



WFTDA Referee Standardized Practices

Being uniquely concerned with interleague and tournament practices, and ignoring home needs

Updated July 2009

Issue	Options Discussed	Standard Practice
Outside Pack Referees		
<p>Outside Referee Movement</p> <p>Outside referees are allowed for in the WFTDA rules. Several options have developed on how these referees should act and how exactly they should work to cover the pack.</p>	<ul style="list-style-type: none"> • <u>Full Lap Skate and Wait [with 2 referees]</u> <ul style="list-style-type: none"> - One ref waits and rests at turn 1 - Second ref skates full lap with the pack - when ref one gets to turn 1, ref two rests for a lap and reports penalties while ref one skates a lap • <u>Full Lap Skate and Wait [with 3 referees]</u> <ul style="list-style-type: none"> - one ref waits and rests at turn 1 - ref two and three skate along with the pack - when refs two and three reach turn 1, ref one takes the front of the pack, ref two drops to the back of the pack and refs three stops to rest for one lap and report penalties • <u>Half Lap Skate and Wait</u> <ul style="list-style-type: none"> - requires three (3) refs - as each ref reaches the next in either turn, they stop, reporting only a half laps worth of penalties, and wait for the pack to come back around for another half lap - recommended that refs position themselves at opposite corners. - most common "Skate and Wait" process • <u>Orbiting [2 or 3 Referees]</u> <ul style="list-style-type: none"> - either two (2) or three (3) refs position themselves equidistant from one another and instead of skating with the pack, simply maintain a steady speed 	<ul style="list-style-type: none"> • Half Lap Skate and Wait Three (3) skating referees will be standard practice as it provides for the referees to maintain a constant eye on the pack. Even if a referee gets taken out, it does not take long before another referee can pick the pack up, and it allows for the fastest relaying of penalties. • Referees should be positioned starting at opposite corners, with two (2) referees starting at one corner, and the third at the opposite corner. • Outside standing referees should be eliminated as a practice, as it is not an effective practice.

Outside Referee Communication

Outside referees have a hard time reporting penalties into the inside, hampered by a lack of time before they start skating again and an increased emphasis on a need for immediate, accurate reporting.

- White Boards
 - requires extra personnel
 - at any point where an outside referee would stop, a white board operator is stationed, who the referee relays penalties to, which are then written on the board
 - allows for any sort of “number” for each skater
 - allows multiple penalties to be reported and kept until signaled as received by the penalty trackers
- Hand Signals
 - requires no extra personnel
 - requires that any “fancy numbers” have a corresponding hand signal that is distinct and recognizable by a number of other referees and officials
 - does not allow for a record in case of a missed signal
 - when a referee stops they will signal via hand the penalty and player
- Wrist Straps
 - each referee wears a pair of wrist straps, one for each team
 - when reporting a penalty by signal these straps speed up identification of players' team
- Microphones
 - requires the correct kind of mics (throat mics have been successful, others not so)
 - makes referee and penalty systems reliant on technology
 - is instantaneous and works with any outside ref configuration
- White boards were universally acknowledged as the standard practice for communicating penalties from the outside referees to the penalty trackers.
- It was also agreed that no matter which system was used, outside referee communication requires a dedicated person inside catching those penalties.
- Some leagues will likely continue to use microphones for home league play, and we will receive more feedback on mics next year.
- There are no standardized practices regarding communication between outside pack referees and referees positioned inside of the track.

Inside Pack Referees

<p>Head Referee Positioning</p>	<ul style="list-style-type: none"> • Discussion of whether the head referee must serve as the back pack referee on the inside. 	<ul style="list-style-type: none"> • Head referee will be in position on the inside of the track. They may serve as either the front or back pack ref, or may leave those positions to other refs
<p>Jammer Referees</p>		
<p>Jammer Referee Designation</p> <p>Many Leagues use many different means of indicating a jammer referee's assignment.</p>	<ul style="list-style-type: none"> • Wrist/Arm Straps <ul style="list-style-type: none"> – current de-facto standard – easy to create and improvise • Helmet Covers <ul style="list-style-type: none"> – easier to see than other options – requires a referee to wear one for an entire period, can get very hot – disallows for helmet tap communication (dampens sound) 	<ul style="list-style-type: none"> • Wrist straps were the agreed on standard practice, as they allow for creation without a lot of expenditure, whereas other options would require a significant outlay on leagues' part. • With this in mind, it was recommended that referees encourage their leagues to create referee bands to facilitate identification. No distinction was made between arm bands and wrist straps. • It was further agreed that if a team or league were to use helmet covers, or any other convention, they should still maintain a set of wrist straps.
<p>Jammer Referee Duties</p> <p>Penalties called on jammers can be decisive. Who can make those calls?</p>	<ul style="list-style-type: none"> • Anyone Can Make Any Call <ul style="list-style-type: none"> – jammer ref often has the best view, so a pack ref making this call is not only second guessing that ref, but possibly basing it on an inferior point of view – the jammer ref is keeping a running count of the jammer's minors in their head, a minor called by another referee will disrupt this count • Only Jammer Refs Make Calls on Jammers <ul style="list-style-type: none"> – Jammer ref might get hit or be distracted by something else, and a call that has significant impact on game play may be missed • Anyone Can Call Jammer Majors <ul style="list-style-type: none"> – Pack refs can communicate with the jammer ref if they witness a minor, but can immediately call any major 	<ul style="list-style-type: none"> • While anyone can call major penalties on any skater, a ref witnessing a minor committed by the jammer should communicate so, immediately, to the corresponding jammer ref. This prevents double reporting of penalties and also respects the jammer referee's better line of sight on the jammer's actions.

