NSO Manual - January 2019 Ruleset

Pretty Miffed

May 22, 2019

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 Lineup Tracker

1.1 General Description

Before each jam begins, write the skater numbers in the appropriate boxes. During the jam, track when the team's skaters enter and leave the Penalty Box.

1.2 Equipment Needed

Clipboard, Tracking Forms, Pen/Pencil

1.3 Paperwork

Prior to the start of the game, the Head NSO will assign a team/colour to watch. When the paperwork is provided, fill in the name, date, and colour boxes (if it has not already been done in advance).
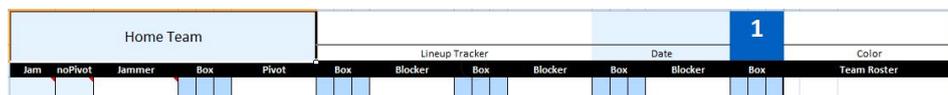

Figure 1:

The columns of information to watch for during the game are listed in the black bar along the top of the page:

JAM — Starting with 1 each period, write the jam number as it happens.

DO NOT fill in the jam numbers ahead of time. If a Star Pass should occur, write 'SP' in the box below the current jam (see Section 1.3.1).

NO PIVOT – Mark this box with an 'X' if either a) the team does not field a Pivot, or b) a Star Pass situation occurs (see Section 1.3.1). (If no Pivot is fielded at the start of the jam, any Blocker number can be here)

JAMMER, PIVOT, BLOCKER – Write the skater numbers in these boxes. If the team did not field all skaters, write 'n/a' in the box(es). If the team did field all skaters but not all numbers were tracked, write '?' in the box(es).

- The Jammer is indicated by the skater wearing a helmet cover with two Stars on it.

- The Pivot is indicated by the skater wearing a helmet cover with a Stripe on it.

- The Blockers are the remaining skaters and may be written in no particular order

(Alphanumeric order is preferred, if possible, but not required – see Section 2.2)

BOX – If a skater of the assigned team is issued a penalty *and sits in the Box during a jam in progress*, indicate this with '-' in the first box. If the skater leaves the Penalty Box *during the same jam*, indicate this by turning the '-' into an '+'. Should the skater be sent to the Box a second time in the same jam, use the next box.

If the jam ends before the skater is seated in the box and they sit in between jams, carry that skater's information down to the next jam and mark the first box of the new jam with an 'S' (started in the Box). If the skater then leaves in this jam, add a line to the 'S' to create '$'.

If the jam ends before the skater leaves the Penalty Box, carry that skater's information down to the next jam and mark the first box of the new jam with an 'S' (in the Box). If the skater leaves the Box in that jam, add a line to the 'S' to create '$'.

If a skater is substituted in the next jam (due to injury, foul out or expulsion), write down the number of the new skater and mark the first box of the new jam with an 'S' (in the Box), then continue as above. Write a note in the margin to clarify why the skater number has changed.

If a jam is called-off due to an injury, the skater needs to be substituted

in the Box, or there is a delay for the skater to leave track in between jams, write '3' in the first available box of the injured skater.

It is advised to keep a tally of the box trips underneath the skaters in the roster on the right. This enables a quick check against the Inside White-board to make sure that the number of trips match the number of penalties. Be aware that skaters may have served multiple penalties on a single trip, and this will not be reflected. Once confirmed, add additional tallies to show the number of penalties served. The multiple penalty trip can also be shown next the jam where the time was served by writing 2x (for example) in the margin.

Home Team					Color		Date		Lineup Tracker		
Jam	noPivot	Jammer	Box	Pivot	Box	Blocker	Box	Blocker	Box	Blocker	Box
1		23		101	+	66	+ +	333		01	
2		55		99		16	-	66		01	$
3		2121		99	S	333		66	$	101	
4		23		99	$	55		333		01	

Figure 2: a) In the first jam, Pivot #101 was sent to the Box, and returned to play in the same jam. b) Blocker #66 went to the Box twice in the same jam. c) When #66 went to the Box in the second jam, the jam ended before their time was served and they returned to play in the third jam. d) #01 went to the box in the first jam but did not sit before the jam ended, they served their time and returned to play in the second jam. e) #99 went to the box in the second jam but did not sit before the jam ended, the third jam also ended before their time was served and they returned to play in the forth jam.

1.3.1 Star Passes

Both Lineup Trackers will write in two rows in a jam which has a Star Pass.

The Lineup Tracker for the Star Passing team should move to the next row and write 'SP' in the Jam column, and update the Star Passing team's new lineup with the Jammer and Pivot numbers reversed (also mark the no Pivot column) and the same Blockers' numbers. Mark all skater Penalty Box exits/entries which occur after a Star Pass in the row with the new Jammer. If a Blocker is in the Box at the time of the Star Pass, mark 'S' in the first box on the new line and continue as if that Blocker started the jam in the Box.

The Lineup Tracker for the NON-Star Passing team should wait to see if their team also performs a Star Pass. Mark all skater Penalty Box exits/entries which occur after a Star Pass in the row with the team's current Jammer. At the end of the jam, if that team did not Star Pass during jam with a Star Pass, move to the next row and write 'SP*' in the Jam column, leaving the rest of that row intentionally blank.

NOTE: The current Standard Practice for Lineup Trackers is to mark the Penalty Box entries and exits on the row of the current Jammer. If only one team makes a Star Pass, each team's post-Star Pass Penalty Box entries and exits will be recorded on different rows (new row for Star Passing team, original jam row for NON-Star Passing team).

