



WFTDA SANCTIONING POLICY

This document outlines the requirements for WFTDA-sanctioned, mock sanctioned, and Strength Factor Challenge games and tournaments to count towards WFTDA Rankings points. Failure to meet the requirements outlined in this document could result in sanctioning being rescinded from a game and loss of game eligibility for WFTDA Rankings points and/or WFTDA Apprentice Program graduation requirements (updated December 1, 2017).

DEFINITIONS

Sanctioning a game is registering the game with the WFTDA Sanctioning Committee for the purpose of obtaining WFTDA Ranking game points.

A **WFTDA-sanctioned game** is a game played between two WFTDA Member Charter Teams for the purpose of obtaining WFTDA Ranking game points. The game must be played according to the following policies with no deviations:

- *The Rules of Flat Track Roller Derby*
- *WFTDA Officiating Cues, Codes, and Signals*
- *WFTDA Officiating Procedures for The Rules of Flat Track Roller Derby*
- *WFTDA Risk Management Guidelines*
- *WFTDA Charter Roster Policy*
- *WFTDA Forfeit Policy*
- *WFTDA Expulsion and Suspension Policy*
- All WFTDA sanctioning requirements listed in this document.

A **regulation game** is a game played according to *The Rules of Flat Track Roller Derby*, the *WFTDA Officiating Cues, Codes, and Signals* and the *WFTDA Officiating Procedures for The Rules of Flat Track Roller Derby* with no deviations. All leagues holding WFTDA Insurance or insurance policies with reciprocity with WFTDA Insurance must adhere to the *WFTDA Risk Management Guidelines*. These guidelines are recommended for all other play.

A **Strength Factor Challenge (SFC) game** is an unsanctioned game that a lower-ranked charter team (Challenging Team) schedules versus a higher-ranked charter team (Opponent Team) in order to attempt to temporarily increase its strength factor in the WFTDA Rankings Calculator. An SFC game must meet all the requirements of WFTDA-sanctioned games but has additional requirements per the *WFTDA Rankings Policy*.

Mock-sanctioned games are played by WFTDA Apprentice charter teams against any team from a WFTDA Member League or a WFTDA Apprentice League to satisfy graduation requirements and must meet the requirements of WFTDA-sanctioned games.

Mock-sanctioned for initial strength factor games are played by WFTDA Apprentice charter teams against a WFTDA Member charter team. The results are used to help determine an initial rankings strength factor upon graduation. Mock sanctioned games must meet the requirements of WFTDA-sanctioned games.

A **tournament** or **multi-game event**, for the purpose of sanctioning, consists of at least three WFTDA-sanctioned or SFC games between three charter teams. There does not need to be a “winner” of the event.

APPLICATION REQUIREMENTS

In order to sanction games for WFTDA Rankings, leagues must submit a game sanctioning application and meet certain standards in order for the game to count toward rankings or Apprentice Program graduation requirements. Applications are submitted via the [WFTDA Dashboard](#).

Should a league fail to meet the requirements set forth in this section, sanctioning for the game could be revoked and the game will not count toward WFTDA Rankings and/or WFTDA Apprentice graduation requirements.

RESPONSIBLE PARTY

Only a WFTDA Member may sanction a game. If a non-WFTDA Member or event organizer is hosting the game, then one of the WFTDA Member Leagues competing in the event may act as the host for the purpose of sanctioning the event.

WFTDA Apprentice Leagues may be able to complete mock sanctioned games at a third-party multi-game event or location, however they must obtain prior approval from their AP Coordinator.

TOURNAMENTS AND MULTI-GAME EVENTS

Events that qualify for sanctioning as tournaments or multi-game events per the definition in this document may use the [Tournament Sanctioning application](#), rather than sanction each game individually.

Bracket-Style Tournaments

A bracket-style tournament is one in which some of the game matchups are determined based on game results from initial round(s) of the tournament.

Unless told otherwise, the WFTDA Sanctioning Committee will sanction all games in which two member leagues are scheduled to play or potentially could play. Once game results are submitted, WFTDA will cancel the sanctioning of any bracket games that did not end up being eligible for WFTDA rankings. However, it is recommended that this style tournament include only member leagues and WFTDA-sanctioned or SFC games.

SUBMISSION DEADLINES

All submission requirements are enforced by the WFTDA Sanctioning Committee.