<p>Jammer Point Recording</p> <p>Should the jammer ref ever take their eyes off of the jammer to communicate points earned or for any other reason?</p>	<p>the jammer commits</p> <ul style="list-style-type: none"> • No, the jammer referee should keep their eyes on the jammer at all times <ul style="list-style-type: none"> – In cases of lead jammer the chance that the call to end the jam might be late would be eliminated – results in jammer ref getting no verification of the points they're signaling in • Yes, however briefly, a jammer referee may remove their eyes in certain circumstances <ul style="list-style-type: none"> – Allows the referee to ensure that each pass is recorded correctly, that the scorekeeper is recording what they are signaling – means the jammer ref could, possibly, miss something happening to or by the jammer 	<ul style="list-style-type: none"> • It was agreed that a jammer referee, given a good knowledge of the game, and a full lap before the next pass, should be able to check visually with the scorekeeper to verify the score reported in. The scorekeeper should visually signal back exactly the score for the pass that the jammer referee signaled in. • This does however require that the scorekeeper maintain the ability to make eye contact instantaneously, and be signaling the score received until the referee verifies it.
--	--	---

Penalty Box Practices

<p>Standing for the End of Penalties</p>	<ul style="list-style-type: none"> • Per rule 7.3.3.1 (rules v. 4.0), when there are ten (10) seconds remaining on the penalty clock of a penalized skater, she will be instructed by the penalty box timer to stand. • All skaters will be told to stand when they have 10 seconds remaining on their penalty time. • When a jammer is sitting in the box, and the other jammer is sent to the box, and the sitting jammer has more than 10 seconds remaining, should she be told to stand? 	<ul style="list-style-type: none"> • Where there are ten (10) seconds remaining on the penalty clock of a penalized skater, she will be instructed by the penalty box timer to stand. Any league not currently utilizing this practice should make the switch immediately. • Regarding what to do when a jammer sitting in the penalty box has more than 10 seconds remaining on her penalty time and the other jammer is sent to the penalty box, more information will be gathered to determine if a standardized practice for that situation should be developed.
---	---	--

<p>Pivot/Jammer Cover Management</p>	<ul style="list-style-type: none"> • The penalized skater must either keep her helmet cover on, or make sure that it is constantly visible while in the penalty box – ensures that jammers are not waved off unnecessarily (by being confused for blockers) – ensures that the referees can accurately determine, at a moment's notice, if a team has too many skaters on the track – ensures that both the position and the player are penalized 	<ul style="list-style-type: none"> • Skaters in the penalty box that have helmet covers on their helmets must keep the helmet covers visible to the referees. It was agreed unanimously that any league not currently utilizing this practice should make the switch immediately.
<p>Communication of Penalty Time Remaining</p> <p>Besides warning skaters when they have ten seconds left, when else should penalty timers tell a skater how much penalty time they have remaining.</p>	<ul style="list-style-type: none"> • Updates every 15 seconds – keeps skaters informed – with up to 4 people per team in the box, could easily become confusing for penalty timers and skaters • Updates only between jams – minimizes confusion – keeps skaters informed as needed • Updates when asked (within reason) – skaters can stay informed as they feel they need to – penalty timer can refuse if it would confuse another skater (for instance, a standing skater) or if it is distracting them (for instance being asked every 5 seconds) 	<ul style="list-style-type: none"> • In addition to telling skaters to stand at 10 seconds, and telling skaters they are done at 0 seconds, timers should update skaters when asked how much penalty time is remaining, within reason.
<p>Penalty Box Release Procedures</p>	<ul style="list-style-type: none"> • Need a clear verbal standard for releasing skaters from the penalty box. 	<p>It was agreed that the standard verbal practice for releasing a skater from the penalty box is “COLOR”, “SKATER #”, “STAND” at 10 seconds, and “COLOR”, “SKATER #”, “DONE” at 0 seconds remaining. The verbal cue should be given so that “STAND” is said when there are exactly 10 seconds left and “DONE” is said when there are exactly 0 seconds left.</p> <p>At that point, it is the skater’s responsibility to enter play legally.</p>

