



USA Hockey



INTERMEDIATE OFFICIALS MANUAL

Updated August 2013



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FOREWORD

Congratulations. You have now graduated to a more advanced level of ice hockey officiating. But before you move forward, ask yourself the following questions. Have I mastered the basics of officiating outlined in the Basic Level Manual? Do I understand why certain procedures are performed the way they are? Am I ready to become a better official? Can I learn some new concepts while not losing sight of the importance of the material presented in the Basic Manual? If you answered yes to all of these questions, continue on.

As you progress through the Intermediate Level Manual, you should conclude there is no magic formula to successful officiating. Many of the concepts presented are the same, only taken to a higher level. Mastery of the basics is still the key to success and for that reason, you cannot diminish the importance of performing the basics.

There will be many new challenges you will face as you progress up the officiating ladder, even at the intermediate level. This manual will provide you with the resources necessary to meet those challenges, provided you are willing to accept them with an open mind. The expectations of an official who has advanced to higher levels also increase tremendously. Meeting those expectations may be your single biggest challenge.

One final thought before you move on. There are several events that happen during a hockey game the official has no control over. The way players react or the bounce of the puck are out of the hands of the official. However, there are several aspects the official does control. Awareness, skating, appearance, positioning, attitude and rule knowledge are just some examples. No matter what the level is, the most successful officials are those who excel in those areas they can control, which allows them to react appropriately when those events they have no control over occur.

Take control of the areas you can and enjoy your officiating experience.

PERSONAL APPEARANCE

Your personal appearance as an official both on and off the ice allows you to gain instant respect and credibility by promoting a positive first impression. Your appearance will also allow you to establish your role as a teacher or game manager and will complement your officiating skills. The Basic Level manual carefully details several aspects of appearance that is expected from a good official. You may wish to review the basics outlined in the Basic Manual before you move on to more advanced concepts that are discussed in this manual.

Practical Equipment Tips

Here are some easy tips that you can use to fine tune your appearance.

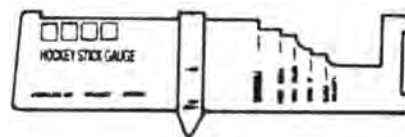
- Use baby oil or car wax to polish and clean up your helmet. This will keep your helmet looking shiny and new. Change your chin strap on a regular basis to maintain the clean and new look.
- Protect your visor with a cloth cover when not wearing. Be sure to use a special cloth to wipe and clean to minimize scratches and provide clear surface for maximum view. Use those products that may help eliminate fogging as necessary.
- Buy trousers with a sewn-in crease that is easily maintained. Use suspenders to hold them in place instead of a belt, preventing a potentially dangerous situation of your belt getting caught on something.
- Use nail polish or a protective coating over the toes of your skates to keep them shiny and neat. Replace your laces on a regular basis and tape your tendon guards to prevent your trousers from getting caught.
- Avoid wearing any jewelry. Jewelry presents a potential safety hazard when getting caught on something or breaking and being present on the ice.
- Use white tape on your whistles to protect your mouth, teeth and hands from sharp and hard edges.
- Protect your skate blades with skate guards when not using them. This will help ensure that your blades do not get nicked up and will help maintain good skating edges.
- Provide yourself full protection by wearing a protective hip girdle. As hard as you may try, sometimes you will simply not be able to get out of the way of a puck that has been shot or a sudden body check, especially at higher levels of hockey. A lightweight protective girdle designed for officials will provide protection without limiting mobility.



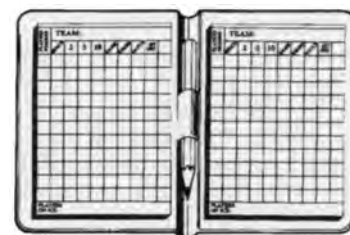
Equipment Supply Needs At Higher Levels Of Hockey

As you start officiating higher levels of hockey, there may be some additional equipment or materials that you will need to address every situation that may arise. Here is a list of some additional supplies that may come in handy. Please contact your local supervisor of officials for information as to where officiating equipment and supplies may be purchased in your area.

- **Stick Gauge** – A stick gauge is designed to measure all dimensions of the blade of the stick. This device is easy to use and will allow you to efficiently measure curvature, width of the blade and length of the blade.



- **Tape Measure** (at least 72 inches) – Tape measures can be used to measure the length of the shaft of the stick and all of the dimensions of goalkeeper equipment. Also, a tape measure can be used in lieu of a stick gauge to measure the dimensions of a stick blade. Your tape measure should be at least 72 inches long (in order to measure the width of the goal) and should fit neatly in your back pocket.
- **Official's Memo Pad** – The official's memo pad fits nicely into your back pocket and will come in hand during situations where the official should be taking notes. Be sure to sharpen both ends of the pencil to avoid being caught in a difficult situation without a writing utensil.
- **Game/Incident Reports** – Familiarize yourself with the specific game reporting requirements for your area. Each league/area may have different requirements as it relates to the type of penalties that require a game report to be completed and have specific procedures in place for doing so. Collect the pertinent information you will need immediately following the game and complete the report in a timely manner.
- **Spare Whistles** – Officials should always carry at least one additional whistle with them in order to be prepared. A whistle may break or malfunction at any time or your partner may have forgotten to bring one.
- **Needle and Thread** – A small sewing kit may come in handy for situations where trousers are ripped or you simply need to sew on your crest. This kit should contain safety pins, as they work well in an emergency.



On-Ice Posture During Stoppages

Your on-ice posture as an official will also contribute to how you are perceived by players, coaches and spectators. An official who stands upright and promotes an image of being in control will be viewed more positively. Oftentimes, the way you carry yourself while play is not in progress will be more visible to spectators than while play is actually occurring. Please be aware of the do's and don'ts regarding your posture during stoppages as you strive to become a better official.

DO	DON'T	BECAUSE
Stand upright	Slouch at the waist	Standing tall during stoppages will provide a better field of vision and will portray the official as being attentive
Stand on inside skate edges	Stand with one skate on its heel or toe	Will provide the most balance and will allow the official to move quickly in any direction
Assume the official's ready position prior to puck being dropped	Stand with straight legs and be unprepared to move	The ready position allows the official to appear ready and alert and will provide mobility as the play starts
Have arms resting comfortably off to the side of your body	Place hands on hips or in pockets	Holding your hands on your hips gives the impression that you are impatient while having your hands in your pocket could be perceived as laziness
Stand away from the boards or goal	Sit on the boards or lean on the boards or goal	Leaning or sitting on the boards or goal will be viewed as being lazy or out of shape
Focus attention on players and benches	Let eyes wander into the stands	Wandering eyes will be perceived as not paying attention and may cause you to miss an infraction
Look professional at all times	Unzip sweater or fidget with equipment	Looking professional and alert will give the positive impression that you are relaxed, in control and take pride in your officiating

Off-ice Dress For Tournaments And Playoffs

As the intensity and enthusiasm of the players, coaches and spectators heats up, the demands and expectations of the officials also rise. This usually occurs during tournament or playoff time, as if a whole new season has begun. Officials should be aware that a little extra effort on their part to look professional will go a long way in gaining credibility with those people involved with the tournament. They will

certainly appreciate your efforts to make the tournament or playoff game something special.

A shirt, tie and dress slacks should be worn by all officials during this important part of the season. Preferably, a sport coat or suit will become part of the official's wardrobe for these games. Be sure to check with the tournament supervisor of officials prior to your assignment as to any dress code requirements that should be met for the event.

Personal Appearance Review

The following questions highlight some of the key points you should have picked up from this chapter. Take a few minutes to review what you have learned about personal appearance. When finished, you can compare your answers to the correct answers that appear in the back of this manual.

1. Why is personal appearance important?
2. Name four easy tips that you can use to fine tune your appearance?
3. Name four additional equipment items or materials that you will need to work higher levels of hockey?
4. Why is on-ice posture important?
5. What is the minimum standard for off-ice dress during tournaments and playoffs?

PHYSICAL CONDITIONING

The physical fitness of an official will contribute to the overall acceptability of an official through the eyes of the game participants. An official who is in good physical condition will look and perform better. The Basic Level Manual provided you with information on general physical fitness, including stretching. Although the information provided in these manuals is not designed to provide you with all of the resources necessary to develop your own conditioning program, they do provide you with some basic ideas which promote a better understanding of the importance of physical fitness to officials.

This publication will continue to explore the art of stretching and will also touch on the importance of your pre-game nutrition.

The Different Stages Of A Stretch

*Some Parts excerpted from STRETCHING * 1980, by Bob and Jean Anderson, \$7.95, Shelter Publications Inc., Bolinas, CA. Distributed in book stores by Random House, reprinted with permission.*

Stretching Stages

Stretching is mainly done by officials before a game to get them limbered up and physically geared to skate at maximum potential from the very first face-off. Stretching, on a regular basis, also increases flexibility, thus, decreasing the risk of pulled muscles and other related injuries. There must be two major stages to each stretch when done properly: 1) the easy stretch and 2) the developmental stretch.

The easy stretch should last from 10-30 seconds, and the official should feel a mild tension as he/she holds the stretch. The feeling should subside as the stretch position is held. If it doesn't, the official must ease off slightly and find a degree of tension that is comfortable. The easy stretch reduces muscular tightness and readies the tissue for the development stretch.

After the easy stretch, the official will move into the developmental stretch. The developmental stretch involves moving a bit further until a mild tension is felt again. While holding the position for 10-30 seconds, the tension should diminish also. It is very critical that these stretches be done as one controlled movement with no bouncing. This developmental stretch is designed to fine tune the muscles and increase flexibility.

Breathing

Whenever stretching, breathing should be slow, rhythmical and under control. While bending forward to do a stretch, exhale and breath slowly while holding the stretch. The breath must never be held completely while stretching.

Relaxation is the key to a good stretch. This relaxed stretching must never inhibit breathing.

The Stretch Reflex

All muscles are protected by a mechanism called the stretch reflex. Anytime that the muscle fibers are stretched too far, a nerve responds by sending a signal for the muscles to contract. This reflex keeps the muscles from being injured. Therefore, when an official stretches too far, he/she actually tightens the very muscles that he/she wants to stretch.

Holding a stretch too far or bouncing on it strains the muscles and activates the stretch reflex. These harmful methods can cause pain as well as physical damage due to the tearing of the muscle fibers.

This tearing leads to the formation of scar tissue in the muscles along with a gradual loss of elasticity. The muscles become tight and sore. All officials must learn to pay attention to the body, for pain is an indication that something is wrong.

