

FISHNETS & BRUISES

THE GAME OF WOMEN'S FLAT-TRACK ROLLER DERBY

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1. GAME COMPONENTS

- A. 4 league charts, 1 each for divisions I, II, III (ranked leagues) & III (unranked leagues)
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A. THE LEAGUE CHARTS

Every team in the USA is represented on the league charts. Complete rosters are present, with the skaters arranged from top to bottom on the roster, sorted by their star power (a combination of scoring, blocking, and general ability to create exciting plays.) Each team is given a power rating, which ranges from 0 (worst) to 4 (best).

B. THE ACTION CARDS

Each card contains several entries, each of which will be described here. The entries, from top to bottom:

JAMMERS: This entry is read to determine the opposing jammers for each team before the jam starts. The entry will be an integer from 1-10. Cross-reference this number with the skaters numbers on the score sheet to select the team's jammer. A card is drawn for the visiting team, then the home team. (Unless a major penalty against a jammer is in effect).

THE JBLK ENTRY: This entry serves multiple purposes. It first adds flavor to the game by describing a key block against a jammer. The block description may be followed by an abbreviation or symbol. A description of these follows:

ELBOW, KICK, ETC: A JBLK entry that contains a block description and nothing more indicates that a lead jammer WILL be present during the jam. The lead jammer will be determined by 2 1-20 draws, explained in the “How to Play” section.

*****: A JBLK entry followed by an asterisk indicates that there will be NO lead jammer for this jam. The consequences of this result are that the jam cannot be called off.

+: A JBLK entry followed by a plus sign indicates that a lead jammer WILL be present, but at the end of the jam, the points scored by each jammer will be swapped. (If the lead jammer scores 3 points and jammer 2 scores 1 point, record 1 point for the lead jammer and 3 points for jammer 2.)

P: A JBLK entry followed by a “P” means that a minor penalty has occurred. There is no pause in the action, but another card is drawn to determine who suffers the penalty. (See the PENALTY entry, discussed later in this section.) Any player suffering her 4th minor penalty in the same period will be charged with a major penalty as soon as the 4th minor occurs.

MP: A JBLK entry followed by “MP” means that a major penalty has occurred. The action stops and a skater will be sent to the penalty box for 1 minute (5 cards). Another card is drawn to determine the penalized player. The same jammer for the non-penalized team remains on the track. During major penalties, the short-handed team may not make a JAMMER draw. Note that they may still score as the result of a “+” reading. No more than 2 players from a team may be in the penalty box at the same time. A jammer who scores at least 1 point on a jam in which the opponent is short-handed gets an additional point for each opposing skater in the penalty box.

FIGHT: This JBLK entry indicates that a fight has broken out between opposing players. See the “How to Play” section for a detailed explanation.

JAM CALLED OFF BY REF: This entry indicates that the referee has stopped the jam due to illegal jam formation. No points are awarded.

PS-H/PS-V: If a block description is followed by a PS-H or PS-V, the home (H) or visiting (V) jammer has “Passed the Star”, meaning they have passed the jammer helmet to another player. Draw another card and read the JAMMER entry to determine who now wears the jammer helmet. The star is successfully passed if the 1-20 entry on the JAMMER card is NOT a “20”. If the 1-20 entry is a 20, the skater for whom the helmet was intended cannot complete the transfer. No points may be scored by the star-passing team for the duration of the jam. If the pass is successful, the skater who passed the star will be credited with any points scored by the new jammer.

THE BLK ENTRY: This entry also serves multiple purposes. Depending on the result, a jammer may either score points or have a scoring attempt blocked. Other results are also possible. The BLK entries are:

SCORE: This indicates that the active jammer attempts to score points, having cleared the opponents block attempts. After a SCORE reading, the jammer's next reading will come from the appropriate POINTS entry. Some SCORE entries will be followed by an "A-[SHOVE/WHIP] #. (EX: A-WHIP 3): This means that an assist has occurred, and should be tallied on the score sheet if you are tracking stats. An assist may be either a whip or a shove. The assisting player is determined by cross-referencing the trailing number (3 in our example) with the player names/numbers on the score sheet.

ELBOW, FOREARM, ETC: If the BLK entry result indicates a description of an opponent's block action, the jammer fails to get past the blocker. Note that an active jammer gets 2 attempts to get past the opponent's blockers. If she fails on her 2nd attempt, she is no longer eligible to jam. A reading such as these will be followed by a number (EX: HIP-4). This would mean that the jammer was stopped from scoring by hip block thrown by defending skater #4. Refer to the score sheet to determine the name of the blocking player. If you are keeping stats, only the player who makes the 2nd block (which actually prevents the score) gets credit for a block on the score sheet.)

