INTERNATIONAL ICE HOCKEY FEDERATION

IIHF OFFICIATING PROCEDURES MANUAL

June 2009

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Ice hockey throughout the world is played by men, women, boys and girls. Within this publication the alternating application of gender in grammar is utilized. Any masculine reference shall also apply to female hockey and any feminine reference shall apply to male hockey. This is to encourage the widest possible involvement in our great game!

ACKNOWLEDGEMENTS

The International Ice Hockey Federation wishes to express its appreciation to the following who contributed their time and expertise in the production of this manual.

IIHF Referee Committee

IIHF Referee Supervisors

IIHF Medical Committee

IIHF Legal Committee

IIHF Rules Committee

IIHF Instructors

National Association Instructors

IIHF Official's Development Program Manual Work Group

The IIHF would like to thank the people not mentioned that have contributed to the International Ice Hockey Federation Official's Development Program.

PRESIDENT'S MESSAGE

On behalf of the International Ice Hockey Federation, I would like to welcome you to the IIHF Family of Officials.

Your decision to participate in the IIHF Official's Development Program will enable you not only to enhance your officiating skills, but also to meet people from around the world who are as passionate about officiating as you are and establish life long friendships with them.

The role that you play as an official is very important in the development of world hockey. Whether you are a Level I official who is interested in officiating at the grass roots National Association level of hockey, or you are an official who is participating in the IIHF Career Path Development Program, your participation will be equally as gratifying.

The level of your dedication and commitment to officiating will determine at which level, be it club, national or international, that you will participate in. You can be assured that at whatever level you choose, it will be a challenging and educational experience and you will have fun.

The IIHF Hockey Family needs dedicated people like you to help us grow the sport of hockey worldwide. We would like you to know that we are always here to support you in your endeavours.

Finally, officiating is a big responsibility, so I encourage you to prepare yourself for the exciting position of a game official by participating in all of your National Association activities. Your participation in your National Association will enable you, if you so choose, to take part in IIHF events and activities.

Good luck, have fun and enjoy the challenges of officiating! Sincerely,

René Fasel

President, IIHF

THE ART OF OFFICIATING

To become a competent, respected hockey official at any level requires patience, discipline, dedication, courage and hard work.

It's not usually something that comes naturally, nor can the skills be taught or mastered overnight; yet the demands for perfection are immediate. Hockey is a fast paced, emotionally charged, exciting sport and officials are an integral part along with players, coaches and spectators. Hockey officiating is an apprenticeship process and one of the main tools is learning through actual game experience.

To assist individuals in development of the "Art of Officiating", the International Ice Hockey Federation presents the IIHF Official's Development Program - Officiating Procedures Manual. It is hoped that this publication will be an excellent resource for all developing hockey officials.

MISSION STATEMENT

Our challenge is to support each member National Association in the growth and development of hockey within their country in order to foster and develop the game of hockey around the world.

We will teach National Associations to educate their own hockey membership.

In our quest to develop coaches, hockey players, and medical officers and game officials our aim is also to develop life skills in the youth of the world through the game of ice hockey.

SECTION 1

IIHF Official's Development Program Structure

SECTION I

An Understanding of the International Ice Hockey Federation and the International Ice Hockey Federation Official's Development Program

Upon completion of this section you will be better prepared to:

- Explain the structure of the IIHF and the decision making process within its structure;
- Describe the five different classifications of hockey in the International Ice Hockey Federation Sport Development Program by explaining the specifics and objectives of each classification;
- Explain the International Ice Hockey Federation Official's Development Program and the objectives of each of its levels.

Structure of the International Ice Hockey Federation

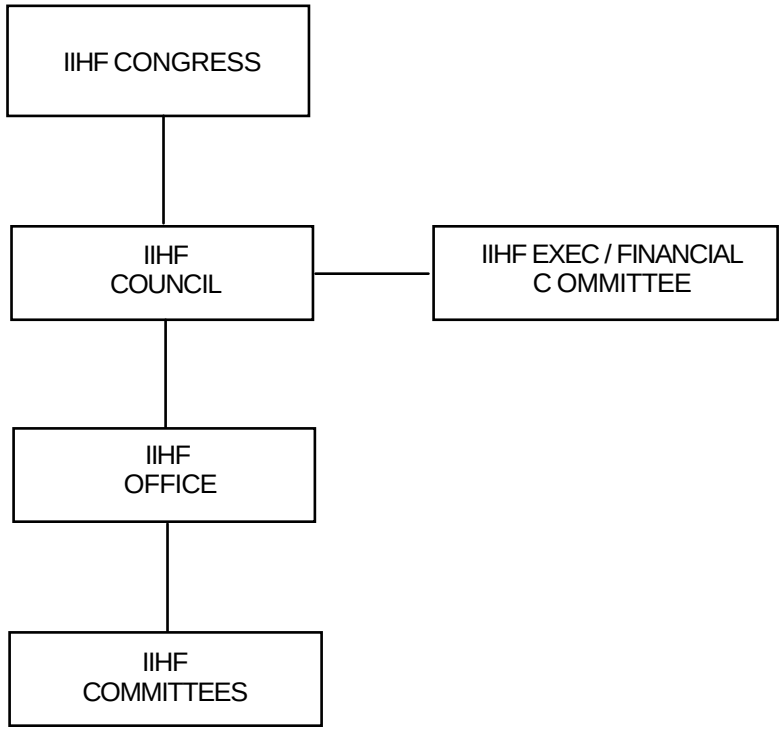
Founded in 1908, the International Ice Hockey Federation is a federation of member national hockey associations governing the sport of ice hockey and in-line hockey for both men and women.

The IIHF is recognized by the International Olympic Committee (IOC) as the only governing body for international ice hockey.

The objectives of the IIHF are:

- To govern, develop and promote ice hockey throughout the world.
- To develop and control international ice hockey.
- To promote friendly relations among the member national associations.
- To operate in an organized manner for the good order of the sport

IIHF Organization Chart



.IIHF Organizational Chart Description

IIHF Congress:

The International Ice Hockey Federation Congress is the final decision making body within the IIHF. The Congress is responsible to review debate and discuss the policies, guidelines and proposals for the operation of IIHF sanctioned activities. The member National Associations are represented at this level and meet twice a season - once at the Annual Congress in early May and again at the Semi-Annual Congress in late September.

IIHF Council:

The IIHF Council is the body that is elected by the IIHF Congress to collectively formulate and develop the policies, plans, proposals and guidelines for the successful organisation and operation of IIHF sanctioned activities. Such activities are targeted at the promotion, education and world-wide growth of ice hockey. The Council is responsible to manage the activities on behalf of the member National Associations.

IIHF Executive and Finance Committee:

The IIHF Executive and Finance Committee is under the chairmanship of the IIHF President and is composed of the three IIHF Vice-Presidents, the Treasurer and the General Secretary. This committee is responsible for the long range operational planning and financial management of the IIHF and its activities. This committee reports to the IIHF Council and is responsible for proposing plans and recommendations for the continued growth of the sport and the Federation.

IIHF Office:

The IIHF Office is responsible for the day-to-day operation of all IIHF initiatives, sanctioned activities and services for IIHF member National Associations. The office is staffed by full time employees responsible for the initiation and implementation of the Federation activities. The staff is under the supervision of the General Secretary who is responsible to the IIHF Executive Committee for managing the daily operations of the Federation.

IIHF Committees:

The IIHF Committees are appointed working bodies established and mandated by the IIHF Council to perform the specialised work of the Council. The committees are under the control and supervision of an IIHF Council member and are responsible for preparing the necessary detailed proposals, plans, guidelines, resources and recommendations to Council for consideration in their respective field of expertise.

IIHF Member National Associations

Andorra (AND)
Federacio Andorrana d'Esports de Gel

Argentina (ARG)
Asociaicion Argentina de Hockey

Armenia (ARM)
Ice Hockey Federation of Armenia

Australia (AUS)
Ice Hockey Australia

Austria (AUT)
Osterreichischer Eishockey-Verband

Azerbaijan (AZE)
Ice Hockey Federation of the Republic of Azerbaijan

Belarus (BLR)
Belarus Ice Hockey Association

Belgium (BEL)
Royal Belgian Ice Hockey Federation

Bosnia and Herzegovina (BIH)
Bosnia and Herzegovina Ice Hockey Federation

Brazil (BRA)
Confederacao Brasileira de Hoquel no Gelo

Bulgaria (BUL)
Bulgarian Ice Hockey Federation

Canada (CAN)
Hockey Canada

China (CHN)
Chinese Ice Hockey Association

Chinese Taipei (TPE)
Chinese Taipei Ice Hockey Federation

Croatia (CRO)
Croatian Ice Hockey Association

Czech Republic (CZE)
Czech Ice Hockey Association

Denmark (DEN)
Danmarks Ishockey Union

DPR Korea (PRK)
Ice Hockey Association of the DPR Korea

Estonia (EST)
Estonian Ice Hockey Association

Finland (FIN)
The Finnish Ice Hockey Association

France (FRA)
French Ice Hockey Federation

Germany (GER)
Deutscher Eishockey Bund e.V.

Great Britain (GBR)
Ice Hockey UK

Greece (GRE)
Hellenic Ice Sports Federation

Honk Kong (HKG)
Hong Kong Ice Hockey Association Limited

Hungary (HUN)
Hungarian Ice Hockey Federation

Iceland (ISL)
Ice Hockey Iceland

India (IND)
Ice Hockey Association of India

Ireland (IRL)
Irish Ice Hockey Association

Israel (ISR)
Ice Hockey Federation of Israel

Italy (ITA)
Federazione Italiana Sport Ghiaccio

Japan (JPN)
Japan Ice Hockey Federation

Kazakhstan (KAZ)
Kazakhstan Ice Hockey Federation

Korea (KOR)
Korean Ice Hockey Association

IIHF Member National Associations

Latvia (LAT)
Latvian Ice Hockey Federation

Liechtenstein (LIE)
Liechtensteiner Eishockey und In-Line Verband

Lithuania (LTU)
Lithuanian Ice Hockey Federation

Luxembourg (LUX)
FÎdÎration Luxembourgeoise de Hockey sur Glace

Macau (MAC)
Macau Ice Sport Federation

Macedonia (MKD)
Ice Hockey Association of Macedonia

Mexico (MEX)
Federacion Mexicana de Deportes Invernales, AC

Mongolia (MON)
Mongolian Ice Hockey Federation

Namibia (NAM)
Namibia In-Line Skating Association (NISA)

The Netherlands (NED)
Ice Hockey Association of The Netherlands

New Zealand (NZL)
New Zealand Ice Hockey Federation

Norway (NOR)
Norwegian Ice Hockey Association

Poland (POL)
Polish Ice Hockey Federation

Portugal (POR)
Federacao Portugesa de Desportos No Gelo, A.P.D.

Romania (ROU)
Romanian Ice Hockey Federation

Russia (RUS)
Ice Hockey Federation of Russia

Serbia (SER)
Ice Hockey Association of Serbia

Singapore (SIN)
Skating Federation of Singapore

Slovakia (SVK)
Slovak Ice Hockey Federation

Slovenia (SLO)
Ice Hockey Federation of Slovenia

South Africa (RSA)
South African Ice Hockey Association

Spain (ESP)
Federacion Espanola Deportes de Hielo

Sweden (SWE)
Swedish Ice Hockey Association

Switzerland (SUI)
Swiss Ice Hockey

Thailand (THA)
Ice Hockey Association of Thailand

Turkey (TUR)
Turkish Ice Hockey Federation

Ukraine (UKR)
Ice Hockey Federation of Ukraine

United States of America (USA)
USA Hockey

IIHF Office Structure

The IIHF office is the administrative hub for the operation of all IIHF activities. It is through this office that all sanctioned international competitions, programs and activities are facilitated. Under the direction of the IIHF Council and managed by the General Secretary, the IIHF office operates within four departments: Administration, Finance, Sport and Marketing. Each department is responsible for providing the necessary administrative service to the IIHF Council, its member committees and to all member National Associations regarding their particular programs and initiatives.

The IIHF office acts as a central clearing house for all questions on the operation of international hockey while performing as an independent and neutral site for resolving international hockey difficulties.

IIHF Sport Development Program

Philosophy

Our interest is in growing the game of ice hockey globally with internationally compiled resources of coaching, player, medical and officiating educational material. This material is designed for and recommended for use as either a supplement to existing programs which exist in your country or as your core program.

The IIHF and the National Associations are in a “Partnership for Progress” to enhance the game of ice hockey globally.

Mission Statement

Our challenge is to support each member National Association in the growth and development of hockey within their country in order to foster and develop the game of hockey around the world.

We will teach National Associations to educate their own hockey membership.

In our quest to develop coaches, hockey players, medical officers and game officials our aim is also to develop life skills in the youth of the world through the game of ice hockey.

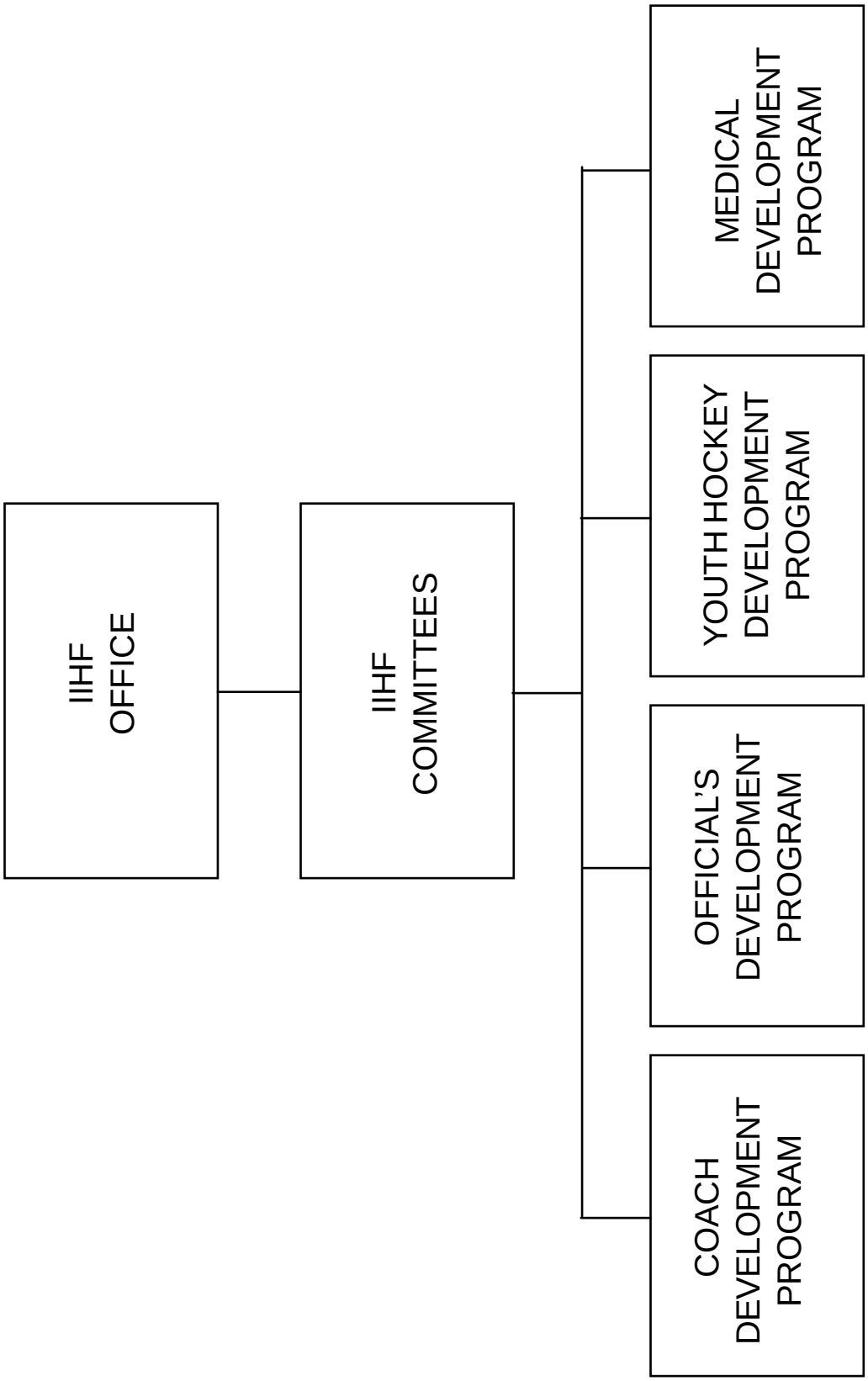
Vision

Our aim is to compile an international library of coaching, player, medical and officiating educational materials, including books and videos which have been developed by the IIHF and National Associations, and to create a centre where coaches, players, game officials and medical officers can come in to look at and purchase the material of their choice.

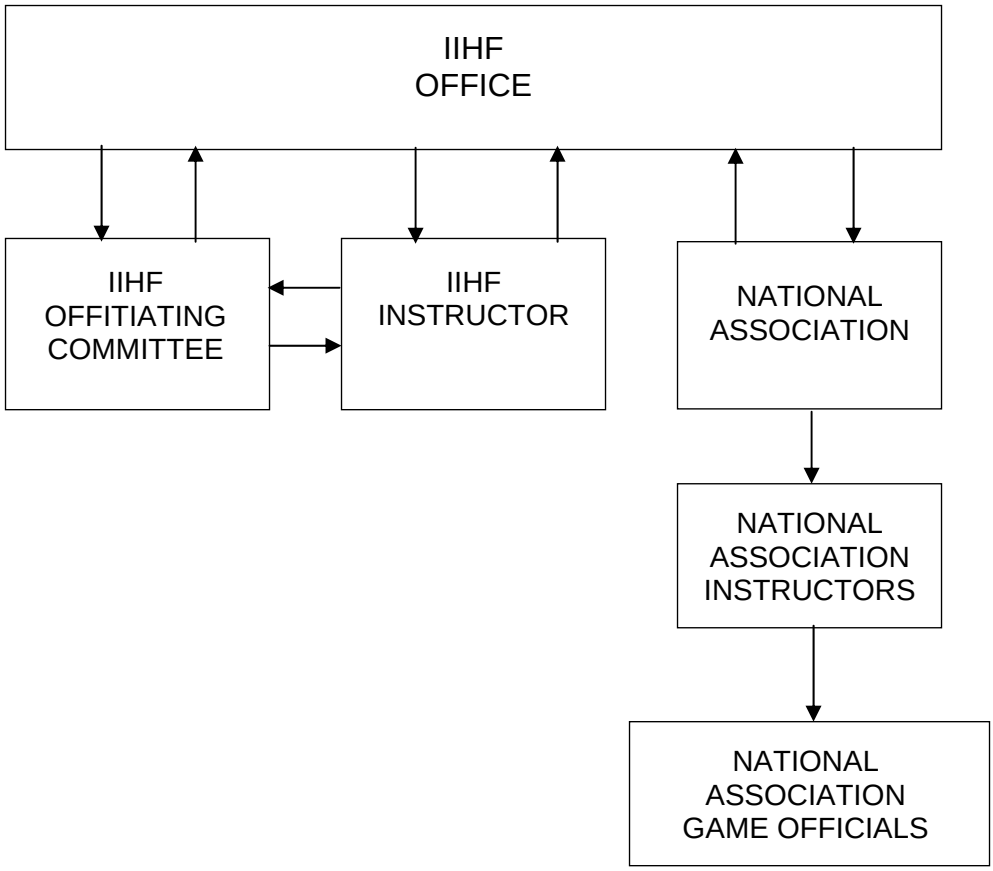
We will discuss each country's requirements and provide them with the best assistance possible to develop the game within their own country's culture and hockey situation.

"Partnership for Progress"

IIHF Sport Development Program Organizational Chart (Tentative)



IIHF Official's Development Program Organizational Chart



IIHF Official's Development Program Organizational Chart Description

IIHF Officiating Committee

The IIHF Officiating Committee will be responsible for developing the strategies and plans, as well as overseeing the operation of the IIHF Official's Development Program, including course curriculum and contents. This includes the contents of the resources and the various training seminars. This educational program is designed to follow the "Partnership for Progress" strategy whereby the program operates as a joint venture between the International Ice Hockey Federation and National Associations. That is to say that, when a National Association has committed time, people and resources, the IIHF will reciprocate.

IIHF Office

The IIHF office will manage the daily operations of the IIHF Referee Development Program from the office in Zurich, Switzerland.

IIHF Instructor

The IIHF will recruit and train IIHF Instructors. Their role will be to:

- Conduct a seminar for the training of National Association Instructors at various times throughout the year.
- Assist the National Association Instructors in conducting officials' clinics within their country for their membership.
- Remain as a resource person for the National Association Instructors.
- Compile information from National Association Instructors and make recommendations to the Referee Committee.
- Instruct National Association game officials at IIHF Hockey Development Camps and some special IIHF seminars

National Association Referee Instructor

The National Association Instructors will be nominated by the National Association following the "Recommended Selection Criteria for National Association Head Instructors". Their role will be to:

- Attend an Instructor Seminar which will be conducted by an IIHF Instructor.
- Conduct referee and linesmen clinics within their country with the assistance of an IIHF Instructor for their members.
- Remain as a resource person for the National Association game officials.

National Association Game Officials

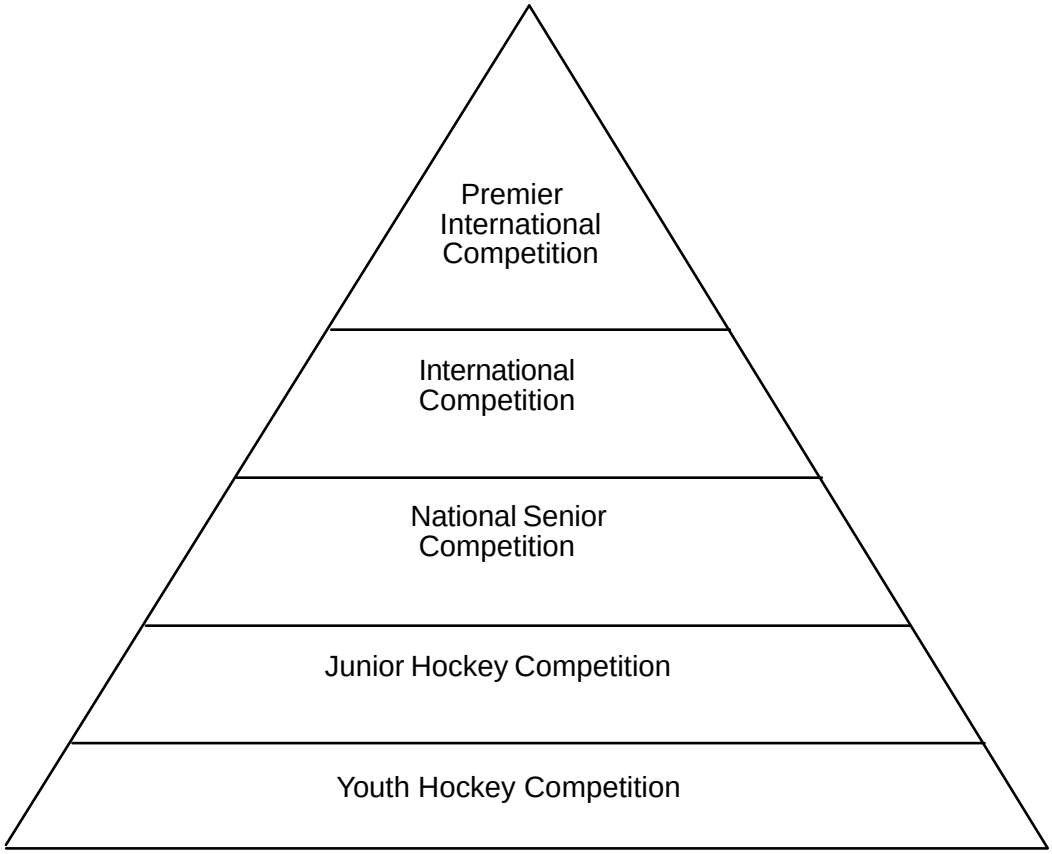
The National Association game officials will be selected by the National Association. Their role will be to:

- Attend referee clinics which are organized by the National Association. The clinics will be conducted by the National Association Instructors who will at times be assisted by an IIHF Instructor.
- The game officials will continue to use their National Association Instructor as a resource person for the IIHF Referee Development Program.
- Whereas hockey has it's roots in the club system, it is important that game officials are provided with the best possible resources to ensure that the game is played in a safe and proper environment, and as defined by the playing rules. With respect to this, referees and linesmen play a very important role in the growth and development of hockey in their country.

IIHF CLASSIFICATIONS OF COMPETITION

The International Ice Hockey Federation has identified five classifications of competition in hockey being played around the world. These classifications are:

1. Youth Hockey Competition
2. Junior Hockey Competition
3. National Senior Competition
4. International Competition
5. Premier International Competition



DESCRIPTION OF THE CLASSIFICATIONS OF COMPETITION

In order to understand the relationship between the classifications of competition and the levels of the IIHF Official's Development Program, it is important to understand what each classification addresses.

Within each of these classifications, each individual National Association will set up age groups, sub-levels of classifications and the criteria for each age group to best fit their unique hockey situation.

Following are brief descriptions of the classifications and suggested contents and objectives as to what they could offer their participants.

1. Youth Hockey Competition

Youth hockey is the "Grass Roots" level of hockey. This is where the base of all programs begins and this is where the leadership and initiative of the National Association is very important to have a successful program. All players begin their hockey careers here and emphasis should be on ENJOYMENT and SKILL DEVELOPMENT. This classification should include players up to 16 years of age, depending of the National Association competition level.

On this level the officials should establish their officiating skills and routines to reach the Junior Hockey Competition level a game official needs to develop his officiating skills to meet the demands of the new level.

For game officials Youth Hockey is the level where they can choose their career path as an official, either officiating for fun (hobby) or goal to be one of the top officials.

Objectives for game officials:

- Have fun.
- Stimulate interest in hockey and a desire to continue participation.
- Develop basic officiating skills.
- Introduce individual knowledge of hockey.
- Obtain a sense of achievement.
- Promote physical fitness.

- Introduce officials to the concepts of developing “Life Skills” such as COOPERATION, SPORTSMANSHIP, and LEADERSHIP.
- Encourage initiative.
- Provide a game to fit the needs of the participants.
- Create a social environment.
- Encourage the oldest youth hockey players to officiate for the younger age groups.

2. Junior Hockey Competition

After having had a positive experience in youth hockey and developed the skill base necessary, as well as basic individual skills and knowledge of hockey, the officials may move into junior hockey competition. During these very important formative years of development as a game official, and more importantly as a young person, it is very important that the National Association take positive and progressive measures to ensure that everyone involved has a positive experience in all aspects. This classification should include players up to 20 years of age, depending of the National Association competition level.

On this level the officials should continue to develop their officiating skills and routines to reach the Senior Hockey Competition level as a game official. He needs continuously to develop his officiating skills to meet the demands of the new level.

For game officials Junior Hockey is the level where they can finally choose their career path as an official, either officiating for fun (hobby) or goal to be one of the top officials.

Objectives for game officials:

- Have fun.
- Refine basic officiating skills.
- Begin to learn and understand team tactics.
- Promote physical fitness.
- Continuing development of “Life Skills” such as COOPERATION, SPORTSMANSHIP, and LEADERSHIP.
- Provide a game to fit the needs of the participants.
- To identify himself as a role model for Sport of Ice Hockey.

- Assist in an individual's physical development.
- Create a social environment.
- Encourage players to officiate in youth hockey competition.

3. National Senior Competition

Within this level of competition is the "elite" or "first" division as well as other sub levels of senior competition.
For game officials the National Senior Hockey is the level where they will be divided into two groups by their career path as an official, either continuing officiating for fun (hobby) on sub levels of senior competition or goal to be one of the top officials.

Dividing the officials into two groups on this level can be determined by their officiating skills, by their own interest, or maybe by the results of their evaluations by their National Associations.

At the top level, males and females should continue to develop and improve their officiating skill as well as their knowledge of hockey. This is the highest level within the country.

Objectives for game officials:

- Have fun.
- Refine officiating skills and learn good communication skills.
- Continue to learn and understand team tactics.
- Promote physical fitness.
- Continuing development of "Life Skills" such as COOPERATION, SPORTSMANSHIP, and LEADERSHIP.
- Provide a game to fit the needs of the participants.
- Assist in an individual's physical development.
- Encourage players to officiate in youth hockey competition.
- To continue to improve himself as a role model for Sport of Ice Hockey.
- To work in order to achieve an opportunity to progress to a higher level of competition (international competition).
- Encourage players to officiate in youth hockey competition.

4. International Competition

This classification encompasses the international competitions from youth hockey to senior hockey, excluding the Olympic Winter Games, World Senior (Men & Women) Championship and the World Junior Championship U20 and U18.

To participate in International Competition a game official shall be licensed by his National Association with the IIHF. Practically this means that the game official is rated as a top official in the country.

Objectives for game officials:

- Have fun.
- Further refine hockey skills.
- Role model functions for the National Association and the sport of ice hockey.
- Promote physical fitness.
- Continuing development of “Life Skills” such as COOPERATION, SPORTSMANSHIP, and LEADERSHIP.
- To work in order to achieve an opportunity to progress to a higher level of competition (premier international competition).

5. Premier International Competition

This classification encompasses the international competitions at the top level, including the Olympic Winter Games, World Senior (Men & Women) Championship and the World Junior Championship U20 and U18.

To participate at this level in International Competition a game official shall be licensed by his National Association with the IIHF. He shall have received favourable evaluations by IIHF Referee Supervisors in previous IIHF Competitions.

Objectives for game officials:

- Have fun.
- Further continue to maintain top level officiating skills and knowledge of hockey.
- Role model functions for the National Association and the sport of ice hockey.
- Maintain a high level of personal physical and mental fitness.

- Continuing development of "Life Skills" such as COOPERATION, SPORTSMANSHIP, and LEADERSHIP.

IIHF Official's Development Program Objectives

- To standardize the methods and techniques of officiating in both the two, three and four man officiating systems.
- To acquire uniformity throughout the world with respect to rule interpretation.
- To offer participants international recognition for their achievements.

Definitions of the IIHF Official's Development Program Levels

The IIHF Official's Development Program has been structured into four program levels. The program caters to the needs of all officials from the novice Level I through to an international Level IV official. The recommended levels in this manual can be adjusted based on the needs of the National Association.

The following chart demonstrates the correlation between the classification of competition and the recommended level of official for each classification.

CLASSIFICATIONS OF COMPETITION	LEVEL I	LEVEL II	LEVEL III	LEVEL IV
Youth Hockey Competition	X	X	X	X
Junior Hockey Competition		X	X	X
National Senior Competition			X	X
International Competition			X	X
Premier International Competition				X

Following are the IIHF Official's Development Program recommended purpose, registration/ guidelines for certification and delivery for each level.

LEVEL I

PURPOSE

- To prepare a young or new official to officiate youth hockey competition.
- To further enhance the training and skills of youth hockey officials.
- To enjoy the sport of hockey as a hobby

REGISTRATION/GUIDELINES FOR CERTIFICATION

- Each National Association is responsible for the certification of their own officials.
- An individual must attend and participate in all sessions of a Level I clinic to be qualified for certification.
- An individual should complete a written national association examination and obtain a minimum of 70%.
- It is recommended that the minimum age to obtain a Level I status is 15 years.
- An on-ice evaluation should be performed by a qualified National Association Official's Development Program Instructor to complete this certification.
- It is recommended that the officials go through the on-ice skating evaluations.

DELIVERY

- Minimum of ten hours of instruction.
- May be presented over two evenings, or on a Saturday or Sunday.

NOTE

1. Upon completion of the Level I requirements the official will receive a certificate designed by the National Association.

2. Completion of the clinic should include a successful result in both the written examination and the on-ice evaluation.

LEVEL II

PURPOSE

- To prepare officials capable of officiating junior hockey competition, top levels of youth hockey, and at an introductory level to national senior competition.
- To enjoy the sport of hockey as a hobby

REGISTRATION/GUIDELINES FOR CERTIFICATION

- Each National Association is responsible for the certification of their own officials.
- Officials must be fully certified at Level I and should officiate a minimum of one year at that level.
- An individual must attend and participate in all sessions of a Level II clinic to be qualified for certification.
- Officials must obtain a minimum of 80% on a written National Association examination.
- Officials must pass a practical on-ice skating evaluation performed by a qualified National Association Official's Development Program Instructor.
- Officials must be judged capable of officiating junior hockey competition.
- An individual should be a minimum of 16 years of age to obtain Level II status.

DELIVERY

- A minimum of 12 hours of instruction.
- An official at Level II will have a thorough knowledge of the playing rules and the role of an official.
- Similar delivery options as in Level I.

NOTE

1. Upon successful completion of the Level II (clinic, examination and on-ice evaluation) the official will receive a Level II certification as designed by the National Association.

2. A novice official, 16 years of age or older, may obtain Level I and II certification in one year based on ability. This is the only opportunity within the National Association Official's Development Program to accomplish two levels in one year. This is designed to encourage persons with playing or coaching experience to consider officiating.

LEVEL III

PURPOSE

- To prepare officials capable of officiating in national senior competition.
- To prepare officials capable of officiating international competition excluding the Olympic Winter Games, World Senior (Men & Women) Championship and the World Junior Championship U20 and U18, providing that the official has been licensed by the IIHF.

REGISTRATION/GUIDELINES FOR CERTIFICATION

- Each National Association is responsible for the certification of their own officials.
- Officials must be fully certified at Level II, and one year of officiating at that level is recommended.
- An individual must attend and participate in all sessions of a Level III clinic to be qualified for certification.
- Officials must obtain a minimum of 80% on a written National Association examination.
- Must undergo fitness and skating tests.
- Officials must pass a practical on-ice evaluation performed by a qualified National Association Official's Development Program Instructor.

- Officials must be judged capable of officiating national senior competition and international competition and be evaluated at this level.
- If an official fails the practical on-ice evaluation or the written examination, certification will not be validated; however, the official may request a second evaluation. The second evaluation will be done at the convenience of and at no extra cost to the National Association.

DELIVERY

- A minimum of 14 hours of instruction, usually presented over an entire weekend.
- The topic areas for a Level III clinic are outlined by the IIHF Official's Development Program.
- National Associations are encouraged to contact the IIHF Sport Development Manager for assistance in staging a Level III clinic.

NOTE:

1. Upon successful completion of the Level III (clinic, examination, fitness and skating tests and on-ice evaluation) the official will receive a Level III certification as designed by the National Association.

LEVEL IV

PURPOSE

- To prepare competent officials capable of officiating in premier international competition including the Olympic Winter Games, World Senior (Men & Women) Championship and the World Junior Championship U20 and U18, providing that the official has been licensed by the IIHF. The game officials shall have received favourable evaluations by IIHF Referee Supervisors in previous IIHF Competitions.
- The game officials, who have reached this level of competency, should be encouraged to become involved in the development of the younger game officials.

REGISTRATION/GUIDELINES FOR CERTIFICATION

- Each National Association is responsible for the certification of their own officials.
- Officials must be fully certified at Level III, and a minimum of one year officiating at that level is recommended.
- Attendance at Level IV will be by National Association invitation only – certification at Level III does not automatically make one eligible for Level IV.
- Officials must attend and participate in all sessions of a Level IV clinic to be qualified for certification.
- Officials must obtain a minimum of 80% on a written National Association examination.
- Must undergo fitness and skating tests.
- Officials must pass a practical on-ice evaluation performed by a qualified National Association Official's Development Program Instructor.
- Officials must be capable of officiating international competition and premier international competition and be evaluated at these levels.
- If an official fails the practical on-ice evaluation or the written examination, certification will not be validated; however, the official may request a second evaluation. The second evaluation will be done at the convenience of and at no extra cost to the National Association.

DELIVERY

- A minimum of three days of instruction.
- The topic areas for a Level IV clinic are outlined by the IIHF Official's Development Program.
- National Associations are encouraged to contact the IIHF Sport Development Manager for assistance in staging a Level IV clinic.

NOTE

1. Upon successful completion of the Level IV (clinic, examination, fitness and skating tests and on-ice evaluation) the official will receive a Level IV certification as designed by National Association.

2. All officials reaching Level IV are required to pass an annual written National Association examination and fitness and skating tests to qualify for premier international competition.

Level IV Re-Write and Re-Evaluation Guidelines

- If an official fails the examination administered at the Level IV Seminar, the official may be eligible to write a supplementary examination at the discretion of the National Association. A fee may be charged to the official for writing the supplementary examination. Only one re-write per year will be permitted.
- If an official fails the original practical evaluation, a second opportunity may be given at the National Association's convenience, but at no extra cost to the National Association.
- If an official fails the Level IV supplementary examination or practical evaluation certification shall be denied for that season and the official will be recognized as a Level III Official.
- When the candidate is formally advised of the Level IV status (completion or failure), copies of the documentation shall be sent to the National Association Referee-in-Chief, who shall report the National Association's General Secretary.

Examination Procedures

Written examinations are to be prepared by the National Association for each level in the program. These examinations are to be revised annually and prepared for the fall of the year. Beginning at Level I, a passing mark on the exam is established and a candidate cannot be certified at this or higher levels until this passing grade is met. A breakdown for each level is noted below:

Level I	70%	Level II	80%
Level III	80%	Level IV	80%

As noted above, the exam for each level is to be revised annually.

Further policies pertaining to the examinations are listed below:

- All exams will be administered at the conclusion of the clinic; take home exams are not acceptable.
- Participants must hand in an answer sheet and the examination.

- If possible, examinations will be marked and recorded immediately at the conclusion of the clinic.
- When an individual fails to achieve the minimum at any level, that individual may request one supplementary re-write exam. Passing marks for the supplementary exam remain the same as noted above.

If the official fails the supplementary exam:

- The individual must attend another clinic of the same level one year after failing the examination.
- Though uncertified, the individual may still officiate at higher levels of hockey within his National Association, but certification will not be complete until the official passes the exam.
- The National Association must encourage officials to complete certification requirements the following year.

Practical Assessment

The practical assessment phase of certification is equally important as participation in the clinic, the written examination and the fitness and skating tests. An individual may do extremely well at the clinic and on the examination or testing, but may prove to have problems on the ice once the puck is dropped to start the game.
To ensure the further development of its officials, a National Association must invest considerable time and effort in the development of supervisors qualified to complete the practical assessment. In order to assist these supervisors the Supervision section of this manual has been produced. This section has been designed to provide the tools for more effective evaluation and supervision.
It is strongly recommended that individuals involved with supervision and assessment be provided with a copy of this officiating procedures manual to ensure consistency with this procedure.

The following policies have been agreed upon with respect to practical assessment:

- An official must have been assessed/supervised before certification is complete.

- An official may complete the practical assessment phase of certification before or after the National Association Official's Development Program clinic (i.e. an individual may have been officiating at national senior competition for a year or two before attending a Level III clinic). However, Level III certification would not be granted until the official passed the examination.
- When certified at a level, it does not mean that an individual is qualified to officiate in all levels of hockey identified by that level, just as an individual does not have to be able to officiate in all levels of hockey identified within a level before being certified (i.e. at Level III, an individual may officiate in national senior competition, yet may not be able to officiate in international competition).
- It is recommended that an evaluation form be completed and that copies of the report be distributed to:
  - The official being evaluated.
  - The supervisor should retain one copy.
  - The National Association office.
  - The IIHF Office (Level IV IIHF licensed officials only).
- Supervisors must discuss their report with the official before it is submitted. The process is designed to help the official improve and is not just to criticize mistakes.
- The practical assessment process can take many forms:
  - Minimum one or two full-length game supervision.
  - National Association tournaments.
  - Game sessions at clinics.

Each National Association, or even regions within a National Association, will have different resources available for assessment, thus the method they follow may differ.

Certification Procedures

Certification at all levels is a two-part process involving clinical and practical assessment. From the point of view of the clinic, the official must attend all sessions and must obtain the minimum mark on the examination.

The practical assessment is very important, and it is also the most difficult to consistently apply across the entire program. It is strongly recommended that all supervisors be provided with a copy of this officiating procedures manual to ensure a consistent approach to this task.

Officials must feel a certain pride and responsibility once they obtain their certificate at any one level. They must act accordingly and not jeopardize the quality and importance of the program for personal desires. If an official is unwilling to abide by the guidelines of the IIHF Official's Development Program or fails to properly follow the playing rules of the IIHF, then certification must be suspended until such time as the official demonstrates behaviour in favour of the program and the playing rules.

General Certification Procedures

- Certification by the National Association at any level following the guidelines of the IIHF Official's Development Program does not make an individual automatically eligible for entry to the next higher level. Demonstration of ability or potential ability is necessary to move to the next level.
- Being certified at any one level does not necessarily mean that an individual will be able officiate all categories of hockey defined at that level.
- Conversely, an individual does not have officiate all categories of hockey labelled at a certain level in order to gain certification at that level.
- Certification is not complete until both phases - Clinical and Practical - have been completed.
- It is recommended that an individual be at least 15 years of age to be certified at Level I or higher.
- Where it has been determined (through supervision) that officials are no longer able to officiate at a certain level, they will be certified at a lower level in line with their present ability.
- Once certified, it is essential that an official continue to update yearly and be completely familiar with new rule interpretations and officiating techniques.

Re-Certification Procedures for Level I, II and III

PURPOSE

- To monitor and maintain the calibre of Level I, II and III officials.

PROCEDURE

- To maintain one's present level of certification, an individual must attend a full National Association Official's Development Program re-certification clinic and write a National Association examination every year with appropriate passing mark. An open book exam is not acceptable for re-certification purposes.
- Where applicable the officials must also complete fitness and skating tests and an on-ice evaluation.
- Should an official fail any level of examination, the National Association may allow the candidate to write a supplementary examination during the current season. This second exam shall be different from the first one and shall originate from the National Association office.
- An individual will be eligible to advance more than one level of the National Association Officiating Program per season for Levels I and II only. Certification at the higher level cannot be granted until one year has passed.
- When an official has not officiated for a season or more, the individual must attend a full National Association Official's Development Program clinic at the appropriate level and successfully complete a practical assessment.

Re-Certification Procedures for Level IV

PURPOSE

- To monitor and maintain the calibre of the top premier international competition level of officiating as stated on the preceding pages.

PROCEDURE

- In order to be eligible for re-certification, a certified Level IV official must be registered with the National Association and be licensed by the IIHF and regularly officiate in premier international competition.

- The re-certification will consist of:

  - fitness testing
  - skating tests
  - rules examination on which a passing mark of 80% must be achieved
  - a practical on-ice evaluation performed by a National Association Official's Development Program Instructor or Referee Supervisor

- If a Level IV official fails the re-certification examination or practical evaluation, the official shall still be recognized as a Level III official. The official would be eligible to request a supplementary re-certification examination or practical evaluation to qualify for Level IV certification.
- If a Level IV official fails the re-certification supplementary examination or practical evaluation, re-certification shall be denied for that season.
- When the Level IV official is formally advised of his status (validation or denial of Level IV), copies of the documentation shall be sent to the National Association's General Secretary.
- When a Level IV official has not officiated for a season or more and wants to regain Level IV status, the individual must first obtain Level III status within the National Association. The candidate may then apply to the National Association for the Level IV certification, which requires the successful completion of the Level IV examination and an on-ice evaluation by a National Association Instructor or supervisor.

IIHF CAREER PATH DEVELOPMENT PROGRAM

The IIHF Official's Development Program provides National Associations with the resources to organize and operate the Official's Development Program within their country. It is the National Association's responsibility to provide the highest quality of instruction training and supervision in order to develop referees and linesmen to enhance the level of hockey within their country, and ultimately, to participate at IIHF championship competitions.

To help National Association officials reach their maximum potential it is recommended that National Associations organize a Career Path Development Program similar to the IIHF Career Path Development Program which is outlined below.

The goals of the IIHF Career Path Development Program are to ensure that the nomination procedure to assign officials to IIHF sanctioned events is controlled and to guarantee that IIHF licensed game officials have reached a certain standard of officiating. By providing the IIHF with a ranking list of their officials, National Associations help to ensure that the nomination procedure is fair and consistent and that it is in the best interest of the game.

The major role of the IIHF Career Path Development Program is to provide IIHF licensed game officials with the necessary information and the opportunities to improve their officiating skills, which will result in a high standard of officiating at all IIHF championship competitions.

Through an evaluation system based on their performance, ability, age and conditioning, IIHF licensed game officials are assigned to officiate at IIHF events where their abilities correspond directly to the calibre of competition to be played. This evaluation system is called Career Path Development.

As part of the process to develop individual career paths, all IIHF licensed game officials are assigned a specific classification based on IIHF Referee Supervisor evaluations from IIHF world and continental championships, tournaments and other sanctioned events. Game officials may be reclassified annually depending upon their evaluations and performance.

CLASSIFICATION OF IIHF OFFICIALS

The IIHF assigns officials to a particular classification of officiating based upon previous IIHF and National Association evaluations and rankings. The classifications were created to ensure that an IIHF licensed game official advances through the IIHF Career Path Development Program in a defined and progressive manner.

Competition Classifications for IIHF Licensed Officials

All championships, tournaments and events, where IIHF officials are nominated, have been classified according to the level of competition and the difficulty of officiating. Based on season end summary evaluations, game officials may be nominated the following season by the IIHF to another competition within the same classification of events or moved to a higher or lower classification depending upon their evaluations.

The following is a summary list of the Classifications of IIHF Competitions:

	Male Championships	Female Championships
Classification 1	OGM WM	OGW WW
Classification 2	WM20 WM18 CHL Final	WW18
Classification 3	OGMQ CC Final WMI	OGWQ WWI EWCC Final
Classification 4	CCQ OGMPQ WM18I WM II WM20 I	OGWPQ WWII WW18Q EWCCQ WW18 I
Classification 5	WMIII and Q WM20 II WM20 III WM18 II WM18 III WM18 IIIQ	WWIII WWIV WWV

Any qualification events are classified one level lower than the classification of the event for which the teams are qualifying to participate in.

It must be noted that before game official can be nominated to the WM, WM20 or to the Olympic Winter Games an official should be evaluated at a previously held Classification 3 event.

International Transfer of Officials

Officials may transfer from one country to another through a very simple process:

- A transferring official must contact his current National Association's Referee-in-Chief and obtain information regarding to his transfer
- The new National Association Referee-in-Chief shall contact the office of previous National Association in order to obtain necessary information of the transferring game official.
- The Referee-in-Chief of the National Association that the official is transferring from can use the sample transfer form attached. (See page 33) and forward it to the new Referee-in-Chief.
- Assignment of the transferring official to games in the new National Association becomes the responsibility of the new Referee-in Chief. Certification of the transferring game official in the new National Association becomes the responsibility of the new National Association, in accordance with that National Association's Officiating Program. The transferring official may not be assigned to officiate at the same level as in his old National Association until the new Referee-in-Chief has had an opportunity to assess his abilities.

OFFICIAL'S TRANSFER FORM (Sample)

OFFICIAL'S NAME:_____

ADDRESS (NEW):_____

CITY (NEW):_____ COUNTRY (NEW):_____

TEL (HOME/NEW):_____ TEL (MOBILE):_____

Last season I was registered with:

National Association:_____

Please check (3) the level of certification you have attained:

Level I _____ Level II _____ Level III _____ Level IV _____

Please check (3) the category of hockey in which you officiated in 20_____

International_____ Senior_____ U20_____ U18_____

U16 _____ U14_____ U12_____ U10 _____

I wish to declare that the above official is in good standing and is qualified officiate the following levels of hockey:

_____AS A REFEREE

_____AS A LINESMAN

REMARKS:_____

DATE:_____

_____
NATIONAL ASSOCIATION REFEREE-IN-CHIEF

IIHF RULE CHANGE PROCESS

The International Ice Hockey Federation reviews the playing rules every four or five years in order to ensure that the game is played in a safe and a fair environment. The IIHF Competition Committee is responsible for ensuring that the playing rules are constantly monitored. If necessary, the committee will provide clarification and interpretation guidelines to the membership on the application of the rules. The IIHF Competition Committee is composed of representatives from all aspects of the game, including players, coaches, referees, team officials and medical personnel.

The interpretations of the rules can be found in the IIHF Case Book. The IIHF Case Book will be updated for every season.

IIHF Rule Book and the IIHF Case Book are available on the IIHF websites.

One year before the review of the playing rules, the IIHF Competition Committee will circulate a bulletin to all member National Associations asking that rule change proposals be submitted to the IIHF Office. The submission also requires that the National Association indicate the purpose of the proposed rule change and identify the existing rules that will be affected should the proposal be accepted.

The IIHF Competition Committee is responsible for reviewing the submissions and proposing to IIHF Council their recommendations from the submissions received. After a review by IIHF Council, the proposed rule changes are presented to the membership during the next Annual Congress for discussion, followed by adoption or rejection of the proposals.

Once approved, the new rules are presented and explained to the Referees-in-Chief of the National Associations at an international rules seminar held within 30 days of being adopted. This allows National Associations to distribute the new rules and their interpretations to their members during clinics held in the off-season, allowing each country to begin implementing the new rules at the start of the upcoming season.

Summary

The International Ice Hockey Federation is dedicated to developing hockey throughout the world while providing an enjoyable environment in which to participate.

The IIHF Official's Development Program is designed for you, the official. Your successful development as an official will directly enhance not only your enjoyment of the game, but that of the players, coaches and spectators.

The International Ice Hockey Federation has established this comprehensive program to assist you in meeting the needs of your very responsible role.

SECTION 2

Qualities of an Official

An Understanding of the Qualities Necessary To be a Competent Official

Upon completion of this section you will be better prepared to:

- Identify and understand the positive qualities of an official;
- Discuss how one official's strength could be another's weakness;
- Accept the challenges of officiating.

Qualities of an Official

In order to assist new officials and/or officials trying to upgrade their performance, it is valuable to examine the qualities of successful officials. By examining the qualities of officials who have achieved success, is it possible to provide a formula for success? - Unfortunately not. Although it is possible to identify the qualities and strengths of these officials and, even though it is obvious that the qualities identified are significant in the success of that official, it is also very obvious that there is no common pattern. It appears that there are many different profiles for success. A major strength for one official could be a major weakness for another, yet both could be extremely successful.

It is possible to identify areas or qualities that are important and deserve consideration by any official who wishes to progress to his highest potential. The key to success is identified as the ability of officials to maximize individual strengths, while at the same time minimizing any individual weaknesses. A list of qualities for consideration includes the following:

Knowledge of the Rules
Appearance and Presence
Positioning
Procedures
Reaction to Pressure
Communication
Judgement/Consistency/Standard
Fitness
Skating Ability
Signals
Attitude - Off Ice
Rapport
Feel for and Understanding of the Game
Teamwork

Should the qualities listed above determine if all receive the same priority and/or emphasis? No; it is apparent that not all are of equal importance. Officials, coaches, players and referee supervisors were asked to provide a weighting of the qualities listed. From their input, an Official's Report Card was developed.

Common Misconception

Far too often when officials evaluate themselves, they focus on one or two areas. As a result, their base for judgment is too small to be effective or accurate. For example, an older official thought he was overweight and not as fit as he should have been to be most effective.
As a result, he thought he was not capable of being truly successful. What this official failed to remember is that fitness and appearance are only two of the criteria on the list. They are important, and the official should make every effort to minimize their negative effect, but he must not overlook the many other qualities listed.

A positive “attitude” or previous playing experience provides him with a “feel for the game”, which enables him to score high in these two areas, thereby compensating for a low score in “fitness” and/or “appearance”. It is important not to lose sight of all of the significant criteria for assessment. As another example, a younger official may have an exceptional skating ability but fail to understand that it is only one of the many criteria for success. Certainly skating is the basic skill for officiating, but there are many successful officials who are weak skaters. Every official should make an effort to improve his skating, however, officials who see skating as the key to success by overlooking the importance of “attitude” or the ability to develop “rapport and communication” with players and coaches, will never reach their ultimate potential.

A Perfect Rating

If an official self-evaluated himself in each of the categories, would he rate “outstanding”, the maximum rating? What does it mean to have a perfect rating? Can anyone ever reach a perfect rating? Can anyone ever reach a perfect rating in any one category? Is the rating an official receives relative to the level that that official is working at? If the qualities of an official are approached in this manner, there are some interesting questions to answer. First, it is reasonable that an official could get a perfect rating in one category and that the rating in any one category should be linked to the level of game that the official is working. To achieve a perfect rating in one category, an official should demonstrate the highest level of skill of any official working at that level, thus achieving a perfect rating for that quality. For example, an official who rates outstanding in skating is one of the best skaters to work in a particular league or at a particular level. All others would be measured against this bench mark. Better skaters officiating in higher leagues would not, however, be taken into account for the purposes of this exercise. It is unlikely that any one official would receive a perfect rating in all categories.

The key of this exercise is not to achieve perfect ratings, but rather to take inventory. It is important for all officials to identify their areas of strength and the areas that need development.

Ideally, a supervisor should help you with this exercise. A supervisor has a wide base of experience and will find it easy to rate you in each of the various categories. However, a supervisor is not your only option. A fellow official can help you with this exercise, and some officials have family or friends videotape them so that they can evaluate themselves. The important fact to remember is that officials require this information to enhance their development.

