

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 Scorekeeper

1.1 General Description

There are two Scorekeepers who will document the points earned during each jam and keep a running tally of the score. Each will be assigned to watch a Jammer Referee during the game; they will stand outside of the track, on either side of the Scoreboard Operator. Scorekeepers need to focus on their assigned Referees and maintain good communication with the Operator.

1.2 Equipment Needed

Clipboard, Score sheets, Pen/Pencil, Coloured Wristband

1.3 Paperwork

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

Home Team																1	
					color		Date		Scorekeeper		Jammer Ref						
JAM	Jammer's Number	LOST	LEAD	CUT	IN	Trip 2	Trip 3	Trip 4	Trip 5	Trip 6	Trip 7	Trip 8	Trip 9	Trip 10	Jam Total	Game Total	

Figure 1:

The columns of information to be watched 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.

JAMMER’S NUMBER – Write the alphanumeric number of the Jammer in this box. If a Star Pass should occur, write the number of the Pivot who received the star (they are now the Jammer).

LOST – If the Jammer loses the ability to become the Lead Jammer, or if they lose the status itself after acquiring it, mark an ‘X’ in this box. (Note: do not mark if the Jammer simply does not become Lead Jammer.)
Reasons for loss of Lead status are:

- Jammer is sent to the Box as Lead Jammer
- Jammer is sent to the Box before completing their initial trip and Lead has not yet been awarded
- Jammer completes a star pass after earning Lead Jammer status or before it has been awarded
- Jammer or Jammer’s teammate intentionally removes their helmet cover for any other reason after earning Lead Jammer status or before it has been awarded
- Jammer is the first to complete their initial trip but is not awarded Lead due to no pass/no penalty

LEAD – When the Referee signals that the Jammer has earned Lead Jammer status, mark this box with an ‘X’.

CALL – If the Jammer of the team calls off the jam prior to its natural conclusion, mark this box.

INJ – Mark this box if the jam is called-off due to an injury.

NI – (No Initial) If the Jammer does not complete their initial trip through the pack before the jam ends, mark an ‘X’ in this box. Leave the box for Trip 2 empty as the Jammer has not started scoring trips.

TRIP 2, TRIP 3, ETC. – Each time the Jammer goes through the pack, the Referee will signal how many points they earned on that trip. (Note: there are no points earned on their first/initial trip through the pack). Scoring for

jams with ten or more scoring trips should be marked in the Trip 10 column as: [ninth scoring trip points] + [tenth scoring trip points]+ ...

JAM TOTAL – At the end of the jam, tally the points for each trip.

GAME TOTAL – Keep a running tally for the entire period. The period 1 total (at the bottom of the page) will carry over into the next period.

Home Team														1		
		Color			Date		Scorekeeper			Jammer Ref						
JAM	Jammer's Number	LOST	USED	CUT	NI	Trip 2	Trip 3	Trip 4	Trip 5	Trip 6	Trip 7	Trip 8	Trip 9	Trip 10	Jam Total	Game Total
1	34					2	4								6	6
2	23	x	x			3	1								4	10
SP	2121							4	4	4	1				13	23
3	34				x										0	23
4	55	x	x			4	4	2							10	33

Figure 2: a) During the second jam, there was a Star Pass; Pivot #2121 becomes the new Jammer and continues where the previous Jammer left off. b) In jam three, the Jammer did not get through the pack at all before the jam ended. c) Jammer #55 earned the status of Lead Jammer and called off the jam before its 2 minute natural conclusion.

1.3.1 Star Passes

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

The Scorekeeper for the Star Passing team should move to the next row and write ‘SP’ in the Jam # column. Write the new Jammer’s number in the Jammer’s Number column, and pick up the scoring on the trip where the previous Jammer left off.

If the original Jammer is still on the initial trip when a Star Pass occurs, the NI column should be marked. If the new Jammer also does not complete the initial trip, then the NI column should be marked in the SP row as well.

The Scorekeeper for the NON-Star Passing team should wait to see if their team performs a Star Pass as well. If that team did not Star Pass during the same jam, at end of the jam 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 is to record points only when the Jammer Referee has signalled points at the end of a Jammer’s trip. This means all points scored on a scoring trip of a Star Pass should be recorded

for the new Jammer.

Home Team														1			
Color														Date			
Scorekeeper														Jammer Ref			
JAM	Jammer's Number	LOST	LEAD	CULL	IN	OUT	Trip 2	Trip 3	Trip 4	Trip 5	Trip 6	Trip 7	Trip 8	Trip 9	Trip 10	Jam Total	Game Total
1	34						2	4								6	6
2	23	X	X				3	1								4	10
SP	2121								4	4	4	1				13	23
3	34					X										0	23
4	55	X	X				4	4	2							10	33

(a) Star Passing Team

Away Team														1			
Color														Date			
Scorekeeper														Jammer Ref			
JAM	Jammer's Number	LOST	LEAD	CULL	IN	OUT	Trip 2	Trip 3	Trip 4	Trip 5	Trip 6	Trip 7	Trip 8	Trip 9	Trip 10	Jam Total	Game Total
1	13	X	X				4	4	1							9	9
2	67						4	4	2							10	19
SP*																0	19
3	52	X					4	4	4	4	1					17	36
4	13						0									0	36

(b) Non-Star Passing Team

Figure 3: a) During the second jam, there was a Star Pass; Pivot #2121 becomes the new Jammer and continues where the previous Jammer left off. b) The opposing team did not Star Pass, so 'SP*' has been entered.

