

WFTDA OFFICIATING STANDARDIZED PRACTICES



Being uniquely concerned with interleague and tournament practices, and ignoring home needs.

OUTSIDE REFEREE MOVEMENT

How should outside pack referees line up and in what manner should they move to make sure the pack is covered?

Half Lap Skate and Wait: Three outside skating referees is the standard practice as it provides for the referees to maintain a constant eye on the pack and consistent coverage.

Basic referee positioning should start at opposite corners. If starting positions are in turns 1 and 3, two referees start at one turn, and the third ref starts at the opposite turn. If starting positions are at turns 2 and 4, the first ref starts at turn 2, the second ref starts at turn 4, and the third starts at the pivot line.

OUTSIDE REFEREE COMMUNICATION

What system should outside pack referees use to communicate penalty calls to penalty trackers?

Whiteboards are the standard practice for communicating penalties from the outside referees to the penalty trackers. Also there is to be a dedicated person inside catching those penalties.

There are no standardized practices regarding communication between outside pack referees and referees positioned inside of the track.

HEAD REFEREE POSITIONING

Where should the Head Referee be located?

Head Referee will be in position on the inside of the track. They will position themselves like a front or back inside pack ref.

JAMMER REFEREE DESIGNATION

How should jammer referees designate which jammer is assigned to a specific referee?

Color coded arm- or wristbands will be worn by jammer referees to designate the teams that they are currently assigned to.

Teams are responsible for maintaining their own appropriately colored set of bands and providing them to the referee crew for each bout.

Jammer Referee helmet covers may optionally also be worn, but not to the exclusion of wrist- or armbands.

JAMMER REFEREE DUTIES

Penalties called on jammers can be decisive. Who can make those calls?

While anyone can call major penalties on any skater, a ref witnessing a minor committed by the jammer will communicate immediately, to the corresponding jammer ref to make the call.

JAMMER POINT RECORDING

Should the jammer ref ever take their eyes off of the jammer to communicate points earned or for any other reason?

A jammer referee should be able to check visually with the scorekeeper to verify the score reported in. The scorekeeper will visually signal back the exact score for the pass that the jammer referee signaled in.

This does require that the scorekeeper maintain the ability to make eye contact instantaneously, and be signaling the score received until the referee verifies it.



STANDING FOR THE END OF PENALTIES

When there are ten (10) seconds remaining on the penalty clock of a penalized skater, she will be instructed by the penalty box timer to stand. This issue is now handled by the rules 7.3.3.1 and 7.4.

CLOCKWISE PENALTY BOX ENTRY

At what point is a skater to be considered entering the box from a clockwise direction?

So long as the skater is somehow touching the floor 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 box, and so need not skate around to enter the box. The boundary line is to be considered in.

PIVOT/JAMMER COVER MANAGEMENT

What should a skater do if she has a helmet cover on her helmet when she reports to the penalty box?

Skaters in the penalty box that have helmet covers on their helmets must keep the helmet covers visible to the referees at all times while in the box.

COMMUNICATION OF PENALTY TIME REMAINING

Besides warning skaters when they have ten seconds left, when else should penalty timers tell a skater how much penalty time they have remaining?

In addition to telling skaters to stand at 10 seconds, and telling skaters they are done at 0 seconds, timers should update a skater when skaters ask how much penalty time is remaining, within reason.

PENALTY BOX RELEASE PROCEDURES

What is the procedure for the penalty box official to follow to release a skater from the box?

The standard verbal practice for releasing a skater from the penalty box is "COLOR", "SKATER #", "STAND" at 10 seconds, and "COLOR", "SKATER #", "DONE" at 0 seconds remaining. The verbal cue should be given so that "STAND" is said when there are exactly 10 seconds left and "DONE" is said when there are exactly 0 seconds left.

At that point, it is the skater's responsibility to enter play legally.

COMMUNICATION FROM THE PENALTY BOX TO REFEREES

How should the penalty box communicate to the referees that a skater has left the box early, owes time, etc?

The penalty box manager will have a whiteboard to use to communicate to the referees. The skater's color and number will be written on the whiteboard and erased after the skater that left early, owes time, etc. reports to the box to serve the time owed.

FURTHER PENALTY BOX PRACTICES

Penalty Timers should not sit or stand anywhere they may be confused with a skater serving a penalty.

If not timing a penalty for any reason (skater is not sitting, skater entered the wrong direction), the timer should inform the skater.

JAM TIMERS

What are the standard practices that govern jam timers?

The jam timer is stationed where they can be heard by both the pack and the jammers, without being in any referee's way.

The jam timer is empowered to request an official timeout, if the 30 seconds is to expire.

A 30-second warning whistle will be blown at the start of each period and after each time out.



TIMEOUT PROCEDURES

The following is the standard procedure for declaring timeouts:

1. After the time out called – immediately look at the clock.
2. Get scoreboard operator's attention to stop clock.
3. Other referees should echo the time out hand signal.
4. Referees or jam timer have the option of standing in front of the pivot line.

ECHOING CALLING OFF THE JAM

When calling off the jam, the standard practice is for other referees to echo the end-of-jam whistles and hand signals.

SIGNALING OFF A SKATER BEFORE THE WHISTLES BLOW

How should a referee direct a skater off the track for a penalty before the pack or jammer whistles blows?

In order to avoid confusion a referee will signal the skater off the track following the standard procedure, but does not whistle.

SIGNALING OFF THE LAST BLOCKER

When a team has only one skater remaining on the track and that skater commits a penalty, what should a referee do since a team must have at least one Blocker on the track at all times, per the rules?

