



HCOP ENTRY LEVEL CLINIC





FORCE

MAKE THE CORRECT CALL

OMHA Approved
Officiating Uniforms



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The Ontario Hockey Federation together with its Member Partners holds the following beliefs:

We believe in the values of Fair Play and Sportsmanship - to win modestly and accept defeat graciously.

We believe in creating positive, safe hockey environments within which developing friendships and having fun are priorities.

We believe in fostering personal growth life experiences while encouraging development of skill competencies.

We believe in encouraging people regardless of age, gender, colour, race, ethnic origin, sexual orientation or socio-economic status to enjoy the hockey experience.

We believe in the importance of developing dignity and self-esteem, having respect for all participants and instilling the values of honesty and integrity throughout the hockey community.

We believe in teamwork, the value of hard work, determination and the pursuit of excellence to make the Sport of Amateur Hockey successful.

We believe in the benefits of working together for the 'love of the game'.

INTRODUCTION

WHAT IS THE 'OFFICIATING' PROGRAM?

HOCKEY CANADA has developed a standard method of refereeing hockey games that can be applied from coast to coast. This method allows officials to do their job with consistency, uniformity, and by using the best practices available. The components of this method are outlined in the HOCKEY CANADA Officiating Manual. This manual should be referred to often during your officiating career, as it explains the skills needed to officiate. Unlike players, officials rarely get the chance to practice their skills, so this type of off-ice training is even more important to an official's success.

Officials in every sport are expected to know the rules of the game. While no one is expected to memorize each word in the rulebook, hockey officials that can correctly apply the rules of the game with the intended outcomes are generally more successful. Again, frequent self-study is important to an official's knowledge of the rules.

By combining experience with the defined methods and sound rules knowledge, an official can progress from beginner's hockey to more serious levels of the game. HOCKEY CANADA has separated this progression into 6 levels, and these 6 levels represent the certification process of officials. This national certification is valid for one year at a time and is recognized by hockey's governing bodies in each province. Annually, you will be required to renew this certification by attending a clinic developed in accordance with HOCKEY CANADA guidelines. It is this certification that speaks to your commitment to being the best official you can be, each and every year.

From recreational hockey to international competition, there are officials that have been trained using the same information. Today, we will begin the program by introducing you to these methods, rules and information.

WHY DO IT?

While there are many reasons that people have, you have to ask yourself one question: Why do I want to referee hockey games?

Once you know why you want to be involved, you'll know when you find success.

SUMMARY

When you add up all of the jobs that an official must perform – counting goals, assessing penalties, conducting face-offs, settling disputes, controlling line changes, judging offsides, breaking up fights, watching the play, being impartial – it really means a lot of work. The

easiest way to describe the role of an official is that they are there to ensure the game remains SAFE and FAIR for everyone involved. A successful official will be one that can do all of this and still have fun!

EQUIPMENT

What do I wear when I'm going to do a game?

As an official and a representative of the OMHA, the moment you walk into a rink, people are looking at you. If you dress appropriately and look professional, people will have more respect for you. To ensure that an official makes a good first impression, they should adhere to the following guidelines:

- For House League hockey, officials should be neatly dressed and avoid wearing dirty or ripped clothing, ball caps, jackets and shirts with team logos and inappropriate slogans on them
- Casual business attire is the minimum standard for OMHA hockey - Shirt and tie for playoff games
- Remember, officials should be punctual and arrive at the rink a minimum of 30 min before the start time of the game (45 min before playoff games)

What do I need when I am going onto the ice?

Just like when you arrive at the rink, when you step on the ice people will form an opinion of you based on your appearance. In order to make a good impression, ensure you are dressed properly, and your uniform is in good repair.

Listed below is what an official must wear while on the ice:

- CSA approved helmet (black) and ½ visor;
- BNQ Approved Throat Protector;
- Proper referee sweater with correct cresting;
- Black pants (preferably referee pants);
- Skates, polished with clean white laces; and
- Referee whistle.

Listed below is what an official should wear while on the ice:

- Undergarments to keep you warm and comfortable
- Other protective equipment required (i.e. shin guards, elbow pads, jock/jill);
- Shin tights (to keep your pant leg out of your skates)

EQUIPMENT

Why is it important to dress appropriately when going to the rink to officiate?

When officiating House League games, what type of clothing should be avoided?

When officiating Representative Hockey, what type of clothing is appropriate?

What items are mandatory for an Official to wear when they are on the ice?

How long before the start of a game should an official be at the rink?

Can a Referee wear Goalie Skates?

QUALITIES OF AN OFFICIAL

There are 12 areas that have been identified as necessary qualities for every official to possess. Your strengths and weaknesses will differ from everyone else in the room. The key, as an official, is to maximize your strengths and minimize your weaknesses.

- Knowledge of the Rules
- Fitness
- Appearance and Presence
- Skating Ability
- Positioning
- Signals
- Procedures
- Attitude
- Reaction to Pressure
- Rapport and Communication
- Feel for the Game
- Judgment, Consistency and Standard

OFFICIAL'S CODE OF ETHICS

I WILL:

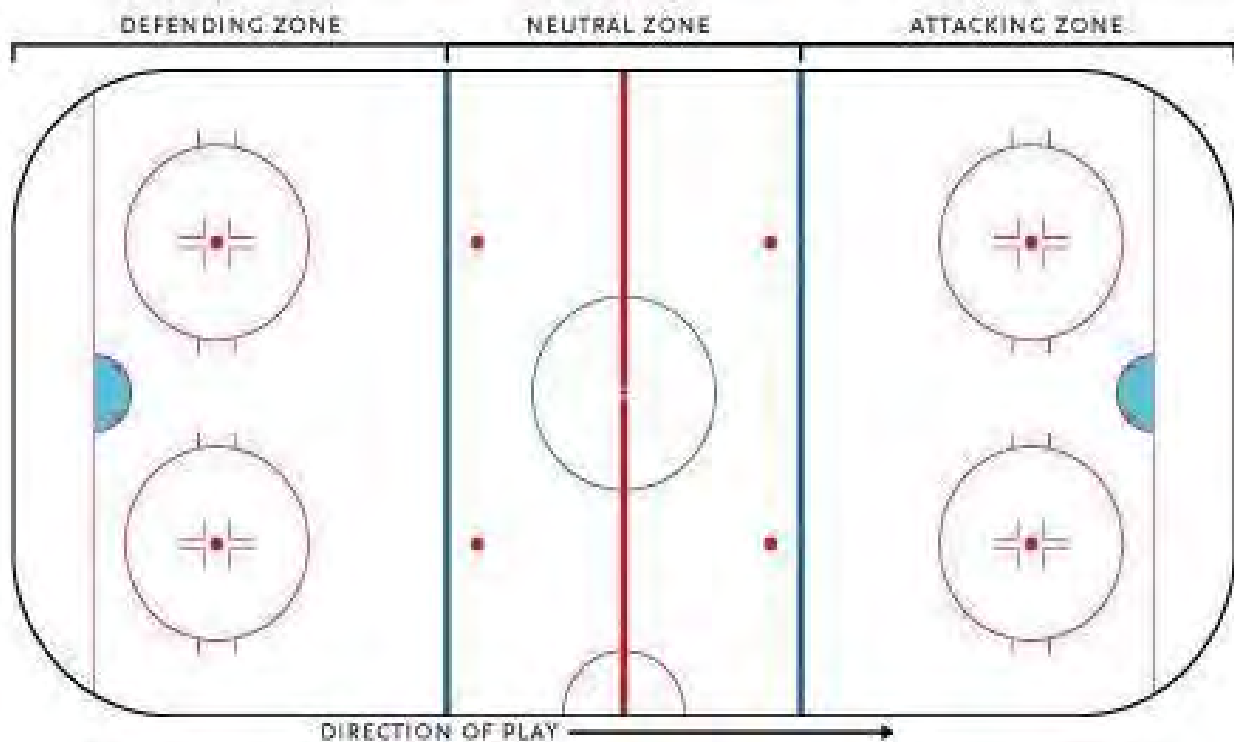
- Do the best job I can do, no matter what category of hockey
- Always show respect for my fellow officials, players, coaches and fans
- Study and improve my knowledge of the Rules, Policies and Procedures
- Represent myself and the rules as fairly and accurately as possible at all times
- Always be unquestionably impartial
- Avoid the use of illicit drugs and alcohol
- Uphold the philosophy of "Fair Play" and penalize all infractions
- Raise the standard in each game I work
- Be supportive of my fellow officials at all times
- Accept that I will make mistakes, and will strive to overcome them
- Contribute to the growth of HCOP within my Association and Branch
- Accept and respect positive feedback given to me by Supervisors and the assignments given to me by my administrators

ZONES OF THE ICE

Rule 1.3 d) states: "That portion of the ice surface in which the goal is situated shall be called the "DEFENDING ZONE" of the team defending that goal; the central portion shall be known as the "NEUTRAL ZONE", and that portion furthest from the defended goal as the "ATTACKING ZONE".

It makes sense then, that the Neutral Zone is the same for both teams, that the end zones of the ice are different for both teams. For example: Team A's Defending Zone is Team B's Attacking zone.

The diagram below indicates the zones of the ice, if the direction of play were to be from 'left to right'.

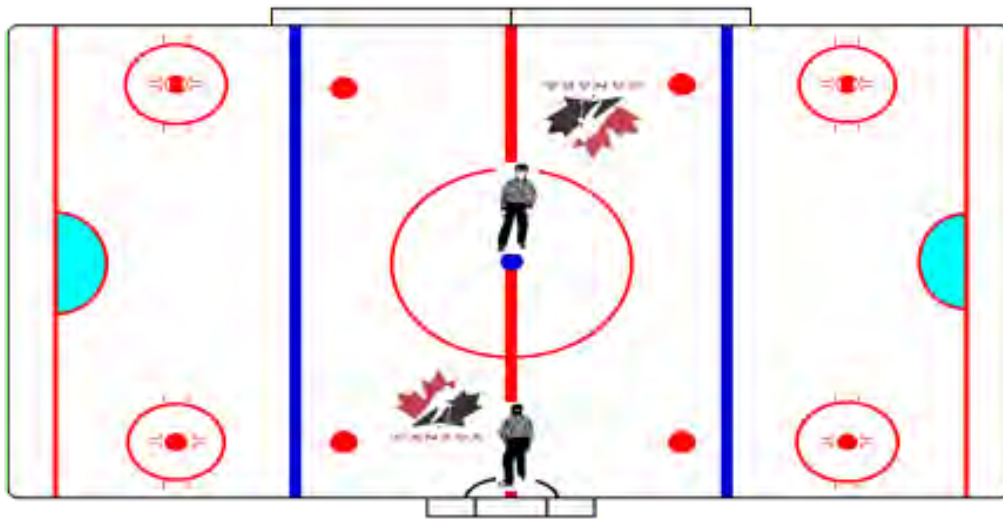


POSITIONING

2-Official System

While most high level hockey uses the 3-official system, minor hockey frequently uses the 2-official system. In the 2-official system both referees are equal and can make calls anywhere on the ice. During play however, there should only be 1 official in an end zone. In fact there should always be a line (blue line or centre red line) separating both officials.

Centre Ice Face-Off – Officials face each other; the “free” official goes with the puck.