Additional Benefits Of A Stretch

We have already discussed the importance of stretching in regards to improving flexibility, reducing injury and minimizing soreness in the Basic Manual. Stretching also provides some important opportunities for an official to become fully prepared for the game, both physically and mentally. An excellent time to continue your mental preparation for a game is while stretching off the ice. This time is usually spent alone or with your partner(s) in a quiet place. Your concentration can be shared between completing the stretching exercises and visualizing situations in preparation for the game.

Stretching helps an official establish a pre-game routine that can be an effective tool in maximizing performance. Following the same routine of physical and mental preparation prior to every game establishes a comfort zone where the official can focus his/her attention on the task at hand. Increased stretching and the frequency of stretching promotes physical preparedness for the upcoming game.

Pre-Game Meals

As with any athlete, the pre-game meal is an important factor in the potential performance of an official. Proper nutrition at all times, but especially prior to a game, will allow the official to be in good physical condition.

The most important nutrient is water. All officials should drink plenty of



water before, during and after each game. Failure to do so may result in fatigue and reduced performance.

When selecting a pre-game meal, be sure to choose nutritious foods that will provide energy for a long period of time. Pasta, cereals, potatoes, breads and fruits are all foods high in complex carbohydrates and low in fat. These high complex carbohydrate and low-fat foods will provide the most long lasting energy for maximum performance during the game.

Avoid fast foods, fats and oils as these foods take a long time to digest and will provide very little energy for the game. Although lean meat is high in protein, it also takes a long time to digest and will slow down the digestion process of carbohydrates as well. Candy or foods high in sugar may provide a short-term boost in energy, but will not provide

enough long-lasting energy to help you get through the game.

The pre-game meal should allow enough time for adequate digestion of the food, probably a minimum of three hours prior to the game. When time is in short supply (between games, etc.), eat light prior to the game. Be sure to replace carbohydrates by eating fresh fruit and replace fluids by drinking adequate quantities of water. Immediately following any game, the meal should feature plenty of fluids and carbohydrates as well.



Physical Conditioning Review

The following questions highlight some of the key points you should have picked up from this chapter. Take a few minutes to review what you have learned about physical conditioning. When finished, you can compare your answers to the correct answers that appear in the back of this manual.

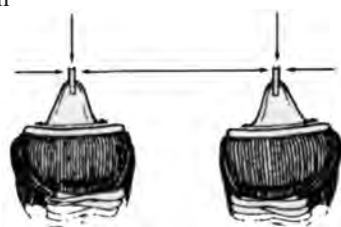
1. Why is an official's physical conditioning important?
2. What are the two major stages in properly done stretching?
3. What is the proper way to breathe when stretching?
4. What is the 'Stretch Reflex'?
5. What is the most important nutrient in a pre-game meal?
6. Name 3 nutritious foods that should be part of a pre-game meal?

FUNDAMENTALS OF SKATING

The first building block of officiating is skating. An inability to skate effectively will reduce the official's ability to be in position and see the play occurring on the ice. The Officiating Manuals are designed to give you some basic knowledge on the fundamentals of skating. Perfecting your skating skills requires training from a knowledgeable skating instructor (figure skating or power skating) and a tremendous amount of practice. As mentioned in the Basic Manual, the first step to skating effectively as an official is to recognize the difference in styles between players and officials. Review the skating tips provided in these publications regularly and then practice, practice, practice.

The Fundamentals Of Edge Control

As illustrated, each skate has two edges, inside edge and outside edge. Also note the bottom of the blade is concave to create sharp edges on each side. The edge closest to your big toe is considered the inside edge while the outside edge is closest to your little toes. When you turn on your skates, only one edge on each skate is in contact with the ice, and depending on which way you turn, one skate will be on the inside edge while the other skate will be on the outside edge.



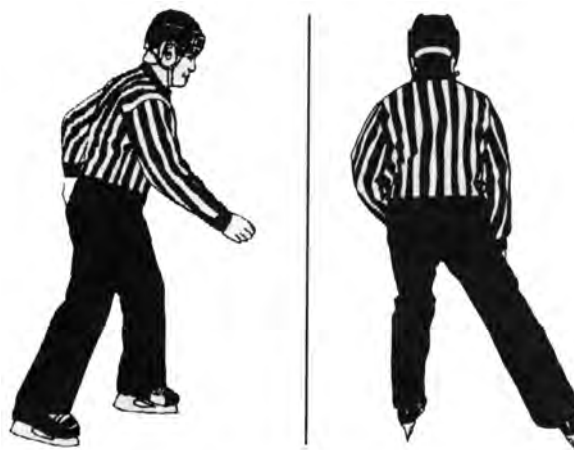
As you look at your skate from a side view and even with the bottom of the blade, you will also notice the blade is "rockered" from front to back. Only a small portion of the blade is in contact with the ice at any one time. This allows the official (or player) to turn sharply whereas a flat blade (speed skates) has more blade in contact with the ice and provides difficulty in turning sharply.



All the skills of skating are controlled by using these edges in a precise manner. Turns, stops, starts and gliding are all controlled by using the ankles to maneuver the edges of the skate blades. Mastering control of your edges in a stationary and moving position will increase balance and results from familiarity and practice.

Forward Stride

Before we continue on, let's review the forward stride covered in the Basic Manual. Long powerful strides are necessary for the official to keep up to the play and maximize efficiency. Exaggerated knee bend will allow for balance and full extension. The thrust starts by thrusting down through the ice, using the inside edge, with pressure on



the heel. As the thrusting leg approaches full extension, the pressure continues through the blade and full extension is reached by snapping the toe and locking the knee. At this time, all of the weight is on the glide leg.

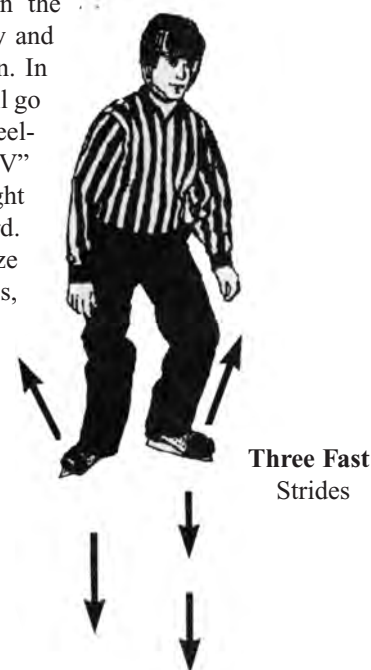
The glide leg determines which direction you will go. After the thrusting leg reaches full extension, it must quickly return to full recovery, keeping the skates low so the weight can be transferred and the thrusting can begin with the opposite leg. It is important to remember that all skating takes place from the hips down (upper body discipline, lower body flexibility).

Forward Starts

There are two different techniques used by officials to start in a forward direction. Each technique has advantages and are used in specific situations.

"V" Start

The "V" start is used when the official needs to start quickly and is facing the desired direction. In this technique, the official will go from the ready position to a heel-to-heel position forming a "V" with his/her skates. The weight of the official falls forward. The official will then utilize three fast and powerful strides, alternating legs, while keeping his/her body close to the ice. After the three fast strides, the official will lengthen his/her strides into the normal forward stride mode. The proper arm swing is also important during this start to provide momentum in the desired direction.



Key Elements

- Heel to heel posture
- Weight falls forward
- Three fast and powerful strides using inside edges
- Body stays close to the ice
- Exaggerated knee bend
- Assume normal forward stride after start
- Head up, shoulders level
- Front to back arm swing

Common Errors

- Bend at the waist
- Inadequate knee bend (bobbing)
- Continue fast strides instead of switching to more efficient forward stride
- Head is down
- Side-to-side arm swing

“T” Start

The “T” start is used by officials when they are along the boards and need to start at a moderate pace. The “T” start allows the official to maintain excellent balance and field of vision (unlike the crossover start often used by players). In this technique, the official will originate in the ready position and will rotate one heel inward to form a “T” with the other skate. This skate will originally become the glide leg, so it should be pointed in the desired direction by opening up the hips. The other leg becomes the thrusting leg using the inside edge, thrusting away from the desired direction. The thrusting leg should go all the way to full extension and then recover quickly so the glide leg can begin to thrust and the normal forward stride can be assumed. When practicing this start, the official should be able to execute the start effectively in either direction.



Key Elements

- Full extension of the thrust leg
- Rapid recovery
- Exaggerated knee bend
- Use of inside edges
- Upper body discipline, head up
- Glide skate pointed in desired direction

Common Errors

- Bending at the waist and not at the knees
- Failure to reach full extension
- Failure to reach full recovery
- Not opening hips
- Thrusting twice with the thrust leg

Forward Stops

As with forward starts, there are two techniques used by officials to execute a forward stop. Each technique has advantages and each is used during specific situations. Let's review them now.

Control Stop

The control stop allows the official to stop in the ready position with excellent balance. From this position, the official can easily go in any direction. The control stop is most commonly used when an official needs to stop at an anticipated location, such as the goal line or at an altercation.

While skating forward in the ready position, the official will straighten his/her knees slightly and turn his/her shoulders and hips 90 degrees, facing the center of the ice. Most of the weight should be transferred to the inside edge of the lead skate which pushes into the ice. The inside edge of the trailing skate will also help by pulling. The knees must stay bent and the skates shoulder width apart which provides for stability. When the stop is completed, the official will be in the ready position.



Key Elements

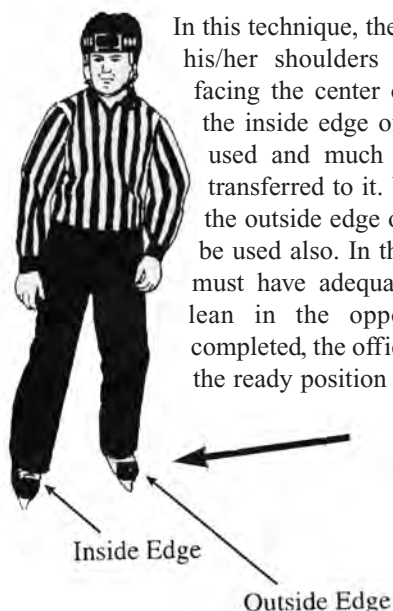
- Inside edges of both skates are utilized
- Bending at the knee (shoulder-toe-knee alignment)
- Skates shoulder width apart
- Head and chest are up
- Majority of weight transferred to lead skate
- Official is in ready position when stop completed

Common Errors

- Skates more than shoulder width apart (limits mobility)
- Skates too close together (reduces mobility and stability)
- Head is down
- Legs are straight, no knee bend
- Trail leg is opened up

Two-Skate Hockey Stop

The two-skate hockey stop is often used by players who then use the crossover start to change directions. Officials will use this technique when they are forced to stop in a hurry or in unanticipated situations, such as when play quickly changes direction on the same side of the ice.



