

6.9: DIRECTION OF GAMEPLAY



Calls to listen for

"Clockwise Block"
"Stopped Block"
"Clockwise Assist"
"Stopped Assist"

Definition

'Direction of Gameplay' (DOGP) penalties are about your position on the track, the way you move on the track and which direction you move in.

What the rules say about Direction of Gameplay

- 'Skaters must be skating and/or stepping in the counter-clockwise direction when executing a block. Skaters may not ... skate clockwise when executing a block. Skaters may not block while stopped on the track. These illegal blocking techniques include positional blocking' – 6.9.1
- 'Skaters must be skating and/or stepping in the counter-clockwise direction when giving an assist. Skaters may not skate in the opposite direction of normal counter-clockwise game play (clockwise) when giving or receiving an assist. Skaters may not give assists to skating teammates while stopped on the track' – 6.9.2
- 'Skaters are permitted to skate clockwise on the track provided they do not block, assist or otherwise engage teammates or opponents' – 6.9.3
- 'Skaters are permitted to stop on the track provided they do not block, assist or otherwise engage teammates or opponents' – 6.9.4

Sample penalties

- No impact/no penalty: 'A skater coming to a stop as a result of giving an assist' – 6.9.10
- Minor penalty: 'A block by a stopped skater that forces the receiving opposing skater off balance, forward, and/or sideways, but does not cause her to lose her relative position' – 6.9.12
- Major penalty: 'A block by a stopped skater that forces the receiving opposing skater out of her established position. This includes forcing a skater down, out of bounds, or out of relative position' – 6.9.16

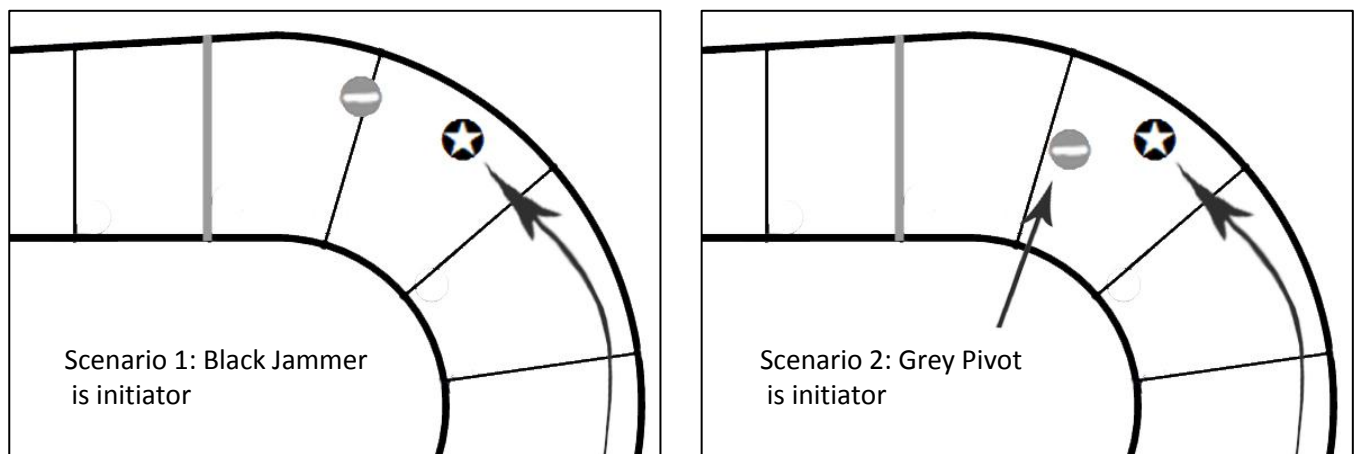
Working out who started it

Sometimes you will get a DOGP penalty which you don't understand, or you will think you've committed a penalty but not get called on it. To work out how this fits together, we need to look at one of the tools that referees use to work out who initiated a block.

1. Established position (EP). Your 'spot' on the track. This is used by referees to determine who initiates a block – ie. the person who moved from their established position is the initiator.
2. Established trajectory (ET). Your 'line' on the track. EP is the most important factor in judging intent but trajectory is the second most important, moving into someone else's line is initiating.

Basically this means if you stay in position and someone runs into you, they are the initiator. If you move out of position into someone else's line and they run into you, you are the initiator.

Or, as my esteemed colleague Noah Tall explained on Zebra Huddle, "if you are holding the outside line, and the jammer comes around and slams into your back, then that is a back block. If you are holding your position, and as the jammer comes around, you move to be in front of her and she slams into your back, that's your fault. It's not the jammer's fault you fell down; you should have hit her harder, or not attempted to positionally block her if you were not skilled enough to do so."



That being said, if you are standing still or moving clockwise on the track you are very likely to be called on a DOGP penalty. The only way to avoid them is to be constantly aware of what is happening on the track and respond to it as quickly as you can.

Drills

- **On skates box drill.** This drill will help with movement in all directions. Cones are set up in a large parallelogram (tilted square). Players spread out to the four corners. Step sideways along side 1 (top), skate/step backwards along side 2, walk sideways along side 3, and walk forwards along side 4. Drill can be done slowly or quickly.
- **Endless jammer, no blocking, queen of the track.** This drill will help with track awareness and communication. Blockers spread out around the track, disregarding pack requirements. Jammers come around track and blockers must avoid them. Blockers should communicate with each other constantly. Blockers who positionally block (don't get out of the way in time) will be pulled off the track, jammers who contact with blockers (don't avoid them in time) will be pulled off the track. When there are less than five blockers left on the track the game ends and roles are rotated.