



Raw Meat Vancouver WFTDA Rules Cupcake Challenge:

ANSWER KEY!

1. Q. What is the maximum amount of skaters a team can consist of?

A. 20

2. Q. Fill in the blank. If __ seconds or fewer remain on the period clock when a jam ends, there will not be another jam started for that period unless a timeout is called.

A. 30

3. Q. True or False. The official period clock stops between jams unless a time out is called.

A. False. The official period clock does not stop between jams unless a time out is called. The period clock stops during a timeout.

4. Q. What is the whistle signal for a Major Penalty?

A. One long

5. Q. What does it signify when a has player has a "C" on her uniform or arm?

A. She is the captain of her team.

6. Q. In addition to the arm/sleeve where else can players place their numbers during a bout?

A. Hip, Thigh and Helmet.

7. Q: How big should the number on a player's shirt be?

A: The print of the number should be at least four (4) inches tall, so that it is legible and large enough to be read by officials who are positioned anywhere within the track or on its boundary.

8. Q. True or false. Only players who are stepping and/or skating in the counter-clockwise direction may execute a block.

A. True. It is illegal to block while at a standstill and while moving in the clockwise direction - this includes positional blocking.

9. Q. Name all the legal blocking zones.

A. The arm from the shoulder to the elbow. The torso. The hips and body. The mid and upper thigh (including the inner portion)

10. Q. What kind of behavior involving forearms and hands will lead to expulsion?

A. Punching another skater. Pulling of the head, neck, or helmet. Choking by the helmet straps. Holding or pinning another skater to the ground. Shoving an opponent.

11. Q. What kind of penalty will the following move incur? Skating out of bounds in an attempt to avoid a block.

A. Minor

12. Q. What kind of penalty will the following move incur? A skater exiting the penalty box and re-entering the track in front of more than one pack skater.

A. Major

13. Q. What kind of penalty will the following move incur? Executing a block on an

opponent who is down.

A. Major

14. Q. What kind of penalty will the following move incur? Deliberate and excessive insubordination to a referee.

A. Expulsion

15. Q. If no one skater can be singled out to receive a minor or major penalty, who does it default to?

A. The pivot. If there is not a pivot it will go to the captain.

16. Q. What is the only piece of equipment that a player may remove once seated in the penalty box?

A. Mouth guard

17. Q. How many accumulated turns into the penalty box causes a player to be fouled out of the game?

A. Seven

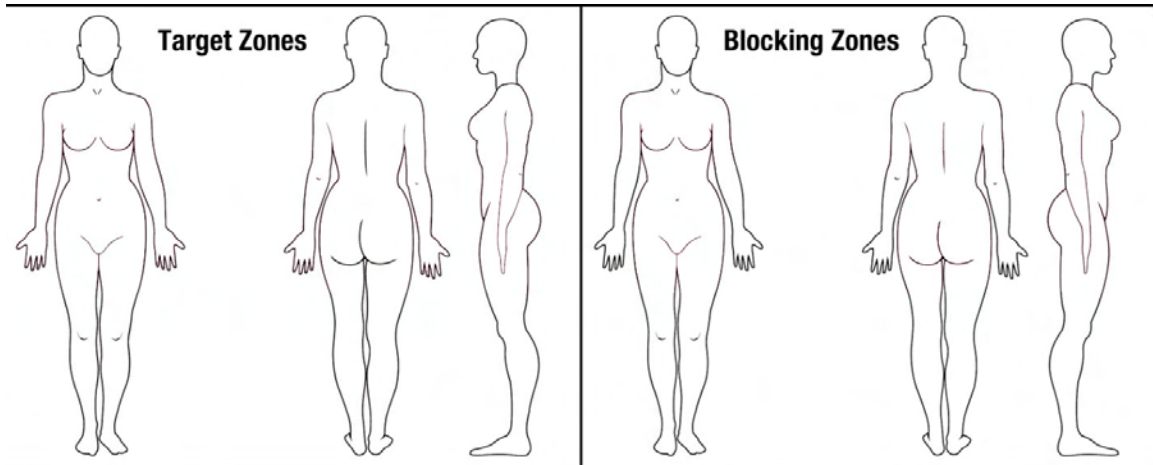
18. Q. True or False. A jammer does not earn points for passing any opposing players that have been knocked to the floor.

