

# Bay Area Derby

Oakland Outlaws



**VS**

San Francisco  
Rolling DEad



- 483 RIPLEY EFFECT
- 23 ERIS JORDAN (C)
- 29 SPILLER
- 4 RANDY
- 16 LUNA SHOVEGOOD
- 416 RAINBOW FITE
- 9 THUNDER THIGHS
- 411 SPEED READING (C)
- 55 EARTH QUAYKE
- 666 GRIM REEBA
- 9 JAGGED LITTLE KILL-ER
- 33 KO (KELLY O' KILLYA)
- 79 DETROIT DEMON
- 119 RANGER BRICK
- 97 BOBBIE

**BENCHSTAFF:**  
MYTH AMERICA  
SPIDER  
SMOTHER MARY

- 256 LEXISTENTIAL DREAD (C)
- 11 LEX KILLDERICH
- 212 XPRESS LANE JANE
- 404 BIG PERM
- 999 TARA BISHOP
- 911 AUNTIE VENOM-NOM
- 314 FLESH-EATING FLEM
- 408 DEGENERATE
- 69 THROB ZOMBIE
- 14 GRACEFUL DEAD
- 00 MILITIA
- 48 IDA FEASTON URBRAINZ
- 8 DUMPLING HEARSE
- 19 SLEIGHER MOON
- 54 MURDERBOT

**BENCHSTAFF:**  
KITTY KILLA (C)  
EMMA GETCHA

**ANNOUNCING STAFF: KATE SILVER & MERMAYHEM**

**JUNE 1, 2024 SEASON OPENER PROGRAM**

# THANK YOU SPONSORS!



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*Bay Area Derby*

**JUNE 1, 2024 SEASON OPENER PROGRAM**

**THANK YOU  
OFFICIALS &  
VOLUNTEERS!**



**SKATING OFFICIALS:**

HR/IPR - DANGER MUFFIN  
IPR- JSIDNEY VICIOUS  
JR - RHODES WARRIOR  
JR - NOAH FALLON  
OPR - DON SCORELEONE  
OPR - ANGRY OGRE  
OPR - FIBONACCO

**NON-SKATING OFFICIALS:**

HNSO - TOAD  
PBM - SPEED BUMP  
PBT - CHEWBACKOFFA  
PBT - GRUDGE JUDY  
SBO - TOAD  
SK - REX BLOCKER  
SK - ASYLUM  
EPLT - BRUISE ALMIGHTY  
EPLT - RACHEL SCARSON  
JT - BIT SHIFT, PLEASE



**MEDICS:**

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KIMFECTIOUS  
DARIEN  
MEGAN  
STALGIA GRIGG  
PAIN GRETSKY  
RINGO SCARR  
WRATH PUTINA  
MISS SLAMTHROPY  
SHRED ZEPPELIN  
PAPER CUT  
SYLVIA WRATH

MERMAYHEM  
KATE SILVER  
FRUIT LUPS  
STARBURST  
BUZZKILL  
SMAC N CHEESE  
TWINK LE TOES  
BOPPIN  
HIGH JINXX  
HELLO KILLY  
NEWT  
COSMIC SOLE  
BARBARIAN STREISAND  
BRUJA RHEA  
HARMAGEDON (STEVIE)  
SCARLIE CHAPLIN  
DOOMS-J  
ANDRA KO  
SMOTHER MARY  
COFFEE BEAN  
SMACK PEA  
IDICULOUS FUN

EMAIL [INFO@BAYAREADERBY.COM](mailto:INFO@BAYAREADERBY.COM) TO LEARN HOW TO GET INVOLVED!

*Bay Area Derby*

**JUNE 1, 2024 SEASON OPENER PROGRAM**

2024 SEASON

# Bay Area Derby

## 20 YEARS OF THRILLS

### Want to get involved?

- New to derby? [recklesscamp@bayareaderby.com](mailto:recklesscamp@bayareaderby.com)
- General Info - [info@bayareaderby.com](mailto:info@bayareaderby.com)
- Transfer Skaters - [join@bayareaderby.com](mailto:join@bayareaderby.com)
- Officials - [officials@bayareaderby.com](mailto:officials@bayareaderby.com)
- Sponsorship - [sponsorship@bayareaderby.com](mailto:sponsorship@bayareaderby.com)
- Volunteer at Events - [events@bayareaderby.com](mailto:events@bayareaderby.com)

### Teams



Richmond Memorial Auditorium  
403 Civic Center Plaza, Richmond, CA 94804

Find updated ticket information at [bayareaderby.com](http://bayareaderby.com)  
or email us at [info@bayareaderby.com](mailto:info@bayareaderby.com)

Photo by: Will Toft



2024 SEASON

# Bay Area Derby

## 20 YEARS OF THRILLS



OAKLAND  
OUTLAWS



SAN FRANCISCO  
ROLLING DEAD

JUNE 1ST | SEPTEMBER 14TH | OCTOBER 19TH

Richmond Memorial Auditorium  
403 Civic Center Plaza, Richmond, CA 94804



# ROLLER DERBY BASICS

Two 15-skater teams play two 30-minute periods. Each period consists of multiple "jams." Each jam is an opportunity for both teams to score points, and ends after 2 minutes or when the Lead Jammer calls off the jam.