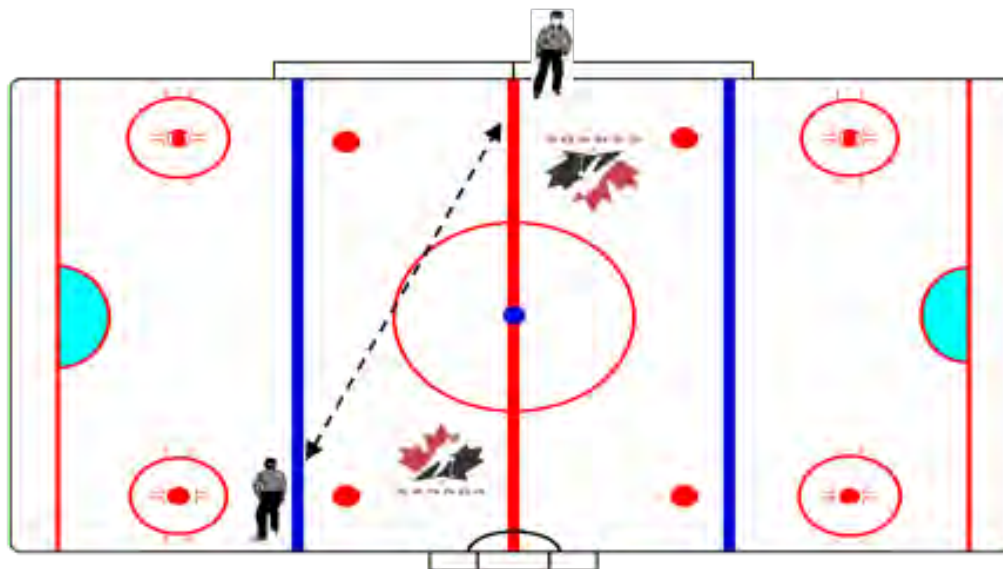
End Zone Face-Off – front official drops puck and follows End Zone positioning (Piston), back official is located diagonally across from partner, just outside the blue line.



Neutral Zone Face-Off – Officials stand directly across from each other; the “free” official goes with the puck.



Remember - while the puck is in play, the officials will be diagonally separated by one set of lines.

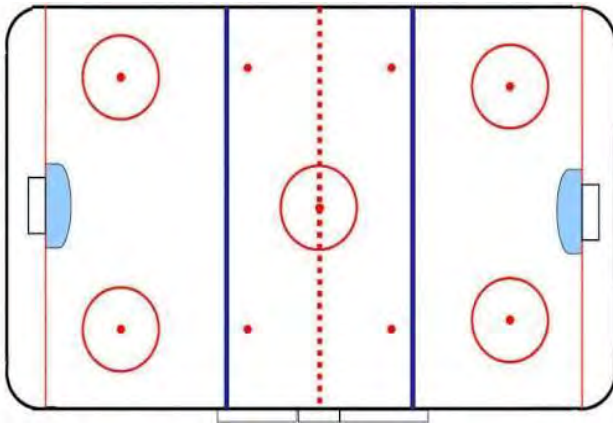


POSITIONING | 2-OFFICIAL SYSTEM

What does "Free Official Goes" mean?

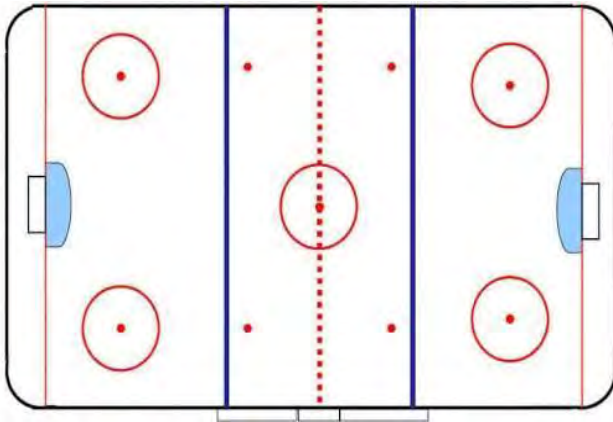
On the rink diagrams below, indicate where the officials should stand for:

Centre Ice Face-off



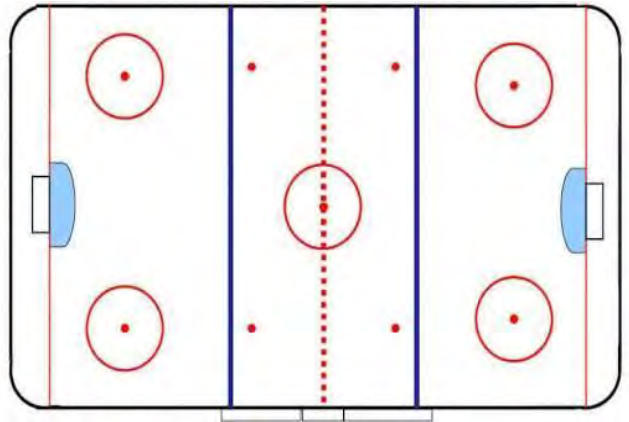
Neutral Zone Face-off

Pick any neutral zone face-off dot



End Zone Face-off

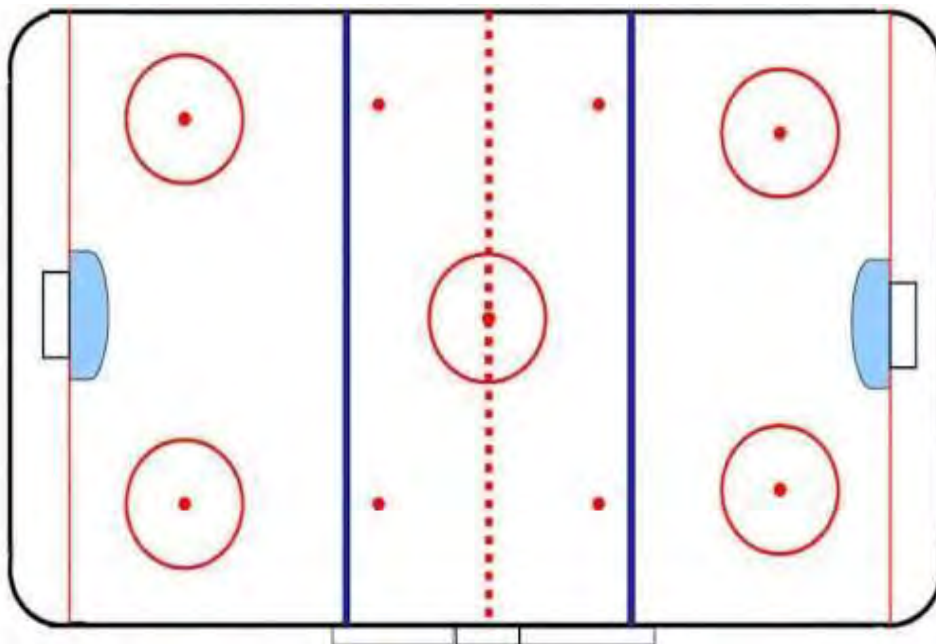
Pick any end zone face-off dot



When play is going on, how far apart should the officials be?

What is 'No Man's Land', and why do officials avoid skating there?

Indicate where 'No Man's Land' is on the rink diagram below:



OFFSIDE

Offside, as described in Rule 10.8, is identified 3 different ways: Immediate; Delayed; and Intentional.

All 3 types of Offside occur when an attacking player precedes the puck into his attacking zone. Whether a player is offside or not is determined by the position of the attacking player's skates (both skates) at time that the puck has completely crossed the blue line.

An **Immediate Offside** happens when the puck is carried across the blue line by an attacking player whose teammate(s) has/have preceded the puck into that attacking zone. The official making the call will immediately blow their whistle to stop play and then point to the nearest neutral zone face-off spot, indicating where the ensuing face-off will be.

If the puck is passed, shot, deflected into the attacking zone by an attacking player, or deflected into the zone by a defending player and attackers have preceded the puck, then a **Delayed Offside** should be signalled. This is done by raising the non-whistle arm straight up and verbally indicating that a delayed offside situation exists. If the puck returns to the neutral zone or if all of the attacking players clear the zone, then the delayed offside can be nullified and the arm can be lowered. Failing this, if the puck is touched by an attacker or if an attacker attempts to gain possession of a loose puck, then play will be stopped. The official will blow their whistle and lower their raised arm, which will be lowered and used to point to where the face-off will take place. **The ensuing face-off will take place at the neutral zone face-off dot where the offending team loses the most territorial advantage.** At no time can a shot which creates a delayed offside enter the goal legally.

An **Intentional Offside** happens when an attacker deliberately plays the puck, knowing they are offside or deliberately carries the puck offside, knowing that teammates are in an offside position. The official will stop play immediately by blowing their whistle and the ensuing face-off would take place in the offending team's defending zone at an end zone face-off spot. The official making the call would pick up the puck and then proceed to the face-off location, while the other official conducts the Line Change Procedure.

Offside

What things does an official look for when determining if there should be an offside call?

What are the 3 different types of offside?

How does an official communicate to the participants when there is a Delayed offside?

In almost every situation, who conducts the face-off after an offside has been called?

What is the determining factor for an offside once the puck has crossed the blue line?

How does the official determine if an offside was intentional?

Icing

What things does an official look for when determining if there should be an icing call?

What actions in a game can nullify an icing call?

What procedure does the back official follow when there is an Icing situation?

What procedure does the front official follow when there is an icing situation?

Can you call Icing if your partner misses it?

Where is the face-off if an official makes a mistake when calling icing?

ICING

Icing, as outlined in Rule 10.5, can only occur when the team icing the puck has either the same number of, or more, players than their opponent. Icing should not be called if a team has less than the numerical strength of their opponent.

An Icing situation occurs when the puck is shot, batted, or deflected down the ice by a team from behind the centre red line. Icing is signaled by the back official extending their back arm (closest to the net in their end) straight up, as well as making a verbal signal, while pursuing the play down the ice. The Icing situation would be considered complete when the puck completely crosses the goal line. To signal a completed Icing, the front official shall stop play by blowing their whistle. The back official would lower their raised arm and use it to point to the end-zone face-off spot where the ensuing face-off will occur. Both officials will ensure that there are no altercations after the whistle needing attention. The front official will then pick up the puck and take it down the ice to conduct the faceoff. The back official will move to a spot on the ice visible to both benches and begin the line change procedure. Once the Line Change Procedure is completed, the official conducting the face-off will begin the fast face-off procedure. The back official will then take up his proper position for the ensuing face-off.

Any contact with the puck by either team once the puck has crossed the centre red line will nullify the potential icing. Icing can also be nullified if a defender (other than the goaltender) is able to play the puck but has not done so, or if the puck has been shot down the ice as a result of a face-off. If a potential icing is to be waved off due to the situations above, the front official shall execute a washout signal and give a verbal signal. The back official would simply drop their raised arm. If the puck were to enter the net in an Icing situation, a goal would be counted as long as the puck was legally propelled into the net.

LINE CALLS

In the 2-Official system both officials perform the duties of both Referee and Linesman. This means that not only do they call penalties; they also must know and understand the rules pertaining to Offsides and Icings. Signals and other visual and verbal communications skills are extremely important for officials to use while applying these rules.

Confusion with the rules or hesitation when making a call may hinder the respect you are trying to earn. Show confidence when making your calls, but allow your partner an equal opportunity to make the calls in their end. For the purposes of Offside and Icing calls, the ice should be divided in half at the centre red line, with each partner ready to help the other if needed.

REFEREE'S SIGNALS



BOARDING

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



BODYCHECKING

Open palm of the non-whistle hand, with fingers together, comes across body on to the opposite shoulder.



BUTT-ENDING

A cross motion of the fore-arms, one moving under the other arm.



