



OFFICIAL COMMUNICATION STANDARDS

As approved by the
World Skate Roller Derby Technical Commission

Valid as of January 1, 2019

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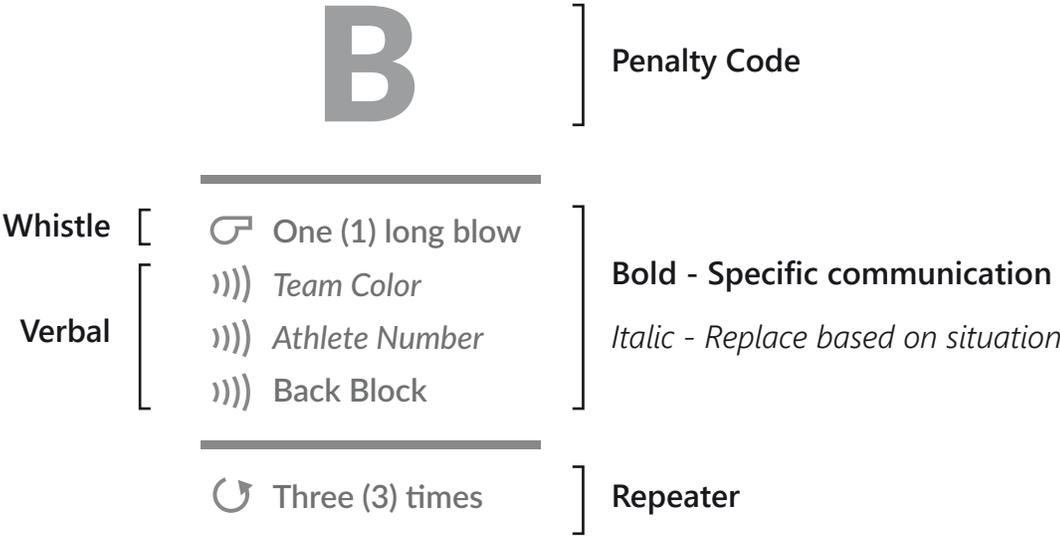
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Communication Standards

This documentation is provided as a complement to the International Rules of Roller Derby. The guidelines described herein define a standardized communication framework that should be used by Officials during a game.

At any time during a game or tournament, all Officials must communicate with confidence, control, calmness, positive intensity and fairness. Communication can be verbal (e.g. words and tones) or non-verbal (e.g. body language, signals, whistles, eye contact and movements). While most communication is verbal, non-verbal modes are effective means of conveying messages.

The document uses a standard visualization to depict the relationship between a specific hand signal and its respective verbal cues, whistles and codes. The audible steps such as verbal communication and whistle blows, shown under or between dividers, should be performed in sequence from top to bottom. Such sequence may be repeated depending on the presence of the repeater modifier under the second divider.



In addition to the standard communication described in this document, it is recommended that Officials use informal communication with athletes, coaches, fellow officials and fans as long as it helps maintain the flow of the game and is in keeping with the spirit of the game and the rules. All communication should always be cordial, factual and respectful.

The depictions of the standard hand signals in this document are presented as reference and may be adapted slightly to accommodate different physical attributes or special needs as long as they can be correctly identified by others.

Game Control Communication

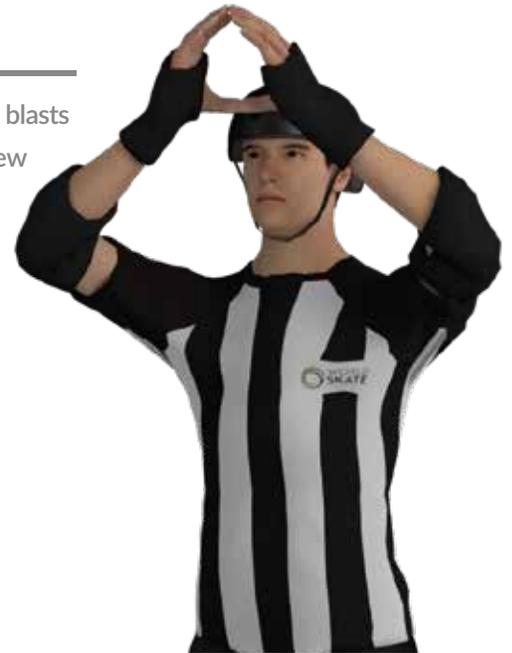
-
- ☞ Four (4) short blasts
 -))) Timeout
 -))) Team Color



Team Timeout

A "T" shape is made with both hands held perpendicular, one hand pointed into the palm of the other. Only the captain and alternate captain can make this signal.

-
- ☞ Four (4) short blasts
 -))) Official Review
 -))) Team Color



Official Review

Both hands make an "O" shape is made with both hands with each hand making half of the circular shape. Only the captain and alternate captain can make this signal.

