

# NSO Manual - January 2019 Ruleset

Pretty Miffed

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## Foreword

This document was written based on the rule set established by the WFTDA Rules Committee for the 2019 season. It contains the policies and procedures used by the Rainy City Roller Derby Officiating Crew, and is not endorsed by the Women's Flat Track Derby Association

## 1 Inside Whiteboard

### 1.1 General Description

The Inside Whiteboard displays all of the penalties accumulated by both teams during the game. The person assigned to the board receives information from the Penalty Tracker and writes it accordingly. They should have memorised all of the penalty codes, have good communication skills, and work closely with the Tracker and Wrangler. They are also responsible for tracking timeouts and official reviews used.

### 1.2 Equipment Needed

Whiteboard, Markers, Eraser

### 1.3 Paperwork

Although the Inside Whiteboard is not assigned paperwork, they will be writing on a large whiteboard in the centre of the track, and it requires some preparation.

Prior to the start of the game, the Head NSO will provide a roster for both teams. Find the Captains of both teams and double check to make sure the roster is correct and no changes have been made. If there are changes, document them and notify the Head NSO.

Next, the skater numbers must be written on the board, in alphanumeric

order, with the team colour at the top. In the top-left corner, print ‘T T T O<sub>1</sub> O<sub>2</sub>’. These letters represent timeouts and official reviews.

T	T	T	O <sub>1</sub>	O <sub>2</sub>	RED				T	T	T	O <sub>1</sub>	O <sub>2</sub>	GREEN			
00									007								
10									1								
1313									178								
14									20								
242									29								
75									31								
8									42								
828									524								

Figure 1: Skater numbers are listed alphanumerically (see Section 2.3)

#### 1.4 Procedures

At the start of the game, stand off to the side of the board and only block the view when a penalty needs to be written.

During the game, listen to the Penalty Tracker who will communicate the colour of the team, the number of the skater, and the penalty (Colour, #, Penalty); always in that order. Write the penalty codes in the area next to the skater number i.e. the Penalty Tracker calls out ‘Red, One-Three-One-Three, Back Block’, write a ‘B’ next to #1313 on the Red side of the board. Confirm that the penalty has been received.

It is a good idea to check the Inside Whiteboard with the Penalty Tracker every 5-10 jams and during any timeouts.

As each skater sits in the Penalty Box, place a small dot underneath the penalty code to denote that the skater has actually gone to the Box and is serving that penalty. Announce when a skater is going to the Box and that they are sitting.

Both teams get 3 Timeouts per game, and 1 Official Review for each period. When one of these is used, cross through the appropriate letter from that team’s board. If the Official Review is successful the team may retain the review for a second use, make a note that it has been used once. If a team calls for a timeout but do not have any remaining, but do have an Official

Review for that period, it will be assumed that they are using the Review, confirm this with the Head Referee and Jam Timer. Communicate with the Head Referee how many timeouts or official reviews are left for each team.

T	T	T	O <sub>1</sub>	O <sub>2</sub>	RED				X	T	T	O <sub>1</sub>	O <sub>2</sub>	GREEN			
00									007								
10			C.						1			X.	X.	F.			
1313			B.	B.					178			B.	P.				
14									20			E.	X.	C.	C.	B.	
242									29								
75			F.	L.	X.				31			B.	F.				
8			E.	P.					42								
828			F.	L.	F.	C.			524								

Figure 2: a) Red #14 is listed below #1313. b) The Green team has used one timeout this game.

Prior to each jam, the Jammer Referees may want to know how many penalties each Jammer has accumulated. Keep an eye on the lineup and assist the Referees.

As the game progresses, make a mental note of skaters who are approaching 7 penalties. If a skater should earn 6 penalties, notify the Wrangler and Tracker.

If a skater has been given 5/6/7 penalties, confirm with the Penalty Tracker that the information on the Inside Whiteboard is correct. Communicate to the Box Manager this information with hand signals as the skater approaches the box to ensure that this is also recorded correctly on the box paperwork.

Communication between the Inside Whiteboard, the Penalty Tracker and the Penalty Box, as well as the Head Referee is very important. It is a good idea to discuss how the communication will work before the start of the game.