In this technique, the official will again turn his/her shoulders and hips 90 degrees, facing the center of the ice. Once again, the inside edge of the lead skate will be used and much of the weight will be transferred to it. Unlike the control stop, the outside edge of the trailing skate will be used also. In this instance, the official must have adequate knee bend and will lean in the opposite direction. Once completed, the official will quickly assume the ready position to maximize balance or will use the backward crossover start to go in the opposite direction while maintaining view of the play.

Key Elements

- Knee bend
- Body rotation – 90 degrees
- Skates shoulder width apart
- Slight backward body lean
- Finish in ready position

Common Errors

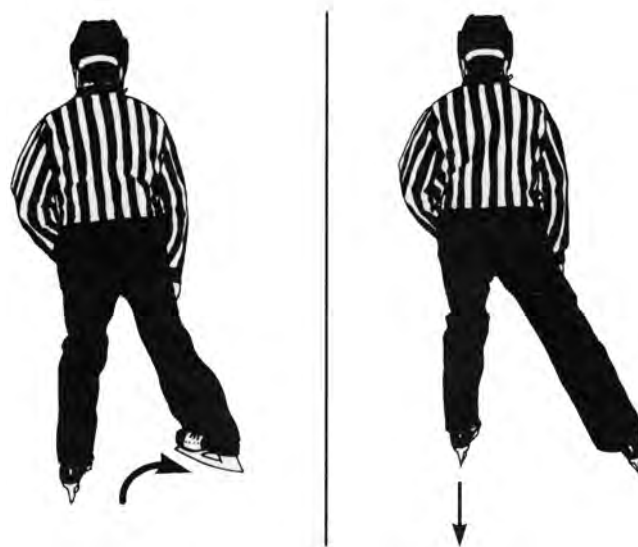
- Lack of knee bend (loss of balance)
- Skates too close or too far apart
- Head down

Backward Stride

The backward stride mechanics are similar to the forward stride. All officials must be extremely skilled in skating backwards as officials must oftentimes skate backwards to maintain full view of the play (especially linesmen). An official who has to turn around to go forward when play is coming at him/her will have a difficult time watching the play.

You have probably noticed the importance of knee bend has been mentioned in every aspect of forward skating thus far.

This is no different with backward skating, possibly even more important. The backward stride starts with a thrust down and out with pressure (weight) on the ball of the foot, then extending through the blade to the toe (heel - out/toe - in arc making a half circle). At full extension, snap out with the toe using the inside edge. The entire weight is now on the glide leg, with the heel pointed in the desired direction.



Bring the thrusting skate back to full recovery (starting position) while staying low to the ice. The weight is then transferred as the opposite leg begins to thrust. Once again, all of the skating takes place from the hips down and the upper body should remain disciplined (head and chest up). The hips will move automatically when backward striding. Your arm movement should be kept to a minimum with some front-to-back movement acceptable.

Key Elements

- Thrust of the inside edge with the skate in a heel-out/toe in arc
- Full transfer of weight to the glide leg upon completion of the thrust
- Exaggerated knee bend
- Full extension and full recovery
- Proper weight distribution

Common Errors

- Wiggling hips which limits the potential power of the thrust
- Bending at the waist or leaning forward (reduces balance, knee bend and thrust)
- Skates too close together or too far apart (stability and mobility reduced)
- Failure to reach full extension or full recovery
- Thrusting sideways or back instead of heel-out/toe-in arc
- Head down



Fundamentals of Skating Review

The following questions highlight some of the key points you should have picked up from this chapter. Take a few minutes to review what you have learned about the fundamentals of skating. When finished, you can compare your answers to the correct answers that appear in the back of this manual.

1. What is the first building block of officiating?
2. What controls all of the skills of skating?
3. This is used when the official needs to start quickly and is facing the desired direction?
4. What type of 'start' allows the official to maintain excellent balance and field of vision?
5. This allows the official to stop in the ready position with excellent balance?
6. Name the 5 key elements of the "Two-Skate Hockey Stop"?
7. Doing this allows officials, especially linesmen, to maintain full view of play?
8. Name the 5 key elements of backward skating?

PRE-GAME DUTIES AND RESPONSIBILITIES

Your responsibilities as an official start long before your scheduled games ever begin. Ongoing review of the playing rules and interpretations, physical conditioning and mental preparation will all play an important part in your success. Officials also have a role in risk management by inspecting the playing area during the on-ice warm-up to ensure a safe environment exists for all participants. A careful review of the Basic Level Manual prior to continuing your study of this manual will reinforce some important points regarding your pre-game duties and responsibilities.

Importance Of Pre-Game Meeting

As you work your way up the officiating ladder and advance to higher levels, the importance of conducting a pregame meeting with your partner(s) and off-ice officials will become evident. The pre-game meeting will allow the lines of communication to be opened and will help establish a mutually agreed upon base from which to operate during the upcoming game. In many instances, you may be working with your partner(s) for the first time, in which case the pre-game environment will allow you to get to know them better and will also allow you to measure their mental preparedness.

The pre-game meeting will allow the officials an opportunity to review potential situations that may arise during the game in order to be prepared to handle them correctly and efficiently. Especially when working with a new partner(s), reviewing proper procedures and assigned areas of responsibility will not only enable the game to go smoothly, but will also establish unity among the officials and promote teamwork. Remember, once the game begins, the only friends you have are your partner(s). Consider yourselves as the third team out on the ice.

Meeting With On-ice Officials

The following topics should be discussed with your officiating partner(s) during the pre-game meeting in the officials' dressing room:

- The procedure for hand pass and playing the puck above the shoulder with the stick infractions
- Stoppages of play when the puck is out of the rink
- Teamwork situations such as covering for your partner, encroachment on face-offs, spotting face-off locations, replacing displaced goals and retrieving the puck after a goal is scored
- Handling late line changes
- Intentional off-sides
- Controversial plays and multiple penalty situations
- Altercation procedures
- Infractions behind the play
- Any special league rules or points of emphasis that govern that game

Meeting With Off-ice Officials

During tournaments and upper-level games, a brief meeting with the off-ice officials assigned to the game will help

minimize confusion and potentially controversial situations. This meeting should be conducted in the officials' dressing room prior to discussing situations with your partner(s). Following are some examples of what should be discussed during the pre-game meeting with the off-ice officials:

- Existing suspensions of players or coaches
- General conditions of the arena
- Proper function of the clock, goal lights or other electronic equipment
- Timing procedures for the warm-up, start of game and between periods
- Any pre-game or between period events that are scheduled
- Goal judge responsibilities and procedures for disputed goals
- Responsibilities of penalty bench attendants during altercations and coincidental penalties
- Stacked penalty situations
- Penalty times according to age classification
- New playing rules
- Answer any questions or address any other situations that may arise

As you can see, there are several important issues that can be addressed prior to the game in order to prepare you and your partner(s) to efficiently handle difficult situations. There is an old saying, "chance favors those who prepare" (Louis Pasteur), that emphasizes the importance of conducting thorough pre-game meetings to make your on-ice job a lot easier.

Pre-Game Duties and Responsibilities Review

The following questions highlight some of the key points you should have picked up from this chapter. Take a few minutes to review what you have learned about pre-game duties and responsibilities. When finished, you can compare your answers to the correct answers that appear in the back of this manual.

1. What are the objectives of the pre-game meeting?
2. Name at least 7 (there are 12) topics that should be discussed with your partner during the pre-game meeting?
3. Name at least 6 (there are 11) topics that should be discussed with the off-ice officials during the pre-game meeting?

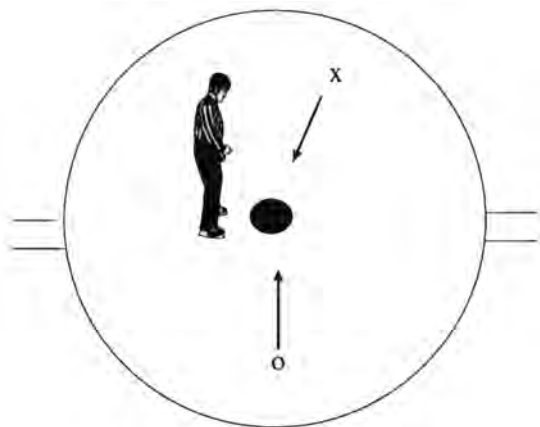
CONDUCTING FACE-OFFS

As the level of competition increases, the conducting of a face-off becomes a more important and more difficult responsibility of the officials. Many teams base scoring strategies on plays that result directly from winning a face-off. These strategies depend solely on gaining possession of the puck from the face-off. Thus, the centers will try to win each important face-off at all costs. It is the duty of the official to see that each player has exactly the same opportunity to win the draw and each team has an equal chance to gain possession of the puck.

Getting Players Into Position

Unlike those in younger age groups, the older players may not be as eager to assume their proper face-off positions. The officials conducting the face-off must use a great deal of communication with the players and concentrate fully whenever getting players lined up for a face-off.

In order to conduct the face-off properly, the first person who must be in position is the official. Once he/she has assumed the proper face-off stance and has blown the whistle to start the five second procedure, he/she is now ready to instruct the opposing players.



According to the Playing Rules, the defending team center is afforded the opportunity to enter the face-off after the attacking team center. This rule helps to speed up face-off delays. If, however, the defending team center elects to enter the face-off first, he/she may do so.

Communication with the players is the most important aspect of positioning them. To administer the face-off, the official will say, "Red (attacking team), put your stick on the ice and on the white part of the circle. He/she will then instruct the defending team center by telling him/her, "White, your opponent is ready, now put your stick on the ice and on the white spot."

Directions to the players should be specific. "Put your stick on the white spot and keep it stationary" is a clear instruction to the player and he/she will usually comply. A general direction such as "Get your stick down" or "Get in here" does nothing to guide the player. By being methodical, covering one step at a time, the official demonstrates his/her expectations for the game. Such actions will likely result in a fair face-off.

