

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 Penalty Tracker

1.1 General Description

Standing on the inside of the track, Penalty Trackers will document any penalties called out by the Referees. Working closely with the Penalty Wrangler, it is important to have good communication without being distracted. A good Penalty Tracker will have some prior experience working games, and will have memorised the penalty codes.

1.2 Equipment Needed

Clipboard, Tracking Forms, Pen/Pencil

1.3 Paperwork

The paperwork is designed so that one person can cover the penalties for both teams. Penalties for the Home team will be indicated on the left side of the sheet, and the Away team on the right.

After filling in name, date, and colour of each team, check to make sure the skater numbers have been pre-populated under both the 'Skater #' columns on both left and right sides. If not, enter this information manually, prior to the start of the game.

Home Team					Away Team					1									
Color					Date					Penalty Tracker					Color				
#	PENALTY / JAM #				FO/EX	TOTAL	NOTES	#	PENALTY / JAM #				FO/EX	TOTAL	Codes				
							1								G				
							2								(Gross)				
							3								Miscondi				

Figure 1:

SKATER # — These columns should be pre-populated with the alphanumeric numbers of each skater participating in the game (including the alternates) from both teams.

PENALTY / JAM # — When a Referee calls a penalty on a skater, in the top row of boxes, indicate the appropriate penalty code from the list on the far right of the page. In the bottom row, write the jam number that the penalty occurred in. If a skater is issued a penalty between two jams, then the jam number of the jam in which the skater was participating should be used. Any Delay of Game penalties should be recorded for the upcoming jam, which is the jam that is being delayed to issue the penalty. If a Delay of Game penalty is not assessed prior to the start of a jam, the penalty should be assessed and recorded in the following jam.

FO/EXP — If a skater sits in the Penalty Box for seven penalties, that skater has Fouled Out. The abbreviation ‘FO’ is written in the top box and the jam it occurred is written in the bottom box.

If a skater is expelled from a game by the Head Referee, the appropriate penalty code is entered into the top box, and the jam it occurred is written in the bottom box.

TOTAL — At the end of each period, tally the total penalty minutes for each skater and enter it in this box.

Home Team										Color	Date
#	PENALTY / JAM #				FO/EXI				TOTAL	NOTE	
111	B	B	E	C					4	1	
	3	7	9	14						2	
19	H	F	B						3	3	
	2	5	7							4	
22	C								1	5	
	13									6	

Figure 2: This shows that in the first period, skater #19 was issued a total of 3 penalties; Blocking with the Head in the second jam, Use of Forearms in the 5th jam, and a Back Block in jam 7.

NOTES – The Penalty Tracker should know the current jam number and can use the list to circle/cross-out each number accordingly. Also, if a mistake is made, the Penalty Tracker can write notes to clarify what has happened to the Head NSO when the information is transcribed.

NON-SKATER EXPULSIONS — Penalties associated with the expulsion of a non-skating member of the bench staff (which are not otherwise assigned to the team Captain) are noted here. The name of the bench staff member should be written in the shaded block and penalties should be noted in the same way as the rest of the Penalty/Jam # section.

1.4 Procedures

Trackers stand near to the Inside Whiteboard during the game. (They may move around the Inside Whiteboard as needed, but must not obstruct the progress of the Referees.) As play begins, they will listen and watch the Referees, while simultaneously keeping an eye on the Penalty Wrangler. As penalties are called, the Tracker must document them as quickly as possible and notify the Inside Whiteboard with ‘Colour, #, Penalty’. Check the Inside Whiteboard is up to date with the paperwork every 5-10 jams and during any timeouts.

In the absence of a Wrangler, Trackers will follow the Inside Pack Referees around the track, without hindering their progress and moving out of the way as needed.

With the Wrangler as an assistant, regularly check the whiteboard they hold up for penalties and let them know once they have been documented.

Communication between the Penalty Tracker, the Penalty Wrangler and the Inside Whiteboard is very important. It is a good idea to discuss how the communication will work before the start of the game. It is also a good idea to discuss positioning with the Wrangler before a game and decide where to be during the jams.

Find out from the Head Referee when they would like to know if a skater has 6 penalties, and if they want to know how many penalties a Jammer has at the start of each jam.

The paperwork has a notes section to track the Jammers for the jam and any injured skaters. Inform the Referees if any injured skater is on track before they have sat out the required 3 jams have passed.

1.5 Penalties

Penalties that relate to the position of Penalty 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.

The Penalty Tracker 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 Inside Whiteboard, Penalty Box Timers and Lineup Trackers to ensure all the penalties are accurate.

Accrued penalties need to be carried over to the sheet for the second period. Do this by shading in the appropriate blocks on the next sheet. Remember that with each new period, the Jam Number is reset to 1.

Home Team										Color	Date
#	PENALTY / JAM #						FO/EXI	TOTAL	NOTES		
111				E	B	L		FO	3	1	
				2	5	12		12		2	
19			X	F					2	3	
			4	9						4	
22		B	B	X	L	X			5	5	
		3	6	8	11	16				6	

Figure 3: Penalties from the first period are indicated on the second sheet by shading. Skater #111 was issued three additional penalties in the second period and Fouled Out in the 12th jam with a Low Block

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/OB04PJEx_pRAzU3BONThDTUtEX3M?fbclid=IwAR247Th5FQdJopZO_MZ1tcQVNOJOAP4kQhdiUc0SZ6hs0VG6wV8Y_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)