CROSS-CHECKING

A forward and backward motion of the arms with both fists clenched, extending from the chest for a distance of about one foot.



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.



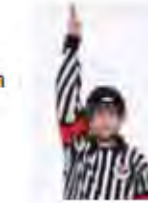
CHARGING

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



DELAYED CALLING PENALTY

Extending the non-whistle arm fully above the head.



DELAYED OFF-SIDE

Non-whistle arm fully extended above the head. To nullify a delayed off-side the Linesman shall drop the arm to the side.



ELBOWING

Tapping either elbow with the opposite hand.



GOAL SCORED

A single point directed at the goal in which the puck legally entered.



HAND PASS

Pushing motion with the open palm.



HEAD CONTACT

Patting flat (open palm) of the non-whistle hand on this side of the head.



HOLDING THE STICK

Two stage signal involving the holding signal (shown above) followed by a signal indicating you are holding onto a stick with two hands in a normal manner.



HOLDING

Clasping either wrist with the other hand in front of the chest.



HOOKING

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



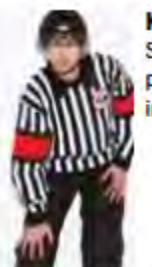
HIGH STICKING

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



INTERFERENCE

Crossing arms stationary in front of the chest.



KNEEING

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



MATCH PENALTY

Patting flat of the hand on the top of the head.



MISCONDUCT

Both hands on hips.



PENALTY SHOT

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



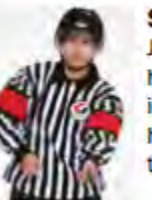
ROUGHING

Fist clenched and arm extended out to the front or side of the body.



SLASHING

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



SPEARING

Jabbing motion with both hands thrust out immediately in front of the body and then hands dropped to the side of the body.



TRIPPING

Striking leg with either hand below the knee, keeping both skates on the ice.



UNSPORTSMANLIKE CONDUCT/DIVING

Using both hands to form a "T" in front of the chest.



WASH OUT

A sweeping sideways motion of both arms across the front of the

body at shoulder level with palms down. This signal is used: (a) by the Referee to signal "no goal"; (b) by the Linesman to signal "no icing" and in certain situations "no off-side".



ICING THE PUCK

The back Referee or Linesman signals a possible icing by fully extending either arm over her head. The arm should remain raised until the front

Referee or Linesman, either blows the whistle to indicate an icing or until the icing is washed out. Once the icing has been completed, the back Referee or Linesman will then point to the appropriate face-off spot and skate to it.



RULES EXERCISES



LEVEL 1

RULES EXERCISE | LEVEL 1

The HOCKEY CANADA Casebook / Rulebook combination deals with everything from the ice surface to the game officials to various infractions and their punishment. Learning the rules of the game is a never-ending process. As the game develops, the rules will change. This means that once you learn a rule, it may not always be the same. While you may not call every rule in every game, some rules will be called frequently, and will therefore be easier to learn.

Rules Session

- 1) The ice surface is divided into which three zones:
 - a) Defending, neutral, attacking zones
 - b) Offending, defending, neutral zones
 - c) Attacking, centre, defending zones
 - d) Home, neutral, visitors' zones
- 2) In the two-official system, when your partner is taking a face-off anywhere in the neutral zone, you should be positioned:
 - a) Straddling the nearest blue line
 - b) One stride outside the nearest blue line
 - c) One stride outside your blue line
 - d) Directly opposite your partner
- 3) What are the four positions of the end zone positioning (Piston System) called?
 - a) Full piston, half piston, and quarter piston, icebox
 - b) Home base, half piston, at the net, cone
 - c) Start piston, half piston, and goal position, deep freeze
 - d) On the boards, at the face-off dot, at the net, triangle
- 4) The maximum number of players' in uniform per team is:
 - a) Maximum of 15 (Jr. A, B, Senior (male and female) and AAA Midget + Juvenile –20
 - b) No maximum number
 - c) Maximum of 19 (Jr. A, B, Senior (male and female) and AAA Midget + Juvenile –20
 - d) Maximum of 20 players in uniform

- 5) The maximum number of team officials allowed on the players' bench and entered onto the official game report is:
- a) Six
 - b) Four
 - c) Three
 - d) Five
- 6) 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 the shoulder level is the signal for:
- a) Charging
 - b) Body checking
 - c) Checking from behind
 - d) Cross-checking
- 7) When a team's trainer comes onto the ice to attend to a player (except a goaltender), that player shall be classified as injured and required to leave the ice surface before the play resumes.
- a) True
 - b) False
- 8) Should the helmet of a player come off while play is in progress, that player shall replace the helmet (properly fastened) or shall proceed to the player's bench for substitution. If the player participates in the play in any manner without his helmet fastened properly, the Referee shall:
- a) Stop play and allow the player to properly fasten the helmet.
 - b) Stop play and assess the player an unsportsmanlike conduct penalty.
 - c) Stop play immediately and assess the player a Minor penalty for ineligible player.
 - d) Signal a delayed penalty and assess a Minor penalty.
- 9) In Minor hockey, if a Referee discovers that a player is not wearing a BNQ approved throat protector, a warning is to be given to his team. For any subsequent infraction, the player shall be assessed a Misconduct penalty.
- a) True
 - b) False

- 10) The two skating manoeuvres used by a Referee in the end zone are the bump and pivot?
- a) True
 - b) False
- 11) The open palm of the non-whistle hand, with fingers together, comes across the body onto the opposite shoulder, is the signal for:
- a) Unsportsmanlike conduct
 - b) Body checking
 - c) Interference
 - d) Boarding
- 12) When a player is assessed both a Minor penalty and a Major penalty at the same stoppage of play, which penalty is served first?
- a) Minor penalty
 - b) Whichever infraction occurred first
 - c) The captain of the penalized player's team chooses
 - d) Major penalty
- 13) When is the line change procedure conducted?
- a) When both teams change players
 - b) Only when the visiting team changes players
 - c) Only when the Referee deems it necessary
 - d) After every stoppage of play
- 14) Team "A" is serving a Minor penalty. The Referee signals a delayed Minor penalty to Team "A". Team "B" scores a goal prior to the stoppage of play. Which penalty is washed out on the scoring of the goal?
- a) Both the Minor penalty on delay and the Minor penalty being served
 - b) No penalty is washed out
 - c) The Minor penalty being served
 - d) The Minor penalty on delay

15) When there is a deliberate attempt to injure, the penalty is always a:

- a) Gross Misconduct penalty
- b) Match penalty
- c) Misconduct penalty
- d) Major penalty

16) What is the determining factor for an offside when the puck has completely crossed the blue line?

- a) Position of the puck
- b) Position of the player's stick
- c) Position of the player's skates
- d) Position of the player's body

17) Where a player high-sticked, cross-checked, body checked, pushed, hit or propelled in any manner from behind into the boards or goal net, in such a way that the player is unable to protect or defend herself, what penalty shall be assessed?

- a) Match penalty
- b) No penalty
- c) Minor penalty and a Game Misconduct penalty
- d) Major penalty and a Game Misconduct penalty

18) At a stoppage of play, players of both teams are assessed penalties. The stoppage of play occurred in the end zone. Where is the resulting face-off?

- a) Nearest neutral zone face-off spot.
- b) The other end zone.
- c) Centre ice.
- d) Where the stoppage of play occurred.

19) A defending player (not the goaltender) deliberately covers the puck in her own crease. The Referee shall:

- a) Allow play to continue
- b) Assess a Minor penalty for delay of game
- c) Have the face-off inside the defending team's zone
- d) Award a Penalty Shot

20) A forward and backward motion of the arms with both fists clenched, extending from the chest for a distance of about one foot is the signal for:

- a) Charging
- b) Cross-checking
- c) Body checking
- d) Checking from behind

21) What penalty(s) shall be assessed to a player who is identified by the Referee as the instigator in a fight, in addition to any other penalties he may incur?

- a) Double Minor penalty, Major penalty and a Game Misconduct penalty
- b) Major penalty and a Game Misconduct penalty
- c) Minor penalty, Major penalty and a Game Misconduct penalty
- d) Match penalty

22) Patting flat (open palm) of the non-whistle hand on the side of the head is the signal for:

- a) Match penalty
- b) Head-butting
- c) Checking to the head
- d) Penalty shot

23) A defending player shoots the puck out over his defending blue line. It then deflects off a teammate back into his defending zone while an attacking player is still in that zone. The Referee should signal a delayed offside.

- a) True
- b) False

24) What penalty shall be assessed a player who, at the discretion of the Referee, impedes or seeks to impede the progress of an opponent by slashing with his stick?

- a) Double Minor penalty or Major penalty and a Game Misconduct penalty
- b) Minor penalty or a Major penalty and a Game Misconduct penalty
- c) Match penalty
- d) Gross Misconduct penalty

25) When a player contacts her opponent in the head, face or neck in any manner, the Referee shall assess what penalty?

- a) Minor penalty and a Game Misconduct penalty, or a Major penalty and a Game Misconduct penalty
- b) Double Minor penalty or Major penalty and a Game Misconduct penalty
- c) Match penalty
- d) Minor Penalty and a Misconduct, Double Minor Penalty and a Game Misconduct, Major penalty and a Game Misconduct or Match penalty



RULES EXERCISES



LEVEL 2

LEVEL 2 | RULES SESSION 1

1. The ice surface is divided into which three zones?

2. In the two official system, when your partner is taking a face-off anywhere in the neutral zone, you should be positioned?

3. What are the three positions of the end zone positioning (Piston System) called?

4. When a player fails to wear or properly wear a throat protector at any time on the ice during the game, his team shall receive a warning. Any player on that team who commits a subsequent infraction will receive a Misconduct penalty. Referees are encouraged to deliver this warning directly to the coach? True or False?

5. 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 the shoulder level is the signal for?

6. At a stoppage of play, players of both teams are assessed penalties. The stoppage of play occurred in the end zone. Where is the resulting face-off?

7. The open palm of the non-whistle hand, with fingers together, comes across the body onto the opposite shoulder, is the signal for?

8. The two skating manoeuvres used by a Referee in the end zone are the bump and pivot. True or False?

9. The maximum number of Team Officials allowed on the players' bench and entered onto the official game report is?

10. When is the Line Change Procedure conducted?

11. An attacking player is standing in the goal crease. The puck is shot, hits the player in the crease and the puck drops down in the crease. The attacking player gets out of the crease and then shoots the puck into the goal. Is the goal allowed?

12. What is the determining factor for an offside when the puck has completely crossed the blue line?

13. A defending player (not the goaltender) deliberately covers the puck in her own crease. The Referee shall:

14. A defending player shoots the puck out over his defending blue line. It then deflects off a teammate back into his defending zone while an attacking player is still in that zone. Should the Referee signal a delayed offside?