P, MP, FIGHT: Penalties and fights are handled with the same procedure as outlined in the JBLK section.

THE POINTS ENTRY: This entry simply gives the number of points scored by each jammer. An important attribute of the lead jammer is her ability to "call off the jam". As soon as the lead jammer has scored her first point(s), a card is drawn and a 1-100 result is read. If the result is EVEN (2, 16, 48, etc.), the jam has been called off. The opponent gets a score of 0 for the jam. There are 2 points entries, labeled 1 and 2. The lead jammer's points always come from the "1" entry. (Exception: See JBLK entry for "+" reading). If there is no lead jammer, the jammer who wins the initiative draw (See "How to Play") is considered jammer 1. Two cards (1 for each team) read 10+. If one of these is drawn, award 10 points to the active jammer, and draw a 1-100 result. Cross-reference the 1-100 number with the BONUS JAM POINTS table on the Extra Charts. Add the indicated number of points to the 10 that the jammer has already scored.

THE PENALTY ENTRY: This entry is read immediately after a JBLK or BLK entry includes a "P" or "MP". The result will indicate a team and player. (EX: H3). This would mean that the home player in the number 3 slot on the score sheet has been whistled for a penalty.

THE 1-100 ENTRY: This is simply an integer between 1 and 100. It is used in conjunction with the BONUS JAM POINTS table (described above) and to determine the type of major penalty given.

THE 1-20 ENTRY: This is simply an integer between 1 and 20. It is used in 2 instances:

- (1): To determine the lead jammer, or, if no lead jammer is present, to determine which jammer is considered to be “Jammer 1”.
- (2). To determine the result of a penalty wheel spin. (See “How to Play”)

C. THE SCORE SHEET

The score sheet is filled out before each match. There are spaces for the visiting team name and its power rating, the home team name and its power rating, 10 player names for each team, and a penalty wheel spinner for each team. To track the stats for a game, simply make tallies (hash marks) under the appropriate column for a given player. The columns are:

#: The player’s number. When a player number is refereed to on the action cards, find the matching number on the score sheet to determine who is involved.

NAME: Obviously, the name of the player. Only 10 players may be suited up for a game. The league charts have the rosters ready to play, with the most active and popular players arranged, top to bottom. You may simply enter the top 10 names, or, if you wish, create your own roster order.

JAMS: This column is used to track the number of jams in which a player participates. Simply make a hash mark each time a jammer is referenced on a JAMMER draw.

LD. JAM: This column is used to track the number of jams in which a player is the lead jammer. Make a hash mark here after a lead jammer initiative draw is made.

ASSTS: Used to track the number of assists credited to a player during the game.

BLKS: Used to track the number of blocks credited to a player during the game. Remember that a block is only credited on the 2nd successful BLOCK reading during a jam.

PEN: The number of minor penalties accumulated during the game by the player. Remember that on the 4th minor penalty of a period, a major penalty is assessed to the offending player.

M. PEN: The number of major penalties assessed to the player during the game.

LJ%: The percentage of the time the player was the lead jammer. Fill out this column at the end of the game. Divide the total of the LD. JAM column by the total of the JAMS column for each player.

TOTALS: Fill out at the end of the game. Simply obtain the sum of each individual column and enter the total.

PENALTY SPINNER: Enter the name of the player that you wish to spin the penalty wheel. This step is optional; see “How to Play” for details.

The score sheet has a section for each team, with each section containing the information explained above. At the bottom of the score sheet is the Score by Periods section. Enter the names of the 2 competing teams into the leftmost blanks (visiting team on top). At the end of each period, enter the cumulative score for the period into the appropriate box. For period timing and overtime info, refer to the “How to Play” section.

D. THE JAM SHEET

This sheet is used to track individual jammer performance for each period. Use of this sheet is optional. Enter the period number and team names and power ratings at the top of each jam sheet. There is room for 13 jams per period. For each jam, enter the jammer’s name on the top line. After the jam is completed, enter the points scored underneath the jammer name. Add the previous (if any) Cumulative score to the points scored in the current jam for each skater, and enter the cumulative total in the Cum. Score column.

E. THE EXTRA CHARTS

These 3 charts are used to determine:

- (1). The outcome of a penalty wheel spin
- (2). The cause of a major penalty
- (3). The number of bonus jam points awarded.

