

# WFTDA OFFICIATING STANDARDIZED PRACTICES

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The processes and practices outlined in this document represent current standards for WFTDA regulation and sanctioned play including all WFTDA Tournament play. See the *WFTDA Official Hand Signals* and the *WFTDA Officiating Verbal Cues* for a description of any hand signals and verbal cues and their appropriate usage.

## SKATING OFFICIALS

### ALL POSITIONS

- All Referees are responsible for calling penalties that they are in position to see, regardless of the team or position of the Skater. (See Non-Skating Officials section below about NSOs calling penalties)
- When the jam is called off, all Pack Referees will echo the jam-ending whistles and hand signals. Jammer Referees should only use the calloff hand signal if their Jammer has called off the jam.
- If there is a penalty before the jam-start whistle, a Referee will signal the Skater off the track following the penalty procedure, but without blowing their whistle. The whistle might cause the jam to incorrectly start or other confusion.
- When a team has only one Skater remaining on the track and that Skater commits a penalty, the Referee calling the penalty will communicate the penalty to the last Blocker using the appropriate verbal cues, in order to make sure the Blocker remains on the track. When another Blocker of the same team returns to the pack and there is a seat available in the Penalty Box, a Referee will then signal the Skater to the Penalty Box. (See *Section 6.2.2.2.3*)
- For complex situations, there is a hierarchy based on the following penalty categories to prioritize the way an action should be recorded (Example: forearms to the back should be recorded as a Back Block penalty):
  1. Gross Misconduct/Misconduct
  2. Blocking to the Head/Blocking with the Head
  3. Position on the Track (Out of Play, Out of Bounds, Direction of Game Play)
  4. Illegal Target Zone
  5. Illegal Blocking Zone
  6. All other noncontact penalties (such as Cutting, Skating Out of Bounds, Illegal Procedures, Insubordination)

## Position-Specific

### Head Referee (HR)

- The Head Referee (HR) will be positioned on the inside of the track as a front or back Inside Pack Referee.
- Before the beginning of the second period, the HR and the Penalty Box Official will identify any Skaters who still have time to serve that are not seated in the Penalty Box in the correct position. If any Skaters did not self report, the HR will direct the missing Skaters to report before play can begin.
- If the HR expels a Skater during a jam, the HR will leave the pack and go to the Penalty Box to inform the Skater that they must leave the track for the remainder of the game, as described in *The Rules of Flat Track Roller Derby*.
- If the HR does not empower the Penalty Box Officials and/or Jam Timer to call penalties, HR should inform both team captains and the other Officials before the game starts.

### Inside Pack Referees (IPR)

- The Inside Pack Referee (IPR) works with the Head Referee on pack definition.
- The IPR will take a front or back position pending on which position the Head Referee chooses to take.
- The IPR should try and provide information to the Jammer Referees with regard to the other Jammer status. (Examples: Jammer was sent to the box, lead status, entered behind or in front of the other Jammer.) This communication should be secondary to calling any infractions that occur.

### Jammer Referees (JR)

- Jammer Referees (JRs) should be able to visually check with the Scorekeeper (SK) and verify the score reported without losing main focus on the Jammer.
- JRs will wear colorcoded armbands or wristbands to designate the team to which they are currently assigned. JR helmet covers or other team indicators may be worn, but not to the exclusion of wristbands or armbands.

### Outside Pack Referees (OPR)

- Three skating Outside Pack Referees (OPRs) enable the Referees to maintain a constant eye on the pack and consistent coverage.
- OPRs need to be adaptable to switching between the different rotations below based on gameplay, and may need to switch within a given jam, or between jams.

### Sectional OPR

In certain situations it may be beneficial to place all three OPRs on the pack. This approach is effective in situations such as stop-and-start game play, as there is no resetting required. The sectional rotation allows individual OPRs to focus on core penalty groups according to their positions, such as positioning themselves in front

of or behind walls to assess multiplayer blocks, legality of contact, and loss/gain of relative position.

**Front OPR:** The Front OPR should always be prepared for the pack speed to increase and adjust their position accordingly to be in front of the foremost Blocker. When a Jammer(s) exits the pack, the Front OPR should stay slightly in front of the foremost opposing Blocker in order to give information to the respective Jammer Referee.

**Middle OPR:** The Middle OPR needs to anticipate the action within the pack and make adjustments to their position accordingly. Middle OPR must be aware of the position of the Front & Rear OPRs and may need to communicate to the other OPRs to drop back or move up. Middle OPR must also know when the Rear OPR has switched into Fluid Half-Lap Rotation and dropped off where needed.