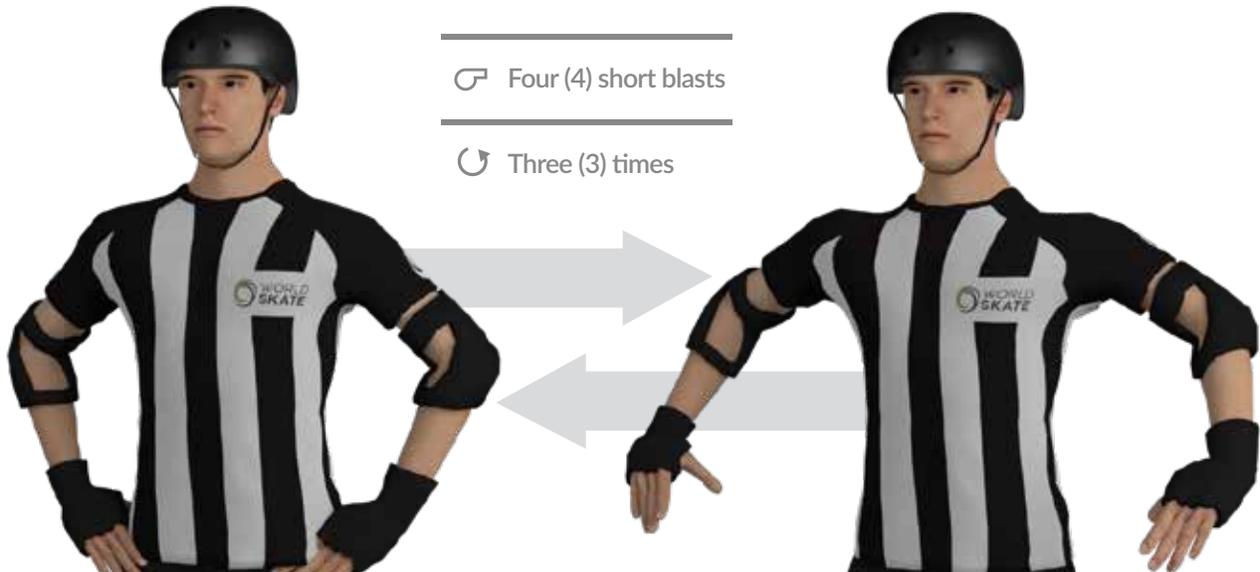
-
- ☞ Four (4) short blasts
 -))) Official Timeout



Official Timeout

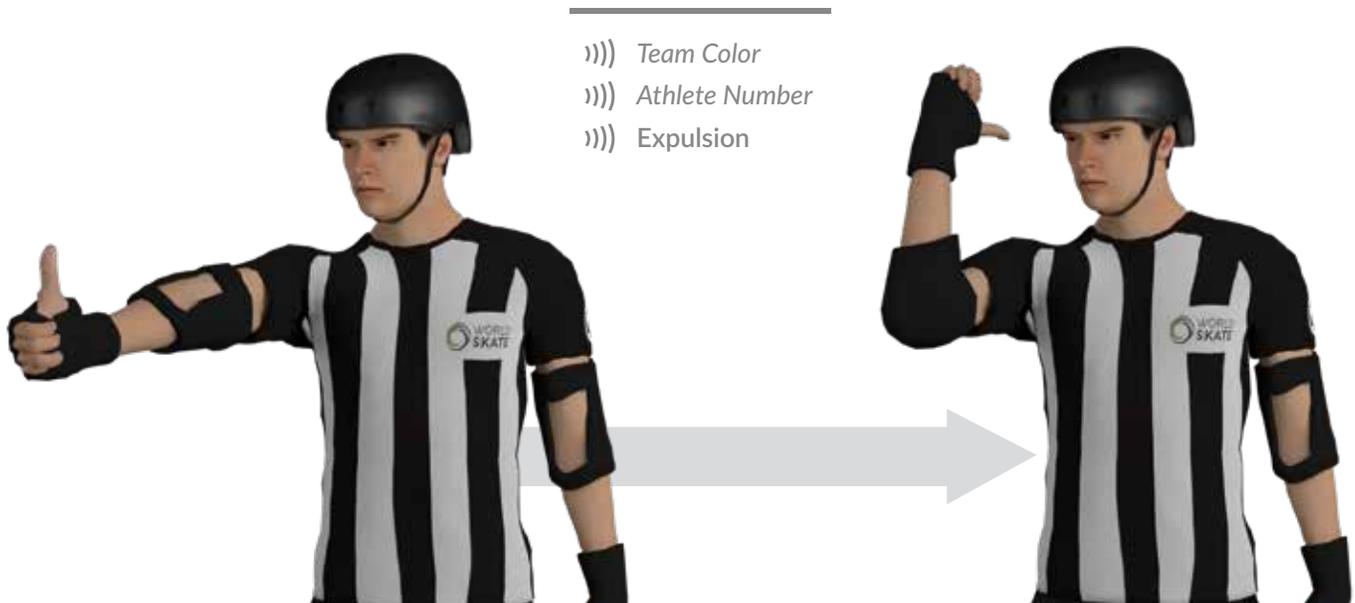
Officials indicate an Official Timeout by repeatedly touching the top of each shoulder with their respective hand and then extending each arm half way with the upper arms parallel to the floor.

Game Control Communication



Calling Off the Jam

Each hand is placed and removed from the respective side of the hips in rapid succession to indicate that the jam has been called off. After the first four whistle blasts by the Scorer Referee, all Referees should try to echo the other two blast sequences in unison.



Expulsion / Foul Out

Right arm is extended with the thumb up and the hand pointing to the person who fouled out or is being expelled. Then the forearm is bent up ending with the thumbs pointing towards the back. Only the Head Referee may use this signal.

Informational Communication



-))) Team Color
-))) Pivot Break

Pivot Break

Both hands are held together over their head creating a diamond shape to indicate that a Pivot has gained Scorer status. The hand signal should be mirrored by all the other Referees.