The key to success is to build on your strengths. Identify the areas in which you have exceptional abilities and maximize their impact. At the same time, identify areas of weakness and work

Knowledge of the Rules

Every official is capable of having a complete knowledge of the rules, but it is hard work and an official who has difficulty with the rules may take more time to develop. The IIHF Rule Book and Case Book are a real aid here and all senior officials should have a good working knowledge of these documents. This is the only quality that is either a perfect rating or a failure. If a rule interpretation error is made during supervision, the official would receive a failure in this category.

Fitness

Fitness refers to the physical conditioning of the official. An official's fitness should be directly related to the players' fitness and the official should spend as much time and effort into getting fit as a player at the same level. This does not mean that the official will necessarily be at the same level of fitness as the players, but rather will have spent approximately the same amount of time working at it. An official must be prepared to skate for 60 minutes. Players and coaches will respect an official who has made the effort to ensure physical fitness.

When self-evaluating, an official must ask himself if he is capable of skating hard enough to keep up with the play, even in long stretches without a stoppage of play. Are you able to skate as fast in the third period as in the first? If you can answer "yes", then you are certainly on the right track to physical fitness.

An often overlooked aspect of physical fitness is that fatigue can have a direct negative effect on an official's judgment. It will slow down your reaction time and cloud judgment. Therefore, poor physical conditioning may reflect in other categories as well, particularly in the category of judgment.

Appearance and Presence

The appearance of officials when they arrive at the rink is significant. Did they enter the rink with their jerseys hanging over their shoulder or was their equipment carried in referees' bags? All officials must make every effort to look professional and be prepared to take officiating seriously. (Figure 1)

When an official steps onto the ice, his appearance will make a lasting impression. How you dress and the condition of your equipment will make a strong statement to players, coaches and spectators. Young officials may not have all the correct equipment, but they should step onto the ice looking crisp and clean. Officials should wear black pants and proper hockey officials' jerseys. Clothing should be clean and pressed. The crest should be properly displayed. Remember that skate laces can be washed and should be changed several times a year. Skates should be polished.

It is important that when you step onto the ice that you look as professional as possible. (Figure 2)

Figure 1 - Officials Entering Rink

Figure 2 - On-Ice Officials

Presence means, does an official look the part and carry himself in a professional manner? Can the official take charge in a difficult situation? Does the official command respect through his actions and/or mannerisms? For some officials, their physical size gives them an immediate presence on the ice. For others, the way that they handle and present themselves throughout the game will reflect their ability to display their presence.

Skating Ability

When judging skating ability there are many factors to consider: speed, turning ability, stops, agility, acceleration, crossovers, fluidity, style and skating upright.

The skating ability of an official should be directly related to the level of the players. The better the players and the higher the level, the better skater the official should be.

Some people believe that skaters are born, not made. There is, however, one thing for certain: everyone is capable of improvement. Power skating is available in most centers and there is no reason for any official not to take advantage of the opportunity. All officials, regardless of level, should be interested in improving their skating. Many officials recognize a weakness in this area and will make every effort to avoid exposing that weakness. They will try to position themselves or maneuvers themselves so that they can avoid their weak skills. The key to success lies in determining the weakness and working on it.

Positioning

Proper positioning can enhance an official's performance. Positioning is related to the functions that officials are required to perform on the ice. Positioning guidelines have been developed to assist officials to enable them to be in the best position to call penalties, to call offside or to make whatever call is necessary. It is critical for an official to know the proper positioning for both a linesman and a referee. Proper positioning comes from an accurate knowledge of what is recommended and then from putting that information into practice in a game situation. Proper positioning will make a difference. It is a skill that needs to become second nature. It needs to become automatic. This will take time, practice and coaching.

Signals

Signals are used for communication purposes. They enable officials to communicate with each other and with players, coaches and spectators. That is why they were developed and that is why they are required. It is critical that officials use the standard signals which have been developed and that they do not deviate into locally developed variations of the signals. This will not only be confusing for other officials, but also for players and coaches from different regions. Signals should always be given crisply and calmly and never in a showy style or antagonistic manner. Proper use of signals by referees and linesmen will create an appearance of confidence and competence. It is essential that every official understand the significance of signals.

Procedures

Procedures have been developed to assist officials on the ice. If an official understands and uses the procedures properly, they will enable the official to avoid making some of the most common mistakes. Procedures that are important for a referee include the penalty procedure, line change procedure and altercation procedure. For linesmen, there are also many procedures and techniques, including: the face-off procedure, the procedure for dealing with an altercation, calling icing, offside, clearing the zone as well as the procedure for reporting infractions to the referee. These are all contained in this manual under the appropriate headings.

Attitude

A good attitude toward officiating is essential to development. Officials who display a positive attitude tend to develop more quickly.

On the ice this is observed in a variety of ways. Officials with a good attitude show hustle, determination and enthusiasm for the game.

They do not look bored or act like a particular game is beneath their capabilities. They work hard to establish rapport with players, coaches and other officials. They do not showboat, but rather give 100% effort, regardless of the game or situation.

Off the ice, these officials recognize that everything they do from the time they leave home until the time they return home reflects on the impression they make. Far too often officials believe that the only thing that should matter is the job that they do on the ice. Nothing could be further from the truth. The way that officials treat the off-ice officials, the way they talk to people as they enter the rink, the way they dress to go to a game, etc., will ultimately have a bearing on how others view them as officials. It will indicate to all involved how seriously the officials take their commitment to hockey officiating.

It is important for officials to want to work each and every game that they are assigned. If officials do not want to referee at a certain level, then they should refuse those games but, at the same time, be prepared to accept the logical consequences of that decision. The problem is that far too often officials will agree to work a game and then by their appearance and actions tell all who watch that they are not happy about having to do that game. The reason could be anything from the fact that they may think that the rink is too dark, or the fans too noisy, to perhaps the most common reason, which would be that the game in question was beneath them, or inferior to the quality that they should expect at this point in their officiating career. What they fail to understand is a phenomenon called “Law of Return”. If an official arrives to do a game and gives the impression of looking forward to working that game in that rink with everybody there, of being happy to be there, there is a general rule of return that seems to apply. Most often others will respond by saying and feeling that they are happy to have that official there to do the game as well. On the other hand, if an official arrives at a rink complaining about the level of hockey or the size of the rink, more often than not, before the night is out, everyone there is complaining as well. It is a rule that some officials find very difficult to learn. Officials who understand the “Law of Return” can overcome some major weaknesses in other categories.

Reaction to Pressure

Not every game will test this. Some games are more difficult to officiate, and sometimes an official is in a no-win situation. However, when faced with a tough situation, one aspect that becomes very important is how well the official handled the pressure. Some officials will emerge stronger in tough games, while others will weaken and fold in the face of a tough call.

It is important to have officials who have courage. Officials must make the tough call, even on the home team when it is necessary. In the long run this is critical if they are to earn the respect of both teams involved.

It is also important that officials are able to take charge in difficult situations. They must have the ability to exhibit a presence that the players can feel and respect. They must have the ability to sell their decision to the satisfaction of both teams. They must exhibit a confidence that enables them to be in complete control.

This is a very difficult area for all officials. However, the very good officials will learn techniques and strategies to handle the stress and tension that a game can bring. The ability to handle pressure effectively is very important.

Rapport

This is an area that is often overlooked. It is an area that, in the past, has not received enough attention, in spite of the fact that there is general recognition that it is extremely important.

Officials who can establish good rapport with players and coaches give themselves a very decided edge in difficult situations or in situations that require the tough sell. An official who can display openness, a friendly attitude and a good sense of humor has a definite advantage. There have been a few officials who have emerged at the highest levels who have used this quality as their greatest strength. It cannot be ignored. It does not happen by accident. It is very carefully orchestrated by the good officials.

It is important to note that in trying to establish rapport, officials must at all times be professional. However, they may want the players and coaches to know that officials can laugh when it is appropriate, even when the joke is on them. They can appreciate a pretty play, a nice goal or a good save. It takes them beyond the stripes and the whistle into being people. However, through it all they must always be viewed as professionals who are impartial and non-partisan.

Communication

Verbal communication with the players and team staff (head coach) during the game is also very important. Referees and linemen are encouraged to talk to players as the game progresses. Encouragement to play the puck or keep the sticks down will help them to understand what is expected. Players generally accept and respect such communication from the officials.

Under no circumstances should you lose control of your actions or words. Profanity is **NEVER** acceptable. There are appropriate penalties for any coach or player who uses profanity towards you during the game and, if this happens, officials should assess it; however, it is never acceptable for an official to use profanity to a player or coach. It will not only set a double standard, but will most certainly cause a loss of respect in the eyes of your fellow officials as well as the players and coaches involved.

There will be times when things will heat up. The ability to communicate effectively and calmly in these situations is a skill that will help to make you a quality official.

When it comes to communication, always remember to strive to be professional. If necessary treat disrespect with respect. When talking to the head coach, respect his position, carefully choosing your words in a manner, which leaves him an option to react to your message.

Feel for and Understanding of the Game

This area is regarded by many as the most important. Many coaches have expressed the belief that it is by far the most important quality of an official. Although it may be very difficult to define, certainly few deny its existence. It does not always come from previous playing experience, but that may help. There is no doubt that many officials who have “feel for the game” can work their way up the ladder very quickly in spite of weaknesses in many of the other categories.

To rate highly in this area, officials must understand what the players and teams expect from the officials on the ice. The officials must be able to deliver that and yet, at the same time, work towards making hockey a safer and fairer game to play. They need to be able to anticipate changes in the game’s pace and intensity. Good officials will read these changes and have a feel for when they must assert themselves and when they can fade into the background and let the players and teams have the spotlight. For younger officials, this is a very difficult skill to acquire. It takes time.
It comes partly from experience and partly from a greater understanding of the game and how it is played. You must remember that hockey officiating is an apprenticeship and that is most evident in this area. Honest discussion with supervisors and fellow officials can help you to gain an understanding of this very important quality.

Some officials use this “feel for the game” area as an excuse for not calling penalties. They simply ignore infraction after infraction with a rationale that they are displaying some form of game management. This is unacceptable. All officials must work towards improving the standard of play and our senior officials must lead the way.

Judgement / Consistency / Standard

There are three aspects to this category. First is judgment. The idea is to look at where the official draws the line when making a call. Does the official select the right penalties to call? Is the official applying adequate stick work guidelines? Does the official call checking from behind closely enough? Is the official making the game safer to play?

The second aspect is consistency. Regardless of where the line is drawn, has the official been consistent in the application of calls? It is possible that an official has good judgment but poor consistency. Ideally, you would like to have an official consistently apply good judgment.

The third aspect is that of the officiating standard. The IIHF annually publishes the IIHF Officiating Standard and the IIHF Rule Emphasis Bulletin.

Each game official should ask himself the following questions concerning his officiating:

- Did the official set a good standard right from the start of the game?
- Are the areas of emphasis being applied?
- Is the official making an attempt to raise or at least maintain the standard of rule enforcement in this league?

By setting a standard early in a game, the official will send a message to both teams as to what is and what is not acceptable in this game.

Teamwork

In order to do a good job of officiating, the referee and linesmen must work as a team. The officiating team will perform better when all members know that they are supported by their fellow officials.

The game officials working the 2 and 4 Man Systems must remember that the systems demand more **teamwork** from the Referees to reach consistent judgement and standard in a game.

Game Management

Feel for the game where do you find it and how much does it cost? The answers to these questions can be summed up as follows: you can't and there is no charge!

A guide or manual of instructions does not exist to direct officials through this elusive area. “Feel for the game” is a difficult skill to evaluate and to instruct. It is best taught through open and honest group discussions and through effective game supervision. Game management cannot be defined in such concrete terms that officials follow a pre-determined menu of instructions for penalty selection where each infraction represents an automatic penalty. An official must be prepared to constantly adapt to the various faces a hockey game presents. What follows is an attempt at discussing the concept of game management so that a heightened level of awareness of its basic principles can be achieved.

Introduction

Officiating a hockey game can be accomplished by assessing penalty after penalty until the final buzzer sounds, but both teams and all the spectators would likely be totally frustrated by the end of the game.
It must be recognized that, although officials play a critical role in each hockey game, they should not endeavor to become the central focus of the game. The official ought to recognize that his/her role in a given hockey game is as a “manager” of that game. The official that realizes this role is far richer than the official who regards hockey officiating as a means of asserting power in a hockey game. When officiating, remember that each team has a decided vested interest in their success in a game. The only people involved in the participation of the game who do not have such an interest are the officials.

Game Managements’ Principles

The common element between the two opposing teams and the official is likely their desire to have a hockey game that is both safe and fair.

Sound mechanics and knowledge of the playing rules are important criteria in game management; however, we must not overlook the official’s “feel for the game”. Since it is recognized that officials cannot call every penalty in the rule book, calling the most significant infractions that ensures safety and fairness in the game becomes the focus. The official who is able to read the game and react to difficult situations while maintaining a good standard (without being too rigid) will handle an intense, emotional game with relatively few problems. Throughout the course of a game, a hockey team will attempt to discern the extent to which the respective official will judge potential infractions. In essence, the team will take cues from the official as to how safe or fair they will play the game. The official who recognizes that teams will be aware of the types of penalties called and adapt their style accordingly is the official who manages his/her game well. The timing, type and frequency of penalties called during a game will impact greatly on a team’s style of play.

The game officials should remember that good communication skills, good anticipation and reaction on critical situations, are key factors for successful game management.

The Time of Penalties

The time in which an infraction is called can either assist or defeat an attempt at good game management. The face of a hockey game normally changes over the span of the three periods in that the intensity builds from the drop of the puck to the final buzzer. Officials should not expect to have success in managing a particular game by commencing their penalty enforcement late in the third period. In order to ensure the hockey teams are aware of the type of infractions permitted in a hockey game, officials must enforce those unacceptable infractions early in the game. It is the role of the official to define the parameters of a specific game early through penalty selection, and gauge the impact of such parameters on the teams' style. There is no defined time period of how long an official should be aware of setting the parameters (for instance the first call of the game may be sufficient to set the desired tone) but the official must be prepared to maintain such awareness if the teams do not relent.

Types of Infractions

The types of infractions assessed have a direct impact on the game parameters set by the officials. There are certain penalties in the rule book that, by definition, carry a specific meaning as to their severity. For instance, a Minor penalty for tripping has less effect than a Minor penalty for checking from behind. It is irrefutable that certain penalties have more impact than others. "IMPACT" penalties, when enforced, send very clear non-verbal messages to teams about the type of play that will be permitted.

These include checking from behind, stick infractions, high hits, restraining fouls and roughing after the whistle. Linesmen conducting face-offs must apply the rules on encroachment in a consistent fashion. By not enforcing these types of infractions, the officials non-verbally communicate to the teams that this style is permitted in the hockey game. As previously stated, teams will adapt their style to the penalty standard adopted by the referee.

Therefore, it is part of the job of the referee to focus on those infractions that have the most "IMPACT" rather than those infractions that are inconsequential. It is likely that the longer the referee waits to enforce impact penalties, the more concentrated the enforcement will become throughout the game. If the official assesses "IMPACT" penalties early in the game and remains consistent early the frequency of assessment will likely decrease over the span of the game. The teams will become aware that this referee will consistently assess infractions and they will adapt their style to match the parameters set out by the referee. The linesmen who choose to ignore or fails to react to key situations by enforcing the rules for which he/she is responsible can easily communicate the wrong message to the teams.

Yet calling a “too many men on the ice” penalty, which has no impact on the play may also communicate the wrong message.

Evaluate

The reaction of the two teams to the time and type of penalties assessed should always be evaluated. Throughout the game, referees should always be asking themselves how the team has responded to the penalty and what effect the standard has had on the flow of the game. The evaluation period is critical because it can prevent the referee from falling into the trap of calling a weak penalty after calling a strong “IMPACT” penalty. It is important for linesmen to be constantly aware of the penalty selection. They too must learn to evaluate the impact of penalties called, know how to react, and how it affects the game. If the officials condition themselves to constantly evaluate the impact of their penalty selection, it is likely that they will be better prepared to react to adverse situations should they arise.

Conclusion

Making use of the “bird” analogy is the best way to summarize “Game Management”. If you squeeze the bird too tight, you can kill it; hold on to the bird too loosely and it will get away. This image clearly illustrates a game under control and should be able to provide you with a visual reference for the subject of “Game Management”.

Fair Play Initiative

As a result of the IIHF’s focus on fair play and improved communication between officials, coaches and players, the following process has been implemented:

In all games, the captains of both teams and the officials shall meet at the referee’s crease and introduce each other.

This process should take not more than 15 seconds and will be completed prior to the game, at the end of the pre- game warm-up. Officials are encouraged to shake hands with the captains.

Official's Code of Ethics

The International Ice Hockey Federation provides guidance to registered officials around the world. National Associations and their members should expect the highest possible standards of personal integrity, competence, sound judgment and discretion from National Association officials. The Official's Code of Ethics developed by the International Ice Hockey Federation Sport Development Program is a public declaration of an official's obligation to himself, his peers and the game. It is advisable also for the game officials to follow the Codes of Ethics provided by their National Associations.

I will...

- Do the best job I can in each game, no matter what the category of hockey.
- Always show respect for my fellow officials, the players, coaches and fans.
- Study and continue to improve my knowledge of the IIHF playing rules, policies and procedures.
- Represent myself and the rules of the game as fairly and as accurately as possible at all times.
- Always be unquestionably impartial, keeping a professional and appropriate distance from teams.
- Understand that the use of alcohol is not encouraged and is totally unacceptable on game days. The use of illicit drugs is against the law.
- Uphold the philosophy and right of all hockey participants and penalize accordingly all violent acts.
- Raise the standard of play in each game that I officiate.
- Be supportive of my fellow on-ice and off-ice officials at all times, even when I am a spectator.
- Accept the fact that I will make mistakes, but I will not get frustrated or let this learning process affect my performance or my professionalism.
- Contribute to the continuing growth of the IIHF Official's Development Program and its officials within my National Association through support, encouragement and positive attitude.
- Respect and accept constructive feedback from supervisors and the assignments I receive from my administrators.

Summary

Every official must take the time to examine their individual strengths and weaknesses. Every official who steps onto the ice will bring together different skills and yet at the same time minimize and work to eliminate weaknesses.

The fact that there is not a magic formula or any one right way to succeed makes the challenge all the more interesting.

Recognizing the variety of qualities needed to be Successful is one major step on the road to developing your maximum potential.

SECTION 3

Fitness and Nutrition

An Understanding of the Importance of Proper Physical Conditioning and Nutrition for Officials

Upon completion of this section you will have a better understanding of the following:

- The importance of conditioning;
- How proper physical preparation can enhance performance;
- Appropriate stretching techniques and programs;
- How to design your own conditioning program;
- Effective nutrition and hydration strategies;
- Relaxation techniques.

Fitness and Nutrition

Introduction

- An important and often overlooked component of an officiating program is fitness and nutrition. This section of the manual identifies and discusses four aspects of fitness and nutrition as they relate to officiating. They are:
    - Stretching
    - Relaxation
    - Conditioning, and
    - Nutrition
- Medical and fitness experts agree that stretching is the single most important part of an exercise work-out in preventing injuries, reducing muscle tension and promoting flexibility. No matter how tight you are, you can learn to stretch properly. Not only will you stay active and fit, but you will also have fun, perform to your maximum capacity, prevent unnecessary pain, and minimize the risk of injury. Included are stretches for the major muscle groups of your legs, hip and shoulder joints, as well as poses that open the spinal column. The ideal program includes stretching before and after the game, with a longer session on non-game days. Regular practice is essential. Stick with it; the results will come.
- A brief discussion on relaxation as it relates to stress reduction and mental wellness has been included in this section. If used properly, relaxation techniques can help you to achieve peak performance levels while helping to reduce tension both on and off the ice.
- The most obvious component of fitness and nutrition is conditioning. Just as hockey players are expected to have certain levels of physical and mental conditioning, so to be hockey officials. Cardiovascular Endurance, and Muscle Strength, Power and Endurance are presented to assist officials in designing and participating in a proper conditioning program.
- Nutrition is an often overlooked component of an officiating program. Proper nutrition and hydration will optimize performance and help officials avoid fatigue, which can contribute to injuries. Along with a general discussion of nutrition, guidelines for pre- game and post-game meals have been included, in conjunction with various points regarding hydration.

- Hockey officials who follow the proper program of fitness and nutrition will have higher levels of energy, recover quicker from fatigue, possess a smaller risk of injury, look and feel better, experience mental alertness, and have more fun calling a game.

Stretching

Non-Game Days (All Year Long)

- Ideally, stretching routines should be tailored to your needs. This suggested practice offers a beneficial routine for ice hockey officials. The time you spend on stretching/ relaxing will directly impact your performance. Move slowly and smoothly into the stretch, hold, breathe, concentrate and feel the stretch, and come out of the stretch as carefully as you went into it. There should be no pain - but a sense of opening, extension and release.
- The following is a listing of suggested stretches for non-game days. Please note that any of the other stretches described in the Game Day Stretching section can also be done in conjunction with the Non-Game Day stretches described here.

- Postural Alignment - Feet - Ankles	**MOUNTAIN POSE** Stand with feet parallel and hip width apart. Balance weight between heels and balls of feet, between right and left leg, between inner and outer edges of feet. • Variation A: Keeping balls of feet on floor, lift toes and spread them apart. • Variation B: Stand on toes, lifting heels high.

Figure 1

Figure 2

Figure 3

Figure 4

Figure 5

- Legs (hamstrings, lower legs	**LEG STRETCH** Toes of standing foot to face table, with pelvis square to the table and hips equal distance from the floor. The foot on the table is pointing towards the ceiling, with the heel stretching away from the body.

CHEST EXPANSION With hands clasped behind back, straighten elbows, pulling hands towards the floor, rolling shoulder blades together. ● Variation: move both hands to left against left rib cage. Lower shoulders, and draw shoulder blades together and down. Left elbow moves toward spine and down. Repeat on other side.	- Shoulders - Chest - Neck - Quadriceps - Ankles

Figure 6

Figure 7

- Lower Back - Buttocks - Side of Hip	**LYING DOWN SPINAL TWIST** Shoulders must stay on the floor. Move onto left outer hip before beginning rotation. Head and neck rotate to right. Use the breath to relax and deepen the twist. Repeat on other side.

RELAXATION Lie on back with legs either straight or with lower legs resting on a chair (especially for those with lower back tightness). Keep warm, head supported if necessary to release neck or shoulder tightness.	- All of Body - Calming of Mind

Below is a summary list of stretches for non-game days. It is strongly recommended that, for maximum benefit, these exercises be done in the order listed.

1.	Mountain Pose - including feet and ankle stretches	1 minute
2.	Leg Stretches Using Table	1 minute each
3.	Chest Expansion	1 minute
4.	Lying Down Spinal Twist	1 minute each (3 times)
5.	Relaxation	10 to 20 minutes

Game Days (Pre-Game Preparations)

- The “inner game” - how you prepare psychologically for the hockey game - can make all the difference between a good and a bad performance. Use these stretches to focus inward, to pay attention to your breathing and to be aware of how you feel physically and mentally. This will increase concentration, develop awareness and prepare the body for the upcoming game.
- The following is a list of sequenced stretches for pre-game preparation:

Figure 8

- Legs (hamstrings) - Back	**TABLE STRETCH** Elbows straight, with shoulders rolling away from ears. Feet hip-width apart, legs straight, spine straight.

Figure 9

LUNGE Forward leg perpendicular to the floor, both hips facing forward. Back leg stretching backwards as far as is comfortable, knee on the floor. Back straight. With each exhalation allow pelvis to drop towards the floor keeping shoulders and upper chest lifted.	- Shoulders - Hamstrings - Groin - Quadriceps (front of hips) - Lower Back

Figure 10

RUNNER’S STRETCH From a kneeling position bring left foot forward until knee makes a 90 degree angle with foot flat on floor. Hands on floor, in line with toes and facing forward. Lengthen chest along thigh (keep chest and thigh together), slowly straighten front leg taking pelvis towards ceiling. Back heel slowly descends toward the floor.	- Hamstrings - Lower Leg - Achilles tendon

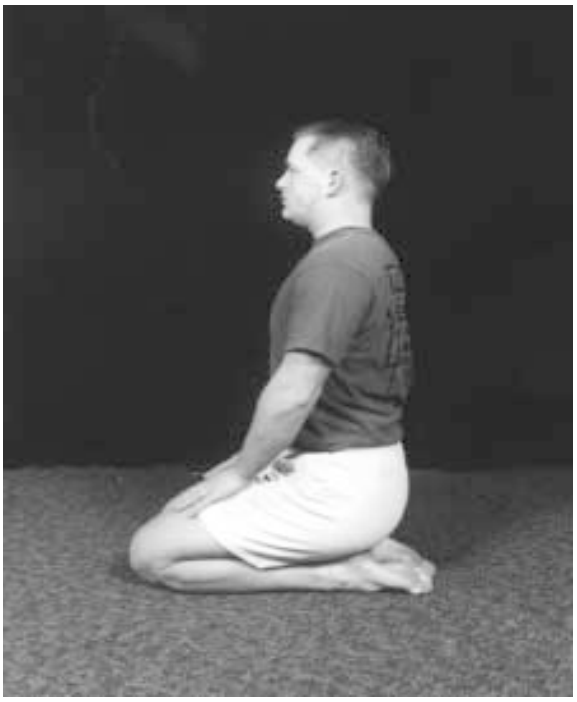


Figure 11

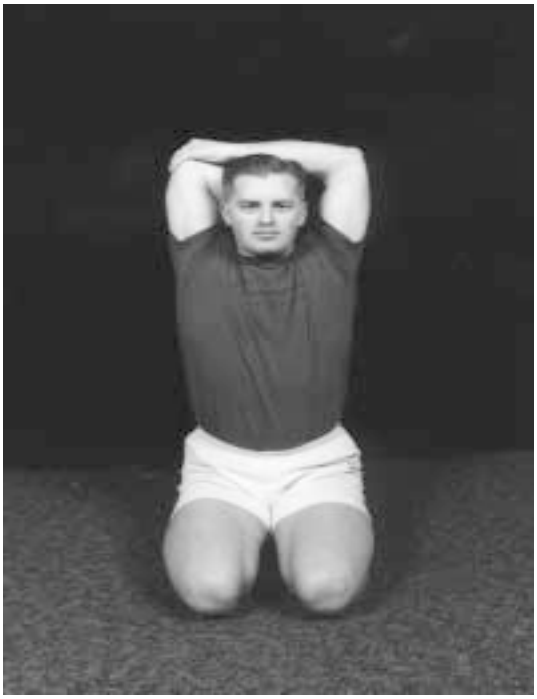


Figure 12

- Thighs - Shins - Ankles	**HERO'S POSE** Sit with buttocks on heels, toes pointing straight back. If ankles are tight or uncomfortable place a tightly rolled towel under angle joint. If knees hurt, spread legs apart and place firm pillows or a bolster under buttocks (Figure 11).
- Shoulders - Upper Arm - Quadriceps - Ankles	• Variation A: SHOULDER STRETCH in Hero's Sitting Pose. Rotate left palm upward, inhale, moving arm toward ceiling. Bend elbow, placing palm on back of neck. Use opposite hand to pull elbow slightly back and towards centre (Figure 12).
- Shoulders - Chest - Ribs - Arms	• Variation B1: ARM & RIB STRETCH. Interlock fingers, extend arms straight, slowly pushing the palms to ceiling. Move slightly to left, extending right arm to ceiling and pushing right foot down against the floor. Repeat to other side (Figure 13). • Variation B2: Hold towel or strap between hands, keeping hands shoulder-width a part (Figure 13).

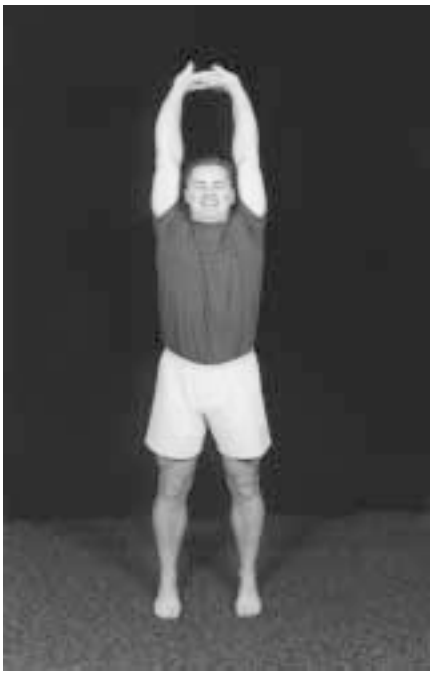


Figure 13

Figure 14

Figure 15

- Back (especially lower area)	**CAT STRETCH** Knees and feet hip width apart. Slowly round the back beginning at the lower spine (coccyx), moving one vertebrae at a time, then beginning at the lower back again begin to round the back in the opposite direction (Figures 14 and 15).

Figure 16

Figure 17

- Lower Back - Hips - Hamstrings - Groin	**HIP FLEXOR STRETCH** Bring right knee to chest, using hands to gently guide and pull the shin. Left heel pushes into the floor, keeping left leg straight. Repeat on other side. • Variation: For those with lower back problems - Left leg stays bent with foot flat on the floor. For those with knee problems - Hold under right knee (Figure 16).

KNEES TO CHEST With buttocks, lower back, shoulders and head resting against the floor, bring knees to chest - support legs with hands. Allow lower back and buttocks to spread and rest against the floor (Figure 17).	- Lower Back - Hips

Below is a summary list of stretches for game days. It is strongly recommended that, for maximum benefit, these exercises be done in the order listed.

1.	Table Stretch	1 minute
2.	Lunge	1 minute each side
3.	Runner's Stretch	1 minute each side
4.	Shoulder movements - sitting in Hero's Pose	
	a. Shoulder Stretch	1 minute each side
	b. Arm - Rib Stretch	30 seconds each side
5.	Cat Stretch	3 times
6.	Hip Flexor Stretch	1 minute each
7.	Knees to Chest	1 to 3 minutes

Skating Warm-Up (Note: All stretches to be done on the ice while skating)

Figure 18

Figure 19

Toe in - Toe out: 5 reps each direction, each leg. Increases hip internal and external rotation. Increasing hip flexibility can enhance your propulsive force on the ice (Figures 18 and 19).

Figure 20

Figure 21

Knee Crosses: 5 reps each direction, each leg. Increases groin flexibility. A wider stride can enhance speed (Figures 20 and 21).

Figure 22

Skates Apart-Together
Stretches the groin.
(Figures 22 and 23).

Figure 23

Figure 24

Knee Pull: Pull and hold for five count, each leg. Stretches the butt
(Figure 24).

Quad Stretch: Pull and hold for five count, each leg. Stretches quadriceps
(Figure 25).

Figure 25

Figure 26

Stationary Hip Rotations
5 reps in each direction
Figures 26 and 27).

Figure 27

Post-Game Stretch-Out (Cool-Down)

- This group of exercises is best done immediately following a game when the body is warm. Active muscle contraction and relaxation during cool-down promote the removal of lactic acid and other metabolic waste products associated with the development of muscle soreness. Below is the recommended post game stretch - out series of exercises:

Figure 28

WALL STRETCH Lower back and buttocks must stay resting against the floor. If possible buttocks stay close to wall, knees straight and feet relaxed. Hands on abdomen, feeling the breath in, moving the abdomen upwards, and on the exhalation drop the belly back toward the spine (Figure 28). • Variation A: Active wall stretch. The legs become active, gently tighten the thighs and stretch the heels and the back of the lower legs towards the ceiling (Figure 29).	- Legs - Lower Back

Figure 29

Figure 30

V- SPLIT (Inner Thigh Stretch) From the wall stretch position slowly open legs as far as is comfortable. Hands on abdomen. Inhale and exhale slowly to enhance the release (Figure 31)	- Inner Thigh

Figure 28

LYING DOWN HAMSTRING STRETCH From the wall stretch position bend the left knee, placing foot flat against the wall. Lengthen through back of right leg, stretching heel towards the ceiling and dropping pelvis onto the floor. Repeat other side. Use the exhalation to extend the back of the leg (Figure 30).	- Hamstrings - Achilles Tendon

Figure 32

→
- Lower Back
- Outer Hip
- Buttocks

←
- Groin

Figure 33

WALL TWIST
With feet flat on wall and knees making a 90 degree angle, slowly slide or move the feet down the wall until knees and thighs rest against the floor. Keep shoulders flat on the floor and turn the head in the opposite direction. On an inhalation, slowly bring the legs up to the centre position and then repeat on the other side (Figure 33).

BUTTERFLY (Knee-Thigh Stretch)
From wall stretch bring soles of feet together and as close to groin as possible. Gently push knees, keeping lower back relaxed against the floor (Figure 32).

- Variation: Feet on floor with the toes against the wall.

Figure 35

Figure 35

SIDE-THIGH STRETCH • Variation A: Gently place right ankle across top of left knee, keeping both buttocks on the floor. Repeat on other side (Figure 34). • Variation B: Left foot is placed on the wall, right ankle across left knee (Figure 35).	- Outer Hip

RUNNER'S STRETCH From a kneeling position bring left foot forward until knee makes a 90 degree angle with foot flat on floor. Hands on floor, in line with toes and facing forward. Lengthen chest along thigh (keep pelvis towards ceiling. Back heel slowly descends toward the floor (Figure 36).	
- Hamstrings - Lower Leg - Achilles Tendon	

Figure 36

Figure 37

Figure 38

A: - Back - Legs - Hips B: - Back - Shoulders	**CHILD POSE** Sitting on heels, extend chest along thighs, resting forehead on the floor with arms along side the body, palms facing upward. If head does not touch the floor make fist of your hands, placing one on top of the other vertically then place your forehead on top of them (Figure 37).Feel the breath moving through your back as you inhale and exhale. • Variation A: With arms at sides. • Variation B: With arms above head (Figure 38).

Below is a summary list of stretches for post-game days. It is strongly recommended that, for maximum benefit, these exercises be done in the order listed.

1. Wall Stretch
2. V-Split
3. Lying Down Hamstring Stretch
4. Wall Twist
5. Butterfly
6. Side-Thigh Stretch (A or B variation)
7. Runner's Stretch
8. Child Pose

Relaxation

Stress Reduction

Stress is a fact of modern life and there is no magic cure. The best way to arm yourself against life's big and little crises is with a well -rounded repertoire of relaxation techniques, physical as well as mental. To reduce stress you must first learn to relax the body. Stress can trigger intense reactions such as the "fight or flight" response, which increases metabolism, blood pressure, heart rate and respiration rates. The relaxation response is a process which brings about a physiological change and counteracts the harmful effects of stress. Progressive relaxation is based on the important premise that when muscles are freed from tension, anxiety will be eliminated. This is important for officials on the night preceding a game and most beneficial in centering down following a game. Exercise can also be used as a form of mental and physical relaxation. The preceding stretching program, performed with focused attention to integrate relaxation, breathing and correct postural alignment, will enhance this relaxation response. With practice, you will be able to control your own tension levels. Through regular practice of stretching, relaxation and breathing exercises, you will be able to prepare yourself prior to and during competition so as to best produce peak performance levels. The benefits of these techniques remain unquestioned by those willing to give it a chance.

Mental Wellness - Breathing

Deep breathing works both to prevent harmful reactions to stress and to help relieve physical and mental tensions. Taking a few, slow deep breaths can help break the stress cycle and calm you down. Even when you can't control the situation, you can always control your reaction
to those circumstances. Deep breathing is one of the simplest yet most effective stress management techniques. You can do it anywhere, at any time. It becomes even more effective with practice. Schedule a few minutes each day to practice deep breathing. A good time is when you are doing the wall series in the stretching program. Breathe slowly through the nose. Allow the abdomen to rise, and the ribs to expand. Hold briefly, then slowly exhale (though the nose), allowing the abdomen to rest back toward the spine, and the back of the body to rest deeply onto the floor. Since exhaling is the most relaxing phase of breathing - *aahhh* - take longer to exhale than to inhale. Changes in your breathing affect your mind. When you are tired, a deep breath can make you more alert. When you are feeling anxious or worried, a few deep breaths can help to calm you down. In a game situation during a stoppage of play, take a few slow deep breaths - use these moments to relax, focus and revitalize yourself.

This will help to bring both the mind and the body to a centered, balanced state, thereby eliminating the tension that hinders concentration and performance. The results will leave the mind awake and alert - which will improve your mental performance. When officiating, these few moments spent at the appropriate time will bring you clearly back to the present moment (not dwelling on the past), to stay centered and balanced. A few slow deep breaths will keep your mind focused on the game and assist in balancing tension levels. Physically you will feel refreshed and energized. As you become more skilful with deep breathing techniques, you will be better able to focus your mind, reduce physical fatigue and, therefore, more consistently perform at your maximal level of proficiency.

Sports Fitness for Hockey Officials

- One of the first steps in understanding the importance of fitness for hockey officials is to recognize yourself as an athlete. Just as hockey players have unique physical and mental demands placed upon them during competition, officials have demands placed on them as well.

- Research done at the University of Alberta by Wilkens, Petersen and Quinney shows the physical demands of amateur hockey officiating. Their data indicate that amateur officials have heart rates averaging 80% of maximum during games, ranging between 150 - 180 beats per minutes.

- The researchers cite three reasons for the high heart rates:
  - constant stopping and starting,
  - a lot of upper body movements,
  - Psychological stress.

  It is extremely important for hockey officials to have high levels of fitness in order to keep up with the play, be in the right place at the right time, and make good calls.

- An official who has a high level of fitness will: have higher levels of energy (especially at the end of a period and the game); not be affected by fatigue in making calls; recover quickly from fatigue; look better; feel better; and have more fun calling a game.

- Five components of sports fitness are important for hockey officials:
  - Cardiovascular (CV) Endurance (also called Aerobic Fitness)
  - Cardiovascular Power (also called Anaerobic Fitness)
  - Muscle Strength, Power and Endurance
  - Flexibility
  - Body Fat Percentage

- This section will discuss CV Endurance and Muscle Strength, Power and Endurance.

CV Endurance - Aerobic Fitness

- Aerobic fitness defined, is the ability to perform physical work for extended periods without extreme fatigue. This component of fitness is the most important for hockey officials. Cardiovascular endurance is important because officials are on the ice for the entire game without rest.

- Aerobic fitness is also important because it is the basis upon which most other components of fitness are developed (CV Power, Muscle Fitness and Body Fat Percentage).

- Some specific benefits of high CV endurance are as follows:

  - Less fatigue
  - Decreased body fat percentage
  - Improved ability to handle stress
  - Ability to skate fast for longer
  - More energy toward end of game
  - Quicker recovery between periods/games
  - Ability to work-out harder
  - Decreased risk of heart disease

Note: *Consult an exercise professional if you are unfamiliar with cardiovascular training technique, exercises, rules, breathing pattern and/or proper mechanics of exercise*.

- **ALWAYS WARM-UP BEFORE ENGAGING IN AEROBIC EXERCISE**

	Off Season			In Season
	Mar/Apr/May	**Jun/Jul**	**Aug**	
Frequency: Days/Week	4 - 6	3 - 5	3	2 - 4
Duration in Minutes	30 - 40	25 - 35	20 - 30	20 - 30
Intensity (see page 3-19)				
Heart Rate	60% Heart Rate Reserve	70% Heart Rate Reserve	80% Heart Rate Reserve	60%-70% Heart Rate Reserve
Rating of Perceived Exertion	Fairly Light	Somewhat Hard	Somewhat Hard - Hard	Fairly Light - Somewhat Hard
Talk Test	Conversation	Conversation	Does not apply	Conversation

- Activities:

  Skating Specific

  - In-Line Skating
  - Skating Machine
  - Stair Master
  - Bike (Stationary or Moving)
  - Slide Board

  Non-Skating Specific

  Running
  Cross-Country Ski Machine
  Rowing
  Skipping
  Aerobics/Exercise Class
  Racquetball/Squash

- The highest levels of CV Endurance are attained when engaging in the following activities:

  - Running
  - Stair Master

  Bike (Stationary)
  Cross-Country Skiing or Machine

Intensity (Three Methods of Determining Exercise Intensity)

- Target Zone - Heart Rate Reserve
  - 220 - Age = PMHR (Personal Maximum Heart Rate)
  - PMHR - RHR (Resting Heart Rate) = Range
    (NOTE: RHR = 15 second pulse X 4)
  - Range X 0.6 + RHR = 60% level
    Range X 0.7 + RHR = 70% level
    Range X 0.8 + RHR = 80% level
- Rating of Perceived Exertion
  - Fairly Light
  - Somewhat Hard
  - Hard
- Talk Test
  - When doing aerobic exercise, you should be able to carry on a relatively normal conversation. If you are breathing so hard that you cannot talk...slow down.

Special Considerations

- On game days, a full work-out should be avoided. A light work-out for ten to 15 minutes could be used as a warm-up before or a cool-down after a game.
- A high intensity work-out should be avoided the day before a game.

Muscle Strength, Power and Endurance

- All three components of muscle fitness are important for hockey officials. However, strength is the most important of the three.
- If you have a high level of motivation for exercise (and available equipment), developing all three components of muscle fitness with the use of weights is easy. However, if you do not have access to weights (or you are not motivated to weight train), you can still receive a strength stimulus by using calisthenic exercises such as: push- ups, curl-ups (sit-ups), pull-ups, lunges, etc.

- Hockey officiating requires a unique combination of all the components of muscle fitness. Skating for 60 minutes and involvement in prolonged player altercations require muscle endurance. Explosive skating requires muscle power. Low to medium intensity skating, avoiding puck and body contact and general muscle tone require muscle strength.

- Weight training will increase muscle mass. Increased muscle mass means increased calories burned which will help reduce body fat percentage.

Weight Training

Note: Consult an exercise professional if you are unfamiliar with weight training technique, exercises, rules, breathing pattern and/or proper mechanics of lifting.

	Off Season			In Season
	March/April	**May/June**	**July/August**	
Training Emphasis	Basic Strength	Endurance	Power	Maintenance
Frequency: Days/Week	3	3	3	2 - 3
Volume: Sets/Work-out	1 - 3	1 - 3	1 - 3	1 - 2
Repetitions: Intensity	5 - 8 Moderate Wt.	12 - 20 Light Weight	3 - 5 Heavy Weight	2 - 4 Very Heavy
Rest Between Sets in Secs.	60 - 90	90 - 120	120 - 180	90 - 120

Note: Always take a day of rest between work-outs. Weight training three days per week will increase muscle strength. Weight training two days per week will maintain muscle strength.

- It is very important to follow the correct lifting techniques and know the "rules" of weight training. When you perform the exercises correctly using the proper technique, you get maximum benefits from your work-out.

- Exercises:

Upper Body
- Bench Press
- Seated Cable Row or
- Single Arm Row
- Shoulder Press
- Lat Pull Down

Torso
- Curl-ups (Sit-ups)
- Back Extension

Legs
- Squats or Leg Press
- Knee Extension
- Knee Curl
- Lunges

Note: Consult an exercise professional if unfamiliar with the exercises.

Calisthenic Strength Training

	Off Season			In Season
	March/April	**May/June**	**July/August**	
Training Emphasis	Basic Strength	Endurance	Power	Maintenance
Frequency: Days/Week	3	3	3	2 - 3
Volume: Sets/Work-out	2 - 4	2 - 4	2 - 4	1 - 3
Repetitions: Intensity	10 - 20	20 - Max.	10 - 15 Speed Element	10 - 20
Rest Between Sets in Secs.	60 - 90	90 - 120	120 - 180	90 - 120

Note: Always take a day of rest between work-outs.

- Exercises:

Upper Body

➢ Push-ups	Hand Placement: Feet Placement:	Close, medium and wide. Easier - On floor. Harder - Elevated on chair.
➢ Pull-ups	Hand Placement: Feet Placement:	Close, medium and wide. Easier - Assisting on chair. Harder - Feet in air.
➢ Dips	Feet Placement:	Easier - Assisting on chair. Harder - Feet in air.

Torso

➢ Abdominal Curls	Feet Placement:	Easier - Feet on floor. Harder - Feet on chair with knees bent.
➢ Back Extensions	Hand Placement:	Under hip bones.

Legs

➢ Half Squats	One leg or two
➢ Lunges	

Notes: *Consult an exercise professional if unfamiliar with these exercises.*

Plyometrics/Jump Training

- Plyometrics are a unique and exciting form of exercise that can drastically improve your muscle power. This form of exercise is particularly effective in improving skating speed.

- It is imperative that the jump training program starts at a very low intensity level and progress slowly. This is important to avoid injury and to receive maximum benefit from the exercise.

- If knee pain or severe leg pain is experienced before, during or after plyometrics, do not proceed with the present work-out or the next work-out. Stretch and ice the injury.

Note: *Consult an exercise professional if unfamiliar with this form of exercise.*

	Off Season			In Season
	March/April	**May/June**	**July/August**	
Frequency: Days/Week	2	2	2 - 3	2
Duration: Sets/Work-out	2 - 3	2 - 3	3 - 4	2 - 3
Intensity: Foot Strikes	20 - 30	30 - 40	40 - 50	30 - 50
Rest Between Sets in Min.	2 - 4	2 - 4	2 - 4	2 - 4
Exercise	Jumps in Place (see Figure 39)	Lateral Hops (see Figure 40)	1. Hockey Hops (see Figure 41) 2. Dry Skating (see Figure 42)	1. Hockey Hops 2. Dry Skating

- Exercises:

  - Jump in Place: Vertical jumps in place. Take off and land on two feet. Jump as high as possible and spend as little time on the ground as possible. Help with arms.

  - Lateral Hop: Lateral/horizontal hops from side to side. Take off and land on two feet. Jump as far to the side as possible and spend as little time on the ground as possible. Help with arms.

- Hockey Hop: Vertical hops in place with one leg. Push off with the right leg, hop in air and land on left leg, etc. Bend knee to 45 - 90 degrees when landing. Arms behind back for balance.

- Dry Skating: Horizontal hops from side to side. Push off to side with right leg, land on left leg and push off. Arms behind back or move in skating motion. Spend as little time on the ground as possible.

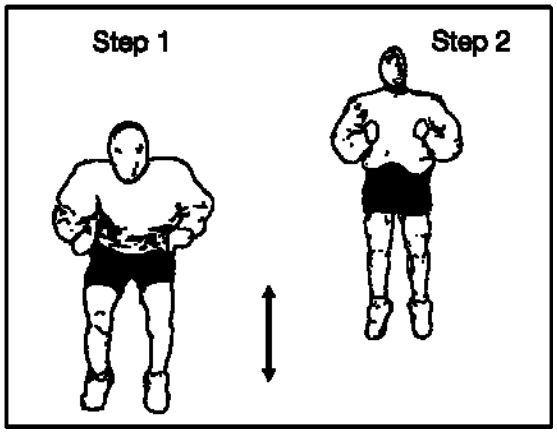


*Figure 39 - **Jump in Place***

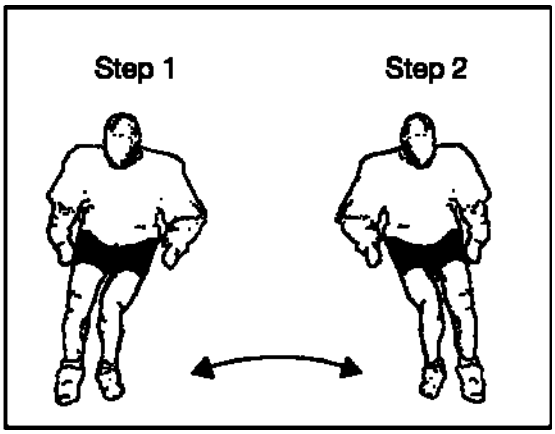


*Figure 40 - **Lateral Hop***

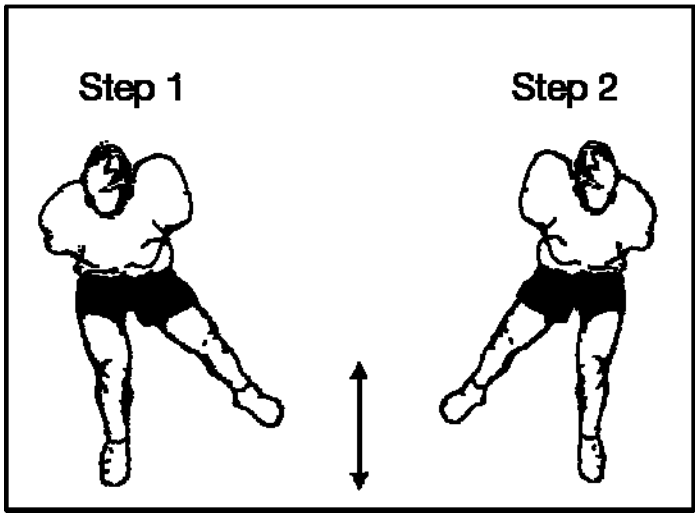


*Figure 41- **Hockey Hop***

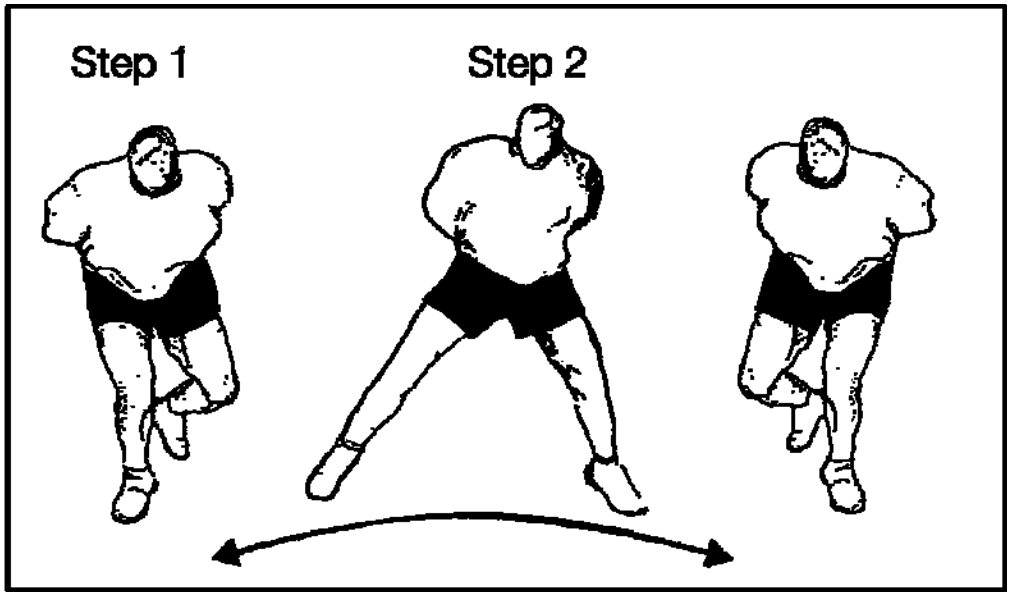


Figure 42 - ***Dry Skating***

Special Considerations

- Plyometrics should not be done the day before or the day of a game.
- Perform the jumps and hops on a soft surface, wearing good gym shoes.
- Always warm-up for five to ten minutes (running, biking, or skipping) before starting the jump training.

Nutrition and Hydration

The body is similar to an engine in that it needs fuel. The body will only put out what it takes in. An official who is not performing up their level of ability may not be eating adequately or drinking sufficient amounts of fluids. An official who rests well (at least 8-10 hours of sleep per night) and eats well, will feel well on the ice and be able to put forth a good effort during games. Proper nutrition and hydration will optimize performance, and help officials avoid fatigue, which can ultimately lead to injuries. A properly balanced diet everyday is more important than the pre-game meal.

Nutrition

- The foundation of a well-balanced diet should include 55 - 65% carbohydrates, 10 - 15% protein and 25 - 30% fat. In practical terms, approximately 60% of the food in a meal should be carbohydrates.

- Carbohydrates include pasta, rice, vegetables, fruits, breads and cereals.

- Proteins include meats, fish, poultry, eggs and milk.

- The Food Guide to Healthy Eating translates nutrient sources into food choices from the four food groups (see pages 3-31 and 3-32).

		Recommended Servings/Day
1.	Grain Products (breads and cereals)	5 - 12
2.	Vegetables and Fruit	5 - 10
3.	Milk Products	2 - 4
4.	Meat and Alternatives	2 - 3

- A high carbohydrate diet is often used to improve performance before competition and during training periods:

  - The high carbohydrate diet promotes maximal energy storage for optimal performance.

  - A low fat intake facilitates a high carbohydrate intake.

  - Adequate protein facilitates muscle building and production of antibodies to fight infections.

  - A variety of foods should be used to obtain all essential vitamins and minerals.

  - Adequate fluids must be taken to maintain proper hydration.

- Scientific research has proven that athletes do not need supplements (protein, amino acids, vitamins, etc.) if they eat a well-balanced diet.

- Nutritional disorders are becoming more common in girls and women. Athletic females, especially those who participate in sports in which body weight is important for performance, may be at risk of developing an eating disorder. Anorexia nervosa is an intense and obsessive preoccupation with thinness.

  Bulimia is characterized by alternating binging with self-induced vomiting. Medical attention should be sought for any affected individuals.

