

Crew Briefing

Game Administration

1. Medical benches.
2. Fire/emergency evacuation plan.
3. Immediate call-off scenarios:
 - Medics unavailable to observe gameplay.
 - Obvious problem with the scoreboard or clocks.
 - Obvious player injury or any bleeding.
 - Possible player injury, without affirmative response to the question, "Can you continue?"
 - Player or official forcefully strikes their head on the ground or appears concussed.
 - Any **non-player** goes to the ground and does not immediately and actively return upright.

Position-Specific Instructions

1. **IPRs:**
 - All pack definition and reformation penalties.
 - Other officials may issue illegal contact penalties when there is game impact (down, OOB, etc.).
 - Continued blocking w/o impact is insufficient for illegal contact, although you may point at players who are candidates for reformation penalties.
2. **JRs:**
 - The maximum trip points in this game is 4.
 - Check-in with SKs pre-game and after each period.
 - Follow jammers to and from the penalty box.
 - Watch for illegal exit/reentry, illegal contact, etc.
 - Follow jammers to their bench during lineups.
 - Report points at the 4th whistle whenever possible.
 - If points aren't earned, know which opposing player's numbers weren't passed.
 - Check for NOTT points as quickly as possible.
 - If a star pass is incomplete, stay with your jammer and notify IPRs.
 - If your jammer leaves the track due to injury, equipment failure, etc., keep your eyes on them and notify the IPRs so we can end the jam if the other jammer is penalized or leaves the track.
3. **OPRs:**
 - Drop way too early, and commit to the drop (in derby and non-derby directions).
 - If the pack is moving and you are behind your wall, you are already late.
 - Don't show me you can individually keep or catch up, show me you can drop, reset your position, and support your crew mates.
4. **JT:**
 - Start a jam without me when JRs/IPR are in position.
 - Call all administrative OTOs at 25 seconds.
 - Call all injury OTOs immediately.
5. **SBO & SKs:**
 - Notify me immediately if you believe you may have a score discrepancy.
6. **ALTR:**
 - Attend ORs and share preliminary details with the crew.
 - Observe officials and gameplay.
 - Be prepared to provide feedback.

End-of-Period/Game Procedures

1. **Before Intermission:**
 - **HR:** Ask teams if they want to use their OR.
 - **JRs:** Check in with SKs and notify me afterward.
 - **JT:** Wait at least 30 seconds and HNSO instructions before ending a period or declaring the final score.
2. **During Intermission:**
 - **HR & HNSO:** check in with coaches during intermission.
 - **All Officials** meet at the designated area at 5:00 remaining on the intermission clock.
 - **HNSO & HR:** check with the PBM to confirm all required players report.
3. **After Period 2:**
 - **HNSO:** Declare the score final and instruct the SBO and JT to take the appropriate actions.

Overtime Procedures

1. If the scoreboard indicates a tie score at the end of regulation after the JRs check in with their SKs, I want the SBO to immediately start the one-minute lineup clock.
2. We will have successive overtime jams until there is no longer a tie score at the end of a jam.
3. Overtime jam amendments:
 - No lead jammer.
 - Two-minute jam.
 - Scoring points starts on each jammer's initial trip.

NSO Penalties

1. **HNSO:**
 - Issue illegal exit penalties when appropriate.
2. **JT:**
 - Issue delay of game penalties when appropriate.
3. **PBM:**
 - Issue illegal procedure penalties for leaving too soon, equipment violations, etc.
 - Check with me before issuing misconduct penalties.
4. **All other positions:**
 - If you see something, say something.

SO Penalties

1. Make every effort to keep players on track.
2. Be prepared to describe the action, initiation, and impact, including player numbers.
3. When in doubt, default to a no-call and discuss the action after a jam.
4. If you have any information that might refute another official's penalty, direct the player to remain on track.
5. Call penalties within your respective zones, and discuss out-of-zone penalties during lineups.
6. Use clear, slow, deliberate verbal and visual cues.
7. The bar for skating OOB and intentionally adopting an illegal position penalties is high – use only when players egregiously avoid playing derby.
8. Players are in-bounds until they have more than a full arm OOB, up to the collarbone.
9. Do not immediately issue misconduct penalties for potentially expellable actions, and inform me ASAP.

Crew Briefing Continued

Communication With Teams

1. Teams may ask any SO short, clarifying questions (≈5–8 seconds) during lineups, timeouts, etc.
2. Direct any other questions to me ASAP.