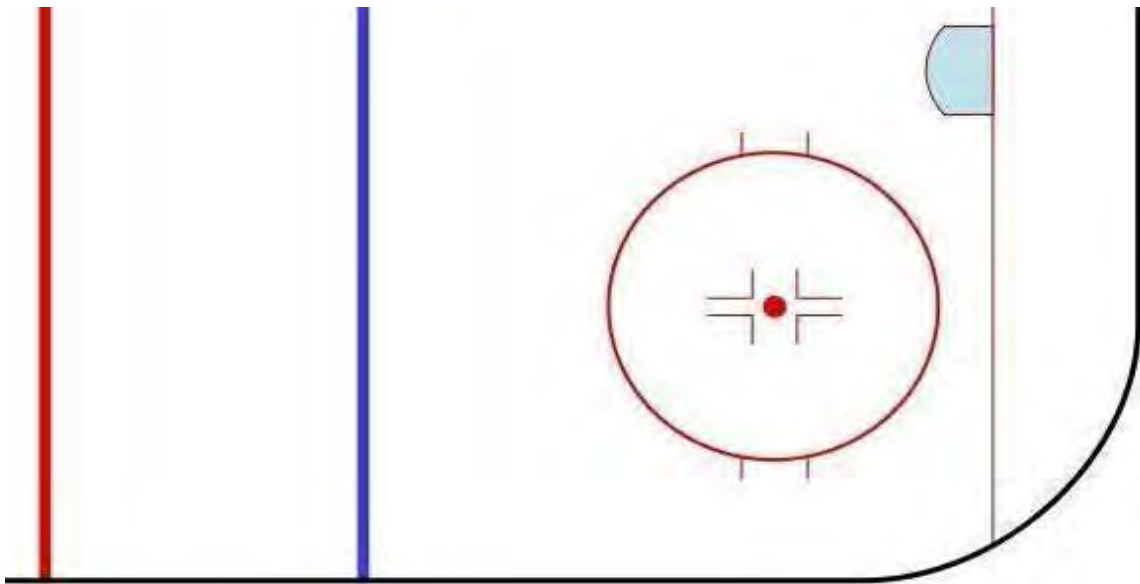
15. Should the helmet of a player come off while play is in progress, that player shall replace the helmet (properly fastened) or shall proceed to the player's bench for substitution. If the player participates in the play in any manner without his helmet fastened properly, the Referee shall do what?

END ZONE POSITIONING

What are the four positions of End Zone Positioning called, and when would you move to each position?

- _____ is used when the puck (or play) is _____
- _____ is used when the puck (or play) is _____
- _____ is used when the puck (or play) is _____
- _____ is used when the puck (or play) is _____

On the Rink diagram below, draw each position in its proper location on the ice:



What are the two maneuvers used in End Zone positioning?

1. _____
2. _____

END ZONE POSITIONING

The object of the game of hockey is to score more goals than the opposing team. Since the referee's job is to decide if the puck has legally and completely entered the net, it is very important that the referee has the best available position to see the puck enter the net. It is also important that the referee not get caught in the middle of the play while doing this, and for the referee to watch all the players to see who it is that scores. To best accomplish these tasks, we have developed a system to safely watch play in the end zone. This system is the same in both ends of the ice, and is used exactly the same way by referees in both the 2-official and 3-official system.

The 3 End Zone Positions are known as Home Base, Half Piston, and At the Net.

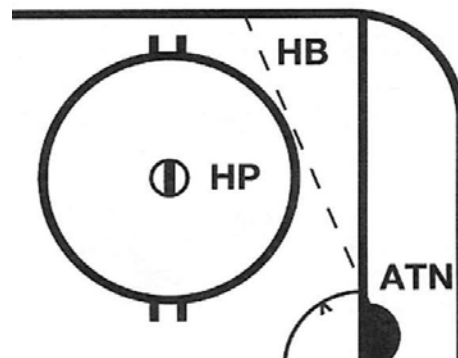
Home Base is located approximately 6" to 8" from the boards, roughly halfway between the hash marks and the goal line. We use Home Base when play is on the same side of the ice as the official.

To determine where Half Piston is located, draw an imaginary line between Home Base and the goal post closest to you. Half way along that line (roughly in line with the face-off dot) is Half Piston. This position is used when the play is on the other side of the ice, away from the official.

At the Net is approximately 2 feet from the goal post, along the Goal Line, and is used only when there is a goal-mouth scramble, and a possible goal can be scored.

It is the official's straight, direct movements between these positions while play is in progress which resembles the movements of a car's piston. This is why we refer to this End Zone positioning as "The Piston System".

When you are at Home Base, there may be times when the play moves close to you and you have to move out of the way. There are 2 maneuvers we use to avoid the puck and players in this situation, called the "Bump" and "Pivot". When you are forced to move from your normal positioning, make sure to talk to the players and tell them where you are going so you don't get caught in the play.



POSITIONING QUIZ

1. Home base is located where?
 - a) Halfway between the goal line and the face-off circle hash marks approximately 15-20 centimetres (6-8 inches) off the boards
 - b) Halfway between Half Piston and the nearest goal post, usually in line with the face-off dot
 - c) At the corner of the net, 0.6 to one meter (2-3 feet) from the goal line
2. When one official is performing a face-off at an end-zone face-off spot, in the two official system, the other official shall be positioned where?
 - a) Diagonally across, one stride inside the blue line 30 centimetres to one metre (1-3 feet) from the boards
 - b) Diagonally across, one stride outside the blue line and out by the neutral zone face-off spot
 - c) Diagonally across, one stride outside the blue line 30 centimetres to one metre (1-3 feet) from the boards
3. If the front official in the two official system assesses a penalty to the defending team, the back official will?
 - a) Retrieve the puck and proceed to conduct the ensuing face-off
 - b) Retrieve the puck and hand it to his partner to conduct the face-off
 - c) Take up a position outside the blue line and let her partner retrieve the puck and conduct the face-off
4. The referee should take up the "home base" position when attacking zone play is:
 - a) On the far side half of the ice
 - b) On the near side half of the ice
 - c) In a scramble near or at the goal crease
5. For all face-offs in the neutral zone, the free official should be prepared to move in either direction, depending on the direction the play moves.
 - a) True
 - b) False

MANAGING FACE-OFFS

One of the most common things we will do as officials is conduct face-offs. While the skills will quickly become habits, we must remember to maintain fairness as we start play. In fact, our job starts even before the puck hits the ice. Here's a list of things that we must do:

Line Change Procedure

Before each and every face-off the official not conducting the face-off will move into a position in the neutral zone visible to both benches and allow a five (5) second period for the Visiting team to change players. After that time has elapsed, the official will signal its completion by raising an arm towards the Visiting team's bench, signaling that the Visiting team may not make any further changes. While the official's arm is raised, the Home team may continue to make changes for a period of five (5) seconds. The official will drop their arm after that five (5) second period has elapsed. At this point, with the arm down, no team may make changes. If a team tries to make player changes after their proper time has elapsed, then the official will send those players back to their respective benches. Any subsequent infraction by that team shall incur a bench minor penalty.

Fast Face-Off Procedure

Once the Line Change procedure has been completed, the official conducting the face off will blow the whistle, indicating that the puck may be dropped within five (5) seconds. If both teams are ready to play, then the face-off can be conducted immediately. If a team is not ready to play after this five (5) second period, then their centre will be ejected from the face-off and the official will again blow the whistle, indicating the beginning of another five (5) second period. If the team is still not prepared to play, then a bench minor penalty may be assessed.

Encroachment

As per Rule 10.2, all players other than those taking a face-off must stand outside the face-off circles. They must also position themselves and their sticks onside. Failing to do so will result in the removal of their centre from the face-off. After a second violation during the same face-off, the officials may assess that team a minor penalty. The officials should also ensure that the correct numbers of players are on the ice prior to dropping the puck.

Face-Off Technique

While there are many ways to effectively drop the puck, the generally accepted method begins with the puck close to the body, below the belt line, and held in the non-whistle hand. The official should be positioned a safe distance (approximately 1 foot) from the face-off dot; feet shoulder width apart, with their knees slightly bent. A quick, outward and downward

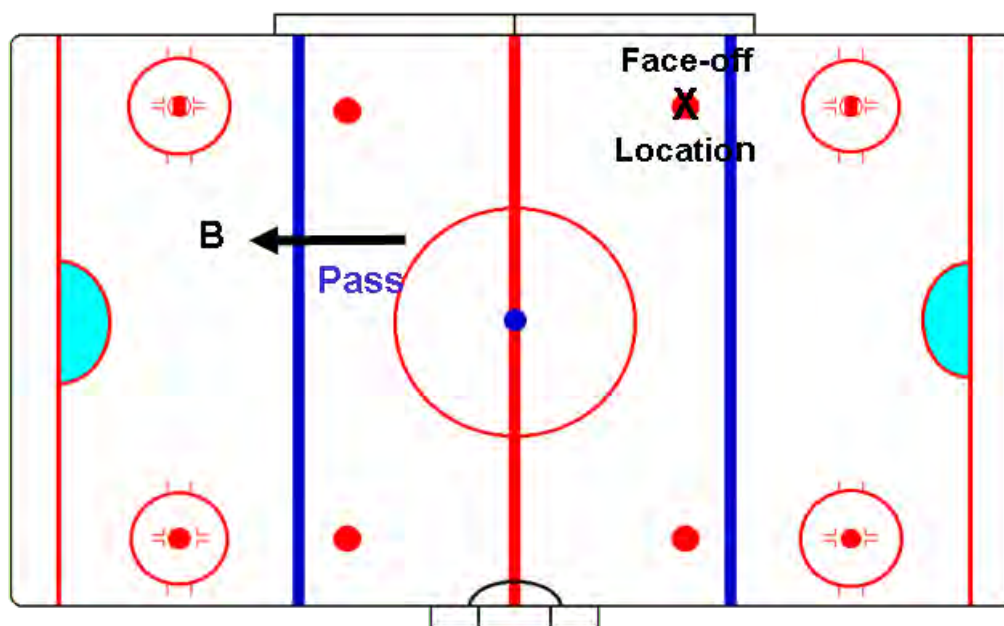
movement is all that is required to drop the puck. Once the puck is put in play, the official should take extra care in moving back to their position along the boards.

Remember, the centers taking the face-off are trained to watch for hand movement so any extra movement may be unfair. Practice makes perfect in this skill.

Face-Off Location

The face-off should occur at the nearest face-off dot, or in certain cases, at the face-off dot where the offending team loses the most territorial advantage. The only exception would be a face-off at centre ice after a goal or at the beginning of a period.

Face-offs should be conducted by the official who stopped play, unless otherwise noted (where reporting duties are required). Remember, that for all neutral zone face-offs, the 'free official' (not conducting the face-off) will follow the play.



Encroachment

What does encroachment mean?

What does an official look for when lining players up for a face-off?

What does an official do when there is encroachment?

What can an official do to help speed up face-offs and reduce encroachment?

2-Official Procedures

Can officials in the 2-Official system call penalties in both ends of the ice?

Who normally conducts the face-off in the 2-Official system?

What situations in a game are exceptions to the normal 2-Official system face-off procedures?

When there is a stoppage of play, what should the officials always do before picking up the puck?

Line Change Procedure

Why do officials execute the Line Change Procedure?

When do we complete the Line Change Procedure?

What steps does an official take to execute the Line Change Procedure?

Where does an official stand when completing the procedure?

What does the official do when there is a violation of the Line Change Procedure?

Fast Face-Off Procedure

What is the purpose of the Fast Face-Off Procedure?

What steps make up the Fast Face-Off Procedure?

What does an official do when there is a violation of the face-off procedure?

What **MUST** we wait for, before dropping the puck?

CLASSES OF PENALTIES

There are nine Classes of penalties in the Rulebook. When completed, this chart will organize these Penalty Classes in order of least severe to most severe.

In the notes area of the chart you can write down additional information that your Instructor will give you about these penalties.

Class		Length of Penalty	Time Entered on Game Sheet	Who Serves Penalty?	Expires on Goal?	Notes
1						
2						
3						
4						
5						
6						
7						
8						
9						

PENALTY CALLING

While this is the most recognized part of our job, this is not the part that will make us very popular. To maintain a professional approach and earn respect at this time, we rely on a systematic process. When we perform this process without emotion, we can make an impression of being fair and impartial as we apply the rules.

