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 Scoreboard Operator

1.1 General Description

Utilises a computer and software to update the Scoreboard as the game is in progress. Works closely with the Scorekeepers and receives communications from the Jam Timer and Referees. Must be familiar with game policies and procedures and have a working knowledge of the scoreboard software.

1.2 Equipment Needed

Computer, Video Projector, Screen

1.3 Paperwork

The software utilised by RCRD is the 'Carolina Roller Derby Scoreboard'.

Before the game, the Scoreboard should be set up with the rosters of both teams. This can be done on the Teams tab on the Main Operator Control Panel.

Figure 1:

Enter the name of the team in the box on the right-hand side and click New Team. This new team can then be selected from the drop-down menu on the left.

Figure 2:

The logos for the teams are stored in the folder `[Scoreboard Folder]\html\images\teamlogo`. If a new logo is needed for the team, just copy it to this location.
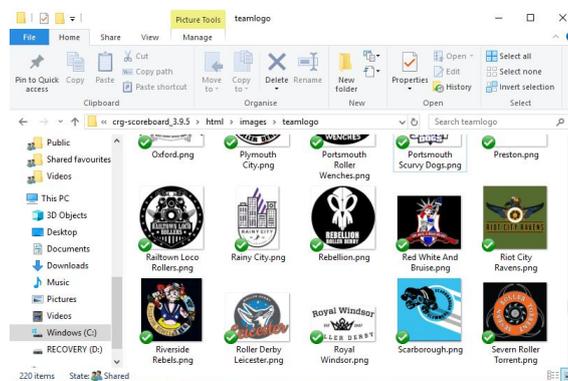

Figure 3:

On the Control screen, select the logo from the drop-down menu underneath the team name. Add the skater details below. Captains can be selected through the drop-down menu at the end of the skater's row

Figure 4:

Repeat for the other team.

Any sponsor banners that the host league would like displayed are stored in [Scoreboard Folder]\html\images\sponsor_banner.
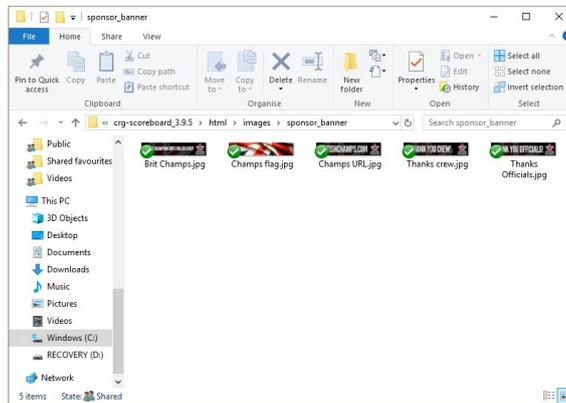

Figure 5:

At the game, once the video projector and computer are started, the Operator will want to double-check the rosters of both teams as well as logo and sponsor graphics. It is up to the Operator to decide if they will us hotkeys or mouse (or combination of both) for updates during the game. RCRD recommend the use of hotkeys. These can be set up as preferred by the Operator.

For the game itself the Operator will use the Team/Time tab. Click Start New Game to select the teams for the game.
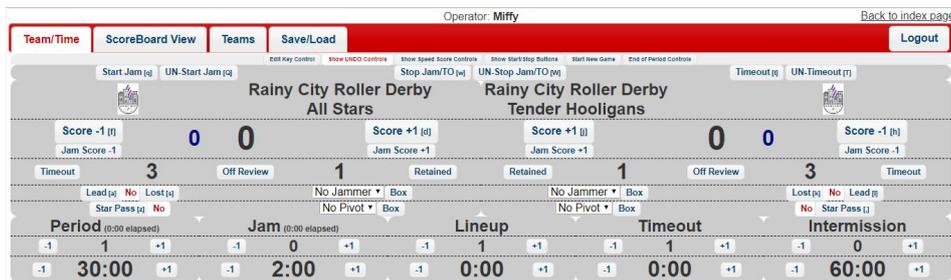

Figure 6:

On the control screen, update the following information during the game:

START/STOP JAM – There is a single short whistle to start the jam, and four short whistles to stop the jam (do not stop the jam until the 4th whistle has sounded).

TIMEOUT – There will be a verbal cue for timeouts as well as hand signals from the Jam Timer. Select Timeout when it is called, and then update as appropriate for Team Timeouts and Official Reviews.

RETAINED — If the Official Review is successful, click this button. Otherwise do nothing.

SCORE -1/+1 – Each team has a set of these buttons. The Scorekeepers will advise how many points to add to scores. Points can also be subtracted if there are miscommunications. The score must updated on each scoring trip.

LEAD, NO LEAD, AND JAMMER DROP-DOWN – More experienced Operators can select who the Jammers are from the drop-down boxes and indicate who has earned Lead Jammer status.

STAR PASS — If the Jammers and Pivots have been selected from the

drop-down menus, this button will change the names on the Scoreboard.

1.4 Procedures

Listen for the Jam Timer's whistle and Referees to start and stop the jams. Watch the Jam Timer for jams being called off and for timeouts being called. During timeouts it is a good idea to check visually with the Jam Timer that the time is correct. Discuss how to show this before the start of the game.

Many of the Scoreboard operations are automatic, such as when the Stop Jam button is clicked it will automatically start the Lineup clock. When the Timeout button is used, the Period clock will stop by itself.

Use good communication with the Scorekeepers and assist them as needed. After each scoring trip listen for the score from the Scorekeepers.

The Official Score is the one that is shown on the Scoreboard. Corrections to this can only be made during the lineup and the jam following the one where the error occurred. After this, the score displayed will be taken to be the correct one. It is extremely important to ensure that the Scorekeepers have given the correct number of points for each trip and jam. Confirm both the Jam Totals and Game Totals with both Scorekeepers at the end of every jam.

If less than two minutes remain of the second period, the score must be corrected before the start of the following jam. The Head Referee may choose to take an Official Timeout at this point to give the opportunity to check this.

If there are any discrepancies or miscommunications, notify the Outside Pack Referee as quickly as possible.

The Referees or Jam Timer may request changes to the Official Time or Scores between jams or during time outs.

1.5 Penalties

Penalties that relate to the position of Scoreboard Operator 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 Scoreboard Operator 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

Make sure that the Intermission clock has started.

Double check with the Scorekeepers and Jammer Referees that the score is correct.

Once the second period starts, make sure that the Jam Number has reset to 1.

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.

2.6 Computers / Scoreboard

RCRD utilises a computer running the 'Carolina Scoreboard' software, and video projector for its Scoreboard.

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_pRAzU3B0N`
  `ThDTUtEX3M?fbclid=IwAR247Th5FQdJopZO_MZltcQVN0JOAP4kQhdiUc`
  `OSZ6hs0VG6wV8Y_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)