

RDCL Ruleset	Rule number	Rule text	Question	RDCL Clarification	Date of clarification
2.5	2.7	Each team is allowed three (3), one (1) minute timeouts per game.	There is no specification for timeout modifications for tournament game play (games comprised of two quarters as specified in 2.2.4). What is the timeout limit for half games?	Tournament half games will allow 2 timeouts and 2 challenges per game. Limit of one timeout per half, and one challenge per half. An overturned challenge will use up on timeout, per 9.4.2.4.	5/20/2015
2.5	2.7.1	Each team is allowed three (3), one (1) minute timeouts per game.	Many leagues adhere to a "2 timeouts per half" requirement, but the rule does not specify this. Is this the limit?	Teams may take up to 3 timeouts per half if they so choose.	5/20/2015
2.5	3.6	Star passes	Scoring procedure with a dropped helmet cover if the helmet cover is dropped and then retrieved?	Jammer goes through initial pass with helmet cover on. Jammer makes it to her scoring pass, passes two (she scores those two), loses helmet cover and it falls to the track. Jammer passes next two opponents with no helmet cover (no points). She continues around the track, picks up the helmet cover where it was dropped and puts it on her helmet correctly, then passes four opponents. She scores those four points, making a total of six points for the jam. (See 3.6.5.2)	5/20/2015
2.5	3.6	Star passes	Jammer loses helmet cover, it falls on the track. Pivot picks up helmet cover from the track. What happens?	Pivot becomes Jammer (inactive) as soon as she picks up the Jammer helmet cover. She may become the active Jammer once she puts on the Jammer helmet cover correctly. The Pivot receives the penalty for picking up the helmet cover from the track (IP - 6.18.4.5.3) as a Jammer. The penalty follows the helmet cover.	5/20/2015
2.5	3.6	Star passes	Jammer throws the helmet cover to the Pivot. The helmet cover falls to the track. Pivot picks up helmet cover from the track. What happens?	The original Jammer who threw the helmet cover will receive an IP for an illegal pass as a Jammer (6.18.4.5.4). The Pivot, although becoming Jammer immediately, will receive the IP for the illegal pick up as a blocker to avoid double penalizing the Jammer (IP - 6.18.4.5.3).	5/20/2015
2.5	3.6	Star passes	Out of play or out of bounds Jammer passes star to in play Pivot. What happens?	The original Jammer will receive an IP for an illegal pass as the Jammer. The Pivot will receive an IP for the illegal pass (both players must be in play and in bounds for a star pass to occur), but Pivot is penalized as a blocker to avoid double penalizing the Jammer.	5/20/2015
2.5	6.8.1	Players may not grab or link with teammates' bodies, clothing, safety equipment or the hand rail to form a wall to block an opponent or impede their progress.	How do "grabbing" and "linking" apply when it involves the rail?	Linking the rail is measured by the same standard as linking with another player. Either "grabbing or linking" must be present and it is possible to link without grabbing (or grasping). A sliding hand isn't grabbing or a link (or grasping). If an elbow is over the rail and sliding, there is no link. If an elbow is over the rail and the skater grabs it with their arm, that's a link. If that grab lasts more than 1 second, they are eligible for a MB per 6.8.3.2.	5/20/2015
2.5	6.15.3.6	Current Jammer enters the infield to retrieve a dropped helmet cover.	Can a pivot enter the infield to retrieve a dropped helmet cover?	No, a pivot may not legally enter the infield without engagement to retrieve a dropped helmet cover without becoming eligible for the SB penalty.	5/20/2015
2.5	6.15.4.2	Skater on the infield skates more than twenty (20) feet, in one direction, on the infield or track, before re-establishing themselves as in bounds. This applies to both clockwise and counterclockwise skating.	What constitutes "skating" for this call?	Uncontrolled traveling, such as sliding, will not incur a penalty. An upright skater who skates more than 20 feet on the infield will incur a SB penalty. Skating is defined as: using your skates to move. This can include stepping in any direction, rolling, and pushing.	5/20/2015

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2.5	7.4.7	If a last jam is called off by a Lead Jammer before the quarter clock has expired, or the game goes into overtime due to a tied score, all subsequent jams will be played under the last jam provisions for penalties.	How do we make this transparent for the audience? Practice clarification.	During the jams occurring in the last minute of the game (LJ rules), the game clock will be stopped immediately at the end of the jam if there is time left on the clock. This is, effectively, the HR taking an official time out without signaling to the scoreboard because we always need an official time out to handle the points challenges between teams. This is done so that the audience and announcers know that there is still time on the game clock and we will be playing another jam by LJ rules.	5/20/2015
2.5	9.3.10	Jam resets	Can a challenge be called on a jam that has started and then reset?	Yes, the reset is essentially taking the game back to the time BEFORE the jam. This is a the appropriate time for a penalty challenge.	5/20/2015
2.5	9.4.3	A challenge may only be requested for events that transpired in the previous jam and must be requested before the next jam starts.	Practice clarification.	If a team calls for a time out and subsequently changes their mind to use a challenge, they may be charged with using a time out if they have exceeded 30 seconds before they change their mind. That means that if they lose the challenge, they could lose two time outs.  HRs will take into account whether or not the teams have all the penalty and points information they need to make a challenge in a timely manner and adjust their response accordingly. It ultimately falls on the HR to make this call, but the Games and Refs Committees are on the same page about this concept. (8/28/14 email to GC and refs)	5/20/2015
2.5	10.1	Safety personnel	If medical/safety personnel suggest a skater stops skating, but the skater and/or team would like them to continue, what happens?	The officials will defer to the medical expertise of medical staff on-site. If medical personnel recommend against a skater continuing to play, the referees and officials will not allow her to continue to skate.	5/20/2015
2.5	Glossary	Concealment	Definition.	When a skater holds the helmet cover, and/or places it in such a way that it is hidden from the direct line of sight of her opponents and the referees. The helmet cover does not need to be visible to the opponents and referees if the direct line of sight is blocked by skaters.	5/20/2015