Each is explained in the “How to Play” section.

2. SETUP

Shuffle the action deck thoroughly. Select the 2 teams you wish to play against one another. Write the team names and their respective power ratings on the score sheet and (if used) the jam sheet. Enter the 10 players you wish to use onto the score sheet. As mentioned earlier, players are already ranked according to their “star power” on the league charts, but feel free to adjust the roster to your liking. Place the extra chart nearby for easy reference. Place the score sheet (and, optionally, the jam sheet) in front of you. A game is composed of 3 twenty minute periods. 1 trip through the action deck equals 1 period. (1 card is approximately 12 seconds of playing time.)

3. HOW TO PLAY

A. DETERMINING THE JAMMERS

Draw an action card for the visiting team and read the JAMMERS entry; the result will be a number. Find the name that corresponds to the number on the score sheet. This is the jammer that will participate for the visitors. Repeat the process for the home team.

2. THE JAM

Draw an action card, reading the JBLK entry. If the entry has no * or + next to it, draw an action card and read the 1-20 entry. Add this number to the visiting team’s power rating. Repeat the process for the home team. The jammer with the highest total is the lead jammer. If the modified entries are tied, the skater from the team with the highest power rating is the lead jammer. If the teams’ power ratings are equal and the initiative draw is tied, the home team skater is the lead jammer.

If the JBLK entry contains an asterisk (*), repeat the above procedure. There will be no lead jammer in these cases, however. The 2 jammers will be designated simply as jammer 1 (the one who wins the initiative draw) and jammer 2 (who loses the initiative draw.)

If the JBLK entry contains a plus sign (+), then treat as in the first scenario (determine a lead jammer). However, when determining the final points scored for the jam, reverse the totals. (i.e. give the lead jammer’s points to the non-lead jammer, and vice-versa.) If a JBLK reading results in s FIGHT, P, or MP reading, consult the fights and/or penalties sections discussed later in this section.

3. THE BLOCK

Draw an action card for the lead jammer, (or jammer 1, if no lead jammer) reading the BLK entry. If the result is a BLOCK, repeat for the non-lead jammer (or jammer 2). If the non-lead jammer draws a BLOCK, repeat the process. If either jammer draws another BLOCK, they are no longer eligible to score in this jam. It is possible that the jam may end with neither jammer scoring due to 4 consecutive BLOCK draws.

If the lead jammer's result is a SCORE entry, draw another card and read the "1" sub-entry on the POINTS entry. Record the number of points scored on the score sheet. If the 1-100 entry of the SCORE draw was an even number, the lead jammer calls off the jam; the opposing team scores 0 points for the jam. If the lead jammer's 1-100 entry on the SCORE draw was odd, he fails to call off the jam. Draw another BLK entry for the non-lead jammer. If the non-lead jammer's result is a SCORE entry, draw another card and read the "2" sub-entry on the POINTS entry. Record the number of points scored on the score sheet.

If there is no lead jammer (a JBLK result containing an asterisk (*)), the procedure is the same, except that jammer 1 cannot call off the jam.

4. SCORING

As points are scored, record them on the jam sheet. Remember to draw for any bonus points in the event of a 10+ point result. Additionally, record any assists made.

5. PENALTIES

If a minor penalty (P) occurs, continue with the jam. After the card that contains the penalty is drawn, immediately draw another card and read the PENALTY entry. This will tell you who committed the penalty. Tally this on the score sheet. Upon receiving her 4th minor penalty in a period, a skater suffers a major penalty.

Play stops on a major penalty (MP). Draw an action card as above to determine the guilty player. Start the jam over with the same jammers. The short-handed team may not participate in the jam. No new JAMMER reading is needed. Proceed directly to the BLK draw. The jamming (non-penalized) team gets 5 cards to score as many points as possible. 2 consecutive blocks by the defense end the jam and the penalty. Each time a POINTS reading is made, add a point to the jamming team's points scored (This reflects the player in the penalty box, who is being passed.)

If a player is called for a penalty that is already in the penalty box, add 1 to the resulting player number. (EX: If the home team player number 4 is serving a major penalty and a PENALTY draw reads H4, send H5 to the box. Use this same procedure if an assist is given to a scoring player.)

6. FIGHTS

If a FIGHT is called for, normal action immediately stops. Draw 2 cards, reading the PENALTY entry. This gives us the 2 fighting players. Draw a 1-20 action card for each (visitor first), adding the respective team power ratings to the result. The highest number wins the fight. If tied, they keep fighting. If tied again, teammates and refs intervene to break up the fight.