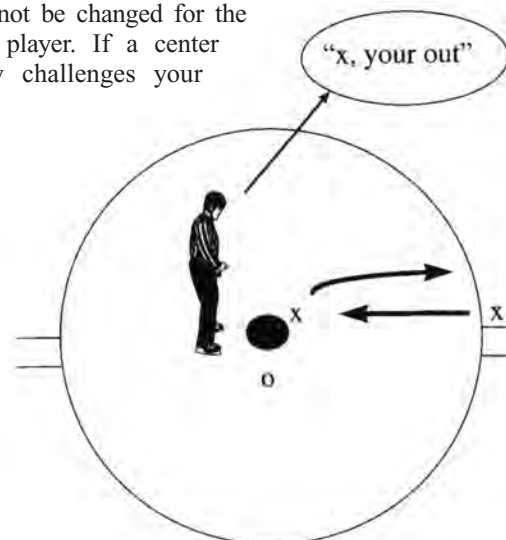
Begin the entire procedure well in advance of the players getting into the face-off circle. If a player is known to be a problem on face-offs, speak to him/her first. Try to conduct the face-off quickly to keep the game moving. Don't be hasty and sloppy by just throwing in the puck. By requiring strict standards at the outset, you are likely to eliminate problems later in the game.

Although the five second face-off procedure is designed to speed up stoppages of play, it is not a reason to compromise the integrity of the face-off. Officials are still expected to manage the face-off in a proper manner, just simply within five seconds. Only when it is obvious that one or more players are delaying the face-off should the puck be dropped with players out of position, a warning issued or a delay of game penalty assessed.

Ejecting Players From The Face-Off

The reasons for ejecting a center from the face-off are specific. These situations all precede the official dropping the puck. If a center makes stick contact with his/her opponent's stick, or if he/she makes body contact with the opposing center, he/she should be ejected. If a player ignores your instructions, give him/her the instruction one more time. If he/she again ignores it, he/she should be ejected (three-step - "Square around, SQUARE AROUND! Out.") The last two circumstances in which a center should be ejected are when he/she delays the face-off by unnecessarily "quarterbacking" his/her teammates and when there is encroachment by a teammate.

Whenever a player is ordered out of a face-off, it is done verbally by the official conducting the face-off. The official should maintain his/her stance, using no body motions while ejecting the player. Using the body expresses intimidation toward the ejected player and appears as if he/she is openly challenging the player. Giving a player the "thumb," similar to the old baseball signal for "out," could embarrass a player and lead to a later problem. Simply say, "Red, you're out." It is his/her teammate's responsibility to replace him/her with another player. The official does not dictate the replacement. The standard should not be changed for the second player. If a center verbally challenges your



ejection, stand up to show him/her you will not drop the puck and that he/she should leave the circle for a replacement.

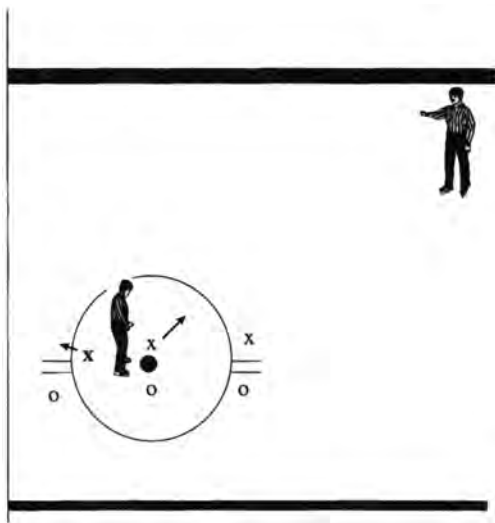
When a center is being removed, for whatever reason, a new five seconds is not allowed. There is no need for the official to blow the whistle to start another five seconds. However, the replacement center is expected to get into position in a timely manner. This should be verbally communicated by the official.

Calling Encroachment

Encroachment takes place when players violate the face-off circles and other markings that are designed to restrain them prior to the drop of the puck. For face-offs that take place at locations other than the five face-off circles, players must maintain a reasonable position.

Encroachment is called when a player's skate enters the face-off circle, crosses the hash mark or when he/she makes any physical contact with an opponent before the puck is dropped. Physical contact includes contact made by a player's body or stick.

If encroachment takes place behind the official handling the face-off, his/her partner (who has a view of those players) blows his/her whistle and points toward the offending player's defensive end of the ice. If encroachment takes place within the view of the official conducting the face-off, he/she points toward the offending player's end. There is no need for him/her to blow his/her whistle. In either case, the official conducting the face-off handles ejecting the center of the offending team in the manner previously described.



Encroachment takes place only after all the players are in position for the face-off. If a player lines up improperly, the official conducting the face-off should give verbal instruction to that player. If players begin "creeping in" the face-off circle, or jockeying for position before the puck is dropped, the official should verbally order those players into position while maintaining the proper face-off stance. He/she should minimize the use of hand or body gestures to accomplish this.

There are some players the official conducting the face-off cannot see from his/her stance position. The official who is not conducting the face-off must make sure that those players are in their proper positions. If he/she notices they are not in their proper position, he/she must blow his/her whistle to alert his/her partner who is ready to conduct the face-off. If a player does not cooperate when instructed to get into position, the center of the offending team should not be ejected. Repeated encroachment on the same face-off by the same player or team calls for a minor penalty for delay of game under rules 609 (same player), or 611 (same team).

The onus to properly line up within five seconds of the official blowing the whistle falls with the players. Failure to do so within the allotted time would call for removal of the center, a warning to the coach and a possible delay of game penalty for subsequent violations by the same team during the game.

Note: Officials should consider the age level of the players. An official can be extremely helpful in instructing players on proper face-off behavior for very low-level games. Children at the mite age classification and lower are especially cooperative, willing learners and responsive to an official's instruction.

Handling Verbal Abuse

When a player has been ejected from a face-off, he/she will usually follow a reasonable instruction from the official. If the player chooses to argue or make disrespectful comments, the official should stand up during the confrontation. Without raising his/her voice, the official should be stern making every attempt to get the player to comply with the instruction. He/she should treat the player with respect and not use profanity. He/she should not "bait" a player by saying anything that would naturally call for a response that would be abusive.

An official should allow the player to comply with the instruction or, if he/she chooses, persist in the confrontation. When the abuse becomes obvious to others, either by the player using loud language or through disrespectful body language (i.e. hand gestures, taking an unreasonable amount of time to leave the face-off circle), an unsportsmanlike conduct penalty should be given to the player. The official will give the signal to the player in the proper fashion of calling a penalty (no whistle is needed since play is stopped). In a two-official system, the official making the call assesses and reports the penalty. For the three-official system, the infraction is reported to the Referee who shall assess the penalty.

If a strict standard is set at the beginning of the game and players are ejected early, face-offs at critical points in the game will likely go more smoothly if the official remains consistent.

Communication With Partner

Communication with your officiating partner should take place throughout the game through eye contact, hand signals, and verbal discussion. These various communications help the official stay alert and aware and help maintain interest in the game.

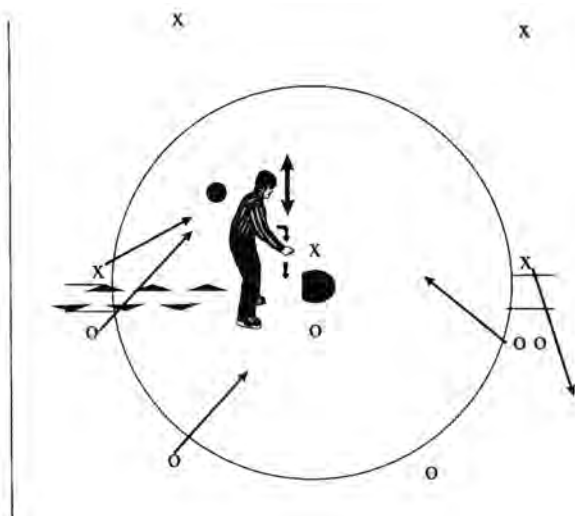
The official conducting the face-off should look at his/her partner to be sure he/she is in position. Eye contact confirms that each official is ready. This can also be a time to use a signal to be sure he/she is aware of a situation (i.e., pointing at the game clock to indicate the amount of time left in the period, penalty, etc.).

The puck exchange is a perfect opportunity for the officials to speak. Comments or questions should be short so that both officials can get set for the face-off before the players are ready. “Watch the players behind me” and “White will be full strength in three seconds” are examples of how officials can help each other in managing the game. It is also a good time to reinforce a partner’s off-side or penalty call, especially after a loud protest by players or spectators. This helps with confidence and teamwork, and speaking often during stoppages demonstrates that the partners are working together to manage the game.

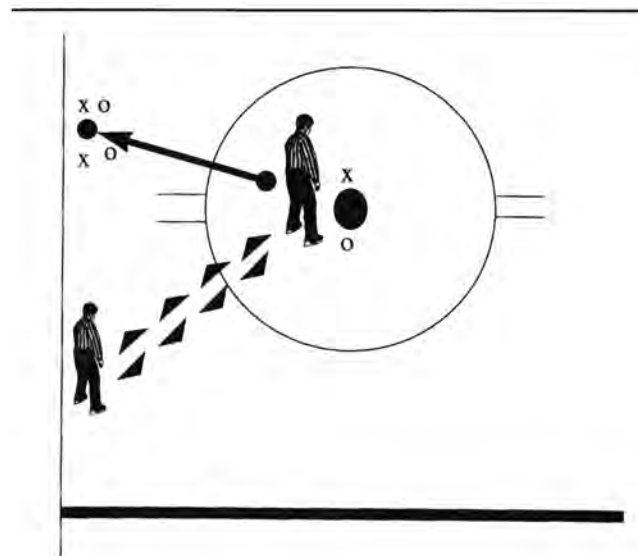
The partner who is not conducting the face-off should also establish eye contact and use subtle verbal or hand signals to assist his/her partner, if necessary, during the face-off. He/she should step in only when it is obvious his/her help is needed, such as getting players behind his/her partner’s back to get set.

Staying Out Of The Play

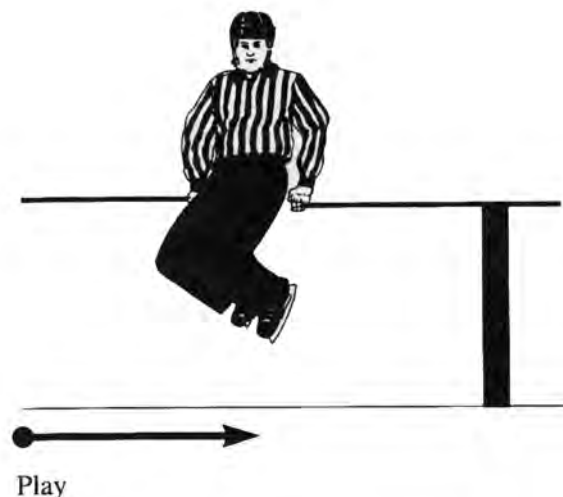
Once the puck is dropped and the play begins, the official should look around at the action of the players before moving. Every attempt should be made to avoid contact with the players or puck. By backing out slowly, the official’s skating direction can be seen by the players, allowing them to skate around him/her. If he/she hurries back toward the sideboards, he/she may get in the way of players behind him/her.