It is legal for a skater to block opponents with their hips, rear, and shoulders. It is not legal to block to the back, to trip, elbow, or to back talk officials. Players committing illegal actions are penalized 30 seconds and their team plays short for that time.



**JAMMER** Jammers wear a star on their helmets and are the scoring players for each team. The Jammers attempt to pass the opponents as many times as possible by sprinting around the track and lapping the pack.



**BLOCKER** The Blockers are simultaneously focused on stopping the opposing Jammer from passing them and assisting their Jammer to pass the opposing team's Blockers. The pack is formed by the largest group of Blockers with players from each team on the track.



**PIVOT** The Pivot is the Blocker that wears the stripe on their head. They are the only Blocker that is allowed to accept a star pass from the Jammer, thus becoming the new Jammer and gaining the ability to score points.

## JAM START

Each team fields 4 Blockers and 1 Jammer. Blockers start anywhere between the Jammer Line and the Pivot Line, 30 feet (9.15 meters) away. Jammers start behind the Jammer Line. Play starts with a single whistle blast.

## FIRST PASS

During the first pass, the first Jammer to pass all skaters in the pack legally is Lead Jammer. Lead Jammer status is signaled by the officials blowing two short whistle blasts and pointing at the Lead Jammer.

## SECOND PASS

In subsequent passes, Jammers earn 1 point for each opposing player they pass legally. The opposing Blockers will try to stop the Jammer, while helping their own Jammer through the pack.

## KEY OFFICIATING SIGNALS



LEAD JAMMER

JAMMER CALL OFF

TRACK CUT PENALTY

MULTIPLAYER BLOCK

OUT OF PLAY WARNING

FOREARM PENALTY

## ABOUT WFTDA

The Women's Flat Track Derby Association (WFTDA) is the international governing body of roller derby representing more than 450 member leagues on 6 continents. The mission of the WFTDA is to govern and promote the sport of flat track roller derby and revolutionize the role of women in sports through the collective voice of its member leagues around the world. The WFTDA sets the international standards for rankings, rules, and competition each year and provides guidance and resources to the sport of flat track derby.

[WFTDA.COM/NEW](http://WFTDA.COM/NEW)








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# PENALTY QUICK REFEREN

RULES SECTION	VERBAL CUE(S)	CODE	HAND SIGNAL	RULES SECTION
<b>4.1.1</b> <b>Impact to an Illegal Target Zone</b>	<b>Back Block</b>	<b>B</b>		<b>4.1.4</b> <b>Multiplayer Blocks</b>
	<b>High Block</b>	<b>A</b>		<b>4.2.1</b> <b>Illegal Positioning</b>
	<b>Low Block</b>	<b>L</b>		
<b>4.1.2</b> <b>Impact with an Illegal Blocking Zone</b>	<b>Head Block</b>	<b>H</b>		<b>4.2.2</b> <b>Gaining Position</b>
	<b>Forearm</b>	<b>F</b>		<b>4.2.3</b> <b>Interfering with the Flow of the Game</b>
	<b>Leg Block</b>	<b>E</b>		
<b>4.1.3</b> <b>Other Illegal Contact</b>	<b>Illegal Contact</b> Including: Illegal Assist, Early Hit	<b>C</b>		<b>4.2.4</b> <b>Other Illegal Procedures</b>
	<b>Direction</b> Including: Stop Block	<b>D</b>		<b>4.3</b> <b>Penalties for Unsporting Conduct</b>



# QUICK REFERENCE GUIDE

RULES SECTION	VERBAL CUE(S)	CODE	HAND SIGNAL
<b>4.1.4 Multiplayer Blocks</b>	<b>Multiplayer</b>	<b>M</b>	
<b>4.2.1 Illegal Positioning</b>	<b>Illegal Position</b> Including: Destruction, Skating Out of Bounds, Failure to Reform, Failure to Return, Failure to Yield	<b>P</b>	
<b>4.2.2 Gaining Position</b>	<b>Cut</b> Including: Illegal Re-Entry	<b>X</b>	
<b>4.2.3 Interfering with the Flow of the Game</b>	<b>Interference</b> Including: Delay of Game	<b>N</b>	
<b>4.2.4 Other Illegal Procedures</b>	<b>Illegal Procedure</b> Including: Star Pass Violation, Star Pass Interference	<b>I</b>	
<b>4.3 Penalties for Unsporting Conduct</b>	<b>Misconduct</b> Including: Insubordination	<b>G</b>	