

JRDA Level 2 Rules Test

Last Updated October 2024

Instructions: Place a mark in the box for the correct answer. For questions with multiple answers, mark all that apply.
80% Required to PASS (16/20 correct questions)

Player Name: _____

Jersey Number: _____

1. The red team does not have a Jammer on the track or in the Penalty Box when the Jam starts. Should the red team's Captain be given a penalty?

- ☐ Yes ☐ No

2. The red team has their Jammer and two blockers in the Penalty Box. The white Jammer passes one red Blocker. How many points did they earn?

- ☐ A. 1 point ☐ C. 3 points
☐ B. 2 points ☐ D. 4 points

3. A player is given a penalty. They choose not to leave the track even after repeated calls. Should this player get another penalty?

- ☐ Yes ☐ No

4. May a player skate out of bounds to avoid a hit?

- ☐ Yes ☐ No

5. What happens if a Blocker stands in the Penalty Box 15 seconds into serving their penalty time without being told to do so?

- ☐ A. They receive an additional penalty ☐ C. They are released after 15 seconds of standing
☐ B. They are expelled ☐ D. The timer is paused until they sit down again

6. Who is able to call a Team Timeout? (Mark all that apply).

- ☐ A. Fouled-out Captain ☐ C. Designated Alternate / Coach wearing the 'A'
☐ B. Captain (not serving a penalty) ☐ D. Pivot (not serving a penalty)

7. A Jammer passes the Star to a Non-Pivot Blocker who does not immediately drop the Star. Which player is given a penalty?

- ☐ A. Jammer ☐ C. Non-Pivot Blocker
☐ B. Pivot ☐ D. Captain

8. May a player push through a wall leading with their helmet?

- ☐ Yes ☐ No

9. Red Jammer sits in the Penalty Box for 16 seconds. The white Jammer then sits in the Penalty Box and the red Jammer is released. How long does the white Jammer serve in the Penalty Box?

- ☐ A. 16 seconds ☐ C. 10 seconds
☐ B. 30 seconds ☐ D. 14 seconds

10. May a team use their Official Review as a Team Timeout?

- ☐ Yes ☐ No

11. When is a player considered penalized and no longer in play?

- ☐ A. When they leave the track ☐ C. When an Official calls the penalty
☐ B. When they enter the Penalty Box ☐ D. When they sit in the Penalty Box

Player Name: _____

Jersey Number: _____

12. Which parts of the body can you block another player with (Legal Blocking Zones)?

- ☐ A. Hands, upper arms, thighs
- ☐ B. Torso, upper arms, upper thighs
- ☐ C. Torso, entire arm, thighs
- ☐ D. Head, torso, upper arms, upper thighs

13. What should a player do when an Official has given them a False Start warning?

- ☐ A. Skate off of the track and go to the box
- ☐ B. Yield position to all players nearby, then resume gameplay
- ☐ C. Skate off of the track and return to their bench
- ☐ D. Continue gameplay as normal

14. Which of the following actions will cause a Blocker to be penalized? (Mark all that apply).

- ☐ A. Destroying the Pack
- ☐ B. Skating out of bounds to avoid a hit
- ☐ C. Skating out of bounds to address a skate/gear issue
- ☐ D. Picking up a Star helmet cover to prevent a Jammer from picking it up

15. A Blocker enters the track from the Penalty Box and is 30 feet behind the Pack. The Blocker gives a whip to help their Jammer. Who should receive a penalty for Illegal Contact?

- ☐ A. Blocker
- ☐ B. Jammer
- ☐ C. Both
- ☐ D. Neither

16. The white Pivot blocks the red Jammer off the track. The Jammer accidentally re-enters the track, then immediately leaves the track to enter behind the Pivot. Should the Jammer receive a penalty?

- ☐ Yes
- ☐ No

17. If a player enters or exits the Penalty Box and causes an NSO to move from their position to avoid being struck, can the NSOs give the player a penalty?

- ☐ Yes
- ☐ No

18. May Jammers make contact with the other team's Jammer outside of the Engagement Zone?

- ☐ Yes
- ☐ No

19. Distance between players is measured from what part of the body?

- ☐ A. Feet
- ☐ B. Heads
- ☐ C. Hips
- ☐ D. Arms

20. In a JRDA Skill Level 2 game, the white Pivot hits the red Jammer hard, shoulder-to-shoulder. What is the result?

- ☐ A. No penalty
- ☐ B. Cut penalty to red Jammer
- ☐ C. High Block penalty to white Pivot
- ☐ D. Hitting (Illegal Contact) penalty to white Pivot