll twice for types. 2-minutes to be served in the box (12 FAC)
31	One team rapidly speeds up suddenly and the other is unable to adjust. Roll for team 1-3 X 4-6 Z PENALTY (O) . Check SKATER? on next FAC.
32	Skate trouble! Jam ended.
33	Lead jammer makes quick <i>hit and quit</i> jam on next SP. Roll 1d6: 1-2 = 1 Pt. 3-4 = 2 Pts. 5-6 = 3 Pts.
34	Attempt at a 4-wall results in two multi-block PENALTY(M) Roll for team 1-3 X 4-6 Z / 1-2 (skater 1) 3-4 (skater 2) 5 (skater 3) 6 (skater 5)
35	When <i>wall busting</i> , the team receives two back block PENALTY (B) Roll for team 1-3 X 4-6 Z / 1-2 (skater 1) 3-4 (skater 2) 5 (skater 3) 6 (skater 5)
36	If second period, fatigue hits both teams. Skip next 6 FAC. If first period, the action is fast and furious. Add 6 FAC.
41	Refs preoccupied with other fouls and miss the next PENALTY on FAC or VIDEO CLIPS.
42	Roll for team 1-3 X 4-6 Z If team has skater in the box, the pack wastes time. Skip # of FAC (equal to remaining PENALTY time of skater with least penalty time remaining) and then that skater reenters pack.
43	Jammer has part of her uniform torn off, but she claws through pack. Move to the next SP and score as appropriate to space. Roll for team 1-3 X 4-6 Z
44	Pack tries to <i>outjoke</i> the jammer, but fails and jammer leaps and cuts her way through pack. → Roll for team 1-3 X 4-6 Z
45	Pack hits jammer with <i>waterfall</i> and battered Lead Jammer (if any) calls off jam after fall. 0 PTS.
46	Skater (5) and jammer do <i>truck and trailer</i> through pack. → Jammer becomes Lead Jammer if possible. Roll for team 1-3 X 4-6 Z
51	Injured skater returns triumphantly to the track. Roll for team 1-3 X 4-6 Z if more than one for each team currently injured.
52	Skaters (3) and (5) use <i>booty block</i> to slow down opposing pack. Jam time is up.
53	Jammer given <i>spinning whip</i> by skater (1) to advance → Roll for team 1-3 X 4-6 Z
54	Skater fails to <i>fall small</i> and is charged with tripping skater. PENALTY Roll for team 1-3 X 4-6 Z Check SKATER?
55	Skaters (2), (3) and (5) <i>trap</i> Lead Jammer. Their jammer <i>swims</i> through pack and scores before Lead Jammer calls it off. Roll 1d6: 1-2 = 1 Pt. 3-4 = 2 Pts. 5-6 = 3 Pts.
56	Catfight breaks out on the track. Jam ended. This results in expulsion for two skaters. Check SKATER? on next two FAC.
61	Skaters (3) and (5) push opposing blockers to the outside as their jammer slips through pack. → Roll for team 1-3 X 4-6 Z
62	Skater (1) and skater (2) <i>chase and engage</i> opposing jammer. Roll for team 1-3 X 4-6 Z 1-5 Jam ends 5-6 Jammer free →
63	Team coach verbally assaults referee, pushes him and is tossed from bout. Team skater must serve PENALTY . Roll for team 1-3 X 4-6 Z Check SKATER? On next FAC.
64	An over-aggressive pivot receives successful star pass from jammer but then commits two PENALTY . Roll twice for types. 2-minutes to be served in the box (12 FAC) Roll for team 1-3 X 4-6 Z
65	Go to and roll on VIDEO CLIPS “C” Chart
66	Go to and roll on VIDEO CLIPS “C” Chart

