

WFTDA OFFICIATING PROCEDURES FOR THE RULES OF FLAT TRACK ROLLER DERBY

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The procedures outlined in this document represent the current officiating standards for WFTDA-sanctioned play, including all WFTDA Playoffs and Championships tournaments. Any procedure listed in this document supersedes any practice that is also listed in the *WFTDA Officiating Standard Practices* document. See the *WFTDA Official Hand Signals* and the *WFTDA Verbal Cues* documents for a description of any hand signals and verbal cues in this document and their appropriate usage. Section references indicate sections in the most current version of *The Rules of Flat Track Roller Derby*.

1. WHISTLES

- 1.1 Jam-Starting Whistle: One short whistle
- 1.2 Lead Jammer: Two rapid whistles
- 1.3 Penalty: One long whistle
- 1.4 Timeout (Team or Official) Called: Four rapid whistles
- 1.5 Timeout Ended: Long rolling whistle
- 1.6 Jam Called Off/Ended: Four rapid whistles
- 1.7 Period/Game Ended: Long rolling whistle

2. STARTING/ENDING JAMS

- 2.1 Five seconds before the beginning of the Jam, the Official responsible for starting the Jam will raise their open hand in the air while using the corresponding verbal cue. As the Jam-Starting Whistle (*Section 1.1*) is blown, they 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.
- 2.2 When two minutes have elapsed, the Official responsible for ending the Jam should use the corresponding whistle (*Section 1.6*) and hand signal for the end of the Jam.
- 2.3 When the Jam is called off, all Pack Referees will echo the Jam-ending whistles (*Section 1.6*) and hand signals. Skating Officials designated as Jammer Referees should only use the call-off hand signal if their Jammer has called off the Jam. The Official responsible for ending the Jam should only use the call-off hand signal if the Jam is called for time.
- 2.4 A Skating Official, or designated Official, **may** call off a Jam for any of the following reasons:
 - 2.4.1 Skating Officials call an Official Timeout,

- 2.4.2 Serious injury or an injury that could endanger another participant,
 - 2.4.3 Technical difficulty or mechanical malfunctions (including equipment and skate malfunctions),
 - 2.4.4 In response to commission of a penalty that impacts the game,
 - 2.4.5 Interference by spectators,
 - 2.4.6 Emergency situation,
 - 2.4.7 Hazardous skating surface (debris or spills),
 - 2.4.8 Too many Skaters on the track. After the Jam has started, Skating Officials will immediately direct any extra Skaters so that the Jam does not have to be called off.
- 2.5 A Skating Official, or designated Official, **must** call off a Jam for any of the following reasons:
- 2.5.1 Lead Jammer calls off the Jam using the corresponding hand signal,
 - 2.5.2 End of two-minute Jam clock,
 - 2.5.3 An injury that is a safety hazard to continued gameplay,
 - 2.5.4 Fighting.

3. CLOCKS

- 3.1 If an Official Timeout (OTO) is taken within the last 30 seconds of the period, immediately stop the period time using the corresponding whistle (*Section 1.4*) and hand signal. Make sure that the Jam Timer, Head Officials, and Scoreboard Operator are aware that there are fewer than 30 seconds on the period clock. The Official should position themselves at the Pivot Line. After the OTO is complete:
- 3.1.1 If another Jam should have occurred if no OTO had been taken, or the Officials determine another Jam should occur (*Sections 1.1, 1.3.3, or 5.2*), there should be another Jam. Whistle the end-of-timeout whistle (*Section 1.5*) and allow teams up to 30 seconds to line up. The period clock should not start again until the Jam-Starting Whistle.
 - 3.1.2 If another Jam should not have occurred, unless a Team Timeout (TTO) or Official Review (OR) was taken, whistle the end of the timeout (*Section 1.6*). The period clock should resume immediately at the end of the OTO. The period clock should expire if no TTO or OR is taken. The “5 seconds” communication should not be signaled or verbalized.
- 3.2 If the Jam time is off by more than 3 seconds, the Jam clock may be adjusted during the first 15 seconds of gameplay. If 15 seconds of gameplay have elapsed, do not modify the Jam clock.
- 3.2.1 The period clock may only be adjusted during timeouts.
 - 3.2.2 Do not adjust the lineup and timeout clocks.
 - 3.2.3 Make sure the Jam Timer, Head Officials, and Scoreboard Operator are aware of clock changes.
- 3.3 If one or more Overtime Jams are required, the lineup time prior to each Jam, including the first, should be increased to one minute.