When the official arrives at the sideboards, he/she should normally go in the direction opposite the puck by taking a few strides. It may be that there is no place to move in either direction and he/she will have to wait to move until the area is clear. When he/she is free to move, he/she should make eye contact with his/her partner to signal that the partner can release from his/her position if necessary.



Occasionally an official will become trapped in a position along the boards with players all around and no route to escape. It may become necessary to “get up on the boards” to prevent the puck from hitting his/her skates. One maneuver to get the feet and skates out of the flow of play is to use the boards by placing both hands on the top of the dasher and lifting the body off the ice and out of the play. Turn the skates away from the players and press the side of the skates firmly against the boards. If the blades protrude, the risk of injury to players increases.



As soon as the play has moved away from him/her, the official must return to his/her normal position. He/she should never grab the top of the glass or stand on the top of the dasher boards. An official who develops this technique may grab for glass where there may not be any, or may grab onto a defective or broken piece that may give way and be pulled down. Both situations create great potential for injury to the official, the players and the spectators.

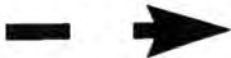
Conducting Face-Offs Review

The following questions highlight some of the key points you should have picked up from this chapter. Take a few minutes to review what you have learned about conducting face-offs. When finished, you can compare your answers to the correct answers that appear in the back of this manual.

1. What are the duties of an official at a face-off?
2. Who is the first person that must be in position to conduct a face-off?
3. What is the order in which the opposing centers must enter the face-off?
4. What is the best tool to use when positioning players for a face-off?
5. What is the correct procedure to order a player out of a face-off?
6. What is 'Encroachment'?
7. What happens when a player does not cooperate when instructed to get into position on a face-off?
8. What are the methods you should use when communicating with your partner during face-offs?
9. What should an official do after dropping the puck for a face-off?

LEGEND

Here is a brief description of symbols used in the USA Hockey Officiating Manual Series.

	FORWARD SKATING
	BACKWARD SKATING
	DIRECTION OF THE PLAY
	PUCK IS PASSED OR SHOT
“x” and “o”	OPPOSING PLAYERS
	REFERENCE POINTS
	AREA BEING DESCRIBED

NOTE: The “o” player is always defending the goal at the bottom of the diagram. The “x” player is attacking the goal at the bottom of the diagram.

POSITIONING

Proper positioning is a must to establish the best lines of vision and to be able to make the proper call. An official who is just starting to enter the end zone will have a difficult time convincing everyone in the rink the close play at the net is

absolutely a goal. The Basic Level Manual carefully outlined the basics of positioning and should be reviewed often. This manual will address some positioning situations that will assist you in your endeavors to be a successful official.

POSITIONING REFEREE (Three-Official System)

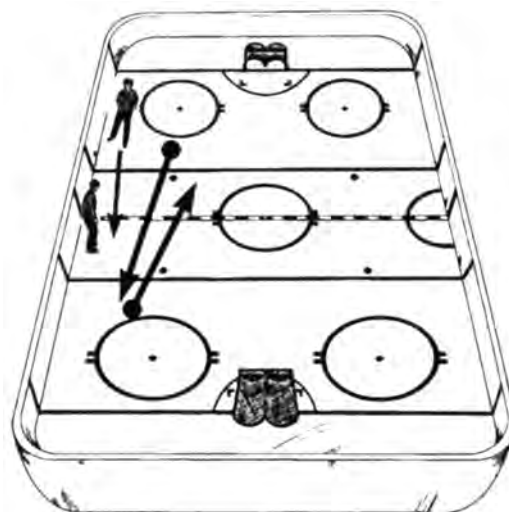
Stopping Short vs. Getting To The Goal Line

Oftentimes, play will stall along the boards in the end zone in the area around the face-off circle hash marks. The referee on the same side of the ice will have a difficult time getting to the proper goal line position. The Basic Level Manual explained that the referee should stop short of the play in this instance and allow play to develop away from the boards before proceeding to the goal line. This procedure is also applicable for higher-level officials when no threat for a scoring opportunity is imminent.

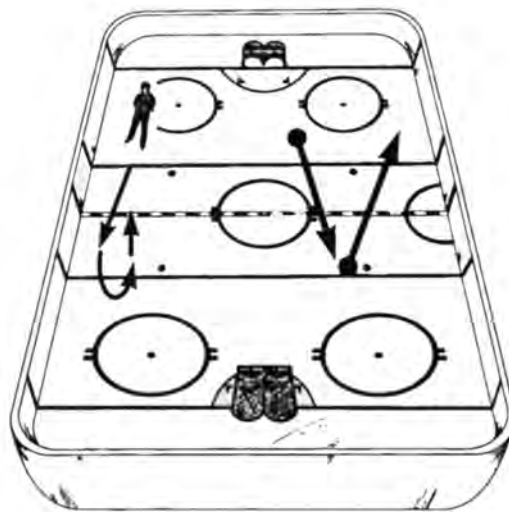
However, in higher levels of hockey, a scoring opportunity can develop very quickly and leaves the referee no alternative but to get to the goal line. In these situations, the referee should step out from the boards, pivot backwards while passing the play, and quickly continue to the goal line. This maneuver allows the referee to get to the goal line quickly while still maintaining view of the players. Once again, this procedure is only necessary when an immediate scoring opportunity is present.



A good referee will wisely conserve energy and efficiently use the referee skating lanes according to the location of the play. The referee's skating lanes often change with the position of the puck. When play is on the same side of the ice, the referee will stay close to the boards and use stops and starts to change directions, always allowing the play to pass in front and following at the recommended distance (10-15 feet).



When play is on the opposite side of the ice, the referee will skate 10-15 feet off of the boards to be slightly closer to the action while using control turns (always turning towards center ice) to change directions.



Using The End Boards (When And How)

As outlined in the Basic Manual, referees should avoid “no man’s land,” including the area behind the goal line, if at all possible. The referee should be a competent skater who anticipates the play to avoid having to venture into this area at most levels of hockey. When a referee assumes a position near the end boards, the danger of being hit with the puck increases dramatically and also puts the referee 10- 15 feet behind the proper position when the puck leaves the zone.

However, in some cases, the referee may be forced to enter this area in emergency situations to avoid players or when play moves to the referee’s side too quickly to allow the referee to get to the side boards. In these instances, the

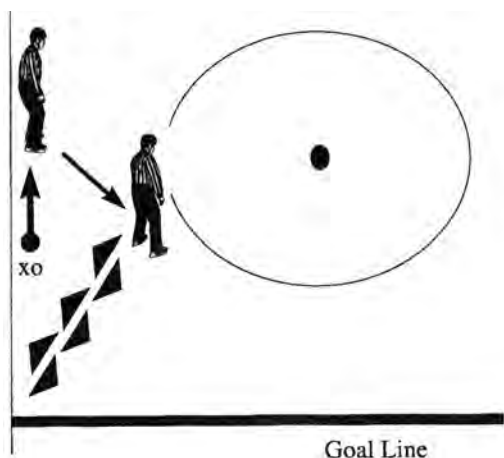
referee should always skate backwards facing the play and then quickly move back to the proper position when the path is clear.



Skating And Fields Of Vision (During Play And Stoppages)

Here are some helpful hints on what you can do to maximize your field of vision as a referee.

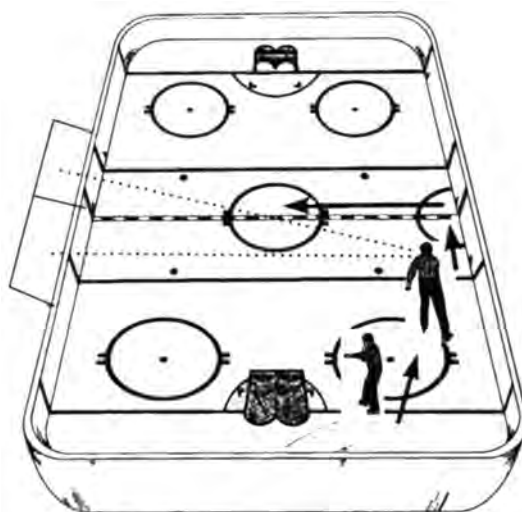
- Minimize your goal line movement. Maintain home base as much as possible and turn your body slightly towards the play. This will help eliminate tunnel vision. Referees who are constantly moving on the goal line are probably tunneling in on the puck and will miss infractions away from the play.
- When play changes directions, always turn or stop facing the play (center ice). This will enhance what you see and eliminate turning your back on players.
- Avoid letting players behind you. It is extremely difficult to watch players both in front and behind you. If allowing players behind you is absolutely unavoidable, utilize the two-step pivot move quickly to minimize the time they are outside your view.



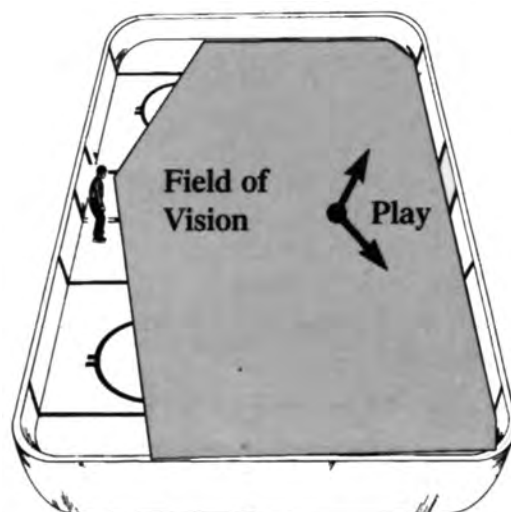
- Always maintain a smooth flow to your skating. Control of your body while skating will promote a better field of vision and control of the game.
- Minimizing crossunders will not only promote better balance, but will also widen your field of vision.

Special Positioning Situations

- After a goal is scored, the referee should observe the players' benches while skating over to the scorekeeper and while conducting the face-off. This allows the referee to monitor the line changes and potential altercations.