The Pre-Game Meal: Guidelines

- Eat safe, familiar foods.
- The meal should be eaten at least 2 - 4 hours before the game.
- Scale down your meal to snack size if eating 1 - 2 hours before a game.
- Foods eaten at the pre-game meal should be:
  - **High in carbohydrates:** carbohydrates are easily digested and provide energy. Examples are pasta, rice, cereals, vegetables, fruits and breads.
  - **Adequate fluids:** water, juices, sport drinks and low-fat milk are ideal.
  - **Low in sugar:** soft drinks and candy bars are not recommended, as they can cause stomach cramping and may increase insulin production which will decrease blood sugar levels. Diluted fruit juices or sport drinks are a good choice.
  - **Low fat:** avoid fried foods, especially fast foods such as chips, hot dogs, french fries and peanut butter. These products are high in fat and will not digest easily. Low fat examples include salad, skim milk and steamed vegetables.
  - **Low fibre:** low fibre foods will reduce the heavy feeling in the stomach. Limit bran cereals, bran muffins, and raw vegetables. Examples of low fibre foods are fresh fruit, rice and pasta.
  - **High protein in moderation:** protein requires longer time to digest. Avoid steaks, hamburgers, hot dogs and deli meats. Use chicken and low-fat dairy products.
  - **Low in salt:** salt can dehydrate.
  - **Low caffeine:** avoid soft drinks (especially cola) and coffee as caffeine promotes dehydration.
  - **Note:** Females require more iron and calcium in their diets than males.

Examples of Pre-Game Meals

- Stir fried vegetables and small pieces of chicken served over a bed of rice. Glass of skim milk and a glass of water. Fresh fruit.
- Home made vegetable soup, sandwiches (with little butter or mayonnaise, brown bread, lean meats). Glass of skim milk and a glass of water. Fresh fruit.
- Pasta with tomato and meat sauce. Glass of skim milk and a glass of water. Fresh fruit.

- Athletes requiring in-depth nutritional guidance for weight gain, weight loss, or proper balance in their diet should be referred to a registered dietician/sport nutritionist.

The Post-Game Meal: Guidelines

- The meal should be eaten within 1 - 2 hours after completion of the game.
- Foods eaten at the post-game meal should be:
  - **High in carbohydrates:** carbohydrates are necessary to replenish depleted energy stores. Pasta and fruit are ideal post-game carbohydrates.
  - **Adequate fluids:** dehydration post-game is the norm and must be corrected. Avoid caffeine products such as colas and coffee as they promote further dehydration as well as decrease the amount of restful sleep obtained post- game.
  - **Low fat:** avoid fast and fried foods. These products are high in fat, difficult to digest and do not provide the appropriate nutrition needed.
  - **High protein in moderation:** steaks, hamburger, chicken, veal, fish and cheese are excellent sources of protein needed to replenish stores.
  - **Low in salt:** salt can dehydrate.

Examples of Post-Game Meals

- Pasta with meat sauce or chicken and salad. Fresh fruit, fruit drinks, skim milk and water.
- Steak, veal or fish with rice or pasta and salad. Fresh fruit, fruit drinks, skim milk and water.

Hydration

- Water is essential to prevent dehydration.
- Staying hydrated optimizes performance.
- Fluids should be taken before, during and after games.
- Do not wait to drink fluids only when one is thirsty. Vigorous exercise blunts the thirst mechanism.
- Do not restrict fluids during games.
- Fluids should be taken in small quantities at regular intervals.
- Water should be cool to promote stomach emptying.
- Encourage adequate daily hydration with water, fruit juices and milk.
- Soft drinks containing caffeine should be limited as they increase urine production and fluid loss. The carbonation can cause gastrointestinal distress in some individuals.
- Alcohol consumption is not permitted for an official prior to a game and is recommended not to be used post-game. Alcohol consumption when normal dehydration is present post-game leads to more rapid intoxication and is at any time a risk management situation.

Summary

Conditioning and stretching are key components to superior officiating. The higher level of fitness you have, the better you will perform.

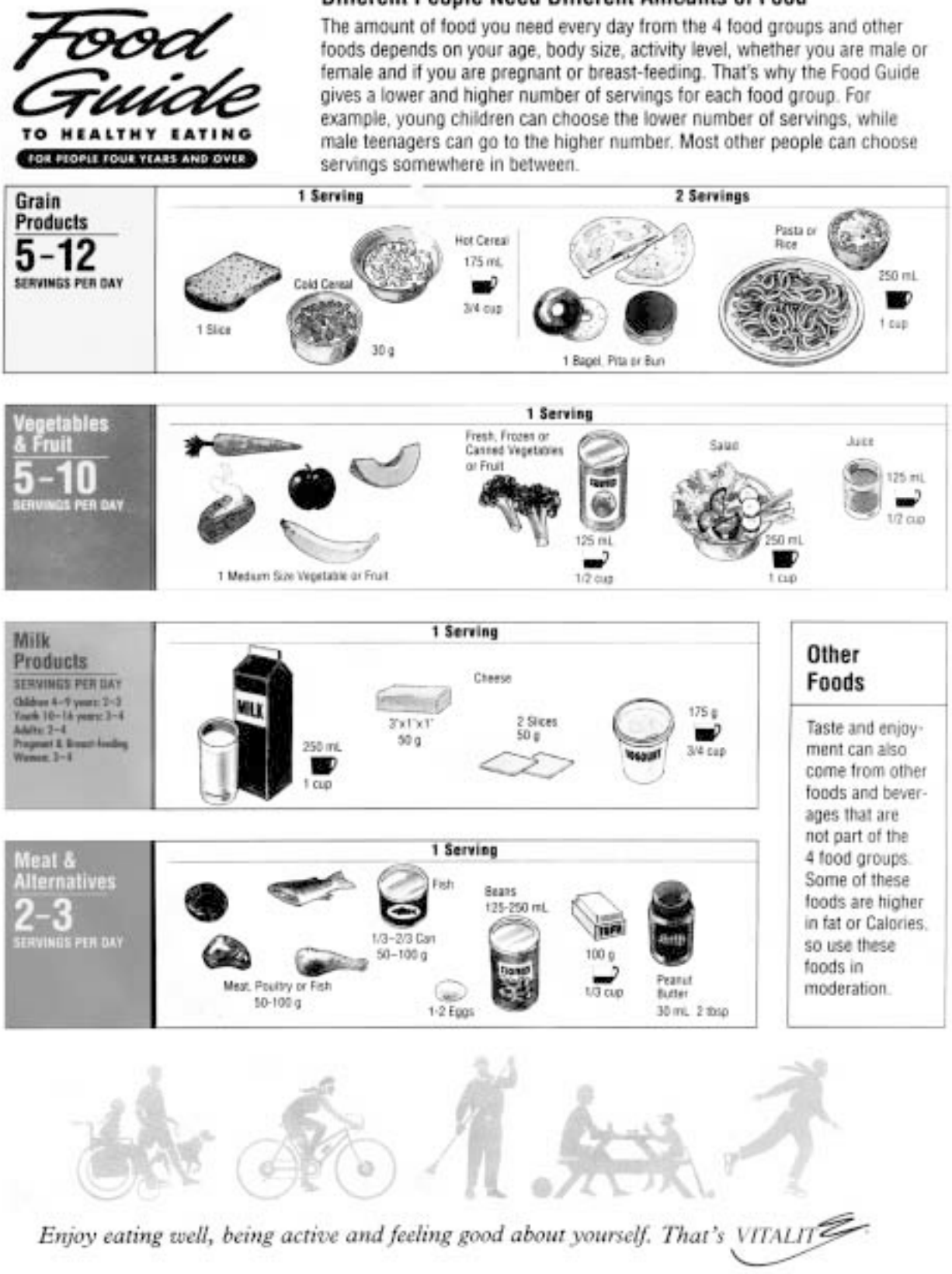
Working out should be an enjoyable experience. You will have more success when you choose a form of exercise you like. Exercise should not be painful. You may experience some exercise induced discomfort, however, if you are in extreme pain, you are either working too hard or injured.

You will get maximum benefit from these programs when you adhere to the guidelines as prescribed within this section. It is important to schedule your work-out into your day the same as you would important meetings. Your stretching or conditioning program is an important meeting. . it can enhance your performance on the ice and improve your physical and mental health.

Eating a properly balanced diet everyday is crucial to good health and maximum athletic performance.

Pre-game and post-game foods greatly affect athletic performance. It is the fuel your body uses during the game and as such is the fuel you must replenish post-game.

Food Guide
TO HEALTHY EATING
Enjoy a variety of foods from each group every day.
Choose lower-fat foods more often.
EVAP MILK
POWDER
2%


Food Guide
TO HEALTHY EATING
FOR PEOPLE FOUR YEARS AND OVER
Different People Need Different Amounts of Food
The amount of food you need every day from the 4 food groups and other foods depends on your age, body size, activity level, whether you are male or female and if you are pregnant or breast-feeding. That's why the Food Guide gives a lower and higher number of servings for each food group. For example, young children can choose the lower number of servings, while male teenagers can go to the higher number. Most other people can choose servings somewhere in between.
Grain Products
5-12
SERVINGS PER DAY
1 Serving
2 Servings
1 Slice
Cold Cereal
30 g
Hot Cereal
175 mL
3/4 cup
1 Bagel, Pita or Bun
Pasta or Rice
250 mL
1 cup
Vegetables & Fruit
5-10
SERVINGS PER DAY
1 Serving
1 Medium Size Vegetable or Fruit
Fresh, Frozen or Canned Vegetables or Fruit
125 mL
1/2 cup
Salad
250 mL
1 cup
Juice
125 mL
1/2 cup
Milk Products
SERVINGS PER DAY
1 Serving
250 mL
1 cup
Cheese
3"x1"x1"
50 g
2 Slices
50 g
175 g
3/4 cup
Meat & Alternatives
2-3
SERVINGS PER DAY
1 Serving
Meat, Poultry or Fish
50-100 g
Fish
1/3-2/3 Can
50-100 g
1-2 Eggs
Beans
125-250 mL
100 g
1/3 cup
Peanut Butter
30 mL 2 tbsp
Other Foods
Taste and enjoyment can also come from other foods and beverages that are not part of the 4 food groups. Some of these foods are higher in fat or Calories, so use these foods in moderation.
Enjoy eating well, being active and feeling good about yourself. That's VITALITY

SECTION 4

Procedures for Referees

An Understanding of the Basic Procedures for Referees

Upon completion of this section you will be better prepared to:

- understand the proper clothing and equipment for officials;
- understand the general duties and procedures for referees;

Officials Equipment

Officials must be mentally and physically ready to do their job (Figures 1, 2 and 3). They must look professional both off and on the ice and be adequately protected to complete the job safely.

Figure 1

Figure 2

Figure 3

Minimum Equipment Requirements

- Black approved helmet
- Approved half visor
- IIHF Rule Book
- IIHF Case Book
- IIHF or N/A Sport Regulations
- Knee pads
- Athletic support and cup
- Black pressed pants
- Metal or black plastic whistle
- Black polished skates with white laces
- Elbow pads
- Shin pads
- Clean official's black and white striped sweater with the National Association crest displayed on the front side
- Measuring tape (2m)

Optional items

- Approved stick gauge
- IIHF Case Book
- Needle and thread
- Chest Protector
- Referee pad and pencil
- Extra whistle
- Protective girdle
- Black referee bag
- Extra safety pins
- Skate stone
- Extra white laces
- Towel and soap

Duties of the Referee

Referee's duties can be divided into the following categories: pre game duties, duties before start of the game and each period, general duties during the game, duties after the end of the each period and the game and post game duties.

Pre-Game Duties

- The Referee should arrive at the rink at least 45 to 75 minutes prior to scheduled game time.

On a lower level competition:

- Check that all off ice officials arrived and ready to perform their duties. Make a quick check to see if all the officials in the penalty bench are familiar with their job.
- Discuss with the Scorekeeper what help you expect from him and other off ice officials during the game.
- Check with the off-ice officials to ensure that timing devices and buzzers are working.
- Check to see if there are any rink peculiarities and advise the visiting team, especially if they have not played in this arena previously. This could eliminate any confusion later on in the game.

On all levels:

- Before the game, it is the referee's responsibility to make sure that your dressing room is kept clear of any persons not involved in the game. The only other person in your room might be the game/referee supervisor.

  This is your time that you should use to continue to prepare physically (stretching exercises) and mentally for your hockey game. Use this time wisely.
- Discuss with the linesmen any procedures or responsibilities you want them to be aware of and their responsibilities in the game as listed in the IIHF Rule Book. Make sure that you also know, if there are any expectations from the linesmen.
- Prior to the start of the game, the referee shall review the official game sheet, which should be bring to his attention by the Scorekeeper, to ensure that captains and alternate captains are indicated on the Game sheet and that all players and team officials are listed properly and that the game sheet signed correctly by team officials.

- Delegate to each linesman the number of players listed on the game sheet for one team and the linesmen can check the total number of players dressed prior to the start of the game. If there is a discrepancy, you as the referee can check out the problem at once and possibly remove any future problems in the game (i.e. a player scoring a goal but is not listed on the game sheet).
- Wish good game to the linesmen and shake hands before you go out of the dressing room.

Duties before Start of the Game

The referee and linesmen should be the first to come onto the ice at the start of the game and each subsequent period. They should appear together led onto the ice by the referee.

- Go onto the ice with your linesmen five minutes prior to the scheduled start of the game. When entering on the ice, remember the "First Impression".
- Have a warm-up skate and do so in an authoritative manner. Do not lean on the boards or engage in conversation with spectators. Do not skate or stand around with your hands in your pockets. The positive appearance you give will relate to the teams and spectators that you are confident in your approach, handling and control of the game.
- After going on the ice, check and make sure that all the off-ice officials are in their proper positions. Have removed any spectators or extra people from the penalty bench area who are not involved in the running of the game.
- Count the number of players on each team prior to the start of the game. The total number of players on the ice or bench should be the same or less than indicated on the official game sheet.
- Fair Play Initiative

  In all games, the captains of both teams and the officials shall meet at the referee's crease and introduce each other. This process should take not more than 15 seconds and will be completed prior to the game. Officials are encouraged to shake hands with the captains.
- After any pre-game ceremonies the referee and linesmen shall take their positions for the start of the game.

- Before dropping the puck the referee shall also ensure that all off-ice officials are in position and that timing devices as well as goal lights are in working order.
- For the beginning of the game the Referee should raise his arm signalling to the timekeeper that he is ready to drop the puck and then drop it.

Duties before Start of the Period

- Be on the ice before the players to start each period.
- At the beginning of each period, the referee shall ensure that only the players taking part in the actual face-off are permitted on the ice. All other players shall proceed directly to their respective player's benches. For a violation of this rule, the referee shall follow the IIHF Rule Book.
- Before dropping the puck the referee shall also ensure that all off-ice officials are in position and that timing devices as well as goal lights are in working order.
- For the start of the game at the beginning of the appropriate period the Referee should raise his arm signalling to the timekeeper that he is ready to drop the puck, facing the timekeeper and then drop it. Follow the same procedure after each goal.

General Duties of the Referee during the Game

- Take all face-offs to start each period and after each goal.
- Stop play after a goal is scored. Advise the official scorer the number of the player who scored the goal and the number(s) of the players assisting on the goal.
- Stop play according to the rules and assess a penalty or penalties for any infraction of the playing rules. These penalties are to be reported to the Scorekeeper. It is important that the scorer be advised of the player's number, the infraction and the length of the penalty (Minor, Bench Minor, Major, etc.).
- Stop play when the puck goes out of bounds or is touched by an ineligible person.
- Stop play when the puck is struck above the normal height of the shoulders.

- Stop play when the puck is passed with the hand from one teammate to another, except in the defending zone.
- Referee in accordance with the playing rules should be ensuring that each team has an equal opportunity to play the game, creating a safe atmosphere for all players.
- The game should be officiated in a manner appropriate to that particular game. Previous games should not be taken into account nor have any bearing on the way you officiate the game.
- Appropriate guidelines may vary with the 4 Man Officiating System (See Section 11).

Duties after the End of Game/Period

- When the buzzer sounds to signal the end of a period or the end of the game, it is important that the referee be aware that the potential for problems is high at this time and the referee should be ready to act even before the final buzzer sounds.
- The referee should always ensure that both linesmen have been briefed to move in quickly when the period ends to defuse any altercations that might arise. The referee should take up a position permitting a good view of all players on the ice and both benches. The referee should request both teams to remain on their respective benches until instructed to leave by the referee.
- Any altercations shall be dealt with using the correct procedure and, once players have been separated, they shall be removed to their respective exit or bench. The referee shall remain in the vicinity of the player's benches to make sure that players remain on their respective benches. When it is obvious that control has been maintained, the referee shall permit the home team to leave the ice; the visiting team shall then be permitted to leave the ice.
- It is important that the referee and linesmen remain on the ice until all players have departed. The referee should lead the linesmen off the ice.
- Referees should be aware that the potential for confrontation remains high in some arenas, even after the teams and officials have left the ice, due to the location of the officials and players dressing rooms. The referee should attempt to avoid confrontation with players and team officials at all times, but especially immediately after a game when emotions might be high.

- Watch to make sure that both teams are able to leave the ice and go to their dressing rooms at the end of a period without any problems with spectators. If there is a problem, request adequate protection for the team involved.
- In case of a need for communication with either one of the two coaches, where possible try to delay it till the start of the next period. If not, then keep the discussion brief and polite.

Post Game Duties

- Check the official game sheet after the game to ensure that it is completed properly. When satisfied, sign the game sheet, keep your copies and have the official scorekeeper distribute the balance of the copies.
- Write a report on any serious penalties if required (Match penalties, Game Misconducts) and forward along with the Official game sheet to the National Association office. These reports should be forwarded immediately after the game. If required by your National Association, the serious penalties should also be phoned in and reported the next day to the National Association office or National Association Referee-in-Chief for their possible additional action.
- Report any rink conditions or ice markings that do not meet the requirements of the IIHF or National Association rules to the National Association President and Referee-in-Chief.
- Change into your street clothes and leave the arena at your earliest convenience. Do not discuss any infractions or serious penalty calls on your report with any team official. In possible comments, stay only in penalty assessed and add a slogan “Not in my jurisdiction”.

The general duties of the referee are listed in the IIHF Rule Book.

Assessing Penalties

Proper procedure in the way a referee handles a penalty situation can enhance the respect gained from all other game participants. Hockey is an emotionally charged game and good officiating hinges on the referee’s ability to remain calm and in control at all times, especially during penalty situations.

When an infraction of the rules calling for a penalty occurs during the play, the referee must follow the following procedures:

- Mentally record the number of the offender.
- Blow the whistle immediately if the offending team has possession and control of the puck. If the non-offending team has possession and control, raise the non- whistle arm straight up, extending the arm fully above the head to signal a delayed penalty (Figure 4). When the offending team gains possession and control of the puck, stop play by blowing the whistle (Figure 5).
- As the whistle is blown, the referee shall come to a full stop with the signalling arm still fully extended above the head. This pause is done to allow players, coaches and fans to focus on the referee (Figure 6). The referee will then wait for a eye-contact with the penalized player then point out the offending player by lowering the signalling arm down and, fully extending the arm and hand straight out towards the offending player. Give the appropriate signal. (Figure 7).

Figure 4

Figure 5

Figure 6

Figure 7

Note 1: If the offending player is within a three meter radius of the referee, a fully extended arm pointing at the player could be intimidating. In these situations it is not mandatory that the player be pointed out. Direct eye contact with the offending player should be established to ensure that there is no doubt as to who is being penalized. The referee can make use of his voice to make sure that the linesmen are also aware of the player to be penalized.

Note 2: When pointing out an offending player, the full hand shall be extended (Figure 7).

- The referee shall then verbally call out the offending player's number, team colour and the penalty being assessed (i.e. "14 blue, tripping") and give the correct signal to indicate the infraction.

Note: The referee must be careful not to stare down any player who has been penalized as the signal is made, as this could further intimidate the penalized player. The referee must, however, keep the player or players in view.

- The referee should remain in the area where the penalty was called to make certain that the there are no further incidents, retaliation or other infractions before leaving to report the penalty.

- The referee shall then proceed to the penalty bench, turning to skate backwards, keeping all players in view, and report the infraction. The route taken by the referee will depend on the location of the penalized player and the tone of the game at the time. Referees shall attempt to avoid confrontation with the penalized player by:
  - trying to leave the area immediately thus avoiding the penalized player;
  - stopping and letting the penalized player proceed to the penalty bench first;
  - a combination of these two techniques.
- At the Scorekeeper's bench the referee shall report the penalized player's number, team colour, the penalty being assessed and the duration, and then give the appropriate signal for the infraction. The referee must ensure that the Scorekeeper has the correct information regarding the penalized player before departing from the Scorekeeper's bench area. Referees are encouraged to stop and report the penalty; however, there should not be any undue delay which could lead to confrontation between the penalized player and the referee. There may be times when the referee will want to keep moving and make the stop very short or no stop at all.
- When leaving the Scorekeeper's bench area, the referee shall avoid penalized players and other players by arcing away, keeping all players in view.
- When assessing penalties to both teams on the same stoppage of play, the referee shall blow the whistle to stop play immediately and point out each player and give the appropriate signals. This will help prevent further retaliation. When reporting multiple penalties to Scorekeeper, the referee must stop at the Scorekeeper's bench.

Important Points

- Avoid direct confrontation with penalized players at all times.
- Resist using signals, hand motions or verbal communications which display belligerence or which could be intimidating, instead
- Conduct the signals in confident, relaxed and smooth manner.
- When reporting penalties, do not permit players into the referee's crease.

Remember, signals and verbal communication is the two means by which officials have to communicate with players, coaches, fans and off-ice officials. Therefore, it is important that they be used frequently and executed correctly at all times. Signals or verbal communication used in an intimidating manner will cause problems and will not be tolerated.

TIP:

When a goalkeeper is assessed a penalty, the Referee should write down the numbers of skaters on the ice at the time of stoppage of play on a sheet of the paper, then to inform the respective team.

Referee's Signals

Figure 8

Boarding
Striking the clenched fist of one hand into the open palm of the opposite hand in front of the chest

Figure 9

Butt-Ending
A cross motion of the forearms, one moving under the other. Upper hand is open and the lower hand a clenched fist

Figure 10

Charging
Rotating clenched fists around one another in front of the chest.

Figure 11

Checking from Behind
A forward motion of both arms, with the palms of the hands open and facing away from the body, fully extended from the chest at shoulder level.

Figure 12

Checking to the Head and Neck Area
The side movement of the open palm of the hand towards the side of the head

Figure 13

Clipping
Striking leg with either hand below the knee from behind, keeping both skates on the ice

Figure 14

Cross-Checking
A forward and backward motion of the arms with both fists clenched, extending from the chest at a distance of about a half a meter.

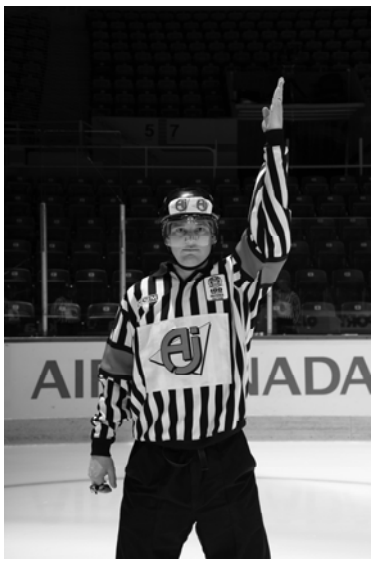


Figure 15

Delayed Calling of Penalty
Extending the non-whistle arm fully above the head

Figure 16

Elbowing
Tapping either elbow with the opposite hand

Figure 17

Hand Pass
Use open palm of hand in a pushing motion

Figure 18

High Sticking
Holding both fists clenched, one immediately above the other at the height of the forehead

Figure 19

Holding
Grasping either wrist with the other hand in front of the chest

Figure 20a

Figure 20b

Holding the Stick

Two stages signal involving the holding signal followed by an indication you are holding onto a stick with two hands in a normal manner.

Figure 21

Hooking

A tugging motion with both arms as if pulling something from in front toward the stomach.

Figure 22

Interference

Crossed arms with closed fists stationary in front of the chest

Figure 23

Kneeing

Tapping either knee with the palm of the hand, while keeping both skates on the ice

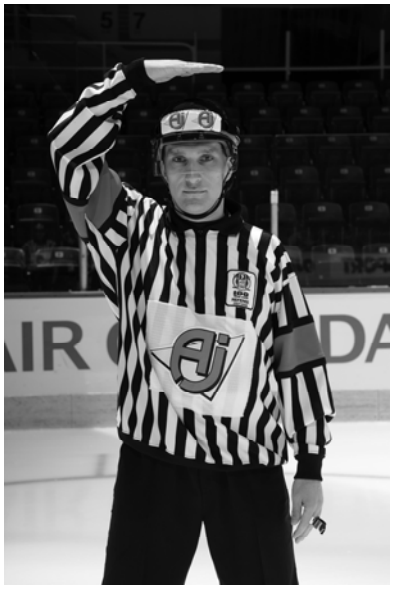


Figure 24

Match Penalty
Patting the palm of the hand on top of the head

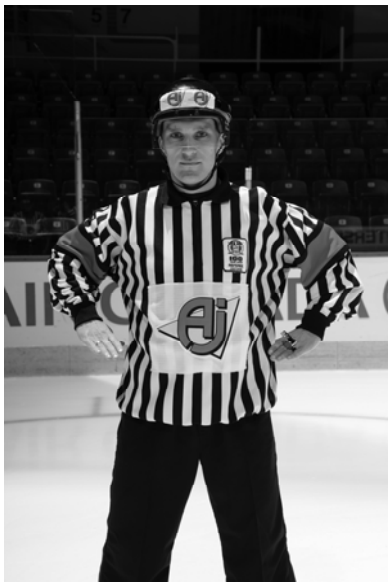


Figure 25

Misconduct
Both hands on the hips

Figure 26

Penalty Shot
Arms crossed above the head. Give the signal upon the stoppage of play.

Figure 27

Puck in the Net
An extension of the arm pointing at the goal to indicate the puck has entered the net

Picture 28

Roughing
Fist clenched and arm extended out to the side of the body – not towards the penalized player

Picture 29

Slashing
A chopping motion with the edge of one hand across the opposite forearm

Figure 30

Spearing
Jabbing motion with both hands thrusting out immediately in front of the body and then hands lowered to the side of the body

Figure 31

Time Out
Using both hands to form a “T” in front of the chest

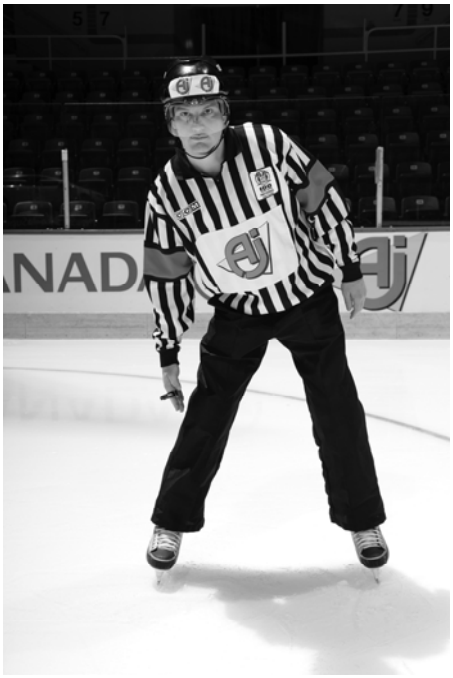


Figure 32

Tripping

Striking leg with a moving follow through motion with either hand below the knee keeping both skates on the ice

Figure 34

Women Body Checking

The palm of the non-whistle hand is brought across the body and placed on the opposite shoulder

Figure 33

Wash Out

A sweeping sideways motion of both arms across the front of the body at shoulder level with palms down:

- By the Referee to signal “No goal”, “No hand pass”, “ No high sticking the puck”

Line Change Procedure

The referee is responsible for ensuring that player changes are completed within the confines of the rules to prevent unnecessary delays in the game.

For player changes taking place during a stoppage of play, the referee shall first take up the normal position for the ensuing face-off. The referee will then immediately look at the visiting team players bench to observe the players changing and allow a five second period during which the visiting team may make a player change. A player change may involve one player or up to five players. The referee shall then raise either arm to indicate that the visiting team may no longer change (Figure 35). The arm should be raised toward the visiting team bench, not towards the stands.

Figure 35

With the arm still raised, the referee shall then look to the home team players bench, and observe the players changing. The referee shall again allow a five second period during which the home team may make a player(s) change. The referee shall then drop the arm to indicate that the home team may no longer change.

In case of any violation of the player's change procedure, by either team, the referee shall follow the IIHF Rule Book

If the home team wants to exercise their right of last change, then they must wait until the visiting team has completed their change. The team is allowed to have one change of players per stoppage of play.

Note:

- *In some IIHF competition where there are Commercial Breaks, the teams are not allowed to put extra players on ice, and then bring back to the bench.*

The referee must use this procedure on every stoppage of play. This will ensure that both teams use the line change procedure correctly and prevent unnecessary delays.

Note:

- *The referee must be careful not to be overbearing with this signal your mannerisms in this procedure should encourage teamwork with the coaches.*
- *When raising the arm, have the palm of the hand face the bench.*
- *For end zone face-offs, move out so the coach can see you, especially if you are on the same side as the benches.*
- *In the two official system, the official who is dropping the puck will execute this procedure.*
- When all 10 players come out for a player change immediately on the whistle, the referee can raise and lower the arm quicker and if players are near the face-off spot, the linesman blow the whistle if he is in position

Altercations

When altercations take place, players focus on one another and often emotions run high. A referee who knows where to be and what to say or do can often solve a hostile situation quickly.

The referee should then take up a position which permits a good view of the players on the ice and both benches. It is important that the referee keep all players in view at all times and not get caught in the middle of an altercation.

The referee should give players verbal instructions of what he wants them to do by moving in closer while still keeping all players in his view.

A referee should not stand back on the other side of the ice and watch players expecting them to stop, or give verbal instructions that they might not hear.

Once the linesmen have separated the players, the referee should direct them to escort players to the penalty bench. The referee should remain in the area of the altercation keeping all players in view and direct one player on the ice from each team to collect any equipment left on the ice. Once players have returned to their benches, the referee should then proceed to report the penalties.

Any time where it is possible, the referee should make a differential in assessing penalties, especially to the aggressor or instigator or the third man entering the altercation.

When necessary, the referee should communicate the penalties assessed to a captain or alternate captain. Prior to communicating the assessed penalties to each team, the referee should first notify the Scorekeeper. This will save time and give the timekeeper the opportunity to get the penalties on the clock. Discussions with the teams should be clear, short and to the point.

When “scrums” or altercations become common during stoppages of play, the referee should warn the coaches and then assess penalties followed by Misconduct penalties after assessing Minor penalties.

Disputed Goal and Other Disputes

Whenever there is a dispute following the scoring of a goal or a goal which has been disallowed, emotions run high. The referee must remain calm and take control of the situation, keeping in mind that the final decision in all disputes remains with the referee.

In every situation where the referee is in position to see and make the call, the referee’s decision shall be final without any further consultation or discussion with the linesmen or goal judge.

If the play is very close and the goal is allowed, the referee shall follow the normal procedure for the scoring of a goal. It is important that the referee remains calm and in control of the situation and not permit any players to consult with or abuse the other on-ice officials or goal judges. The referee shall explain the decision to the captain or alternate captain once and this decision shall be final.

Figure 36

If the play resulted in a disallowed goal, the referee shall immediately give the wash-out signal (Figure 36) and, once play is stopped, indicate the face-off spot. The referee should not permit any players to consult with or abuse the other on-ice officials or goal judges.

The referee should explain the decision to the head coach or the captain once and this decision shall be final.

If the referee was not in position to see and make the call, then further consultation may be required before a final decision can be made. The referee shall first consult with the linesmen to determine if they were in position to see and make the call. If the linesmen were in position and one of them can make the call, then any referee's decision should be based on the linesmen's report. The referee shall always consult both linesmen. If the linesmen were not in position to see and make the call, the referee should consult with the goal judge and the discussion shall be either "GOAL" or "NO GOAL". There will be situations where the goal judge disagrees with the decision of the referee. It is important that the referee not permit the goal judge to argue or show disrespect for the decision of the referee. It may become necessary to have the goal judge removed or replaced if the goal judge is showing partisanship or making unjust decisions.

In situations where the referee needs to disallow a goal or the referee is not allowing a goal, the reason for his decision shall be announced.

Whether the referee is approached by the linesmen or he is consulting with the linesmen, during the game, it is very important that all of the officials remain calm and in control. The referee is in charge of the game and must take control of the situation and discussion.

The referee shall ensure that all players are directed away from the area where the linesmen and referee are conferring to prevent players from listening in on the discussion. All discussions between the referee and linesmen must take place in the referee's crease. The referee shall then ask the linesmen to report calmly, exactly what was observed, keeping all players in view.

It is important that the referee control the discussion and quickly decide what action, if any, is required.

The referee shall always consult with both linesmen prior to assessing penalties or rendering a decision based on a linesman's report of an incident. Team work is a very important factor in good officiating.

Equipment Measurement

The measurement of any equipment shall be carried out immediately when requested by a team through the captain or alternate captain.

No measurement of any kind will be carried out by the referee unless a formal request has been made by a team. It is recommended that all measurements be carried out on the ice in the referee's crease.

When any type of equipment or stick is considered as dangerous to any player or official, the referee has the authority to have such equipment removed from the game without any request for measurement.

While the referee is conducting the requested measurement, players from both teams should be encouraged to go to their respective player's bench. Each team would be allowed one player to be in the vicinity of the referee's crease to await the referee's decision. One of the linesmen shall keep all players in view at all times.

To measure the curvature of a stick, a line is drawn from a fixed point at the heel of the stick to any number of points on the toe of the blade. The curvature is to be measured between any of the lines and the blade. The heel is the actual point where the shaft of the stick and the bottom of the blade meet.

All stick measurements (curvature) must be made using a regulation stick gauge (Figures 37 - 38). To measurement the curvature of the blade of a stick:

- Place one end of the stick gauge on the «heel» of the stick. The heel of the stick is the portion between the straight part of the shaft and the flat part of the bottom of the blade (Figure 37).

- With one end of the gauge on the heel, move the other end up and down the toe of the blade to the point of greatest curvature between the blade and the stick gauge.

- Slide the pointer back and forth and if the gap between the pointer and the blade is such that no contact is made, curvature is illegal (Figure 38).

Figure 37

Figure 38

If for some reasons the regular stick gauge is not on the Scorekeeper's bench the curvature of the blade can be measured using the rope and the measurement tape as shown on the Figures 39 - 40.

After the referee has conducted the requested measurement, the captain or alternate captain from each team shall be informed of the referee's decision. If the complaint for any measurement of sticks or equipment is not sustained, the complaining team will be assessed a Bench Minor penalty, and any illegal equipment shall be removed, corrected or adjusted without any unnecessary delay. All equipment which has been measured shall be returned immediately to the team.

Figure 39

Figure 40

Where a measurement of a stick is requested by a captain, the referee must first secure the stick and then the specific part of the stick to be measured must be designated to the referee.

The referee should ask the captain, when measurement has been requested, exactly what part of the stick that he wants the referee to measure such as: curvature of blade, width of blade or length of shaft etc.

Writing Out a Game Report

The following are a few basic points to follow when writing out a report on a game situation which requires reporting:

- Do not discuss with anyone what you think the extent of any punishment or suspension should be.
- When reporting the incident, follow strictly the guidelines given by the National Association. The report shall be given immediately following the game.

- The game report should be written while the incident is still fresh in the mind of the referee. However, there are situations when it is recommended that a cooling off period be taken, especially for Match penalties assessed for physically abusing officials.
- Write out the report using good grammar, correct spelling and in a neat and legible manner, if possible type it. Officials are requested to print their names on the Game sheet and game report. (See the "IIHF Referee Game Report" form on page 31)
- State details: date of game, teams, where it was played, and the names of the officials assigned to the game.
- State, which official saw the infraction, who made the penalty call, the player's names and numbers involved and what rule numbers under which penalties were assessed.
- State all details (if any) leading up to the incident, what you saw happen and any consequences that occurred after the incident.
- Send one copy to the National Association immediately and keep one for yourself.
- If called before the league or association, state only what you have reported. Do not change your version. Be sure to bring your copy of the report to the meeting if you are required to attend.
- Individual leagues may have their own procedure for referees to follow regarding game reports. It is the referee's responsibility to ensure that game reports are filed in accordance to league and National Association policy.
- For serious incidents during international games (tournaments, exhibition games) a report shall be submitted to the International Ice Hockey Federation.

Referees are responsible for reporting the following items in accordance by the IIHF rules:

ITEMS TO BE REPORTED:

1. All Match penalties.
2. All Game Misconduct penalties.
3. All Game Misconduct penalties to team officials.

4. Any physical or verbal abuse of the game officials going to and from their dressing room.

5. Any problems related to the safety or protection of the game officials or of the players.

6. Any problems that occurred during the pre-game warm-up which were observed by the referee or were reported to the referee by the minor officials or the standby referee.

7. Any problems or incidents which occurred after the conclusion of the game.

Penalty Shot

When a penalty shot has been awarded during the game, the referee shall ensure that it is recorded on the official game sheet, along with the time it was awarded, the player designated to take the penalty shot, and whether or not a goal was scored on the play. The referee shall follow the procedures listed below when a penalty shot has been awarded:

- Report to the Official Scorekeeper the infraction and the number of the player committing the infraction
- Have the name of the player designated to take the penalty shot announced.
- Place the puck on the centre ice spot.
- Instruct the player taking the penalty shot on the correct procedure to follow:
  - The player must keep the puck in motion towards the opponent's goal at all times (the player may not circle back with the puck).
  - The player is allowed one shot at the goal and once the puck is shot, the play is considered completed. Similarly, the player is allowed one play on the goalkeeper and cannot score on a rebound.
  - Instruct the player to wait until you are positioned on the goal line and until you blow the whistle, signalling the player to execute the pen
- Instruct the goalkeeper on the correct procedures to follow:
  - The goalkeeper must remain in the goal crease until the player has touched the puck. If the goalkeeper leaves the crease before the player touches the puck, and a goal is not scored, the penalty shot shall be repeated.

- The goalkeeper may attempt to stop the penalty shot in any manner that is legal.

- If the goalkeeper throws the stick or any other object, deliberately dislodges the goal or deliberately removes helmet or facial protector, award a goal.

- Direct all the other players to withdraw to the respective player's benches – no extra players or goalkeepers are allowed to stay on ice.

- The referee shall then take up a position on the goal line about 3 to 4.6 metres from the goal. Preferably, the referee's position should be on the side of the goal nearest the player's stick to give a better view of the shot.

- One linesman shall take up a position on the goal line on the side opposite the referee and slightly farther from the goal than the referee. This official is responsible for watching the play in a manner similar to that of the referee. However, the linesman will only give a report or interpretation when requested by the referee. This linesman does not give a signal.

- The other linesman should be positioned at the centre red line on the side of the ice away from the bench of the team against which the penalty shot is being taken. This official is responsible for keeping all players, except the player taking the shot, beyond the centre red line and to ensure that there is no interference or distraction from the teams during the course of the penalty shot.

- Should the player fail to score on the penalty shot, the referee shall blow the whistle then signal to the end zone face-off spot.

- Should the player score on the penalty shot, the referee shall signal a goal by blowing the whistle and pointing to the net.

Note:

- *During a penalty shot, the clock does not start*.

- *The Video Goal Judge System may be used, if require for a Penalty Shot or Game Winning Shots.*

Summary

There are many basic guidelines and procedures in this section designed to enhance the performance of referees. A thorough knowledge and a disciplined effort to practice these techniques will increase your confidence and improve your contribution to the game.

INTERNATIONAL ICE HOCKEY FEDERATION

IIHF REFEREE GAME REPORT

1. CHAMPIONSHIP & GAME INFORMATION

Event:		**Game #**		**Date:**	
Home team			**Referee 1**		
Visiting team			**Referee 2**		
Final Score			**Linesman 1**		
Referee Supervisor			**Linesman 2**		

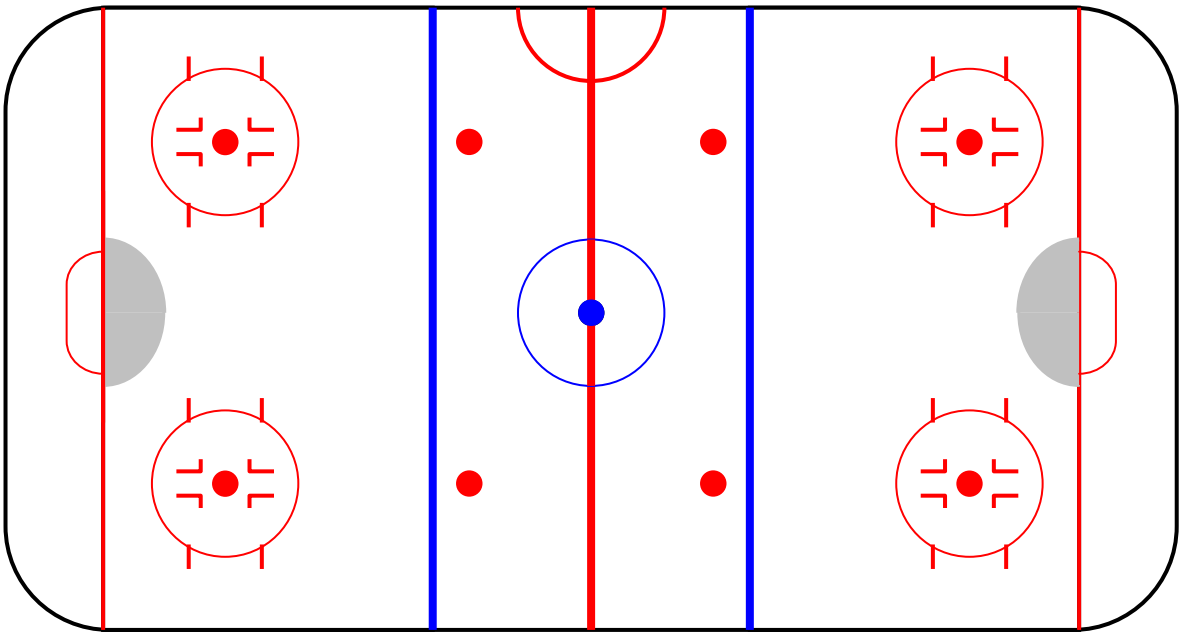
2. GAME INCIDENT INFORMATION

1. Please state the reason for this Referee Game Report:					
2. Has a verbal report been provided to the Referee Supervisor?				***YES / NO***	
3. Has a verbal report been provided to the IIHF Chairman?				***YES / NO***	
4. Time of the incident					
Game time		*Period:*		*Score at the time*	-

5. Please provide a description of the events leading up to the incident, describe the incident as it happened, list any injuries that may have occurred and list any events that may have occurred after the incident. Use the rink diagram on the second page of this report to assist in the explanation of the incident. Print clearly.

6. Please provide a summary of any penalties assessed to each team in this incident including the jersey number of the penalized player, the penalty assessed, the number of minutes assessed and the IIHF Rule number.							
Home team				**Visiting team**			
Rule	**Penalty**	**Min**	**Player #**	**Rule**	**Penalty**	**Min**	**Player #**

Please use this rink diagram to assist in explaining the incident:



This Referee Game Report is to be completed by the Game Referee and submitted to the IIHF Referee Supervisor immediately following a game.

Date		Referee 1 – Signature	
		Referee 2 – Signature	
Linesman 1 – Signature		Linesman 2 – Signature	

The IIHF Referee Supervisor has read this report and has nothing to add.

IIHF Referee Supervisor – Signature	

A copy of this Referee Game Report is to be submitted to the IIHF Office immediately following the IIHF event by the IIHF Directorate Chairman

SECTION 5

Procedures for Linesmen

An Understanding of the Skills and Procedures Necessary to be a Competent Linesman

Upon completion of this section you will be better prepared to:

- Conduct the basic duties required to be a linesman;
- Report on-ice incidents to the referee;
- Break up on-ice altercations.

Duties of the Linesmen

Linesmen duties can be divided into the following categories: pre game duties, duties before start of the game and each period, general duties during the game, duties after the end of the each period and the game and post game duties.

Pre-Game Duties

- Linesmen should arrive at the rink at least 45 to 75 minutes prior to scheduled game time.
- If needed, check together with the referee to see if there are any rink peculiarities, especially if you have not officiated in this arena previously. This could eliminate any confusion later on in the game.
- Before the game, it is the referee's responsibility to make sure that your dressing room is kept clear of any persons not involved in the game. The only other person in your room might be the game/referee supervisor.
- This is your time that you should use to continue to prepare physically (stretching exercises) and mentally for your hockey game. Use this time wisely.
- Discuss with the referee any procedures or responsibilities you want him to be aware of and talk with your partner about co-operation during the game follow the IIHF Rule Book.
- Linesmen should check the game sheet before the game to count number of players listed on the game sheet.
- Put in your pocket the peaces of the rope for repairing the nets.
- Wish good game to the referee and partner and shake hands before you go out of the dressing room.

Duties Before Start of the Game

The referee and linesmen should be the first to come onto the ice at the start of the game and each subsequent period. They should appear together led onto the ice by the referee.

- Go onto the ice with your Referee five minutes prior to the scheduled start of the game. **When entering on the ice, remember the "First Impression".**

- Have a warm-up skate and do so in an authoritative manner. Do not lean on the boards or engage in conversation with spectators. Do not skate or stand around with your hands in your pockets. The positive appearance you give will relate to the teams and spectators that you are confident in your approach, handling and control of the game.
- Linesmen should check the goal netting before the start of the game.
- Count the number of players in uniform of each team and report any discrepancies to the referee immediately before the start of the game. This will serve the problem at once and possibly remove any future problems in the game (i.e. a player scoring a goal but is not listed on the game sheet).
- Fair Play Initiative

  In all games, the captains of both teams and the officials shall meet at the referee's crease and introduce each other. This process should take not more than 15 seconds and will be completed prior to the game. Officials are encouraged to shake hands with the captains.
- After any pre-game ceremonies linesmen shall take their positions for the start of the game.

Duties Before Start of the Period

- Be on the ice before the players to start each period.
- At the beginning of each period be ensure that only the players taking part in the actual face-off are permitted on the ice. All other players shall proceed directly to their respective player's benches.

General Duties of Linesmen during the Game

- Take all face-offs according to the IIHF Rule Book.
- Stop play according to the rules.
- Linesmen in accordance with the playing rules to ensure that each team has an equal opportunity to play the game. Previous games should not be taken into account nor have any bearing on the way you officiate the game.

Duties after the End of Game/Period

When the buzzer sounds to signal the end of a period or the end of the game, it is important that you be aware that the potential for problems is high at this time and you should be ready to act even before the final buzzer sounds.

The referee should always ensure that both linesmen have been briefed to move in quickly when the period ends to defuse any altercations that might arise. Any altercations shall be removed to their respective exit or bench. It is important that the linesmen remain on the ice until all players have departed. The referee should lead the linesmen off the ice.

The two linesmen should position themselves to opposite sides of the teams, when players shake hands after the game. The linesmen have to have control over the entire line up.

Linesmen should be aware that the potential for confrontation remains high in some arenas, even after the teams and officials have left the ice, due to the location of the officials and players dressing rooms. The linesmen should attempt to avoid confrontation with players and team officials at all times, but especially immediately after a game when emotions might be high.

Watch to make sure that both teams are able to leave the ice and go to their dressing rooms at the end of a period without any problems with spectators. If there is a problem, request adequate protection for the team involved.

Post Game Duties

- At the request help the referee to write a report on any serious penalties if required (Match penalties, Game Misconducts).
- Change into your street clothes and leave the arena at your earliest convenience. Do not discuss any infractions or serious penalty calls on your report with any team official.

The general duties of the linesmen are listed in the IIHF Rule Book.

Face-Offs

Face-off procedure is one of the many important duties that linesman has to complete during a game.

- After play has been stopped, the linesmen shall first ensure that no altercations are taking place. Good awareness is an important quality of good linesmen.
- Once all is clear, the linesman who stops play shall go directly to the face-off spot. The other linesman shall retrieve the puck and promptly proceed to the location of the face-off. It is permissible for the linesman who stops play to pick up the puck if it is close by, or if the other linesman is busy monitoring players who are in close proximity of one another, or if retrieving a broken stick, etc.
- **As soon as the referee drops his arm to indicate that all line changes are complete the linesman conducting the face-off shall blow the whistle.**
- This is to signal both teams that they will have no more than 5 seconds to line up for the face-off. At the end of this 5 seconds (or sooner if the centreman are ready), the Linesman shall be ready to drop the puck.
- The puck should not be dropped by the Linesman conducting the face-off until all players leaving, are off the ice even if the 5 seconds are off.
- The puck should not be dropped by the linesman conducting the face-off until his partner is back in his position even the 5 seconds are off.
- **The linesman conducting the face-off should check behind before blowing the whistle**. Once he blows the whistle, it becomes the other's linesman's responsibility to check for encroachment behind his back.
- The linesman retrieving the puck should be first in the position for conducting the face-off before he will blow the whistle after the referee drops his arm.

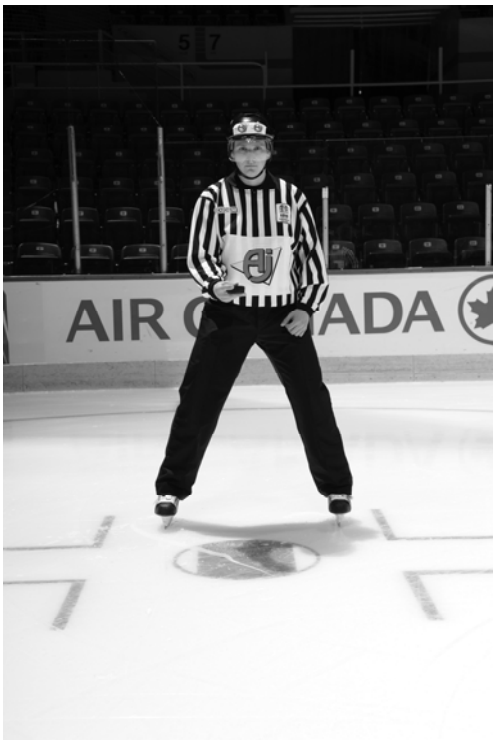


Figure 1

- A face-off shall take place when the referee or linesman drops the puck on the ice between the sticks of the players facing-off. It is the responsibility of the official conducting the face-off to ensure that each player receives a fair opportunity to play the puck.
- The players taking the face-off shall stand squarely facing their opponent's end of the rink. All other players on both teams must be at least 4.6 meters from the players taking the face-off and they must be on-side. For neutral zone and end zone face-offs at the spots, the sticks of both players facing-off shall have the toe of the blade touching the ice within the designated white area. The players of the attacking team shall place the stick within the designated white area first.
- Where players are "difficult" (not lining properly) it is more important to get a good quality drop. Remove the player after one warning. Take your time. Linesmen are advised to set an early and consistent standard in a game.
- All players must be stationary before the face-off is to take place and the puck is dropped.
- The puck may be dropped if only one player is in position for the face-off after the 5 seconds are up.
- If a centreman taking the face-off leaves the face-off position to direct teammates, that centreman shall be removed from the face-off by the linesman.
- For end zone face-offs, all other players on the ice must position themselves with their skates on their own side of the restraining lines (hash marks) marked on the outer edges of the circles 170 cm apart. If a player, other than the player taking the face- off, lines up off-side or moves into the face-off circle prior to the dropping of the puck, then the offending team's player taking the face-off shall be removed from the face-off. The linesman would indicate the removal of the player with arm motion out to the side of the body on the side in which the player is to be removed without blowing the whistle. The linesman should also communicate this verbally by saying something like, "white centre out, your winger encroached". Please refer to the section on Face-Off Encroachment on page 9.

Process to Drop the Puck

- Proper stance by the linesman during the face-off is important.
- When conducting a face-off, the official should stand squarely to the two players involved, about 30 centimetres from the face-off spot
- The linesman's skates should be a shoulder width apart with the knees slightly bent. (Figure 1 – 2) If the skates are too far apart or knees are bent too great an ankle, it will hinder mobility once the puck is dropped.
- The upper part of the body may be slightly bent forward, never so that it is over the face-off dot.
- The puck is held just below belt height level in standing upright position and the puck-hand extended out from the body so that the elbow is slightly in contact with the body, as shown in Figure 3

Figure 2

- The puck should be shown to the players taking the face-off.
- The hand not holding the puck should be placed at your side and <u>never</u> behind your back.
- The puck dropping motion is down, releasing the puck so that it drops flat on the face-off spot. Do not throw it down too hard or drop it too slowly. The recommended grip of the puck is to have the thumb on top, holding the puck against the fingers on the bottom, as in Figure 3. Proper face-off technique must be practiced often to perfect the procedure.

Figure 3

- The linesman taking the face-off shall exit the face-off spot area by backing away towards the boards about 1 metre and avoiding players and then stop to check if the way to the boards is free, he than shall continue towards the boards. When clear of all players play, the linesman shall move quickly to establish correct positioning, but the entire time controlling the play and the puck.

- The back linesman shall remain in position at the blue line as the linesman conducting the face-off resumes his normal positioning between the blue and red line. The only exception to this procedure is that if the play moves out quickly, the back linesman must move quickly to be in position to make a call at the other blue line.
- In general, when players are skating in the area of the face off before the whistle talk to them to line up proper for the face-off. Use 5 seconds to talk to players to get into the proper position. Linesmen should encourage and remind all players about the face-off procedures and standard. Linesmen are encouraged to communicate with players to ensure they understand the basic parameters within which face-offs will be conducted. Your communication should always be through the centre within 5 second time count, wherever possible, as you explain and remind the centre of the procedure and standard, he/she will now take on the responsibility of communicating this to the team.