4. TIMEOUTS

- 4.1 When an Official signals for an Official Timeout (OTO), the Official who is first to see the signal (either a Skating Official, the Jam Timer, or Official responsible for starting/ending the Jam) calls the timeout by immediately using the corresponding whistle (*Section 1.5*) and hand signal. The Jam Timer, or Official responsible for starting/ending the Jam, stops the period clock and signals to the Scoreboard Operator (SO) that a timeout has occurred. During OTOs, the Jam Timer, or Official responsible for starting/ending jams, should stand on the Pivot Line. The Official must use the corresponding hand signal for an Official Timeout for the duration of the OTO.
- 4.2 If the Captain or a team's Designated Alternate signals for a Team Timeout (TTO) or an Official Review (OR), the Official should first confirm that the team has a timeout/review remaining. Then the Official who is first to see the signal (either a Skating Official, the Jam Timer, or Official responsible for starting/ending the Jam) calls the timeout by using the corresponding whistle (*Section 1.5*) and hand signal. The Jam Timer, or Official responsible for starting/ending the jam, stops the period clock and signals to the Scoreboard Operator (SO) that a timeout has occurred.
- 4.3 During Team Timeouts (TTO), the Jam Timer, or Official responsible for starting/ending Jams, should stand on the Pivot Line and alternate between the Team Timeout hand signal and pointing with both arms to the bench of the team using their TTO. When the Official is pointing to the team bench, it should be clear from anywhere in the audience which team initiated the TTO. This must be done for the duration of the TTO.
- 4.4 During Official Reviews (OR), the Jam Timer, or Official responsible for starting/ending Jams, 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 OR. When the Official is pointing to the team bench, it should be clear from anywhere in the audience which team initiated the OR. This must be done for the duration of the OR.
- 4.5 If required, the Jam Timer, or Official responsible for starting/ending the Jam, should correct the visible period clock as needed during any type of timeout.
- 4.6 If the 30 seconds between Jams are about to expire without the Officials in position, the Jam Timer, or Official responsible for starting/ending the Jam, is empowered to call an OTO.

5. SCORING

- 5.1 Skating Officials designated as a Jammer Referee (JR) will wear color-coded armbands or wristbands to identify 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.
- 5.2 The Skating Officials designated as the Jammer Referees are responsible for counting and signaling the score according to the guidelines laid out in *Section 3 of The Rules of Flat Track Roller Derby*. They must communicate this score after the Jammer completes each scoring trip.
- 5.3 The Skating Officials determine who has earned Lead Jammer status. The Jammer Referee indicates Lead Jammer status with the corresponding whistle (*Section 1.2*) and hand signal.
- 5.4 The Jammer Referee will continue pointing to the Lead Jammer for the duration of the Jam using the corresponding hand signal.

- 5.5 At the end of a period, the Jammer Referees switch the teams for which they are responsible and the identifier corresponding to each team.

6. PENALTIES

- 6.1 Delay of Game: The Jam Timer (JT), or Official responsible for starting/ending the Jam, and the Skating Officials can issue Delay of Game penalties. The exact protocol should be discussed before the game start by the JT and Head Referee.
 - 6.1.1 If a queued Skater is not lined up on the track at the end of the 30 seconds between Jams, or an injured Skater returns to play early, do not start the next Jam. Signal and whistle an Official Timeout (OTO) (*Section 1.4*) when the lineup clock hits 30 seconds, and issue the penalty to the appropriate Skater. If the Jam starts in error and the Delay of Game is for a non-injured Skater, allow the Jam to conclude naturally, then immediately take an OTO to issue the penalty. If the Jam starts in error and the Delay of Game is for an injured Skater returning to play early, the Jam should be whistled dead immediately.
- 6.2 Inside Whiteboard (IWB): The IWB is an optional piece of equipment. If optioned:
 - 6.2.1 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.
 - 6.2.2 Penalties will be represented by the penalty code for the infraction, per the codes listed on the Penalty Tracking sheet of the WFTDA StatsBook.
 - 6.2.3 The IWB will indicate whether 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.
 - 6.2.4 The IWB must show a visible record of remaining Team Timeouts and team Official Reviews.

7. PENALTY BOX

- 7.1 All communication to Skaters must be accompanied by the corresponding hand signal and verbal cue.
- 7.2 When a Skater enters the box, a Penalty Box Official will direct them to the appropriate side and/or seat.
- 7.3 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.
 - 7.3.1 When a Skater arrives at the Penalty Box and there is no seat available for them, a Penalty Box Official will signal to the Skater that the Penalty Box is full with the corresponding hand signal and verbal cue. The Penalty Box Official must note the position, color, and number of the Skater on the PBWB.
 - 7.3.2 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.

