

# WFTDA OFFICIATING VERBAL CUES

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The section and number references listed with each verbal cue correspond to the Sections in *The Rules of Flat Track Roller Derby*. Whenever the use of hand signals is indicated, see the *WFTDA Official Hand Signals* for a description of these signals and their appropriate usage.

## PENALTIES

### VERBAL CUE: "TEAM COLOR, SKATER NUMBER, PENALTY TYPE"

**Description:** As per Section 8.2.5.2, Officials should announce and report Skater penalties exclusively by the Skater's team color and uniform number, followed by the type of penalty committed. Skater numbers should be reported as single digits.

**Example announcement for Gold #82:** "Gold, eight-two, Out of Play Block"

### VERBAL CUE: PENALTY TYPES

**Description:** As part of the penalty reporting verbal cue listed above, Officials are required to verbally announce the penalty type. Below is the list of approved verbal announcements for each of the penalty categories listed in *Section 5*.

- 5.1 - Blocking to the Back: "Back Block"
- 5.2 - Blocking to the Head/High Blocking: "High Block"
- 5.3 - Low Blocking: "Low Block"
- 5.4 - Use of Elbows: "Elbows"
- 5.5 - Use of Forearms and Hands: "Forearms"
- 5.6 - Blocking with the Head: "Blocking with the Head"
- 5.7 - Multi-Player Blocks: "Multi-Player Block"
- 5.8 - Out of Bounds penalties: See "Penalties with Multiple Infractions" below.
- 5.9 - Direction of Game Play penalties: See "Penalties with Multiple Infractions" below.
- 5.10 - Out of Play penalties: See "Penalties with Multiple Infractions" below.
- 5.11 - Cutting the Track: "Cutting"
- 5.12 - Skating Out of Bounds: "Skating Out of Bounds"
- 5.13 - Illegal Procedures: See "Penalties with Multiple Infractions" below.
- 5.14 - Insubordination: "Insubordination"
- 5.15 - Delay of Game: "Delay of Game"
- 5.16 - Misconduct/Gross Misconduct: See "Penalties with Multiple Infractions" below.

## **VERBAL CUE: PENALTIES WITH MULTIPLE INFRACTIONS**

**Description:** A few penalty categories have multiple infractions listed under a single heading. In order to communicate to Skaters more specifically which infraction has been committed, Officials should use the following list of verbal cues rather than the penalty category header. The appropriate hand signal should still be used as matched with the penalty category.

### **Out of Bounds Penalties**

- "Out of Bounds Block" (See Sections 5.8.15, 5.8.16, 5.8.17, 5.8.18)
- "Out of Bounds Assist" (See Section 5.8.19)

### **Direction of Gameplay Penalties**

- "Stopped Block" (See Sections 5.9.17, 5.9.21)
- "Clockwise Block" (See Sections 5.9.18, 5.9.21)
- "Clockwise Assist" (See Section 5.9.19)
- "Stopped Assist" (See Section 5.9.20)

### **Out of Play Penalties**

- "Failure to Return" (See Section 5.10.11)
- "Failure to Reform" (See Sections 5.10.12, 5.10.13)
- "Illegal Return" (See Sections 5.10.14, 5.10.15)
- "Out of Play Block" (See Sections 5.10.16, 5.10.17)
- "Destroying the Pack" (See Section 5.10.18)
- "Out of Play Assist" (See Section 5.10.19)

### **Illegal Procedures**

- "Failure to Yield" (See Section 5.13.7)
- "Illegal Positioning" (See Section 5.13.8)
- "Penalty Box Violation" (See Sections 5.13.9, 5.13.10, 5.13.20)
- "Equipment Violation" (See Sections 5.13.11, 5.13.22)
- "Too Many Skaters" (See Section 5.13.12)
- "Uniform Violation" (See Section 5.13.13)
- "Illegal Call-off" (See Section 5.13.14)
- "Star Pass Violation" (See Section 5.13.15)
- "Star Pass Interference" (See Section 5.13.16)
- "Illegal Re-entry" (See Sections 5.13.17, 5.13.18, 5.13.19)
- "Bench Staff Violation" (See Section 5.13.21)
- "Game Interference" (See Section 5.13.23, 5.13.24)
- "Stalling" (See Section 5.13.25)

### **Misconduct Penalties**

- "Leaping Contact" (See Section 5.16.8)
- "Charging" (See Section 5.16.9)
- "Unsporting Conduct" (See Section 5.16.10, 5.16.11)

- “Reckless Entry” (See Sections 5.16.12, 5.16.13)
- “Embellishment” (See Sections 5.16.14, 5.16.15)
- “Blocking While Down” (See Section 5.16.16)
- “Early Hit” (See Sections 5.16.17, 5.16.18)
- “Late Hit” (See Section 5.16.19)

## **PENALTY BOX**

### **VERBAL CUE: “TEAM COLOR, SKATER NUMBER, STAND”**

**Description:** The Penalty Box Officials will instruct a Skater who has 10 seconds remaining in their penalty time to stand up by stating the Skater’s team color first, then charter number, followed by the one-word instruction, “Stand.” The last word of the verbal cue, “Stand,” should be timed with exactly 10 seconds remaining on the Skater’s penalty time. To instruct multiple Skaters who sat at the same time the Official may use “(Team Color) Position, Stand.” For example: “Blue Blockers, Stand,” or “Jammers, Stand.”