These steps include:

- See the infraction
- Mentally record the number and team name/colour of the offender
- Raise non-whistle arm straight up
- Wait for the offending team to get possession and control of the puck
- Blow whistle (with authority) to stop play
- Stop skating
- Pause to allow people to focus on you
- Lower raised arm (keeping the elbow straight) and point out offender
- Announce team name/colour, player number and infraction
- Make infraction signal
- Skate to penalty box, while keeping other players in view
- Report player, infraction and duration to timekeeper. Make the infraction signal while reporting penalty to timekeeper
- Move away from penalty box in a fashion that avoids penalized player
- Return to proper position for ensuing face-off

SIGNALS

Signals communicate to players, coaches, fans and your partner what has happened and what will happen. Sloppy signals can easily confuse the infraction called for another infraction. Take your time and practice your signals at home until you are confident with your presentation.

Imagine a picture frame which extends from your shoulders to your waist and is as wide as your body. Most of the penalty signals will be made within that frame. There will be some natural exceptions (tripping, penalty shot, etc.) but you should always strive for maximum visibility and clarity.

More than any other time, your professionalism shows here!

PENALTY CALLING PROCEDURE

What is the purpose of an Official's signals?

What are the steps in proper penalty calling procedure?

What action should an official take if they forget a penalized player's number?

Why is it important for an official to practice their penalty calling procedure?

LEVEL 2 | RULES SESSION 2

1. A Game Ejection penalty shall be assessed to any player that incurs a total of three or more stick infraction penalties during the same game. For the purpose of this rule, stick infraction penalties are considered to be:

2. When there is a deliberate attempt to injure, the penalty is always a:

3. Team "A" is serving a Minor penalty. The Referee signals a delayed Minor penalty to Team "A". Team "B" scores a goal prior to the stoppage of play. Which penalty is washed out on the scoring of the goal?

4. Where a player high-sticked, cross-checked, body checked, pushed, hit or propelled in any manner from behind into the boards or goal net, in such a way that the player is unable to protect or defend herself, what penalty shall be assessed?

5. What penalty shall be assessed a player who, at the discretion of the Referee, impedes or seeks to impede the progress of an opponent by slashing with his stick?

6. A forward and backward motion of the arms with both fists clenched, extending from the chest for a distance of about one foot is the signal for:

7. When a player contacts her opponent in the head, face or neck in any manner, the Referee shall assess what penalty?

8. There is zero tolerance for any player or team official who engages in verbal taunts, insults or intimidation based on discriminatory grounds (race, ethnicity, religion, gender, sexual orientation, language). If this occurs, what penalty shall be assessed?

9. Patting the open palm of the non-whistle hand on the side of the head is the signal for?

10. A player cross-checks another player above the normal height of the shoulders, with no injury on the play. The Referee shall assess a?

11. At a stoppage of play, the Referee observes the goaltender at the bench. He notifies the team that they must replace the goaltender with their substitute goaltender. Can a team choose to keep their original goaltender in net and take the Minor Penalty?

12. A player dives at an opponent's feet or knees. Is this a penalty?

13. A player has left the penalty box through her own error before her penalty has expired and a goal is scored by her team after the expiration of that player's penalty. What happens?

14. Any player who uses his feet to knock an opponent's skates out from under him with a kicking or leg dragging motion from behind ("slew footing") shall be assessed what penalty?

15. When a player is assessed both a Minor penalty and a Major penalty at the same stoppage of play, which penalty is served first?

TIME PENALTIES

A Time Penalty is defined as any penalty which is displayed on the clock and during which the penalized team must play short for that player.

Sometimes Time Penalties are shortened by the scoring of a goal against the penalized team. In this situation, we need to apply Rule 4.2.

To make it easy for officials to remember, we should ask these two questions every time a goal is scored:

1. Is the team scored against playing short-handed?
2. Is the team scored against serving a Minor or Bench Minor Time penalty?

When both of these questions have been answered "Yes", then the Minor penalty with the least amount of time is terminated and that player can return to the game. If the player is serving more than one Minor penalty, then the first/current penalty will be terminated. This means that there will be situations where a team is scored upon and still does not have a penalized player return to the ice.

In the following examples, which player returns to the ice when the goal is scored?

Example #1

A7 – 2 min	4:30
A9 – 2 min	4:00
B Scores	3:50

Who Returns? ____

Example #3

B8 – 2 min	5:00
A7 – 2 min	4:30
A9 – 2 min	4:00
B Scores	3:50

Who Returns? ____

Example #5

A7 – 5 min	6:30
A9 – 2 min	6:15
B Scores	6:10

Who Returns? ____

Example #2

A7 – 2 min	4:30
A9 – 2 min	4:30
B Scores	3:50

Who Returns? ____

Example #4

B8 – 2 min	4:00
A7 – 2 min	4:00
A9 – 2 min	3:30
B Scores	3:00

Who Returns? ____

COINCIDENTAL PENALTIES

There are times in the game where, as officials, we are forced to assess penalties to players from both teams at the same stoppage. When penalties of equal duration are called against players from both teams in the same stoppage of play, we call them "Coincidental Penalties". In these situations, we apply Rule 4.2 and replace the penalized players on the ice with immediate substitutions.

To make it easy we follow a 4-step process called MOTO.

1. Cancel as **M**any penalties as possible.
2. Cancel in a way as to make the team only **O**ne player short.
3. Cancel in a way to avoid **T**aking an extra player off the ice.
4. Cancel using the **O**rders of penalty occurrence or in the order that they were reported by the Referee.

Examples:

For each of the following penalty situations, please determine the following:

- A. Time penalties to be served
- B. On-ice strength of both teams including goaltenders
- C. Player serving the time penalty/penalties

NOTE: In the following examples, all penalties are assessed on the same stoppage.

Example #1

<u>TEAM A</u>	<u>TEAM B</u>
#6 - 2	#10 - 2

- A) _____
B) _____
C) _____

Example #2

<u>TEAM A</u>	<u>TEAM B</u>
#6 - 2 + 2	#10 - 2

- A) _____
B) _____
C) _____

Example #3

<u>TEAM A</u>	<u>TEAM B</u>
#6 - 2 + 2	#8 - 2 + 2

- A) _____
B) _____
C) _____

Example #4

<u>TEAM A</u>	<u>TEAM B</u>
#6 - 2 + 2	#8 - 2
	#10 - 2

- A) _____
B) _____
C) _____

Example #5

<u>TEAM A</u>	<u>TEAM B</u>
#6 - 2	#8 - 5 + GM

- A) _____
 B) _____
 C) _____

Example #6

<u>TEAM A</u>	<u>TEAM B</u>
#6 - 2	#8 - 2
#4 - 5 + GM	

- A) _____
 B) _____
 C) _____

Advanced MOTO Examples

If you do these, you're a MOTO expert!

Advanced Example #1

<u>TEAM A</u>	<u>TEAM B</u>
#6 - 5 + GM + 2	#8 - 2

- A) _____
 B) _____
 C) _____

Advanced Example #2

<u>TEAM A</u>	<u>TEAM B</u>
#6 - 5 + GM + 2	#8 - 5 + GM + 2

- A) _____
 B) _____
 C) _____

Advanced Example #3

<u>TEAM A</u>	<u>TEAM B</u>
#6 - 2	#8 - 2
#4 - 5 + GM + 2	#7 - 5 + GM

- A) _____
 B) _____
 C) _____

DELAYED PENALTIES

Delayed Penalties occur when 2 players from the same team are serving time penalties and additional time penalties are assessed to that same team.

Rule 4.12 describes how we handle these situations.

Your instructor will work through the following example with you.

Assume that the only stoppages in play are the penalties, and that no goals are scored.

Example #1

Player	Penalty Minutes	Time
A4	2	8:00
A6	2	7:20
A8	2	7:00

Player	Min.	Off	Start	End	On

HEAD CONTACT

Rule 6.5

What are the 4 possible penalties for Head Contact?

When do you assess each type of Head Contact penalty?

BODY CHECKING

Rule 6.2 b)

What are characteristics of a legal Body Check?

What are characteristics of an illegal Body Check?

GAME SHEETS & GAME REPORTING

Every season, officials make simple mistakes completing game sheets that can have huge impact on the participants in the game. Instances where the incorrect number was recorded for a Game Misconduct translated to the wrong individual being suspended on several occasions last year. In most instances, if the game officials had reviewed the Game Sheet fully, these problems could have been rectified.

As well, not all Officials are taking the time to complete Incident Reports properly when required. As you will see in this lesson, the Hockey Canada Rulebook and the OMHA Policy & Procedures clearly indicate that it is the responsibility of the game officials to complete the Game Sheet properly and entirely.

The Game Sheet

The front of the Game Sheet is divided into 5 parts:

- **Header** - contains game information: location, level, league, curfew, period lengths. This information must be completed before the game;
- **Teams** - contains listing of eligible and suspended players and is complete by the participating teams before the game;
- **Team Officials** - listing of the team officials for the game. Both teams must have a Head Coach listed, and officials who are on bench must sign before start of game;
- **Officials' Information** - where the game officials print, sign and indicate their HCOP #. This area of the game sheet is the last area to be completed, and is done after the game; and
- **Game Data** - the remaining parts are the Goals/Penalties areas of the sheet where the Official Scorer will clearly record all information which is reported to them by the officials.

Pre-Game Checks

Officials must review the sheet before the game to ensure that all the required information has been recorded on the Game Sheet. This is usually done during the pre-game warm-up, and any corrections can be completed by the Team Officials when the officials are completing the Fair Play initiative.

Game No:



**ONTARIO
MINOR
HOCKEY
ASSOCIATION**

FINAL
SCORE

HOME

VISITOR

GAME TYPE
LEAGUE
EXHIBITION
TOURNAMENT

OFFICIAL SCORER (PRINT NAME)Phone #Curfew Tir

V init	H i
--------	-----

Curfew Time	V init	H init	Flood Between
			<input type="checkbox"/> 1st & 2nd <input type="checkbox"/> 2nd & 3rd <input type="checkbox"/> None

Length of Game1st _____ Stop2nd _____ Stop2OT 10 S/A

Date _____

Location of _____

Game _____

Division _____ Tyke to Juvenile

Category AAA to D; AE Group 1 to Group 5, Select, HL, LL, MD

League _____ PLAYOFF GAME _____ OMHA _____ LEAGUE _____ GAME _____ OF _____

HOME

HOME PENALTIES

HOME SCORING

ITOR

VISITOR PENALTIES

VISITOR SCORING

HOME

PRINT NAME
AP - AFFILIATED PLAYER C - CAPTAIN A - ALTERNATE

NO.

PER. NO.

MIN.

Code Infraction

OFF

START

ON

PER. TIME

G

A

A

FOR MAJOR MIDGET AAA

AND JUVENILE USE ONLY

FOR MAJOR MIDGET AAA

IND. JUVENILE USE ONLY

List Suspended Players/Officials NO. of Games

Total Penalty Minutes

HOME

Total Goals

VISITOR

PRINT NAME
AP - AFFILIATED PLAYER C - CAPTAIN A - ALTERNATE

NO.

PER. NO.

MIN.