The winner of a 1 round fight gets the following bonus:

She is given a major penalty.

After leaving the penalty box:

She automatically is placed into the lead jammer position for the next jam. Draw a single JAMMER entry to determine her opponent. She receives an extra 2 points on her initiative draw.

The winner of a 2 round fight gets the following bonus:

She is given a major penalty.

After leaving the penalty box:

She also gets automatic lead jammer status. Any BLOCK entry she draws becomes a SCORE entry. She receives an extra 4-point bonus to her initiative draw.

If a 3 round fight (one that has to be broken up) happens, there are no bonuses awarded. Both players involved in the fight receive major penalties. (No short-handed situation occurs.)

7. THE PENALTY WHEEL

This feature of the game is optional. Some leagues use it and some do not. The choice is yours. If you choose to use the feature, designate a player from each team to be the penalty wheel spinner. (She will also participate in the events.) The penalty wheel is spun twice during the game: Once during the first intermission (visiting team spins) and once during the second intermission (home team spins). Add 1 point to the team whose skater wins the penalty event.

In the event of a tie, award the point to the team with the highest power rating. If power ratings are equal, award the point to the home team.

PENALY SPIN EVENTS AND INSTRUCTIONS

1. SHOOT THE DUCK

In this event, a skater from each team must attempt to glide along on 1 skate for the longest duration. Draw a 1-20 entry for the visitor, then the home skater. Add the corresponding team power ratings to each draw. Repeat 3 more times (a total of 8 cards will be drawn). The skater with the highest point total wins.

2. PILLOW FIGHT

Opposing skaters smack each other with pillows until one is knocked down. Draw a 1-20 entry for the visitor, then the home skater. Add the corresponding team power ratings to each draw. Compare the two totals. If one is at least 15 higher than the other, the higher one wins. Keep drawing pairs of cards until at least a 15-point differential is obtained.

3. ARM WRESTLING

Draw a 1-20 entry for the visitor, then the home skater. Add the corresponding team power ratings to each draw. Subtract the lower total from the higher. Repeat this process until one contestant has a 10 point lead in point margin. Example:

Round	Skater 1 Draws	Skater 2 Draws	Difference
1	3	6	Skater 2 up 3
2	7	6	Skater 2 up 1
3	16	9	Skater 1 up 6
4	10	3	Skater 1 wins (up 13)

4. SWORD FIGHT

Contestants attempt to knock the “sword” out of their opponent’s hands. Draw a 1-20 entry for the visitor, then the home skater. Add the corresponding team power ratings to each draw. If one is at least 15 higher than the other, the higher one wins. Keep drawing pairs of cards until at least a 15-point differential is obtained.

5. JOUSTING

Contestants attempt to knock one another down while skating with jousting poles. Draw a 1-20 entry for the visitor, then the home skater. Add the corresponding team power ratings to each draw. If one is at least 15 higher than the other, the higher one wins. Keep drawing pairs of cards until at least a 15-point differential is obtained.

6. TUG OF WAR

Contestants attempt to drag their opponent across a line by using a rope. Draw a 1-20 entry for the visitor, then the home skater. Add the corresponding team power ratings to each draw. Subtract the lower total from the higher. Repeat this process until one contestant has a 10 point lead in point margin. (See Arm Wrestling for example)

7. BACKWARDS RACE

Skaters race around the track backwards. Draw a 1-20 entry for the visitor, then the home skater. Add the corresponding team power ratings to each draw. Repeat 3 more times (a total of 8 cards will be drawn). The skater with the highest point total wins.

8. RADIO FLYER RACE

Contestants skate around the track, each pulling a member of the audience along in a wagon. Draw a 1-20 entry for the visitor, then the home skater. Add the corresponding team power ratings to each draw. Repeat 3 more times (a total of 8 cards will be drawn). The skater with the highest point total wins.

9. CROWD SPANKING TO NON-SPINNER

The player not spinning must suffer a mass spanking. She moves slowly along the rail as the audience members take shots at her backside with paddles. Award 1 point to the spinning player's team.

10. SPANKING TO SPINNER

Non-spinning skater is given a paddle and spanks the spinning player. Award 1 point to non-spinning player's team.

OTHER INFO

Should a game be tied at the end of regulation play (3 periods; 3 times through the action deck), a tie-breaking jam is conducted. Repeat until a winner is established.