**Rear OPR:** This Rear OPR should be slightly behind the pack during normal play. Rear OPR should position themselves to be even with or slightly in front of the rear of the pack if the Middle OPR has moved to be more with the front of the pack. The Rear OPR is one who makes the decision to stay in Sectional or switch to Fluid Half-Lap based on game play and should be ready to drop off if the speed of the pack makes it difficult for any of the three OPRs to maintain their position with the pack.

### **Fluid Half-Lap OPR**

Referee positioning should start at Turn 1, Turn 4, and in the straightaway between those turns. These positions can be adjusted based on the starting position of the pack. Turnaround areas for OPRs are Turns 1-2 and Turns 3-4. As the pack starts, the foremost Referee will move forward and use Turns 3-4 as their first turnaround area. The second Referee will move forward and use Turns 1-2 as their first turnaround area. The rearmost Referee will be considered to be already at their turnaround area and will move back to Turn 3 to look at the pack coming down the straightaway from there.

During the jam, Referees reaching a turnaround area will go far enough in that turn to see down the outside line of the upcoming straightaway. As the pack moves away from them, Referees will back up to the start of the turn and watch the pack come down the previous straightaway.

For example, a Referee reaching Turn 4 will complete most of the turn and watch the pack go down the straightaway connecting Turns 4 and 1. They will then double back to Turn 3 and watch the pack approach them in the straightaway between Turns 2 and 3. The Referee then starts to skate along with the pack, beginning another half lap towards Turns 1-2.

# NON-SKATING OFFICIALS (NSOS)

## ALL POSITIONS

- When issuing a penalty, the NSO will signal the penalty to the Skater using the proper hand signal and verbal cue.
- The NSO should not whistle the penalty.

## POSITION-SPECIFIC

### Head Non-Skating Official (HNSO)

- An Official must be appointed as the Head NSO (HNSO). This Official will oversee the Non-Skating Officials crew and ensure its proper performance.
- The HNSO will ensure that the paperwork has been properly populated prior to the game. The HNSO will oversee the distribution and retrieval of the paperwork before and after the game.

### Penalty Tracker (PT)

- The Officiating crew will use one Penalty Tracker (PT) and, optionally, a Penalty Wrangler (PW) whose duty will be to help the PT.
- If an incorrect or nonexistent number is reported, the PT (PW or Inside Whiteboard Operator (IWB), if used) needs to check in with the appropriate Official (or the HR) in between jams.
- If a Skater reports to the box and no penalty has been reported, the PT (or PW, if used) should check with the Referees during the jam, if gameplay allows it, or at the end of the jam. If it is fully confirmed that no penalty was called on the Skater, they should be released from the Penalty Box.
- The jam in which the penalty occurred should be recorded on the Penalties sheet, regardless of the jam in which the penalty is served.
- If a Skater incurs a penalty between two jams, then the jam number of the jam in which the Skater was participating should be used. For example, a late Blocker hit would be recorded in the previous jam, whereas an Illegal Engagement while lining up for a jam would be reported for the upcoming jam.
- Any Delay of Game penalties should be recorded for the upcoming jam, which is the jam that is being delayed to issue the penalty. If a Delay of Game penalty is not assessed prior to the start of a jam (such as for a queued Skater failing to be on the track), the penalty should be assessed and recorded in the following jam.

### Penalty Box Officials

- Penalty Box Timers (PBT) and the Penalty Box Manager (PBM) should not sit or stand in any location in which they may be confused with a Skater serving a penalty.
- All communication to Skaters must be accompanied by the appropriate hand signal and verbal cue.