<p>Further Penalty Box Practices</p>	<p>The following WORST practices were discussed:</p> <ul style="list-style-type: none"> • Penalty timers should not expect to catch up on work homework or dinner while working the penalty box. • Timers should not discuss the bout with a skater in the box, as communication should be limited to what has already been outlined. 	<p>It was agreed that:</p> <ul style="list-style-type: none"> • Penalty Timers should not sit or stand anywhere they may be confused with a skater serving a penalty • If not timing a penalty for any reason (skater is not sitting, skater entered the wrong direction), the timer should inform the skater of this.
<p>Other Practices</p>		
<p>Jam, Jammer Start Whistles</p> <p>Many leagues use many different configurations to determine who blows which whistles, often leading to forgotten or missed start whistles, especially for jammers.</p>	<ul style="list-style-type: none"> • Jam Timer blows pack start <ul style="list-style-type: none"> – Is most aware of when 30 seconds is up, as they are timing it • Jam Timer starts jammers <ul style="list-style-type: none"> – is already starting pack – may be too far away to be heard, but can be relocated • Jammer ref starts jammers <ul style="list-style-type: none"> – need to determine which ref would make the signal – is immediately next to jammers, so easy to hear 	<ul style="list-style-type: none"> • Current tournament guidelines assign this to the jam timer in both cases, and it was generally agreed that this was the standard practice. • The jam timer should be stationed where they can be heard by both the pack and the jammers, without being in any referee's way. • The jam timer should also be empowered to request an official timeout, if the 30 seconds is to expire. • 2009 addition: A 30-second warning whistle will be blown at the start of each period and after each time out.
<p>Timeout Procedures</p>	<ul style="list-style-type: none"> • Need to establish clear set of procedures for calling time outs to avoid confusion and to allow teams to maximize the one-minute time out allotted. • Additional discussion about whistles, but no resolution on this issue. 	<ul style="list-style-type: none"> • By unanimous decision it was decided to create a standard procedure for declaring timeouts: <ol style="list-style-type: none"> 1. After the time out is called – immediately look at the clock. 2. Get scoreboard operator's attention to stop clock. 3. Other refs should echo the time out hand signal. 4. Refs have the option of standing in front of the pivot line.
<p>Echoing Calling off the Jam</p>	<ul style="list-style-type: none"> • Discussion regarding whether it is appropriate for other refs to join in with whistling after a jam has been called off. 	<ul style="list-style-type: none"> • By unanimous decision, it was agreed that it would be standard practice for other refs to echo the end-of-jam whistles and hand signals.

<p>Signaling Off a Blocker Before the Jammer Whistle Blows</p>	<ul style="list-style-type: none"> • Discussion regarding how and when to signal a skater off the track for either 4 minors or a major penalty between the first jammer whistle and the first jammer whistle. There is concern that blowing the whistle for that skater's penalty will confuse the jammers and they might unintentionally false-start. 	<ul style="list-style-type: none"> • Decided in conjunction with the Rules Committee, it is recommended that the referee signals the skater off the track, but does not whistle.
<p>Signaling Off the Last Blocker</p>	<ul style="list-style-type: none"> • When a team has only one remaining skater on the track that commits a penalty, the rules prohibits sending the skater to the penalty box because a team must field at least one blocker on the track at all times. • When this skater commits a penalty, she needs to be informed of the penalty, but also told to stay on the track so she is not sent to the penalty box until another blocker on her team returns to the track. 	<ul style="list-style-type: none"> • By unanimous decision it was decided that the ref calling the penalty should communicate the following to the last blocker: COLOR, SKATER #, PENALTY, "Stay on the track." • The ref should then signal the skater to the penalty box when another of her teammate's returns to the track and the penalty box is available.
<p>Hierarchy of Calls</p> <p>If a skater blocks someone in the back, making contact with the forearms, it could be called as either a forearm block or a back block. This leaves open the chance that either the same call could get double-reported, or that two separate calls could get counted as a double, and one not be recorded.</p>	<ul style="list-style-type: none"> • Hierarchy based on severity: <ul style="list-style-type: none"> – Penalties requiring ejection or expulsion should be called first. • Hierarchy then based on position: <ul style="list-style-type: none"> – Position can be easier to determine than contact – allows us to concisely explain the hierarchy to others • Hierarchy then based on contact: <ul style="list-style-type: none"> – Where a penalty may be called on an illegal target zone, that should be the penalty called (so for instance, it would be a block to the back, not a forearm, since the back is the illegal target zone). • In all other instances: <ul style="list-style-type: none"> – Where it is EITHER an illegal target zone OR an illegal blocking zone, but not both, the corresponding call should be made. 	<ul style="list-style-type: none"> • By unanimous decision it was decided to create a hierarchy based on the following penalties: <ol style="list-style-type: none"> 1. Gross Misconduct 2. Misconduct 3. Position on the Track 4. Illegal Target Zone 5. Illegal Blocking Zone 6. All other non-contact penalties (such as cutting, skating out-of-bounds, illegal procedures, insubordination)