

*SuperPivots* – Besides potentially becoming their team's jammer, a Pivot can potentially engage a superpower at the moment the jam starts. When the jam whistle sounds, if an active Pivot is fully on the track, not in queue, touching the Pivot line with their skates or a single hand (but not straddling the Pivot line), and is considered upright, the Pivot becomes a ***SuperPivot*** and can ***bend space time to manipulate and shrink the legal starting zone of blockers around them***. *SuperPivot* has the right to superior position advantage on all non-pivot blockers on the track at jam start. If the Pivot is considered down at jam start, their potential jam start superpowers are not activated.

- In addition to all other normal jam starting zone requirements, ALL non-Pivot blockers must be positioned behind any *SuperPivot*. ***This includes their own teammates***.
- If at the jam start whistle a blocker's hips is in front of a *SuperPivot*'s hips, this blocker should be given a False Start warning. If the blocker doesn't immediately yield the False Start advantage, then that is an Illegal Position penalty.
- As with any consideration of relative position, wheel location of an otherwise legally positioned blocker doesn't matter for determining who's in front of whom, it's the blocker's hips that matters.
- Pivots are only active Pivots at the jam start if they're properly ***wearing*** the Pivot cover, and only active Pivots can become a *SuperPivot*.
- The *SuperPivot* ability is only applicable at the moment of the jam start whistle.