Jam	noPivot	Jammer	Box			Pivot	Box			Blocker	Box			Blocker	Box			Blocker	Box		
1		23				100				76				333				1776			
2		55				2121				99	-			16				66	-		
SP	x	2121				55				99	S			16				66	$		

(a) Star Passing Team

Jam	noPivot	Jammer	Box			Pivot	Box			Blocker	Box			Blocker	Box			Blocker	Box		
1		13				555				2				47				69			
2		67				32				4	+			1				85			
SP*																					

(b) Non-Star Passing Team

Figure 3: a) During the second jam, there was a Star Pass; Pivot #2121 becomes the new Jammer. Blockers #99 and #66 were in the Box at the time of the Star Pass. Blocker #66 left the Box after the Star Pass, Blocker #99 remained in the Box until the next jam. b) The opposing team did not Star Pass, so 'SP*' has been entered. Blocker #4's entry and exit to the Box has been marked as normal. (Not seen in the example above, the jam following the Star Pass would be indicated as 3, then 4, etc.)

	Home Team					Color		Date		Lineup Tracker			
Jam	noPivot	Jammer	Box	Pivot	Box	Blocker	Box	Blocker	Box	Blocker	Box	Blocker	Box
1		23		100		76		333		1776			
2		55		2121		99	-	16		66	-		
SP	x	2121		55		99	S	16		66	$		

(a) Star Passing Team A

	Away Team					Color		Date		Lineup Tracker			
Jam	noPivot	Jammer	Box	Pivot	Box	Blocker	Box	Blocker	Box	Blocker	Box	Blocker	Box
1		13		555		2		47		69			
2		67		80		4	+	1		85			
SP		80		67		4		1		85			

(b) Star Passing Team B

Figure 4: a) During the second jam, there was a Star Pass; Pivot #2121 becomes the new Jammer. Blockers #99 and #66 were in the Box at the time of the Star Pass. Blocker #66 left the Box after the Star Pass, Blocker #99 remained in the Box until the next jam. b) The opposing team also had a Star Pass; Pivot #80 becomes the new Jammer. Blocker #4 entered and exited the box before the star pass. (Not seen in the example above, the jam following the Star Pass would be indicated as 3, then 4, etc.)

1.4   Procedures

Lineup Trackers will sit or stand in an area located behind the Jammer line and off the track so they can see the numbers on the backs of the skaters as they prepare for each jam, and as skaters enter the Penalty Box.

Write down the numbers quickly, but be aware that last-second changes can be made, so it is suggested to not fill the entire box the first time. Trackers may enter the track during the 30 second line up to see hard-to-read numbers. Be aware of the 5 second warning and leave the track before the whistle.

Listen for Referees to call penalties on skaters from the team. If a skater from the assigned team enters the Penalty Box (wait for them to sit, they might be waved-off), note this as above.

Injured skaters must sit-out 3 jams before returning to play. If an injured skater is on the track before three jams have passed, notify the Outside Pack Referee immediately. If possible, communicate this to the Jam Timer so that they know not to start the next jam. This also applies to any skater that was

required to be substituted in the Penalty Box due to injury or equipment malfunction, or required an Official Timeout to be called for them to leave track at the end of a jam, but did not have a jam called dead for them.

If there appears to be a infraction being committed (i.e. too many, or wrong skaters on the track), warn the skaters of the error.

Communication with the other Lineup Tracker is very important. It is a good idea to discuss how the communication will work before the start of the game.

Announce any penalties coming in, when they sit and when skaters are standing/leaving the Box. This is especially important during jammer swaps. Communicate any skaters sitting between jams to ensure it is on paperwork.

If a skater cannot be seen, ask the other Lineup Tracker to announce the numbers so these can be recorded quickly.

Announce when a star pass is happening so that it can be recorded by both Lineup Trackers. It is also good to check the number of the jam with each other.

1.5   Penalties

Penalties that relate to the position of Lineup Tracker are:

- 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.

Lineup Trackers 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 2.4. 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

For any skaters still serving time at the end of the period, their information should be marked on the second period sheet as if it were being carried over from jam to jam. Be sure to communicate this information to the Penalty Box and the Outside Pack Referee before the second period starts.

Check the paperwork with the Penalty Box Timers and Penalty Tracker to ensure that the penalties have been recorded correctly.

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   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

2.3   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).

2.4   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

2.5   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-c
  ues-codes-and-signals.pdf

3.4 WFTDA Game Statistics Package

- https://resources.wftda.org/competition/game-resources/s
  tatsbook/

3.5 WFTDA Statsbook Manual

- https://resources.wftda.org/competition/game-resources/s
  tatsbook/

3.6 WFTDA Officiating Uniform Policy

- https://static.wftda.com/officiating/officiating-uniform
  -policy.pdf

- https://static.wftda.com/officiating/nso-printing-instru
  ctions.pdf

3.7 WFTDA Sanctioning Policy

- https://static.wftda.com/sanctioning/wftda-sanctioning-p
  olicy.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_pRAzU3B0N
  ThDTUtEX3M?fbclid=IwAR247Th5FQdJopZO_MZltcQVN0JOAP4kQhdiUc
  0SZ6hs0VG6wV8Y_bvi6fk/

3.10 WFTDA Certification

- https://resources.wftda.org/officiating/roller-derby-cer
  tification-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 Erikkson (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)