Note: The success of the face-off procedure hinges on the understanding between the linesman and the players that any contravention of the face-off procedure will consistently result in the immediate removal of the offending team's centre from the face-off. It is imperative that both linesmen are consistent in the application of this procedure and standard. Remember, you are a team and, as such, you both must be consistent to be effective.

- Good face-offs are the major important point.
- The speed of the face-offs should not be a distracting factor from other duties and responsibilities of linesmen. Don't concentrate to much only on this part of your work.
- Better sometimes to use a few extra seconds to get a good quality and fair drop.
- A key factor is that the quality of the face-off should not be scarified due to the "fast face-off" procedure.

Face-Off Encroachment

This occurs when a player, other than the centre, stands with a skate either inside the face-off circle, on the face-off circle or in the area between the hash marks, prior to the dropping of the puck. It is acceptable for the player's stick to be inside the face-off circle and the area separated by the hash marks.

Here is how to apply it:

- The linesman or official conducting the face-off should be set and ready at the face-off spot before the arrival of the players. Players not taking the face-off must have their skates completely outside the circle and on their own side of the hash marks. Their sticks are permitted inside the circle and the area separated by the hash marks. This area extends right through the circle to the other side.
- Linesmen can warn players to take up their proper position for the face-off during the time player changes are taking place. However, linesmen should use some common sense and prior to the face-off, as players are preparing, remind them to keep both their skates and sticks in on-side positions. If they do not comply, or line up incorrectly, the linesman is to eject the centre of the offending side out of the face-off circle within the 5 second time count and that player is to be replaced immediately by a teammate on the ice.
- The responsibility of the linesmen with respect to encroachment is simple. The linesman conducting the face-off is responsible for the players directly in front of him and, of course, the centres. The back linesman is responsible for the players behind his partner and any players around the face-off circle that his partner cannot see. Should the back linesman notice that a player is encroaching, he is to blow his whistle and indicate with an arm signal which team is in violation of the encroachment rule. The linesman conducting the face-off would then eject the centre of the offending team and conduct the face - off with a new centre.
- Linesmen must also ensure that the first player to enter the face-off circle is the team whose centre must be ejected from the face-off. Many times when one winger moves into the face-off circle, the opposing player will follow. Too often linesmen will eject both centres in this situation. It is imperative that, if the encroachment rule is to work, the player “most guilty” be the one whose centre is removed from the face-off circle.
- The linesman conducting the face-off must ensure that the centres are fair. By fair, it is meant that both centres are square to the end boards and that their sticks are placed in the designated white area of the face-off spot. Also, the centres must place their sticks on the ice and come to a stop before the puck is to be dropped. The skates of both centres must be behind the designated lines.
- Linesmen should never attempt to time the dropping of the puck with the arrival of the players’ sticks. Remember, the attacking team must place their stick on the ice in the designated white area first.

- By conducting face-offs with a zero tolerance for encroachment and cheating by the centres, the result will be quicker and more fair face-offs. Linesmen must ensure that they set their standard early and stick to it throughout the game. It is also very important that the standard between linesmen partners be consistent at both ends of the rink.

Linesman's Signals

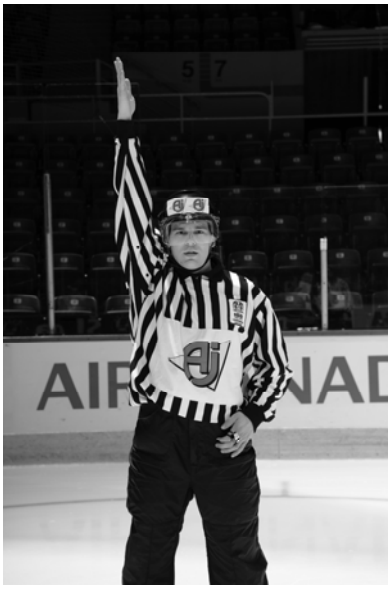


Figure 4

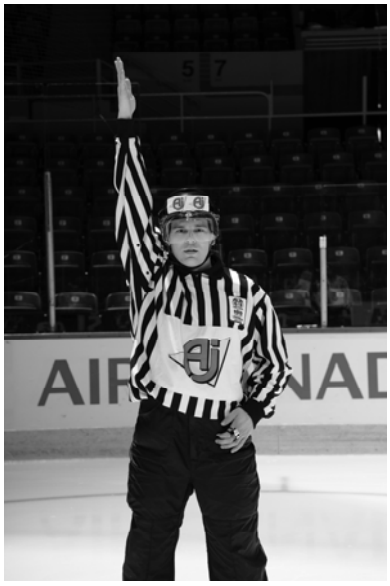


Figure 5a

Delayed Offside

Non-whistle arm fully extending above the head. To cancel out a delayed offside the linesman shall low the arm to the side

Figure 5c

Figure 5b

Icing the Puck

The back linesman (or Referee in the Two Official System) signals a possible icing, by fully extending either arm over his head (Figure 5a). The arm shall remain raised until the front linesman or referee, either blows the whistle to indicate an icing, or until the icing is washed out. Once the icing has been completed, the back linesman or referee shall first cross his arms in front of the chest (Figure 5b) and then shall point to the appropriate face-off spot (Figure 5c) and skate to it.

Figure 6

Offside Call

The official shall first blow the whistle and then extend the arm horizontally pointing along the blue line with non-whistle hand

Figure 7

Too Many Players on the Ice

Indicate with six fingers (one hand open) in front of the chest

Figure 8

Wash Out

A sweeping sideways motion of both arms across the front of the body at shoulder level with palms down:

"No icing", and, in certain situations, "No offside

Offside

Where an offside situation occurs (without a delayed offside), the linesman at the blue line should blow his whistle to stop play and then extend the arm horizontally along the blue line with the non-whistle hand. The linesman who blows the whistle for the offside should go to the spot where the face-off is to take place.

In a situation where there is to be shot at the net simultaneously with an offside, the linesmen are advised to stop the play immediately, and then to show the signal.

When the linesman retrieving the puck is within five metres from the spot, the other linesman can leave and take up his position at the blue line.

Delayed Offside

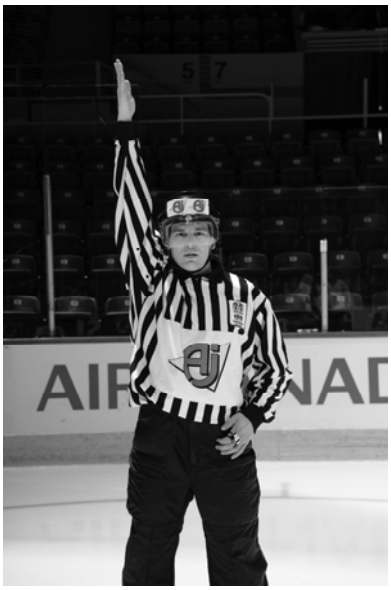


Figure 9

If an attacking player precedes the puck that is shot, passed, or deflected into the attacking zone by a teammate, or deflected into the attacking zone off a defending player, but a defending player is able to play the puck, the linesman shall signal a delayed offside. The linesman shall raise the non-whistle arm above the head immediately and keep the arm raised to indicate to all players, coaches, fans and other officials that the potential offside has been observed by the linesman (Figure 9).

The linesman shall lower the arm sharply to nullify the offside violation and allow play to continue if:

- All attacking players in the attacking zone CLEAR the attacking zone by making skate contact with the blue line. The attacking zone must be completely clear of all attacking players before the offside can be washed out.

- When the delayed offside is on and attacking players are attempting to clear the zone, the linesman shall verbally call out **"okay"** when all players have cleared the zone, and the linesman shall immediately drop the signalling arm.

- However, should all but one or two players clear the zone, the linesman should verbally call out **"offside"** to let attacking players know that the delayed offside is on and the signalling arm shall remain raised.

- The linesman shall blow the whistle to indicate offside when an attacking player touches the puck or attempts to gain possession of a loose puck while the puck is in the attacking zone Interpretation Guidelines

Interpretation Guidelines

- The defending team in the process of clearing the zone may carry the puck behind the goal line, providing they are making no attempt to delay the game.

- If an attacking player, prior to clearing the zone, deliberately plays the puck or checks a defending player who is attempting to advance the puck, **intentional** offside shall be called.

- While the delayed offside is in effect, the attacking team cannot score a goal.

- A goal may be scored by the attacking team once the delayed offside has been washed out and provided the original shot on goal was not offside.
- If the puck is shot from behind the centre red line and crosses the goal line, **icing** shall be called, even though the delayed offside is in effect.

Working the Line

It is essential that linesmen be at the blue line prior to the play crossing the line so that they are in proper position to make the correct call.

Linesmen should **work the line**, meaning that they shall be positioned so that they get the best possible angle to view the play as it crosses the blue line.

In most cases it is recommended to beat the blue line ahead of play skating backwards to control all players and the puck.

Also as a guideline when a defending team gets the possession over puck and it is apparent that play will leave the zone, the back linesman who becomes front linesman should begin moving to his blue line.

The circumstances surrounding every play and the position of the players will determine the distance inside the line that will be required to make the correct call. In some instances, working the line will not be necessary, especially when it is only one attacking player crossing the blue line with the puck with no other players in close proximity. Linesmen must remember to return to their position just outside the blue line immediately after making their call in order not to get in the way of the players or the play.

Linesmen should only change positions at the blue line with his partner, when there is a danger to a linesman or he is in position to be unable to make appropriate call.

Icing

- “Icing the puck” is completed the instant the puck crosses the goal line.
- The back linesman will initiate the signal for icing. To initiate the signal for icing, the back linesman will raise the non-whistle hand straight above the shoulder, as in Figure 10.

- The back linesman shall move up and be at the time the puck is potentially iced close by the red line, to make a correct decision. Then move up to cover the other linesman's blue line, if the play is not called icing and the front linesman is deep in the end zone. If the front linesman is not deep in the end zone, the back linesman is to position himself close to the red line.
- If the back linesman for some reason fails to initiate an obvious potential icing, the front linesman should continue with the icing procedure as normal, having had an eye-contact with the back linesman. If the back linesman fails to initiate an obvious icing, the front linesman should, at the time of an eye-contact with the back linesman, give a signal pointing forward with the hand to the end boards, that icing is the process.
- The front linesman in most cases is the one to make the final decision for an Icing or not.
- If the decision is to cancel out the Icing then the front linesman will wash out the icing using the proper wash-out signal (Figure 11), the back linesman only to drop his arm. In some cases, if the back linesman has better view over the situation, he may then after an eye-contact with the front linesman give the wash-out signal.
- In a close at the red line, the back linesman should either raise his arm to indicate icing or use the wash-out signal to indicate no icing.
- Linesmen are advised to use verbal communication to indicate icing or not.
- The front linesman shall follow the puck in deep to make sure that it completely crosses the goal line. The front linesman shall always check back when the puck crosses the blue line to confirm that the potential icing is still in effect. If the back linesman's arm is still up, the icing is still in effect; if the back linesman gives the wash-out signal; the icing is no longer in effect. Verbal communication between the two linesmen should be used when necessary to ensure that the correct call is made.

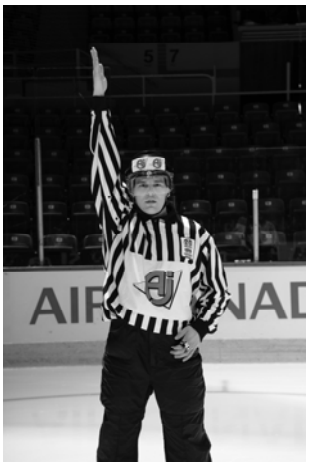


Figure 10

Figure 11

Figure 12

Figure 13

- If the play results in icing, the front linesman shall blow the whistle immediately when the puck crosses the goal line. The area for the front linesman to decide icing or not, is between the blue line and the upper part of the end zone face-off circle.
- Once icing has been called, the back linesman shall fold his arms to signal icing (Figure 12), point to the face-off spot (Figure 13), and skate backwards to the spot, always keeping the players in view.
- As the front linesman goes in deep, the back linesman should move up to at least the center red line to control all players behind the play.
- The front linesman shall retrieve the puck and conduct the face-off. The front linesman shall ensure that all players are kept in view while retrieving the puck and while returning to the other end. Teamwork is essential to good officiating and teamwork is required on every icing situation.
- As the front linesman approaches the circle where the face-off is to take place the other linesman can now move back to the blue line on the opposite side of the ice.

Following Penalty Situations

- When the referee signals a delayed penalty, the back linesman should move up to centre ice and watch the goalkeeper and the player substituting for the goalkeeper to see that the goalkeeper is within three metres of the bench before the substitution is made. If there is premature substitution, the linesman shall stop play and inform the referee.

- When the referee blows the whistle to assess a penalty or penalties, it is important that the linesmen be ready to react. The linesmen should immediately skate to the location of the penalized player or players to be in position to respond.

- Penalized players shall be escorted to the penalty bench or exit, depending on the penalties assessed. If only one player is being penalized, one linesman may escort the penalized player to the penalty bench. If players from both teams are being penalized, then both linesmen shall escort the penalized players to the penalty bench. It is very important that linesmen remain between the penalized players until they have left the ice.

- Once penalized players have been escorted directly to the penalty bench or exit, the linesmen shall return to their respective position to resume play.

  Note: Whenever the whistle blows to stop play, both linesmen shall immediately skate to the location of the incident that caused the stoppage of play. Linesmen should not overreact, but should be alert for possible altercations prior to retrieving the puck or getting in position for the ensuing face-off. This is known as having good on-ice AWARENESS.

- It is very important that both linesmen have well on ice awareness and be alert for potential problems on every stoppage of play. Linesmen who demonstrate well on ice awareness and respond quickly on every stoppage of play will make a positive contribution to the overall control of the game and will prevent problems from occurring.

Following the Scoring of a Goal

- When a goal has been scored, it is very important that both linesmen work together. The front linesman shall immediately skate into the end zone. The back linesman should also move into the zone to be positioned between the two teams. Both linesmen must be alert for potential problems and be ready to respond as required.

- Once it is evident that the players are under control, the front linesman shall retrieve the puck and the back linesman should control all the players.

- The front linesman should assist the referee with the assists for a goal when requested by the Referee. The referee may ask either linesman for the assists.

- The linesman shall take up a position for the face-off in front of the "Happy" bench to prevent unnecessary complaining from the team upon which the goal was scored. The "Happy" bench is the bench of the team that scored the goal.

During a Time-out

- Each team is permitted one 30 second time-out per game in accordance with the rules. When a time-out is requested, the referee shall proceed to the penalty bench to report the time-out. The time-out does not start until the referee reports it to the timekeeper.
- All three officials should be in the vicinity of the referee's crease but should observe the teams. Under some conditions, one linesman may be positioned between the benches during the time-out.
- Once the timekeeper has signalled the referee that the 30 second time-out has expired, the referee shall blow the whistle to resume play. It is important that the referee and linesmen keep the players and both benches in view at all times during the time-out.

Repairing the Ice or Goal Net

- Whenever repairs are required to the ice or goal nets, it is important that at least one of the officials takes up a position to keep an eye on all players on the ice. It is important that the repairs be undertaken and completed without delay.
- It is wise for the linesmen to keep lengths of string or laces in their pocket in order to repair the goal nets if required.

Stoppage of Play - Dislodged Goal Net

- Linesmen are responsible for stopping play whenever the goal net has been displaced from its normal position and the referee has not observed this situation. Linesmen shall follow these guidelines in dealing with this situation:
  - If the puck is in the same end zone as the displaced goal, play must be stopped immediately.

- If the goal is displaced by a player whose team is in control of the puck, play must be stopped immediately.

- If a team has control of the puck in the neutral zone and is moving up the ice, and a player on the opposing team in the opposing team's attacking zone displaced the goal, play shall be allowed to continue until the scoring opportunity by the non-offending team has been completed.

  Note: It is possible for a goal to be scored at one end of the ice even though the goal at the opposite end has been displaced.

- However, if the team in control of the puck moves the puck back into their own end zone, with their goal displaced, play shall be stopped immediately.

Breaking up Fights

- Fighting in hockey is not condoned and player safety is of the utmost importance. Linesmen are required to prevent fighting whenever reasonably possible. Linesmen should read the play and react quickly to be in early between the two players to stop the altercation or scrum, and prevent possible fight.

- Linesmen have the responsibility for breaking up fights and separating players involved in fights. It is important that one player not get an advantage to continue to hit another player who is being held or restrained by an official.

- Prior to entering the fight, the linesmen should remove any equipment from the area to prevent them from tripping or falling. Both linesmen must enter the fight together. Prior to entering the fight, the linesmen shall decide which player each will take.

- When the players have stopped throwing punches or one player has gained a significant advantage, then, and only then, should the linesmen attempt to get between them, tying up their arms and forcing them apart.

- To get between players, the linesmen should approach with one official on each side, each taking a player. Do not come in from behind and pull backwards. Come in over top of the player's arms, forcing them down so that they are not able to throw punches. Force players apart with gentle, sustained pressure, using the strength in your legs to force them apart. There is no hurry if they have stopped throwing punches.

- If players are wrestling on the ice, one official should get hold of a free arm of the player on top. The linesman taking the player on the bottom must protect this player from punches. The linesman taking the player on the bottom must come in from the side, covering the player's head and face, protecting the player in doing so.

  Note: A linesman should never enter a fight over a player's skates.

- If players are using sticks in the fight, or swinging sticks at each other, linesmen should stay out until they stop swinging the sticks.

- Once players have been separated, it is important that the linesmen let them go. However, the linesmen should be very alert and ready to restrain the players if they try to get away. The body position of the linesmen in relation to the two combatants is extremely important. The linesmen shall remain between the players, keeping them apart, and escort them to the penalty bench or exit as directed by the referee.

Helpful Hints in Breaking up a Fight

- Continually talk to players involved.
- You must remain calm yourself and talk calmly with the players involved in the fight to diffuse their anger and emotion.
- Do not hold players once they have been separated.
- Skate between players involved until they cool down.
- When escorting a player to the penalty bench or exit, position yourself between the player and potential hazards (i.e. the opposing team bench, other players on the ice, the referee, etc.).
- Make sure players are separated on the penalty bench, unless there are separate benches.
- Both linesmen shall mentally record the number of the players involved.
- Do not grab a player's stick and pull it away from the player; instead, push the stick away with an open hand, or come up and grab or pull a player from behind.
- Protect players. It is your duty to see that no player gets the advantage over another player because of the way that you are breaking up the fight.

- In multiple fight situations, linesmen should be methodical in escorting players either to the penalty bench or off the ice. Linesmen should make sure that they have removed the original combatants from the ice before they attempt to break up a second fight. Always work with your partner. Never go in alone.
- In multiple fight situations the two linesmen, are advised to start with most serious couple and escort them first from ice (penalty bench), and continue with the any other fight situation occurring using the same principle.
- Protect yourself. Do not be overeager or zealous. It is a time to exercise extreme caution and good judgement. Remember to remove the whistle from your hand before separating the players.

Reporting Incidents

- Linesmen have the responsibility to report to the referee all Bench Minor, Major, Misconduct or Match penalties they have observed. Linesmen cannot stop play when one of the above incidents occur (except for too many players on the ice), but must wait for a stoppage of play.
- Linesmen should not wait to be consulted by the referee, but should report the incident without delay on the first stoppage of play after the incident.
- The following guidelines shall be followed whenever reporting to the referee:
  - It is preferred to have all discussion in the Referee's Crease.
  - Keep it brief
  - Remain calm and remember you are only making a report to the referee. The referee is responsible for making the call.
  - State exactly what was observed (i.e. "Number 14 blue high-sticked Number 7 red"; or, "the blue bench is verbally abusing me"; or, "Number 6 red slashed Number 8 white").
  - The linesman does not state what penalty if any should be assessed, but is only reporting the incident. It is the referee's responsibility to end the conversation (i.e. "Are we talking a Major or Match penalty?"; or, "Thanks, I will warn them"; or, "Thank you, I saw it.").

- Linesmen are to follow the lead of the referee in these conversations. Any questions about the referee's final decision should take place in the privacy of the officials' dressing room.
- The referee shall ensure that both linesmen report their version to the referee at the penalty bench area. A referee will never assess penalties on incidents reported by a linesman without consulting both linesmen.

Covering for the Referee

- Occasionally, the referee will get trapped behind the play, in which case the linesman will be required to leave the blue line to cover for the referee. This normally happens on quick break-outs or when the referee gets caught up in the play and is unable to catch up.
- The linesman should not leave the blue line until the play has crossed the line. This will permit the linesman to make the correct call with respect to the play being on side.
- As the linesman goes in deep to cover for the referee on a fast break (provided the referee has been trapped a considerable distance behind the center red line), he must remember that coverage of his own blue line has his main priority.
- Once the decision to go deep has been made, the linesman should go directly through Base of Operations to at the Net Position.
- The linesman covering for the referee should utilize the normal end zone positioning and follow the play right into the net, just as the referee would do. This linesman must stay in the end zone until the referee is in position to make the necessary calls.
- If the play results in the scoring of a goal, the linesman covering for the referee should give the correct signal by pointing to the net. The linesman does not blow the whistle to stop play, but rather the referee shall blow the whistle. **The linesman never washes out a goal either; only the referee.**
- If no goal is scored on the play, it is then the responsibility of the linesman to avoid colliding with the referee when returning to the appropriate position in the neutral zone.
- It is very important that linesmen demonstrate good on-ice awareness and that they are prepared to cover for the referee and their partner when required.

Team work with Other Linesman

- Linesmen should consider teamwork and communication essential to their duties. Linesmen should be in the habit of communicating with each other when situations that require linesmen to cover for each other present themselves during the game.
- There are common situations that consistently arise that warrant one linesman covering for the other linesman. These situations are outlined below.

End Zone

- The linesman who conducts the end zone face-off should move immediately back to the side boards after dropping the puck, then continue along the boards back toward the neutral zone, stopping near the centre red line.
- As the linesman moves back into position after dropping the puck, he must watch the movement of the puck at all times.
- The linesman who is covering the blue line during the face-off must remain at the blue line, and continue to watch play and cover the blue line.
- If the puck goes immediately out of the end zone after the face-off, the linesman who is covering the blue line must go with the play, and the linesman who took the face-off must stop at the blue line, and then follow play up the ice.
- As the front linesman goes in deep, he must be aware of the fact that the back linesman now has the responsibility to cover both the front line and the far blue line in the situation of a long pass up ice to that line. As a result, the front linesman should make a determined effort to get back to his line as quickly as possible. In the situation where the front linesman goes in deep to cover for the referee, the back linesman should move up 2/3 of the distance between the red and blue line.
- The back linesman must move up and cover the blue line until the linesman who has covered for the referee is able to return to the line.

Neutral Zone

- When face-offs take place at the face-off spot just outside the blue line, it is the responsibility of the linesman not dropping the puck to make any calls at that line.

- The linesman who does not take the face-off is responsible for covering one of the blue lines, depending on the direction of the movement of the puck after the face-off. If the puck goes into the end zone, the free linesman will stay and cover the blue line and linesman dropping the puck will drop back near the centre red line.
- If the puck goes in the direction of the centre red line, the free linesman will follow the puck in that direction, covering the far blue line.
- Both linesmen must work together and, if it appears the puck will cross the blue line, the free linesman will hold his position at the blue line and the other linesman can drop back to the red line.
- As a back linesman follows the play up the ice, he should not leave his blue line until at least all attacking players have left that zone.
- At no time with play in progress should the back linesman be further up the ice than the last attacking player. This means there should be no attacking players between him and the blue line.
- As the back linesman moves up the ice to follow the play, he should avoid «tunnel vision» and not just follow the puck but «keep the head moving» and watch the entire ice surface as in all probability the referee and front linesman will be watching the puck.
- Due to the possibility of long passes up the ice, and the blue line not covered or a linesman being late getting to the line, the switching of linesmen at the front blue line (as the front linesman may get blocked out) should be kept to a minimum and only under extreme circumstances.
- Whenever the puck and/or play is in the neutral zone, both linesmen should be at their blue lines.
- Linesmen must be aware of the players coming out of the penalty bench or off the player's bench and receiving a long pass from the end zone.

General

- Linesmen should communicate during the game when a team becomes shorthanded and also when the team returns to full strength.
- Communication and teamwork between the linesmen will ensure limited disruptions to the flow of the game by the officials. Dedicated linesmen should endeavour at all times to make the job of the referee as easy as possible by attempting to limit the "controllable" distractions. A positive focus will always result in good preparation and game management.

- No not throw puck to your partner.

Awareness

- In addition to all the other duties, linesmen have the very important responsibility of watching players away from the puck. This includes players who are late leaving the zone as play moves down the ice. Linesmen should not leave their blue line until all players have left the zone. In Icing situation as the back Linesman moves up the ice, but still control the players behind play.
- Awareness is very important during stoppages of play. Linesmen must be aware of what all players are doing on the ice before retrieving the puck or attending to other duties.
- Linesmen should always anticipate potential altercations and attempt to diffuse any situation before the referee is compelled to assess a penalty.
- Linesmen, who hold the line, cover for the referee when required, cover for their partner, and are alert to the actions of the players on the ice, will demonstrate good on-ice awareness and make a positive contribution to the game.
- In situations where a player(s) is in discussion or going to be in discussion with the referee, the linesman should be close by, but should never step in between the player(s) and the referee. Linesman just to be close and ready to report in case of a need.

Linesmen's Responsibilities, Procedures and Guidelines

When removing the Goalkeeper for an Extra Player while play is in Progress

- When it appears that a team is about to substitute a player for their goalkeeper while play is in progress, the back linesman has the responsibility to see that the change is not made too quickly.
- This means that the back linesman must follow all the players up the ice, watch the exchange and, if the player leaves the bench before the goalkeeper is within three metres of the bench, he should then blow the whistle to stop play, provided that that team has possession of the puck.
- Following the stoppage of play, the back linesman should go to the centre ice face-off spot while the other linesman retrieves the puck and conducts the face-off.

When a Goalkeeper is to be assessed a penalty (Delayed)

- When a goalkeeper is to be assessed a penalty, both linesmen should mentally record the numbers of the players of the goalkeeper's team on the ice. If the referee should request this information, then you, as a linesman, can provide it for him.
- Before or during the process of retrieving the puck, the linesmen should be aware of all players and any problems that may occur.
- The linesman in whose end the penalty occurred should go to the location of the face-off while the other linesman retrieves the puck and conducts the face-off.
- Linesmen should be aware of the rule that requires all goalkeeper penalties to be served by a player on the ice. Where a goalkeeper is assessed a Minor plus Misconduct penalty, two players from the ice, must serve the penalties; one player for two minutes and one player for 12 minutes.

When stopping play for “Too many players on the ice”

- When the team in possession of the puck has “too many players on the ice”, the linesmen should stop play if the referee does not observe the infraction. Upon stopping play, the linesman should report to the referee, who will assess the penalty.
- The linesmen do not have the authority to assess the penalty. This is the responsibility of the referee.
- When the team not in possession of the puck has “too many players on the ice”, the linesman should report this infraction verbally to the offending team immediately and to the referee on the first stoppage of play or stop the play at the time the offending team gets the possession over puck.

Figure 14

- The signal which is used in this situation illustrated in Figure 14.

Note: *It is recommended that the linesman leave the area in front of the Player’s bench as soon as the penalty has been assessed.*

After a Penalty Call

- After a penalty call, both linesmen should be aware of any type of verbal or physical abuse to the referee and should disregard retrieving the puck until they are certain that no problems are about to develop. This does not mean that linesmen should skate with the referee to the timekeeper’s bench or interfere with the penalized player, but they should be alert.

- Linesmen should not push a player back from arguing with the referee or make physical contact with the penalized player in this type of situation.
- When two players have been penalized, both linesmen should skate with them to the penalty box, but should not push them. When only one player has been penalized, it is not necessary for a linesman to skate with him to the penalty box.
- The linesman in whose half of the ice the face-off is to take place should skate to the location of the face-off, while the other linesman retrieves the puck and then conducts the face-off.

Note: Both linesmen should be aware that there are no problems or possible altercations before retrieving the puck and going to the location of the face- off.

Positioning and Duties during a Penalty Shot

- The linesmen should be positioned in the following manner:
  - One linesman should be positioned on the goal line and slightly further out from the goal than the referee. His responsibility is to watch the play in a manner similar to that of the referee. However, he will only give a decision or interpretation when requested to do so by the referee and MUST wait until requested by the referee before giving any decision.
  - The other linesman should be positioned at the centre red line on the opposite side of the ice from the bench of the team against which the shot is taken, or in front of the timekeeper's bench.

    This linesman should ensure that all players are kept back of the centre red line during the shot.

    He must also ensure that there is no interference or distraction from the teams during the course of the shot.

    Similarly, this linesman must wait to give any decision until requested by the referee.

Note: Linesmen should ONLY report any incident to the referee when requested by the referee.

During a Stick Measurement

- It is recommended that any stick measurement take place at the timekeeper's bench and within the referee's crease.
- While a stick measurement is taking place, all players should be instructed to go to their players' benches, however, the two captains may remain in the vicinity of the crease.
- It is the responsibility of the referee to measure the stick himself, and ONLY at the request of the referee should the linesmen become involved in the measurement.
- The main responsibility of the linesmen is to keep all players of both teams in view and to assist the referee when necessary.

When a Player Contacts the Puck with a High Stick

- In all instances, the linesmen should give the referee the opportunity to make the call first. There will be situations when, for some reason, the referee did not observe this infraction, the Linesman shall make a call.
- Where the puck is contacted with the stick above the height of the crossbar and enters the net, the goal is disallowed. As the referee is much closer to the net, this should be his call, but both Linesmen should ready to assist.
- In all situations, the linesmen must be prepared to give their versions of such infractions when requested by the referee.

When There is a Hand Pass

- The linesmen should follow the same guidelines as when the puck is contacted with a high stick, giving the referee the first opportunity to make the call.
- Linesmen should have knowledge of the rule and all interpretations that permit the defending team to make a hand pass in their own defending zone.

Tips for Linesmen

- When the puck is shot over the boards, give the referee the opportunity to call it.
- Don't go deep into the end zone when the referee is only a short distance behind the play.
- When following play into the end zone, stay near the boards.
- Don't blow the whistle in an effort to get play started.
- Don't blow the whistle to stop a roughing situation after play has been stopped.
- Near the end of a period, the back linesman should watch the clock to determine when the period is over.
- With the puck in the neutral zone, both linesmen should be close to their respective blue lines.
- On a face-off, make sure that the referee is ready and in position before dropping the puck.
- At the start of each period, linesmen should direct all but six players to go directly to their benches.
- As the referee comes out of the end zone to follow play up the ice, the back linesman should watch players coming out of the end zone behind the referee.
- Be agile and alert to avoid blocking and stopping the puck along the side boards.
- A close offside play at a blue line would not usually be classified as an "intentional" offside.
- Linesmen should be alert at all times and aware of everything that is happening on the ice, and provide information when requested by the referee.
- When retrieving the puck, the linesman should be watching all of the players on the ice.

Summary

The duties of a linesman are very important to the overall game. Alert, hustling linesmen, who are technically strong, can promote the smooth flow of the game.

SECTION 6

Positioning

An Understanding of the Two Official and Three Official Systems of Positioning

Upon completion of this section you will be better prepared to:

- Work within the Two Official System;
- Understand the differences between the Two Official System and working as a linesman in the Three Official System;
- Understand and explain proper referee positioning in the Three Official System.

Positioning

Good positioning enables the referee to be in the right position to make the proper call when required. Further to positioning, the referee must have a complete knowledge of the playing rules, be a good skater, in good physical condition and be able to display good judgement.

End Zone Positioning

Good end zone positioning gives the referee in all different officiating systems:

- A better overall view of the play.
- A better view of the goal and goal line.
- Less chance of being caught behind the play on a fast break, thereby reducing unnecessary hard skating.
- Safer positioning from deflections of shots on goal.
- Players are more aware of the presence of the referee. This acts as a deterrent to any unnecessary activity.

Important points:

- Be at the net when needed.
- Stay out of the play.
- Keep all of the players in your field of vision, and not to turn back to the mid ice.

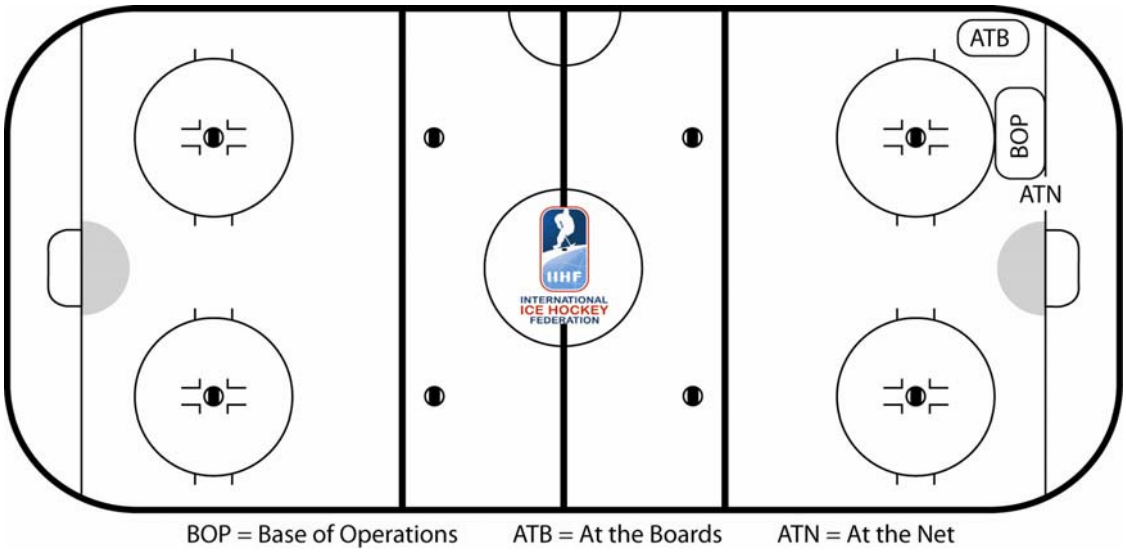


Figure 1

End zone positioning consists of three positions (Figure 1) and two manoeuvres (Figure 2) to help you to be in the best possible location.

The three positions are:

- **Base of Operations (BOP)**
- **At the Boards (ATB)**
- **At the Net (ATN)**

Base of Operations is the area located between the goal line and the face-off circle and between the **At The Boards** position and the nearest goal post. The objective of the referee is to be in the **Base of Operations** position as much as possible when the play is in the end zone.

At the Boards is a position 15 to 20 centimetres from the boards, halfway between the goal line and the face-off circle hash marks.

At the Net is the position anywhere around the net that gives the referee the best view to see if the puck has crossed the line, but ideally, at the corner of the net, 0.6 to 1 meter from the goal line. This gives the referee the best possible position to view the activity on and around the goal line and goal crease area.

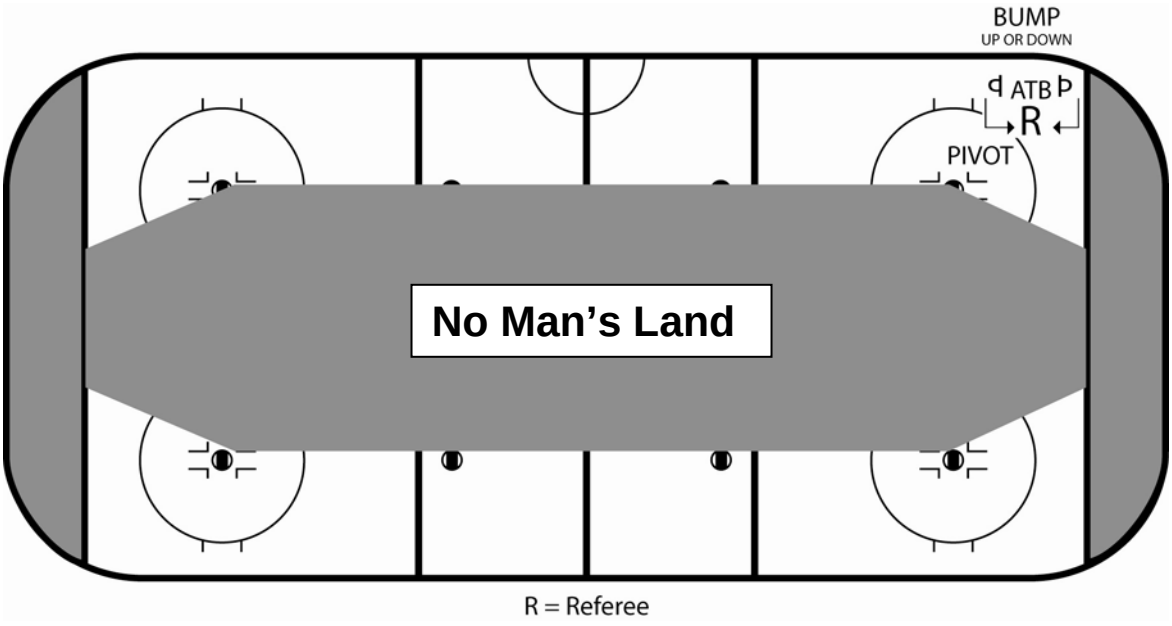


Figure 2

The two important manoeuvres are:

- **The Bump**
- **The Pivot** (Figure 2)

The Bump is used when the play comes around the boards and in the direction of the referee standing at the **At the Boards** position. The referee will **Bump** away from the play (either up or down the boards) until he reaches either the hash marks or the goal line. At this point he will use the second manoeuvre, called **The Pivot**.

The Pivot consists of taking a stride out away from the boards, crossing under and skating backwards to the **At the Boards** position after the play has passed behind the referee. At this point the referee can follow the play either up the ice or watch as it continues in the end zone.

Note:
For experienced referees it is allowed to use the cross over move behind the net, to gain better position at the net and to stay away from the play. This is an exceptional procedure, and may take place only when the play dictates and it is safe.

When play is in progress and as it enters the end zone on the referee's side of the ice, the referee will enter the zone along the boards towards the **At the Boards** position. If the puck remains on his side of the ice, the referee will stay in or near the **At the Boards** position (Figure 3). The referee will stay in the **At the Boards** position until the play dictates that he moves.

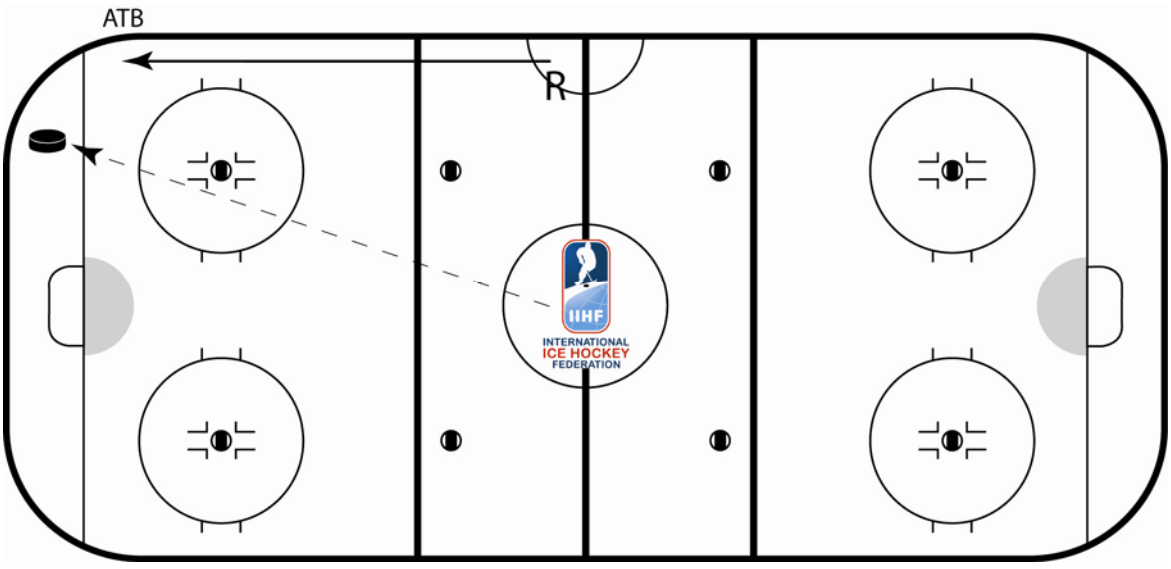


Figure 3

If the puck enters the zone on the opposite side of the referee, the referee will enter the zone along the boards and proceed from the **At the Boards** position to the **Base of Operations** position (Figure 4). If the net blocks the view of the puck in the far corner while in the **Base of Operations** position, it is advisable to take one step towards the face-off spot to improve the viewing angle. This can be done without entering into **No Man's Land** (Figure 2).

The shaded area in Figure 2 is called **No Man's Land**. A good official never enters this area to avoid becoming involved in the play and becoming a factor in the eventual outcome of the play.

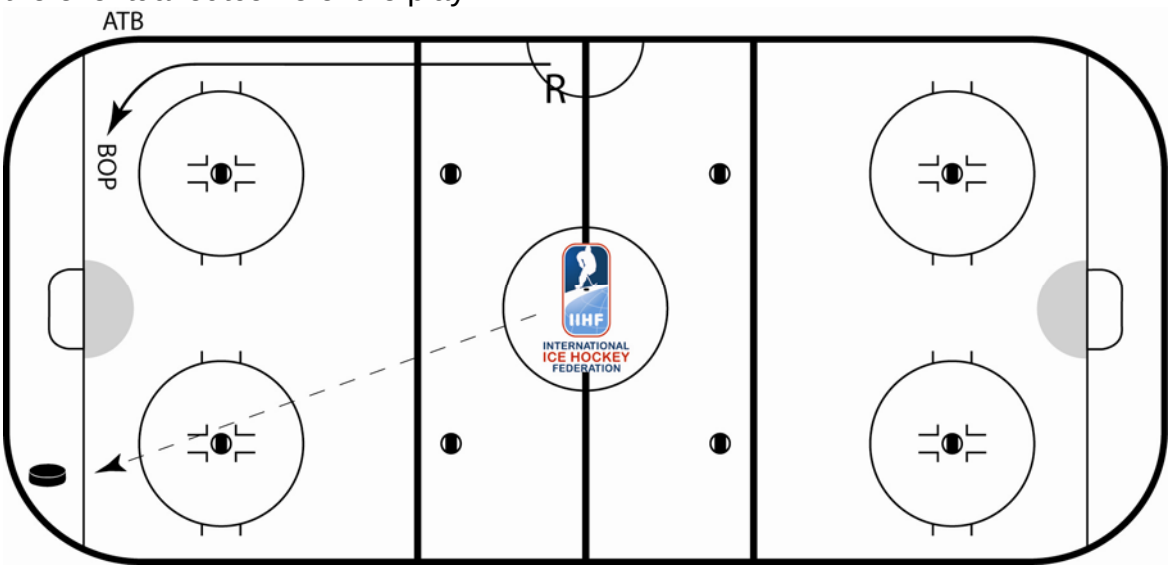


Figure 4

If the puck goes to the net area, the referee will also move into the **At the Net** position, to be in an excellent position to make the appropriate call.

Good referees never find themselves behind the goal line, unless they are at the **At the Net** position and it is the best angle to view the play. Try to avoid this situation by using the **Bump** and **Pivot** effectively.

End Zone positioning for a referee in the Three Official System is the same as in the Two Official System. Once the official enters the end zone, the use of the three positions (**Base of Operations, At the Boards** and **At the Net**) and the two manoeuvres (**Bump** and **Pivot**) are the same.

The ability to anticipate the play is very important to an official. This will allow the official to easily keep up with fast breaks and to quickly move to the **Base of Operations** position, out of the way of the play. Relax, anticipate the play and move only when the play warrants it. This will allow officials to be in a better position and also let them enjoy the game more.

Two Official System - Referee

In this system, both of the officials will cover the entire ice surface at some point during the game.

The referee taking the face-off will retrieve the puck, skate back and take the face-off.

General Guidelines

- Each referee covers the total ice surface. The coverage and position of the referee is dictated by what happens in the game.
- The referee in the end zone is in charge of the situations close to the puck carrier. The other referee covers situations close to the net and also away from the puck.
- As the play comes up the ice, the referee at the first blue line covers the red line and then the blue line before entering the opposite end zone. At the same time, the referee coming out of the other end zone takes up position at the blue line of the opposite end zone.
- When there is a stoppage of play in the end zone, the referee taking the face-off in the end zone can be either of the two referees. After taking the face-off, the referee will stay in that end zone.
- The responsibilities of the referees are flexible according to positioning. This way both referees will cover the entire ice surface.
- The referee at the blue line should try to never let the puck pass him in the neutral zone. If there is a situation where you are in the path of the players and the puck in the neutral zone, and then always move towards your blue line. In this procedure you should never be out of position. If the puck comes in your direction, you are in correct position. If the puck goes in the opposite direction, simply stop and follow play again, you are in position.
- Officials should **never climb the boards.** If you do, the puck will pass you, leaving you out of position and not able to call an offside at your blue line. Also, being on the boards puts you in a vulnerable position and the potential for personal injury is much greater.
- Officials should always be at, or just inside, their blue line prior to the puck and players. They cannot accurately call offsides if they are 3 to 6 metres from the line.
- The front official must be at the centre red line as the puck approaches in order to effectively call potential icings.

- When the puck is in the end zone, the back official must watch for fouls in front of the net. If the deep official is watching the play in the corner or along the boards, that official may not be able to watch the front of the net as well.
- **R1** and **R2** should never be on the same side of the ice.

Positioning While the Play is in Progress

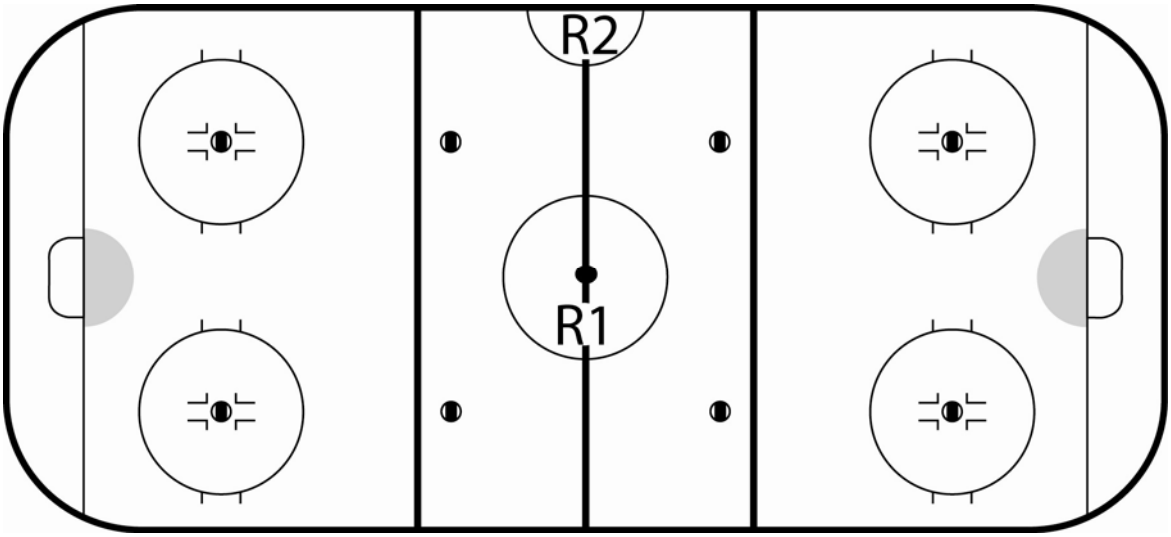


Figure 5

- To start the game or take a face-off at centre ice, the two officials should be positioned along the centre red line facing each other. The official taking the face-off **R1** should be facing the Scorekeeper's bench so that the timekeeper can start the clock when the puck is dropped (Figure 5).
- When the puck is dropped, **R2** must go with the puck, whether to the left or right. This will allow **R2** to be at the blue line as the puck crosses. In either case, note that **R1** has skated backwards to the boards after dropping the puck (Figure 6).

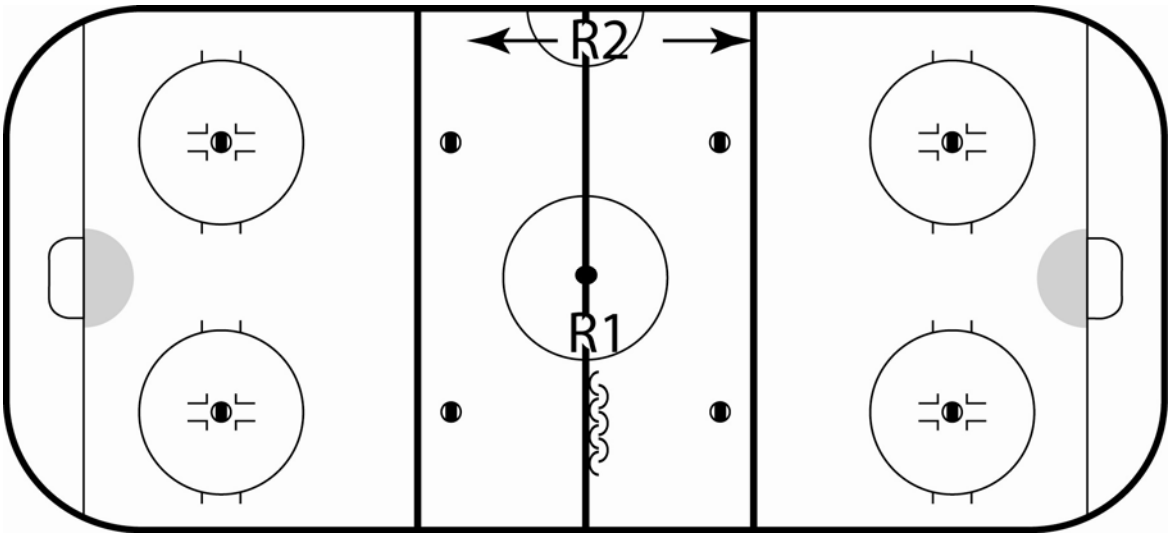


Figure 6

- As the puck moves into the end zone, **R2** must follow the play and take a position at the **Base of Operations** position. Meanwhile, **R1** will move up the boards and take a position one stride outside the blue line, at an appropriate angle to face the play.
  In these positions, **R2** can watch the play in the entire end zone and **R1** can watch for any offsides at the blue line and also watch the entire end zone play. **R1** will watch the play that is away from the puck. For example: a shot from the blue line, **R1** will continue to watch that player and any checking player while **R2** follows the puck and players as they go towards the net (Figure 7).

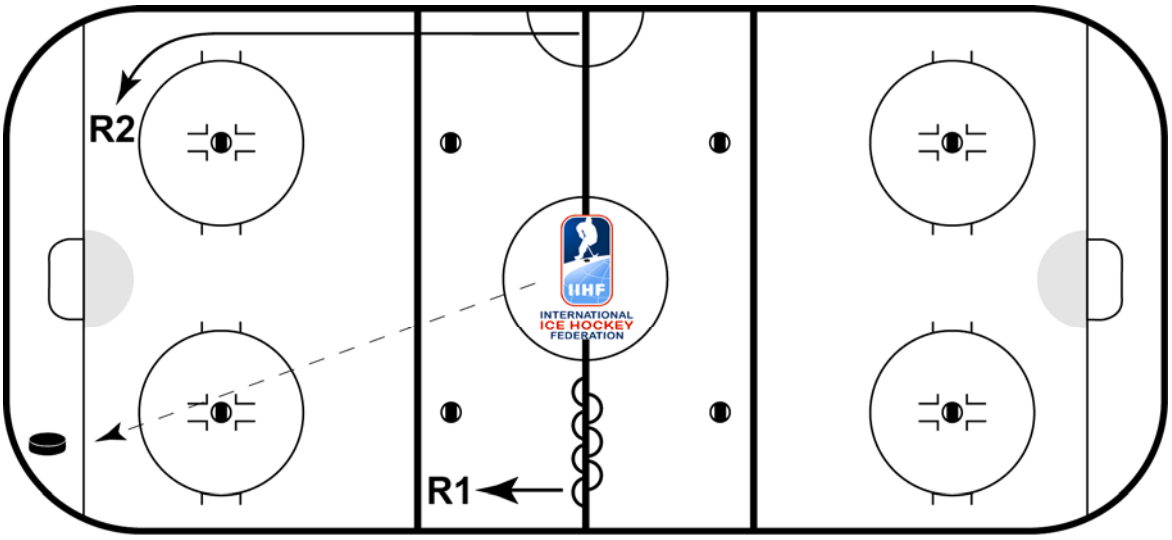


Figure 7

As the play moves towards **R2**, the official should anticipate the play and, if necessary, skate backwards to the **At the Boards** position (Figure 8).