Official Reviews

1. I want to complete official reviews as efficiently as possible, ideally in less than two minutes.
2. HNSO and ALTR will accompany me to meet coaches/captains at the designated review meeting location.
3. All other officials SO/NSO will meet at the designated official review location.
 - ALTR will get sufficient information to share with all officials before I arrive to help complete the review.
 - HNSO will confer with their crew if necessary.
 - I will ask very specific questions to reach a conclusion quickly.
4. When we reach a decision:
 - HNSO or ALTR will indicate the result to the SBO.
 - I will advise the coaches/captains of the result.
 - If a mic is available, I will announce the review result.
 - If the announcers intend to report the review result, the ALTR will provide the necessary details.

Non-Standard Hand Signals

1. "Moved into it."
2. "Initiator null."
3. "Own team."
4. "Derby gameplay action that doesn't warrant penalization."
5. "Lateral block."
6. "Helmet cover removed by natural gameplay."
7. "One arm OOB"
8. "Pinning"
9. "Incomplete star pass."
10. "Non-initiator does not have superior position."
11. "Lead is lost."
12. "Do not allow a player to leave the penalty box."
13. "Jam called for injury."
14. "Injury continuation." (JRDA-only)
15. "No injury continuation." (JRDA-only)

Officiating Expectations

1. Show kindness and empathy to everyone...including you.
2. Be humble and assume everyone has the best intentions.
3. Listen with the goal of understanding, not responding.

JRDA-Specific Procedures

1. **Team identification:**
 - Team 1 in (color) identifies as _____.
 - Team 2 in (color) identifies as _____.
2. **Physical gear checks:**
 - Will take place N x minutes before the game.
 - All checks that involve touching equipment require players to give affirmative verbal consent.
 - Fingernails longer than 1/4" must be taped/gloved.
 - Players must remove their mouthguards and speak to you after replacing them.
3. **Visual gear checks**
 - Will take place N x minutes before the start of P2.
 - One official will lead, others will observe.
4. **Official assignments for physical gear checks:**
 - Team 1: _____. Team 2: _____.
 - Any official who wishes to opt out of gear checks may do so; please let me know ASAP.
5. **Fouled-Out/Expelled Players must be directed from the team bench/penalty box to Designated Chaperones (DC).**
 - The DC should not come to the penalty box.
 - Wait to direct players if there is an OR or OTO.
6. **Cursing has a lower metric for penalization than WFTDA or MRDA.**
 - If you're not sure if you hear something that meets the metric, please check with me ASAP.
7. **Sudden Scoring:**
 - I will confer with the HNSO at halftime to determine if the second period will feature sudden scoring.
 - The HNSO and HR will communicate instructions to their respective crews, and the HR will communicate instructions to the teams.
8. **Injury Continuations:**
 - The HNSO and HR will confer during the injury OTO to determine if the circumstances meet the criteria for an injury continuation. I will need to know:
 - Which jammer, if any was lead.
 - How much time was remaining in the jam.
 - Whether each jammer was on a scoring trip.
 - If the situation meets the criteria, the HR and HNSO will meet with both coaches to determine if the eligible team chooses to continue the previous jam.
 - The HNSO will tell the SBO if the jam will continue.
 - If a mic is available, I will announce the decision.
 - If the announcers intend to report the decision, the ALTR will provide the necessary details.
 - Note that the scoreboard will increment jam numbers during an injury continuation.
 - When the JT announces there are 5 seconds before the start of a jam continuation, JRs will advise their jammer of their lead status and whether or not they are on a scoring trip.
9. **Overtime Note:**
 - If overtime is necessary, the JT will call an OTO.
 - I will signal the JT to direct the SBO to start the 1:00 lineup clock as soon as teams and officials are briefed.

Coaches & Captains Meeting

Game Administration

1. Medical benches
2. Fire/emergency evacuation plan
3. Immediate officiating call-off scenarios:
 - Medics unavailable to observe gameplay.
 - Obvious failure of the scoreboard or clocks.
 - Obvious player injury or any bleeding.
 - Possible player injury, without affirmative response to the question, "Can you continue?"
 - Player or official forcefully strikes their head on the ground or appears concussed.
 - Any non-player goes to the ground and does not immediately and actively return upright.