Code Infraction

OFF

START

ON

PER. TIME

G

A

A

FOR MAJOR MIDGET AAA

IND. JUVENILE USE ONLY

FOR MAJOR MIDGET AAA

IND. JUVENILE USE ONLY

List Suspended Players/Officials NO. of Games

Total Penalty Minutes



VISITOR

Total Goals

Head Coach	PLEASE PRINT	SIGNATURE	Head Coach	PLEASE PRINT	SIGNATURE
Trainer	PLEASE PRINT	SIGNATURE	Trainer	PLEASE PRINT	SIGNATURE
Manager, Asst. Coach or Asst. Trainer	PLEASE PRINT	SIGNATURE	Manager, Asst. Coach or Asst. Trainer	PLEASE PRINT	SIGNATURE
Manager, Asst. Coach or Asst. Trainer	PLEASE PRINT	SIGNATURE	Manager, Asst. Coach or Asst. Trainer	PLEASE PRINT	SIGNATURE
Manager, Asst. Coach or Asst. Trainer	PLEASE PRINT	SIGNATURE	Manager, Asst. Coach or Asst. Trainer	PLEASE PRINT	SIGNATURE

Forward White Copy Immediately to:					
Referee	PLEASE PRINT	SIGNATURE	HOOB #	Time Game Started <hr/> Ended <hr/>	
Referee/Linesman	PLEASE PRINT	SIGNATURE	HOOB #		
Linedman	PLEASE PRINT	SIGNATURE	HOOB #		
Linedman	PLEASE PRINT	SIGNATURE	HOOB #		
Linedman	PLEASE PRINT	SIGNATURE	HOOB #		
U.S. Hockey Federation 4 OFFICIAL SYSTEM MIN/MIDJET/MIDJET AAA ONLY					

PENALTY CODING (SEE REVERSE FOR CODES & ABBREVIATIONS)

PENALTY CODING (SEE REVERSE FOR CODES & ABBREVIATIONS)

PENALTY CODING	
2	Minor Penalty (2 Minutes)
5	Major Penalty (5 Minutes)
10	Misconduct Penalty (10 Minutes)
GE	Game Ejection
GM	Game Misconduct Penalty
GRM	Gross Misconduct Penalty
MP	Match Penalty

MINOR & MAJOR PENALTY ABBREVIATIONS	
AGG	Aggressor of a Fight
BC	Body Checking
BDG	Boarding
BDM	Bench Minor
BRS	Broken Stick
BUTT	Butt Ending
CC	Cross Checking
CPB	Checking from Behind
CHG	Charging
DE	Dangerous Equipment
DG	Delay of Game
ELB	Elbowing
FI	Fighting
FLPB	First to Leave Players'/Penalty Bench
FMSK	Face Masking
FOP	Falling on the Puck
GLC	Goalie Leaving Crease
HB	Head Butting
HC	Head Contact
HKG	Hooking
HO	Holding
HP	Handling the Puck
HS	High Sticking
IE	Illegal Equipment
INS	Instigator of a Fight
INT	Interference
INTGT	Interference/Protection of Goaltender
IP	Ineligible Player
KNE	Kneeing
LPB	Leaving Penalty Bench
PS	Penalty Shot
RAW	Roughing After the Whistle
RH	Removes Helmet
RO	Roughing
SL	Slashing
SP	Spearing
TMP	Too Many Players
TR	Tripping
TS	Throwing the Stick
USC	Unsportsmanlike Conduct

AGG	Aggressor of a Fight
BC	Body Checking
BDG	Boarding
BM	Bench Minor
BRS	Broken Stick
BUTT	Butt Ending
CC	Cross Checking
CFB	Checking from Behind
CHG	Charging
DE	Dangerous Equipment
DG	Delay of Game
ELB	Elbowing
F	Fighting
FLP	First to Leave Players/Penalty Bench
FMSB	Face Masking
FOP	Falling on the Puck
GLC	Goalie Leaving Crease
HB	Head Butting
HC	Head Contact
HKG	Hooking
HO	Holding
HP	Handling the Puck
HS	High Sticking
IE	Illegal Equipment
INS	Instigator of a Fight
INT	Interference
INTGT	Interference/Protection of Goaltender
IP	Ineligible Player
KNE	Kneeing
LPB	Leaving Penalty Bench
P5	Penalty Shot
RAW	Roughing After the Whistle
RH	Removes Helmet
RO	Roughing
SL	Slashing
SP	Spearing
TMP	Too Many Players
TR	Tripping
TS	Throwing the Stick
USC	Unsportsmanlike Conduct

MISCONDUCTS	
M10	Failure to go Directly to Penalty Bench
M11	Failure to go to Penalty Box - Captains
M12	Failure to go to the Players' Bench or Neutral Area
M13	Refusing to Surrender Stick for Measurement
M14	Throwing Stick Over Boards
M16	Facemask Offset
M17	Throat Protector
M18	Mouth Guard
M20	Disrupting Call of Official
M21	Harassment of Official/Unsportsmanlike Conduct
M22	Inciting
M23	Entering Referee's Crease
M29	Interference/Disruption During Penalty Shot

TEAMS ACCESS POINTS TO DRESSING ROOMS

[illegible]

DATE _____

Referee's Signature _____

Print Name _____

HCOP # _____

FREE



MATCH PENALTIES	
NP20	Threatening an Official
NP21	Physical Abuse of an Official - Intentional Contact
NP22	Physical Abuse of an Official - Deliberate Striking
NP40.00	Attempt to Injure
NP40.01	Head Butting (Attempt to Injure)
NP40.02	Kicking (Attempt to Injure)
NP40.03	Grabbing Face Mask/Helmet/Chin Strap (Attempt to Injure)
NP40.04	Hair Pulling (Attempt to Injure)
NP40.05	Sparring (Attempt to Injure)
NP40.06	Butt Ending (Attempt to Injure)
NP40.07	Boarding (Attempt to Injure)
NP40.08	Body Checking (Attempt to Injure)
NP40.09	Charging (Attempt to Injure)
NP40.10	Kneeing (Attempt to Injure)
NP40.11	Elbowing (Attempt to Injure)
NP40.12	Splitting (Attempt to Injure)
NP41.00	Deliberate Injury
NP41.01	Head Butting (Deliberate Injury)
NP41.02	Kicking (Deliberate Injury)
NP41.03	Grabbing Face Mask/Helmet/Chin Strap (Deliberate Injury)
NP41.04	Hair Pulling (Deliberate Injury)
NP41.05	Sparring (Deliberate Injury)
NP41.06	Butt Ending (Deliberate Injury)
NP41.07	Boarding (Deliberate Injury)
NP41.08	Body Checking (Deliberate Injury)
NP41.09	Charging (Deliberate Injury)
NP41.10	Kneeing (Deliberate Injury)
NP41.11	Elbowing (Deliberate Injury)
NP41.12	Splitting (Deliberate Injury)
NP41.13	High Sticking (Deliberate Injury)
NP41.14	Cross-Checking (Deliberate Injury)
NP41.15	Facial Protector as Weapon (Deliberate Injury)
NP42	High Sticking (Attempt to Injure)
NP43	Cross-Checking (Attempt to Injure)
NP44	Facial Protector as Weapon (Attempt to Injure)
NP45	Fighting - Ring or Tape on Hands)
NP48	Slew Footing
NP50.1	Checking from Behind
NP50.3	Head Contact
NP50.4	Head Contact (Attempt to Injure)

WP20	Threatening an Official
WP21	Physical Abuse of an Official - Intentional Contact
WP22	Physical Abuse of an Official - Deliberate Striking
WP40.00	Attempt to Injure
WP40.01	Head Butting (Attempt to Injure)
WP40.02	Kicking (Attempt to Injure)
WP40.03	Grabbing Face Mask/Helmet/Chin Strap (Attempt to Injure)
WP40.04	Hair Pulling (Attempt to Injure)
WP40.05	Sparring (Attempt to Injure)
WP40.06	Butt Ending (Attempt to Injure)
WP40.07	Boarding (Attempt to Injure)
WP40.08	Body Checking (Attempt to Injure)
WP40.09	Charging (Attempt to Injure)
WP40.10	Kneeling (Attempt to Injure)
WP40.11	Elbowing (Attempt to Injure)
WP40.12	Spitting (Attempt to Injure)
WP41.00	Deliberate Injury
WP41.01	Head Butting (Deliberate Injury)
WP41.02	Kicking (Deliberate Injury)
WP41.03	Grabbing Face Mask/Helmet/Chin Strap (Deliberate Injury)
WP41.04	Hair Pulling (Deliberate Injury)
WP41.05	Sparring (Deliberate Injury)
WP41.06	Butt Ending (Deliberate Injury)
WP41.07	Boarding (Deliberate Injury)
WP41.08	Body Checking (Deliberate Injury)
WP41.09	Charging (Deliberate Injury)
WP41.10	Kneeling (Deliberate Injury)
WP41.11	Elbowing (Deliberate Injury)
WP41.12	Spitting (Deliberate Injury)
WP41.13	High Sticking (Deliberate Injury)
WP41.14	Cross-Checking (Deliberate Injury)
WP41.15	Facial Protector as Weapon (Deliberate Injury)
WP42	High Sticking (Attempt to Injure)
WP43	Cross-Checking (Attempt to Injure)
WP44	Facial Protector as Weapon (Attempt to Injure)
WP45	Fighting - Ring or Tape on Hand(s)
WP48	Slew Footing
WP50.1	Checking from Behind
WP50.3	Head Contact
WP50.4	Head Contact (Attempt to Injure)

MATCH PENALTIES MUST BE REPORTED ON A MATCH PENALTY REPORT FORM

RECORDING OF PENALTIES

Officials have to ensure that the Scorer records all reported penalties neatly and properly. This is done in two ways:

- Discuss the neat completion of the Game Sheet with the Scorer before the game; and
- Ensure that each penalty is clearly reported to the Scorer by the referee.

The following are examples of how Penalties SHALL be recorded on OMHA Game Sheets:

Example #1 - Goaltender Penalty

PER	NO	MIN	CODE	OFF	START	END	ON
2	1	2	SL	14:01	14:01	12:01	12:01
			Served by	#16			

Example #2 - Double Minor Penalty

PER	NO	MIN	CODE	OFF	START	END	ON
3	14	2	SP	13:07	13:07	11:07	11:07
3	14	2	SP	11:07	11:07	9:07	9:07

Example #3 - Penalty Shot

PER	NO	MIN	CODE	OFF	START	END	ON
2	15	-	PS	13:10			
			Taken By	#14			

Example #4 - Game Ejection

PER	NO	MIN	CODE	OFF	START	END	ON
1	16	2	SL	1:45	1:45	:56	:56
1	16	2	HS	12:10	12:10	10:10	10:10
3	16	2	CC	8:46	8:46	7:14	7:14
			Served by	#4			
3	16	-	GE	8:46	-	-	-

Example #5 - Minor/Major + Game Misconduct

PER	NO	MIN	CODE	OFF	START	END	ON
2	27	2	CFB	7:12	7:12	5:12	5:12
			Served by	#34			
2	27	10	GM50	7:12	-	-	-

Example #6 - Match Penalty

PER	NO	MIN	CODE	OFF	START	END	ON
2	37	5	MP24	7:12	7:12	2:12	2:12
			Served by	#6			

POST-GAME DUTIES

Post-Game Checks

Once the game is completed, the officials must review the game sheet for accuracy and fill in required data, such as: total Penalty Minutes, Final Score, and time of game completion. If required, any Incident Reports are completed on the rear of the game sheet and, finally, the sheet is signed by the officials and copies are released to the teams.

Incident Reporting

The back of the game sheet has 2 areas:

- OHF Penalty Codes
- Referee's Report - where officials write the details of any penalty which more severe than a double minor

Match Penalties

Every season, Match Penalties are called and reports are not submitted properly by officials, which leads to frustration by all parties involved in the process.