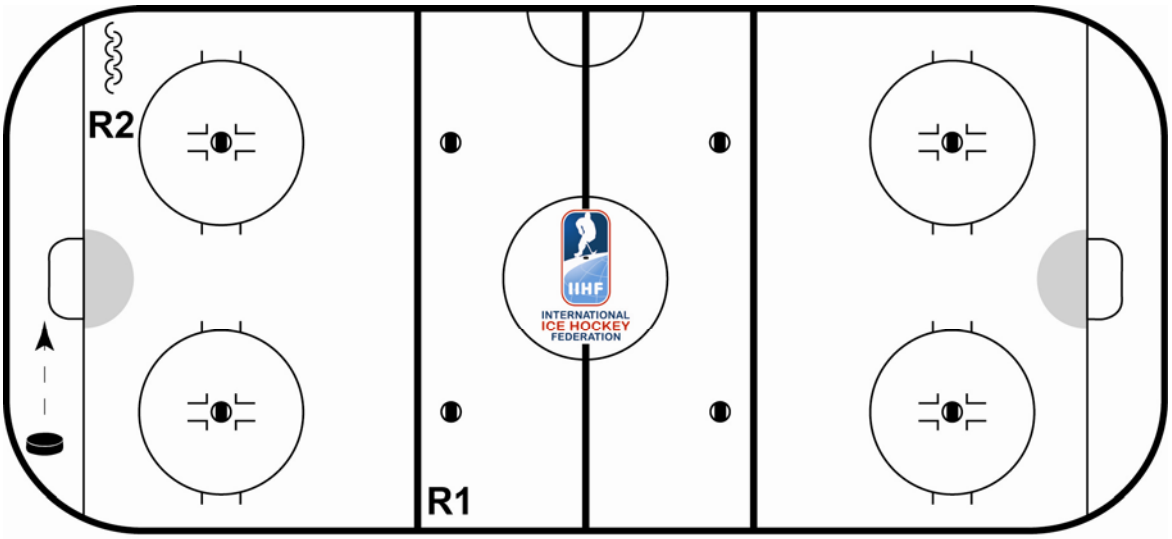


Figure 8

- The official positioned in the **At the Boards** position should keep all players in front and avoid player congestion that may develop in the corner.
- If the defending team gains control of the puck and starts to move out, **R1** must leave the blue line and be at the red line by the time the puck enters the neutral zone. At the same time, **R2** should be as close to the blue line as possible as the puck crosses into the neutral zone (Figure 9).

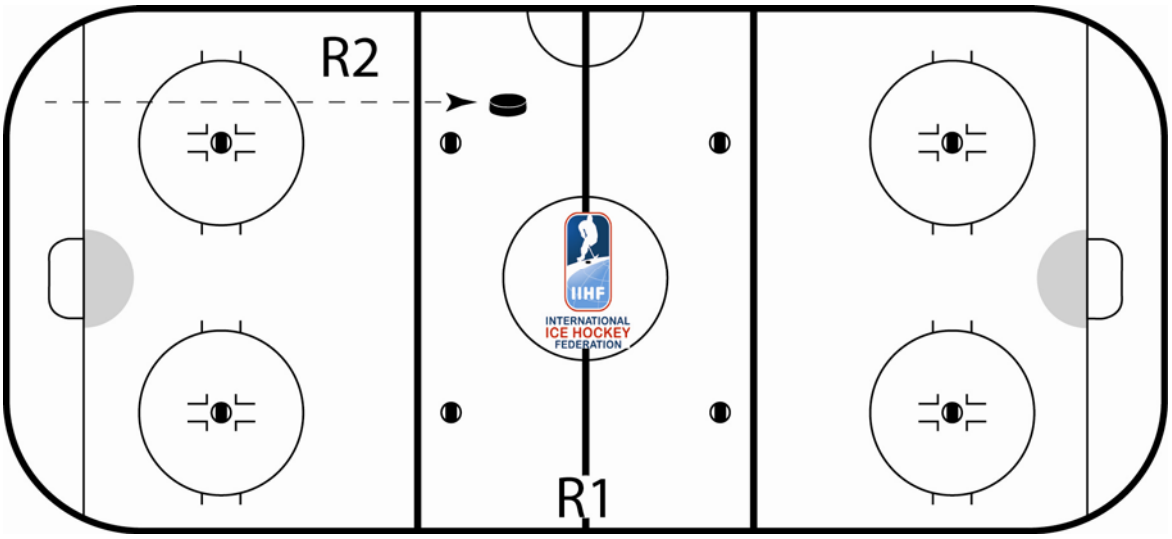


Figure 9

- When the puck is in the neutral zone in the vicinity of the centre red line, both **R1** and **R2** should be within 1.5 to 2 metres of their respective blue lines which will place them in a position to call any offsides that may occur at either blue line (Figure 10).

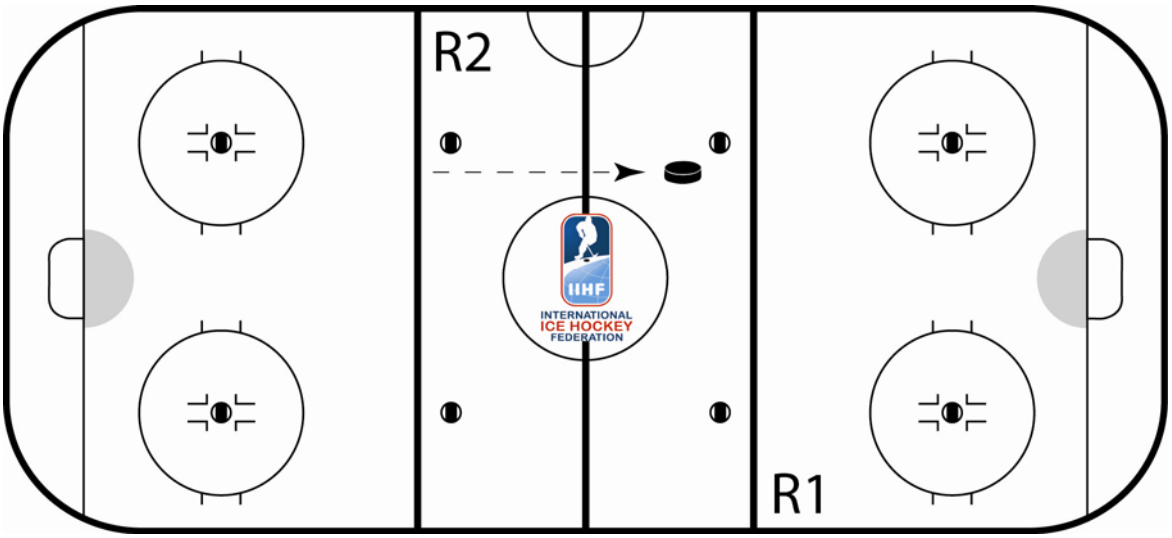


Figure 10

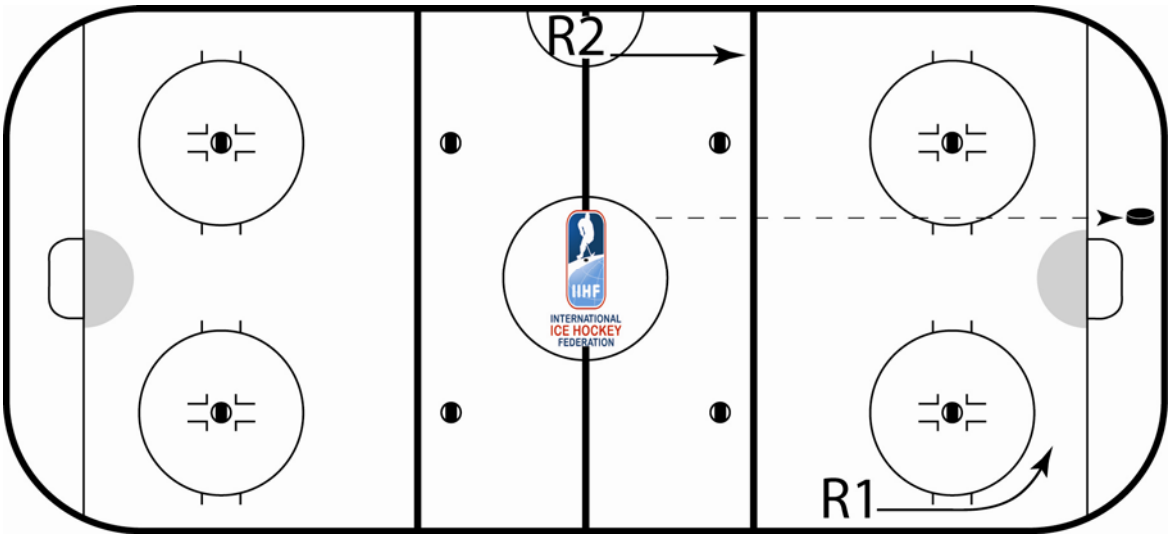


Figure 11

- If the play continues to the right, **R1** must move up to the blue line to call offsides, and then move in deep with the play. At the same time, **R2** must be at the red line by the time the puck crosses over the blue line and then move up to within one stride of the outer edge of the blue line as play goes deep into the end zone (Figure 11).

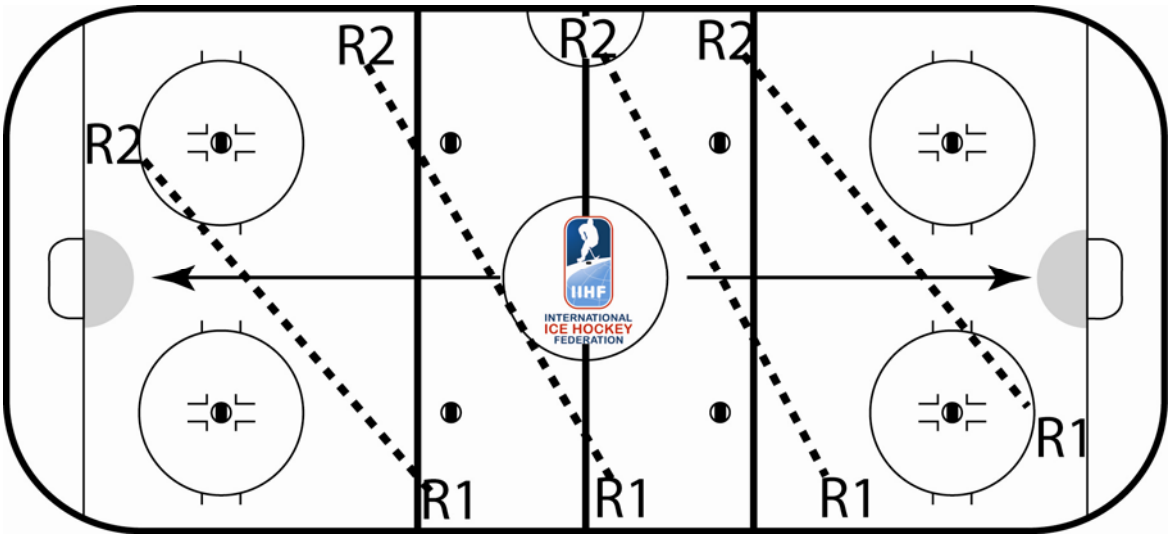


Figure 12

- If we summarize the movements of the two officials while play is in progress, it is easy to see that the officials are in a diagonal position relative to one another, **no further than one line apart** at all times. In this way they are in position to call offside plays, etc., regardless of where they occur on the ice surface (Figure 12).

Positioning for Face-Offs

- All face-offs shall be conducted at the nine designated face-off spots, as indicated by the reason for the stoppage of play (Figure 13).
- All face-offs are taken by the official retrieving the puck, regardless of what side of the ice they are on.

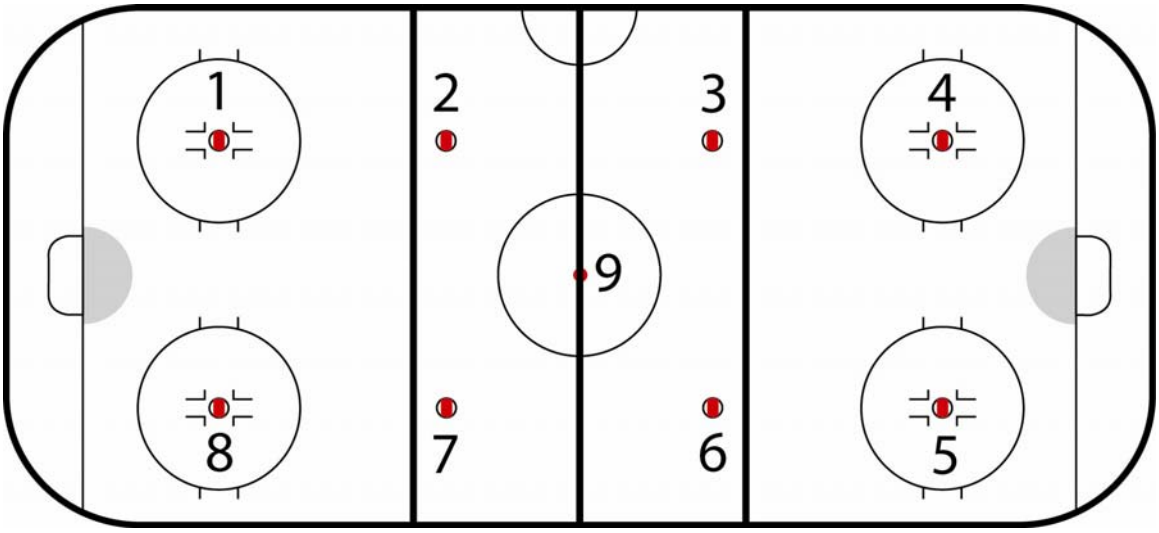


Figure 13

- For a face-off at centre ice face off spot, the two officials should be positioned along the centre red line facing each other. The official taking the face-off **R1** should be facing the Scorekeeper's bench so that the timekeeper can start the clock when the puck is dropped (Figure 14).

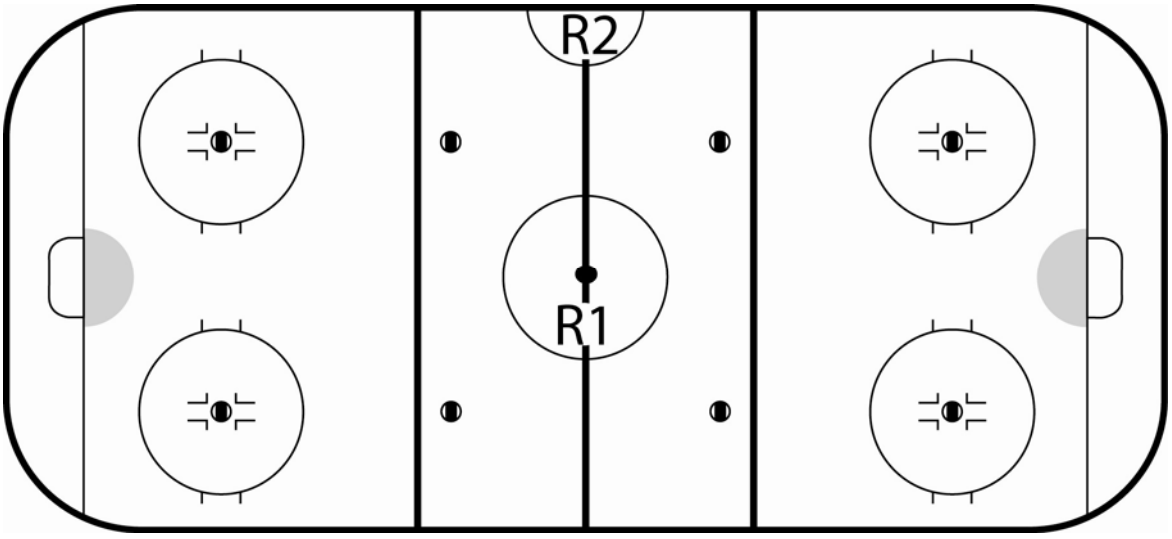


Figure 14

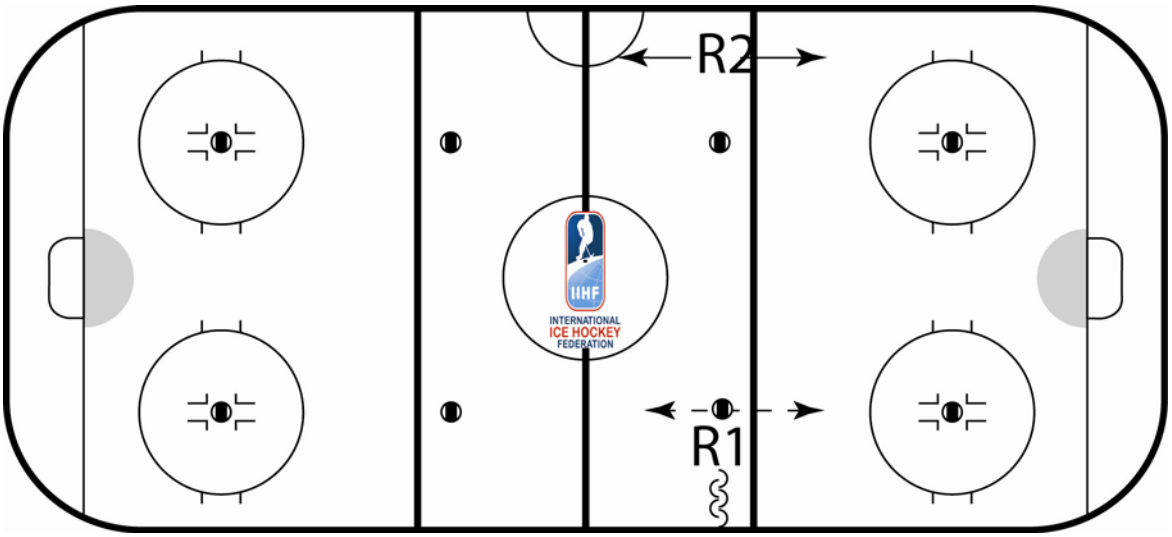


Figure 15

- When a face-off is at one of the four spots in the neutral zone, the official taking the face-off (in this case **R1**), should skate backwards to the boards, and immediately cover the near blue line. **R2** should be positioned directly opposite **R1** and must cover one stride outside the near blue line and follow the puck to the end zone, if necessary (Figure 15).

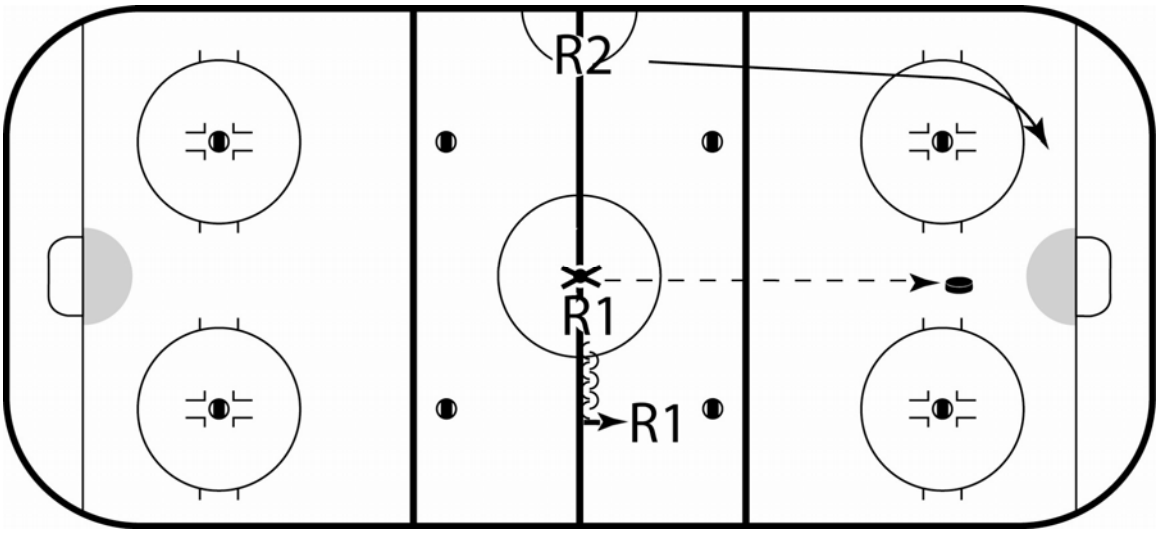


Figure 16

- For face-offs at the center ice face off spot in the neutral zone, when **R1** is taking the face-off, **R2** must be positioned opposite **R1** and move in either direction in order to cover the blue lines. If the puck goes into the end zone, **R2** must follow the puck to the end zone to the **BOP** position while **R1** covers the blue line (Figure 16).

- When a face-off takes place at one of the end zone face-off spots, **R1** drops the puck and backs to the **At the Boards** position. If the puck stays deep, **R1** must remain in this area. **R2** is positioned at the blue line. Before the puck is dropped, **R2** will be positioned at the blue line two meters from the boards. If **R2** is screened from seeing the players positioned behind **R1**, who is dropping the puck, then **R2** may move further from the boards an appropriate distance to get a clear view (Figure 17). If **R2** observes a face-off violation, **R2** will blow the whistle and point in the direction of the team that committed the violation.

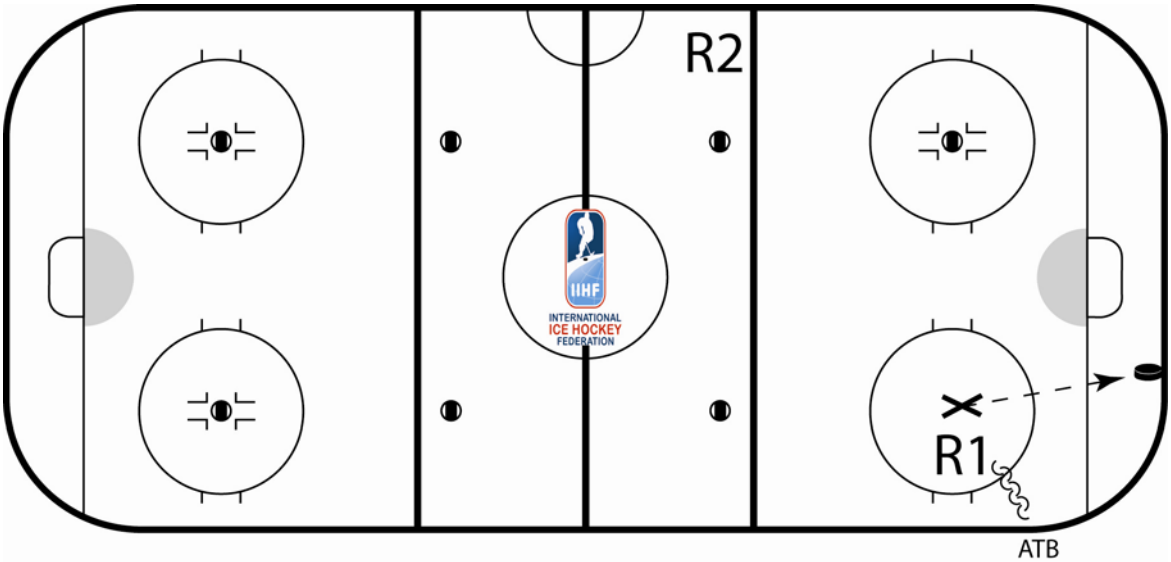


Figure 17

- If the play begins to move out of the end zone, **R1** must move quickly up the side boards to call plays at the blue line as the puck enters the neutral zone. **R2** must hold the blue line until **R1** is in the proper position to call an offside in the event that the puck is played back into the zone. When certain that the play is continuing to move forward, **R2** must move quickly to the centre red line in order to call a potential icing (Figure 18).

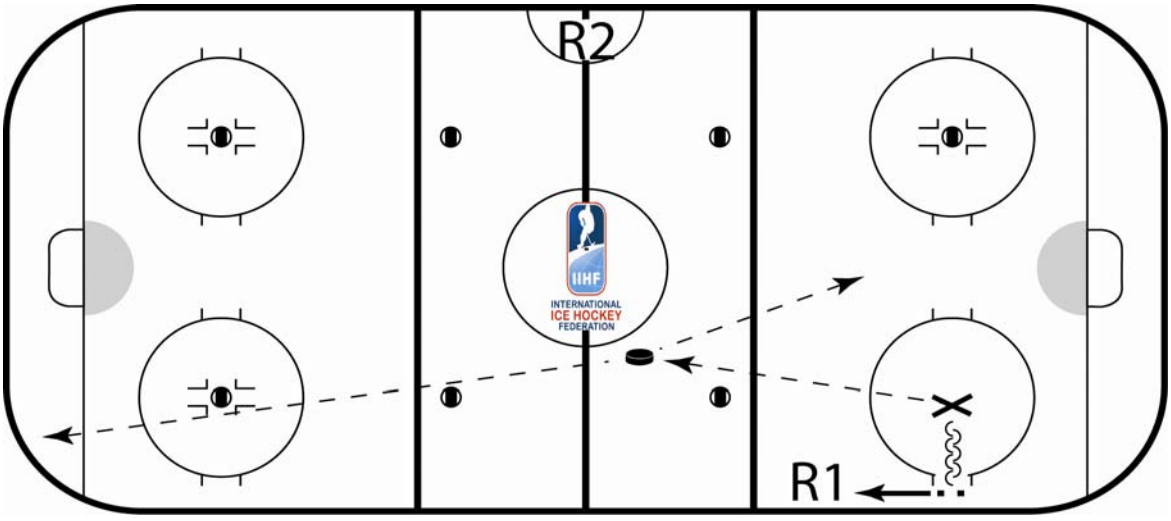


Figure 18

Face-Offs Zone Changes

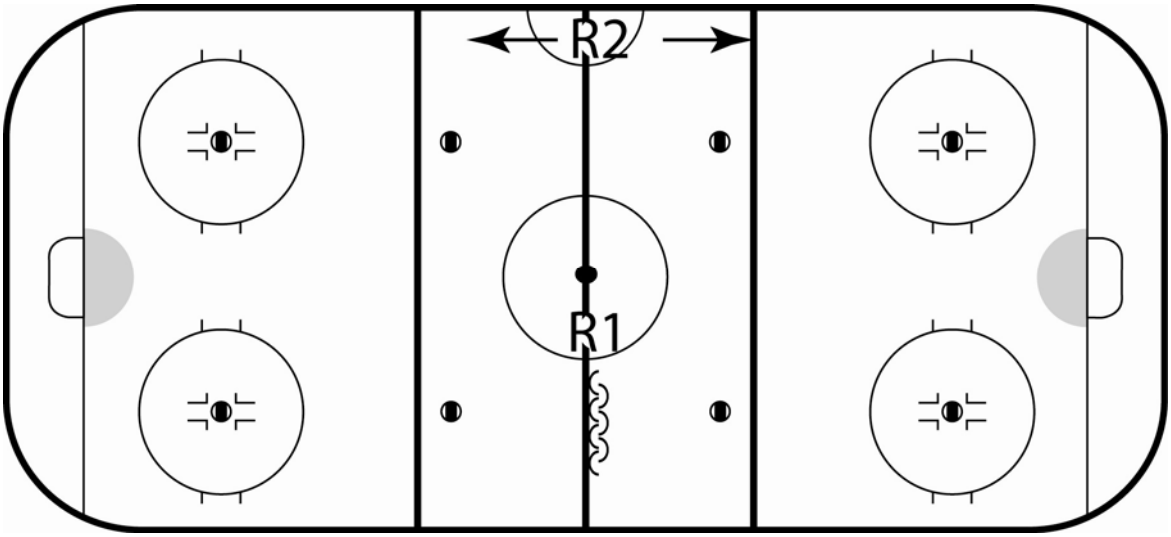


Figure 21

- To start the game or take a face-off at center ice, the two officials should be positioned along the centre red line facing each other. The official taking the face-off should be facing the Scorekeeper's bench so that the timekeeper can start the clock when the puck is dropped.
- When the puck is dropped, **R2** must go with the puck, whether to the right or left. This will allow **R2** to be at either blue line as the puck crosses the line (Figure 21).
- The officials will maintain their responsibilities for positioning until one of four things happens:
  - a stoppage of play,
  - a goal is scored,
  - a penalty is assessed,
  - the start of the next period.

When a Goal is Scored

- When a goal is scored in **R1's** end, he will signal the goal and report it to the scorekeeper. **R2** will retrieve the puck and go to centre ice for the ensuing face-off. **R1** will take up position on the centre red line facing **R2**. Positioning and procedures are now the same as for the start of the game (Figure 22).

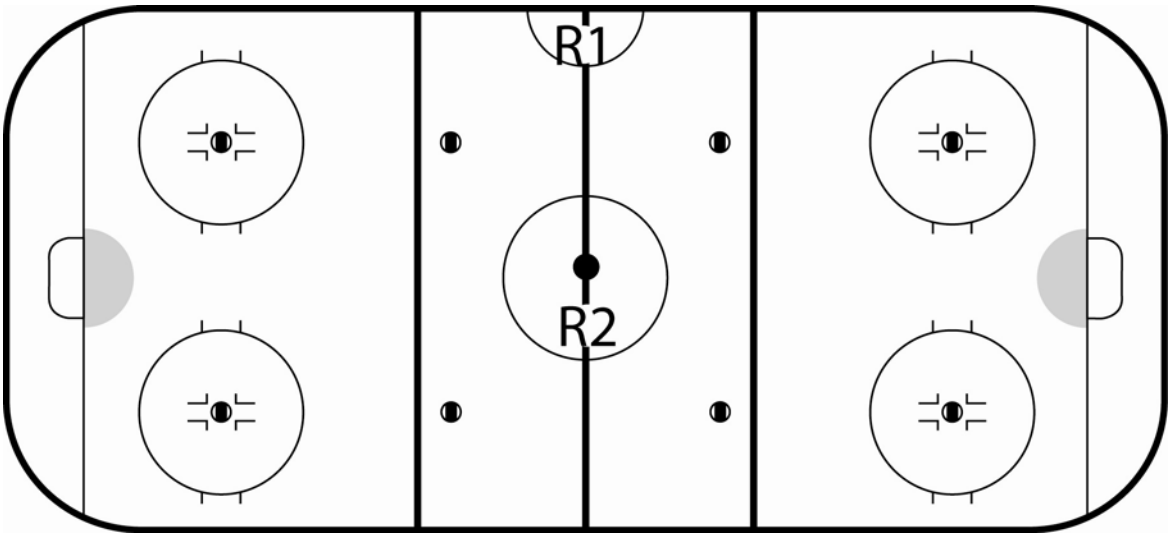


Figure 22

When a Penalty is Assessed

- When a penalty is assessed, the official **R1** will assess the penalty and report it to the scorekeeper. **R2** will retrieve the puck and proceed to the face-off spot and take the face-off. The official who assessed and reported the penalty **R1** will take up a position outside the blue line or across from **R2** in the neutral zone, depending on where the face-off is to take place (Figure 23).

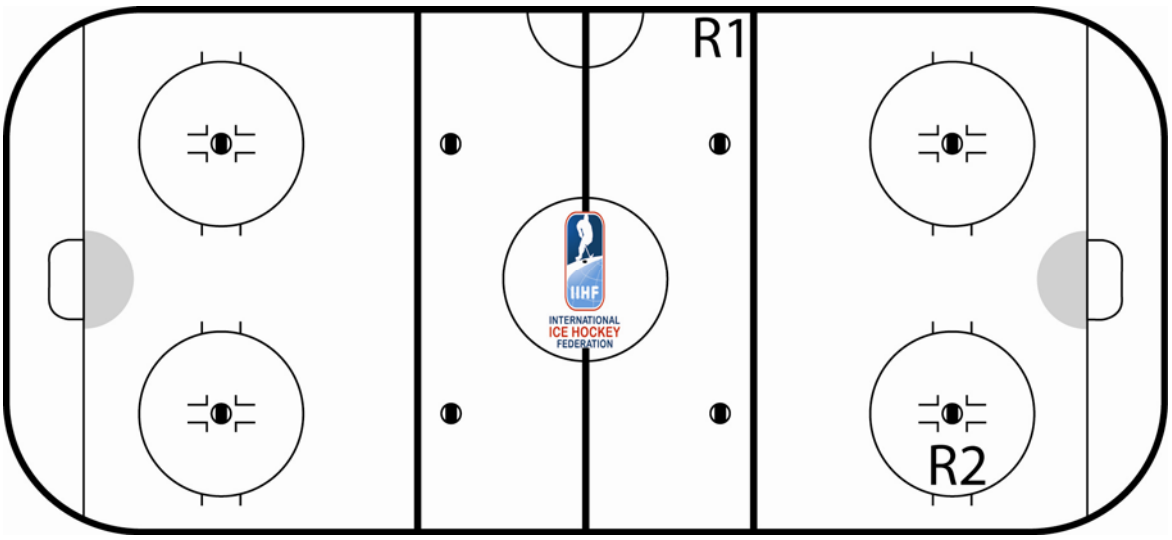


Figure 23

Common Faults and Tips

- A common fault is the failure of the official responsible for the attacking zone to leave the zone quickly in pursuit of the play. A quick turnover in the neutral zone could result in a close offside call at this official's blue line and the official must be in position to make the call.
- When there is a stoppage of play at the net, to reduce the conflict between players, a tip for the official in the attacking zone is to move to the **At the Net** position immediately, but keep all players in full view. His presence and verbal communication will act as a deterrent to altercations after the whistle.
- How does the official in the end zone know when to retreat from the **Base of Operations** to the **At the Boards** position as the play moves towards him?
  If the puck carrier is an attacking player, you can hold your position a little longer as they will normally go to the net, and you can follow. If the puck carrier is a defending player, retreat to the **At the Boards** position immediately as this play generally goes up the boards.
- Upon a stoppage of play, the two officials' first priority should be to watch the players on the ice. If two players are standing talking and challenging each other, immediately be aware of potential trouble, move in quickly and move the players out before any serious problems occurs. If there is no potential trouble, one referee will proceed to the face-off position and the other referee will retrieve the puck, skate back and take the face-off.

Three Official System - Referee

In the Three Official System, the referee is the person in charge of the entire hockey game and has the final decision in all situations.

The two linesmen come under the referee's jurisdiction and these three officials form the "on ice team". It is important that the referee give the linesmen as much support and backup as possible and that they work as a team both on and off the ice.

A good knowledge of proper positioning enables the referee to carry out his duties without interfering with the duties of the linesmen. It also enables the referee to avoid interfering with the flow of the play and the players, and in a position to make any necessary calls.

Position of the Referee for Face-Offs

- The referee should take all face-offs at centre ice at the start of the game, at the start of each period, and after a goal has been scored. The linesmen should take all other face-offs during the course of the game.

- For a face-off at any of the four spots in the neutral zone, the referee should be positioned on the opposite side of the ice, about 1.5 metres inside the blue line and 1.5 to 3 metres out from the boards. From this position, if the play goes directly into the end zone, the referee is able to follow it quickly, and implement his “end zone positioning”. If, however, the play breaks out up the ice, the referee is far enough out from the boards to avoid collision with the linesman (Figure 24).

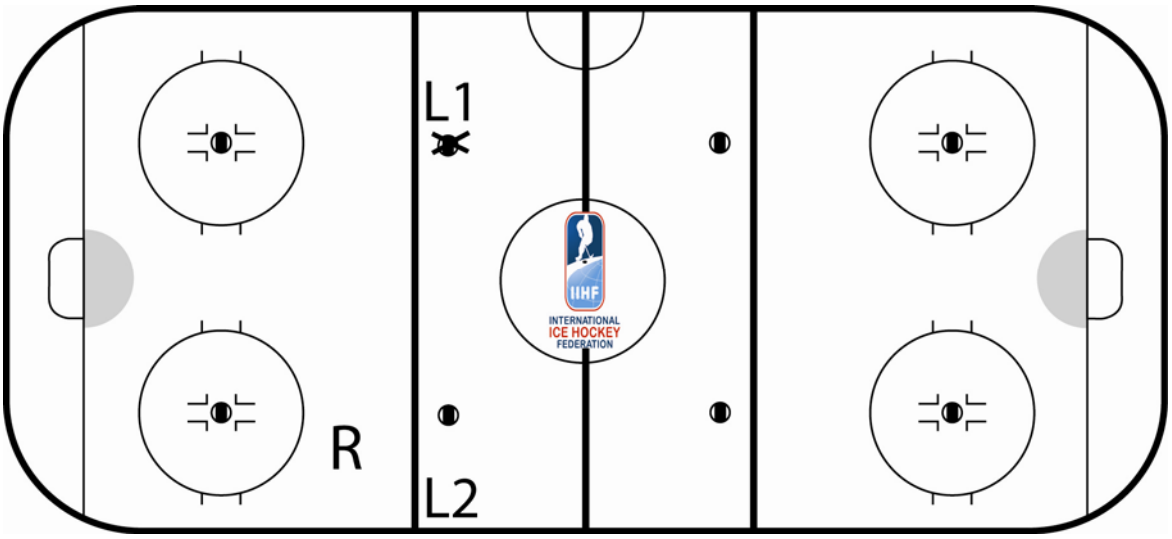


Figure 24

- For face-off at center face off spot in the neutral zone, the referee should be positioned on the side of the Scorekeeper’s bench about three metres from the boards, and 1.5 meters metres from either side of the red line in order not to block the view for linesman. This will enable the referee to be on top of the play or to move in quickly in both directions while following the play up the ice. (Figure 25).

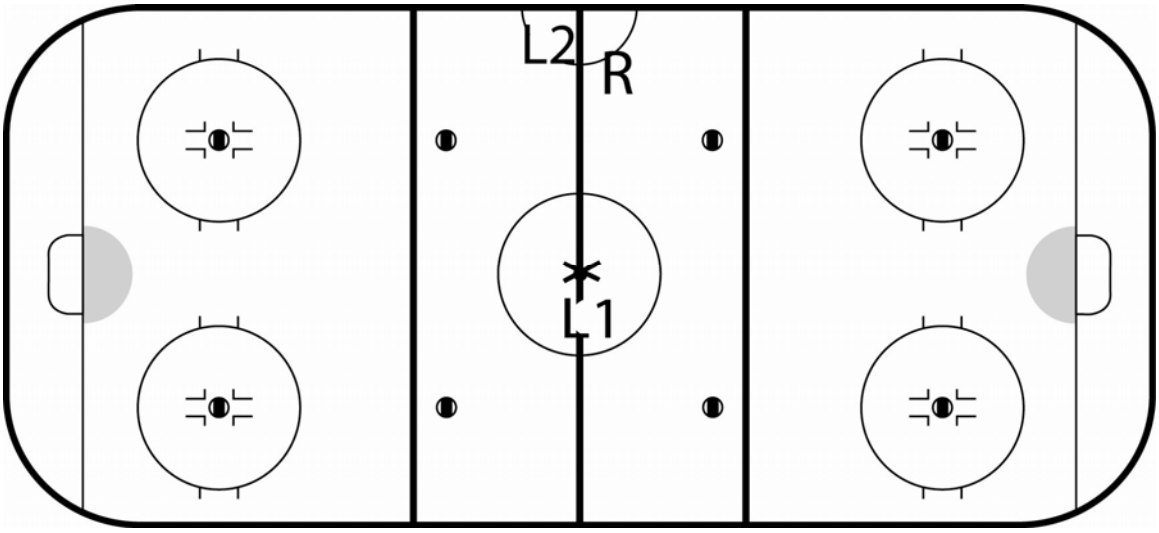


Figure 25

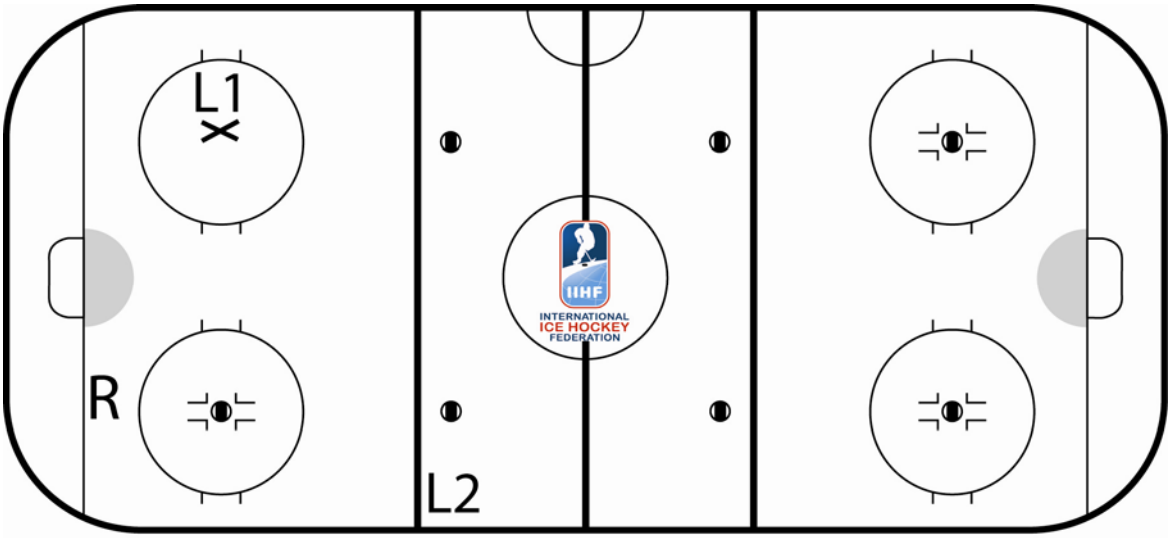


Figure 26

- When the face-off takes place at one of the end face-off spots, the referee should be at the **Base of Operations** position. From this position the referee will be ready for a close play at the net and have an excellent view of the goal line. Also, in this position the referee will not be in the way if a quick shot is taken at the net (Figure 26). The referee should avoid the area behind the goal line and the corners. If caught in these areas, the referee will lose mobility due to player congestion, will be screened by the net and too far behind the play should it break out of the zone quickly.

- If the center is removed from the face-off, the referee does not move over to the other side of the face-off. However the referee should warn the offending team that a second violation will result in a penalty being assessed. The linesman taking the face-off should give the referee time to issue the warning and get back to his proper position again.

Positioning While Play is in Progress

Positioning for the referee in the Three Official System is basically the same as for the Two Official System, with a few variations.

The referee in this system has the responsibility of calling penalties for infractions anywhere on the ice. The referee will not call offsides or icings; these are the responsibility of the linesmen. If a call is very obvious and the linesmen have been blocked out, then the referee may stop the play. This type of call would only be the odd exception.

- After conducting the face-off at centre ice, it is imperative that the referee get back towards the boards as quickly as possible, because while the referee is in the middle of the ice, part of the ice and some of the players will be behind the referee's back. Good positioning means keeping all of the players in front of you (Figure 27).

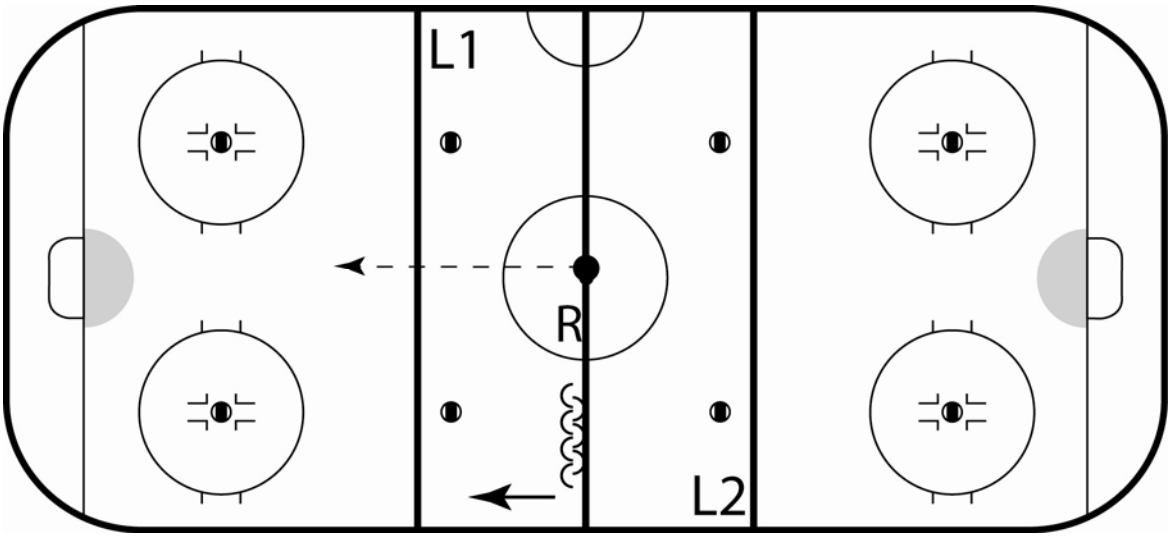


Figure 27

- How does the referee get back to the boards after a face-off? Does the referee skate backwards along the centre red line to the boards? The answer to both of those questions will vary depending upon the direction of the puck after the face-off. If the puck remains in the centre ice area, the answer to the second question is yes, providing the puck is in front of the referee. Common sense dictates that the referee will not skate to the boards when the puck is behind him. If the puck goes into the end zone, the answer is no, as the referee must follow the play. This means that the referee should angle towards the end and side boards and remain within proper range of the play.

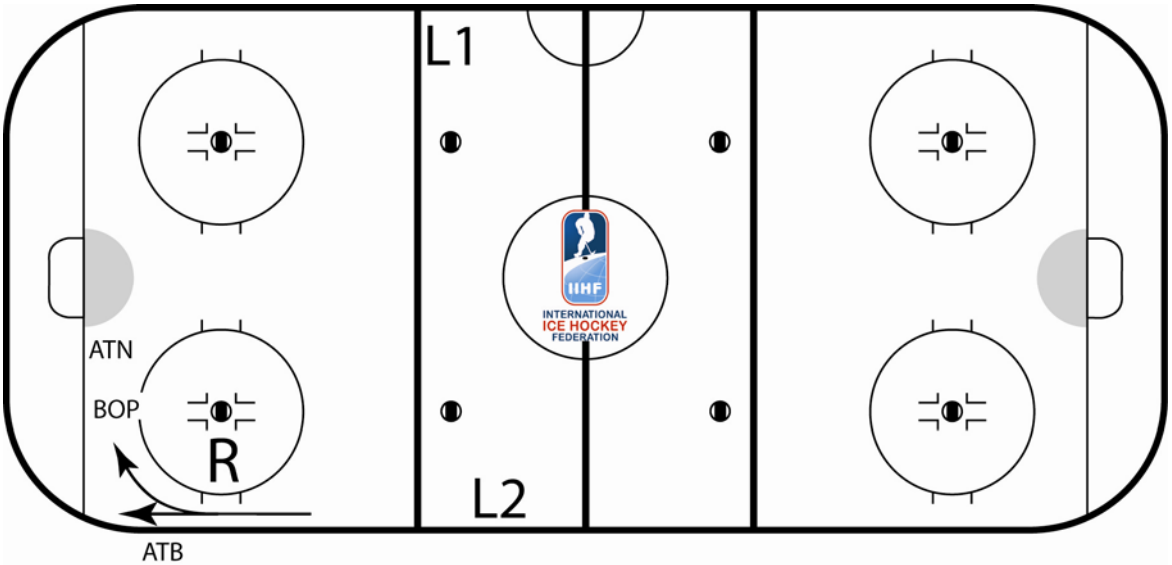


Figure 28

Note:
For experienced referees it is allowed to use the Cross over move behind the net, to gain better position at the net and to stay away from the play. This is an exceptional procedure, and may take place only when the play dictates and it is safe.

- As the play moves into the end zone, the referee should follow the play at these distances: 6 to 8 metres behind the play if the puck is on the opposite side of the ice, and 8 to 10 metres behind the play if the puck is on the same side of the ice. This will provide the referee with a good perspective of all the players. Also, if the puck suddenly changes possession and the play start out in the opposite direction, the referee will have sufficient room to avoid interfering with the play. If the play does go deep into the end zone, the referee should assume the "end zone positioning" as described earlier in this section (Figure 28).

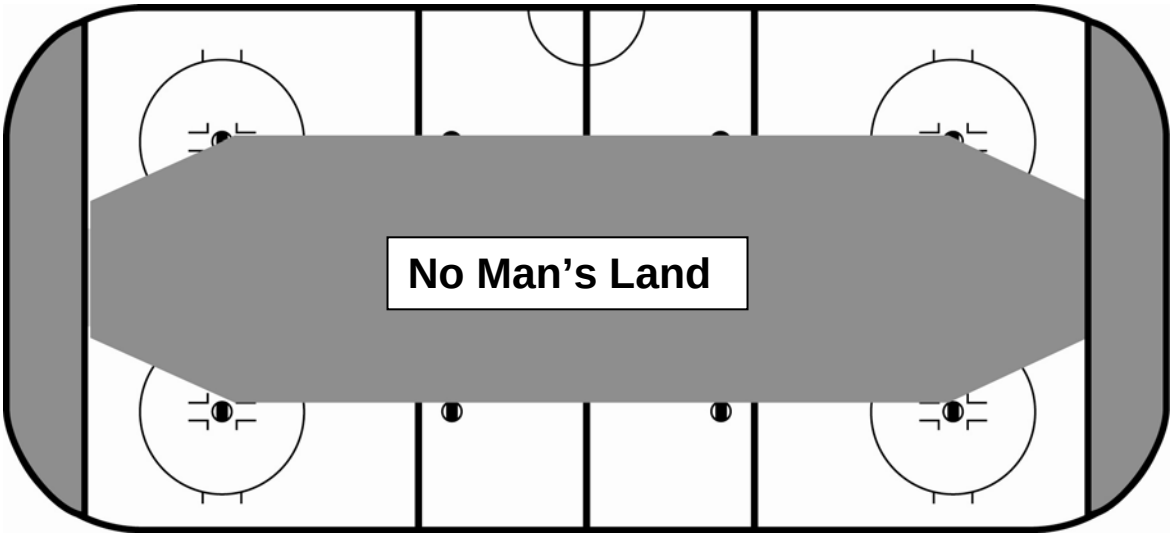


Figure 29

- The referee skating up the ice should be in the white area only. The shaded area is **No Man's Land** and should not be used by the officials, nor should they cross over from one side of the ice to the other side while play is in progress (Figure 29). They can move over at a stoppage of play, depending on the location of the face-off, and for a face-off at centre ice.

Note:
For experienced referees it is allowed to move behind the goal line when the play dictates, using the No Man's Lands space. Immediately when the play does not demand this move, the referee should move back to the normal procedure.

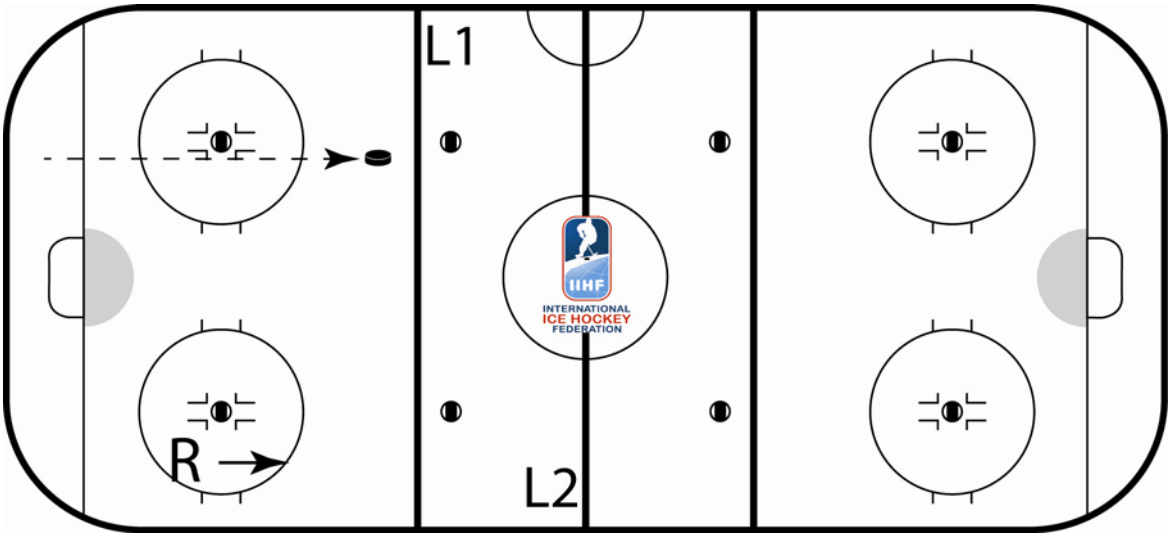


Figure 30

- If the defending team gains possession of the puck, the referee must be prepared to move out of the end zone with the play. When the puck is on the opposite side of the ice, the referee should be 2 to 4 metres from the boards and 6 to 8 metres behind the play (Figure 30). If the puck is on the same side of the ice, the referee should be 1 to 1.5 metres from the boards and follow 8 to 10 metres behind the play (Figure 31).

