



WFTDA Officiating Verbal Cues

Penalties

Verbal Cue: “Team color, skater number, penalty type, (Major)”

Description: As per 9.2.5.2.4, referees should announce and report player penalties exclusively by the skater’s team color and charter number, followed by the type of penalty committed. A penalty is assumed to be a minor unless the referee verbally announces at the end of the cue that it is a major. Referees should not say, “minor,” in the verbal announcement.

Examples:

- “Red, 24, Elbow”
- “Gold, 82, Out of Play, Major”

Verbal Cue: Penalty Types

Description: As part of the penalty reporting verbal cue listed above, referees are required to verbally announce the penalty type. Below is the list of approved verbal announcements for each of the penalty categories as listed in Section 6 of the WFTDA Standardized Rules.

- 6.1 - Blocking to the Back: “Back Block”
- 6.2 - Blocking to the Head/High Block: “High Block”
- 6.3 - Low Blocking: “Low Block”
- 6.4 - Use of Elbows: “Elbows”
- 6.5 - Use of Forearms and Hands: “Forearms”
- 6.6 - Blocking with the Head: “Blocking with the Head”
- 6.7 - Multiple Player Blocks: “Multiple Player Block”
- 6.8 - Out of Bounds Blocking: “Out of Bounds Block”
- 6.9 - Direction of Gameplay Penalties: SEE Penalties with Multiple Infractions below
- 6.10 - Out of Play Penalties: SEE Penalties with Multiple Infractions below
- 6.11 - Cutting the Track: “Cutting”
- 6.12 - Skating Out of Bounds: “Skating Out of Bounds”
- 6.13 - Illegal Procedures: SEE Penalties with Multiple Infractions below
- 6.14 - Insubordination: “Insubordination”
- 6.15 - Misconduct: “Misconduct”
- 6.16 - Gross Misconduct: “Gross Misconduct”

Verbal Cue: Penalties with Multiple Infractions

Description: A few penalty categories have multiple infractions listed under a single heading. In order to communicate to skaters more specifically which infraction has been committed, referees should use the following list of verbal cues rather than the penalty category header. The appropriate hand signal should still be used as matched with the penalty category.

Direction of Gameplay Penalties

- “Clockwise Block” (6.9.11, 6.9.15)
- “Stopped Block” (6.9.12, 6.9.16)
- “Clockwise Assist” (6.9.13, 6.9.17)
- “Stopped Assist” (6.9.14, 6.9.18)

Out of Play Penalties

- “Failure to Re-Enter” (6.10.11, 6.10.17)
- “Failure to Reform” (6.10.12, 6.10.18)
- “Out of Play Block” (6.10.13, 6.10.19)
- “Illegal Return” (6.10.14, 6.10.15)
- “Out of Play Assist” (6.10.16, 6.10.21)
- “Destroying the Pack” (6.10.20)

Illegal Procedures

- “False Start” (6.13.5, 6.13.16)
- “Too Many Skaters” (6.13.6, 6.13.17)
- “Too Many Pivots” (6.13.7)
- “Illegal Call-off” (6.13.8, 6.13.19)
- “Illegal Re-entry” (6.13.9, 6.13.10, 6.13.11, 6.13.22, 6.13.23, 6.13.24)
- “Illegal Engaging” (6.13.12, 6.13.28)
- “Penalty Box Violation” (6.13.13, 6.13.14, 6.13.15, 6.13.25)
- “Improper Uniform” (6.13.18)
- “Star Pass Violation” (6.13.20, 6.13.21)
- “Bench Staff Violation” (6.13.26)
- “Equipment Violation” (6.13.27)

Penalty Box

Verbal Cue: “Team color, skater number, stand”

Description: The penalty timing Officials will instruct a skater who has 10 seconds remaining in her penalty time to stand up by stating the skater’s team color first, then her charter number, followed by the one-word instruction, “stand.” The last word of the verbal cue, “stand,” should be timed with exactly 10 seconds remaining on the skater’s penalty time.

Verbal Cue: “Team color, skater number, done”

Description: The penalty timing Officials will instruct a skater that has completed serving her penalty time and may return to the track by stating the skater’s team color first, then her charter number, followed by the one-word instruction, “done.” The last word of the verbal cue, “done,” should be timed exactly as time expires on the skater’s penalty time.

Warnings and Other Verbal Cues

Verbal Cue: “Out of Play”

Description: Verbal warning given to skaters who are more than 20 feet in front of or behind the legal pack (6.10.6). This verbal cue should accompany the appropriate hand signal.

Verbal Cue: “5 seconds”

Description: The Jam Timer should announce loud enough for the referees to hear when 5 seconds remain before the start of the next jam.

Verbal Cue: “No Pack”

Description: A verbal indication by the referees that a No Pack situation has occurred. This is a warning to skaters to attempt to reform a legal pack (4.1 and 6.10.7). This verbal cue should accompany the appropriate hand signal.

Verbal Cue: “The Pack is here”

Description: A verbal announcement to indicate where the legal pack is on the track. This verbal cue should also be used to indicate when a No Pack situation has been corrected and a legal pack has been re-established. This verbal cue should accompany the appropriate hand signal.

Verbal Cue: “Jam is on”

Description: Indicates that the jam is still ongoing and has not been called off by an Official.

Verbal Cue: “Stay on the track”

Description: Verbal instruction from an Official to a skater to indicate that she does not need to leave the track. For example, when a skater goes to the penalty box when she has committed a minor penalty that is not her fourth, or a skater should not report to the penalty box at this time because she is the only skater from her team on the track. This verbal cue should accompany the appropriate hand signal.

Verbal Cue: “Return to your bench”

Description: Verbal instruction from an Official to a skater to indicate that she needs to return to her bench. For example, when there are too many skaters from one team on the track. This verbal cue should accompany the appropriate hand signal.