- The Penalty Box will have a Penalty Box Whiteboard (PBWB) that is split down the center by color (informally known as the "queue board"). If the teams swap benches at halftime, the colors on the PBWB will also be swapped at halftime.
- When a Skater enters the box, a Penalty Box Official will signal the appropriate side and/or seat.
- If a Skater refuses to stand, the Penalty Box Official, using the appropriate verbal cue, will inform the Skater that the remaining penalty time will not be timed until they stand.
- If a Skater sits in the Penalty Box between jams, they are considered to have sat in the upcoming jam.
- When a Skater arrives at the Penalty Box but there is no seat available for them, a Penalty Box Official will signal to the Skater that the Penalty Box is full with the appropriate hand signal and verbal cue. The PBM must note the position, color and number of the Skater on the PBWB.
- All Skaters in the queue for the Penalty Box should be listed on the PBWB. The first Skater to physically enter the box should be the one to sit. Remaining Skaters stay in queue until another seat has opened.
- When a Skater has time to serve, a Penalty Box Official displays the Skater's number on the appropriate side of the PBWB. During a jam in progress, the PBWB should be held up visibly as soon as an open seat in the box is available for the Skater(s) in queue. If a Skater remains in the queue between jams, the Penalty Box Official should hold up the PBWB for the entire 30 seconds between jams to communicate to the Referees which Skaters are in the Penalty Box queue.
- If the second Jammer arrives in the Penalty Box between jams while the first Jammer is still penalized, the PBM will instruct the first Jammer to stand but not leave the Penalty Box. The first Jammer must start the jam from within the Penalty Box.
- A Penalty Box Official should answer a Skater or bench staff when they ask how much penalty time is remaining, within reason, if doing so does not disrupt the Penalty Box Official's primary duties.
- As long as the Skater is touching the floor within the boundaries of the furthest forward edge of the Penalty Box (the "Point of No Return"), they are still considered to be in the box, and need not skate around to enter the box. The boundary line is to be considered "in." While the "Point of No Return" line may not physically extend onto the track, it is considered to extend through the track, and a Skater who passes that line on the track and skates clockwise to enter the Penalty Box should be instructed to skate around. The Penalty Box Official should use the appropriate verbal cue along with the corresponding hand signal.
- If a skater fouls out during a jam, they should sit in the Penalty Box to serve their time. Once the verbal cue to Stand is given, the Skater should be moved to an area in or near the Penalty Box that is not blocking any chairs or Skaters entering/exiting the box. The skaters will wait in this area until the end of the jam. If that skater's team does not take an Official Review, nor is an Official Timeout taken, the PBM or PBT should inform the Skater they are allowed to retrieve any personal items from their bench and then must leave the bench area and cannot return.
- At the end of a jam, if a Skater has fouled out and still has time remaining, the Penalty Box Official or another Official needs to inform that team's bench that a substitute Skater

is needed to serve the remaining penalty time. An Official Timeout may be taken by the Penalty Box Official if the substituting Skater has not entered the Penalty Box during the line-up time. Their timing will proceed as usual once they are seated.

- At the end of the first period, the Penalty Box Officials will note the position, color, number and amount of time remaining to serve before releasing the Skaters. Before the beginning of the second period, the HR and the Penalty Box Official will identify any Skaters who still have time to serve who are not seated in the Penalty Box in the correct position.
- If not timing a penalty for any reason (Skater is not sitting, Skater entered the Penalty Box from the wrong direction, etc.), the Penalty Box Official should inform the Skater using the appropriate hand signals and verbal cues.
- For any penalty occurring in the Penalty Box, the PBM should write the Skater's number on the PBWB with the correct penalty code underneath that number. The PBM should circle the code to show that the Penalty Box Official is making the call. If the Penalty Box Officials are not authorized to make penalty calls or not authorized to make certain calls, the Penalty Box Officials should not circle the penalty code to signal that a Referee is needed to issue the penalty.

### **Jam Timer (JT)**

- The Jam Timer (JT) is stationed on the inside of the track where they can be seen and heard by both the pack and the Jammers, without being in any Referee's way.
- Five seconds before the beginning of the jam, the JT will raise their open hand in the air while using the appropriate verbal cue. Once the jam-starting whistle is blown, the JT will point to the area on the track in front of the foremost Blocker in the pack until all Skaters appear to understand that the jam has begun.
- Once two minutes have elapsed, the JT should sound four short whistle blasts and use the corresponding hand signal for the end of the jam. If the jam is called off for any other reason, the JT should still echo the Referee whistles, but no hand signal will be used.
- When a Referee signals for an Official Timeout, the JT should immediately signal four short whistle blasts, stop the Period Clock, and get in position in front of the Pivot Line. The JT must also use the corresponding hand signal for an Official Timeout.
- During Official Reviews, the JT should stand on the Pivot Line and alternate between the Official Review hand signal and pointing, with both arms, to the bench of the team using their Official Review. When the JT is pointing to the team bench, it should be clear from anywhere in the audience which team initiated the Official Review.
- If the Captain or their Designated Alternate signals for a timeout, the Official should first confirm that the team has a timeout remaining. Then the JT (or the first Referee to see the signal) calls the timeout by sounding four short whistle blasts. The JT stops the Period Clock and signals to the Scoreboard Operator (SO) that a timeout has occurred. The JT should indicate if the timeout is a team timeout, a team Official Review, or an Official Timeout by using the corresponding hand signal. If required, the JT should correct the visible Period Clock as needed during the timeout.
- The end of any timeout will be signaled by one rolling/swooping whistle blast.
- If the 30 seconds are about to expire without the Officials in position, the JT is empowered to call an Official Timeout.

