

WFTDA OFFICIATING STANDARD 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.

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 call-off hand signal if their Jammer has called off the jam. See the *WFTDA Official Hand Signals* for a description of these signals and their appropriate usage.
- 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 should communicate the penalty to the last Blocker as defined by the *WFTDA Officiating Verbal Cues* document, 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 of The Rules of Flat Track Roller Derby*)
- For complex situations, there is a hierarchy based on the following penalty categories to prioritize the way an action is 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 non-contact penalties (such as Cutting, Skating Out of Bounds, Illegal Procedures, Insubordination)

POSITION-SPECIFIC

Head Referee (HR)

- The HR will be in position on the inside of the track. They will position themselves as a front or back Inside Pack Referee.
- Before the beginning of the second period, the HR and the Penalty Box Officials will identify any Skaters who still have time to serve who 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, the HR must 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 current rule set.
- If the HR empowers an NSO or NSOs to call penalties, the HR must inform both team captains and the other Officials before the start of the game.

Jammer Referees (JR)

- 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 color-coded armbands or wristbands to designate the teams 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 OPRs enable the Referees to maintain a constant eye on the pack and consistent coverage. OPRs should follow the most effective system based on the game play occurring on the track, which may include systems such as:

Fluid Half-Lap OPR

Basic 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. Turn-around 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 turn-around area. The second Referee will move forward and use Turns 1-2 as their first turn-around area. The rearmost Referee will be considered to be already at their turn-around area and will move back to Turn 3 to look at the pack coming down the straightaway towards them.

During the jam, Referees reaching a turn-around 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.

It may also include approaches such as:

Sectional OPR

In certain situations it may be beneficial to place three OPRs on the pack simultaneously, when OPRs are essentially skating the whole lap at all times. Each OPR takes an area of the pack, on which they maintain consistent focus. As in the Fluid Half-Lap approach, the goal is to provide consistent coverage of the pack from various angles. OPRs remain focused on an area for the entirety of a jam, and have the ability to anticipate actions and see the whole play. OPRs should focus on consistent positioning so JRs and IPRs know where to look at any given time for outside backup. There should only be very brief periods of time when there are not three OPRs on the pack.

This approach is effective in situations such as stop-and-start game play, as there is no resetting required. This approach 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 multi-player blocks, legality of contact, and loss/gain of relative position.

OPRs need to be adaptable to situations that arise in the course of regular game play that may or may not be specifically addressed in this document. Adaptability, attention to the game and positioning, and coverage of the OPR team is critically important and should be considered over any specific approach or tactic.

NON-SKATING OFFICIALS (NSOS)

All Positions

- The HR may authorize certain NSOs to call penalties based on their position on the track. For example, a Jam Timer (JT) may be empowered to deal with Delay of Game calls, or the Penalty Box staff allowed to address early departures from the Penalty Box or illegal entry to the Penalty Box. These are examples and not an exhaustive listing.
- When authorized and calling a penalty, the NSO should use the proper verbal cue and hand signal, but omit the use of a whistle.

POSITION-SPECIFIC

Head Non-Skating Official (HNSO)

- An Official should be appointed as the HNSO. This Official will oversee the NSO 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 must use one PT and optionally a Penalty Wrangler (PW), whose duty is to help the PT.
- If an incorrect or nonexistent number is reported, the PT or PW (or the Inside Whiteboard [IWB] Operator, if used) must 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 (or the IWB Operator, if used) must check in with the HR between jams.
- The jam in which the penalty occurred should be recorded on the Penalties sheet, regardless of when the penalty is served.
- If a Skater commits 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 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.
- The PT or PW must inform the HR of any Skaters on the track who are at risk of fouling out due to turns in the Penalty Box.
- Any Delay of Game penalties should be recorded for the upcoming jam; that is, the jam that is being delayed to issue the penalty. If the officials fail to issue a Delay of Game penalty at the start of a jam, then the penalty will be recorded for the subsequent 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 comes into the Penalty Box, a Penalty Box Official must signal the appropriate side and/or seat as the Skater skates into the Penalty Box.

- If a Skater refuses to stand, the Penalty Box Official must 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 must communicate to the Skater that the Penalty Box is full. 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.
- 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 about any Skater on either team when they ask how much penalty time is remaining, if doing so does not disrupt the Penalty Box Official's primary duties.
- As long as the Skater is touching the floor or a chair within the boundaries of the furthest forward edge of the Penalty Box (the "Point of No Return"), they should still be considered to be in the Penalty Box and need not skate around to enter the Penalty Box. The boundary line is to be considered "in." The Point of No Return line 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. All other Penalty Box entry penalties may still apply.
- 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 a Skater has fouled out during a jam in progress, the PBT should continue to time the empty chair. The chair should be marked in a way that it is clear to other Officials that the chair is being timed. No teammate may report to that chair until there are 10 seconds or fewer remaining on the fouled out Skater's time.
- At the end of the first period, the Penalty Box Officials will note the team color, position, 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 Officials 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 must communicate this to the Skater.

- 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 write the Skater's number, but not circle the penalty code, to signal that a Referee is needed to issue the penalty.

Jam Timer (JT)

- The 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 must raise their open hand in the air with all five fingers visible. Once the jam start whistle is blown, the JT will point to the Pivot Line 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 sound four short whistle blasts, stop the Official 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 its 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 Official 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, team Official Review, or an Official Timeout by using the corresponding hand signal. If required, the JT should correct the visible game clock as needed during the timeout.
- During team timeouts, the JT 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 its team timeout.
- The end of any timeout must 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 Head Referee has given the JT authorization to call Delay of Game penalties, they should check the Penalty Box during the 30 seconds between jams 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 blow four whistles, timed so the fourth whistle ends at the 30-second mark, and make the Official Timeout hand signal. They then should make the penalty call with the proper verbal cues and hand signals.

Scorekeeper (SK)

- The SK will visually signal back the exact score for each pass signaled by the JR. The SK will maintain the ability to make eye contact and signal the score received until the JR verifies it. If the JR cannot verify, the SK should continue signaling until the Jammer re-enters the Engagement Zone.
- The SK should double-check the score during every timeout or play stoppage.
- The SK should verbally communicate the points scored to the 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 collaborate with the SO to ensure that the Official Score is accurate per the current rule set.
- Any points awarded during an initial pass should be recorded in the Pass 2 column as such: [initial pass pts] + [second pass pts].

Scoreboard Operator (SO)

- The 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 alphabetic order. The order of characters will start first with 0-9, followed by A-Z. (Example: 1, 11, 11A, 1A, 2, 21, 2B, 4, 9, A1, 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, and so on) 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 have been 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 Penalty System Operator should be positioned where they may 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) located in or easily visible from the team area.
- Skater numbers should be listed in an alphanumeric sort. The order of characters will start first 0-9, followed by A-Z. (Example: 1, 11, 11A, 1A, 2, 21, 2B, 4, 9, A1, etc.). Skater roster numbers are the only Skater identification needed. Skater roster 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.
- If the penalty is not heard, there may be an "unknown" penalty code used to record a penalty trip temporarily 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