- ☞ Two (2) short blasts

Lead Scorer

Each time Lead Status is earned, the designated Scorer Referee will point with the index finger at the new Lead Scorer while lifting the other arm and making an "L" with the index finger and thumb.



-))) Pack is here

Pack Position

Both arms extended with palms open and facing inward. Left hand points to the front of the pack and right hand points to the back of the pack.

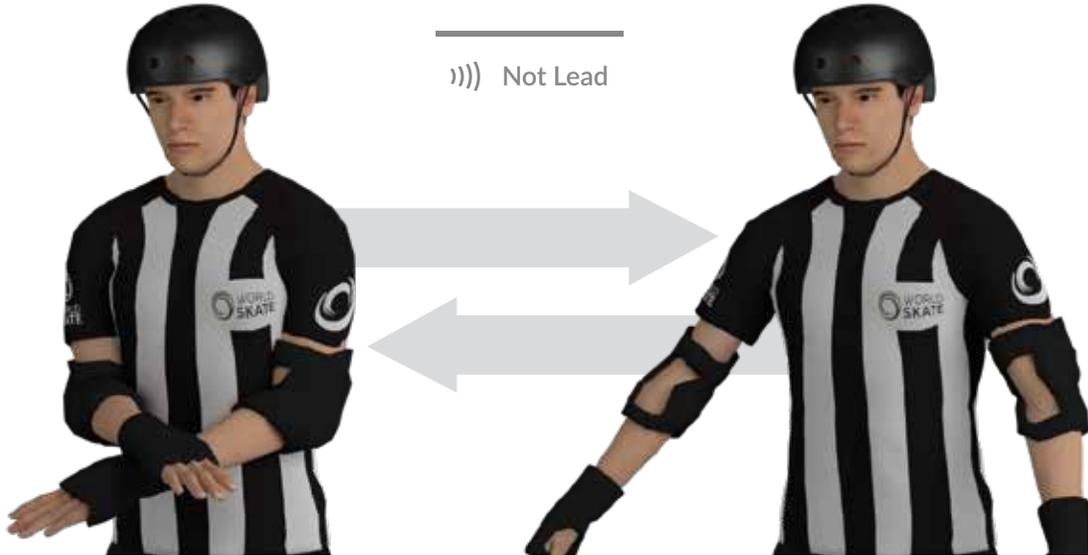


-))) Lap Point

Scorer Lapped

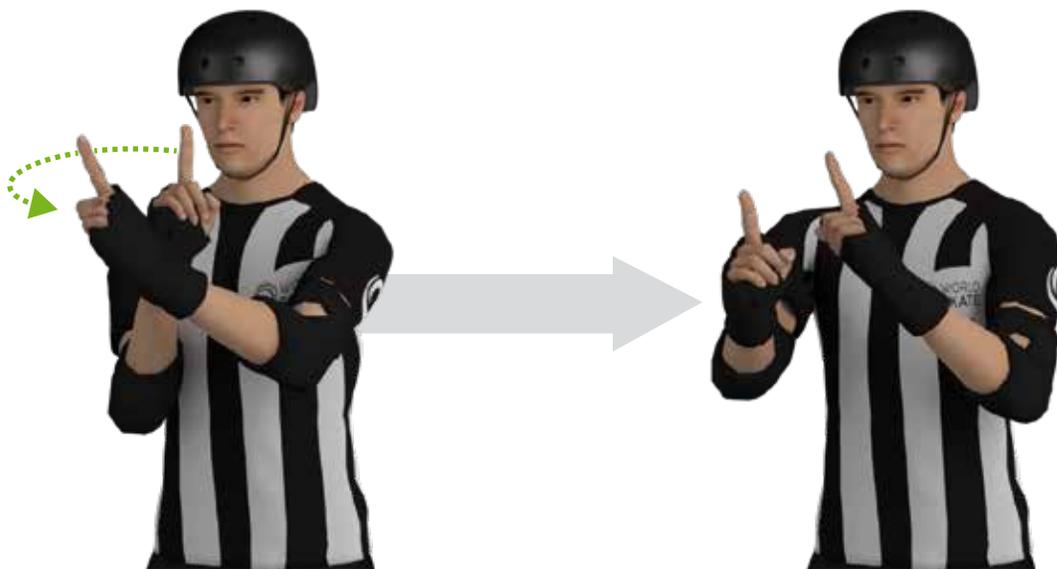
Scorer Referees tap their own helmet with their hand if their designated Scorer is being lapped by the other Scorer.

