Roller Derby Coalition of Leagues (RDCL)

Officials' Hand Signals

To accompany the RDCL V3.1 Ruleset - May 15, 2017

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Officials' Hand Signals

The following document shows the hand signals used by the officiating crew during an RDCL bout. Hand signals are used by all officials to communicate penalties and procedures to the skaters, bench staff, other officials, announcers and spectators.

Hand signals for penalties are to be used at the time a penalty is issued by a penalty calling referee and for communication between the officials.

The following are the penalty categories this document will cover:

Penalties
Penalty Procedures
Pack Procedures
Jammer Procedures
Penalty Box
Time Keeping & Miscellaneous

RDCL Penalties

When penalties are issued to a skater, the issuing official will use the appropriate hand signal for the penalty. The Expulsion hand signal should only be used by the Head Referee for that bout.

Above the Shoulders (AS)
Section 6.3

Closed fist against the side of the helmet.

Arms (A)
Section 6.4

Bend one arm up and touch that forearm with the opposite hand.

Back Blocking (B)
Section 6.5

Start with both arms bent with open palms facing forward near chest. Push hands outward from body.

Low Blocking (L)
Section 6.6

Open hand is brought across the chest to touch the opposite shoulder.

Stopping (S)
Section 6.7

Use an open hand with fingers together, facing outward with a bent arm.

Directional Blocking (DB)
Section 6.8

Use an open hand with fingers together facing outward with a bent elbow, then rotate the arm 90° counter clockwise at the elbow (like a windshield wiper).

Multi-Player Blocking (MB)
Section 6.9

Clasp both hands together and hold across chest.

Blocking (BB) and Assisting out of Bounds (AB) Section 6.10 / 6.11

Start with both hands parallel, open palms with closed fingers, start above the shoulder and finish by the hips on the opposite side of the body.

Failure to Reform (FR)
Section 6.12

Start with closed fist, arm extended away from the body, at the midsection level, and pull in to the body.

Out of Play Penalties (OP / BP / AP) Section 6.13 / 6.14 / 6.15

Use an open hand with fingers together, with palm of hand facing inward, held above the shoulders at a 90° angle. Move hand downward in front of the body.

Skating out of Bounds (SB)
Section 6.16

Use open hands with fingers together, palms facing each other, held above the shoulders on one side of the body. Move the hands back and forth together at the wrist.

Cutting the Track (X)
Section 6.17

Create an "X" with forearms and hold in front of the body.

Illegal Blocks (IB)
Section 6.18

Use an open hand with fingers together, palm up, held midsection level. Bring the hand across the body so that the palm faces downward.

Illegal Procedures (IP)
Section 6.19

Use closed fists and rotate forearms around each other in a circular motion.

Delay of Game (D) Section 6.20

Right hand is open with fingers together, palm of hand facing inward, held in front of the body at a 90° angle. Left hand is with fingers together, palm up, held at midsection level in front of the body. Move right hand downward in front of the body and touch left palm.

Unsporting Conduct & Insubordination (UC / IS) Section 6.21

One arm extended away from the body with a closed fist. Take the other arm, flat hand, fingers together, touching top of arm and slide it down towards wrist.

Fighting
Section 6.22

Hold a closed fist touching open palm of opposing hand at the midsection of body.

RDCL Penalty Procedures

If you are to Expel a skater for an egregious act, use the Expulsion hand signal. To remove skaters from the track due to extra skaters or other safety related issues, use the Remove Yourself From the Track hand signal.

Expulsion

Start with right arm, with a closed fist and thumb extended, straight out from the body. Bend arm over shoulder thumb first.

Remove Yourself From the Track

Start with extended arm above the shoulders and away from the body and pull it back towards the hips ending on the opposite side of the body.

Double Jammer Down

Start with both hands open and fingers together, fingertips touching the sides of the head. Bring hands down and tap hips. Repeat.

Totem

Both hands are above the head, fingers and palms together, fingers pointed upward. Move hands left and right above head.

RDCL Pack Procedures

Split Pack

Hold both hands above the shoulders with arms bent at 90°. Both hands should be parallel, open palms and closed fingers.

Pack is Here

Hold both hands shoulder width apart in front of the body. Both hands should be parallel, open palms and closed fingers.

Split Pack Countdown

From the Split Pack signal – left arm remains up, right arm rotates in a circle at the elbow, one rotation per second.

Out of Play Warning

Use an open hand with fingers together, with palm of hand facing inward, held above the shoulders at a 90° angle.

RDCL Jammer Procedures

When signaling lead jammer or not lead jammer, follow the RDCL Best Practices guide to use the correct verbal cue.

Lead Jammer (Ref)

Right hand is in a fist with index finger pointed at the lead jammer with a straight arm. Left arm is extended straight above the shoulder while the hand holds an "L" shape with the thumb and index finger.

Lead Jammer (Eye)

Right arm is extended above the shoulders while the hand holds an "L" shape with the thumb and index finger.

Not Lead Jammer (Ref)

Arms sweep across each other, in an outward and inward direction, in front of the body.