1. The host team must submit a game and the visiting league must approve the game at least **30 days in advance of the game** (in local venue time). Once approved by both teams, the WFTDA Sanctioning Committee will process the application.
2. If a game application is submitted to the WFTDA Sanctioning Committee less than 30 days in advance of the game, the WFTDA Sanctioning Committee will determine the applicable party and may assess a late fee of US\$100 to process the application.
 - a. Should the league fail to pay the late fee within 30 days of receipt of the invoice, the WFTDA

Sanctioning Committee may assess a US\$25 late fee.

- b. Should the league fail to pay the late fee within 60 days, the WFTDA Sanctioning Committee may suspend processing of all league Charters and sanctioning applications until the fee is paid.
3. Sanctioning applications must be submitted prior to the game being played. Applications for games may be retroactively approved, but game applications may not be retroactively submitted.
4. Should a league have any issues while submitting a sanctioning application at the deadline, it must contact sanctioning@wftda.com **immediately**. Failure to do so may result in late fees or the game being ineligible for rankings.

INSURANCE REQUIREMENTS

All league representatives submitting and/or approving the sanctioning application must verify that all applicable insurance requirements are met for teams playing in the event. US leagues should check the Insurance section of the WFTDA Member Forum for additional information.

For WFTDA-insured leagues and leagues holding insurance from companies with reciprocal agreements with WFTDA, individual insurance information will display on the Game Details page of the [WFTDA Dashboard](#). Individual insurance can also be verified on the [Insurance Verification page](#).

League Liability Insurance Requirements

- For games played in the United States, both the host league and the visiting league must show annual proof of approved liability insurance to the WFTDA Insurance Administrator. **The WFTDA Sanctioning Committee will not approve a sanctioning application unless both teams have active liability insurance.**

Leagues must have coverage valid for roller derby activities for a minimum of US\$2 million (some venues may require a higher amount). If you do not hold WFTDA Insurance or a reciprocal plan that can be selected in the WFTDA Dashboard, please contact insurance@wftda.com for approval and further information.

- For games played outside of the United States, both leagues should verify insurance requirements for the country in which the game is played and verify coverage with their insurance carriers. The WFTDA Sanctioning Committee will not verify liability insurance for these games.

Skater and Skating Official Medical Insurance Requirements

- For games played in the United States, all Skaters on the approved Charter Roster that will be active at the time of the game must have approved additional medical insurance. All Skating Officials must also have valid additional medical insurance. **The WFTDA Sanctioning Committee will not approve a sanctioning application unless all Skaters from both teams have approved additional medical insurance.**

All Skaters and Skating Officials must have some form of personal accident and personal liability coverage (personal accident for a minimum of US\$10,000/liability for a minimum of US\$1 million). Coverage must be valid in the United States, and valid for roller derby activities (many travel policies do not cover roller derby). If you do not hold WFTDA Insurance or a reciprocal plan that can be selected in the WFTDA Dashboard, please contact insurance@wftda.com for approval and further information.

- For games played outside of the United States, all Skaters and Skating Officials should verify their personal medical insurance covers participation in the sport in the country in which they are skating. The WFTDA Sanctioning Committee will not verify Skater insurance for these games.

CANCELLATIONS, FORFEITS AND POSTPONEMENTS

Any game that is cancelled prior to submission of a sanctioning application, or that is mutually agreed upon by both teams prior to the game being played is a **cancellation**. There is no penalty for a cancellation, however the responsible party for sanctioning should contact sanctioning@wftda.com if a sanctioning application has been approved by both teams or the game has been approved by the WFTDA Sanctioning Committee.

If a game needs to be rescheduled, please contact sanctioning@wftda.com. The WFTDA Sanctioning Committee will notify teams of their options and whether or not a new sanctioning application will need to be submitted.

Any game that is cancelled and not mutually agreed upon by both teams is considered a forfeit and is subject to the [WFTDA Forfeit Policy](#).

GAME REQUIREMENTS

For sanctioned, SFC and mock sanctioned play, all Games and insurance requirements are to be enforced by the league representative in charge of sanctioning, Head Officials, and/or GTO (if applicable).