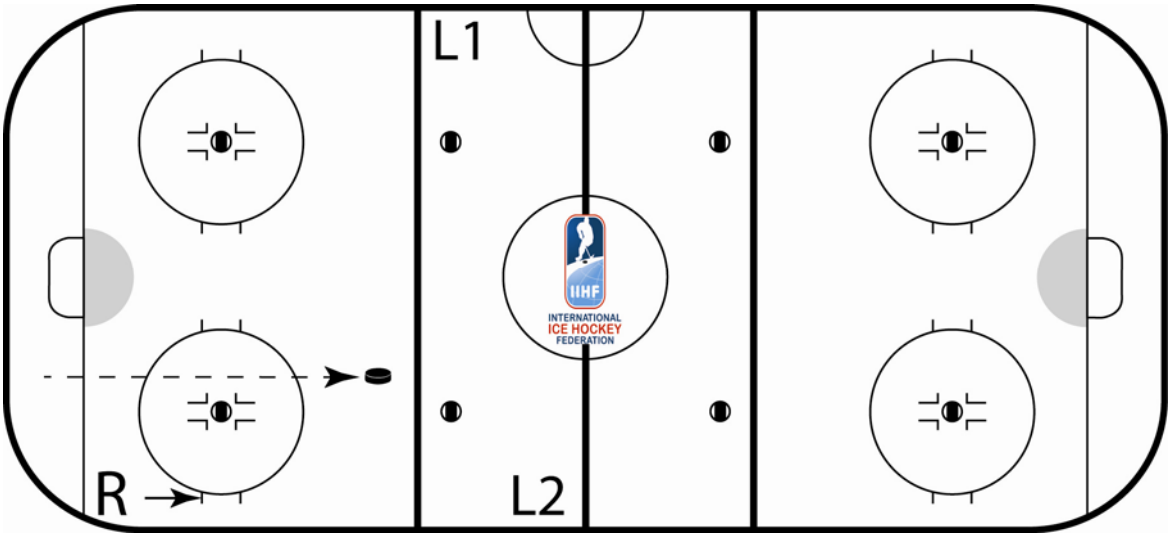


Figure 31

- When the puck is on the same side of the ice, the referee must stay near the boards to ensure the following:
  - no player gets behind the referee,
  - the referee does not interfere with the play,
  - if the referee is going to get hit by a player, contact should be against the boards for protection.
- When play is in the end zone, the referee will utilize the “end zone positioning” as described earlier in this section.
- As play moves into the neutral zone and approaches the far blue line, the referee should remain close to the side boards if the puck is on the same side of the ice and roughly 8 to 10 metres behind the play. This will enable the referee to keep all players in view. If the puck changes direction and starts coming back, the referee will be able to get out of the way of the players. However, if the play is on the other side of the ice, the referee should move out 6 to 8 metres behind the play. In this position the referee will have sufficient time to move back if the play comes back. As the play moves into the end zone, the referee can establish his “end zone positioning” based on the location of the play.

Common Faults and Tips

- A common fault for referees is their failure to move out of the attacking zone in pursuit of the play if there are opposing players straggling behind. Follow the play, glance back several times and rely on your linesmen to communicate with those players and to keep you informed of any problems that may occur.

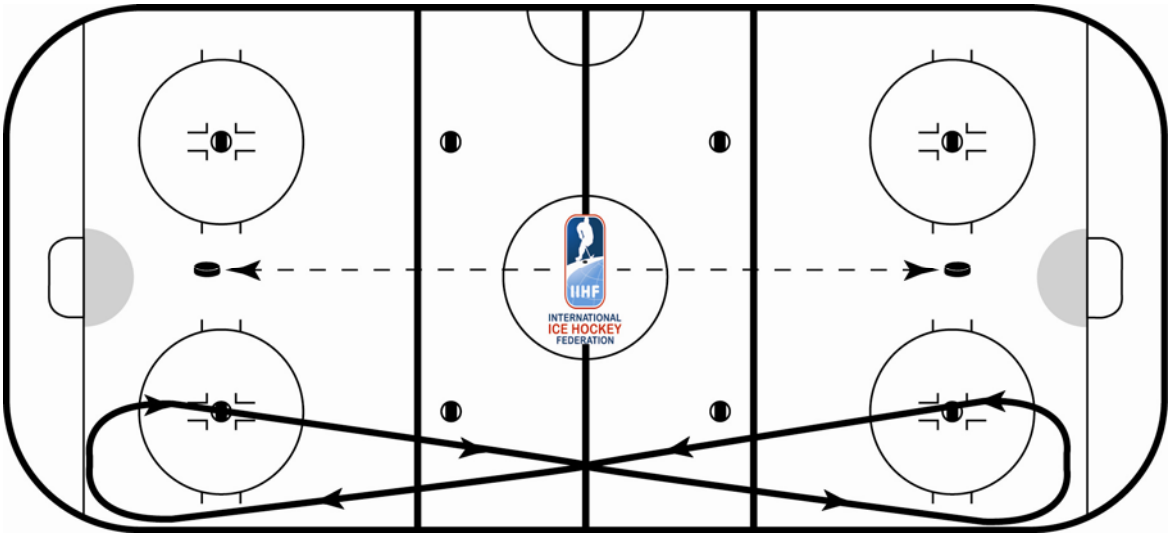


Figure 32

- To reduce the number of stops and starts, and to maintain excellent position while play is in progress, try to maintain a “figure 8" pattern of positioning by using tight turns (Figure 32).
- Many altercations occur in the area around the net. Once play has stopped the referee should move to a position of not more than three metres from the net but with all players and both benches in full view. Your presence and verbal communication will deter any actions and you will have a good view of any altercation or players leaving the benches.

Three Official System - Linesmen

Most of the face-offs are conducted by the linesmen. The linesman who is conducting the face-off should retrieve the puck. Upon the stoppage of play, the two linesmen should watch the players on the ice as their first priority. If two players are standing talking and challenging each other, they should be immediately aware of this potential trouble, move in quickly and move the players out before any serious trouble occurs. If there is no potential trouble, one linesman will proceed to the position for the face-off and the other will retrieve the puck, skate back and take the face-off.

Positioning While Play is in Progress

- They should always be in position to call the play.
- They should be at their blue line (or slightly inside the blue line), establishing the best position to have an unobstructed view down the line. This is called “Working the Line” as the puck crosses the line. They should not straddle the line.

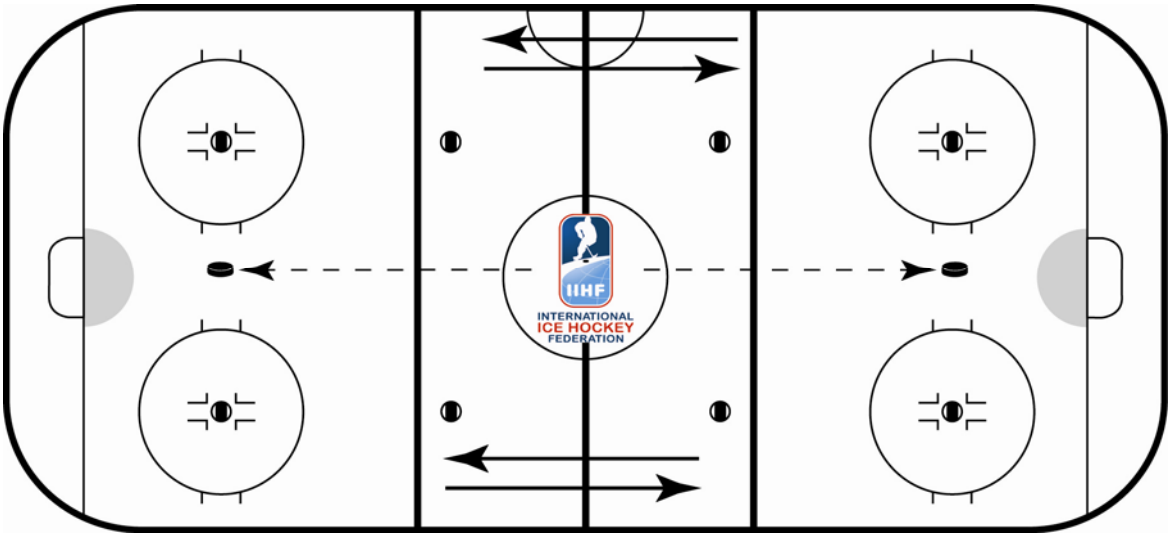


Figure 33

- They should work from the blue line to a position about midway between the centre red line and the other blue line (Figure 33).
- The back linesman must **ALWAYS** position himself so that he is at the same level as the deepest offensive player in order to cover his blue line in case of a fast break, long pass situation.

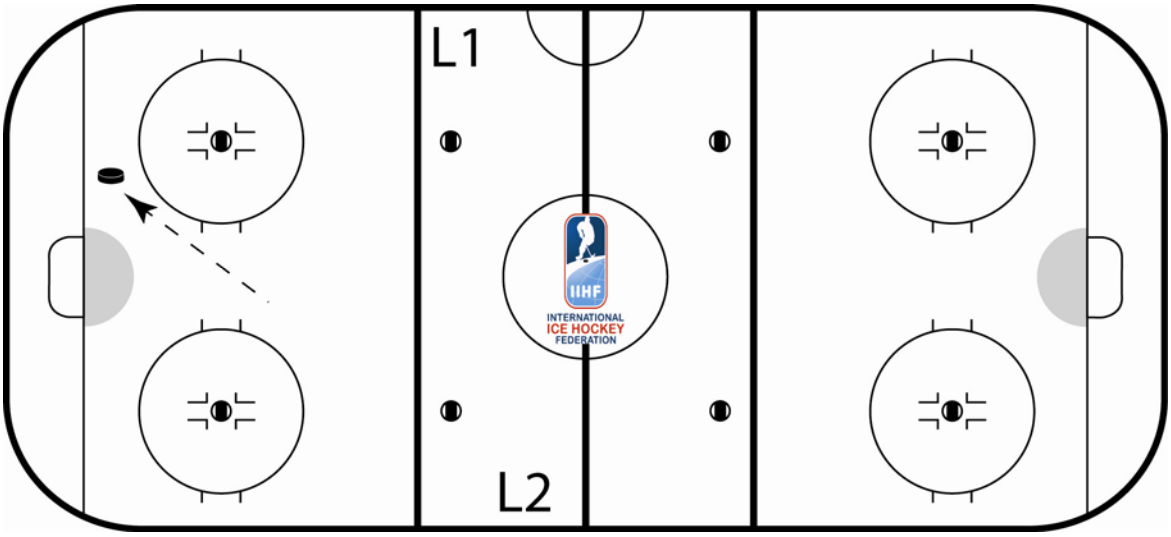


Figure 34

- When play is in the end zone, the front linesman **L1** should be one stride outside the blue line, turn the body at 45 degree angle to view the entire end zone while the other linesman **L2** should be midway between this blue line and the centre red line on the opposite side of the ice (Figure 34).

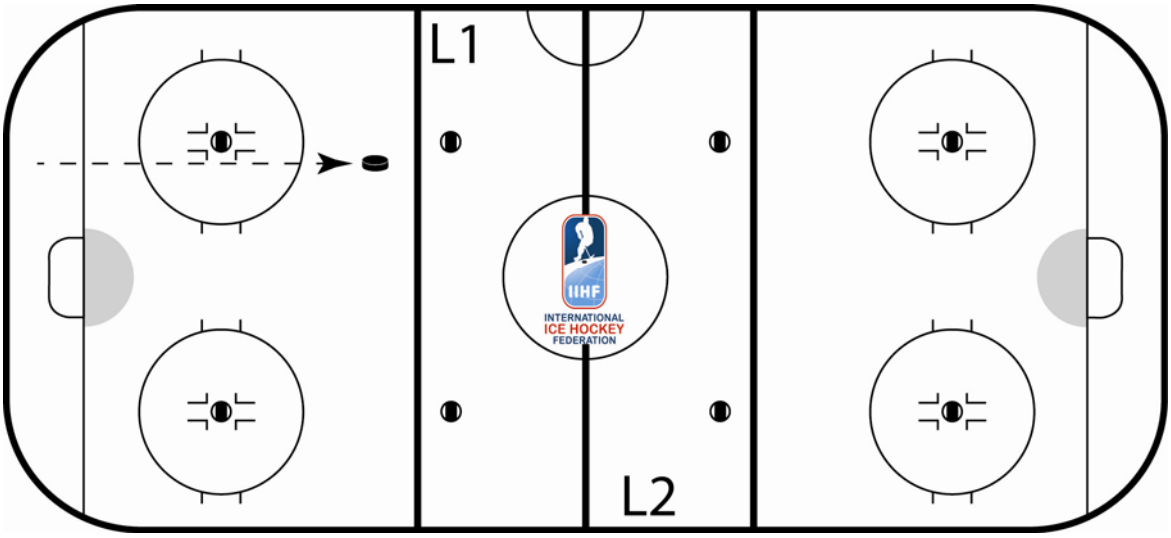


Figure 35

- When the defending team gains possession in their end zone, **L2** should anticipate the play coming out of the end zone and move back to the red line. In these positions, **L1** and **L2** now have both blue lines covered. (Figure 35).

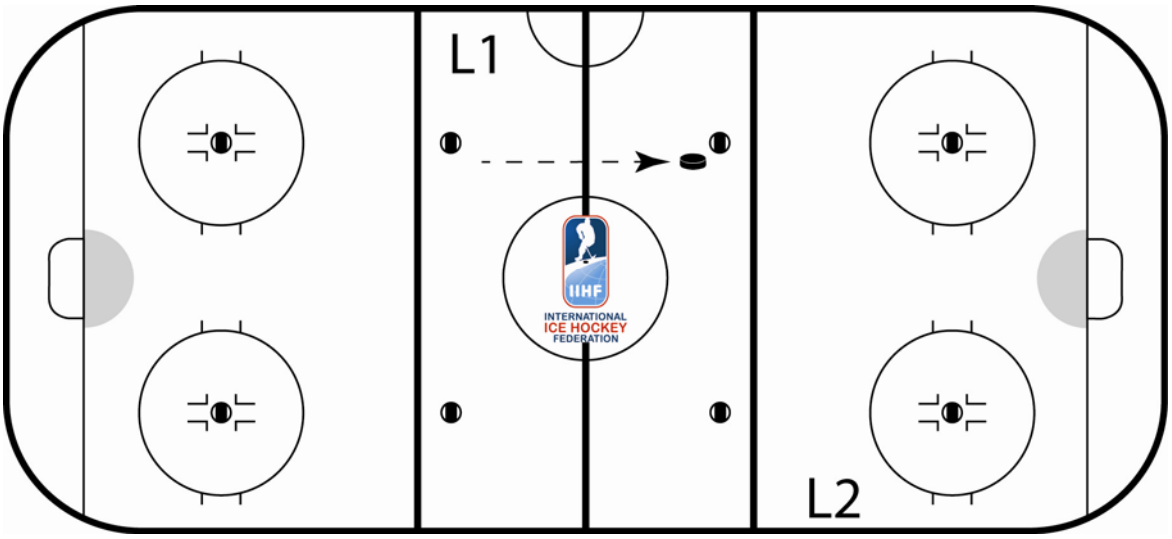


Figure 36

- Linesman **L1** must observe attacking players behind the play as the play leaves the end zone and be able to get back to the blue line in time to make a call if the play changes direction. After the puck crosses the blue line, **L2** will move to the attacking blue line and be in position to call a potential offside at that line (Figure 36).

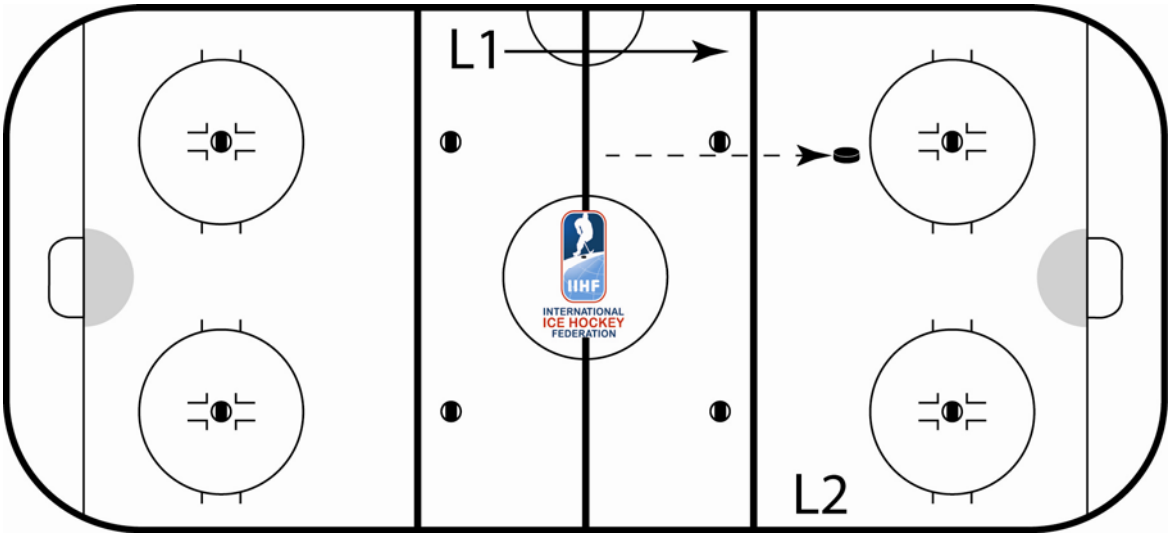


Figure 37

- When the puck approaches the blue line, **L2** must be at the line while **L1** should move up to a position midway between the centre red line and blue line.

- Both linesmen should always be at their blue line and in correct position **before** the puck, on any potential offside play at the blue line (Figure 37).
- When the puck comes out of the end zone, the procedure for positioning is then reversed for each official.

Positioning for a Face-Off

- Face-offs will be taken by the linesman retrieving the puck.
- The linesman not taking the face-off must hold and cover the line of the linesman taking the face-off.

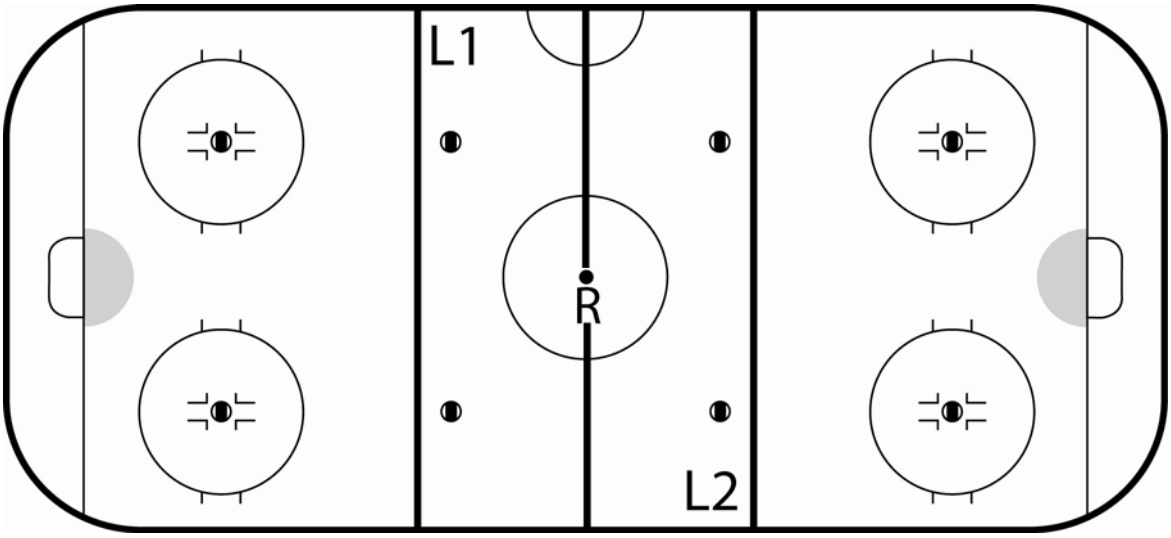


Figure 38

- When the referee is taking a face-off at centre ice, the two linesmen should be on opposite sides of the ice against the side boards, just outside the blue line (Figure 38).
- After a goal has been scored, the linesman on the side of the player's bench will take up a position close to the bench of the "Happy" team.

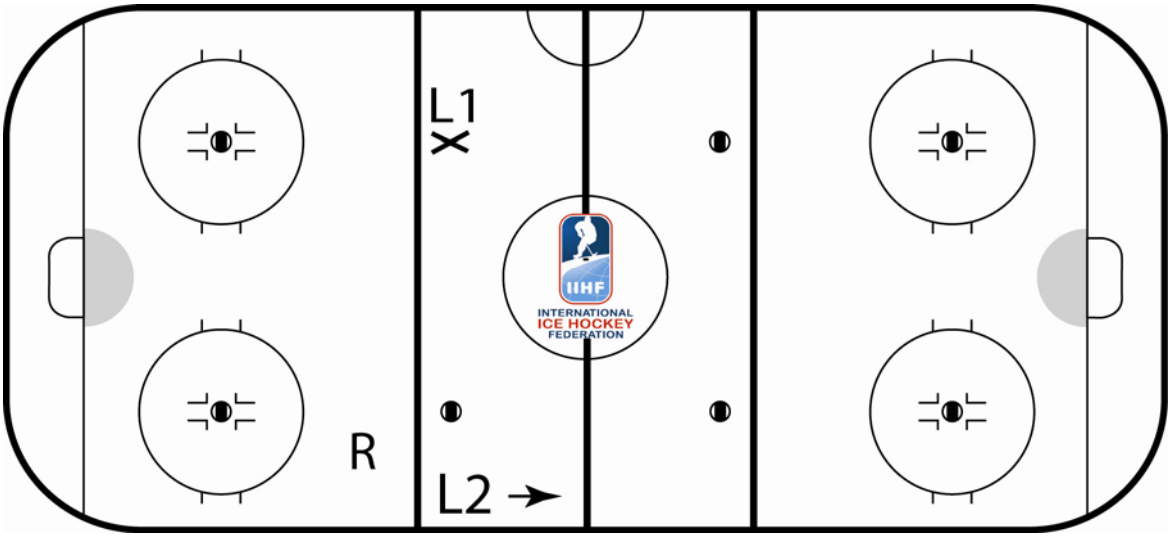


Figure 39

- For a face-off at the face-off spots in the neutral zone, **L2** must always follow the play and cover the attacking blue line, as **L1** is always taking up his position as back linesman between the blue line and the red line (Figure 39).

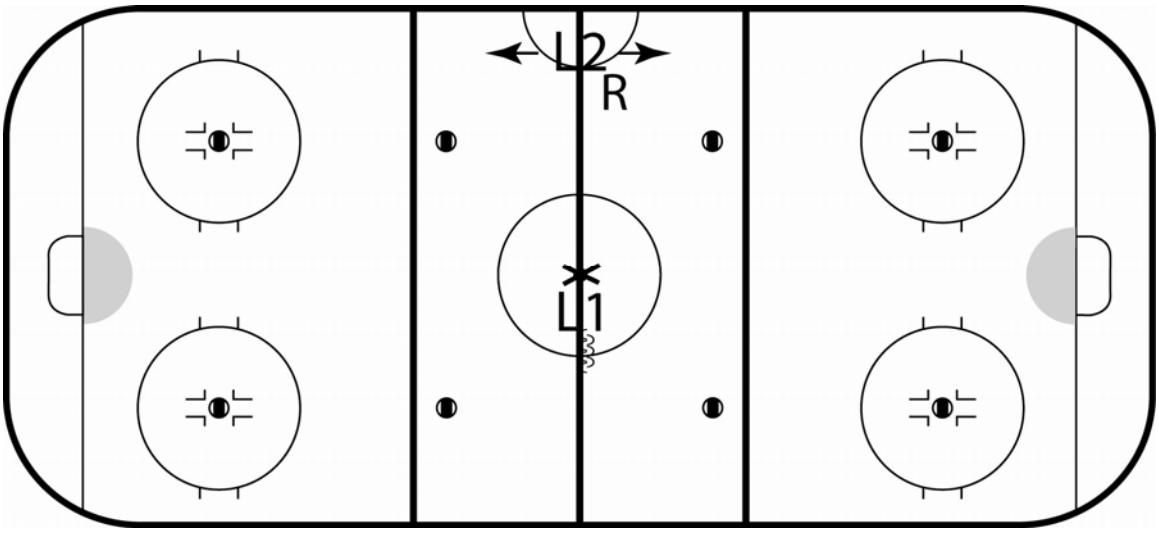


Figure 40

- For the face-off in the center face off spot, the two linesmen should be positioned along the centre red line facing each other. The linesman taking the face-off **L1** should be facing the Scorekeeper's bench so that the timekeeper can start the clock when the puck is dropped. **L2** positioning on the side of the Scorekeeper's bench is responsible for all lines in case **L1** is trapped in the middle of the ice. (Figure 40).

- When the face-off is at an end face-off spot, **R2** should be positioned one stride outside the blue line on the opposite side of the ice. If **R2** is screened from seeing players positioned behind **R1**, who is conducting the face-off, then **R2** may move off the boards an appropriate distance to get a clear view. If a player is encroaching, **R2** will blow the whistle and point out which team caused the **face-off encroachment**. **R1** will then remove the offending team's centre player and conduct the face-off with a new centre from the offending team. Before conducting that second face-off, the linesman must wait until the referee will make warning to the offending team and will get back to his proper position. After the puck is dropped, **R2** will move back to the side boards and take a position one stride outside the blue line. **R2** will remain there and **R1** will then move out midway between the centre red line and blue line. (Figure 41)

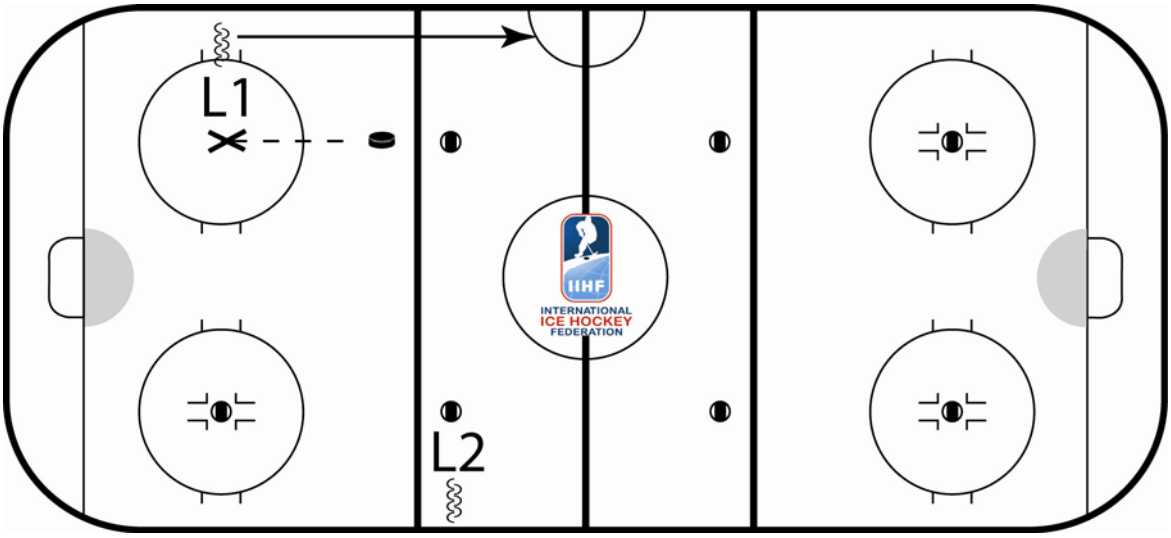


Figure 41

- Both linesmen should work as a team, always aware of what is going on and knowing where the other linesman is at all times.
- They should always be alert and ready to cover each other's lines if one linesman should fall or be trapped out of the play.
- They should always be prepared to cover for the referee if he falls or gets trapped out of the play. If this happens the linesman may have to enter the end zone and practice the "end zone positioning" until the referee gets back into position.
- Working as a team, along with the referee, they should have complete control of the hockey game.

Common Faults and Tips

- A common fault of the linesman on a stoppage of play at the net is a slow reaction to the whistle, or a pre-occupation with retrieving the puck. Anticipate the whistle and rush immediately to the area in front of the net or the area of high player concentration to deter any potential altercation. You can retrieve the puck later.
- Linesmen should set as their standard for positioning to be at the blue line before the play crosses the line. To reach the line at the same time as play crosses the line does not give for an opportunity to view the full ice surface and watch as play develops up ice.

One Referee - One Linesman System

In the Three Official System, the referee is the official in charge of the game. In the event that one of the three officials is unable to appear, or due to sickness or injury is unable to finish the game, the following procedures should be followed (officials should be aware of the policy in their National Association):

- If the referee is unable to continue or appear, the two linesmen shall work the two official system, as described earlier in this section.

OR

- If the referee is unable to continue or appear, one of the linesmen shall assume the duties of the referee. This system shall be known as the one referee - one linesman system. The selection of which linesman will assume the duties of the referee would normally be done by the referee, however, this may not always be possible.
- Where there is a game supervisor or referee supervisor, it becomes their responsibility, in discussion with the referee, to decide whether to use one linesman as a referee or change to the two official system.

  If a linesman is selected as the referee, in most instances, the linesman will be the most senior of the two.
- Should one of the linesmen be unable to continue or appear, the referee and the remaining linesman shall work the one referee - one linesman system, as described earlier in this section.

OR

- Should one of the linesmen be unable to continue or appear, the referee and the remaining linesman shall work the one referee - one linesman system.

Note:

- *The one referee - one linesman system should be used as the exception rather than the rule. If used, it should only be in upper level games where the consistency of the referee is of the utmost importance.*
- *Should another official be available in the arena or nearby, that individual should be encouraged to replace the missing linesman (provided this individual is qualified to officiate at the level of hockey being played).*

Positioning and Procedures (One Referee - One Linesman System)

- The referee is responsible for all end zone face-offs, while the remaining linesman shall be responsible for all neutral zone face-offs.
- For icing calls, normally the referee will be the back official and would indicate that a potential icing is in effect by extending the arm at shoulder level and pointing up ice by using a pumping motion. This is done until the front official (linesman) either blows the whistle to indicate icing or until the icing is washed out. If icing is called, the referee will proceed to the face-off spot and prepare to conduct the ensuing face-off.

Note: The referee must be careful not to raise the arm for icing. This could cause confusion for the players, coaches and spectators who may think that a penalty is about to be assessed. The key in this situation is to communicate well with your partner, using eye contact, signals and verbal communication.

- The referee must also be prepared to call offside at the blue line. This would happen when the referee is pursuing the play through the neutral zone and there is a sudden change in possession that would make it impossible for the linesman to go from one blue line to the other to make an accurate call. The referee must be prepared to make a call in these situations.

Note: The referee must not raise the arm for delayed offside. Verbal instructions must be used in this situation. Calling out "Offside" will be effective in ensuring that the attacking players are aware that they must clear the zone. Once the linesman reaches the blue line, and using effective communication with the referee, the linesman can take over this call at the blue line and the referee can resume the necessary end zone positioning.

- The referee in this system must also assist with altercations. Otherwise, the remaining procedures for the referee and linesman remain unchanged from those outlined in the Three Official System.

One Referee System

In the event that one of the two officials is unable to appear, or due to sickness or injury is unable to finish the game, the following options are suggested (officials should be aware of the policy in their National Association):

- Appoint a replacement official (if available) and continue using the two official system.
- If possible, appoint a player from each of the competing teams to act as a linesman and the remaining official shall become the referee in a three official system. Both teams must be in full agreement with this option.
- Continue the game using one official. This is not highly recommended, although, in reality, it is often less costly than suspending the game and having it replayed. In lower levels of hockey, this is highly recommended as the first option.
- Officials should always report on the game sheet the circumstances surrounding an official not appearing or unable to finish a game.

Note: National Associations must give specific directions to their officials with respect to the procedures they are to follow when officials are unable to appear or become sick or injured.

Summary

Positioning is an important element in becoming a good official. You must understand and perform the procedures outlined in this section to allow you to make the correct call. Each official from every country must become familiar with the IIHF Official's Development Program positioning and procedures to ensure consistency when applying these skills.

SECTION 7

Offside and Icing

Examples and Interpretations Regarding Offsides and Icings

Upon completion of this section you will be better prepared to:

- Explain the guidelines used to make the correct offside and icing calls;
- Demonstrate competent linesmen judgement.

Offside

Figure 1

An offside occurs when the puck has been preceded over the blue line by both skates of a player on the attacking team. It is the position of the attacking player's skates at the instant the puck *completely* crosses the blue line that is the determining factor. If both skates are over the blue line, then the player is **OFFSIDE.** (Figure 1)

Figure 2

An attacking player has both skates over the blue line. A teammate in the *neutral* zone shoots the puck. The puck hits the opposing player, deflecting off the body or stick, and then crosses the blue line. **OFFSIDE** (Figure 2)

Figure 3

A player has one skate above the blue line (over top of but not touching) and one skate over the blue line at the instant the puck completely crosses the blue line. **OFFSIDE** (Figure 3)

Figure 4

An attacking player crosses the blue line with the puck. The player then brings the puck on his stick back out over the blue line into the *neutral* zone while the player's *skates* are still in the *attacking* zone. The player then brings the *puck* back into the *attacking* zone. **OFFSIDE** (Figure 4)

Figure 5

A player has one skate on the ice in the *neutral* zone, and one skate on the ice in the *attacking* zone. At the instant the puck crosses the blue line (entering the *attacking* zone) the player raises the skate in the *neutral* zone. **OFFSIDE** (Figure 5)

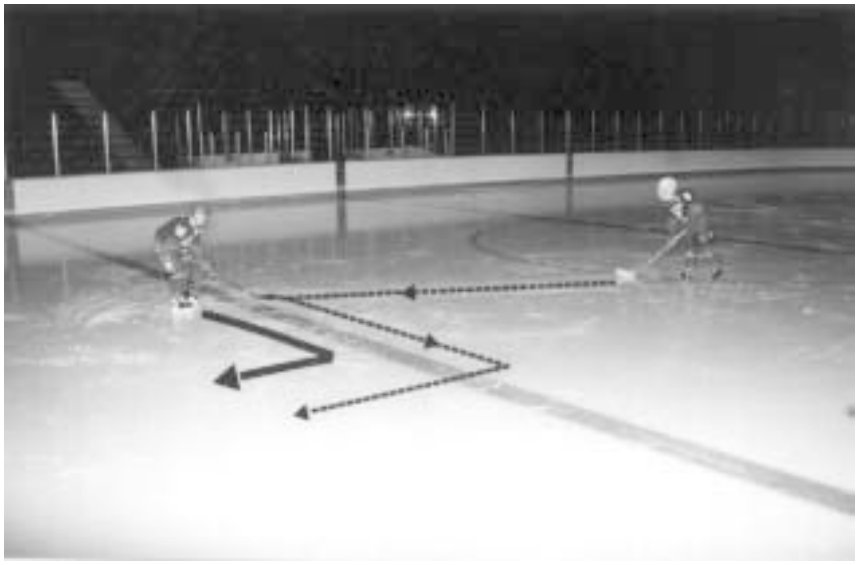


Figure 6

A player with *both skates* over the blue line (in the *attacking* zone) receives a pass from a teammate in the *neutral* zone. The player stops the puck with the stick before the puck crosses the blue line, and then pulls the puck over the blue line (into the *attacking* zone). **OFFSIDE** (Figure 6)

Not Offside

Figure 7

A player has one skate on the blue line and one skate inside the blue line at the instant the puck completely crosses the blue line. **NOT OFFSIDE** (Figure 7)

Figure 8

An attacking player receives a pass with one skate inside the blue line while the other skate and puck are in contact with the blue line. **NOT OFFSIDE** (Figure 8)

Figure 9

A player has one skate outside of the blue line or on the blue line, and one skate inside the blue line at the instant the puck completely crosses the blue line. **NOT OFFSIDE** (Figure 9)

Figure 10

An attacking player is in the *attacking* zone. An opposing player having *possession and control* of the puck in the *neutral* zone carries the puck back into the *defending* zone, while the attacking player is still in the *attacking* zone. **NOT OFFSIDE** (Figure 10)

Figure 11

An attacking player is in the *attacking* zone. An opposing player, having *possession and control* of the puck in the *neutral* zone, passes or shoots the puck back into his *defending* zone while the attacking player is still in the *attacking* zone. **NOT OFFSIDE** (Figure 11)

Figure 12

An attacking player is in the *attacking* zone. An opposing player, having *possession and control* of the puck in the *neutral* zone, passes or shoots the puck back into his *defending* zone. The puck is intercepted by the attacking player who is already in the *attacking* zone. **NOT OFFSIDE** (Figure 12)

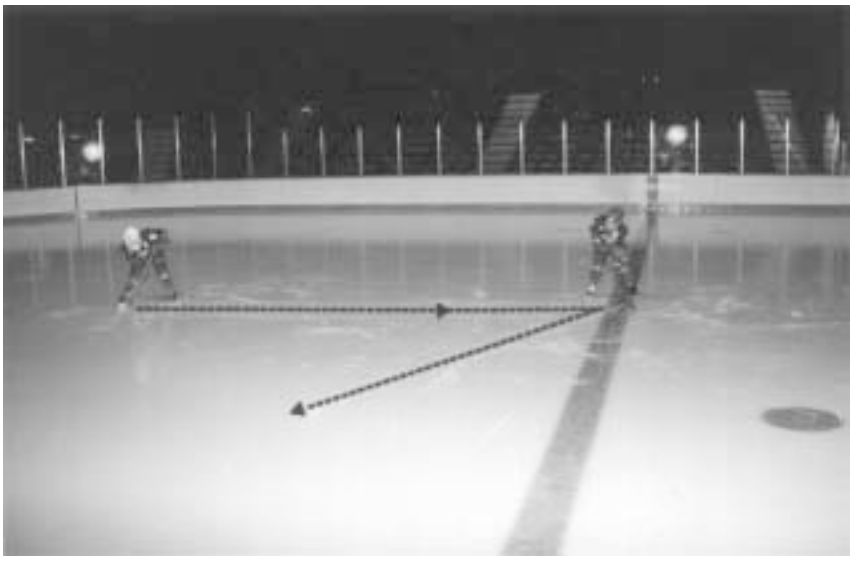


Figure 13

The attacking team is in possession of the puck in the *attacking* zone. The puck is passed back to the blue line, and then is shot back again. **NOT OFFSIDE** (Figure 13) *Note: The puck did not completely cross the blue line.*

Figure 14

An attacking or defending player in the *attacking* zone shoots or deflects the puck completely over the blue line. The attacking player(s) come back and put one skate on the blue line until the puck completely crosses the inner edge of the blue line again. **NOT OFFSIDE** (Figure 14)

Figure 15

A player has both skates over the blue line, but the puck is still on the blue line. **NOT OFFSIDE** (Figure 15) *Note: Since the puck has not completely crossed the inner edge of the blue line, no offside infraction has been committed.*

Figure 16

The puck is in possession of the attacking team in the *attacking* zone. The puck is passed back to the blue line, where it comes half out over the blue line (half on the line and half over the outer edge of the line). The puck is then shot back into the *attacking* zone. **NOT OFFSIDE** (Figure 16) *Note: Again, the puck did not completely cross the outer edge of the blue line.*

Figure 17

An attacking player, with both skates inside the blue line, receives a pass from a teammate in the *neutral* zone. The player stops the puck with the stick before the puck crosses the blue line. The player now comes back, puts one skate on the blue line, holds the skate on the blue line, and then pulls the puck over the blue line while one skate is on the blue line. **NOT OFFSIDE** (Figure 17)

Figure 18

A player who is actually propelling the puck shall not be considered offside if the player crosses the blue line ahead of the puck. (Example: A player takes a pass from a teammate while approximately 1.5 metres from the blue line in the *neutral* zone, then turns around and skates backwards, propelling the puck over the blue line after the player). **NOT OFFSIDE** (Figure 18)

Delaved Offside

Figure 19

An attacking player or defending player shoots the puck out over the blue line. The puck then deflects off an attacking or defending player in the *neutral* zone, back into the *defending* zone while an attacking player is in the *attacking* zone. **DELAYED OFFSIDE** (Figure 19)

Figure 20

An attacking player or defending player in the *attacking* zone shoots the puck out over the blue line into the *neutral* zone. The puck hits an official in the *neutral* zone, deflecting off of the official, back into the *defending* zone while an attacking player is still in the *attacking* zone. **DELAYED OFFSIDE** (Figure 20)

Figure 21

When any attacking player(s) precedes the puck into the *attacking* zone, the official will signal a **DELAYED OFFSIDE**, by raising his arm. All attacking players must *CLEAR THE ZONE* by making skate contact with the blue line, without making contact with the puck or without a defending player playing the puck. **DELAYED OFFSIDE** (Figure 21)

Figure 22

When a **DELAYED OFFSIDE** is in effect, and all attacking players have *CLEARED THE ZONE* by making skate contact with the blue line (or the defending team has passed or carried the puck into the *neutral* zone), the linesman will drop his arm to nullify the delayed offside. *Note: The attacking zone must be clear of all attacking players before a delayed offside can be nullified with the puck still in the attacking zone.* (Figure 22)

Figure 23

When the puck is shot on goal from outside the *attacking* zone with an attacking player(s) already in the *attacking* zone, the play shall be stopped under the normal *CLEARING THE ZONE* rules. (Figure 23)

Intentional Offside

When an offside is determined to be an intentional offside, the play will be stopped immediately and the ensuing face-off will be at the end zone face-off spot in the end zone of the offending team. (Rule 450 (c)i.3

Figure 24

Figure 25

There are four cases when INTENTIONAL OFFSIDE can be called.

1. An attacking player in the attacking zone, knowing that there is a delayed offside, *deliberately* plays the puck carrier. **INTENTIONAL OFFSIDE** (Figure 24)
2. An attacking player *deliberately* carries the puck into the attacking zone while knowing that players from his team are in an offside position. **INTENTIONAL OFFSIDE** (Figure 25)
3. An attacking player *deliberately* shoots the puck on the net knowing that a teammate is in an offside position. **INTENTIONAL OFFSIDE**
4. An attacking player in the attacking zone, knowing that there is a delayed offside, *deliberately* plays the puck. **INTENTIONAL OFFSIDE**

Icing

Figure 26

The puck is shot from behind the centre red line and goes down over the goal line. **ICING** (Figure 26)

Figure 27

The puck is shot by a player behind his own blue line, hits a teammate's stick or body on his own side of the centre red line, and the puck then continues down over the opposing goal line. **ICING** (Figure 27) *Note: Icing occurs the instant the puck crosses the goal line.*

Figure 28

The puck is shot down the ice from behind the centre red line, hits the end boards, and then rebounds through the goal crease. **ICING** (Figure 28)

Figure 29

The puck is shot from behind the centre red line and goes down the ice over top of the crossbar. **ICING** (Figure 29)

Figure 30

The puck is shot by a player, who is on his own side of the centre red line. The puck goes down the ice, through the goal crease and over the goal line. **ICING** (Figure 30)

Figure 31

The puck is shot by a player standing behind the centre red line. The puck goes down over the goal line, touching part of the line forming the goal crease, then goes over the goal line. **ICING** (Figure 31)

No Icing

0

Figure 32

A player standing behind the centre red line, and with the puck on the stick over the centre red line, shoots the puck down over the goal line. **NO ICING** (Figure 32)

Figure 33

The puck is shot by a player from behind the centre red line and goes down the ice into the goal. **GOAL COUNTS - NOT ICING** (Figure 33)

Figure 34

The puck is passed by a player, who is over the blue line, to a teammate, who is over the centre red line. The puck hits the player's stick or body and continues down over the goal line. **NO ICING** (Figure 34)

Figure 35

The puck is shot by a player standing behind the centre red line. The puck hits the body or the stick of an opposing player and then goes down over the goal line. **NO ICING** (Figure 35)

Figure 36

The puck is passed by a player from behind his blue line to a teammate who is standing with both skates on his own side of the centre red line. The puck hits this player's stick, which is over the centre red line, and continues down over the goal line. **NO ICING** (Figure 36)

Figure 37

The puck is passed by a player from inside his blue line to a teammate who has one skate over the centre red line. The puck hits the stick or skate, which is over the centre red line, and continues down over the goal line. **NO ICING** (Figure 37)

Figure 38

The puck is passed by a player, with both skates inside his own blue line and with the puck on the stick, over the blue line. The puck hits a teammate's stick or skate, which is over the centre red line, then deflects down over the goal line. **NO ICING** (Figure 38)

Figure 39

A player standing with one or both skates behind the centre red line, with the puck on the stick over the centre red line shoots the puck over the goal line. **NO ICING** (Figure 39)

Figure 40

The puck is shot by an attacking player and hits a defending player, who is back of the defending blue line. The puck, after hitting the defending player, then goes down over the opposing goalline. **NO ICING** (Figure 40)

Additional Icing the puck situations

Icing the puck shall not be called against a team if they are below the numerical strength of the opposing team at the time the puck is shot.

Figure 41

The penalty has expired (door is open), and the player is returning to the ice at the instant the puck is shot. **ICING** (Figure 41)

Figure 42

The player is still clearly serving the penalty at the time the puck is shot. **NO ICING** (Figure 42)

Summary

Sound judgement and competent linesmen calls are crucial to the success of any hockey game. Consistent review of the various examples displayed in this section will assist all officials in developing sound judgement.

SECTION 8

Supervision

An Understanding of the Importance of Supervision to the Development of Officials

Upon completion of this section you will be better prepared to:

- Explain what supervision is;
- Understand the role of the supervisor as a coach;
- React positively to supervision;
- Be familiar with supervision forms;
- Consider volunteering as a supervisor.

INTRODUCTION

Proper and effective supervision of the performance of game officials during the course of a game will improve the level of officiating at the National Association level and, ultimately, at IIHF championship events. An improvement in officiating will result in better hockey games, less confrontations between players, team officials and game officials, provide a more interesting event for the spectators, and reduce the risk of injury to the players. Improved quality and consistency will result from effective supervision.

Objectives of Supervision

- To assist in the development of officials through meaningful feedback.
- To coach the game officials to improve the quality of their officiating.
- To develop consistency in the assessment of officials.
- To ensure that the officiating judgement standards are being enforced
- To provide follow-up instruction which reinforces the IIHF Official's Development Program and the IIHF Career Path Development Program initiatives.
- To develop consistent officiating with reference to rule interpretation, rule enforcement, positioning, techniques, procedures and signal presentation.
- To offer every official the opportunity to reach their potential by supporting their development with sincere, honest and meaningful feedback.
- To protect the integrity of the game and the IIHF Official's Development Program by consistently reinforcing the principles of safety and fair play.

Tips on Receiving Supervision

- The official must be prepared to accept constructive comments. Any constructive comments should be accompanied by suggested corrective action. The problem should be described and the official then given ideas on how to correct it.
- The official is encouraged to take notes and ask questions.
- The official should pay attention to what is being said by the supervisor.
- When the supervisor is speaking to the other members of the on-ice team, pay attention, as you may learn some valuable tips. (The linesmen of today are the referees of tomorrow!)
- Do not make excuses for the areas where improvement is needed.

- Do not compare or challenge a supervisor with another supervisor's advice or feedback. This leads to a very uncomfortable situation.

Expectations of a Supervisor

Principles

The referee supervisor must not influence a referee's decision, or cause any official to change his decision or penalty, at any time. Referees should be made aware of the fact that the referee supervisor will not make any decisions for them. For example, the measurement of any equipment is the responsibility of the referee during the game and, as such, the referee supervisor must not become involved during the course of a game.

Referee supervisors must remember that supervision during the course of a game is not a teaching seminar. It is the referee supervisor's responsibility to assist the game officials to ensure that all games are played in a fair and consistent manner according to the rules.

Professionalism

- A supervisor must always present himself in a manner that demonstrates professionalism, confidence, experience and expertise.
- Officials, coaches, league administrators and spectators will expect a supervisor to have a stabilizing influence when everything and everyone else seems to be going astray.
- The way in which a supervisor dresses, acts, speaks and listens will have a serious impact on those he comes in contact with.

Responsibility

- The most significant and likely the most challenging responsibility that a supervisor will have is to offer officials honest feedback on their development and performance.
- To constantly provide positive feedback in areas where the official is doing well is easy and comfortable. However, a good supervisor is also able to assist and coach an official in the areas where improvement is required and where an official may not be comfortable with this information.
- A supervisor has a duty to address both the positive and negative aspects of the official's performance; otherwise they are impairing the official's overall development.

Teamwork

- Officials are taught that a supervisor is there to assist them and that they are an important part of the team.
- Supervisors must realize that many officials will be uncomfortable with their presence. They must work hard to install and enhance a positive working relationship with officials, towards them and towards the supervision process.
- Reinforce, wherever possible, that a supervisor is there to coach and assist them. They must be aware of what to do well and that helpful tips will be provided to assist them.

Listening and Observing

- A supervisor's listening and observation skills will often determine his overall success. To be effective, a supervisor must always be aware of the "big picture". No one else in the rink has this responsibility.
- Supervisors must observe people in many situations and under various conditions and circumstances. They must judge the mood of the officials in their dressing room, the fans in the lobby and stands, and the players on the ice. They must observe the coaches, players, scoreboard and the officials.
- An official will observe many of these same areas and try to manage the game as best as possible. A supervisor must be able to keep everything in perspective and, in the end, offer the official direction. They must be alert and mentally ready for their role.

Commitment

- It is important that individuals get involved in supervision for the right reasons. Some consider it for the financial benefit. Some think that it is necessary in order to move ahead in their officiating career. If these are your reasons, you may want to reconsider.
- Active officials can learn from watching others work. If you are not putting everything into it for the people you are supervising, someone is likely being short changed.

Time

- Support of officials through supervision is so important that we would like to see each supervisor in the rinks on a regular basis. Ideally, if each individual could be out at least one night a week and supervise perhaps two games per night, it would have a tremendous impact. We realize that, at times, this will be a hardship for some, but others may be able to contribute more.

Training

- An effective supervisor should stay as current as possible on the playing rules, technical guidelines, rules emphasis and fundamentals of game management. Supervisors should consider attending National Association Official's Development Program clinics and supervisor meetings.
- Your peers in supervision are an excellent source of knowledge. Please do not hesitate to ask for advice, feedback or support.

Support

- Supervisor support is a priority within the National Associations and in the National Association Development Official's Program. Your time and effort is very much appreciated. We want to keep you involved and enjoying your experience.
- Contact your National Association Referee-in-Chief for a list of support people to contact with any questions concerning supervision.

Game Supervision

- Game supervision requires that the referee supervisor provides feedback and an evaluation to an official directly after a game. The supervisor must provide the officials with oral feedback of the game, as well as a written evaluation, so that the official can reflect and improve on all areas of his or her game.
- The supervisor must provide written copies of the evaluation to the National Association office to ensure continuity and proper development of an official's career path.
- Supervisors have certain guidelines and procedures which are the foundation of the supervision program.
- You are encouraged to protect the integrity of the National Association Official's Development Program and all supervisory personnel by consistently applying this information.
- Supervisors are members of a team. They are expected to contact the game officials in their dressing room prior to the game. The supervisor should introduce the officials to each other to help establish a comfort zone amongst the officials.
- The supervisor should review any new Rule Interpretation Bulletins and answer questions or concerns related to the rules and their interpretation prior to the game.

- In the dressing room, the supervisor should be aware of the conversation and mood. Are the officials preparing themselves mentally to do the job? Mention to the officials that you may make contact with them between periods to offer some helpful tips and support. Prior to the game, wish each official “Good luck” with a handshake.
- Supervisors must support the no visitors rule in the official’s dressing room. The officials and the supervisor should be the only occupants, unless the scorekeeper makes contact for a specific reason. It is the officials’ responsibility to enforce the rule. Should it not be followed, the supervisor must document the problem and address it following the game.
- A supervisor should choose a private location in the rink that offers a good view of the ice surface. He is there to offer professional support and to coach the officials.
- A trained supervisor should be able to observe and supervise a three official officiating team in the same game. Even if the referee is the main focus, a supervisor should be able to observe the linesmen sufficiently to complete the supervision forms and offer helpful tips.
- At the end of the game, a supervisor should ask himself the following questions:

  - Taking all factors into consideration, did the officials do a good job?
  - Was it a difficult game or an average one, and did the officials contribute in a positive way?
  - Was the game safe and fair?
  - Did the officials support the technical and procedural guidelines?
  - Did the officials demonstrate courage?
  - Did the officials demonstrate good game management based on the category of hockey?
  - Did the officials read the game and react accordingly?
  - Did the official follow the judgement guidelines standards?

- Following the game, the supervisor should enter the dressing room, congratulate each official on their efforts, and begin his feedback.
- Feedback should be offered to the officials as a team, with all members listening to each others feedback. When the supervisor is addressing specifics to one official, the others should be attentively listening, not adding their own comments or observations.
- When providing feedback, one of the major goals is to ensure that officials hear and understand what is being said. If the supervisor feels that the officials did well, with a few areas to improve, then the supervisor must be confident that they understand this. If the supervisor was not happy and there are areas requiring immediate attention, then the supervisor must make this clear and ensure that they understand.

- When mentioning an area of improvement to an official, a supervisor must always provide solutions or tips. Effective supervision is about positive reinforcement and corrective direction.
- In some circumstances, a supervisor may choose to speak to an official in private. This method is an option and should be used at the supervisor's discretion.
- Do not feel that, as a supervisor, you have all the answers. If you do not know a rule or procedure, find out. Do not bluff the officials. If you are not confident in your own technical knowledge, then do not provide technical feedback.

The Forms

- The supervision forms are important documents for both the official and the program. The official should make future reference to them to support improvement and gauge development. The National Association Official's Development Program uses the forms to track each official's progress, as a comparison to other officials' skill, to evaluate the supervisor's contribution, and to report on the overall program success.
- A supervisor should complete all forms in detail using legible handwriting.
- When you supervise a game, you should be comparing the referee and linesmen to the best officials that you have seen at this level of hockey. This is your starting point. The same holds true at all categories of hockey.

