

## Summary of Contact Impact Considerations

No list of examples is ever complete. These are a few typical examples of the penalties you might call.

This is an overview of some penalty impact spectrum considerations for contact penalties. See the *WFTDA Rules*, *WFTDA Casebook*, and *WFTDA Officiating Cues* documents for much much more detail on these, including proper hand signals.

Contact penalty name and verbal cue	Why rules restrict or prohibit this contact	Considerations for game impact  A block (or assist, if applicable) is illegal if it meets any of these conditions	
Back block	Skaters cannot initiate a block to an opponent's back	<ul style="list-style-type: none"> <li>• Avoidable and forceful</li> <li>• Due to the illegal action, the initiator gained relative position</li> <li>• The opponent <ul style="list-style-type: none"> <li>◦ Went down</li> <li>◦ Went out of bounds/straddling</li> <li>◦ Otherwise lost relative position</li> </ul> </li> </ul>	These are target zone penalties. These are penalizable based on the effect on the target opponent. Sometimes that impact is safety.
High block	<p>Skaters cannot initiate a block to an opponent's head or neck.</p> <p>High blocks are potentially very dangerous, so they have a stricter set of guidelines regarding their impact.</p>	<ul style="list-style-type: none"> <li>• The contact was forceful (high blocks do not need to have other game impact to potentially be a penalty)</li> <li>• Due to the illegal action, the initiator gained relative position</li> <li>• The opponent <ul style="list-style-type: none"> <li>◦ Went down</li> <li>◦ Went out of bounds/straddling</li> <li>◦ Otherwise lost relative position</li> </ul> </li> </ul> <p><i>Note: Intentionally targeting the head for a block or using the head for an assist is a potential Misconduct penalty. Incidental or secondary contact to the head is not a penalty if it is not forceful and doesn't have impact.</i></p>	Refer to the WFTDA Rules for a diagram of where these illegal target zones start and stop on the skater's body.
Low block	Skaters cannot initiate a block to an opponent's legs	<ul style="list-style-type: none"> <li>• Due to the illegal action the initiator gained relative position</li> <li>• The opponent <ul style="list-style-type: none"> <li>◦ Went down</li> <li>◦ Went out of bounds/straddling</li> <li>◦ Otherwise lost relative position</li> </ul> </li> </ul> <p><i>Note: If the initiator is down due to a block and they "fall small," this is typically not a penalty. In addition, low blocks rarely result from normal skating motion.</i></p>	
Head block	Skaters cannot use their head or neck to	<p>These are the basic considerations for a blocking zone penalty</p> <ul style="list-style-type: none"> <li>• The target went significantly off balance</li> </ul>	These are called blocking zone

	initiate a block	<ul style="list-style-type: none"> <li>• The contact significantly altered an opponent's trajectory or speed</li> <li>• The contact allowed the Initiator to maintain an in-bounds position (that otherwise would not have been maintained)</li> <li>• The contact allowed the initiator to maintain an upright position (that otherwise would not have been maintained).</li> </ul> <p><i>Note: Head blocks have a couple additional considerations because blocks to and with the head have additional safety concerns including the impact on the initiator.</i></p> <ul style="list-style-type: none"> <li>• Was the contact forceful</li> <li>• Was the block or assist intentional</li> <li>• Was the opponent incapable of initiating a legal block due to the position of the head</li> </ul>	<p>penalties, and they are penalized based on the impact it has on the target or the initiator. Sometimes that impact is safety.</p> <p>Refer to the WFTDA Rules for a diagram of where these illegal blocking zones start and stop on the skater's body.</p>
Forearm	<p>Skaters cannot use their own elbow or forearm to initiate a block</p> <p><i>Note: forearms are not considered illegal blocking zones if they are held in tight and close to the initiator's body.</i></p>	<ul style="list-style-type: none"> <li>• The target went significantly off balance</li> <li>• The contact significantly altered an opponent's trajectory or speed</li> <li>• The contact allowed the Initiator to maintain an in-bounds position (that otherwise would not have been maintained)</li> <li>• The contact allowed the initiator to maintain an upright position (that otherwise would not have been maintained).</li> </ul> <p><i>Note: Forearms follow the same basic considerations as a high block, but doesn't include the more stringent additional safety considerations. This means that a forearm block can be forceful and intentional, but it will not be a penalty unless it otherwise has impact listed above.</i></p>	
Leg block	<p>Skaters cannot use their own leg below the mid-thigh to initiate a block</p>	<p><i>Note: Leg block follows similar considerations as forearms. These are pretty rare, since if the action meets the metrics of a leg block, it likely more appropriately meets the metrics of another penalty (like a low block), which likely would be called instead.</i></p>	
Illegal contact	<p>Skaters can only engage when they are in play</p>	<ul style="list-style-type: none"> <li>• A block is initiated to an opponent who is <ul style="list-style-type: none"> <li>◦ Out of bounds</li> <li>◦ Down</li> <li>◦ Out of play</li> </ul> </li> <li>• An assist is given to a teammate who is <ul style="list-style-type: none"> <li>◦ Out of bounds or straddling</li> <li>◦ Down</li> <li>◦ Out of play</li> </ul> </li> <li>• A block or assist is initiated when the initiator is themselves <ul style="list-style-type: none"> <li>◦ Out of bounds or straddling</li> <li>◦ Down</li> <li>◦ Out of play</li> <li>◦ Fully airborne</li> </ul> </li> </ul>	<p>These are other contact penalties</p>

		<ul style="list-style-type: none"> <li>○ Out of play due to currently being enroute to the penalty box</li> <li>● A block is initiated during the lineup period and <ul style="list-style-type: none"> <li>○ The opponent goes down, or</li> <li>○ The opponent loses an established position</li> </ul> </li> </ul> <p><i>Note: Helping a teammate stand up is never considered illegal. Also, blockers in queue (but not enroute) for the penalty box can fully participate in blocks and assists until the seat opens up in the box and the blocker is directed to the box by an official. Once directed off the track, they cannot initiate blocks or assists.</i></p>	
Direction	Skaters cannot initiate a block unless they are moving counterclockwise along the track	<ul style="list-style-type: none"> <li>● The opponent <ul style="list-style-type: none"> <li>○ Went down</li> <li>○ Went out of bounds</li> <li>○ Otherwise lost position</li> <li>○ Changed their trajectory</li> <li>○ Changed their speed</li> </ul> </li> <li>● The opponent lost an established position</li> </ul> <p><i>Note: Keep in mind the skater skating clockwise may not necessarily be the initiator.</i></p>	
Multiplayer	Teammates cannot create a link that prevents an opponent from moving	<ul style="list-style-type: none"> <li>● The link impenetrable, and</li> <li>● The opposing skater challenged the link, and</li> <li>● The linked skaters did not immediately unlink</li> </ul> <p><i>Note: All of these must be true to have impact.</i></p>	