- 7.3.3 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.
- 7.3.4 For any penalty occurring in the Penalty Box, the Penalty Box Official should write the Skater's number on the PBWB with the correct penalty code underneath that number. The Penalty Box Official should circle the code to show that the Penalty Box Official is making the call. If the Penalty Box Officials are not able to issue the penalty (because they are not authorized to make that call, or because the Skater has returned to the track), the Penalty Box Official should not circle the penalty code to signal that a Skating Official is needed to issue the penalty.
- 7.4 If the second Jammer arrives in the Penalty Box between Jams while the first Jammer is still penalized, the Penalty Box Official 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.
- 7.5 If a Skater refuses to stand, the Penalty Box Official will inform the Skater that the remaining penalty time will not be timed until they stand, using the corresponding verbal cue.
- 7.6 At the end of the first period, the Penalty Box Officials will note the position, color, number, and amount of time remaining before releasing any Skaters still serving penalties.
- 7.7 Before the beginning of the second period, the Head Referee (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.
- 7.8 At the end of a game, do not release Skaters from the box until the score is confirmed as final.

8. FOUL OUTS/EXPULSIONS

- 8.1 If a Skater fouls out during a Jam in progress, and that Skater has reported to the Penalty Box, they should sit in the Penalty Box to serve their time. When the verbal cue to Stand is given, the Penalty Box Official or ALT NSO will direct them to a pre-designated area visible from the track, near the Penalty Box, but not blocking any chairs or entry/exit from the Penalty Box. The Skater 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 Penalty Box Official 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.
 - 8.1.1 If a Jammer or Pivot fouls out during a Jam in progress, the Penalty Box Official should place the Jammer or Pivot helmet cover in the chair. This helps to remind teams and Officials that a substitute is needed in that position.
 - 8.1.2 If a substitute is needed at the end of the Jam, the Penalty Box Official should work with the HR and/or Team Captains/coaches to make sure one is provided before the next Jam begins.

- 8.2 If a Skater fouls out during a Jam in progress, and the Skater has not reported to the box or has removed themselves from play, the Penalty Box Official should mark the chair as occupied if any appropriate marker is available. If there is a marker, remove it when the chair is available again.
- 8.3 Fouled-Out Skaters must be directed to remove themselves from the bench and any other areas considered part of gameplay.
- 8.4 If the Head Referee (HR) expels a Skater during a Jam in progress, 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.
- 8.5 Expelled Skaters must be directed to return to the locker room, or the area designated as the locker room, where they must stay for the remainder of the game.

9. SKATING OFFICIALS (REFEREES)

- 9.1 One Skating Official must be designated as the Head Referee for each game. This Referee will oversee the Skating Officials crew and ensure its proper performance.
- 9.2 The Skating Officials are responsible for determining that both teams have the correct number of Skaters in the Jam, taking into account Skaters in the Penalty Box.
 - 9.2.1 If the Jam starts with too many Skaters, the Skating Officials must direct the last Blocker who entered to leave the track. If that Skater cannot be identified, the Blocker who is closest to the Skating Official must be directed off the track.
 - 9.2.2 If the Jam starts with too many Skaters, and the extra Skater cannot be directed off the track, the Skating Official must stop the Jam. The extra Skater should be penalized .
 - 9.2.3 If another teammate, who was not directed to leave, leaves the track in order to maintain the correct number of Skaters, the Jam may continue and no penalty will be issued.
- 9.3 All Skating Officials 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 regarding NSOs calling penalties.)
- 9.4 If there is a penalty before the Jam-Starting Whistle, a Skating Official will signal the Skater off the track following the normal penalty procedure but without blowing their whistle, as the whistle might be confused with the Jam-Starting Whistle.
- 9.5 When a team has only one Skater remaining on the track and that Skater commits a penalty, the Skating Official calling the penalty will communicate the penalty to the last Blocker using the corresponding verbal cues, in order to make sure the Blocker remains on the track. When another Blocker of that team returns to the pack and there is a seat available in the Penalty Box, a Skating Official will then signal the Skater to the Penalty Box.

10. NON-SKATING OFFICIALS (NSOS)

- 10.1 One Official must be appointed as the Head NSO (HNSO). This Official will oversee the Non-Skating Officials crew and ensure its proper performance.
- 10.2 When issuing a penalty, the NSO will signal the penalty to the Skater using the corresponding hand signal and verbal cue.
 - 10.2.1 The NSO should not whistle the penalty.