- If the JT is empowered to call Delay of Game penalties, they should check the Penalty Box during the 30 seconds to see if a Skater is in queue. If that Skater is not on the track at the 29.9 second mark, the JT should call an Official Time Out. They should then make the penalty call with the proper verbal cue and hand signal.

### **Scorekeeper (SK)**

- The Scorekeeper (SK) should doublecheck their score during every timeout.
- SK should verbally communicate the points scored to the Scoreboard Operator (SO) after each pass. At the end of each jam, the SK should confirm the total score of their team with the SO.
- The SK will visually signal back the exact score for the pass that the Jammer Referee signaled. The Scorekeeper maintains the ability to make eye contact instantaneously, and be signaling the score received until the Jammer Referee verifies it. If the JR cannot verify, the SK should hold the signal until the Jammer reenters the Engagement Zone.

### **Scoreboard Operator (SO)**

- The Scoreboard Operator (SO) will update the score on the scoreboard for each pass, as per the score from the SKs. At the end each jam, the SO should verbally confirm the Official Score with both SKs.
- The SO will collaborate with the SKs to ensure that the Official Score is accurate per the current rule set.
- If the Official Score is in error, the SO will immediately update the score to be correct, if legally able to do so.
- The SO should make visual contact with the JT at the start of each jam and during timeouts to see if the Official Period Clock may need adjustment.

### **Inside Whiteboard (IWB)(OPTIONAL)**

- The IWB should be placed at the center of the track between the Pivot and Jammer Lines, visible to the team benches.
- Skater numbers should be listed on the IWB in alphanumeric order . The order of characters will start first with 0-9. (Example: 1, 11, 2, 208, 21, 4, 9, etc.) Skater names are not required.
- Penalties will be represented by the penalty code for the infraction (e.g., "X" for Cutting, "B" for Back Block, etc.), per the codes listed on the Penalty Tracking sheet.
- The IWB will indicate that a Skater has served their penalty. As each Skater sits in the Penalty Box to serve their penalty, the IWB Operator will place a small dot underneath the penalty code to denote that the Skater has sat for that penalty.
- The IWB must show a visible record of remaining team timeouts and team Official Reviews.
- The IWB Operator should be positioned where they can receive penalties from the Penalty Tracker to record on the IWB. They should also assist the Penalty Tracker in picking up any penalties that may be missed.

# APPENDIX A - ELECTRONIC PENALTY COMMUNICATION

Standard Practices for games using electronic systems to replace the Inside Whiteboard.

- The Electronic Penalty Communication system may be used in conjunction with other electronic systems to capture and present game data. The Electronic Penalty Communication system must meet the standards listed in this section.
- The system must be made available for the teams to monitor their penalties. There is no specific location that is required for this monitoring, other than the information be available to the teams within their bench area.
- The Penalty System Operator should be positioned where they can receive penalties from the Penalty Tracker to input into the system. They should also assist the Penalty Tracker in picking up any penalties that may be missed.
- Teams will have access to the system to monitor their penalties. The penalties will be available in real time through a device (such as a laptop, mobile device or monitor) in or easily visible from the team bench area.
- Skater numbers should be listed in an alphanumeric order. The order of characters will start first 0-9. (Example: 1, 11, 2, 208, 21, 4, 9, etc.) Numbers are the only Skater identification needed. Names are not needed.
- Penalties will be represented by the penalty code for the infraction (e.g., "X" for Cutting, "B" for Back Block, etc.), per the codes listed on the Penalty Tracking sheet.
- If the penalty is not heard, there may be an "unknown" penalty code used temporarily to record a penalty trip until the correct penalty can be confirmed.
- As each Skater sits in the Penalty Box to serve their penalty, make an annotation near the penalty code to denote that the Skater has served that penalty.
- The system must keep a record of team timeouts and team Official Reviews. The scoreboard will display the number of timeouts and Official Reviews remaining for each team.