During the Game

Referee Supervisor "IN GAME" Supervision

- During the game, the referee supervisor should use a form similar to the "In Game" Work Form **(See page 13)** to make rough notes and to prepare the oral feedback and written evaluation for the officials. Make notes for the referee and the two linesmen in the spaces provided.
- It is very important that, after each period, that the supervisor writes up an evaluation using his notes. At the conclusion of the period, the supervisor should begin to transfer his work to the evaluation forms **(See pages 17, 18, 19, 20)**, which will be given directly to the officials and the National Association office.
- Although the referee supervisor does not submit this form to the National Association, it is recommended that the working copies be retained until the end of the season to use as a reference on each official supervised throughout the season.
- With experience, each supervisor will devise an "in game" work form to meet his needs.

Referee Game Penalty Selection

- During the game, the referee supervisor should also use the Referee Game Penalty Selection Form **(See page 15, 16)** to help him prepare the final game reports.
- The purpose of this form is to enable the referee supervisor to discuss with the referee the penalties which were assessed and those that were not assessed during the game. The form is also a useful tool to review the entire game.
- The referee supervisor may also use the form in discussions with team officials after the game, when requested.
- Penalties Assessed - this part of the form is to be filled in for all of the penalties which the referee assesses during the game. The following information is required:
  - Time - the time at which the penalty was assessed.
  - H/V - H is for home team and V is for visiting team.
  - No - Player number.
  - Code - write in the number which corresponds to the Penalty Codes on the back side of this form.
  - Rate - this corresponds to the How to Rate numbers on the reverse side of the form. Rate the call of the official according to your point of view.
  - Comments - add any comments that you feel are necessary.
- Infractions Not Penalized - this part of the form is to be filled in to indicate all of the infractions which were not assessed during the game. The following information is required:
  - Time - the time at which the penalty was assessed.
  - H/V - H is for home team and V is for visiting team.
  - No - Player number.
  - Code - write in the number which corresponds to the Penalty Codes on the back side of this form.

- Index - select the number from the Index list on the reverse side of this form that explains why the call was not made, according to your point of view.

- Comments - add any comments that you feel are necessary.

Post Game

Oral Feedback

- It is important that a supervisor is consistent in both his oral and written feedback.

- A supervisor should sit with the referee after the game and provide oral feedback about his performance. Use the Referee Game Penalty Selection Form **(See page 15, 16)** to aid in your discussion with the referee.

- The game officials are advised to bring any concern they have of the game to the attention of the supervisor, if the supervisor himself does not bring it up. This process guarantees good communication between the game officials and the supervisor, and better prepares the game officials for future games.

- Important points to discuss with the officials include:

  - penalties – officiating standard

  - offsides, icings and face-offs

  - consistency

  - critical moments in the game – solving problems

  - communication with the teams and individual players

Referee Evaluation

- The supervisor should use the Referee Evaluation Form **(See page 17, 18)** as this feedback will provide the referee with information useful for improving his officiating in the future. The Referee Evaluation Form should also be forwarded to the National Association office so that the administrator can continually evaluate the career path of the official.

- The rating scale and the categories and definitions are on the reverse side of the Referee Evaluation Form, for your reference **(See page 17, 18)**. In order to help you to understand, keep in mind the following percentage (value) which is assigned to each category:

  - Appearance and Fitness 5%
  - Signals 5%
  - End Zone Positioning 10%
  - Game Management 40%
  - Presence and Poise 10%
  - Awareness 10%
  - Communication 10%
  - Team Work 10%

Linesman Evaluation

- The supervisor should use the Linesman Evaluation Form **(See page 19, 20)** as this feedback will provide the linesman with information useful for improving his officiating in the future. The Linesman Evaluation Form should be forwarded to the National Association office so that the administrator can continually evaluate the career path of the official.

- The rating scale and the categories and definitions are on the reverse side of the Linesman Evaluation Form, for your reference **(See page 19, 20)**. In order to help you to understand, keep in mind the following percentage (value) which is assigned to each category:

  - Appearance and Fitness 5%
  - Signals 5%
  - Positioning 10%
  - Game Management 40%
  - Presence and Poise 10%
  - Awareness 10%
  - Communication 10%
  - Team Work 5%
  - Face-offs 5%

Using this system, the game officials can be monitored and they can be assigned to the games which meet their officiating capabilities.

Summary

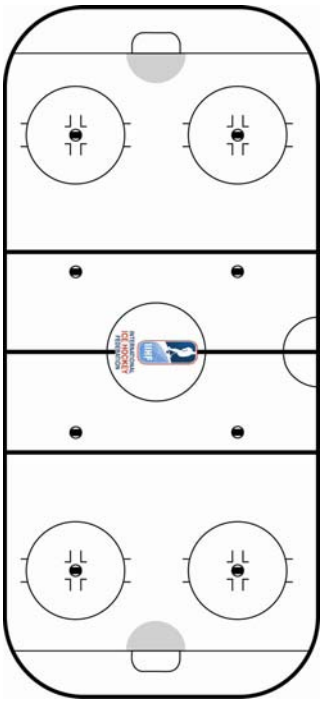
The supervisor is a part of the officiating team. The overall improvement of officiating skills is directly related to the quality of supervision and the attitude of the officials involved in the supervision.

SAMPLE WORKING FORMS

Referee Supervisor “In Game” Work Form

Game: _____ Location: _____ Result: _____ Date: _____

Referee _____



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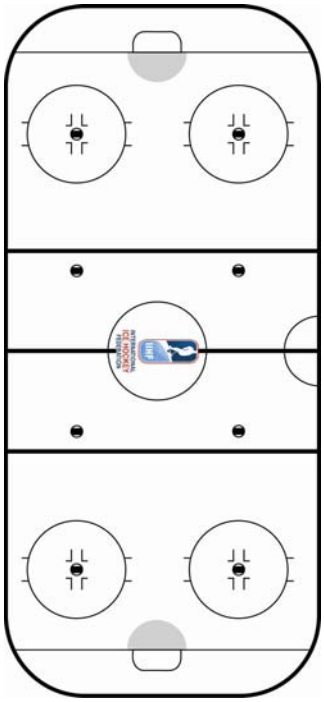
Linesman: _____



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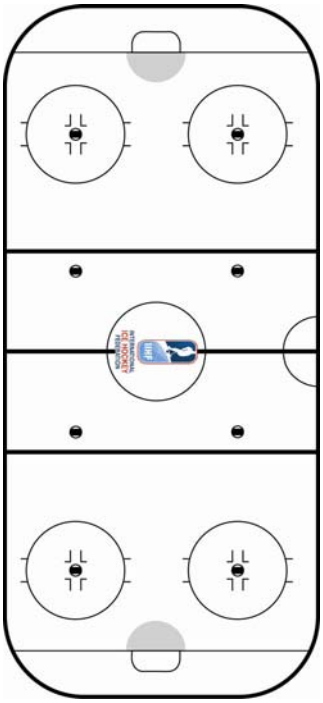
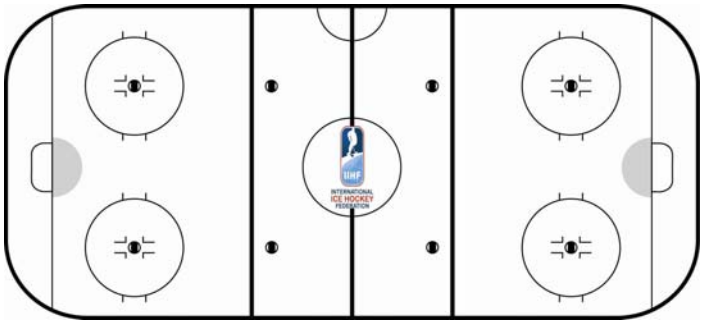
Linesman _____



Comments: _____



IIHF – REFEREE GAME PENALTY SELECTION

REFEREE(S)	R1		R2		DATE	
GAME #		TEAMS			EVENT	

PENALTIES ASSESSED

How to rate: Good = 3; Marginal = 2 & 1; Poor = 0 (0 = Unnecessary Penalty)

Period	R1/R2	Time	H/V	№	Code	Rate	Comments

Comments:

DZ = Defending zone infraction
AZ = Attacking zone infraction
NZ = Neutral zone infraction

(R1) or (R2) = position of the referee assessing a penalty
(R1) = Lead Referee
(R2) = Trailing Referee

INFRACTIONS NOT PENALIZED

INDEX: Why infraction remained unpenalized

1	Looking at it – no reaction	**6**	Could not possible see it – in good position
2	Out of Position	**7**	Focusing the Puck Carrier
3	Positioned in the Middle of Play	**8**	Focusing the Players Left Behind Play
4	Blocked out – Players in Front	**9**	Would have made the Team 2 Men Short
5	Behind Back	**10**	Poor Judgement

MISSED PENALTIES

Period	R1/R2	Time	H/V	№	Code	index	Comments

1. PENALTY ABBREVIATIONS AND CODES:

Abbrev.	Cd.	Explanations of penalty abbreviations	Abbrev.	Cd.	Explanations of penalty abbreviations
ABUSE	01	Abuse of Officials	HANDP	28	Hand pass
AD-EQ	02	Measurement of equipment	H-BUT	29	Head butting
ATTUDE	03	Attitude of captain or alternate captain	HI-ST	30	High-sticking
BD-CK	04	Body Checking (female only)	HOLD	31	Holding
BENCH	05	Bench Minor Penalty	HOOK	32	Hooking
BLOOD	06	Prevention of infection by blood	HO-ST	33	Holding the Stick
BOARD	07	Boarding	INTRF	34	Interference
BR-ST	08	Broken Stick	INT-S	35	Interference with spectators
BUTT-E	09	Butt-Ending	KICK	36	Kicking
CH-PL	10	Infringement of change of players	KNEE	37	Kneeing
CHARG	11	Charging	L-BCH	38	Leaving the players/penalty bench
CHE-B	12	Checking from Behind	L-BCH	39	Leaving the bench during an altercation
CHE-H	13	Checking to the head and neck	L-BCH	40	Team officials leaving the bench
CLIPP	14	Clipping	MATCH	41	Match Penalty
CROSS	15	Cross-Checking	MISC	42	Misconduct
DELAY	16	Delaying the Game	OTHER	43	Other Offence
DIS-N	17	Goal being deliberately knocked	REFUSE	44	Refusing to start play
ELBOW	18	Elbowing	ROUGH	45	Roughing
EQ-INF	19	Equipment infraction	SLASH	46	Slashing
EX-RP	20	Excessive roughness	SPEAR	47	Spearing
FAL-P	21	Falling on the puck	THR-ST	48	Throwing the stick or any other object
FISTI	22	Fisticuffs	TOO-M	49	Too many players on ice
GA-MI	23	Game Misconduct Penalty	TRIP	50	Tripping
GK-PEN	24	Beyond the red line	UN-SP	51	Diving
GK-PEN	25	To bench during stoppage of play			
GK-PEN	26	Leaving the crease during an altercation			
GK-PEN	27	Dropping the puck on goal netting	PEN-S		Penalty Shot

Note: When there is an automatic Misconduct or Game Misconduct Penalty assessed, add an (a) to the penalty code (i.e. 23 a)

NOT TO BE SUBMITTED TO THE IIHF OFFICE

IIHF Fillable Evaluation Forms

INTERNATIONAL ICE HOCKEY FEDERATION

REFEREE EVALUATION FORM

League: _____ Referee: _____ Date: _____

Home Team: _____ Visiting Team: _____ Game No _____

Goals Scored (-) (-) (-) (-) Result: (-)

Penalties by Period (-) (-) (-) (-) Total: (-)

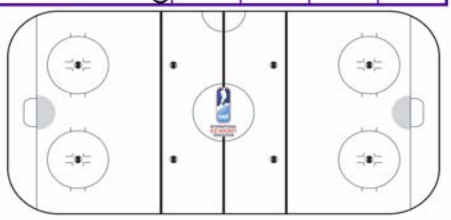
Penalties	2	5	10	GM	MP	PS
Home						
Visitor						

Penalty Rating	Team	3	2	1	0	Missed Penalties / Cheap Calls	Period 1	Period 2	Period 3	Period OT	
	Home										
	Visitor										

O = Outstanding, G = Good, S = Satisfactory, W = Weak

Categories & Definitions	O	G	S	W
Appearance and Fitness	◆			
Signals	◆			
Positioning – End Zone	◆			
Positioning – Pursuit of Play	◆			
Game Management	◆			
Presence and Poise	◆			
Awareness	◆			
Communication	◆			
Team Work	◆			

Penalty Consistency	O	G	S	W
Period 1	◆			
Period 2	◆			
Period 3	◆			
Period OT yes ○ no ◉				



Game Type: Difficult ( ) Average (✓)

Areas of Strength:

Areas for Improvement:

Supervisor: _____

This copy is to be submitted to the IIHF Office.

FAIR PLAY AND RESPECT

September 2007

SUPERVISION

EVALUATION FORM – CATEGORIES & DEFINITIONS

1. APPEARANCE & FITNESS (R&L)	2. SIGNALS (R&L)	3. END ZONE POSITIONING (R)
* physical condition * skating skills * backward skating skills for the 4 Man System * enthusiasm	* correct signal procedure * shows confidence * correct signal assessment * consistency of signals & procedures between two Referees in a 4 Man System	* out of the way * close to the net * split vision / players in front * stay out of the corner * anticipation / read and react * minimize behind the net position * face-off procedure * position during stoppages * co-ordination of position with partner in a 4 Man System * movement into the end zone in a 4 Man System – entering End Zone ahead of play
4. POSITIONING – PURSUIT OF PLAY (R)	**5. GAME MANAGEMENT (R)**	**6. PRESENCE & POISE (R&L)**
* correct distance from play * read and react * distance from the boards * during stoppages in neutral zone * blocking view of linesmen * skating turns towards the play * checking behind play * split vision / head up * distance between two Referees in a 4 Man System	* Judgement - following the IIHF Officiating Standard - penalty standard with partner in a 4 Man System - penalty selection - rule application - rule knowledge / interpretation * Game control - feel for the game - reaction in critical situations * Consistency - maintain standard - consistency standard with partner in a 4 Man System * Decisiveness - no hesitation / selling the call	* maintains poise under difficult situations * look and act like a game official * display authority * body language * presence indicates authority
7. AWARENESS (R&L)	**8. COMMUNICATION (R&L)**	**9. TEAM WORK (R&L)**
* awareness of all situations and conditions * maximize field of vision * anticipate difficult situations * ability to coordinate area to cover with the partner in a 4 Man System	* communication with all on- and off-ice officials * communication with coaches and players during the game * co-operation with supervisors * approachable * people skills * ability to calm down difficult situations * level of communication between two referees in a 4Man System * ability to maintain eye contact between Referees in a 4 Man System	* team work between to Referees in a 4 Man System * support of partners decisions & actions * on-ice officials duties & responsibilities during the game

INTERNATIONAL ICE HOCKEY FEDERATION IIHF

LINESMAN EVALUATION FORM

League: _____ Linesman: _____ Date: _____

Home Team: _____ Visiting Team: _____ Game No _____

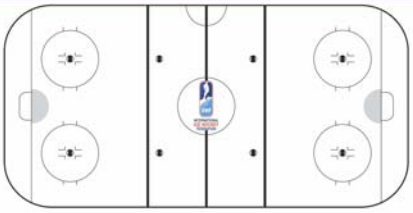
Goals Scored (-) (-) (-) (-) Result: (-)

Penalties by Period (-) (-) (-) (-) Total: (-)

O = Outstanding, G = Good, S = Satisfactory, W = Weak

Categories & Definitions	O	G	S	W
Appearance and Fitness	◆			
Signals	◆			
Positioning	◆			
Game Management	◆			
Presence and Poise	◆			
Awareness	◆			
Communication	◆			
Team Work	◆			
Face-offs	◆			

Consistency	O	G	S	W
Icing	◆			
Delayed Offsides	◆			
Face-offs	◆			
Player Control	◆			
No. of missed Offsides / Cheap Calls				
No. of missed Icings / Cheap Calls				



Game Type: Difficult ( ) Average (✓)

Areas of Strength:

Areas for Improvement:

Supervisor: _____

This copy is to be submitted to the IIHF Office.

FAIR PLAY AND RESPECT

September 2007

SUPERVISION

EVALUATION FORM – CATEGORIES & DEFINITIONS

1. APPEARANCE & FITNESS (R&L)	2. SIGNALS (R&L)	3. POSITIONING (L)
* physical condition * skating skills * enthusiasm	* correct signal procedure * shows confidence * correct signal assessment	* proper positioning at lines and face-off spots * proper positioning while play in progress * proper positioning during stoppages in play * covering the referee & partner * proper technique for changing at blue lines
4. GAME MANAGEMENT (L)	**5. PRESENCE & POISE (R&L)**	**6. AWARENESS (R&L)**
* Judgement - following the IIHF Officiating Standard - judgement on icing & offside's - rule application - rule knowledge / interpretation * Game control - feel for the game - reaction in critical situations - during offside's and icings * Consistency - maintain standard - calling offside's and icings * Decisiveness - no hesitation / selling the call	* maintains poise under difficult situations * look and act like a game official * display authority * body language * presence indicate authority	* awareness of all situations and conditions * maximize field of vision * anticipate difficult situations
7. COMMUNICATION (R&L)	**8. TEAM WORK (R&L)**	**9. FACE-OFFS (L)**
* communication with all on- and off-ice officials * communication with coaches and players during the game * co-operation with supervisors * approachable * people skills * ability to calm down difficult Situations	* support of partners decisions & actions * on-ice officials duties & responsibilities during the game	* execution of proper procedures and techniques * control of players * movement out of the face-off circles * proper puck dropping technique & timing

SECTION 9

Risk Management

An Understanding of the Importance of Risk Management for Officials both On and Off the Ice

Upon completion of this section you will be better prepared to:

- Explain what risk management is;
- Understand the role of the official as a risk manager;
- Understand risk management principles;
- Identify and minimize risks.

Overview

The purpose of this section is to provide officials with an understanding of fundamental risk management principles and the knowledge and awareness to implement an effective risk management program. The ultimate goal is for all officials to exercise a proactive, team-oriented approach to safety, in which every effort is made to prevent accidents and injuries before they happen, both on and off the ice, while all are prepared to react in the event of a serious injury or accident.

Introduction to Risk Management

- Accidents can happen anywhere, anytime, to anyone.
- The risk of accidents is heightened in sports which involve physical contact, like hockey.
- When physical contact is involved, the potential exists for serious injuries which may inflict tremendous hardship on injured parties and their families (i.e. catastrophic injuries such as serious spinal injuries).
- Serious injuries also carry the risk of litigation, where people and organizations are sued for negligence.
- Risk management is a proactive approach which eliminates or minimizes risks in an activity; this helps to prevent accidents and injuries before they happen.

Fundamental Risk Management Principles

Risk Management: What Is It?

- **Definition:** Risk management is the process by which an organization identifies, assesses controls, eliminates or minimizes the risk of bodily injury or financial loss arising from its activities.
- For the IIHF, risk management is the process by which a National Association, league or team reviews its activities, programs and operating procedures (including buildings and staff) to identify, understand, and eliminate or minimize the everyday risks confronted in operating an organized hockey program.

- Risk management consists of four basic steps, performed in a logical sequence:

  Step 1: Identify the risks connected with an activity (i.e. game, dressing room, parking lot, travel plans, post-game).

  Step 2: Assess the relative significance of all on-ice and off-ice risks.

  Step 3: Eliminate or minimize identified risks.

  Step 4: Provide insurance as protection against unavoidable risks.

Risk Management: The First Line of Defence

- The first three steps MUST be carried out effectively, or no insurance or other funds which may be set aside will be adequate for the purpose of insuring against unavoidable risks. No funds would be able to contain the claims costs that would arise from a risk exposure that is uncontrolled and unmanaged. A proactive, preventive approach must be taken to ensure safety is the first priority, on and off the ice, at all times.

Note: *Risk management is our first line of defence; insurance is our last line of defence, the last resort when all risk management efforts have failed.*

Safety Requires Teamwork: Everybody Has a Role

- While step two, assessing the significance of risks, and step four, providing insurance, require advanced training and expertise, we must all play a role in steps one and three: the identification, and minimization or elimination of avoidable risks. Everybody involved in hockey throughout the world is a member of the risk management team. Which of the following roles do you play on the risk management team?

  - Players
  - Coaches
  - Administrators
  - Parents
  - One-ice officials
  - Off-ice officials
  - Spectators
  - Arena management and employees
  - Other volunteers (managers, trainers, statisticians, etc.)

- Risk management is not a one-time activity: it is an ongoing process. Like electricity, it is present for as long as we are prepared to generate it.

- The best approach is common sense. Be aware of all of the risks involved in a hockey- related activity, and if you are ever in doubt, always err on the side of caution and never take chances.

Safety Requires Teamwork: What Role do you play?

- Identifying and minimizing or eliminating risks begins long before, during and after any game. Risk management is an ongoing process which does not start or end with on-ice situations. The list of possible risks can never be exhausted. Major risks for officials to consider include:

  - Discussing risk management and awareness at clinics
  - Road and weather conditions and safe driving
  - Adequate time of arrival for games
  - Liability insurance coverage
  - Physical fitness
  - Fatigue
  - Mental preparation
  - Pre-game warm-up and stretching
  - Security for officials
  - First aid/trainers availability for officials
  - Arena layout: dressing rooms, players, spectators, exits, air quality, tc.
  - Arena conditions: boards, ice lighting, Plexiglas, etc.
  - Special illness considerations
  - No alcohol consumption
  - Pre-game meal considerations - nutrition
  - Equipment: prevention of injuries and decreasing risks
  - Proper treatment and rehabilitation of injuries
  - Medical examinations prior to fitness testing

On-Ice Safety

- Arena conditions: ice (ruts, bare spots, bumps, debris), boards, players benches, penalty bench, etc. (Bring these items to the attention of the rink manager, if necessary.)
- Be aware of arena security procedures
- Alcohol and spectators control
- IIHF rules emphasis (i.e. Checking from Behind), and all rules in general
- Making the necessary calls (“Encourage the Courage”)
- Blood incidents - HIV, Hepatitis prevention
- Maintain relationships with trainers
- Equipment of players, on-ice and off-ice (i.e. helmets on bench and visors on-ice), ensure rule enforcement regarding protective equipment
- Equipment of officials (i.e. visors - preventative protection)
- Replenish fluids
- Emergency Action Plan - EAP - know the protocol in case of an emergency
- Injured players awareness
- On-ice awareness: the danger areas for players and officials
- Awareness of persons in street footwear on ice

Post-Game Safety

- No alcohol consumption
- Be aware of weather and road conditions
- Travel: alertness is affected by fatigue
- Security post-game
- Post-game cool down - stretch
- Fluid replenishing
- Exiting building
- Post-game meal and proper nutrition
- Document and report to appropriate person any at risk situations
- Proper assessment, treatment and rehabilitation of any injuries
- Proper maintenance of equipment

Fair Play and Respect

Respect for others and treating others as one would like to be treated is important in the development of attitudes and behaviours which make the game safer for all involved. The IIHF Sport Development Program stresses “Fair Play Codes” as described below.

- **Fair Play Code for Officials:**
  - I will make sure that every player has a reasonable opportunity to perform to the best of his or her ability, within the limits of the rules.
  - I will avoid or put an end to any situation that threatens the safety of the players.
  - I will maintain a healthy atmosphere and environment for competition.
  - I will not permit the intimidation of any player, either by word or by action. I will not tolerate unacceptable conduct toward myself, other officials, players or spectators.
  - I will be consistent and objective in calling infractions, regardless of my personal feelings toward a team or individual player.
  - I will handle all conflicts firmly but with dignity.
  - I accept my role as a teacher and role model for fair play, especially with young participants.
  - I will be open to discussion and contact with the players before and after the game.
  - I will remain open to constructive criticism and show respect and consideration for different points of view.
  - I will obtain proper training and continue to upgrade my officiating skills.
  - I will work in cooperation with coaches for the benefit of the game.

- **Fair Play Code for Players:**
  - I will play hockey because I want to, not because other people or coaches want me to.
  - I will play by the rules of hockey, and in the spirit of the game.
  - I will control my temper - fighting and verbal abuse can spoil the activity for everybody.
  - I will respect my opponents.
  - I will do my best to be a true team player.

- I will remember that winning isn't everything - that having fun, improving skills, making friends and doing my best are also important.
- I will acknowledge all good plays/performances, from both my teammates and my opponents.
- I will remember that coaches and officials are there to help me. I will accept their decisions and show them respect.

- **Fair Play Code for Coaches:**
  - I will be reasonable when scheduling games and practices, remembering that players have other interests and obligations.
  - I will teach my players to play fairly and to respect the rules, officials and opponents.
  - I will ensure that all players get equal instruction, support and playing time.
  - I will not ridicule or verbally abuse players for making mistakes or for performing poorly. I will remember that players play to have fun and must be encouraged to have confidence in themselves.
  - I will make sure that equipment and facilities are safe and that they match the players' ages and abilities.
  - I will remember that participants need a coach they can respect. I will be generous with praise and set a good example.
  - I will obtain proper training and continue to upgrade my coaching skills.
  - I will work in cooperation with officials for the benefit of the game.

- **Fair Play Code for Parents:**
  - I will not force my child to participate in hockey.
  - I will remember that my child plays hockey for his or her enjoyment, not for mine.
  - I will encourage my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
  - I will teach my child that doing one's best is as important as winning, so that my child will never feel defeated by the outcome of a game.
  - I will make my child feel like a winner every time by offering praise for competing fairly and trying hard.

- I will never ridicule or verbally abuse my child for making a mistake or losing a game.
- I will remember that children learn best by example. I will applaud good plays/performances by both my child's team and their opponents.
- I will never question the officials' judgement or honesty in public.
- I will support all efforts to remove verbal and physical abuse from children's hockey games.
- I will respect and show appreciation for the volunteer coaches who give their time to coach hockey for my child.

- **Fair Play Code for Spectators:**
  - I will remember that participants play hockey for their enjoyment. They are not playing to entertain me.
  - I will not have unrealistic expectations. I will remember that players are not professionals and cannot be judged by professional standards.
  - I will respect the officials' decisions and I will encourage participants to do the same.
  - I will never ridicule a player for making a mistake during a game. I will give positive comments that motivate and encourage continued effort.
  - I will condemn the use of violence in any form and will express my disapproval in an appropriate manner to coaches and league officials.
  - I will show respect for my team's opponents, because without them there would be no game.
  - I will not use bad language, nor will I harass players, coaches, officials or other spectators.

- **Fair Play Code for League Organizers:**
  - I will do my best to see that all players are given the same chance to participate, regardless of gender, ability, ethnic background or race.
  - I will absolutely discourage any sport program from becoming primarily an entertainment for the spectator.
  - I will make sure that all equipment and facilities are safe and that they match the athletes' ages and abilities.

- I will make sure that the age and maturing level of the participants are considered in program development, rule enforcement and scheduling.
- I will remember that play is done for its own sake and make sure that winning is kept in proper perspective.
- I will distribute the fair play codes to spectators, coaches, athletes, officials, parents and media.
- I will make sure that coaches and officials are capable of promoting fair play as well as the development of good technical skills and I will encourage them to become certified.

Protective Equipment

- Protective equipment is not only essential for players, but also for officials. It is important to emphasize:
  - proper fit
  - protective quality
  - proper maintenance
- Protective equipment for officials include:
  - Jock strap (athletic support)
  - Jill strap (females) or pelvic protector
  - Shin/knee pads
  - Protective girdle
  - Elbow pads
  - Helmet and visor
  - Skates

Injury Prevention

- Injury prevention is a very important part of risk management. Injuries occur in three ways: self induced, interaction with others, and interaction with the environment.
- Injury prevention guidelines include:
  - Physical conditioning
  - Technical skills and rules
  - Strict rule application
  - Regular equipment checks

- Recognizing minor injuries
- On-ice awareness
- Off-ice awareness
- Proper treatment and rehabilitation of injuries
- Reconditioning after injuries
- Gradual return to officiating
- Proper stretching routines, pre-game and post-game
- Rest periods and re-hydration

Emergency Planning and First Aid

- Officials must do everything possible to prevent injuries and accidents from happening by identifying and eliminating or minimizing risks. However, in the event of injuries or accidents, officials must know what their responsibilities should be.
- All teams should have an Emergency Action Plan in place. Officials are not trained in first aid and must take only a supportive role to assist in any way as directed by the Emergency Action Plan leader (usually team doctor, trainer or coach).
- It is recommended that all officials attend a first aid course as part of their certification by the National Association.
- Once an injury is recognised, the official should stop play in accordance with the rules and then signal the trainer or bench personnel onto the ice if necessary. The trainer may request help or may institute the Emergency Action Plan as needed.
- The officials should remain available for support as requested (i.e. assist arena personnel in bringing spine board onto the ice, control spectators, ensure route for ambulance team is clear).
- An example of an Emergency Action Plan is shown on page 15 to make an official aware of what the trainer or leader's role is.

HIV and Hockey

As parents, coaches, trainers, players and officials, we are concerned about AIDS and HIV in the community. The Canadian Academy of Sport Medicine (CASM) prepared a position statement clarifying many of the issues about the disease, the virus, its transmission and how it relates to sport. The following is a summary of the CASM statement.

- Human Immunodeficiency Virus (HIV) is the cause of Acquired Immune Deficiency Syndrome (AIDS). HIV infects and seriously damages the body's immune system. Without the protection of the immune system, people can suffer fatal infections and cancers. People can be infected with HIV before being symptomatic.
- Hepatitis B (HBV) and Hepatitis C (HCV) are also viral infections. The hepatitis viruses infect the liver causing serious illnesses. The complication of hepatitis may be fatal.
- HIV, HBV, HCV are all transmitted in similar ways. Transmission of HIV occurs mainly through sexual activity.

Risk of HIV Transmission in Sport

- The risk of transmission of HIV in the hockey setting is exceedingly low. The risk of obtaining HIV through blood into an open wound is very small (less than any other type of transmission).
- Because of the remote possibility, certain precautions need to be taken by all players, trainers, coaches, officials, and other volunteers. Those measures may be more important for other viruses (hepatitis) and other infections, and they are appropriate to reduce to zero the transmission in the sport setting.

General Prevention

Please note that the following are recommendations only, and not part of IIHF playing rules or regulations:

- Safe sex and abstinence from sex play a major role in decreasing HIV transmission.
- Instruments designed for piercing the skin such as needles, syringes, ear-piercing, tattooing and acupuncture should be sterile, used one time and not shared.
- Personal items that may pierce the skin should not be shared. This includes razors, toothbrushes and nail clippers.

Sport Specific Prevention

- Primary prevention for bloody injuries includes the use of appropriate protective equipment.
- Dealing with a bloody wound:
  - If a player suffers a bloody wound, their participation should be interrupted until the bleeding is stopped and the wound is cleansed with antiseptic and covered with a dressing.
  - All clothing with blood should be removed and replaced with clean clothing prior to returning to competition. Clothing with blood should be washed in hot water before it is used again.
  - All abrasions, skin lesions and rashes must be reviewed by a medical professional and diagnosed as non-infectious before the athlete returns to competition. They should be securely covered.

Prevention for Officials

- Beware of contact with another individual's blood or body fluids.
- Wear waterproof gloves for direct contact with another individual's blood or body fluids.
- Wash hands with soap and water after removing gloves or coming into contact with blood or body fluids.
- Officials with any weeping skin lesions, open wounds or rashes must routinely have protective coverings.

Drugs and Tobacco

- Hockey is a game of skill and agility. There is no place for the use of illicit or performance enhancing drugs in the game of hockey with its players or officials. There are many reasons for this including ethical, health, legal and risk management reasons.
- Smoking tobacco decreases respiratory and cardiac function and is detrimental to the athletic ability of the official both in the short and long term. Also, serious health concerns and risks associated with the use of tobacco are well known and it's use is therefore not recommended. Because of the detrimental effects of second hand smoke, it is recommended that no smoking be allowed in the officials' dressing room.

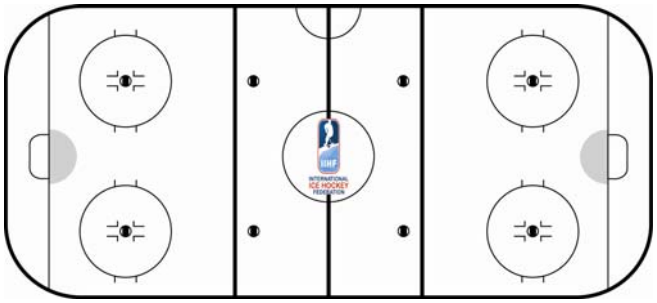
Summary

Risk management is an ongoing process that identifies, assesses, controls, eliminates or minimizes risk of bodily injury or financial loss arising from its activities. This section gives the official a clear understanding of what risk management is, and encourages development of the official's knowledge about risks associated with the sport of hockey. It also furthers the ideology that risk management is a dynamic on-going process that must be continually considered to maintain the safety and integrity of hockey

SAFETY REQUIRE TEAMWORK

AN EMERGENCY ACTION PLAN FOR HOCKEY

Equipment Locations



Please locate and identify areas on above map. (i.e., first aid room, route for ambulance crew, telephone)

Emergency Telephone Numbers

Emergency _____ Ambulance___

Fire Dept._____ Hospital_____

Police _____ General_____

1. Person in Charge

- The most qualified person available with training in first aid emergency control or the Hockey Trainers Safety Program
- Familiarize yourself with arena emergency equipment
- Take control of an emergency situation until a medical authority arrives
- Assess injury status of player
- Calm and reassure injured player until medical assistance arrives.

2. Call Person

- Makes call for emergency assistance
- Knows location of emergency telephone
- Has list of emergency telephone numbers
- Knows best directions to arena
- Knows best route in and out of arena for ambulance crew

3. Control Person

- Controls spectators and other players to keep them away from person in charge and injured player
- Ensure proper room to work for person in charge and ambulance crew
- Discuss emergency action plan with:
  Arena staff
  Officials
  Opponents
- Ensure that the route for the ambulance crew is clear and available
- Seek highly trained medical personnel (i.e., MD, nurse) if requested by person in charge

SECTION 10

Quizzes

An Understanding of the IIHF Official's Development Program - Officiating Procedures Manual

Upon completion of these quizzes, you will have a better understanding of:

- How you stuffy the entire Officiating Procedures Manual;

Quiz 1

Section 1
IIHF Official's Development Program Structure

1. How many National Associations are there in the International Ice Hockey Federation?

2. What are the five classifications of competition that have been identified by the IIHF?

3. How many levels are there in the IIHF Official's Development Program?

4. Must a National Association Official's Development Program Level II official be at least 16 years of age and achieve 80% on a written national examination?

5. Must Level I and II officials pass an on-ice practical assessment?

6. Can a novice official obtain Level I and II certification in the same year?

7. To qualify to become a National Association Level III official must one undergo fitness and skating tests?

8. Must all Level IV officials pass an annual written national examination and fitness and skating tests to qualify for Premier International Competition?

9. Does being certified at any one level mean that an individual will be able to officiate all categories of hockey defined in that level?

10. What is the IIHF rule change process?

Quiz 2

Section 2

Qualities of an Official

1. Can officials who are weak in some quality areas make up for it in others?
2. Will feedback from your peers and supervisors help you to evaluate your skills?
3. Is the key to success to maximize your strengths and disregard your weaknesses?
4. What does “Law of Return” mean?
5. Will a lack of proper fitness impede judgement?
6. Is appearance not important as long as the official has a good attitude?
7. Officials have two means to communicate on the ice. One is verbal; what is the other?
8. How should a person treat disrespect?
9. Is an official who changes the standard every period consistent?
10. Will proper positioning enhance a linesman’s performance?

Quiz 3

Section 3

Fitness and Nutrition

1. Should stretching motions be slow and smooth or slow and jerky?
2. Should skating warm-ups take body joints through the full range of motion?
3. Do knee pull stretches stretch the quad muscles?
4. Does active muscle contraction during the cool-down promote the removal of lactic acid?
5. What are the five components of sports fitness?
6. True or False? Running and stair master are two skating specific activities to increase CV endurance.
7. Should a maintenance weight training program have two or three work outs per week?
8. Should a jump training program start at a low intensity level?
9. Should a pre-game meal be low or high in sugar?
10. Should fluids be taken by officials before, during and after a game?

Quiz 4

Section 4

Procedures for Referees

1. How long prior to a game should officials arrive at the rink?
2. When would you not point at a penalized player?
3. If a referee is assessing penalties to both teams at the same stoppage, what is the signal procedure to be used?
4. What is the referee's first responsibility when a fight breaks out?
5. Should the line change procedure be used at every stoppage of play?
6. How many stick measurements are allowed in a game?
7. Which players are allowed on the ice prior to the start of the game and periods?
8. Who goes on and off the ice first, the referee or the linesmen?
9. What three instructions does the referee give a player who is about to take a penalty shot?
10. When can a goalkeeper leave the crease on a penalty shot?

Quiz 5

Section 5

Procedures for Linesmen

1. Should linesmen always be outside the blue line when the play is in the end zone?

2. When all attacking players have cleared the zone on a delayed offside, should the linesman drop an arm and make a wash out signal?

3. As the play approaches the blue line, where should the linesman be positioned?

4. Whose responsibility is it to watch for premature substitution of the goalkeeper?

5. Can a linesman report infractions to the referee calling for Minor penalties?

6. Who retrieves the puck following a goal?

7. What does the term “Happy” bench mean?

8. Can a linesman covering for a referee blow the whistle on a goal?

9. Should linesmen hold players involved in a fight until they are on the penalty bench?

10. Where should the linesmen be positioned during a time out?

Quiz 6

Section 6

Positioning

1. In the two men official system, how much ice does each official cover?
2. Where is **At the Net** positioning?
3. How does the referee get back to the boards after a face-off?
4. When you are the back official in the Two Official System, what should you be watching for in the end zone?
5. How far behind should a referee be when following the play, when the play is on the same side of the ice?
6. Why is the ability to anticipate the play very important to an official?
7. In the three men official system, who has the final decision on all matters pertaining to the game?
8. Where should the referee be positioned when the puck is in the neutral zone on the opposite side of the ice?
9. What is **No Man's Land**?
10. As a rule you are advised not to "climb the boards" if the play is coming towards you. Why?

Quiz 7

Section 7

Offside and Icing

1. What is the determining factor for offside at the blue line?

2. Does a deflection eliminate an offside call at the blue line?

3. If a player has one skate over the top of the blue line but not touching it and one skate over the blue line, is this offside?

4. What happens if a pass deflects off an official back into the defending zone while an attacking player is still in the attacking zone?

5. Can a player in an offside position go back onside at the blue line?

6. Is the goal crease line part of the goal crease?

7. If the puck is shot from behind the centre red line and over the opposing team's goal, is it icing?

8. If the puck is shot at the net in an offside situation, does the linesman blow the whistle immediately?

9. An attacking player, instead of clearing the zone on a delayed offside, intentionally plays the puck. Where is the ensuing face-off?

10. Can a player skate with the puck backwards into the attacking zone?

Quiz 8

Section 8

Supervision

1. What are two objectives of supervision?

2. What four qualities must a supervisor demonstrate?

3. When supervising a game, to whom should you compare the officials on the ice?

4. What is the Referee Game Penalty Selection Form used for?

5. Does a supervisor have to know the National Association Official's Development Program guidelines?

6. Should an official feel comfortable enough to ask a supervisor questions on positioning or signals?

7. Does a supervisor provide constructive feedback between periods?

8. What is meant by corrective direction?

9. Should an official blame the other officials for mistakes?

10. Can a supervisor recommend the level of hockey that an official is capable of officiating?

Quiz 9

Section 9

Risk Management

1. True or False? Risk management is the process by which an organization identifies, assesses controls, eliminates or minimizes the risk of bodily injury or financial loss arising from its activities.

2. How many steps are involved in the risk management process?

3. Who is responsible for risk management?

4. The best approach to risk management is the…….approach.

5. True or False? The risk management process begins when you arrive at the arena.

6. True or False? The IIHF rules emphasis should not be considered a component of risk management.

7. What are the three important qualities of protective equipment that assist in reducing the risk of injury?

8. There are three ways that injuries occur. What are they?

9. Each team should have an Emergency Action Plan (EAP) in place. Who is usually identified as the EAP leader on a team?

10. True or False? Clothing with blood should be washed in cold water before it is used again.

SECTION 11

The 4 Man Officiating System

An Understanding of the 4 Man Officiating System

Upon completion of this section you will be better prepared to:

- Work within the 4 Man Officiating System
- Understand the Responsibilities of each of the two referees
- Understand the Role of the linesman in the 4 Man Officiating System

4 MAN OFFICIATING SYSTEM

1. INTRODUCTION

Using two Referees and two Linesmen for the top level ice hockey gives plenty of new opportunities for the game officials on the ice - to reach a better level and standard of officiating. The Referees must also remember the following basic facts when using this system:

1. Being consistent in all actions during the game

2. There should be no competition between the two Referees to assess penalties,

3. Being too sophisticated (afraid of criticism) and being afraid of taking charge when needed - both Referees are as much responsible for controlling the game.

The purpose of the 4 Man Officiating System is to ensure that infractions do not go un-penalized. This is no different from the philosophy of the “Three Man System” of officiating which is in use at the present time.

When the “4 Man Officiating System” is used in IIHF Championships and competitions, both Referees have equal status and neither one is to be considered or classified as the senior Referee. Each Referee has the same responsibility to call penalties, to call for a video review, to deal with players and coaches and to stop play, whenever a situation dictates the stoppage of play.

2. TERMINOLOGY

- Name of the system" 4 Man Officiating System"
- Front / Lead Referee = responsibility - his first priority is the action area
- Back / Trailing Referee = responsibility – play / situations away from the action area
- Action area – the area where the puck is.

PART I - POSITIONING

1. REFEREES' POSITIONING DURING FACE OFFS'

1.1. OPENING FACE-OFF TO START THE GAME AND THE PERIODS

- The Referee (R1) will drop the puck facing the Scorekeeper's Bench while the other Referee (R 2) shall be on the Scorekeeper's Bench side, facing the players' bench. (Figure1)

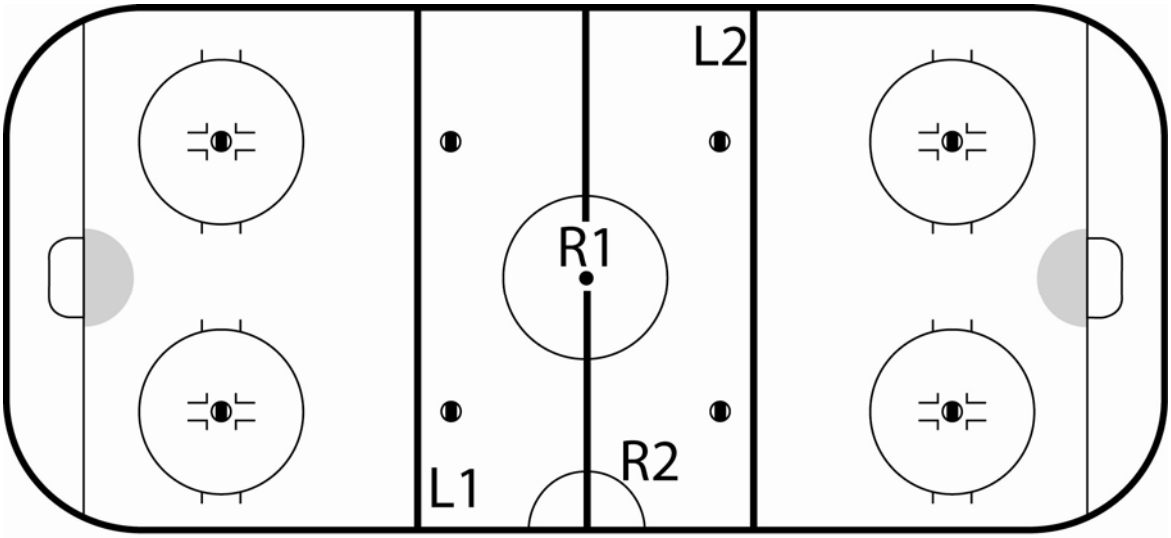


Figure 1

- The two Referees shall determine by themselves, who will drop the puck at the beginning of the game, to start the play at the commencement of periods two, three and any overtime period.

1.2 CENTER ICE FACE OFFS FOLLOWING THE SCORING OF A GOAL

- The Referee who is awarding the goal will stand/remain at the Scorekeeper's Bench, while the other referee shall drop the puck facing the Scorekeeper's Bench.

1.3 END ZONE FACE OFFS

- For end zone face-offs Referees shall stand on opposite sides of each other.

- The Lead Referee (R1) will position himself at or near the goal line as in the three-man system. The Trailing Referee (R2) shall position himself on the opposite side of that of the Lead Referee (R1) mid-way between the red line and blue line around mid ice, generally moving, prepared to go to either side, and in position to get a better view of the play once the puck is dropped He must be clear of the view of the Linesman who is covering the nearest blue line. (Figure 2)

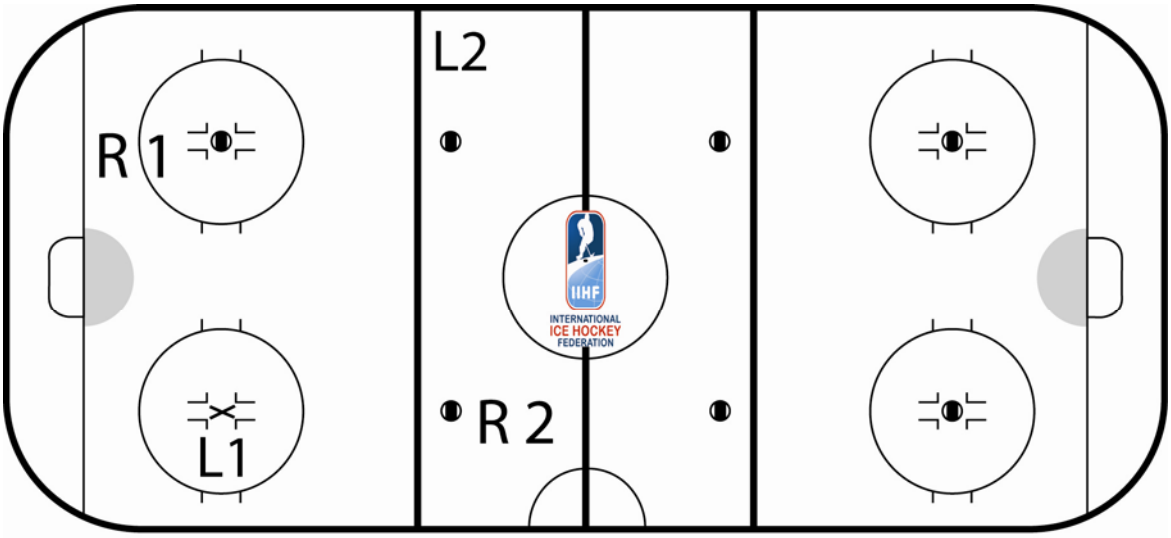


Figure 2

- If the Lead Referee (R1) has the need to cross over to the other side of the ice during an end zone face-off, it then becomes imperative that the Trailing Referee (R2) then crosses the ice prior to the face-off being conducted, (Figure 3)

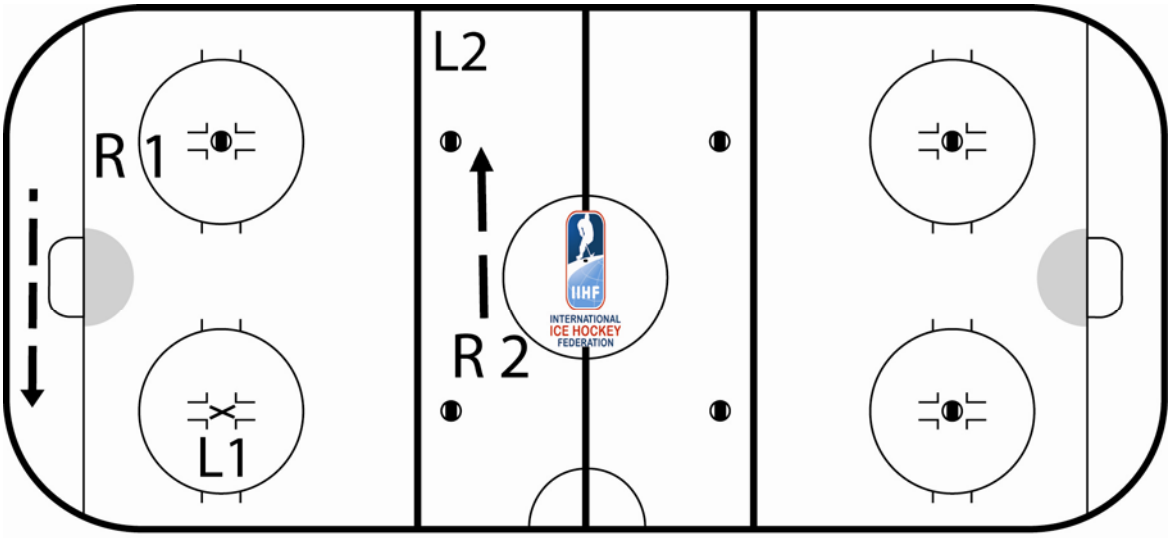


Figure 3

***Note:** If wingers behind the Linesman dropping the puck should encroach or line up off-side, the back Linesman shall indicate this to his partner following the procedure describe in the OPM. Removing one center for such a violation will often resolve the problem. The Trailing Referee (R2) shall only intervene when absolutely necessary skating close to the players in the end zone face off circle, warn them and then return back to his positioning in the neutral zone.(Figure 4)*

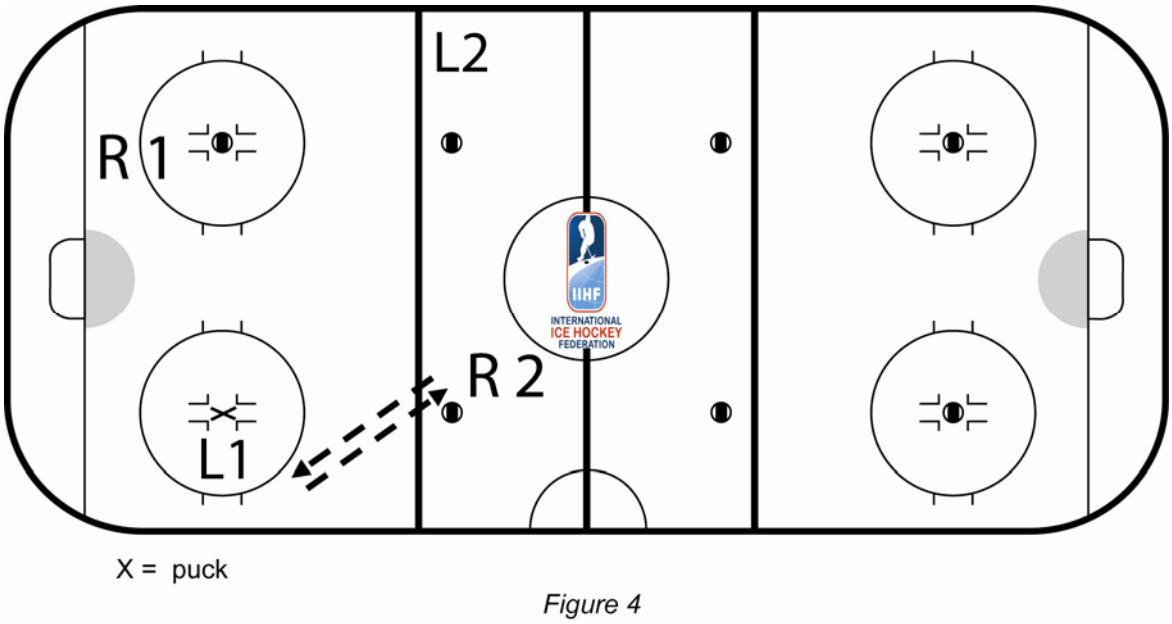


Figure 4

- When changing the center during the end zone face-off violation the Linesman taking the face-off must be fully aware of both Referees having taken their proper positioning.

- When there is a stoppage of play in the end zone (without a penalty) the Linesman moving in shall point to the side of the face off when it is at one of the two end zone face off spots.

1.4 NEUTRAL ZONE FACE-OFFS

- For the neutral zone face-offs, the two Referees take their positions on the opposite sides of the ice surface.

- Normally the two Referees stay on that side of the ice prior to the stoppage of the play.