1. The game must be played according to the requirements listed in the "Definitions" section of this document.
2. All leagues holding WFTDA Insurance or insurance policies with reciprocity with WFTDA Insurance must adhere to the game and track requirements specified in the *WFTDA Risk Management Guidelines*.
3. In addition to meeting the staffing, scoring, timing and penalty management requirements included in *The Rules of Flat Track Roller Derby*, all WFTDA-sanctioned games must meet the following officiating staffing requirements:
 - a. A minimum of three (3) and a maximum of seven (7) Skating Officials must be staffed for the game.
 - i. One Skating Official will be assigned Head Referee (HR) responsibilities.
 - ii. One Skating Official per team will be assigned Jammer Referee (JR) responsibilities. These Officials may not also be assigned HR duties.
 - b. Non-Skating Officials (NSOs) to provide the *WFTDA StatsBook* data listed in the "Score Reporting and Games Data Requirements" section below.
 - i. One NSO will be assigned Head NSO (HNSO) responsibilities.
4. The track boundaries must be marked by a raised boundary at least ¼ inch (0.64 cm) and no more than ½ inch (1.27 cm) in height, in such a way that is highly visible to Skaters and Officials and does not present a safety hazard. The track boundary line width must be at least 1.5 inches (3.81 cm) and no greater than 3 inches (7.62 cm). The track boundary must be consistent in height and width throughout the entire boundary.

5. Teams are allowed a minimum of two (2) staff in the bench area. Teams may have up to four (4) staff in the bench area, unless there are venue space restrictions. Teams must be notified of venue space restrictions that impact bench area staff in the game contract.
 - a. Support staff should be primarily stationed in the bench area.
 - b. Staff must be identified to the Head Officials and opposing team captain prior to the game and are subject to all requirements in *The Rules of Flat Track Roller Derby*. Staff can be subject to Unsporting Conduct Penalties. Examples of this include, but are not limited to:
 - i. Too many bench staff in the bench area
 - ii. Trackside coach behavior
 - c. Any Staff designated to communicate with Officials must approach from the bench area.
6. Hosts may elect to create individual trackside "coach boxes" in the turns opposite the team benches, unless there are venue space restrictions. The boxes may be used by participating teams to station an individual during the game.
 - a. If a team elects to station an individual in a coach box, they must be identified to the Head Officials and opposing team Captain prior to the game. Coach boxes are not part of the bench area; however, individuals are considered participants in the game, subject to all requirements in *The Rules of Flat Track Roller Derby* and to all venue seating requirements for the area in which the box is placed.
 - b. Individuals stationed in coach boxes may not approach the Officials.
 - c. Expelled Skaters may not be stationed in coach boxes.
 - d. The host should determine and communicate assignments of teams at each box to teams and Officials in advance of the game.
7. Tournament games have the same requirements as individual games, with the addition of the requirement of the host league providing a trained GTO and an identified Safety Director for the event.

UNIFORM REQUIREMENT

For sanctioned, SFC and mock-sanctioned play, the following uniform requirements must be followed. Compliance during games is enforced by the Head Referee, Head NSO, or GTO (if applicable) with noncompliance reported to the WFTDA Sanctioning Committee.

1. Leagues must provide their own Pivot and Jammer helmet covers. The colors of the helmet covers must be of high contrast to each other, the same base color of each uniform color, and easily distinguished by Officials and other Skaters:
 - a. The Pivot's helmet cover must have a single, solid stripe a minimum of 2 inches (5.08 cm) wide running from front to back.
 - b. The Jammer's helmet cover must have two stars that are a minimum of 4 inches (10.16 cm) across, from point to point.

2. All Skaters must include uniform numbers in the charter roster.
 - a. Charter roster numbers may not include letters.
 - b. No Skater may have the same uniform number as another Skater on their team's charter roster.
 - c. Charter roster numbers are limited to a maximum of 4 numerals.
3. In order for the Skater to be eligible to play, the following requirements for the uniform number on their jersey must be met:
 - a. The number on their uniform must match the number submitted on the approved charter roster.
 - b. The minimum height for jersey numbers is 6 inches (15.24 cm). All characters in the Skater's charter roster number must be printed at the same size.
 - c. Any letters surrounding the number must be no taller than 2 inches (5.08 cm).

Figure 1 illustrates these requirements.