Home Team																1	
														Color	Date	Scorekeeper	Jammer Ref
JAM	Jammer's Number	LOST	LEAD	CALL	INJ	W	Trip 2	Trip 3	Trip 4	Trip 5	Trip 6	Trip 7	Trip 8	Trip 9	Trip 10	Jam Total	Game Total
1	34						2	4								6	6
2	23	X	X				3	1								4	10
SP	2121								4	4	4	1				13	23
3	34					X										0	23
4	55	X	X				4	4	2							10	33

(a) Star Passing Team A

Away Team																1	
														Color	Date	Scorekeeper	Jammer Ref
JAM	Jammer's Number	LOST	LEAD	CALL	INJ	W	Trip 2	Trip 3	Trip 4	Trip 5	Trip 6	Trip 7	Trip 8	Trip 9	Trip 10	Jam Total	Game Total
1	13	X	X				4	4	1							9	9
2	67						4									4	13
SP	80							4	2							6	19
3	52	X					4	4	4	4	1					17	36
4	13						0									0	36

(b) Star Passing Team B

Figure 4: a) During the second jam, there was a Star Pass; Pivot #2121 becomes the new Jammer and continues where the previous Jammer left off. b) The opposing team also had a Star Pass; Pivot #80 becomes the new Jammer and continues where the previous Jammer left off. There only needs to be one line for the star passes; as both teams had a star pass there is no need for a SP* line.

1.3.2 Overtime Jam

A game may never end in a tie score. If the score is tied at the end of a game, an overtime jam will determine the winner.

Overtime jams last the full two minutes, and there is no Lead Jammer. Jammers will begin scoring points on their initial trip. The score for the first trip will be recorded in the Trip 2 column as such: [Initial Trip points] + [Second Trip points].

If the score remains tied, additional overtime jams will be played until the tie is broken.

1.4 Procedures

Prior to the first jam, tie the coloured wristband around the wrist of the hand to be used to be signal to the Referees. When the game begins, watch the assigned Referee and do not get distracted.

As the Jammers make their way through the pack on their initial trip, know which Jammer (if either) earned Lead Jammer status. On subsequent trips, Referees will signal how many points were earned. Use the hand with the wristband to mimic the points back to the Referee. Watch the Jammer Referee for a score, especially at the end of a jam as they may have scored points. Wait for this before reporting the score to the Scoreboard Operator.

Communication between both Scorekeepers and the Scoreboard Operator is very important. After each scoring trip announce Colour and Points scored to the Scoreboard Operator, e.g. 'Red 4'. Other things to announce are lead, lost lead, and star pass so all three NSOs can hear. Check regularly that all three have the same current jam number.

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 Scoreboard Operator has been given the correct number of points for each trip and jam. If an error has occurred but it is too late to correct the Official Score, make a note of the reason for the error as this will need to be recorded by the HNSO.

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.

A tip for making sure a score has been recorded when needed is to place a dot in the bottom left of each trip box as the Jammer starts that trip. This dot means that a score needs to be recorded in that box, even if it is zero. Further information can be found in Nine Inch Wheel's Dot System — See Section 3.9.

Before the Jammer passes through the pack again, double-check the maths. Between jams and during timeouts, double-check the maths. Any time there is a break in the game play, double-check the maths.

1.5 Penalties

Penalties that relate to the position of Scorekeeper are:

- Illegal Procedure
 - Rule 2.2.2: A Jammer without Lead Jammer status successfully calling off a jam

- 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.

Scorekeepers will be able to issue these penalties 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

Complete the boxes at the bottom of the page to count up the total number of jams, the total number of Lost, Lead, Call, Injury and No Initials, and the total score for each trip. The combined total of the trips should equal the total score.

19	PERIOD TOTALS	2	15	12	0	0	67	55	48	21	10	4						205	205
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Figure 5:

Find the colour’s assigned Jammer Referee and ask them to double check the scores and the maths. They can then sign this sheet.

Transcribe the Game Total at the bottom of period one to the top of the next sheet. The Jammer Referees will switch their roles and the Scorekeeper will switch with them, staying with the same Referee for the second period. Trade paperwork and coloured wristbands with the other Scorekeeper.

NOTE: At the end of the game, the Head NSO will get the final scores and record them on the IGRF before getting signatures from the Team Captains.

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_pRAzU3BONThDTUtEX3M?fbclid=IwAR247Th5FQdJopZO_MZ1tcQVN0JOAP4kQhdiUc0SZ6hs0VG6wV8Y_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)