Informational Communication



Not Lead Scorer

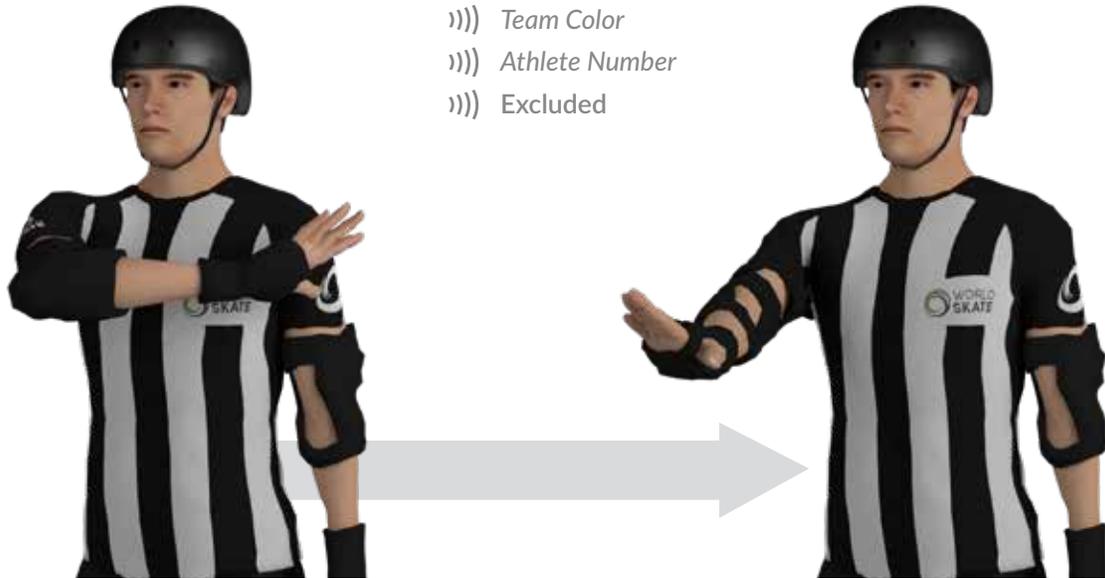
Scorer Referees hold their arms perpendicular to the track with the palms facing down and wave them in front of their body back and forth, crossing in the center. They repeat each time lead status is earned by the opposing Scorer.



No Point

Both arms are bent and forearms pointed upward with a single finger extended. The hand closest to the body passes in front of the other one in a half circle and then returns to its original position.

Informational Communication



Excluded Player / Exit the Track

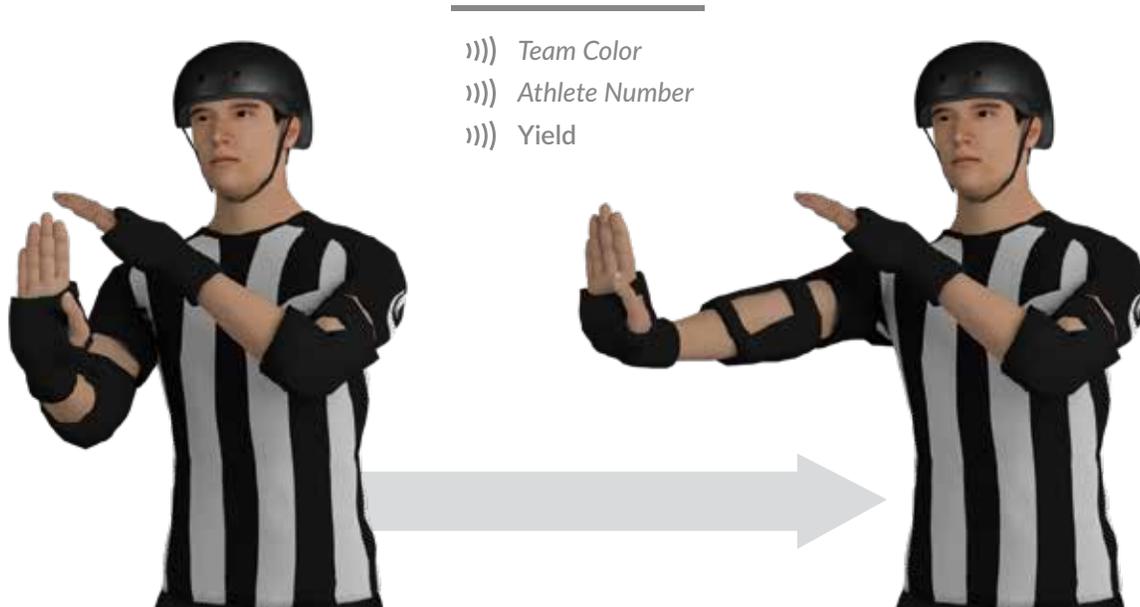
One arm is held across the body parallel to the track with the hand open and facing out. The arm is then extended forward away from the body pointing to the player who must exit the track.