Common problems are:

- Not submitted within published deadlines;
- Submitting report to the wrong person;
- Not submitted using the Match Penalty Report; and
- Reports too vague or missing details.

Match Penalty Reporting

The Referee of the game is responsible for the reporting of any Match Penalty called. The referee will ensure that the Scorer has recorded the Match in the Penalty area on the front of the white copy. Also, the Match Penalty is to be recorded in the Referee's Report accompanied by a brief summary of the incident in the Penalty Comments. **The referee shall take the White Copy of the game sheet with him/her when leaving the arena - it must be submitted with a detailed report.**

As soon as practicable, the Referee shall telephone the REM for the area in which the game was played and make a verbal report with respect to the incident and the Match Penalty.

Using the Match Penalty Report found in the OMHA Policies and Procedures for Official's document (as well as on the OMHA Website), the official will complete a detailed report with regards to what happened leading up to, during and after the incident. Do not embellish your writing; simply state all the facts as they occurred.

This report will be faxed, or emailed, to the REM for the area in which the game was played as soon as it is completed, and will be mailed to that same REM within 24 hours of the completion of the game.

It is important to note that under all circumstances, Match Penalty Reports are telephoned, faxed (emailed), and mailed to the REM responsible for the area in which the game was played. Their contact information can be found in the OMHA Manual of Operations as well as on the OMHA Website.

It is a good idea to keep copies of all documentation submitted to the REM for review in the event that there is an appeal.

MEMBERSHIP HANDBOOK

Every official not only must know the rules of hockey pertaining to participants, they must adhere to the policy & procedures as set out by the OMHA. These are rules pertaining to officials.

The document is also available on the OMHA eLearning site. <http://elearning.omha.net/>

ACTING AS A LINESMAN IN THE 3-OFFICIAL SYSTEM

While most beginners start using the 2-official system, higher levels of hockey often use the 3-official system. Functioning as a Linesman in the 3-official system allows you to focus on 3 main issues: offsides, icings, and post-whistle player control.

Offside

The procedures, mechanics, and rules are exactly the same for both offside and icings regardless of whether the 3-official system or 2-official system is used. In both offside and icing situations, the Linesmen in the 3-official system operate in the same fashion as both officials would in the 2-official system. The Linesman who is positioned in the end that the offside occurs should make the call while their partner retrieves the puck once the whistle is blown. The Linesman making the call shall point to the face-off location and should move there.

Working as a team, the 2 Linesmen will cover for their partner if they are out of position. Once the partner returns to the proper position, then eye contact and a small head nod will communicate that they are ready to take their position back.

Note: In the 3-official system the Referee, not the Linesman, will signal the line change procedure.

Icing

Icing, as outlined in Rule 10.5, can only occur when the team icing the puck has either the same number of, or more, players than their opponent. Icing should not be called if a team has less than the numerical strength of their opponent.

An Icing situation occurs when the puck is shot, batted, or deflected down the ice by a team from behind the centre red line. Icing is signaled by the back official extending their back arm (closest to the net in their end) straight up, as well as making a verbal signal, while pursuing the play down the ice. The Icing situation would be considered complete when the puck completely crosses the goal line. To signal a completed Icing, the front official shall stop play by blowing their whistle. The back official would lower their raised arm and use it to point to the end-zone face-off spot where the ensuing face-off will occur. Both officials will ensure that there are no altercations after the whistle needing attention. The front official will then get the puck and take it down the ice to conduct the face off. After conducting the face-off, the Linesman who dropped the puck will skate to the blue line and release his partner with a head nod and verbal prompt.

Any contact with the puck by either team once the puck has crossed the centre red line will nullify the potential icing. Icing can also be nullified if a defender (other than the goaltender)

is able to play the puck but has not done so, or if the puck has been shot down the ice as a result of a face-off. If a potential icing is to be waved off due to the situations above, the front official shall execute a washout signal and give a verbal signal. The back official would simply drop their raised arm. If the puck were to enter the net in an Icing situation, a goal would be counted as long as the puck was legally propelled into the net.

Post-Whistle Player Control

Frequently as the game moves along, tensions will rise and emotions often become a factor in the game. To prevent these emotions from causing problems, Linesmen are asked to provide a physical presence at each stoppage of play. This means anticipating when the play will be whistled down and being ready to skate quickly into the area where the majority of the players are located. Sometimes just being there is enough to prevent things from happening.

Good body positioning will almost always prevent players from getting at each other.

Most arenas have both teams' benches on the same side of the ice. In these cases it is important to ensure that line changes, goal celebrations, penalties, and injuries don't offer the teams a chance to mingle. Here, standing between the benches and providing a physical barrier between the teams is part of the Linesman's job. Similarly, escorting a penalized player to the penalty box is an important piece of player control. Linesmen can prevent this player from lashing out, trying to equalize the situation, or from causing more disturbances.

Ideally, the Linesman should be just out of the player's immediate field of vision, but ready to step in if the player detours from their route to the box.

While there are many more aspects to the job of a Linesman looking after these basics is a good place to start, and will help you do your job effectively. Learning the rest of the duties that are required can be done 'on-the-job' as you gain more experience.

Some people think that Linesmen have an easy job and, if all goes smoothly, they do; but the key element is to always be alert to what is happening, and to be aware of what might happen next.

3-OFFICIAL SYSTEM

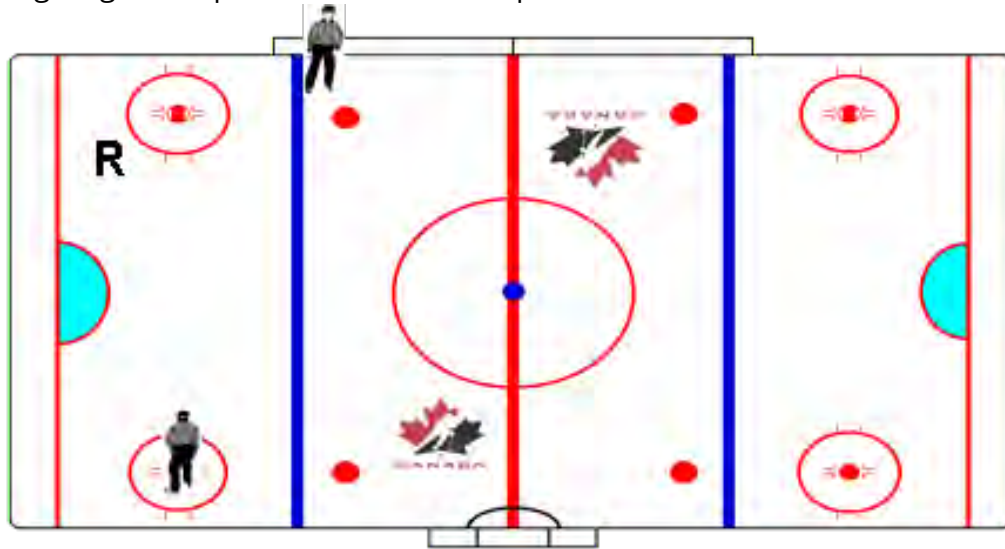
As you become more capable, you will have the opportunity to act as a Linesman in the 3-official system. The main difference between the 2- and 3-official systems is who has the responsibility to call penalties. With a few exceptions, the positioning in the 3-official system is the same as the positioning you have used in 2-official games.

Note: In the following diagrams, "R" indicates the position of the Referee

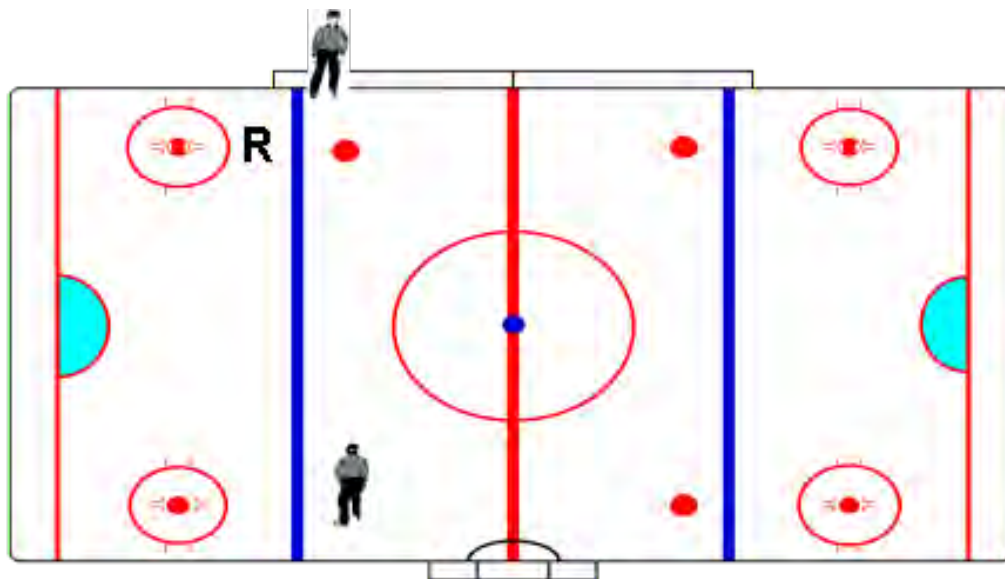
Centre Ice Face-Off – Linesmen are located just outside each blue line on opposite sides of the ice. Once the puck is dropped, the officials will take up a position so that they are diagonally separated and "one line apart"



End Zone Face-Off – The front official drops puck and the back official covers the blue line. When the front official drops the puck, he/she will then safely move to a position just outside the blue line and, when "released", the back official will move towards the red line, maintaining diagonal separation from his/her partner.



Neutral Zone Face-Off – The Linesmen stand directly across from each other. The “free” official is responsible to move with the puck once it is dropped. Good communication between the Linesmen will ensure that both blue lines are covered at all times.



Following a goal - Just as with any Centre Ice faceoff, the Linesmen are located just outside each blue line on opposite sides of the ice. After a goal, remember that one linesman shall be located in front of the "happy bench" (the bench of the team that just scored).



Remember - just like the 2-official system, while the puck is in play, the Linesmen will be diagonally separated by one set of lines.

RISK MANAGEMENT

Risk Management is a proactive approach aimed at preventing accidents or injuries before they happen, and begins when you arrive at the rink.

What are the 4 elements of the Risk Management program?

What are things you look for when you arrive at the rink?

When you step on to the ice for a game, what do you look for?

When the game is going on, how do you manage risk?

When a player is injured, stop play in the manner described in the rules and allow the trainer to attend to the injury. Do not move the injured player or provide advice, this is the trainer's job. Allow the trainer the proper time to deal with the injury, don't try and rush them off the ice. Stand close by in case the Trainer needs you to ask someone for assistance. When a player is injured, it's not the time to tell jokes to your fellow officials. Remember – perception is everything. Avoid contact with blood if the player is bleeding, and have any equipment that has fresh bloodstains replaced before coming back onto the ice.

Remember, all the participants in the game of Hockey have a part in Risk Management. As an official, you are asked to keep the game safe and fair for all participants. Penalize the infractions appropriately which are likely to cause injury, maintain good positioning, and stop play immediately if you ever think there is a serious injury.

