



Test Season for WFTDA Implementation of Standardized Name Cues - Procedures

February 2026

Test Design

Duration and Implementation

WFTDA will assess the cues and associated procedures during sanctioned and regulation games and scrimmages from February 1, 2026 through June 15, 2026.

2026 WFTDA Postseason Tournaments, including WFTDA Championships, will use the existing Color-Number-Penalty cues.

Participants

Leagues and events may opt in voluntarily, and WFTDA asks that they commit to participating for the duration of the test period, and use the cues over multiple games and scrimmages. This suggestion is for the purpose of building familiarity and comfort using the new cues and procedures before making an assessment of the impact of the change. Participating leagues and events also commit to support officials during this time, and to provide early and clear communication of your participation.

Test Procedures

Test Registration and Assignment of Name Cues

The WFTDA will open a registration form for teams to join the Name Cues Test.

1. Interested leagues, teams, and events will register to participate in the test so that WFTDA can communicate with them throughout the test.
 - a. Teams are asked to provide recommendations for their name cues and what kind of events they plan to test.
 - b. Teams/leagues should consider how the suggested cue sounds when being called on the track and what other opponents they play who may have similar names.

2. WFTDA's Name Cues Panel will work with the team to create a primary and alternate name cue for use during the test.
 - a. Standardized Name Cues will be created based on league name, team name, uniform design, commonly used short names, in-region duplicates, etc.
 - b. Colors may not be part of Standardized Name Cues.
 - c. Numbers may not be part of the Standardized Name Cues.
3. The Panel will ensure that there are no duplicates with other participating teams (both phonetically and in written form) and that the name cue makes sense.
 - a. A list of participating teams and their associated name cues will be publicly published and provided to the WFTDA Sanctioning Committee.
4. The cue may be changed if there is an issue with the cue found during the test period.

Game and Tournament Sanctioning

1. Sanctioning will occur per the usual process. Participating teams should confirm with their opponent(s) that they also would like to participate in the test before the decision is made to use the test cues.
 - a. There is no requirement for opponents of teams participating in the test to also participate in the test.
 - b. There is no requirement for teams participating in a participating event (tournament) to continue to participate in the test after the event.
2. The task force will work with the WFTDA Sanctioning Committee to monitor for any games from participating leagues.
3. Prior to the game, the Task Force will contact both team captains and the officiating contact provided to make sure all participants are aware of the test and to confirm the cues to be used in the game.
 - a. The task force will ensure that name cues are assigned to both teams.

- b. In the event that two teams scheduled to play have name cues that are too similar, the task force will work with the teams and may choose alternative cues for the duration of the game.
- c. If needed, uniform colors may be used for one or both team(s).
- d. If a non-English team identifier is used, phonetic pronunciation will be provided to all participating teams and officials.

Game Play

1. During the pre-game meeting, the Head Officials should confirm the team identifiers that will be used for verbal cues during the game.
2. The Scoreboard (whenever possible) and Penalty Box Whiteboard should display each team's Standardized Name Cue.
 - a. Note: Placards or tape with the Standardized Team Name Cues displayed are recommended for the back of penalty box chairs as a visual reference.
 - b. Officials may also elect to add the cues elsewhere, such as taping them to clipboards, tabletops, or wristguards.
 - c. It is recommended that teams display their Name Cue somewhere on their person, for example taping it on their helmet.
 - d. When referring to a team, assessing a penalty, or addressing a player directly (e.g., in the penalty box) officials will use the Standardized Team Name instead of uniform color for verbal cues.

Examples:

- "Team Name Cue - Number - Penalty"
 - "Team Name Cue - Number - Stand / Done"
 - "Team Name Cue - Number - Report to the Box"
 - "Timeout - Team Name Cue"
3. If uniform color cues are used mistakenly, players are encouraged to leave the track if they know they are being penalized.
 - a. Players should not be assessed additional penalties for failure to leave the track unless the correct team identifier is used.

4. For the purpose of the test, you may complete the WFTDA StatsBook indicating both the color and the name cue used in the game. This is not a requirement for sanctioning, and is just helpful for recording the cues that were used.
5. Head Officials have the authority to revert to using uniform color cues during a game if using the team name cues is jeopardizing the integrity of the event / officiating.
 - a. Slight delays in calls and occasional mis-cues (e.g., using uniform color) are to be expected during adjustment and do not warrant protocol abandonment.
 - b. If the protocol is abandoned, the reasons why and the time of game when this occurred should be noted in the post-event survey.

Post Game Surveys

1. WFTDA's Name Cues Panel will send all participating teams and Head Officials a [post-event survey](#) by the Task Force within 24 hours after the event. Leagues should make this survey available to everyone participating in the test event.
2. The intention of the survey is to:
 - i. Capture feedback from Skaters, Officials, and league leadership.
 - ii. Assess clarity, efficiency, and inclusivity of calls.
 - iii. Identify challenges or points of confusion.
 - iv. Collect suggestions for refinement before considering full adoption.
- b. Coaches may disseminate the survey to team members and answer on behalf of the team, but individual Skaters are also invited to provide their own perspectives in the survey.
- c. Head Officials may answer on their own behalf, and should also disseminate the survey to their officiating staff so they can offer their individual perspectives.

Test participants are encouraged to use their cues throughout the test season and to provide feedback on use of the cues via the post-event survey.