Return to the Track

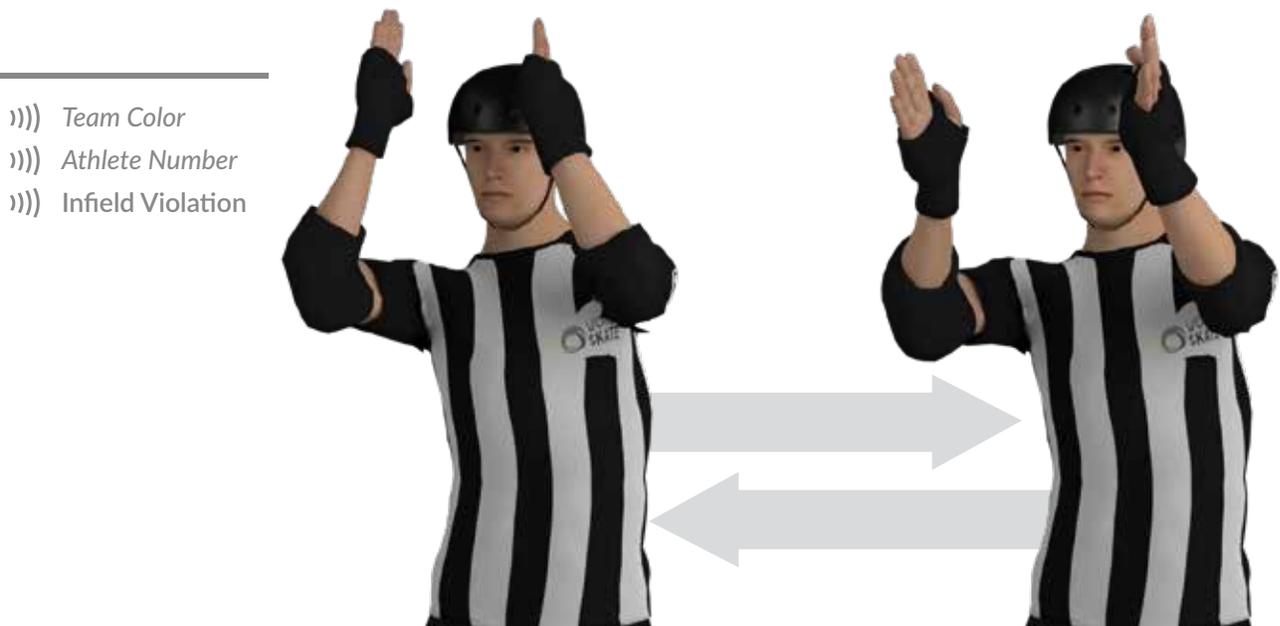
One arm is extended with an open hand pointing to the player who may return to the track. The arm is then bent towards the body with the palm facing the chest.

Informational Communication



Cutting Warning

Arms are held out with the hands open, the fingers extended and the forearms crossed in front of the body. One arm then moves forward with the palm facing the athlete who committed the cut to indicate that they must exit the track and yield.



Infield Violation

Hands are held above shoulders, closely parallel to each other, with fingers up. Wrists bend toward the part of the track where the infraction occurred. This is the same hand signal as the Skating Out-of-Bounds penalty. No whistle is used for this warning.

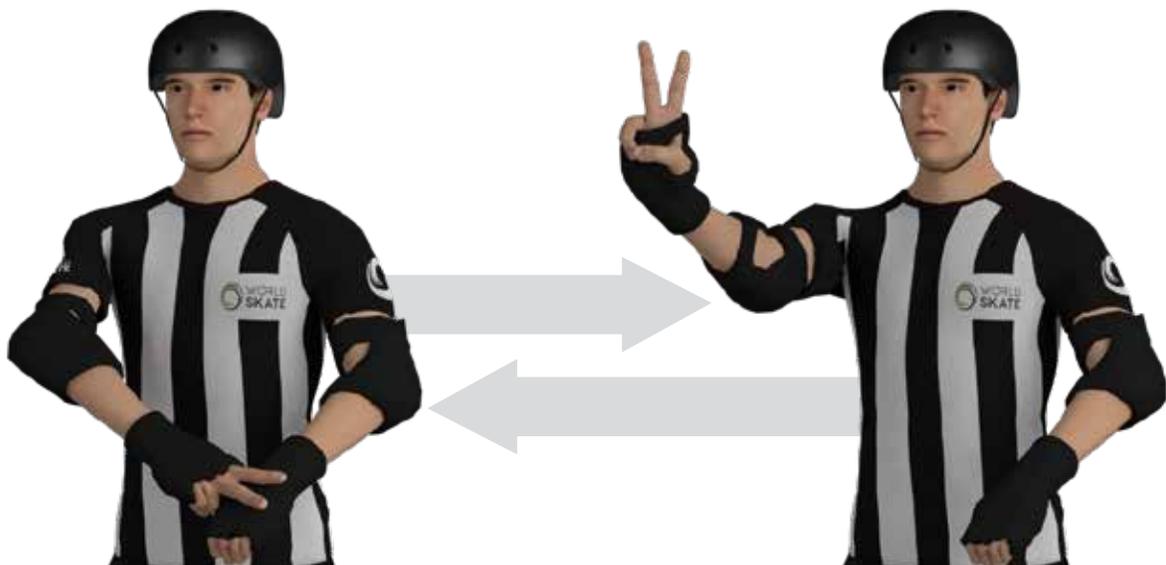
Communication for Penalties



-
- ☞ One (1) long blow
 -))) Team Color
 -))) Athlete Number
 -))) Penalty Type

Penalty

Right arm is held out with one finger pointed at the offending player, accompanied by a long whistle blast. This will be followed by the specific penalty hand signal.



Multiple Penalties

Referee indicates the number of penalties accrued by the player by pointing that number of fingers with one hand on the back of the wrist of the other hand in front of the body. The hand indicating the number of penalties is then held up in front of the body and pointed at the penalty trackers. Repeat if necessary.