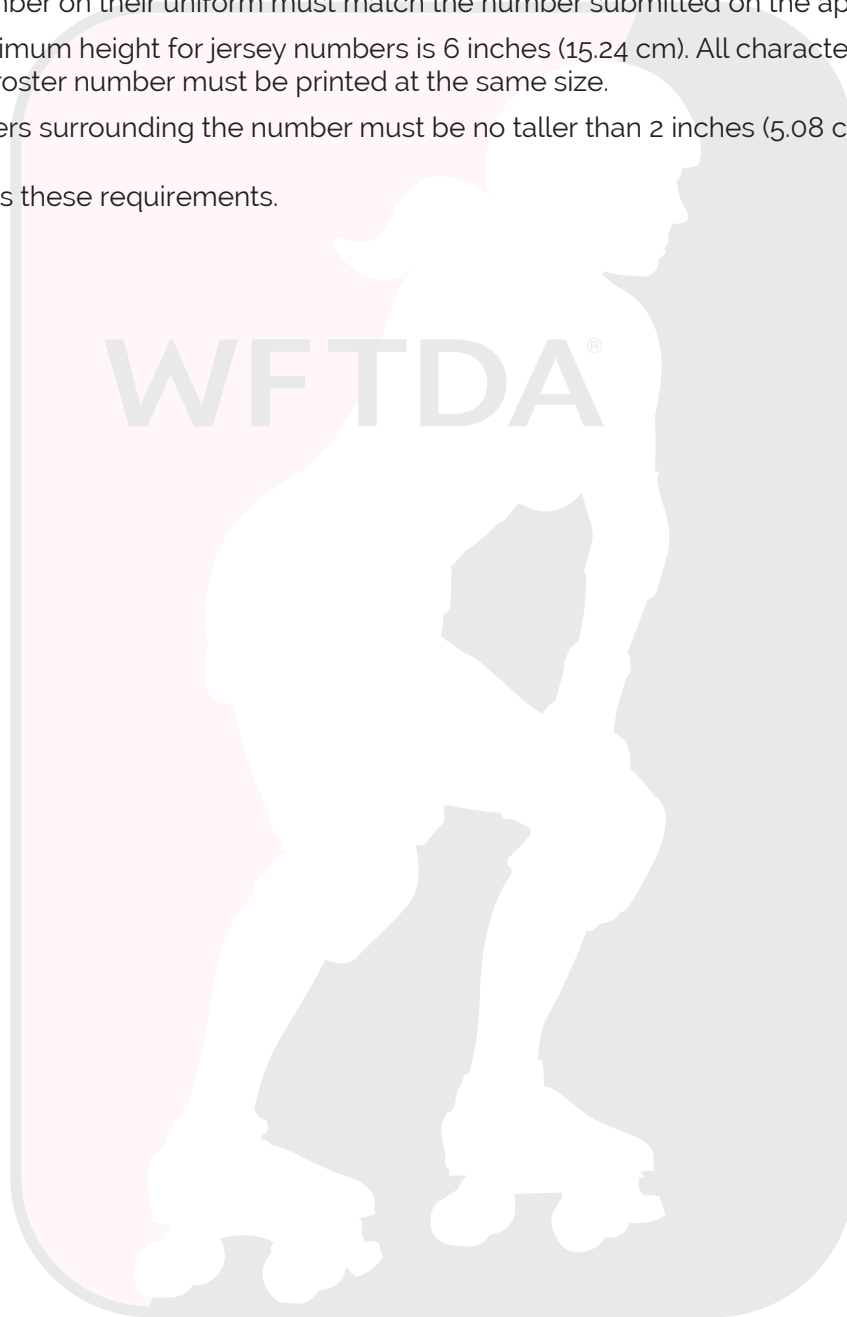




Figure 1: Skater Number Requirements

SCORE REPORTING AND GAMES DATA REQUIREMENTS

It is very important that the host league reports all game results in a timely fashion and that hosts and participating leagues verify results in the WFTDA Rankings Calculator for completeness and accuracy.

