



JRDA SANCTIONING GUIDELINES

Updated January 2020

Sanctioned Games

A Sanctioned Game is played between two chartered JRDA teams of the same Tier, according to Level 3 skill set rules from most recent version of *The Rules of Flat Track Derby (JRDA Edition)*. A Sanctioned Game played between two Tier 1 teams counts for rankings. Tier 2 teams are not ranked.

National Member Leagues may charter and sanction games for both Tier 1 and Tier 2 teams.

Regional Member Leagues may charter and sanction games for Tier 2 teams.

Recreational Member Leagues are not eligible for chartering or sanctioning.

Sanctioning Application

All Sanctioned Games must be pre-approved by the JRDA Games Department. A "Game Scheduling Request" can be submitted to the Sanctioning Committee via the following link:

<https://www.juniorrollerderby.org/scheduling>

Requests must be made no fewer than 30 days in advance. In extraordinary circumstances, a league may ask for a deadline waiver, granted at the sole discretion of the Games Department. Under no circumstances will a league be granted more than one waiver in a season.

Sanctioning Requirements

Emergency Medical Personnel

There must be two (2) clearly identified, licensed medical professional first responders on hand for any sanctioned game. First responders must be licensed medical professionals with, at minimum, CPR, first aid, and concussion training, must be in possession of an appropriately equipped medical bag or first aid kit, and must be sufficiently healthy and mobile to reach injured skaters quickly on or off the track. Documentation of certification and training must be produced upon request.

Acceptable certifications are:

Medical Doctor (MD)
Emergency Medical Technician (EMT)
Paramedic, Physician Assistant (PA)
Nurse Practitioner, Licensed Practical Nurse (LPN) Registered Nurse (RN)
Certified Medical Assistant (CMA)
Registered Medical Assistant (RMA)
Certified Athletic Trainer (holding an ATC credential)

For gameplay to commence, at least one first responder must be completely undistracted and freely available to watch the track at all times. If both are attending to skaters, play cannot resume.

Insurance

Leagues participating in JRDA sanctioned games must each carry liability insurance covering players, coaches and officials as required by JRDA Membership and as required by any applicable federal, state and local regulations.

Officiating

In addition to complying with staffing, scoring, timing, and penalty management requirements included in *The Rules of Flat Track Roller Derby (JRDA Edition)*, all JRDA sanctioned games must meet the following officiating staffing requirements:

- A minimum of three (3) and a maximum of seven (7) skating officials
- The Head Referee may not also be a Jammer Referee
- Sufficient non-skating officials (NSO) to complete and submit post-game paperwork

Track

In addition to meeting track dimension requirements as outlined in *The Rules of Flat Track Roller Derby (JRDA Edition)*, track boundaries must be marked by a raised boundary (as with rope) at least ¼ inch (0.64 cm) and no more than ½ inch (1.27 cm) in height, in such a way that is highly visible to Skaters and Officials and does not present a safety hazard. The track boundary line width must be at least 1.5 inches (3.81 cm) and no greater than 3 inches (7.62 cm). The track boundary must be consistent in height and width throughout the entire boundary.

Scoreboard

Both teams' scores, the jam clock, and the period clock must be visible to both teams' benches at all times during the game.

Coaching Staff

Teams are allowed from one (1) to a maximum of four (4) bench staff. Only bench staff and players are permitted in the bench area. Teams violating this limit can be assessed Unsporting Conduct penalties. Staff designated to communicate with officials must approach from the bench area, even if they are normally situated elsewhere (for example, turn coaching).

Host leagues may designate “turn coaching” areas outside of the Outer Officiating Lane. Each team may have up to one turn coach stationed in each location where “turn coaching” areas have been marked. Turn coaches do not have to be designated as bench staff, but they do need to be identified to the officiating crew. If a turn coach is not part of the bench staff, approaching the bench area or the officiating crew is not permitted.

Rosters

Only skaters on a team’s official Charter on file with JRDA may participate in a sanctioned game.

Uniforms

Teams must wear uniforms with one clearly identifiable dominant color that is in clear contrast to the uniforms of their opponents.

Skater numbers on uniforms must match the number recorded on the Charter, in a color of high contrast to the base color, and a minimum of 6 inches (15.24 cm) high with consistent sizing for all characters.

Skater numbers must also be displayed on each sleeve or arm, easily legible and high contrast, with a height range of 2-4 inches (5-10 cm). Handwritten numbers on the arm are acceptable.

If additional numbers are present on gear or safety equipment (e.g., a brand name, model number, tribute, etc.), they must be presented in a way that does not create confusion.

Wireless Communication

Devices allowing electronic communications - whether worn, attached to equipment, or carried - are not permitted for skaters in sanctioned play.

Post-Game Requirements and Paperwork

Score Reporting

Within 48 hours of a game’s completion, a complete and signed Interleague Game Report Form must be filed with JRDA. Expulsion forms must also be submitted at this time.

Stats Reporting

Within two weeks (14 days) of a game’s completion, a completed stats book must be filed with JRDA. Statsbook are only accepted in Excel format.

Score and stats books can be submitted from the following page:

<https://www.juniorrollerderby.org/page/show/4282501-score-and-stats-reporting>