Communication for Penalties

B

- ☞ One (1) long blow
-))) Team Color
-))) Athlete Number
-))) Back Block

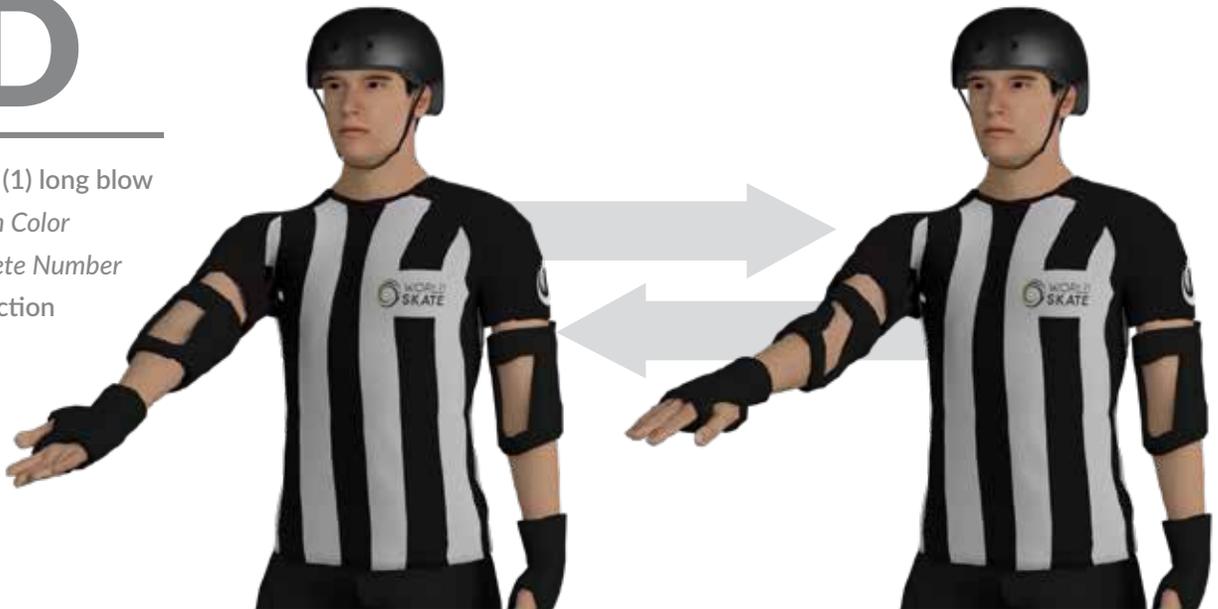


Back Blocking

A pushing motion with both hands. Arms go from folded to fully extended, with the palms facing forward as if pushing someone.

D

- ☞ One (1) long blow
-))) Team Color
-))) Athlete Number
-))) Direction



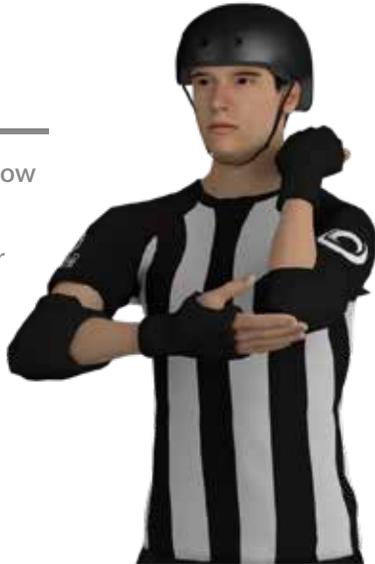
Direction of Play

One arm held in front of the body with the palm alternating between facing up and down with a 180-degree turn of the wrist.

Communication for Penalties

E

- ☞ One (1) long blow
-))) Team Color
-))) Athlete Number
-))) Elbow



Elbows

One arm is bent and held up with the elbow facing forward, while the opposite hand contacts the bent elbow.

F

- ☞ One (1) long blow
-))) Team Color
-))) Athlete Number
-))) Forearm



Hands / Forearms

One arm is bent and held up with the forearm facing forward, while the opposite hand contacts the forearm of the bent arm.

G

- ☞ One (1) long blow
-))) Team Color
-))) Athlete Number
-))) Misconduct



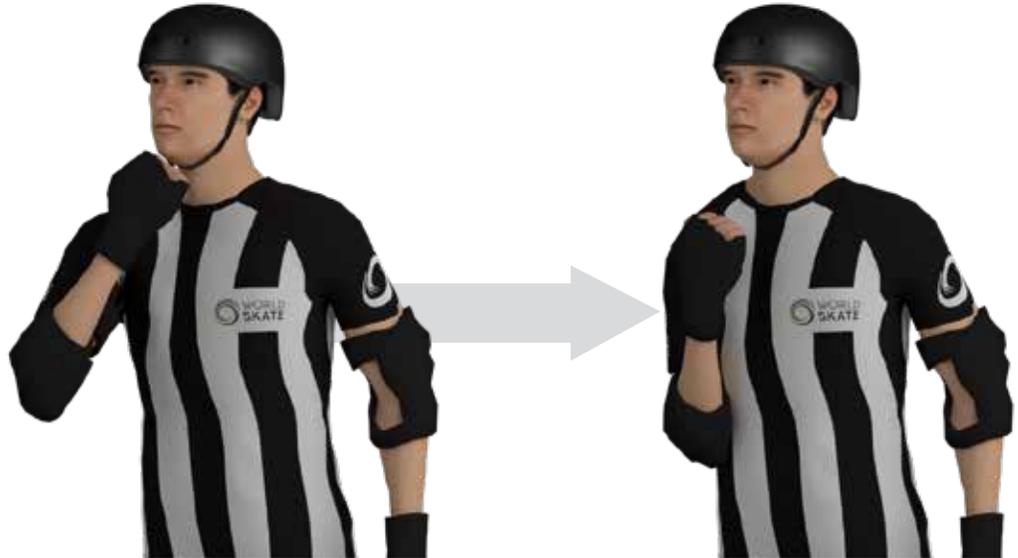
Misconduct

One hand touches the shoulder of the opposite arm with the palm facing the body and slides across the chest until it touches the opposite shoulder.