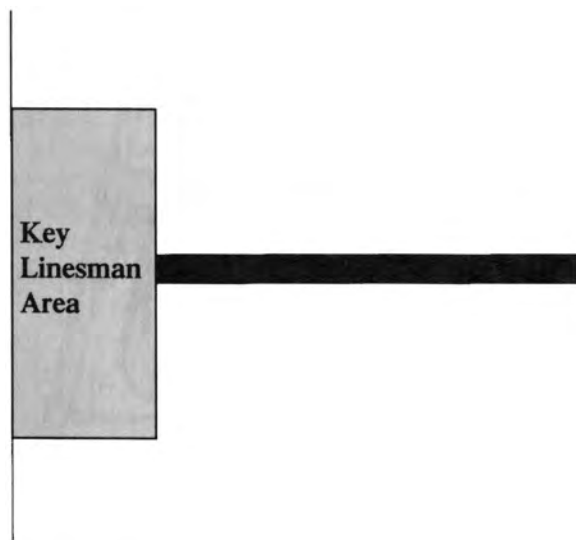
A good referee will cheat on positioning while play is stalled in the neutral zone. Stopping will provide the referee an excellent view and saves energy. A patient referee will stand still until play positively moves into an end zone while maintaining an excellent field of vision. When play stalls only momentarily, the referee should ease up on skating before anticipating the play and determining the next position.



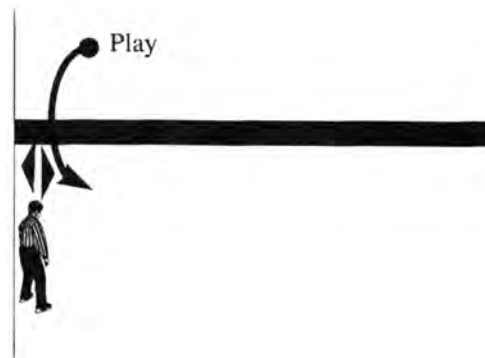
POSITIONING LINESMEN (Three-Official System)

Proper Positioning On The Blue Line (During Play And Stoppages)

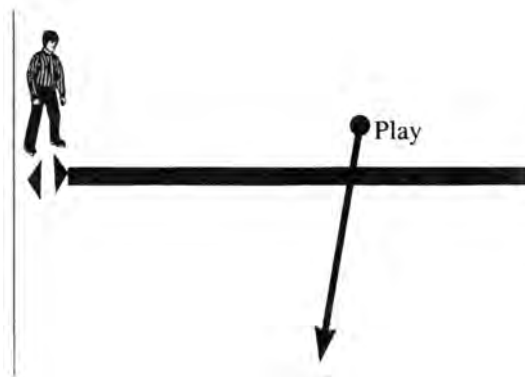
The vast majority of a linesman's work will take place in the area around the blue line. Proper use of this area is a must for the linesman to always have the best possible view of the determining edge for potential off-sides infractions. A linesman should rarely straddle the blue line, but instead be positioned in the area three feet on either side of the line. The proper position is always in the opposite zone as the puck in order to prevent keeping the puck from entering the zone or leaving the zone. This positioning will also provide the linesman with the best view of the determining edge.



As play crosses the blue line, the linesman should be inside the attacking zone and should fight to get to this position, being sure not to stop short. If play is coming directly at him/her, moving slightly farther into the zone is acceptable. However, he/she should not give up more ice than is necessary to stay out of the way of the play.

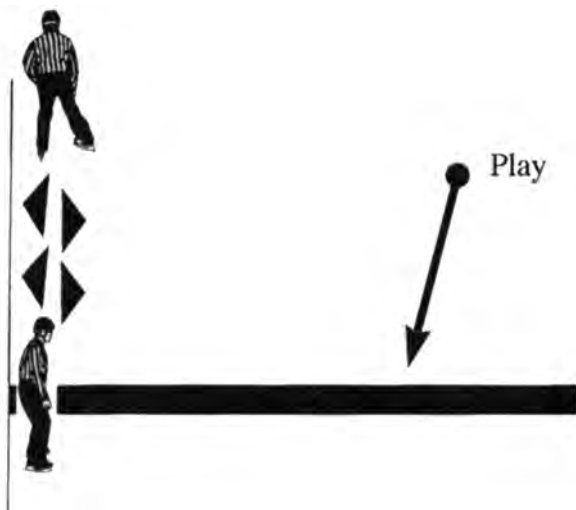


Once play completely enters the zone, the linesman should back out to the proper end zone positioning.

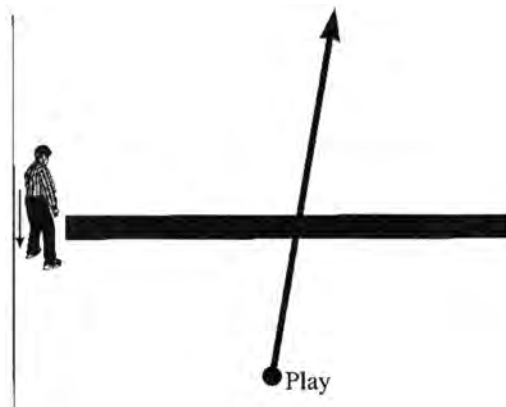


Positioning For Working The Lines (During And After Play)

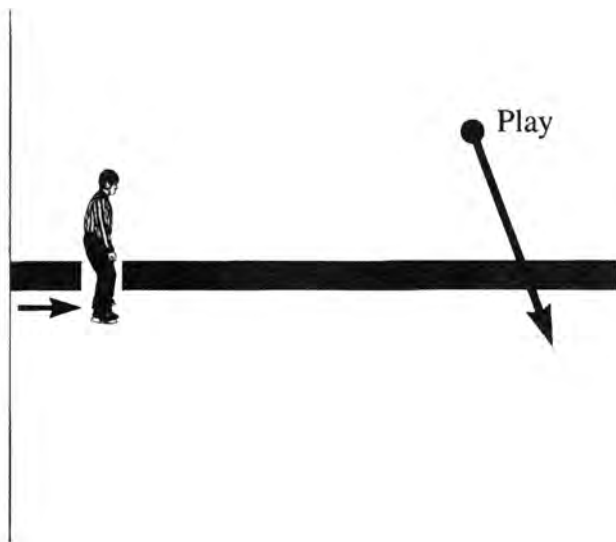
In order for the linesman to properly see the play as it crosses the blue line, the linesman should be in the proper position before the play crosses the line. The linesman should skate backwards to get into this position in order to always maintain full view of the players.



When play leaves the attacking zone and enters the neutral zone, the linesman should move back inside the attacking zone to again have the best view of the determining edge. The linesman shall remain in this position until play enters that zone or play enters the opposite end zone and all attacking players have exited the end zone. However, if play is obviously continuing into the attacking zone, the linesman can simply follow play up the ice without stepping back into the end zone.



Play on the opposite side of the ice may permit the linesman to move out from the boards to be closer to the action and to allow more comfortable skating space.



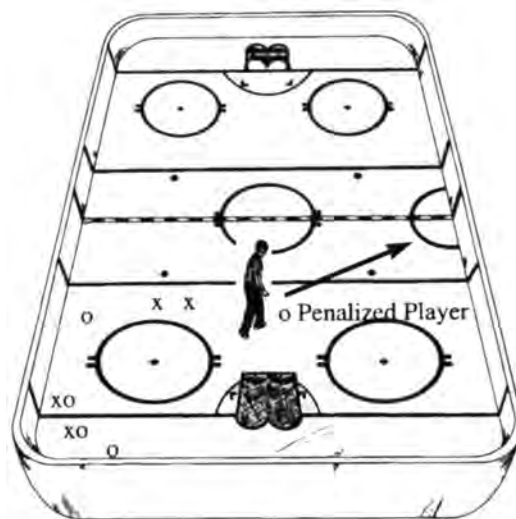
When a face-off is conducted in the neutral zone, the free linesman should shade towards the closest blue line. This position will give the linesman a better view of the most critical line without having to move and only adds one or two strides to get to the other line if play quickly breaks in that direction. Face-offs close to the center red line would call for the free linesman to still line up directly across from the face-off.



In order to have a better view of the participating players during an end zone face-off, the back linesman will move 10-20 feet out from the boards and five to eight feet inside the zone. This area is known as the golden rectangle. Once the puck is dropped, the back linesman will immediately skate backwards into the proper position.



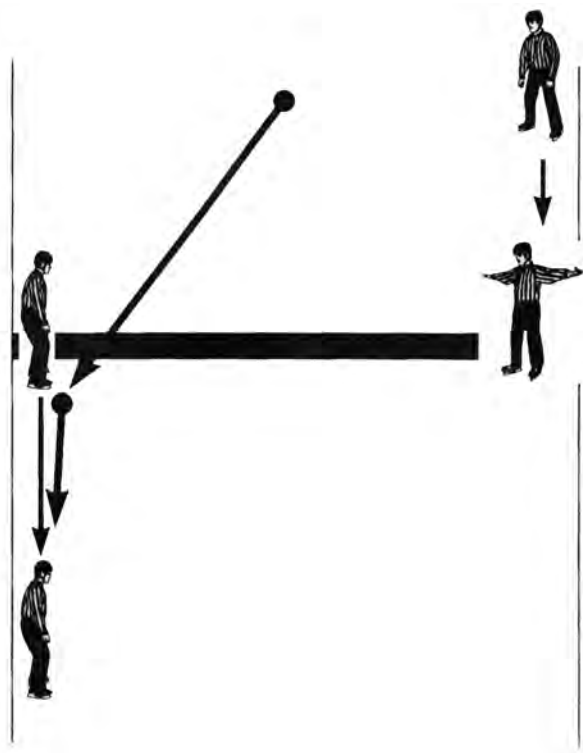
When an altercation occurs or the referee is assessing a penalty for a violent infraction (such as a slash or high stick), the linesmen need to be aware of the players and escort the penalized player(s) to the penalty bench. In this instance when one player is assessed a penalty, the back linesman should use his/her body as a shield and skate between the penalized player and the opponents on the ice and at the players' bench. When a player from each team is assessed a penalty, both linesmen should each escort one player to the penalty bench.