Gameplay Support

1. **Penalty avoidance:**
 - I want to help keep players out of the penalty box and on the track.
 - We will use warnings whenever possible to help players avoid penalization.
2. **Failure to exit penalties:**
 - I want to avoid issuing failure to exit penalties.
 - We will issue illegal procedure penalties to penalized players who do not immediately exit the track to the outside when it is safe for them to do so.
 - The metric we will use affords players a 45-degree angle to the left or right as they face the outside of the track.
 - We will penalize for skating through the inside of the track regardless of the player's exit angle.
3. **Pack reformation and return-to-play penalties:**
 - Please remind players of their responsibilities when they receive "no-pack" and "out-of-play" warnings.
4. **False start warnings:**
 - Please remind players to remain on the track and yield their position to other players.
 - Officials who issue false start warnings will provide a verbal and visual cue to indicate a player may resume play.
5. **Contact with officials:**
 - Sometimes it happens due to natural gameplay.
 - Please remind players to be mindful of avoiding contact with officials when they are:
 - Reporting to, entering, or returning from the penalty box.
 - Crossing the inside area of the track.
 - Leaving or returning to their bench.
 - Skating non-derby direction in the JR lanes.
 - OPRs will hold their positions for ≈5 seconds after a jam ends.
 - Forceful contact with an official that is negligent or avoidable may result in expulsion.

End-of-Period and Game Procedures

1. If you have an official review available, I will ask you if you want to use it at the end of each period.
2. I will attempt to locate you in your team bench area within the first five minutes of intermission to ask for feedback that I can share with the rest of the officials.

Overtime Procedures

1. If the scoreboard indicates a tie score at the end of regulation after the JRs check in with their SKs, the SBO will immediately start a one-minute lineup clock (counting up).
2. We will have successive overtime jams until there is no longer a tie score at the end of a jam.
3. Overtime jam amendments:
 - No lead jammer.
 - Two-minute jam.
 - Scoring points starts on each jammer's initial trip.

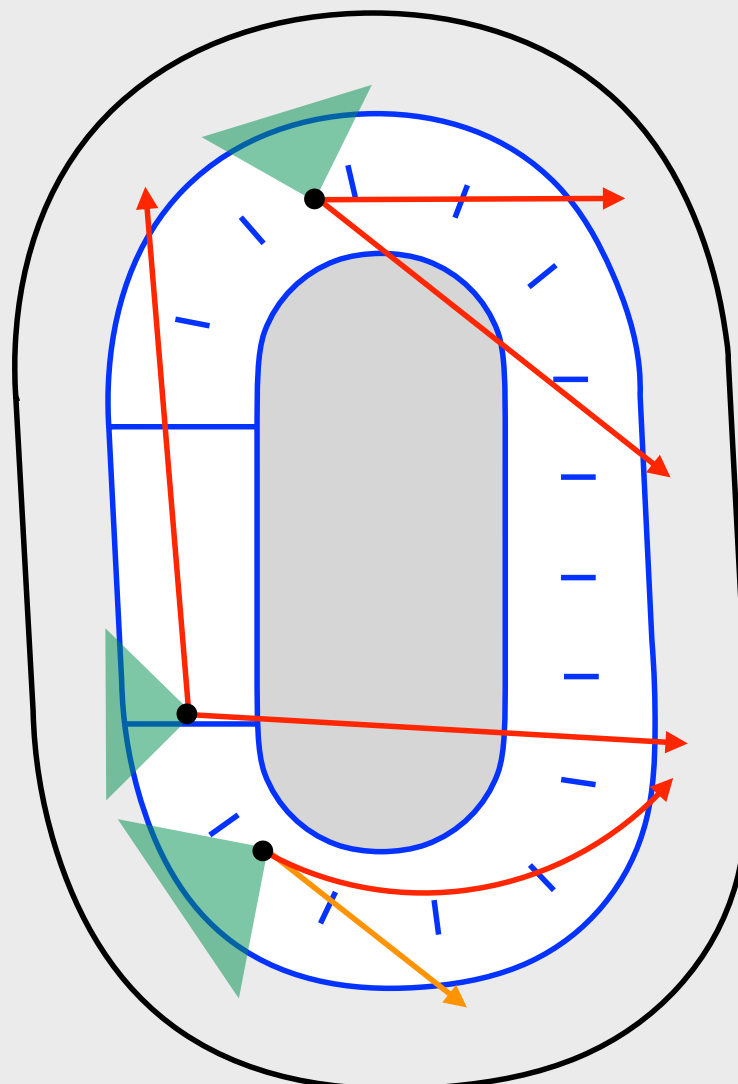
Communication With Officials

1. Players and coaches may ask any SO short, clarifying questions (≈5–8 seconds) during lineups, timeouts, etc.
2. Direct any other questions to me ASAP.
3. We will make mistakes, and I want to do the best we can to resolve those mistakes in a way that is as fair as possible.