Communicate with the Penalty Box if there are extra turns for any skater. This leaves the Tracker and the Wrangler free to stay with the Referees.

## 1.5 Penalties

- Misconduct
  - Scenario C4.3.F: Profane, abusive, and obscene language is unsporting and degrading to the sport, but should not always be penalized. If said language was audible to the audience or via broadcast, [the skater] is penalized. If [the skater]'s profanity was directed at an Official, [the skater] is penalized. Otherwise, a few choice words directed at a teammate or opponent should result in a warning and be penalized if the behavior continues.

The Inside Whiteboard will be able to issue this penalty themselves unless the Head Referee says otherwise, this will be clarified before the start of the game. If the penalty should be issued to the Captain, this should be reported to the Head Referee who will issue this.

Issuing penalties must be done in accordance with Officiating Discretion — see Section 2.5. The correct verbal cue and hand signal must be used, these can be found in WFTDA Officiating Cues, Codes And Signals — see Section 3.3.

## 1.6 End of First Period

Consult with the Penalty Tracker to make sure that the Inside Whiteboard is accurate.

Confer with the Penalty Box staff and Lineup Trackers. Confirm how many trips each skater has had to the Box.

## 2 Additional Information

### 2.1 Professionalism And Impartiality

Even as volunteers, NSOs are expected to learn their assigned jobs, focus on their duties, and strive to improve their abilities and knowledge. They do not do their jobs for glory or attention. They are there with a knowledge of self-satisfaction. Attend and be prepared at all practices and scrimmages.

NSOs may work closely and socialise with one or more leagues. But, they must maintain impartiality at all times.

- Do not cheer or applaud during introductions, big hits, or high-scoring jams.
- Do not speak negatively of any skater or team.

- Do not express any opinions on social media.
- When attending after-parties, change out of ‘uniform’ if applicable.

NSOs have signed a Code of Conduct. Anyone failing to maintain the set standards may be dismissed and told to not return.

When visiting other leagues, be sure to talk to their HNSO and review the assigned position. They may have different procedures than at home.

## **2.2 Penalty Abbreviations**

- A – High Block (Blocking TO the Head)
- B – Back Block
- C – Illegal Contact
- D — Direction
- E – Leg Block
- F – Forearm
- G – Misconduct
- H – Head Block (Blocking WITH the Head)
- I – Illegal Procedure
- L – Low Block
- M – Multiplayer
- N – Interference
- P – Illegal Position
- X – Cut
- FO — Foul Out

### 2.3 Alphanumerics And Skater Numbers

Skaters are allowed to use up to 4 numerals when selecting their identifying number. When organising rosters and preparing for games it is best to know how the system operates.

Imagine adding new letters to the alphabet, in front of the letter 'A'. These new letters are represented by the numbers 0-9. So the new alphabet becomes: 0, 1, 2, 3, . . . , 8, 9, A, B, C, . . . , X, Y, Z

Therefore, larger words can be listed before smaller words; the word 'Elbow' comes before the word 'Hat'. So too can larger numbers be listed before smaller numbers because they are being listed alphabetically: 0, 001, 10, 1984, 21, 23, 314, 8

### 2.4 Uniforms

There is an established dress code for all WFTDA-sponsored tournaments.

The general guidelines are:

- NSOs must wear a top differentiating themselves from Referees (Example: the official WFTDA NSO top). The colour of the top must be dictated by the Head NSO prior to the day of the game.
  - Tops must be long enough to cover the midsection while at rest.
  - Tops must have sleeves (cap sleeves are acceptable).
  - Officials may add only these patches to their top:
    - \* the WFTDA patch, worn on the upper left chest,
    - \* certification patches, worn on the right sleeve,
    - \* the official patch of their country/region of residence or origin, worn on their left arm.
  - All patches and name plates must be sewn or otherwise permanently affixed to the uniform. Safety pins or other means of temporary attachment are not allowed. Velcro sewn to both the jersey and patch is acceptable.
- The word 'OFFICIAL' must be printed on the back of the top between the shoulders in high-contrast letters.
- If an NSO puts a name on their shirt, it must be in the upper right chest area. Names must be approximately the same size or smaller than the WFTDA member patch.
- If not wearing a dress, an Official must wear predominantly black pants or shorts (made of any material), black skirt, or black kilt.