1. A host league representative must submit scores **within 24 hours of game completion** to <http://scores.wftda.com>
2. A host league representative must submit a scan of the following documents to sanctioning@wftda.com and all participating teams **within 48 hours of the game date or tournament end**.
 - a. The signed Interleague Game Reporting Form (IGRF) fully completed with all information required by WFTDA and signed by all required parties. Incomplete IGRFs will be returned to the original submitter if more information or corrections are needed. The IGRF will not be considered received until all information is complete and accurate. To be considered complete, the IGRF must include the following.
 - i. Date, time, and location information
 - ii. Tournament/Multi-game event name (if applicable)
 - iii. League and team names; these cannot be abbreviated and must match the names on the Team Charter
 - iv. Base color of each team's uniform
 - v. Rosters, including numbers, with any nonparticipating Skaters crossed through or removed
 - vi. Points and penalties per half and totalled correctly
 - vii. Expulsion/Suspension notes completed (if applicable)
 - viii. Verification information filled out and complete with all signatures. The individual signing as the Team Captain is the individual responsible for all team decision-making regarding the game.
 - ix. List of participating Officials
 - b. Any Expulsion/Suspension forms from the *WFTDA StatsBook* should also be included with this document.
 - c. Any Official Review sheets from the *WFTDA StatsBook*.
 - d. If a league fails to submit an IGRF to the WFTDA Sanctioning Committee by the deadline, the WFTDA Sanctioning Committee may assess a late fee of US\$100 to the host league.
 - i. Should the league fail to pay the late fee within 30 days of receipt of the invoice, the WFTDA Sanctioning Committee may assess an additional US\$25 non-payment fee.
 - ii. Should the league fail to pay the late fee within 60 days, the WFTDA Sanctioning Committee will suspend processing of all league Charters and sanctioning applications until the fee is paid.
3. A host league representative must submit completed game statistics to stats@wftda.com and to all participating teams **within two weeks of the game date**.
 - a. The *WFTDA StatsBook* must be fully entered with the following sheets required by WFTDA.
 - i. IGRF; please see the *WFTDA StatsBook Manual* for instructions on how to mark non-skating Skaters on the roster appropriately.
 - ii. Score

- iii. Penalties
 - iv. Lineups
- b. If a league fails to submit a statsbook to the WFTDA Sanctioning Committee by the deadline, the WFTDA Sanctioning Committee may assess a late fee of \$100 USD to the host league.
- i. Should the league fail to pay the late fee within 30 days of receipt of the invoice, the WFTDA Sanctioning Committee may assess an additional \$25 USD non-payment fee.
 - ii. Should the league fail to pay the late fee within 60 days, the WFTDA Sanctioning Committee will suspend processing of all league Charters and sanctioning applications until the fee is paid.

TRANSFER OF SANCTIONING

If a game is stopped for any issue beyond the control of the host and the game stoppage time is significant enough that the teams involved jointly agree the game should be started over from the beginning, rather than continued from the previous start, the following process should be carried out:

1. Both teams and the Head Officials must sign the original IGRF and note that the game was ended early.
2. A new IGRF must be created for the replacement game and completed according to all the normal rules of sanctioning.
3. The host league must send an email to WFTDA Sanctioning explaining the issue and attaching both IGRFs.

COMPLIANCE ISSUES

If a Skater, team or other responsible party does not meet requirements set forth in this document and the issue is not resolved prior to the game, sanctioning may be revoked. A complaint should be filed via an email outlining the issue(s) to sanctioning@wftda.com and grp@wftda.com as soon as possible.

WFTDA Sanctioning and the WFTDA Games Review Panel (GRP) will provide information on further steps and will work with all parties to resolve the issue.

Policy Amendments

December 1, 2017

Clarified support staff positioning, including "coach box" staff, and penalties for unsporting conduct.

Clarified helmet cover contrast requirements.

Added requirement that charter roster numbers must be a maximum of 4 numerals.

Clarified deadline for submission of tournament paperwork.

Late fees added for failure to submit StatsBooks on time.

Clarified requirements for game stoppages.

March 1, 2017

Moved Charter Policy to its own document. Updated definitions of sanctioned and regulation games. Added requirement for a GTO and Safety Director for all sanctioned tournaments. Updated track boundary policy, bench staff and roster requirements removed from The Rules. Added officiating staffing requirements for sanctioned game play. Added penalty and sanctions for late fee non-payment and fee for failure to submit IGRFs. Changed tournament sanctioning definition to 3 games.

February 1, 2016 Revision

Per membership vote (2016, January): Removal of annual six-charter limit.

Sanctioning policy change: Score submission no longer requests IGRF. IGRF deadline changed to 48 hours.

January 1, 2015

Original version.