Communication for Penalties

H

- ☞ One (1) long blow
-))) Team Color
-))) Athlete Number
-))) High Block

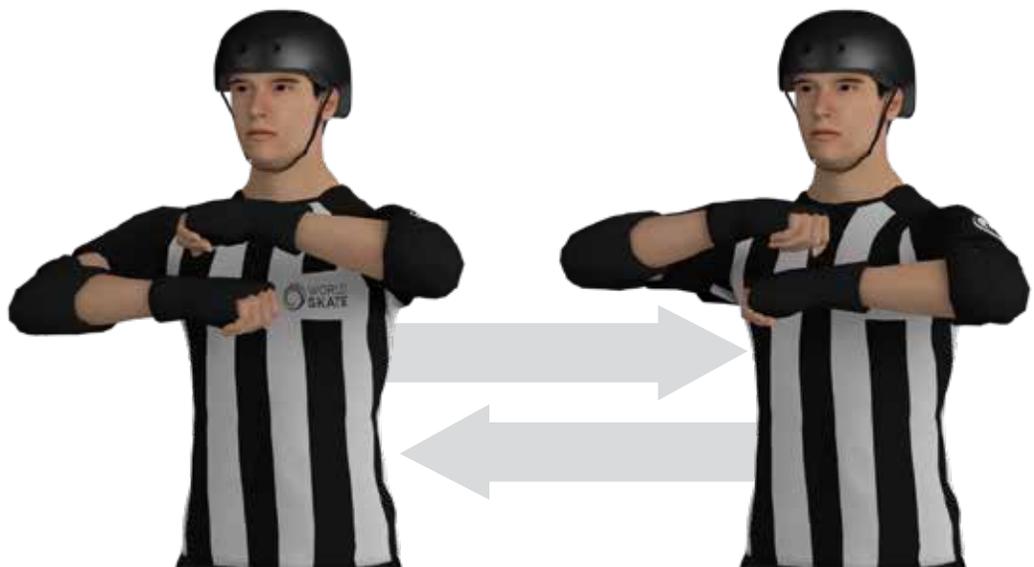


High Blocking

The arm is bent at the elbow in front of the body with the back of the palm facing forward. The hand is closed to make a fist and is held in front of the chin. The forearm slides down, moving the fist to the front of the chest.

I

- ☞ One (1) long blow
-))) Team Color
-))) Athlete Number
-))) Illegal Procedure



Illegal Procedure

Arms are held in front of the chest with the hands closed in a fist one above the other. Both forearms make a rolling motion around each other.

Communication for Penalties

L

- ☞ One (1) long blow
-))) Team Color
-))) Athlete Number
-))) Low Block



Low Blocking

One arm is held across the body with the palm parallel to the floor and the fingers extended. The hand touches the chest right below the opposite shoulder.

M

- ☞ One (1) long blow
-))) Team Color
-))) Athlete Number
-))) Multiplayer

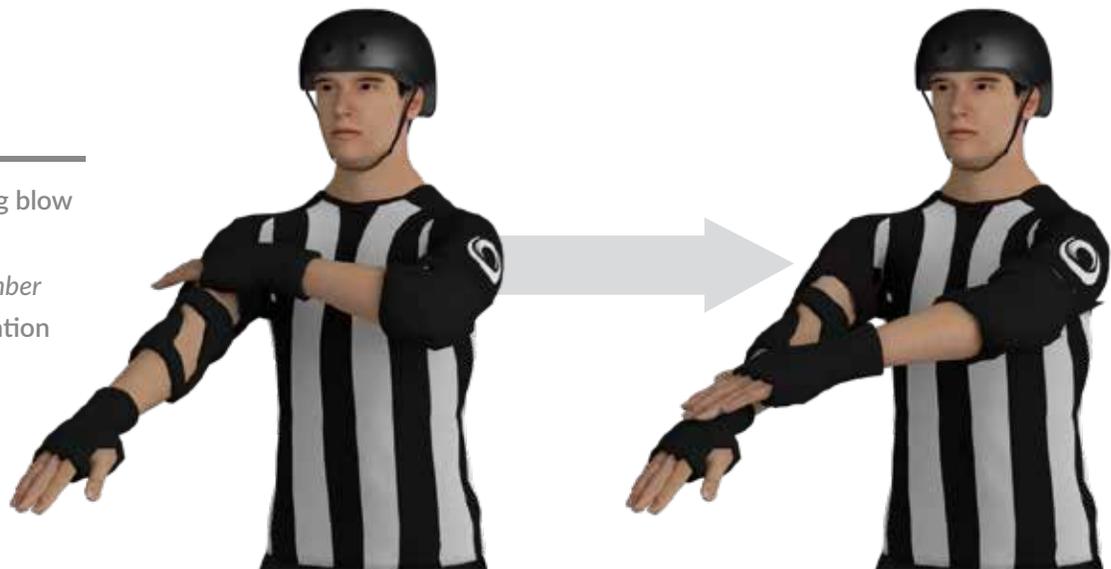


Multiplayer Block

Fingers of both hands are interlocked with the palms facing each other and the forearms parallel to the floor.

N

- ☞ One (1) long blow
-))) Team Color
-))) Athlete Number
-))) Insubordination



Insubordination

One arm extended in front of the body at a downward angle, the hand open and the palm facing down. The palm of the hand on the opposite arm slides down the extended arm from the shoulder down to the hand.