VIDEO CLIPS CHART “C”	
11	Skater gets PENALTY and then skates in wrong direction to sin bin. Roll for team 1-3 X 4-6 Z Penalty length is now 7 FAC.
12	Jammer (1-3) or pivot (4-6) loses helmet cover. While picking it up, other team takes advantage of disorganized pack. →
13	Skater and opponent collide head-on. SKATER? Blood sprayed on track. Clean up stops jam. Both skaters are out rest of period.
14	Toe stop malfunction. Referee calls off jam.
15	If an opposing jammer is in or goes to box, the Lead Jammer calls off jam quickly to set up complete power play in next jam. Add 3 FAC.
16	Fighting skate and wheel, jammer surprises and passes Lead Jammer. Move jammer to one space beyond Lead Jammer’s token. No calling off jam yet. Flip next FAC first and apply results before jam call off attempt.
21	Lead Jammer (if any) uses quick footwork to cut through pack and score. Move to next SP space and score 5 PTS. No clock time check.
22	Swarm of blockers bottle up Lead Jammer who calls off jam in frustration.
23	Jammer displays ability to quickly drop low and avoid hits. Roll for team 1-3 X 4-6 Z →
24	Huge <i>pile-up</i> ! Jammer on one team sails through for 5 Pts. No clock time check.
25	<i>Jammer-on-jammer action</i> between engagement zones! Roll for team 1-3 X 4-6 Z One jammer gets advantage, →
26	“Stop” pack action by one team disrupts opposing jammer’s progress. Other jammer (Roll for team 1-3 X 4-6 Z) speeds through. →
31	Pack punches out holes for jammer. Roll for team 1-3 X 4-6 Z →
32	Skater swooshes down on Lead Jammer who after suffering huge horizontal hit calls off jam. Roll for skater: 1-2 (skater 1) 3 (skater 2) 4 (skater 3) 5 (skater 4) 6 (skater 5)
33	If first FAC for jam triggers HIGHLIGHT REEL (VIDEO CLIPS) , a skater with three minor penalties deliberately sets up behind the jammer line to get 4 th minor instead of being sent to the box during a jam. PENALTY(4) Roll for team 1-3 X 4-6 Z
34	<i>Split pack!</i> No pack called by zebra. Roll for team 1-3 X 4-6 Z and give PENALTY (I) .
35	Jammer manages to split and skate between blockers. →
36	“ <i>Stroller Derby</i> ” pack slows down action. Fans boo. All penalty time is used up. Skaters can return to track.
41	Skater tries to break up walls laterally and breaks arm! She manages to skate off track. Check for injury. Roll 1d6 1-2 (1 game) 3-4 (2 games) 5-6 (3 games) Roll for team 1-3 X 4-6 Z
42	Skater injures leg trying to leap over sprawled skater. She drags herself outside track. Check for injury. Roll 1d6 1-2 (1 game) 3-4 (2 games) 5-6 (3 games) Roll for team 1-3 X 4-6 Z
43	Lead Jammer receives flurry of hard hits. She has had enough and puts hands on hips to call off jam.
44	Lead Jammer turns on afterburners, screams through pack twice and scores 10 Pts. Move jam token next two scoring spaces. Check time.
45	If both jammers on Start, they free themselves of pack, battle each other for lead beyond engagement zone, and one hip checks the other to become Lead Jammer before she hits pack for quick hit and quit. Roll on BOOST CHART .
46	Skater skates backwards and <i>draws a cut</i> from opposing jammer reentering track after being pushed off it. PENALTY (X) Roll for team 1-3 X 4-6 Z
51	Skater takes a thunderous hit, falls and suffers <i>track rash</i> besides. Roll for team 1-3 X 4-6 Z Check SKATER? Roll for length of injury: 1-2 (9 FAC) 3-4 (10 FAC) 5-6 (12 FAC) Put injured skater card in FAC, and she can return when her card appears.
52	Skater other than jammer) has to let opposing jammer get free at 20 feet line. →
53	Skater (other than jammer) has helmet design too similar to her team jammer. Roll for team 1-3 X 4-6 Z PENALTY
54	Skater jumps in air to block opposing skater. PENALTY (A) Roll for team 1-3 X 4-6 Z Check SKATER?
55	After hard fall, irate skater tries to choke opposing skater with her helmet straps. Game expulsion! Roll for team 1-3 X 4-6 Z Check SKATER?
56	Fallen skater flails legs as if she were making a snow angel and trips opposing skater. Game expulsion! Roll for team 1-3 X 4-6 Z Check SKATER?
61	One team brakes to create a gap over 10 feet between other team’s skaters in front. PENALTY (O) Roll for team 1-3 X 4-6 Z Check SKATER?
62	Skater cuts across part of infield. PENALTY (O) Roll for team 1-3 X 4-6 Z Check SKATER?
63	Fight breaks out on track as other skaters jump into <i>dog pile</i> . Two skaters expelled. Check SKATER? on next two FAC.
64	Ref signals a PENALTY for one jammer. Roll for team 1-3 X 4-6 Z Then the other jammer commits a PENALTY and must serve only the next 3 FAC. The first jammer serves only a 3 FAC and reenters the pack.
65	Skater gets PENALTY as she fouls out by getting seventh box trip, but she refuses to leave track. Insubordination called. Roll for team 1-3 X 4-6 Z Check SKATER? Roll 1d6 to see if she physically contacts referee during confrontation. 1-4 No contact 5-6 Pushes zebra in chest which gets her an immediate one-bout suspension not counting this bout. Teammate who plays same position must serve penalty time for entire jam at least. She cannot enter in same jam.
66	If in the last six minutes (18 FAC) of entire bout, a timeout is called by the trailing team. Coach rallies team with a “never give up speech.” Give the trailing team an extra * for all skaters for rest of bout.

WANT TO KNOW MORE ABOUT FLAT TRACK?

Check out <http://www.derbynewsnetwork.com/> for videos of tournament bouts, recaps, bout rosters, etc.

Go to <http://www.gothamgirlsrollerderby.com/> for a good example of a league site with archived videos of bouts, rosters, etc.

Go to <http://wftda.com/> for the standard rules, links to league sites, and even sheets to score bouts and keep stats on.