Official Reviews

1. Captains and Alternates only for both teams, please meet at the designated official review area.
2. After I listen to your official review request, I will confirm the intent of your review before performing the review with the officiating crews.
3. Please remain in the designated area until I return to share the result of your official review request.

Coaches & Captains Meeting Continued



JRDA L2-Specific Procedures

JRDA L2-Specific Procedures Overview

1. JRDA L2 gameplay can be difficult for players to play and for officials to officiate because what has the appearance of excellent derby can be illegal.
 - Most players watch derby that allows full contact.
 - Most officials rarely officiate JRDA L2.
2. In the JRDA L2 ruleset, forceful contact or "hitting" is illegal:
 - Hitting usually occurs when two players moving at vastly different speeds make contact.
 - Making contact with any swinging of the shoulders, hips, or other legal blocking zones is hitting.
 - We penalize for hitting even when players make contact with legal blocking zones to legal target zones.
 - We penalize for forceful contact regardless of game impact.
 - The penalty we issue for forceful contact is Illegal Contact with the verbal cue "hitting."
3. It is legal for players to make gentle contact and block using legal blocking zones to legal target zones.
 - Players may lean or push with force as long as they do not stop their block and initiate a new block with forceful contact.
4. In the JRDA L2 ruleset, it is illegal for players to position themselves such they cannot be blocked without an opposing player making forceful contact.
 - The penalty that we issue in these cases is Illegal Position, with the verbal cue "Adopting an unblockable position."

Scenario #1 – Swinging of the Shoulders or Hips

1. Blocker is legally blocking Jammer, discontinues their block momentarily, and starts a new block by swinging their shoulders, hips, or other legal blocking zones.
 - This is illegal regardless of game impact and will draw an Illegal Contact penalty for hitting.
2. Blocker may legally block with force as long as they first make gentle or non-forceful initial contact with Jammer.
3. Blocker may legally disengage and reengage their block as long as each new block is non-forceful.

Scenario #2 – Initiation Determination A

1. Jammer initiates forceful contact with Blocker, although due to a size or skill disparity, Blocker absorbs the contact without moving, and Jammer falls to the ground.
 - In this case, we will penalize Jammer for initiating forceful contact regardless of the blocking zone, target zone, or game impact to Blocker.

Scenario #3 – Catching

1. Jammer is navigating the pack with an established trajectory and Blocker moves to "catch" Jammer before they exit the pack and front engagement zone.
 - "Catches" that initiate with forceful contact are illegal and will draw an Illegal Contact penalty for hitting regardless of game impact.
 - Blocker may legally "catch" Jammer with non-forceful contact and continue to legally block.
2. Jammer is allowed to brace for contact although they may not initiate a forceful counter-block.
 - A forceful block by Blocker and a forceful counter-block by Jammer may result in Illegal Contact penalties for both players.

Scenario #4 – Initiation Determination B

1. Jammer is navigating the pack with an established trajectory and Blocker positions themselves in Jammer's path such that Jammer has no way to avoid making forceful contact to Blocker.
 - In this case, Blocker initiated forceful contact and we will penalize Blocker for Illegal Contact.
 - "Moving into" this sort of contact is illegal regardless of impact.

Scenario #5 – Skating OOB to Avoid Hitting

1. In the same scenario, we will allow Jammer to intentionally skate OOB to avoid forceful or potentially dangerous contact that would be unavoidable due to the way Blocker attempts to initiate a block.
 - In this case, we will not penalize Jammer and will instead issue an Illegal Position penalty to Blocker for adopting an unblockable position.
2. In the same scenario, if we determine that Blocker had an established position and Jammer would have been the initiator of forceful contact, we will penalize Jammer for Skating OOB.

Scenario #6 – Navigating the Pack at High Speed

1. Jammer may approach the pack at any speed, although they are responsible for navigating the pack in a blockable position.
 - If Jammer navigates the pack at a speed that does not allow opposing players to legally block Jammer, we will penalize Jammer for adopting an unblockable position.
 - However, if no opposing player could have possibly positioned themselves to block Jammer when Jammer navigates the pack, either due to the positioning of opposing players or the blocking technique of Jammer's teammates, we may determine Jammer did not adopt an unblockable position, regardless of their speed.