Communication for Penalties

O

- ☞ One (1) long blow
-))) Team Color
-))) Athlete Number
-))) Out-of-Bounds Block

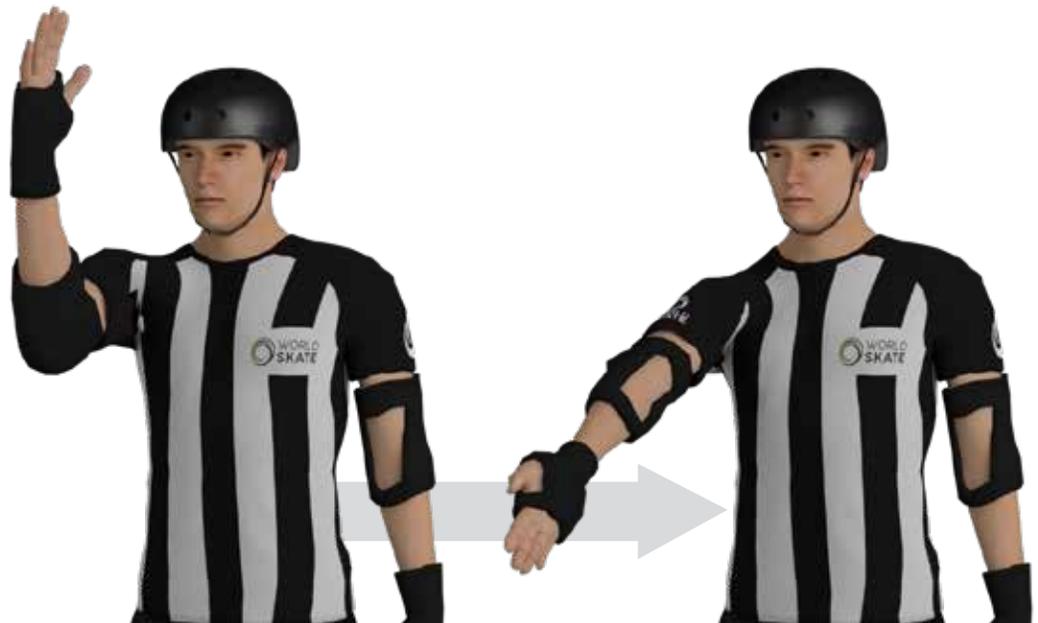


Out-of-Bounds Blocking

Hands are held above shoulder on one side, closely parallel to each other, with fingers up. Arms are extended and moved simultaneously down and across the body so that the fingers are then pointing down to the floor.

P

- ☞ One (1) long blow
-))) Team Color
-))) Athlete Number
-))) Out-of-Play



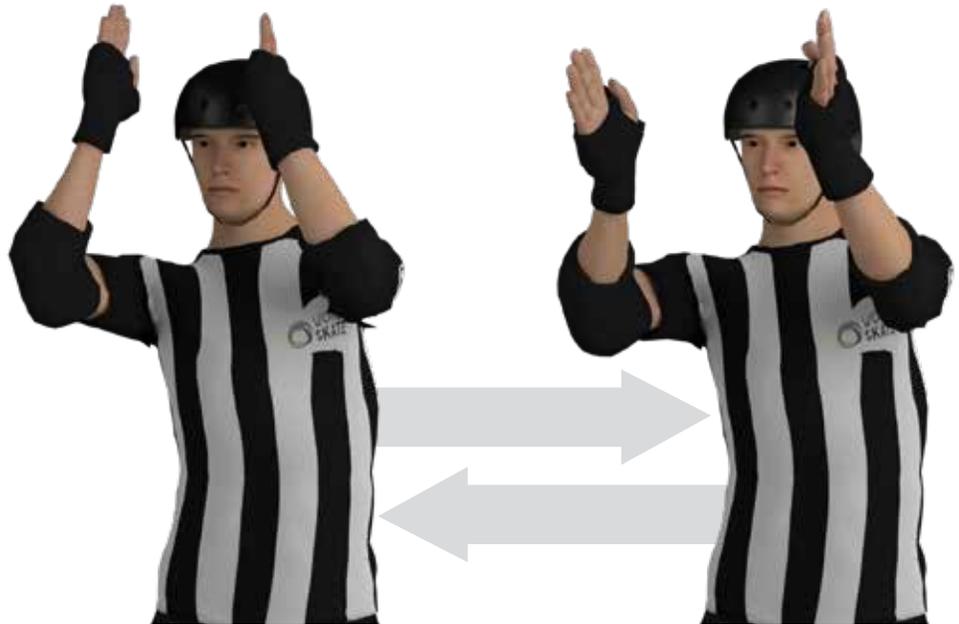
Out-of-Play (Blocking)

Right arm is held up in front of the body with the elbow at 90 degrees and the hand open and facing in. If a penalty is issued, the arm is extended so that the fingers point to the infractor. The first part of the signal may be used as a warning for an out-of-play player.

Communication for Penalties

S

- ☞ One (1) long blow
-))) *Team Color*
-))) *Athlete Number*
-))) *Skating Out-of-Bounds*



Skating Out-of-Bounds

Hands are held above shoulders, closely parallel to each other, with fingers up. Wrists bend toward the part of the track where the infraction occurred.

X

- ☞ One (1) long blow
-))) *Team Color*
-))) *Athlete Number*
-))) *Cut*



Cutting

Arms are held out with the hands open, the fingers extended and the forearms crossed in front of the body.