

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 Wrangler

1.1 General Description

Working as an assistant to the Penalty Tracker, the Wrangler helps to gather penalties called out by the Referees and communicates them to the Tracker as quickly as possible.

Wranglers need to have the penalty codes memorised and be aware of their surroundings at all times. It is also beneficial to know hand signals used by Referees.

Know when a skater has 6 penalties and communicate to the Referees if a 7th penalty is issued.

1.2 Equipment Needed

Whiteboard (small), Marker, Eraser (cotton glove/wristband)

1.3 Paperwork

The Wrangler carries a small whiteboard and marker to write down the penalties as they are called out by the Referees. Before the game starts use coloured markers to divide the whiteboard into two halves with the colours of the teams across the top. During the game, only a black marker is needed.



Figure 1:

When the jam begins, Wranglers will follow the Inside Pack Referees around the track, without hindering their progress and moving out of the way as needed. When a Referee calls a penalty (Colour, #, Penalty), write the number and code on the whiteboard and display it to the Penalty Tracker as quickly as possible. When writing, be sure that the penalty code is written below the skater number to prevent confusion.

There will be some times when multiple penalties are called simultaneously. Try to get them written and displayed as fast as possible. Do not erase anything written until the Tracker gives an affirmative signal.

If a Referee has not been understood, it is ok to ask them to repeat the call.



Figure 2: a) Red skater #00 was called for Illegal Contact, and #14 was called for a Leg Block. b) Green Skater #1 performed an illegal procedure, and #524 cut-track.

1.4 Procedures

To erase the whiteboard, it is suggested to wear a cotton glove or wristband on the writing hand so corrections can be made quickly and the Wrangler does not have to worry about dropping anything.

As the game begins, stand near the Inside Pack Referees. Move around the track with them, fielding their penalty calls and writing them on the whiteboard. Watch for any calls made by the Outside Pack Referees and relay these back to the Penalty Tracker.

Make sure the whiteboard always faces the Tracker after the penalties have been written.

Write the number of any skater who has 6 penalties in the upper right portion of their area and notify the Referees if a 7th penalty is made.

Communication between the Penalty Wrangler, the Penalty Tracker and the Referees 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 Tracker before a game and decide where to be during the jams.

The Penalty Wrangler is a good back up for communicating penalties, but the Penalty Tracker has the official record of penalties. However, it is a good idea to assist in checking the Inside Whiteboard and paperwork.

The Penalty Wrangler is well placed to see the Box's whiteboard and when a spare seat becomes available for blockers to be sent to the Box. Inform the Inside Pack Referees if this happens.

1.5 Penalties

Penalties that relate to the position of Penalty Wrangler 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 Wrangler 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

Make sure the Penalty Tracker has documented what is on the whiteboard.

Assist the Inside Whiteboard in transcribing penalties from the Tracker.

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)