### **VERBAL CUE: “TEAM COLOR, SKATER NUMBER, DONE”**

**Description:** The Penalty Box Officials will instruct a Skater that has completed serving their penalty time and may return to the track by stating the Skater’s team color first, then charter number, followed by the one-word instruction, “Done.” The last word of the verbal cue, “Done,” should be timed exactly as time expires on the Skater’s penalty time. To instruct multiple Skaters who sat at the same time, the Official may use “(Team Color) Position, Done.” For example: “Blue Blockers, Done,” or “Jammers, Done.”

### **VERBAL CUE: “TIMING STOPPED FOR TEAM COLOR, SKATER NUMBER”**

**Description:** The Penalty Box Officials will instruct a Skater that they have stopped their penalty time by stating “Timing Stopped” followed by the Skater’s team color and then charter number.

### **VERBAL CUE: “TEAM COLOR, SKATER NUMBER, SKATE AROUND”**

**Description:** The Penalty Box Officials will instruct a Skater that has entered the Penalty Box in a clockwise direction to skate around the track by stating the Skater’s team color first, then charter number, followed by the instruction “Skate Around.” This verbal cue should accompany the appropriate hand signal.

### **VERBAL CUE: “TEAM COLOR, SKATER NUMBER, YOU’RE IN THE QUEUE”**

**Description:** The Penalty Box Officials will instruct a Skater that has reported to the Penalty Box when no seat is available to return to play by stating the Skater’s team color first, then charter number, followed by the statement “You’re in the Queue.” This verbal cue should accompany the Return to the Track hand signal.

# WARNINGS AND OTHER VERBAL CUES

## VERBAL CUE: "OUT OF PLAY"

**Description:** Verbal warning given to Skaters who are more than 20 feet (6 meters) in front of or behind the legal pack (See Section 5.10.4). This verbal cue should accompany the appropriate hand signal.

## VERBAL CUE: "NO PACK"

**Description:** Verbal warning given to Skaters that a No Pack situation has occurred and Skaters must attempt to reform a legal pack. (See Sections 3.1 and 5.10.5). This verbal cue should accompany the appropriate hand signal.

## VERBAL CUE: "PACK IS HERE"

**Description:** Verbal cue to indicate where the legal pack is on the track. This verbal cue should also be used to indicate when a No Pack situation has been corrected and a legal pack has been re-established. This verbal cue should accompany the appropriate hand signal.

## VERBAL CUE: "FIVE SECONDS"

**Description:** Verbal cue to notify Skaters and Officials that 5 seconds remain before the start of the next jam. The Jam Timer should announce loud enough for the Skaters and Officials to hear. The first word of the verbal cue, "Five," should be spoken at exactly 5 seconds before the next jam starts.

## VERBAL CUE: "JAM IS ON"

**Description:** Verbal cue to indicate that the jam is still ongoing and has not been called off by an Official.

## VERBAL CUE: "TEAM COLOR, SKATER NUMBER, FALSE START"

**Description:** Verbal warning given to Skaters who are out of position at the jam-start whistle (See Section 3.2.8). This verbal cue should accompany the appropriate hand signal.

## VERBAL CUE: "TEAM COLOR, SKATER NUMBER, REMAIN ON THE TRACK"

**Description:** Verbal cue from an Official to a Skater to indicate that they do not need to leave the track. In the case where the last remaining Blocker from a team is issued a penalty, the Official should use this verbal cue before the penalty announcement. For example: "Gold, eight-two, Remain on the Track, Out of Play Block." This verbal cue should accompany the appropriate hand signal.

## **VERBAL CUE: "TEAM COLOR, SKATER NUMBER, REPORT TO THE BOX"**

**Description:** Verbal cue from an Official to a Skater to indicate that they need to report to the Penalty Box.

## **VERBAL CUE: "TEAM COLOR, SKATER NUMBER, RETURN TO YOUR BENCH"**

**Description:** Verbal cue from an Official to a Skater to indicate that they need to return to their bench. This verbal cue should accompany the appropriate hand signal.

## **VERBAL CUE: "TEAM COLOR, SKATER NUMBER, REMOVE YOUR COVER"**

**Description:** Verbal cue from an Official to a Skater to remove a Pivot or Jammer helmet cover.