- The Referee (R1), shall position himself near the top of the end zone face off circle on the opposite side from the face off spot as in the three official system, as the other Referee (R2) shall take his position on the same side of the face-off close to the far blue line, seeking ice that is not anticipated being used, and ready to move towards his designated end anticipating the play after the face-off has been conducted. In these positions, both Referees will be in a position to go deep into an end zone if play/puck were to go into the end zone. (Figure 5)

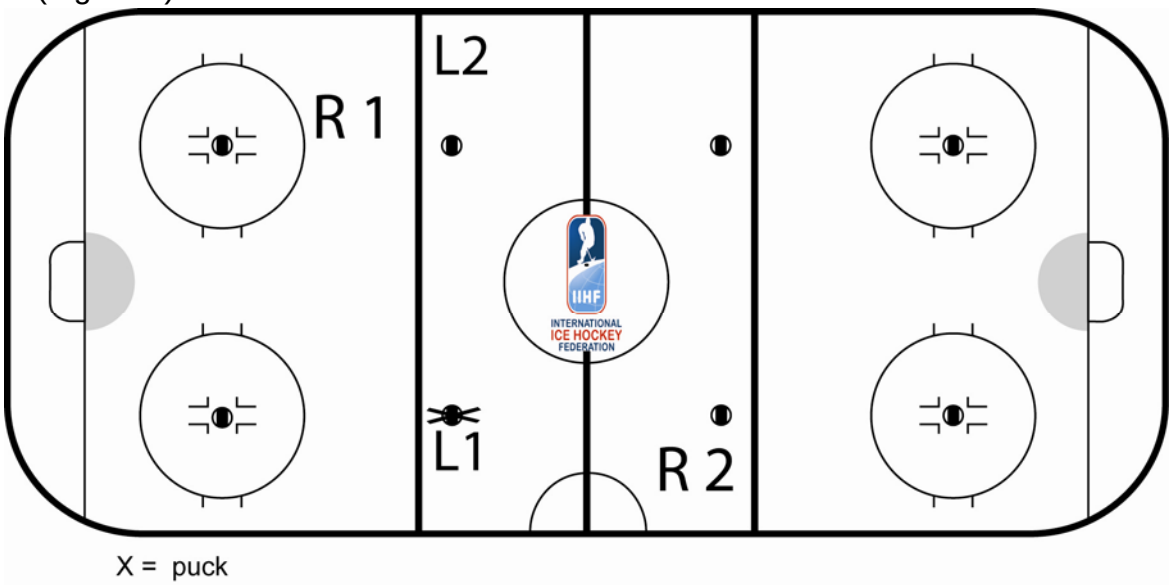


Figure 5

- Where the face off takes place in the neutral zone near the center red line, both Referees shall position themselves in the neutral zone near the blue lines and on opposite sides of the ice. In these positions they will be able to go quickly into the end were play/puck is directed. (Figure 6)

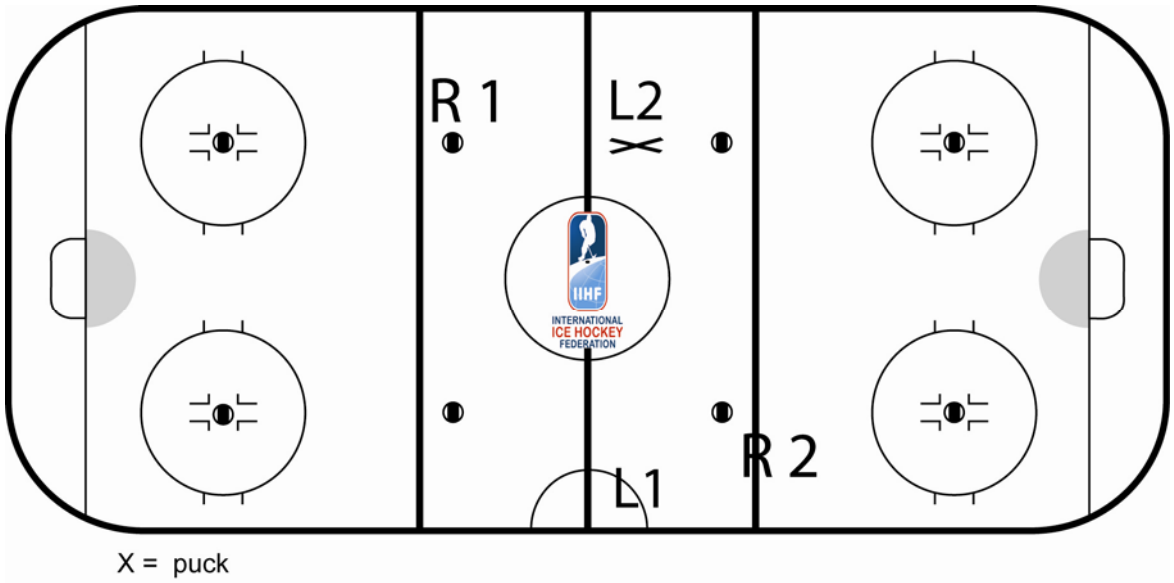


Figure 6

Note: ***If wingers behind the Linesman dropping the puck come in contact with each other or did not line up properly which cause the problems for Linesman (L2) than Referee (R1) on the side of the Linesman (L2) dropping the puck shall intervene when absolutely necessary skating close to the players behind the Linesman (L2), warn them and then return back to his positioning in the neutral zone. If this happened with the players on the side of the other Referee (R2) then Referee (R2) shall follow the same procedure (Figure 7)***

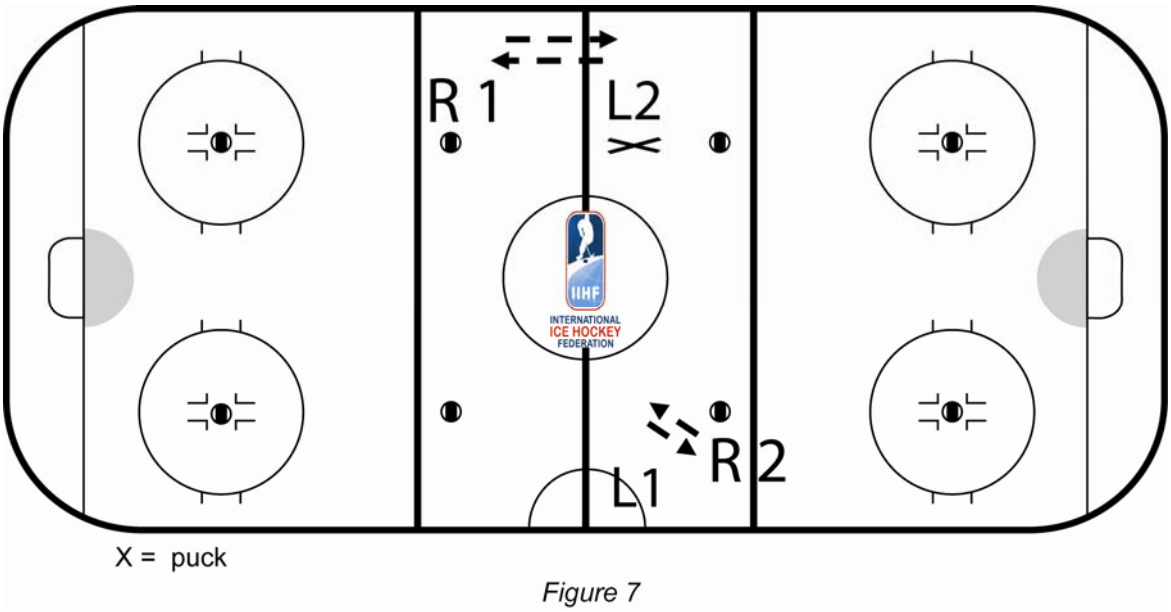


Figure 7

2. REFEREES' POSITIONING WHILE PLAY IS IN PROGRESS

2.1 WHO IS DESIGNATED TO WORK "DEEP" IN AN END ZONE AFTER CENTER FACE OFF?

- The Referee not conducting the center ice face-off shall go in the direction of the puck and shall assume that end of the ice. He will follow the play to that end zone and start that way as the Lead Referee, as the Referee who is conducting the center ice face-off shall position himself as a Trailing Referee. It is important that the Referee going into the end zone get in as quick and deep as possible.

2.2 REFEREES' POSITIONING - END ZONE POSITIONING

- Referee R1 (See Diagram 7) shall go deep into the end zone as pre-determined. His end zone positioning shall generally go along with the OPM, and it does not differ from that of the Three - Man System:

1. ❒ To be at the net when ever needed,
2. ❒ To anticipate the play so that he is able to stay away from the play/players,
3. ❒ To keep the puck and players around in his field of vision,

- Referee R2 (Trailing Referee) shall move to the area of the face-off spot outside the blue line, and his first priority is to control the players away from the puck carrier and the players coming to his direction following an end zone face-off. He must be clear of the view of the Linesman who is covering the nearest blue line (Figure 8),

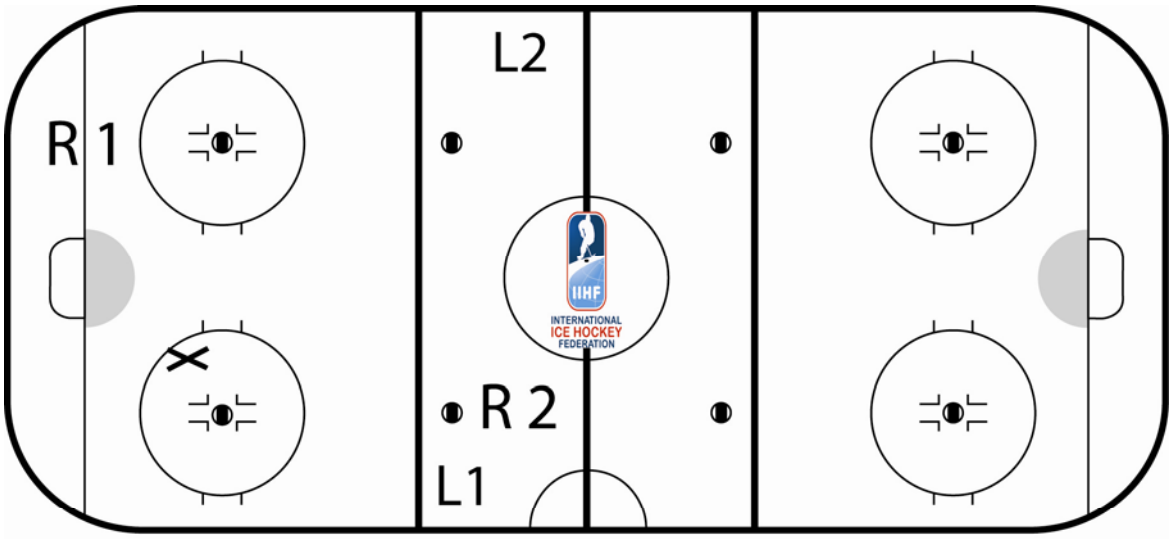


Figure 8

R1 = Lead Referee
R2 = Trailing Referee
L1 = Front Linesman
L2 = Back Linesman

X = puck

- The leading role in changing positioning belongs to the Lead Referee (R1) whose end zone positioning is dictated by the situation to be close to the area of action, to get a better view or angle of the action and the position or positioning of the players and/or the puck. The Lead Referee (R1) can change the side of the ice at his end zone positioning if the play dictates this.

- The Trailing Referee (R2) positions himself between the blue and red lines and may vary his position moving up and down between red line and blue line and back and forth across the ice in order to be on the opposite side to Lead Referee (R1) in the end zone and always prepared to cross over if end zone Referee crosses behind the net. He can also move close to the blue line in order to obtain the best observation or angle of the play.

- The Lead Referee in the end zone dictates the side with play in the ends as he may cross back and forth behind the net.

- It is the responsibility of the Trailing Referee (R2) in the neutral zone to adjust his position according to the position of the Lead Referee (R1) in the end zone and in addition position himself in such away that he can best observe the play.

- The Lead Referee (R1) can not change the side of the ice without Trailing Referee (R2) having the opportunity to change his side as well. There is no procedure for the Referees to change sides while the play is in progress.

- If one of the attacking players is skating around the center ice when the play is still back in the end zone, then the Trailing Referee shall be up at least the same level of the player as shall the back Lineman. The Linesman shall be prepared to cover his blue line and the Trailing Referee shall be prepared to move in deep in the end zone in front of the player anticipating any collisions with him on his way to the end zone.

- Lead Referee (R1) shall continue the end zone positioning procedure of being in quick and close to the net.

2.3 REFEREES' POSITIONING – TRANSITION OF PLAY FROM ONE END ZONE TO OTHER END ZONE

- As soon as the defending team gains control of the puck the Trailing Referee in the neutral zone shall be prepared to move from his position in the neutral zone into the end zone **skating backwards,** so that he is ahead of the play and in no way obstructing the view of the Linesman who has the responsibility to control the blue line.

- It is important that the Trailing Referee transferring himself into the Lead Referee shall be ahead of the play going into the other end zone and not to be on the same line as the puck or puck career or follow them from behind.

- The Lead Referee shall cross the blue line prior to the puck and so avoid blocking the view of the Linesman at the blue line.

Note: ***In some situations and at times it might be better if the Lead Referee follows the play into the end zone so that it is not a concern about contact with the players (Not concentrate on his safety and lose control of the game) and he can concentrate on the play. In addition, as he is already either near, at or just inside the blue line, he can still get quickly to the net and can concentrate on the play and probably get a better angle of the play.***

- The Lead Referee (R1) in the end zone transferring himself into the Trailing Referee shall follow the flow of the play, staying behind, keeping the last attacking player in clear view and continuing to observe the play as it proceeds into the other end zone. (Figure 9)

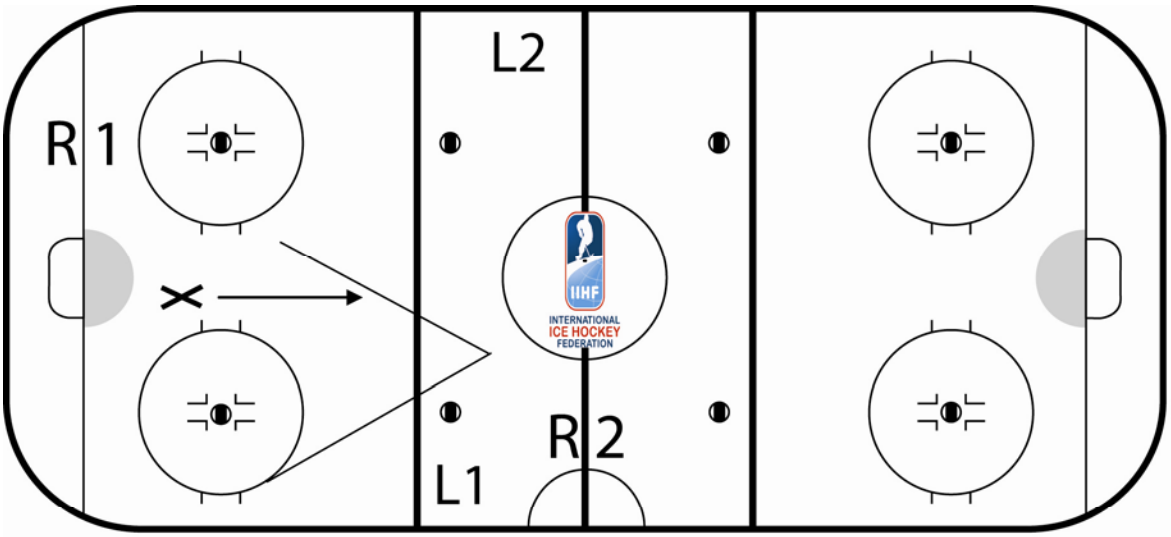


Figure 9

R1 = Lead Referee
R2 = Trailing Referee
L1 = Front Linesman
L2 = Back Linesman

→ = Movement of puck
X = Puck

- The Trailing Referee is not allowed to leave any players behind his back when leaving the end zone.

Note: ***When the Trailing Referee sees the problem facing the Lead Referee of trying to avoid the puck or incoming players, he shall now be more aware of the players going into the end zone, probably moving up much quicker getting a better angle on the play.***

- The Trailing Referee transferring his positioning to the Lead Referee is to adjust his positioning coming up the ice so that he will be on the opposite side of the ice from the end zone Referee. However, as the Trailing Referee comes up the ice he may skate along the mid line of the neutral zone in order to get a better view or angle of the play, while being prepared to move to the side of the neutral zone if the play changes direction and or the defending team gains possession of the puck and begins to leave their zone.

Note: ***This positioning (Lead Referee) going into the end zone, may change based on traffic and pursuit of the puck. The Referee shall use good judgment and anticipation with respect to the movement of the puck to move to the opposite side of the ice. The Trailing Referee MAY adjust his position. As the play exits the zone, the now Trailing Referee must return to his original side of the ice. The now Lead Referee must concentrate on the area of the puck as it travels through the Neutral zone, while his partner is in the process of changing sides***

- The Trailing Referee (R2) in the neutral zone shall position himself mid-ice, close to the blue line and shall be always in a little movement and never stationary. (Figure 10)

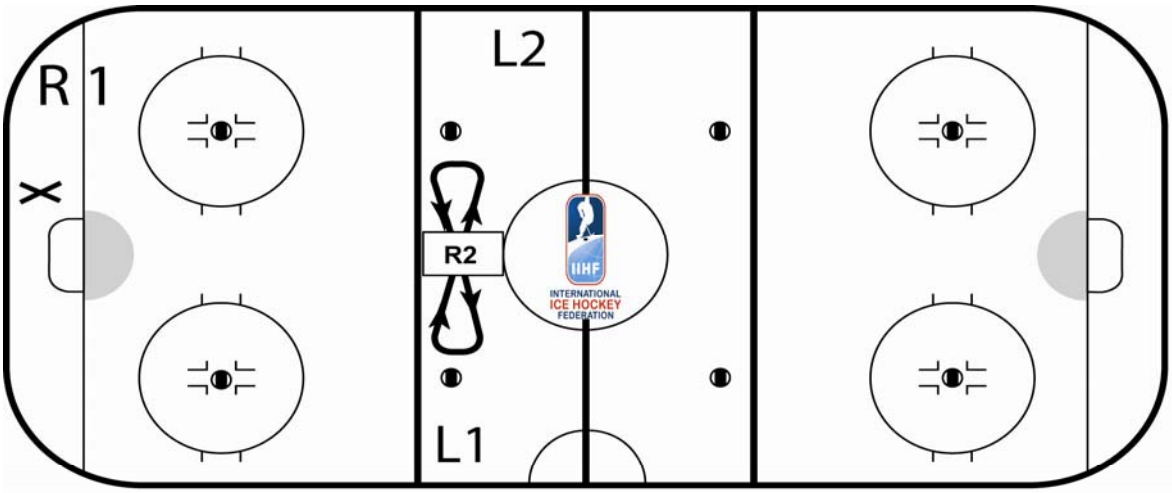


Figure 10

R1 = Lead Referee R2 = Trailing Referee X = Puck location

Note: Mid-ice shall be regarded as the space between the neutral zone face-off dots and close to the blue line

- Such position of the Trailing Referee (R2) allows him to move to either side of the ice surface away from the play and puck during the transition of the game in front of him.(Figure 11)

- It also allows Trailing Referee (R2) some flexibility in anticipation of the play in his transition from Trailing Referee to Lead Referee, while directing his skating away from the action area - puck/play.(Figure 11)

- It now becomes the responsibility of the former Lead Referee (R1) in the end zone to adjust his positioning crossing the ice to the opposite side of R2 either crossing the ice behind the far net (Figure 12) or approaching the close blue line move from the mid-ice position to opposite side as his partner (Figure 13).

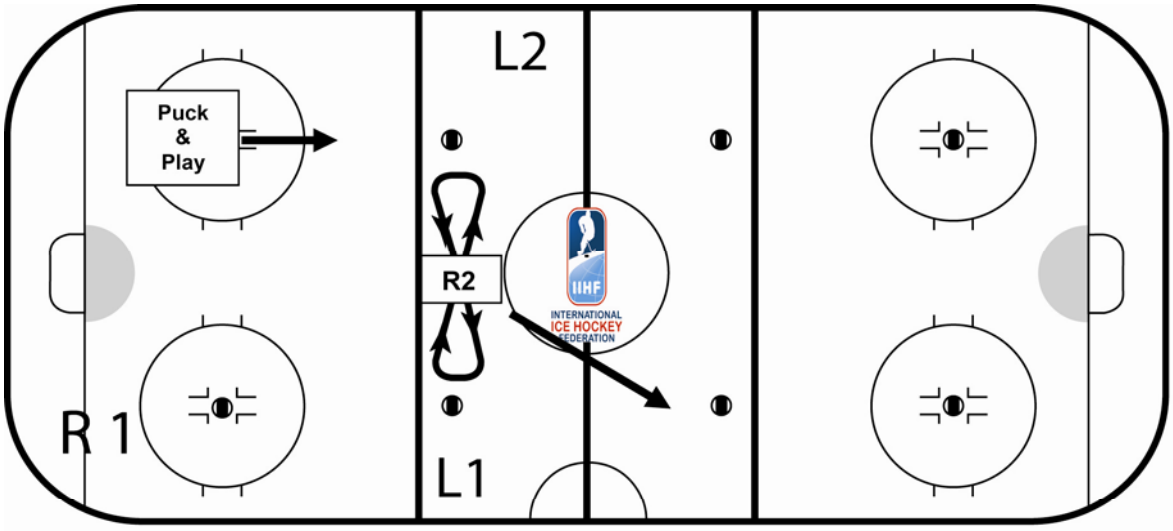


Figure 11

R1 = Lead Referee
R2 = Trailing Referee

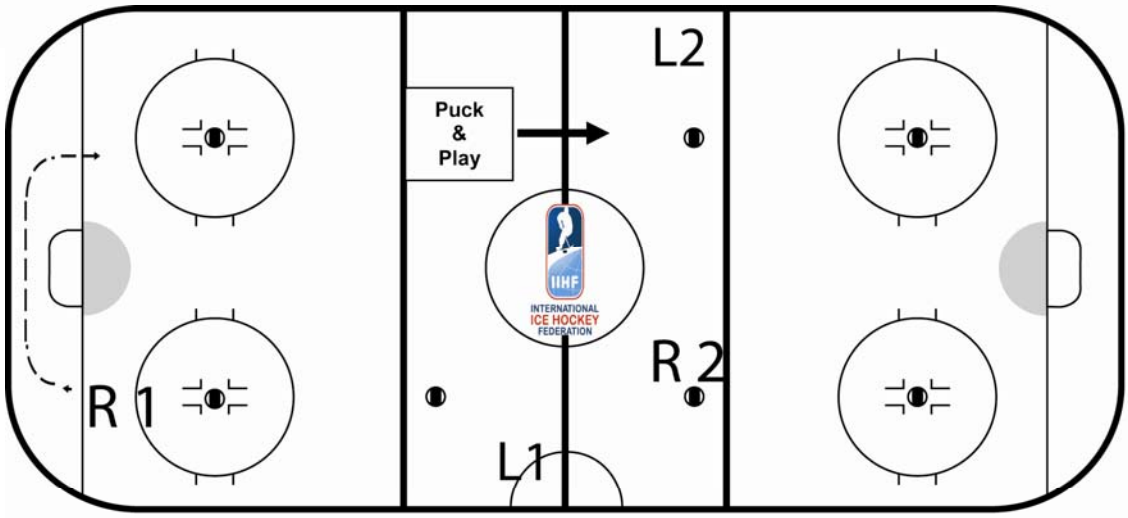


Figure 12

R2 = Trailing Referee
R1 = Lead Referee

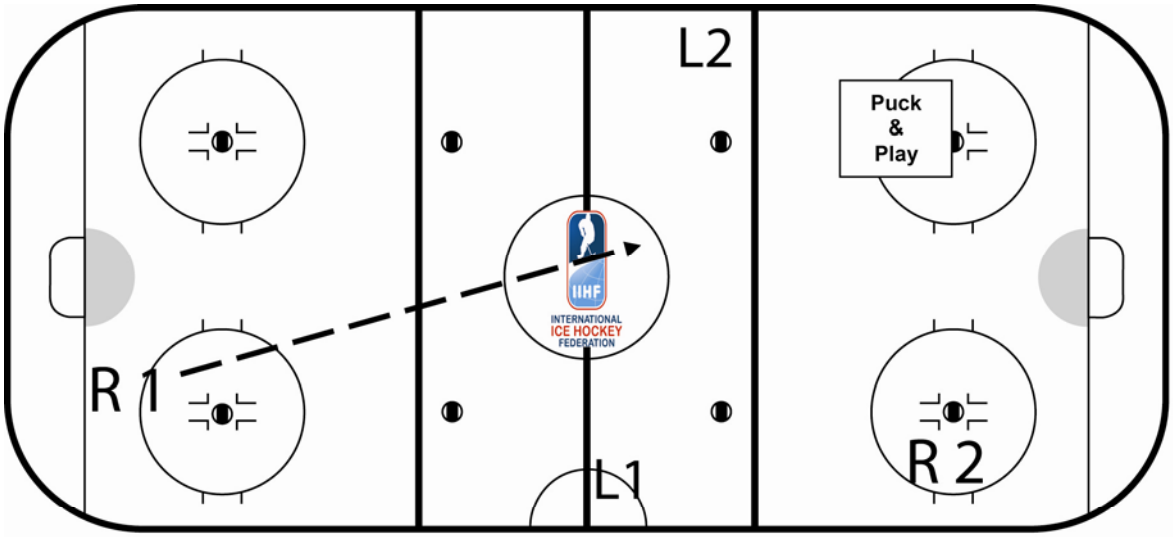


Figure 13

R1 = Lead Referee
R2 = Trailing Referee

- Where there is no strong fore-checking as play is shot into the end zone, it is not necessary for the Lead Referee to go quickly and deep into the end zone. This may leave the neutral zone clear of any Referee as the Trailing Referee will have to follow play out of his end zone. If the infraction were to occur in the neutral zone, it is possible that no Referee will be in a position to make a good judgment call or get a good view/angle of the play.

- If one Referee (Lead) is "knocked down/trapped" and unable to cover the action area, it will become the responsibility of the other Referee (Trailing) to assume his role and cover for him in the end zone and the other Referee (Lead) will position himself as a Trailing Referee.

- The neutral zone Referee (R2) shall be aware of players changing while play is in progress. If Referee (R2) is on the same side of the benches, he shall drop back and let the players go in front of him.

2.4 REFEREES' POSITIONING – ICING THE PUCK

- When the puck is shot from the side of the red line of one of the teams and becomes a potential icing, the Referee in the neutral zone shall skate backwards to the end zone and resume his position there until the play is stopped by Linesman calling icing.

- Following the stoppage of play for icing by the Linesman the Lead Referee from that end zone (if there are no difficulties with the players) shall skate quickly to the other end zone where the face off will take place and established his position at that end zone for the upcoming end zone face off based on the side of the face off.

- The Linesman shall indicate the side of the face off.

- The Lead Referee as he starts dropping back to the end zone for the face off shall skate backwards, facing up ice so that he can observe all the players.

- In the mean time the Trailing Referee (from the end where the puck was shot) shall move to the neutral zone following the play and following the stoppage of play shall take control of the change of player procedure. He shall move out to the middle of the ice and face the benches and shall follow IIHF players' change procedure.

- The Trailing Referee, who is in control of the players' change procedure shall wait until the Linesman retrieving the puck is crossing the close blue line, and then start to count the time for visiting team.

- At the time the Linesman is at the face-off spot, the Trailing Referee shall give him 3 to 4 seconds to control the players at the circle and behind him before Referee's arm goes down for the home team. It allows the Linesman to have 5 seconds to conduct a good quality face-off.

- The Trailing Referee in the neutral zone shall adjust his position after the change of player procedure has been completed.

3. REFEREE POSITION - FOR THE NATIONAL ANTHEM(S)

- Referees are positioned In front of the Scorekeeper's Bench area, standing in the Referee's Crease.

- Linesmen are positioned on the outside of the Referee's Crease on both sides.

PART II – CALLING OF PENALTIES. PROCEDURES and GUIDELINES

1. REFEREES' AREAS OF RESPONSIBILITIES

- The Trailing Referee, as play is coming up the ice, will be responsible for coverage of the peripheral area. The Lead Referee will be prepared to go deep into the end zone, **skating backwards**, working his way towards and starting his end zone positioning as in the OPM.

- The Lead Referee will assume the coverage of the entire end zone, until "the play" has established itself in the end zone, at which time he shall devote his coverage area to the coverage of the "action area" (where prime puck and player location exists) as the Trailing Referee shall assume his coverage area to the coverage of “peripheral areas” (Figure 14).

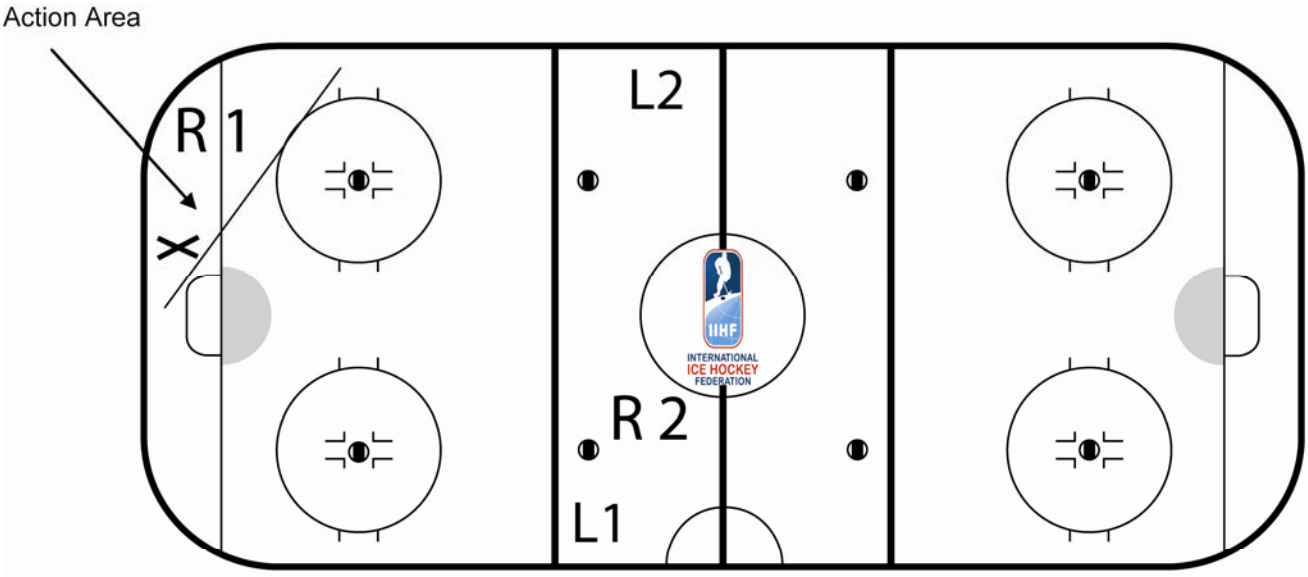


Figure 14

R1 = Lead Referee
R2 = Trailing Referee
L1 = Front Linesman
L2 = Back Linesman
X = Puck location

NOTE 1: The peripheral area and all other areas are covered by R2
NOTE 2: Action area varies from moment to moment depending on the location of the puck

- There is no designated end zone for the two referees for the length of the game. The Referees will be changing ends throughout the game.

- Where one Referee is in the same end zone for long periods of time, it is possible to change position between the two Referees during a stoppage of play. Referees may discuss this in pre-game discussions.

- ***It is also the responsibility of the Trailing Referee to be fully aware of the action area in the end zone.***

- ***The Trailing Referee (R2) in the neutral zone shall be aware of the area that the Lead Referee (R1) in the end zone is concentrating on***

- Following a stoppage in play the Trailing Referee should move into the area between center ice face-off circle and the blue line in order to observe and/or go deeper into the end zone to observe (if necessary) and assist in penalty calls (Figure 15).

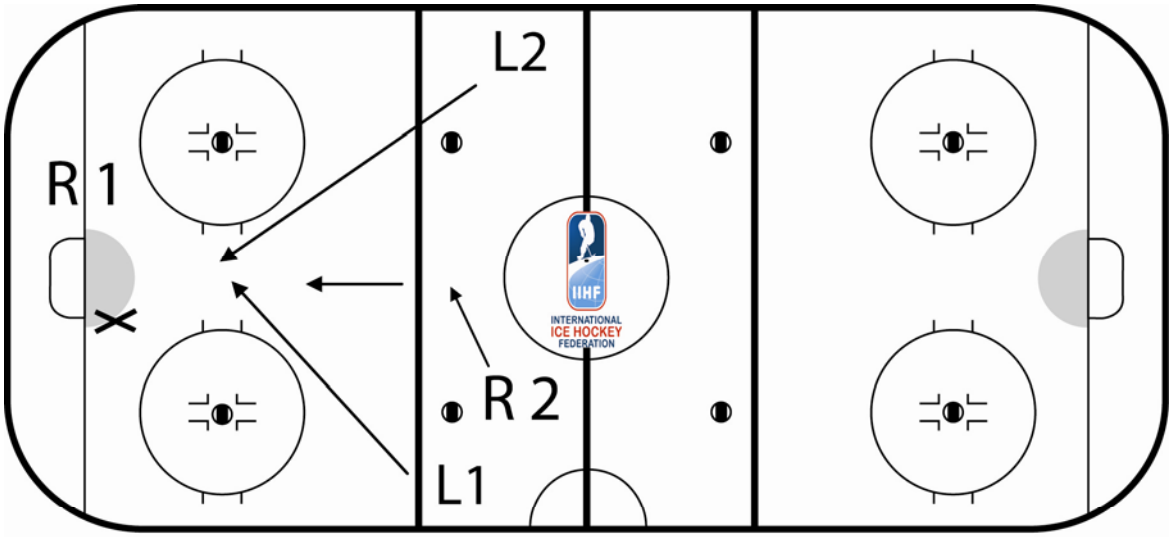


Figure 15

R1 = Lead Referee
R2 = Trailing Referee
L1 = Front Linesman
L2 = Back Linesman

X = puck location

- Where the Trailing Referee (R2) calls a penalty in the end zone, but the Lead Referee (R1) in the end zone stops play as the Trailing Referee (R2) does not see who touched the puck, it is recommended that the Trailing Referee (R2) shall also blow the whistle (to focus on him) to indicate that he is calling the penalty.

- Where the goalkeeper leaves his stick or glove or other object in front of the net as he goes to the benches and his team goes up the ice, the Trailing Referee (R2) shall stop play and assess the penalty.

- It is the responsibility of the Trailing Referee (R2), as a goalkeeper goes to the player's bench, to control it.

- Similarly, if the goalkeeper knocks the net off but takes his stick with him, the Trailing Referee (R2) is to stop play and assess the penalty.

- The Lead Referee (R1) in the end zone is the Referee who shall make decisions as to whether or not to stop play when the puck has contacted the helmet/face mask of the goalkeeper.

- Both Referees may discuss awarding assists as the Lead Referee (R1) reports the goal. Linesmen may also provide assistance. In all situations the discussions must be BRIEF.

2. REFEREE'S JUDGMENT

- A Referee's judgment is affected by many things, namely:

    - His positioning
    - His sight lines
    - The flow of the game
    - Infraction of the rules

- The bottom line is that Referees must trust their judgment and their instincts. If a Referee is 100% sure and can see that an infringement of the rules has occurred, he must make the call. If in any way a Referee is not 100% sure that a foul has occurred, or he is confident that his partner has seen and judged the play, then he should not make a call

  Note 1 - "To making the call": If one Referee is not able to make the appropriate call which is witnessed by the other Referee, both Referees have the authority to make any appropriate call. This is applicable to action all over the ice surface.

  Note 2 - "To making the call": The areas of judgment between game officials will be challenged, e.g. the Lead Referee says it is "no penalty" and the back Referee says "penalty". The judgment of the Referee and between the Referees must not be challenged on the ice. Both Referees have the right to stop the play and assess the penalty at the time and immediately after the foul.

Note 3 – “To making the call”. Following an end zone face-off it may be easier and more efficient for the Trailing Referee to call an infraction on players coming in his direction (towards the blue line) even though they may or may not be in the “action area”.

Note 4 - "To making the call": It is acknowledged that both Referees may have their arms in the air in order to assess the same penalty or different penalties.

- The system will work best when approached as a team effort.
- ***No official should ever make negative comment or allow his body language to suggest disapproval of a fellow official’s call or non-call. Nor should he ever lay the blame on a call on non - call on his partner.***
- ***Where one Referee calls a penalty and the other Referee is questioned by players/coaches, a good comment to make in replay is: “He had a better angle to call it”. Referees shall refrain from saying “Good call” or “I’m support his call”.***
- Even though there are two Referees on the ice, involve the Linesmen if necessary as they may have a better angle of the incident
- Every attempt shall be made to keep conferences of the four game officials to a minimum at the Referee’s Crease area. If four game officials are required then they should participate in the discussion at the Referee’s Crease.

3. CALLING OF PENALTIES

- The Lead Referee or the Trailing Referee may call a penalty at ANY time in ANY zone of the ice, regardless of the position of his partner. This will be dictated by the Referee who has the best viewing position or angle of the play.
- The Judgement of the Referees and between Referees must not be challenged on the ice.
- It is acknowledged that both Referees may have their arms up to assess the same penalty or different penalties to the same or different players. Where two penalties are to be assessed to separate players, both signals must be given by the official(s) who call the penalty indicating this by pointing to the player.

- Both Referees with their arms up in preparation for the calling of a penalty, whether to the same player or different penalties (same or different teams), shall have clear communications in order to ensure that the appropriate call has been made. In this case the Referee responsible of that zone will signal the penalty first and the other Referee thereafter if necessary. The object of this procedure is to call a penalty only if deserving. It is important that both Referees know the penalties assessed and if it needs have a briefly talk on the stoppage of the play to clarify if the penalty assessed to the same player or different players.

- In cases where two penalties are being assessed, the Lead Referee shall assess his penalty and make his signal first, followed by the Trailing Referee.

- Where there are multiple penalties to be called on any play, the two Referees should consult to ensure all appropriate penalties are assessed. Either Referee may relay all the penalties to the Penalty Timekeeper.

- The Referee who signals a penalty reports the penalty to the Scorekeeper.

- When both Referees signal at the same time for a penalty and play stops in the neutral zone, the Referee in the neutral zone will report the penalty.

- Where play stops in the end zone, and both Referees signal for the penalty, the Referee in the end zone reports the penalty to the Scorekeeper.

- Where both Referees signal for penalties to different players, each Referee will report his own penalty and return to the zone he was in at the time of the stoppage of play.

  Note 1: Both Referees should be watching the play and not each other. They should call what they see and have the authority to make any appropriate call as it applies to all over the ice surface.

  Note 2: Every effort should be made to keep official's conferences to a minimum at the Referee's Crease or anywhere on the ice. Only when all four officials are required will they participate in a discussion at the Referee's Crease.

- In case of major penalty or multiple penalties it is recommended that the two Referees shall have a very brief consultation to ensure all appropriate penalties are assessed. The Lead Referee shall relay this information to the Scorekeeper.

- If there is a situation of calling more than one penalty, the Referee must signal the second penalty according to the OPM, and it is very important that correct signals are conducted to avoid any type of confusion.

- Every effort shall be made to have one Referee signal one foul only, even though both may have their arms up to signal a penalty. However, when two penalties are to be assessed to two separate players both signals must be given. It is imperative that both Referees communicate to ensure the proper penalty and subsequent signal(s) be given.

- If one of the Referee puts his arm up to signal the penalty and then the other Referee puts his arm up to signal the penalty, both Referees shall keep their arm up until the stoppage of play.

- The need to call penalties after the play has stopped - if either Referee or Linesman has the need to make a call after the play has stopped, he is limited to making such calls as are permitted in the duties of the Referee or Linesman - See IIHF Rules,

- The two Referees and two Linesmen have the rights and responsibilities to assess penalties according to the Rule Book,

- To show good team work between the two Referees, it is important to be aware of the danger of giving the "wash out" signal in case of non penalty calls. ***Referees shall not use the "washout" signal to indicate no penalty.***

- ***Referees must be aware of when/where their partner is issuing a warning to players and not calling a penalty. Referees may continue to use their voice to communicate with the players or to indicate their presence. "No penalty yet" or "No more or a penalty" slogans the two Referees shall be very careful with, when the play is in progress.***

- It is recommended that the Referees shall not use any verbal or signals for non penalty calls. Verbal abuse penalties from the playing surface or bench areas can be called by any game official (Referee or Linesman) in the area who can confirm the accuracy of such a call,

- Linesman should report the incident to the referee without rising up his arm.

4. POSITIONING OF THE REFEREE FOLLOWING THE ASSESSMENT OF A PENALTY

- When the Referee in the neutral zone calls a penalty in the end zone, he reports the penalty, and then takes up a position as the end zone Referee. The Referee in the end zone now moves up into the neutral zone and takes over the responsibility of the change of player procedure.

- When the Referee in the end zone calls a penalty, he shall report the penalty and then return to the end zone. The neutral zone Referee will remain in the neutral zone and assume the responsibility of the change of player procedure.

- If possible when selecting the face-off spot dot in the end zone after a penalty call, have it on the side opposite to the player's bench. In this manner the Referee assessing the penalty will stay also opposite to the player's bench.

- Only when there has been a confrontation after a penalty has been called the Referee reporting the penalty shall take up his position on the side away from the benches.

PART III –DIFFERENT PROCEDURES and GUIDELINES

1. SIGNALLING TECHNIQUES – CHANGE OF PLAYERS' PROCEDURE DURING STOPPAGE OF PLAY

- In the end zone face-offs it is the responsibility of the Trailing Referee to give the signal for line-up change, no matter on which side of the ice surface he is on.

- When the Referee gives the signal for the line-up change he should be off the boards, making himself more visible to the coaches, especially when he is on the side of the players' benches.

- For face-offs in the neutral zone, the Trailing Referee (R2) who may or may not be positioned on the players' bench side shall control player changes. He is encouraged to be visible - moving to the center ice face-off spot to make himself more visible to the Coaches. Changes shall be done in accordance with IIHF Rule Book - Rule 412. (This is applicable following commercial time outs also.) (Figure 16)

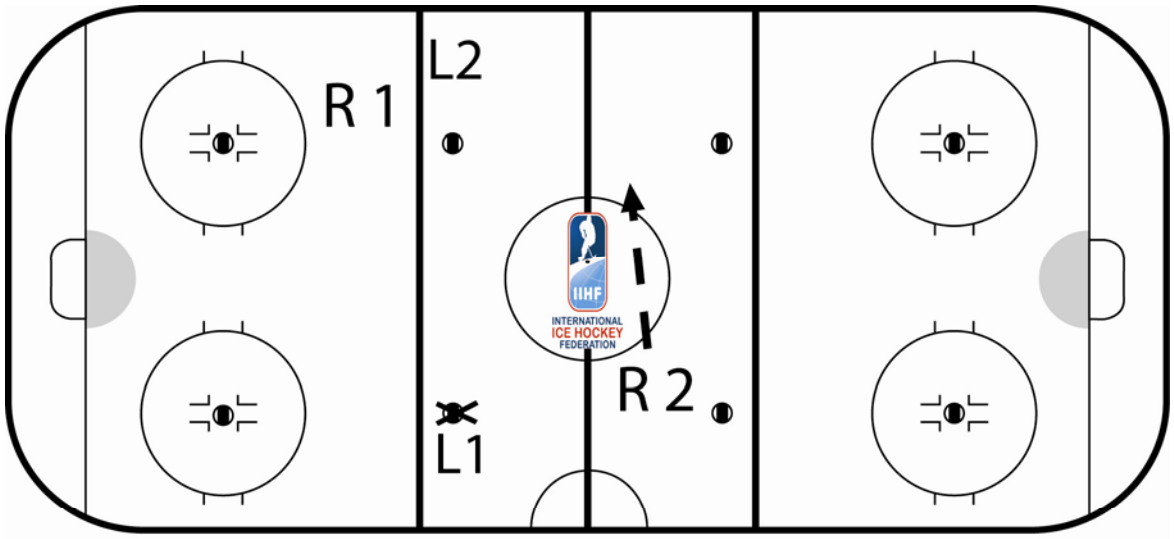


Figure 16

R1 = Lead Referee
R2 = Trailing Referee - moves out to control line change
L1 = Front Linesman - conducting the face-off
L2 = Back Linesman
X = puck

- The Referee in the neutral zone is responsible for controlling the line up changes, in all situations.

2. REFEREES' RESPONSIBILITIES DURING VIDEO REVIEW

- When one of the Referees calls for a video review of a play, that Referee should call up to Video Goal Judge (V.G.J.) and discuss the situation with him, however, both Referees may consult with each other.

- During the time period when one Referee is in discussion with the V.G.J. the other Referee should observe all the players, and ensure that the Referee dealing with the V.G.J. is not affected by the players. The Referee may step off the ice onto the Scorekeeper's bench to use the phone. Following his discussion with the V.G.J., he shall announce and give the signal for the final ruling.

- The Referee, not in discussion with the V.G.J., should make NO comment to any player on the situation being reviewed. He should only explain what situations may be reviewed by the rules.

- Where a video review is called for by the V.G.J., the Referee in the zone where the situation occurred should be the Referee to be in contact with the V.G.J. and to give the final result of the ruling.

- Where a video review is to be called, both Referees shall discuss the situation briefly before calling Video Goal Judge (VGJ), to save time if the VGJ give a reply of "Inconclusive".

- When the V.G.J. gives his reply (for a request from a Referee for a review) that the review from his position is "inconclusive" then the two Referees (with the possible consultation with the two Linesmen) shall discuss the situation, make the decision.

- The Referee who called for the review shall announce and give the signal for the final ruling.

- Where a player requests either Referee to call up for a review, the comments of either or both Referees should be that a team cannot request the review of a play".

3. REFEREES' RESPONSIBILITIES DURING OVERTIME

Where there is to be an overtime period, each Referee will follow the same procedure and positioning as for the start of each of the regular periods.

4. REFEREES' RESPONSIBILITIES DURING GAME WINNING SHOTS

- During this procedure one Referee may check the goal crease areas for the best end at which to take the shots and notify the arena staff where and how to clean the middle of the ice.

- The same Referee may take the responsibility of explaining the situation to each of the coaches.

- The other Referee will meet with the Captains, conduct the coin flip, and find out which team will shoot first.

- One Referee and a Linesman shall take up a position on the goal line and one linesman at the benches as in the 3 Man Systems.

- The Referee in the neutral zone shall instruct the player(s) taking the shot and checking that the correct player(s) is shooting and the correct order of teams shooting and waits until the end zone Referee blows the whistle.

- The Referee on the goal line shall instruct the goalkeepers and at the appropriate time blow the whistle for the player to begin his shot and signal goal or no goal after each shot.

- As the player starts to take the shot, the Referee in the neutral zone, starts to move crossing center ice follow the player 2 – 3 m inside the blue line along the mid line of ice and shall obtain a good sight view from behind on actions of the player and goalkeeper.

5. REPORTING TO THE BENCHES

- When there is a decision to go to the benches (coaches) it is recommended that the Referee who has made the decision or judgment is the one who should make the explanation.

- However, at appropriate times both Referees may go to a bench or one Referee may go to each bench.

- In case of difficulties with one or both teams for one of the 2 Referees, the other Referee should take more charge of the needs to communicate with the teams. It also may reflect to their positioning; the one with no conflict will stay more on the side of the teams.

6. WRITING OUT A REPORT

- Where a situation or a penalty has occurred during the course of a game that dictates that a report shall be filed to the Proper Authorities, both Referees shall write a report.

- When a Referee Game Report Form is required, all four officials should sign unless one of the officials has a different version of the incident. He then shall write down separate report.

- Correct procedures shall be followed in that Linesmen may also be requested to write such a report as in any other system of officiating.

- It is the responsibility of both Referees to ensure that their reports are presented to the Proper Authorities.

- Both Referees may also be required to attend a meeting related to the incident where the situation is being reviewed by the Proper Authorities.

7. PROCEDURE FOR SCRUMS AND ALTERCATIONS

- **Referees, at no time, should become physically involved in an effort to prevent an altercation**

- In any altercation the Referee will assume an observer role, while the Linesmen will follow the altercation process they have in the past. They will make an attempt to stop an altercation if able, at the Referee's discretion,

- The Referee, responsible for that zone, will be in charge of assessing the appropriate penalties, as the other Referee may assist if requested. In any situation the consultation must be very brief,

- During an altercation in the end zone the Trailing Referee shall have the responsibility of observing and controlling the players' benches and the point players moving in and he shall take the position close to the blue line. It is not recommended that he enter deep into the end zone.

- During an altercation where multiple players are involved the Trailing Referee has the responsibilities as mentioned above and now he may move closer to have the best available view to the altercation in case of the Lead Referee needing his opinion of the altercation. ***Moving in*** means that the Trailing Referee is allowed to move in slightly across the blue line, but he is not allowed to get involved with the altercation.

- When there is a scrum or roughing situation in the end zone and a goalkeeper may be assessed a penalty(s) the Trailing Referee (R2) in the neutral zone shall:

    - Record the numbers of the players on the ice
    - Stop all players from leaving the benches

- Where there is a scrum in the end zone, on the stoppage of play, the Trailing Referee (R2) in the neutral zone may move in to the top of the circles while at the same time checking if the point players have moved in.

The following is a brief summary of procedure for altercations:

REFEREES

1 ❒ Lead Referee is in charge
2 ❒ Trailing Referee will control the players away from the fight or altercation
3 ❒ After the altercation may be a brief consultation - to make sure that both Referees know all the penalties being assessed
4 ❒ Lead Referee shall announce and assess the penalties
5 ❒ It is also the responsibility of the Lead Referee to inform the two Captains of the penalties being assessed
6 ❒ At the same time the Trailing Referee is in charge of controlling the other players
7 ❒ Both Referees must know the penalties which will be assessed
8 ❒ Finally, check where the next face-off will take place

LINESMEN

1 ❒ Normal fight procedure - see OPM
2 ❒ Escort the players taking part in the altercation to the penalty bench or off the ice surface
3 ❒ When the two Referees are having a brief consultation in the Referee's Crease, it is the responsibility of the Linesmen to control the players
4 ❒ If requested be ready to give your opinion to the Referee

MISCELLANEOUS

1 ❒ The goal is to ensure that the correct penalties will be assessed

8. OTHER PROCEDURES

- Both Referees will have the responsibility of making such calls as "Hand Pass", "High Sticking of the Puck", “Puck out Bounds" etc. The Linesmen may assist in such calls if the Referee has not observed that call according to the rules.

- The Referee must be given the opportunity to make the call initially and if he shall not observe it, then the Linesman will make the appropriate call. The Linesman will have the same authority that he had in the past.

- Where a player contacts the puck with a high stick in any zone and one Referee makes the original signal:

  - Wait to see what happens
  - Same team touches the puck → stop play
  - When opposing team play the puck → use washout signal

  The Referee (R1/R2), who initially signals the infraction, is the Referee who must complete it → stop play or a washout signal.

- When the situation is not a high sticking the puck action NO washout signal should be given.

- When appropriate the Trailing Referee shall be in charge of either or both benches in order to speed up the resumption of play.

- If both Referees go to the benches they better be sure that same instructions are given to both coaches

- In the event of a Linesman unable to make a call at the blue line, the Referee would first check to see if the other Linesman is prepared to make the call, and if not able, the Referee would then stop the play,

- Referees should not focus only on their responsibilities based on action area & location of it.

- On occasion due to movement of the play both Referees may be on the same side of the ice surface, but should adjust their position at the first opportunity.

9. INJURED REFEREE AND LINESMAN PROCEDURE

9.1. INJURED REFEREE

- In case one of the Referees becomes incapacitated and unable to continue, the game officials shall continue working the game using the 3 Man Officiating System.

9.2. INJURED LINESMAN

- In case one of the Linesmen becomes incapacitated and unable to continue, the game officials shall continue working the game using the following procedures and guidelines.

9.2.1 Face-Off Procedure

- The Linesman to conduct all face-offs, excluding the center ice face-off spot

- In the end zone face-offs the R2 to control the blue line until the Linesman returns to the blue line or the far blue line, if there is a quick transition of the direction of the play

- In neutral zone face-offs the Referee closest to the blue line shall cover the line until the Linesman is able to cover the line

9.2.2 Offside Situations and Calls

- If the Linesman is not in position to cover the line, the Referee closest to this line, shall control it, and stop the play if needed

- In the delayed offside situation the Referee shall use verbal communication to indicate the offside situation. The Referee shall never raise his arm to indicate delayed offside. When the Linesman arrives at the blue line (the delayed off-side is still in effect), he then will raise his arm and control the line.

9.2.3 Icing Situations

- The Linesman shall control and call all Icings

PART IV – LINESMEN PROCEDURES and GUIDELINES

1. PENALTY CALLS THAT THE LINESMAN MAY MAKE

- There are no changes in the standard of rule enforcement that the Linesmen have been authorized to call.
- The Linesmen will have the same authority as specified in the Rule Book.

2. LINESMAN POSITIONING FOR ALL FACE OFFS AT CENTER ICE

- Linesman positioning has exactly the same procedures as utilised in the three-man system, so Linesman positioning will remain the same as it has been in the past.

  Note: Any positioning referred to shall be a guideline only. This will allow for flexibility to be able to move to any position that will not interfere with the flow of the game.

3. LINESMEN COVERAGE FOR A TRAPPED REFEREE

- In order to be ensured of proper coverage "to the net" the Linesman will have the same authority to cover the play to the net in the event of the Referee being "trapped" and unable to make it to the goal line.
- There must be one of the four at the net always when there is a scoring opportunity,
- If the Lead Referee is out of position (falls) the Linesman is to check to see if the Trailing Referee is able to cover, if so, let him go deep in zone. If the Trailing Referee is not able to cover for the trapped Referee, the Linesmen are requested to check and go deep into the end zone, if required.

Summary

FOUR MAN SYSTEM - KEYS TO SUCCESS

- Communication
- Teamwork
- Respects for Fellow Officials
- Integrity of the Game