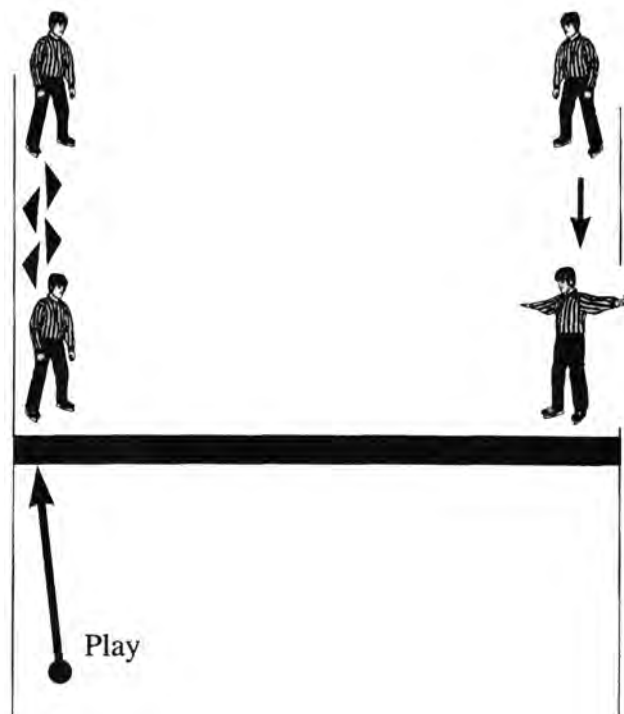
Covering For Your Partner(s) (How And When)

Successful officials will have total on-ice awareness and will always be prepared to cover for their partner(s) when necessary. Linesmen who work well together as a team have a knack for when to help their partner and, ultimately, the entire officiating team performs at a higher level. Some common occurrences which would require excellent teamwork are covered in this next section.

Often, your linesman partner may get pushed into the zone as play enters the zone or may be forced off of the blue line when play is in the attacking zone. In these instances, it is important that the linesmen establish eye contact and both linesmen are aware of what is developing. Anticipate your partner being in trouble and immediately move up to assume the proper position and be in position to make the appropriate call.



In some cases, the linesmen may switch ends until the action slows down to the point where a switch back can easily be made.

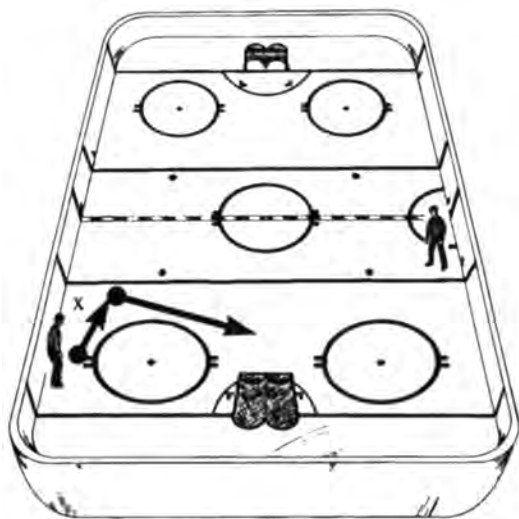


When your partner is free to assume the normal position again, wait until you receive the release signal before backing off to your normal position. If play quickly goes the other direction, you must hustle to get to your blue line and into position prior to the play.



When your partner gets trapped inside the zone after a face-off, patience is necessary as you must hold the blue line until you are sure play is leaving the zone. Key on the movement of the players rather than just the puck. Move with the play when you have established that the play is leaving the end

zone. If play remains in the end zone, maintain the blue line position until released by your partner.



A fast-moving break or scoring opportunity may require the linesman to cover for the referee in order to have the best view as to whether a goal was scored. In this case, the back linesman must read the play and determine the position of the referee. If the referee is caught behind the play (at least one zone) and a good scoring opportunity is possible (breakaway, two-on-one, etc.) the linesman shall skate directly into the zone and assume the goal line position. The other linesman then must hustle up to the blue line to ensure the blue line is not left unattended.



The linesman must make a quick decision and either go all the way into the goal line or not go in at all. Stopping half way shows indecisiveness and he/she could also end up being in the referee's way.



Maintain the goal line position until the referee has established the proper position. If you are on the same side of the ice, let the referee skate in front of you in order for the referee to maintain full ice vision



When the referee has attained the correct goal line position, hustle out of the zone, maintaining your field of vision, and release your partner at the blue line with the proper signal.



When a goal is scored while covering for the referee, signal the goal by pointing at the goal and blowing your whistle. If there is a close play at the goal or a disputed goal, it is important that the linesman covering do nothing until an opportunity to discuss the play with the referee takes place.



Special Positioning Situations

During a power-play situation, the majority of the time will be spent on one end of the ice with a lot of action around the net. In this situation, the back linesman should move up to the blue line in order to be closer to the play and to assist the linesman covering the blue line on any close plays on the line that may be difficult to see. It is always a good idea to move a few feet off of the boards also in order to avoid getting hit by a puck that is shot down the ice along the boards.



In addition, linesmen should avoid switching ends at the half-way point of the game during a power play situation. Switching ends may cause confusion as the player comes out of the penalty bench at the expiration of the penalty and also when the shorthanded team continually ices the puck.

There may be several situations during a game that will call for you and your partner to switch ends momentarily. Linesmen exercising good teamwork will cover for each other often and will be patient to switch back at an appropriate time.

POSITIONING (Two-Official System)

An important part of the success of a two-official team depends on how well they read and react to the actions of their partner. Officials who work well together oftentimes have a lot of experience working with each other. That experience is not going to happen magically overnight. Both officials need to have total awareness of not only the players, but also of their partner. As always, a complete knowledge and understanding of the basics will enhance your ability to be successful as an official. Please review the guidelines on positioning in the Basic Level Manual before undertaking the more complex issues detailed in this manual.

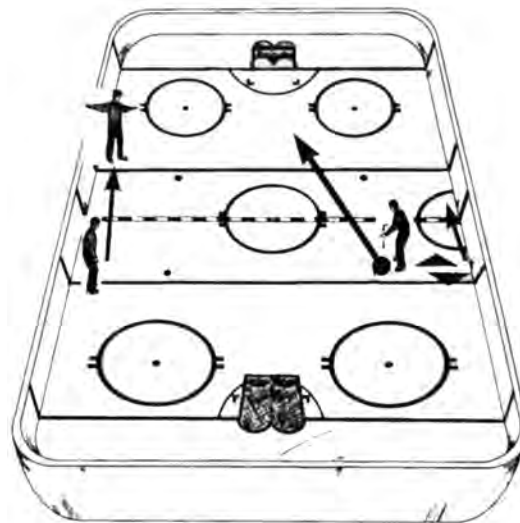
Reading And Reacting To The Actions Of Your Partner

Frequent reaction to your partner is imperative in the two official system as both officials are now “head” officials who share all of the responsibility. Officials who do not work together as a team in the two-official system are easily identified by players, coaches, and spectators. The perceived teamwork is very much dependent on the ability to read and react to your partner’s actions.

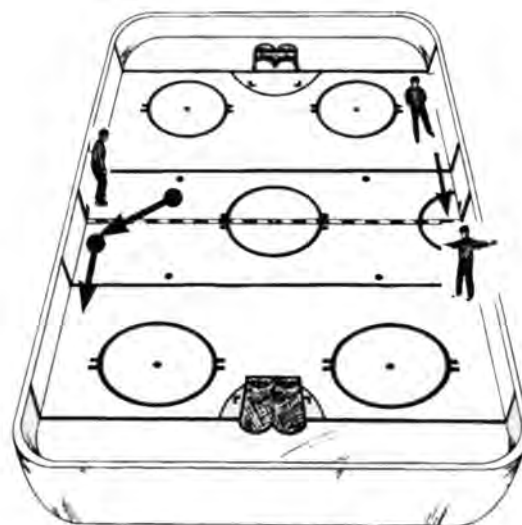
Officials should establish eye contact on a regular basis and should be able to anticipate not only the play, but also the action of your partner. Without eye contact, you may often find yourselves on the same blue line with one official waving the off-side and the other official blowing the play down. Non-verbal communication such as a discreet hand motion can also be used to alert your partner as to what needs to be done. Verbal communication with your partner comes into play during stoppages as you may wish to discuss a situation that just occurred and was not handled properly. This ongoing review will enable you to establish a comfortable officiating relationship with your partner based on awareness and teamwork.

Here are some common situations that occur which will require the officials to react according to the -play and the actions of their partner.

After a face-off is conducted, the official not conducting the face-off takes the lead and follows the play. The official who conducted the face-off will react to the movements of the partner once they have moved out from the face-off. It is important that the official conducting the face-off does not commit to a zone until all the way back to the boards as play may change directions quickly with your partner still following.



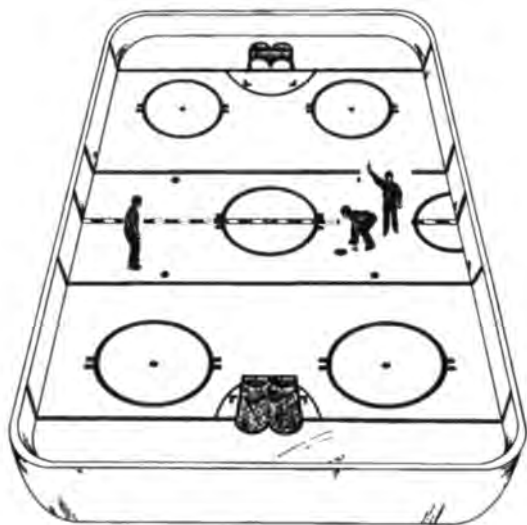
Whenever an official cannot get to the proper position (body checked or blocked), the free official takes the lead and covers both positions temporarily. The troubled official then reacts to the partner’s lead when free.



In some instances, play may cross a blue line with neither official in position to make the call. In this case, the closest official is responsible for making the call. The official who is the greatest distance from the line should only assist with the call if his/her partner is screened.

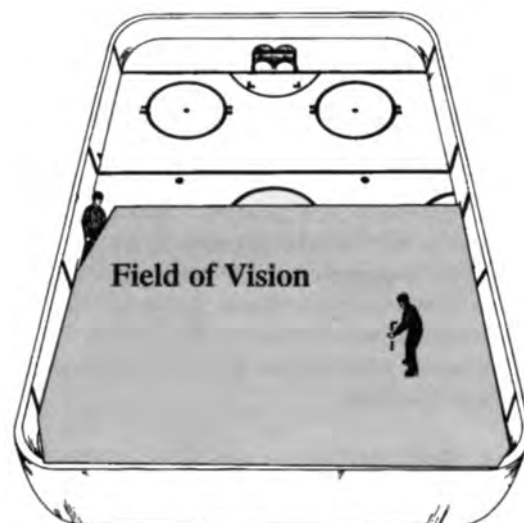


After a stoppage of play, your partner may wave you off when the puck is within 10 feet and there is no need to skate and retrieve the puck.

