



# WFTDA Tournament Games Requirements and Policies

The following requirements and policies will be followed in all WFTDA Playoffs, Championships, and Continental Cup tournaments. Updated April 2018.

## Sanctioning Requirements

1. All Playoff/Championship games will be sanctioned and are subject to the requirements listed in the [WFTDA Sanctioning Policy](#) and the [WFTDA Forfeit Policy](#).
  - a. The WFTDA-selected Games Tournament Oversight Officer (GTO) is responsible for sanctioning for the tournament.
2. All charter and game rosters are subject to the requirements listed in the [WFTDA Charter Roster Policy](#).
  - a. In the case where the invitation date occurs after the sanctioning deadline for a tournament, the WFTDA Competitive Play and WFTDA Sanctioning Committees may grant teams in that tournament additional time.
  - b. Game rosters must be submitted to the Games Tournament Oversight officer (GTO) at least two hours prior to the start of the game. Changes may be made after this deadline, but should be done in consultation with the GTO.

## Rules and Games Policies

1. All tournament games will be played according to the most current version of [The Rules of Flat Track Roller Derby](#).
2. The tournament will conform with all WFTDA policies and procedures. This includes:
  - a. [WFTDA Sanctioning Policy](#)
  - b. [WFTDA Forfeit Policy](#)
  - c. [WFTDA Charter Roster Policy](#)
  - d. [WFTDA Risk Management Guidelines](#)
  - e. [WFTDA Expulsion and Suspension Policy](#)
  - f. [WFTDA Code of Conduct](#)
  - g. [WFTDA Tournament Skater Uniform Policy](#)
  - h. [WFTDA Tournament Structure and Seeding Process](#)
  - i. TOSP policies and procedures (see the WFTDA Forum)
  - j. Venue security policy as published in the tournament program.
3. Uniform selection, warm-up order, and bench selection will be determined by team seeding. The higher-seed team is considered the Home team.
  - a. For Championships, if two teams of an equal seeding are competing, the GTO conducts a coin toss at a time conducive to both captains and the GTO to determine seeding for these purposes. The team who had the earlier Playoff tournament shall have the honor of calling the toss. The higher-seeded team will have their choice of bench. The teams will switch benches at halftime.



4. Each team will be allowed to station four bench staff on their team bench.
  - a. The team will be asked to provide the number of staff on the bench in the pre-game captain's meeting.
  - b. The team will be asked to identify both the Captain and the Alternate for the game in the pre-game captains' meeting.
5. Each team will be allowed to station one person at a time in the "coach box" trackside for their game.
  - a. The box in Turn 2 will be assigned to a coach from the team occupying the designated team area closest to the Jammer Line. The box in Turn 3 will be assigned to a coach from the team occupying the designated team area closest to the Pivot Line.
  - b. If a team elects to station someone in a coach box, that person is bound by all requirements of spectators and must remain seated or kneeling during gameplay. Helmet covers must meet all guidelines set forth in [The Rules of Flat Track Roller Derby](#) and the [WFTDA Sanctioning Policy](#).

## Track Setup

1. The track setup will conform to the guidelines in the [WFTDA Tournament Track Requirements](#).

## Tournament Schedule

1. WFTDA Games and Tournaments will create and approve game times for Cups, Playoffs, and Championships to be released as close to the public rankings and bracket announcement as possible.
2. Game start times will be spaced by at least two hours to account for warm-up time, half time, and any stoppages in play.
3. Any team scheduled to play two times in one day will be provided at least two games of rest time between games.
4. Game start times will remain fixed on the pre-approved times to the extent possible, due to broadcast requirements.
5. Teams will be allotted a minimum of 10-minutes dedicated warm-up time per team on the competition track immediately prior to the start of the game.
  - a. The lower-seeded team has the first warm up and the higher-seeded team, the second.
  - b. If there is additional time available between games, open skate time will be available to both teams after dedicated warm-ups are completed.
  - c. The team who is not on the track should stay clear of the Referee Skating Lane during the other team's warm-up. Referees will be allowed to use the lane for warm-ups.
  - d. The track will close in the minutes prior to game start time for track maintenance.
6. Halftime will be 15 minutes long unless a change is communicated due to schedule overruns. The GTO will be responsible for communicating any changes with teams.
  - a. Teams competing in the next game will be allowed a shared warm-up during halftime of the preceding game.



7. The WFTDA Tournament Manager will work with the WFTDA Competitive Play Committee to create a master Games schedule that will include all information such as registration, opening/closing ceremonies, warm-up times, meetings, locker room assignments, and merchandise table assignments.
  - a. Any production prior to games will be cleared with WFTDA Games with adequate time for Skaters to prepare for the game considered.
  - b. The GTO will post the tournament schedule in the tournament Google Group for participating teams and Officials and will keep the schedule updated throughout the weekend.
  - c. The GTO will work with the WFTDA Tournament Manager to make any required adjustments throughout the weekend and will ensure that the above Games requirements are maintained.

## Expulsions

1. In addition to requirements listed in the [WFTDA Expulsion and Suspension Policy](#), expelled Skaters will be required to remove their gear before returning to spectator areas. Any expelled Skater interfering with gameplay may be subject to a suspension recommendation.

## Revisions

### **April 2018:**

Split Games policies and procedures into a separate document.