A. False. Points are earned when the jammer passes each opposing skater, including those who have been knocked to the floor or are out of play.

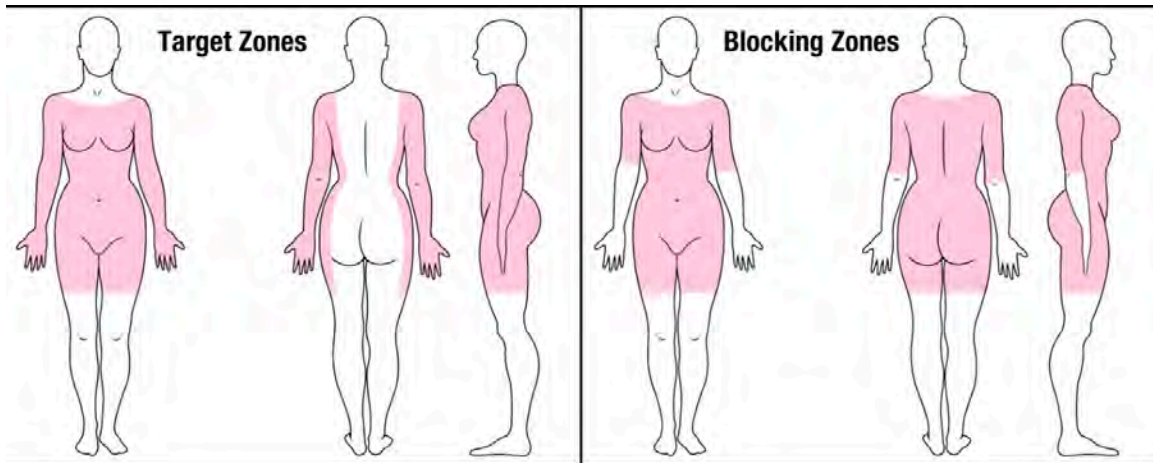
19. Q. What is the minimum number of skating referees allowed?

A. 3

20. Q: Shade in the target zones and blocking zones in the diagram below:



A:



21. Q: What is a pivot?

A: The Pivot is special subset of Blocker with the extra ability of receiving a star pass.

22. Q: When does a jammer begin scoring points on an overtime jam?

A: On her first pass through the pack.

23. Q: If a jammer begins the jam in the penalty box, is it still possible for her to become lead jammer?

A: Yes, provided the other jammer has not yet been declared lead jammer.

24. Q: If a jammer who is currently Lead Jammer “passes the star” to her pivot, does the pivot become Lead Jammer?

A: No. There will be no lead jammer for the remainder of the jam.

25. Q: If a lead jammer tries to pass the star and drops the helmet cover, can she skate backwards to pick it up?

A: No. A helmet cover may only be recovered in the normal course of counter clockwise skating.

26. Q: A skater is out-of-bounds and is returning to the track. At what point may the opposing team hit her?

A: An in bounds skater may actively block or hit a returning skater when any part of the returning skater's skate is touching any in bounds track territory. The returning skater has crossed the track boundary but remains out of bounds by definition as long as any part of her skates are still touching any out of bounds territory. However, by entering the track, she becomes a target and can be hit.

27. Q: A skater is in the air, and no part of her is touching the track. How would you determine if she is in or out of bounds?

A: If a skater jumps and ceases all contact with the ground, her prior in bounds/out of bounds status is maintained until contact with the ground re-establishes in bounds/out of bounds status.

28: A skater is skating counter-clockwise around the track, backwards. Can she block the opposing team?

A: Yes. Skaters may block and/or assist while facing any direction as long as they are moving in the counter-clockwise direction.