The referee calling the penalty should communicate the following to the last blocker: COLOR, SKATER #, PENALTY, "Stay on the track."

The referee will then signal the skater to the penalty box when another of her teammates return to the track and a seat in penalty box is available.

HIERARCHY OF CALLS

If a skater blocks someone in the back, making contact with the forearms, it could be called as either a forearm block or a back block. How should a referee ensure that it is not double reported or that two separate calls get counted as one?

A hierarchy based on the following penalty categories has been created:

1. Gross Misconduct
2. Misconduct
3. Position on the Track
4. Illegal Target Zone
5. Illegal Blocking Zone
6. All other non-contact penalties (such as cutting, skating out-of-bounds, illegal procedures, insubordination)



NOTES



PENALTIES

“Team color, skater number, penalty type, (Major)”

As per 9.2.5.2.4, referees should announce and report player penalties exclusively by the skater’s team color and charter number, followed by the type of penalty committed. A penalty is assumed to be a minor unless the referee verbally announces at the end of the cue that it is a major. Referees should not say, “minor,” in the verbal announcement.

Examples:

- “Red, 24, Elbow”
- “Gold, 82, Out of Play, Major”

PENALTY TYPES

As part of the penalty reporting verbal cue listed above, referees are required to verbally announce the penalty type. Below is the list of approved verbal announcements for each of the penalty categories as listed in *Section 6* of the *WFTDA Standardized Rules*.

- 6.1 - Blocking to the Back: “Back Block”
- 6.2 - Blocking to the Head/High Block: “High Block”
- 6.3 - Low Blocking: “Low Block”
- 6.4 - Use of Elbows: “Elbows”
- 6.5 - Use of Forearms and Hands: “Forearms”
- 6.6 - Blocking with the Head: “Blocking with the Head”
- 6.7 - Multiple Player Blocks: “Multiple Player Block”
- 6.8 - Out of Bounds Blocking: “Out of Bounds Block”
- 6.9 - Direction of Gameplay Penalties: See below...
- 6.10 - Out of Play Penalties: See below...
- 6.11 - Cutting the Track: “Cutting”
- 6.12 - Skating Out of Bounds: “Skating Out of Bounds”
- 6.13 - Illegal Procedures: See below...
- 6.14 - Insubordination: “Insubordination”
- 6.15 - Misconduct: “Misconduct”
- 6.16 - Gross Misconduct: “Gross Misconduct”



PENALTIES WITH MULTIPLE INFRACTIONS

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, referees 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.

6.9 - Direction of Gameplay Penalties

- *"Clockwise Block"* (6.9.11, 6.9.15)
- *"Stopped Block"* (6.9.12, 6.9.16)
- *"Clockwise Assist"* (6.9.13, 6.9.17)
- *"Stopped Assist"* (6.9.14, 6.9.18)

6.10 - Out of Play Penalties

- *"Failure to Re-Enter"* (6.10.11, 6.10.17)
- *"Failure to Reform"* (6.10.12, 6.10.18)
- *"Out of Play Block"* (6.10.13, 6.10.19)
- *"Illegal Return"* (6.10.14, 6.10.15)
- *"Out of Play Assist"* (6.10.16, 6.10.21)
- *"Destroying the Pack"* (6.10.20)

6.13 - Illegal Procedures

- *"False Start"* (6.13.5, 6.13.16)
- *"Too Many Skaters"* (6.13.6, 6.13.17)
- *"Too Many Pivots"* (6.13.7)
- *"Illegal Call-off"* (6.13.8, 6.13.19)
- *"Illegal Re-entry"* (6.13.9, 6.13.10, 6.13.11, 6.13.22, 6.13.23, 6.13.24)
- *"Illegal Engaging"* (6.13.12, 6.13.28)
- *"Penalty Box Violation"* (6.13.13, 6.13.14, 6.13.15, 6.13.25)
- *"Improper Uniform"* (6.13.18)
- *"Star Pass Violation"* (6.13.20, 6.13.21)
- *"Bench Staff Violation"* (6.13.26)
- *"Equipment Violation"* (6.13.27)

PENALTY BOX

"Team color, skater number, stand"

The penalty timing Officials will instruct a skater who has 10 seconds remaining in her penalty time to stand up by stating the skater's team color first, then her 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.

"Team color, skater number, done"

The penalty timing Officials will instruct a skater that has completed serving her penalty time and may return to the track by stating the skater's team color first, then her 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.



“Out of Play”

Verbal warning given to skaters who are more than 20 feet in front of or behind the legal pack (6.10.6). This verbal cue should accompany the appropriate hand signal.

“5 seconds”

The Jam Timer should announce loud enough for the referees to hear when 5 seconds remain before the start of the next jam.

“No Pack”

A verbal indication by the referees that a No Pack situation has occurred. This is a warning to skaters to attempt to reform a legal pack (4.1 and 6.10.7). This verbal cue should accompany the appropriate hand signal.

“The Pack is here”

A verbal announcement 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.

“Jam is on”

Indicates that the jam is still ongoing and has not been called off by an Official.

“Stay on the track”

Verbal instruction from an Official to a skater to indicate that she does not need to leave the track. For example, when a skater goes to the penalty box when she has committed a minor penalty that is not her fourth, or a skater should not report to the penalty box at this time because she is the only skater from her team on the track. This verbal cue should accompany the appropriate hand signal.

“Return to your bench”

Verbal instruction from an Official to a skater to indicate that she needs to return to her bench. For example, when there are too many skaters from one team on the track. This verbal cue should accompany the appropriate hand signal.



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