Not Lead Jammer (Eye)

Creates an "X" with both arms raised above the head.

Lapped Jammer (Ref)

Taps the top of helmet with an open palm.

Lapped Jammer (Eye)

Taps the top of head with an open palm.

Jammer Never Left Pack (Ref)

Use an open hand with fingers together with palm facing body. Hand moves across the throat.

Jammer Never Left Pack (Eye)

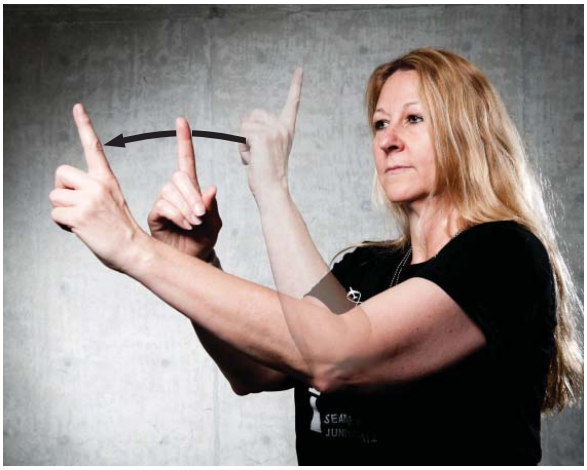
Use an open hand with fingers together with palm facing body. Hand moves across the throat.

Jammer Passed While Out of Bounds (Ref)

Both hands have index finger pointed upward in front of body. One hand stays in place while the other hand moves around the stationary finger.

Jammer Passed While Out of Bounds (Eye)

Both hands have index finger pointed upward in front of body. One hand stays in place while the other hand moves around the stationary finger.



Ghost Points (Ref)

Taps shoulder with elbow pointing away from body.

Ghost Points (Eye)

Taps shoulder with elbow pointing away from body.

Out of Play Points (Ref)

Use an open hand with fingers together with palm of hand facing inward, held above the shoulders at a 90° angle.

Out of Play Points (Eye)

Use an open hand with fingers together with palm of hand facing inward, held above the shoulders at a 90° angle.

Eye Reports First

Taps top of wrist on extended arm with two fingers.

Pass numbers

Hold up the number of scoring passes and rotate hand in a circle in front of the body by moving hand towards and away from the chest.

RDCL Penalty Box

Jammer in the Box

Point to the temple with index finger to indicate jammer in the box (showing where the star on the helmet cover would be).

Number of Skaters in the Box

Extend hand above shoulders and show how many players are in the box. If a jammer is in the box, use the hand signals prior to showing the number of players in the box.

RDCL Time Keeping & Miscellaneous

Team Time Out

Use open hands with fingers together to create a "T" shape in front of body. Extend arms toward the team requesting the time out with open hands, fingers together.

Official Time Out

Taps both shoulders with elbows pointing away from body.

Wait / Not Ready

Use an open hand with fingers together and hold high above your shoulders.

Ready

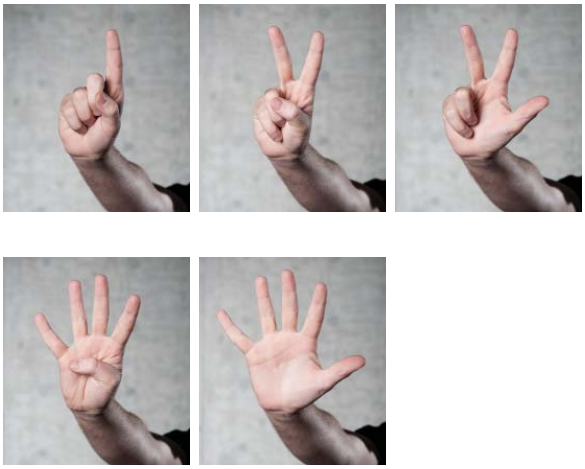
Use a fist with your thumb extended and hold high above your shoulders.

Jam Reset

Right hand is in a fist with index finger pointed upward and arm bent at 90°. Rotate your hand in a circle.

Numbers

Below are the approved methods of signaling numbers. If you are showing a number higher than five, use both hands.



Penalty Jam

Start with closed fist, arm extended above the body and pull downward.

RDCL Penalty Codes

AS	Above the Shoulders
A	Arms
B	Back Blocking
L	Low Blocking
S	Stopping
DB	Directional Blocking
MB	Multi-Player Blocking
BB	Blocking out of Bounds
AB	Assisting out of Bounds
FR	Failure to Reform
OP	Skating out of Play
BP	Blocking out of Play
AP	Assisting out of Play
SB	Skating out of Bounds
X	Cutting the Track
IB	Illegal Blocks
IP	Illegal Procedures
D	Delay of Game
UC	Unsporting Conduct
IS	Insubordination

RDCL Penalty Codes

Codes in numerical order of rules section

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Codes in alphabetical order

AS	Above the Shoulders
A	Arms
AB	Assisting out of Bounds
AP	Assisting out of Play
B	Back Blocking
BB	Blocking out of Bounds
BP	Blocking out of Play
X	Cutting the Track
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