- Bottoms must at least mid-thigh in length and opaque. If skirt or shorts are shorter than mid-thigh, opaque black shorts or leggings must be worn underneath to meet this length requirement.
- If worn, belts and socks must be black or white.
- Shoes must have closed toes.
- NSOs may wear hats, bandanas, headbands, or other head coverings, provided that they are professional.

Exceptions for these guidelines are made for special events (i.e. Halloween) and is at the discretion of the Head NSO. (Note: when visiting other teams, they may/may not have their own dress code. Be sure to check with them in advance).

## 2.5 Officiating Discretion

Officiating Discretion is explained in Section 5.4 of the rules, and must be adhered to at all times, especially if the Head Referee has granted an NSO to issue penalties.

The important things to note as an NSO are:

- Officiating discretion is intended only to allow Officials to keep the game safe, fair, and consistent in the event that an unexpected situation arises. Discretion does not allow Officials to change rules
- If an Official is in doubt on a call, a penalty must not be called
- If an Official is in a position where intent must be inferred but is not clear, legal intent must be presumed
- When an Official provides erroneous information to a Skater, the Skater will not be penalised for actions taken based on that information

## 2.6 Officials Meetings

During games, there will be an Officials Meeting prior to the start of the game that NSOs are required to attend. Be aware of the time and listen for announcements. Do not wander off.

# 3 References

## 3.1 Rules of Flat Track Roller Derby

- <https://rules.wftda.com>

### 3.2 WFTDA Officiating Procedures

- <https://static.wftda.com/officiating/wftda-officiating-procedures.pdf>

### 3.3 WFTDA Officiating Cues, Codes And Signals

- <https://static.wftda.com/officiating/wftda-officiating-cues-codes-and-signals.pdf>

### 3.4 WFTDA Game Statistics Package

- <https://resources.wftda.org/competition/game-resources/statsbook/>

### 3.5 WFTDA Statsbook Manual

- <https://resources.wftda.org/competition/game-resources/statsbook/>

### 3.6 WFTDA Officiating Uniform Policy

- <https://static.wftda.com/officiating/officiating-uniform-policy.pdf>
- <https://static.wftda.com/officiating/nso-printing-instructions.pdf>

### 3.7 WFTDA Sanctioning Policy

- <https://static.wftda.com/sanctioning/wftda-sanctioning-policy.pdf>

### 3.8 Carolina Roller Derby Scoreboard

- <https://github.com/rollerderby/scoreboard/releases/>

### 3.9 Nine Inch Wheels - Dot System

- [https://drive.google.com/drive/folders/0B04PJEx\\_pRAzU3BONThDTUtEX3M?fbclid=IwAR247Th5FQdJopZO\\_MZltcQVNOJOAP4kQhdiUc0SZ6hs0VG6wV8Y\\_bvi6fk/](https://drive.google.com/drive/folders/0B04PJEx_pRAzU3BONThDTUtEX3M?fbclid=IwAR247Th5FQdJopZO_MZltcQVNOJOAP4kQhdiUc0SZ6hs0VG6wV8Y_bvi6fk/)

### 3.10 WFTDA Certification

- <https://resources.wftda.org/officiating/roller-derby-certification-program-for-officials/>

**3.11 DC Roller Girls, ‘How to NSO Like a Pro’**

- Written by: Justin ‘KGusedtoB’ McGovern
- Additional credits to:
  - Gravity Kills (Roc City Roller Derby)
  - Grand Poobah (Roc City Roller Derby)
  - Grief Eriksson (Roc City Roller Derby)

**3.12 Diamond State Roller Girls, ‘Non-Skating Official Training Manual v 1.3’**

- Written by: Richard ‘Tweedle Damn’ Pethel
- Additional credits to:
  - Kelly ‘Smacktavish’ Schmidt (Brandywine Roller Girls)
  - Paul ‘Paulie Walnutz’ Hunter (Diamond State Roller Girls)