OHF OFFICIAL GAME REPORT PENALTY CODES & ABBREVIATIONS 2017 – 2018 MINOR HOCKEY

Misconducts & Game Misconducts

Code	Infraction	HC Rule
M10	Failure to go directly to Penalty Bench	9.2 (d)
M11	Failure to go to Penalty Box Captains	2.4 (c)
M12	Failure to go to the Player's Bench or Neutral Area	6.7 (f)
M13	Refusing to Surrender Stick for Measurement	3.3 (f)
M14	Throwing Stick Over Boards	9.8 (d)
M16	Facemask Offset	3.6 (d)
M17	Throat Protector	3.6 (f)
M18	Mouth guard	3.6 (g)
M20	Disputing Call of Official	9.2 (a)
M21	Harassment of Official/Unsportsmanlike Conduct	9.2 (b)
M22	Inciting	9.2 (e)
M23	Entering Referee's Crease	9.2 (g)
M69	Inference/Distracton During Penalty Shot	4.9 (f)

Game Misconducts

Code	Infraction	HC Rule
GM20	Disputing Call of Official	9.2 (a)
GM21	Disputing Call with Official: Verbal Abuse of a Game Official	9.2 (b)
GM30	Fighting	6.7
GM31	2nd Fight, Same stoppage of play (3rd, 4th, etc.)	6.7 (h)
GM32	Player(s) 3rd, 4th, 5th Player into Fight	6.7 (h)
GM34	Leaving the Players bench or Penalty Box	9.5 (b)
GM35	Leaving the Penalty Box and incurring a Minor, Major or Misconduct penalty	9.5 (c)
GM36 ¹	Coach whose player is penalized under, GM34 and/or GM35	9.5 (a,b,c)
GM37	Goaltender Leaves Crease to join a Fight	4.11 (d)
GM38	Instigator of a fight (Minor + Game Misconduct)	6.7 (b)
GM39	Aggressor of a fight (Minor + Game Misconduct)	6.7 (b)
GM41.01	Kneeing (Major + Game Misconduct)	6.6
GM41.02	Elbowing (Major + Game Misconduct)	6.6
GM41.03	Checking from Behind (Major + Game Misconduct)	6.4 (a)
GM41.04	Cross Checking (Major + Game Misconduct)	8.2 (a)
GM41.05	Cross Checking Above Shoulders (Major + Game Misconduct)	8.2 (b)
GM41.06	Cross Checking Goalie in Crease (Major + Game Misconduct)	8.2 (c)
GM41.07	Cross Checking Injury (Major + Game Misconduct)	8.2 (d)
GM41.08	Slashing (Major + Game Misconduct)	8.4 (a)
GM41.09	Slashing Injury (Major + Game Misconduct)	8.4 (b)
GM41.10	Boarding (Major + Game Misconduct)	6.2
GM41.11	Body Checking (Major + Game Misconduct)	6.2
GM41.12	Charging (Major + Game Misconduct)	6.3
GM41.13	Head Contact (Major + Game Misconduct)	6.5 (b,d)
GM41.14	Tripping (Major + Game Misconduct)	7.4 (a)
GM42	Hair Pulling, Grab Face Mask/Helmet/Chinstrap (Major + Game Misconduct)	6.1 (d)
GM43	Roughing (Major + Game Misconduct)	6.7 (k)
GM44	Roughing Deliberate Contact After Whistle (Major + Game Misconduct)	6.7 (l)
GM45	Holding (Major + Game Misconduct)	7.1 (a)
GM46	Holding Injury (Major + Game Misconduct)	7.1 (b)
GM47	Hooking (Major + Game Misconduct)	7.2 (a)
GM48	Hooking Injury (Major + Game Misconduct)	7.2 (b)
GM49	Interference (Major + Game Misconduct)	7.3 (a)
GM50	Interference of a Goaltender (Major + Game Misconduct)	7.3 (b)
GM51	Interference from the Bench	7.3 (d)
GM52	Interference Injury (Major + Game Misconduct)	7.3 (e)
GM53	High Sticking (Major + Game Misconduct)	8.3 (a, b)
GM54	Slewfoot Standing Still (double minor + Game Misconduct)	7.4 (b)
GM55	Checking from Behind (Minor + Game Misconduct)	6.4 (a)
GM57	Goaltender Drop Kick Puck (with injury – Major + Game Misconduct)	4.11 (f)
GM58	Kick Shot (with injury – Major + Game Misconduct)	9.4
GM62	Leaving the Bench without Clearance from the Referee (Assessed to coach if altercation results in penalties at end of game)	9.5 (i)
GM63	Leaving the Bench without Clearance from the Referee (Assessed to coach if altercation results in penalties at end of game)	9.5 (i)

OHF OFFICIAL GAME REPORT PENALTY CODES & ABBREVIATIONS 2017 – 2018 MINOR HOCKEY

GM64	Team Official Interference/Distracton during Penalty Shot	4.9 (f)
GM65	Bench Official on the Ice Without Permission of Official	9.5 (f)
GM70	Refusing to Start Play (Coach – Major + Game Misconduct)	10.14 (a)
GM72	Refusing to Leave the Players Bench (Major + Game Misconduct)	10.14 (e)
GM76	Second Misconduct – Same Game	4.5 (c)
GE101	Game Ejections	4.6

¹ GM36 - Coaches' penalty will be noted on the front and back of the game sheet of the Official's copy only. Penalty to Coach is automatic as a result of a player receiving a GM34 and/or GM35. Coach not to be ejected as a result of this penalty being assessed.

Match Penalties

Code	Infraction	HC Rule
MP20	Threatening an Official	9.6 (a)
MP21	Physical Abuse of an Official – Intentional Contact	9.6 (b)
MP22	Physical Abuse of an Official – Deliberate Striking	9.6 (c)
MP40.00	Attempt to Injure	6.1
MP40.01	Head Butting	6.1 (b)
MP40.02	Kicking	6.1 (c)
MP40.03	Grabbing Face Mask / Helmet / Chinstrap	6.1 (d)
MP40.04	Hair Pulling	6.1 (d)
MP40.05	Spearing	6.1(f)
MP40.06	Butt Ending	6.1 (f)
MP40.07	Boarding	6.2
MP40.08	Body Checking	6.2
MP40.09	Charging	6.3
MP40.10	Kneeing	6.1
MP40.11	Elbowing	6.1
MP40.12	Spitting	6.1
MP41.00	Deliberate Injury	6.1
MP41.01	Head Butting	6.1 (b)
MP41.02	Kicking	6.1 (c)
MP41.03	Grabbing Face Mask / Helmet / Chinstrap	6.1 (d)
MP41.04	Hair Pulling	6.1 (d)
MP41.05	Spearing	6.1(f)
MP41.06	Butt Ending	6.1 (f)
MP41.07	Boarding	6.2
MP41.08	Body Checking	6.2
MP41.09	Charging	6.3
MP41.10	Kneeing	6.1
MP41.11	Elbowing	6.1
MP41.12	Spitting	6.1
MP41.13	High Sticking	6.1 (f)
MP41.14	Cross-Checking	6.1 (f)
MP41.15	Facial Protector as Weapon	6.1 (e)
MP42	High Sticking Attempt to Injure	6.1 (f)
MP43	Cross-Checking Attempt to Injure	6.1 (f)
MP44	Facial Protector as Weapon Attempt to Injure	6.1 (e)
MP45	Fighting – Ring or Tape on Hand(s)	6.7 (e)
MP48	Slewfooting	7.4 (b)
MP50.1	Checking from Behind	6.4 (a,b)
MP50.3	Head Contact	6.5 (d)
MP50.4	Head Contact Attempt to Injure	6.5 (e)

CLARIFICATIONS

These are minimum suspensions. Additional suspensions will be imposed wherever conditions and circumstance warrant.

It is the responsibility of each team manager and / or coach to ensure their players sit out their appropriate suspensions. When in doubt as to the relevant suspension, contact the association office.

If unable to contact the league office, sit player(s) in question out until clarification can be obtained.

These suspensions are in addition to game incurred.

Match Penalty reports will be forwarded to the appropriate Member Partner for further review.

Gross Misconducts

Code	Infraction	HC Rule
GRM13	Goaltender Refusing to remove mask for Identification	3.5 (d)
GRM21	Discriminatory Slur	9.2 (f)
GRM23	Travesty of the Game	4.7
GRM24	Obscene Gesture	4.7
GRM30	Fighting with Team Official	6.7 (i)
GRM31	Removing Helmet and/or Chinstrap	3.6 (c)
GRM82	Head Butt – Team Official (Double Minor + Gross Misconduct)	6.1 (b)
GRM83	Butt End – Team Official(Double Minor + Gross Misconduct)	8.1

OHF OFFICIAL GAME REPORT PENALTY CODES & ABBREVIATIONS 2017 – 2018 MINOR HOCKEY

GRM84	Spearing – Team Official (Double Minor + Gross Misconduct)	8.5
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Pre or Post Game Altercations

Code	Infraction	HC Rule
PG101	Any player involved where Major and Game Misconducts are	
PG102	Coach of team whose players are so penalized	
PG103	Any team involved in a pre or post-game brawl	

Minor and Major Penalty – Abbreviations

AGG	Aggressor of a fight	HO	Holding
BC	Body Checking	HP	Handling the Puck
BDG	Boarding	HS	High Sticking
BM	Bench Minor	IE	Illegal Equipment
BRS	Broken Stick	IP	Ineligible Player
BUTT	Butt Ending	INS	Instigator of a fight
CC	Cross Checking	INT	Interference
CFB	Checking from Behind	INTGT	Interference/Protection of Goalie
CHG	Charging	KNE	Kneeing
DE	Dangerous Equipment	LPB	Leaving Penalty Bench
DG	Delay of Game	PS	Penalty Shot
ELB	Elbowing	RAW	Roughing After the Whistle
FI	Fighting	RH	Removes Helmet
FLPB	First to Leave Players'/Penalty Bench	RO	Roughing
FMSK	Face Masking	SL	Slashing
FOP	Falling on the Puck	SP	Spearing
GLC	Goalie Leaving Crease	TMP	Too Many Players
HB	Head Butting	TR	Tripping
HC	Head Contact	TS	Throwing the Stick
HKG	Hooking	USC	Unsportsmanlike Conduct

Penalty Coding		GM	Game Misconduct Penalty
2	Minor Penalty (2 Minutes)	GRM	Gross Misconduct Penalty
5	Major Penalty (5 Minutes)	MP	Match Penalty
10	Misconduct Penalty (10 Minutes)	GE	Game Ejection

EXAM INSTRUCTIONS

Level I officials will complete 35 questions, Level II officials must complete the exam with a minimum passing grade of 70% (32/45).

The answer sheets will be marked prior to your departure, and your mark will be made available to you. Additionally, you will be asked to adhere to the following guidelines in your classroom.

- DO NOT make marks in the test booklets
- Please write your exam identifier beside your name
- Hand in only the answer sheet for marking
- Select the most correct answer
- Choose the answer you want by marking an "X" over the correct letter
- If you have made an error, circle the error, & then mark your correct choice with an "X"
- You must return both the question booklet & your answer sheet before you leave

The wallet card shows your OMHA registration number as a seven character number. The first character is coded to the year you begin in the program. The second character shows the Level you presently hold. As you move up through the ranks, this number will change. The third character is used to determine which area of the province you are located in, while the remaining four numbers are specific to you. Please quote this registration number in all correspondence with the OMHA, especially in special reports & on game reports.

Lastly, this confirms your certification as a hockey referee in Canada.

GOOD LUCK!

[illegible]

[illegible]



**THESE ARE KIDS
THIS IS A GAME
COACHES ARE VOLUNTEERS
REFEREES ARE HUMAN
THIS IS NOT THE STANLEY CUP FINAL**

**RESPECT THE GAME
AND HAVE FUN!**





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