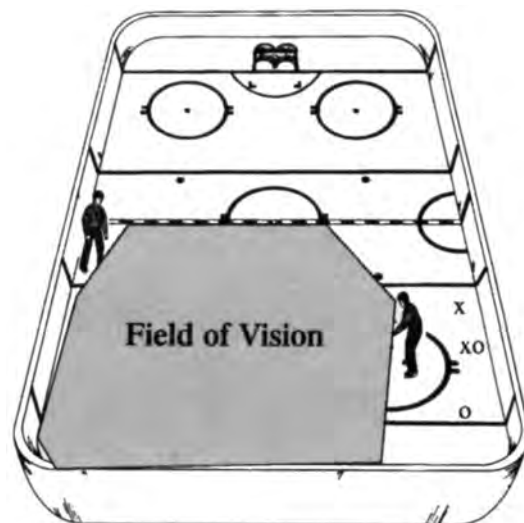


Moving After Face-Offs

End zone face-offs are the most difficult for officials in the two-official system. The official positioned on the blue line is the main official for infractions occurring during the face-off and immediately after the face-off. This will allow your partner to leave the face-off safely. The official who conducted the face-off should not become involved in the play until out of the way which will allow for the proper field of vision.



During a face-off, the official conducting the face-off should allow his/her partner to assess infractions. In this case, you are too close to the play and do not have a full field of vision. Take your time when moving out from the face-off spot and move to the sideboards only when your path is clear before proceeding to the goal line position or following the play. Remember to maintain your maximum field of vision by backing to the goal line when play stays in the end zone and skating forward as you follow play out of the zone.



Reading The Play At The Blue Line (When Play Leaves Zone)

The ability to read the play while at the blue line is probably the most difficult aspect of the two-official system. Officials must strive for blue line coverage at all times and also should have only one official make each off-sides call. The keys to success in this area are:

- Communication – non-verbal during play and verbal during stoppages
- Use of the officials' release signal
- Repeated eye contact
- Reading and anticipating your partner's movements

The official on the blue line must hold the blue line as long as possible. The deep official is not in a position to make a call at the blue line and until play definitely moves up the ice, that blue line, is the most critical for a potential off-sides. The back official (on the blue line) should be aware of some signs that indicate play is leaving the zone, such as the defensemen begin to retreat or there is a long completed pass at the blue line.

There are also some signs which indicate play is not going to reverse and the official must hustle to the other blue line. These include the attacking team changing to a defending mode, the team is willing to give up the neutral zone, or the player with the puck has teammates in good position to receive a pass. As you can see, there are several situations the official must be able to read and react to in order to always be in the best position.

The official in the end zone also has some responsibilities as play approaches the blue line. This official must always hustle out of the zone to the blue line and anticipate play reversing in the neutral zone. A good official will react to his/her partner to ensure the blue line is covered at all times. Awareness of your partner's position is important as the deep official should never make a call at the blue line until in position or his/her partner has retreated to the center line. Both officials making a call at the blue line, one from the center red line and the other from the face-off circle, does not promote a positive image that the right call was made.

Positioning Review

The following questions highlight some of the key points you should have picked up from this chapter. Take a few minutes to review what you have learned about positioning. When finished, you can compare your answers to the correct answers that appear in the back of this manual.

1. Why is proper positioning so important?
2. What determines the referee's skating lanes?
3. Name 3 ways (there are 5) that a referee can maximize his field of vision?
4. During play and stoppages where is the proper position for the linesman?
5. As play crosses his blue line, what is the proper position for the linesman?
6. When play leaves the attacking zone what is the proper position for the linesman?
7. When a face-off is conducted in the neutral zone what is the proper position for the linesman not conducting the face-off?
8. During an end zone face-off what is the proper position for the back linesman?
9. During a penalty assessment for a violent infraction what are the primary responsibilities of the linesman?
10. What should you do if your partner gets trapped inside the zone after a face-off?
11. A fast moving break or scoring opportunity may require the linesman to do what?
12. What is the proper procedure when covering for the referee?
13. During a power play situation, what is the proper position for the back linesman?

The following questions refer to the two-official system.

14. During an end zone face-off, why is the official positioned along the blue line the main official for all infractions during and immediately after the face-off?
15. What is needed on a regular basis between partners to help anticipate the play and each other's actions?
16. When would the free official take the lead officials position and cover both temporarily?
17. What are two signs that play is going to be leaving an end zone?
18. Why must the official inside the end zone hustle when play leaves that zone?

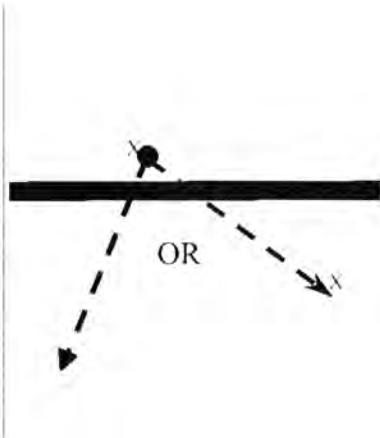
CALLING OFF-SIDE INFRACTIONS

Officials are reminded to conduct an ongoing review of the basics of officiating. The basic procedures and information on calling off-sides is covered in the Basic Level Officiating Manual. Please review the information provided there prior to advancing to some more advanced concepts presented in this manual.

Calling Intentional Off-Sides

In situations where an intentional off-sides is called, the ensuing face-off shall be conducted at a defending zone face-off spot of the offending team. The intentional off-sides call should be made at the time play is stopped. There are three situations where an intentional off-side shall be called. Let's review them

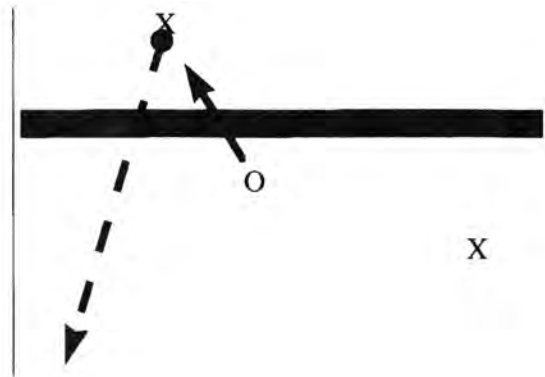
- When the puck is passed or shot back into the attacking zone with one or more teammates clearly off-sides.



- When an attacking player (who knows the puck has come out of the zone) skates the puck back into the attacking zone while aware of off-side teammates.



- When an attacking player shoots the puck back into the attacking zone, to avoid pressure from an opponent, with one or more teammates off-sides.



When an intentional off-sides infraction is called, the official making the call will point back to the defending zone of the offending team and skate to the face-off location. The partner will retrieve the puck and hand off to his/her partner conducting the face-off (two-official system) or will actually conduct the face-off in the three-official system.



Tag-Up Off-Sides Situations (Appropriate [by Rule] Classifications only)

A puck shot or passed into the attacking zone with one or more teammates off-side will call for a delayed whistle and signal by the official. The following situations will nullify the off-sides and the official will put his/her arm down. No washout signal is given when:

- The defending team gains possession of the puck and immediately moves the puck out of the zone.
- All players of the attacking team clear the zone by making skate contact with the blue line. For this to nullify the off-sides, the entire attacking team must be clear of the zone or in skate contact with the blue line for an instant.

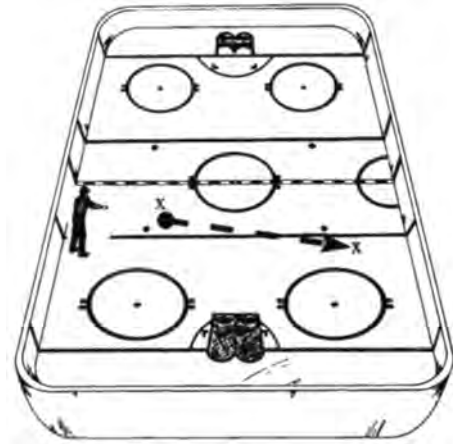
The following situations call for the play to be stopped and the off-side completed. When play is stopped for the off-side, the official making the call will blow his/her whistle and point to the area where the face-off will take place. (the point from where the pass or shot originated). This official then skates to mark the spot and conduct the face-off while his/her partner retrieves the puck, hands off and hustles into position.

- Play shall be stopped when the puck is immediately shot on goal.
- When the attacking team plays or attempts to play the puck
- When attacking players force an opposing player with the puck to retreat deeper in the zone. Under no circumstances should contact between opponents be allowed to take place during a delayed off-sides. The official must stop play before contact occurs.
- When the attacking players are below the tops of the circles
- When the puck is shot into the zone (see intentional off-sides).

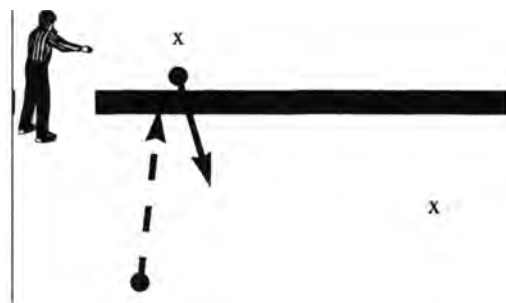
There are some special situations which may occur during a delayed off-side that were not discussed in the Basic Level Manual. The following are examples:



- A revolving door results when attacking players enter the attacking zone before the players who are off-side tag up. Remember, all attacking players must be in the neutral zone or have skate contact with the blue line for an instant before the off-sides is nullified. In this situation, the official will maintain the delay signal.
- When a puck is passed to a player who is off-side, but attempts to stay on-side, the whistle is blown for the off-side the instant the puck is touched by an attacking player. This situation does not call for an intentional off-side.



- An attacking player who legitimately attempts to keep the puck in the zone, but is unable to, does not call for an intentional off-side but maybe an immediate whistle. In this scenario, the puck leaves the zone by less than a couple of feet and enters the attacking zone again immediately.



- When a defending player gains possession of the puck during a delayed off-side and retreats deeper into the zone, the official should allow play to continue as long as body contact is not foreseen.



Basic Off-Sides Situations

Before addressing some situations, we need to review the criteria that must be established for play to be on-side.

- Players must have **skate contact** with the neutral zone/blue line.
- Attacking players cannot precede the puck over the blue line.
- The determination of off-side is not made until the puck has completely crossed the determining edge of the blue line (inside edge).

With these criteria in mind, the following situations can be addressed correctly.

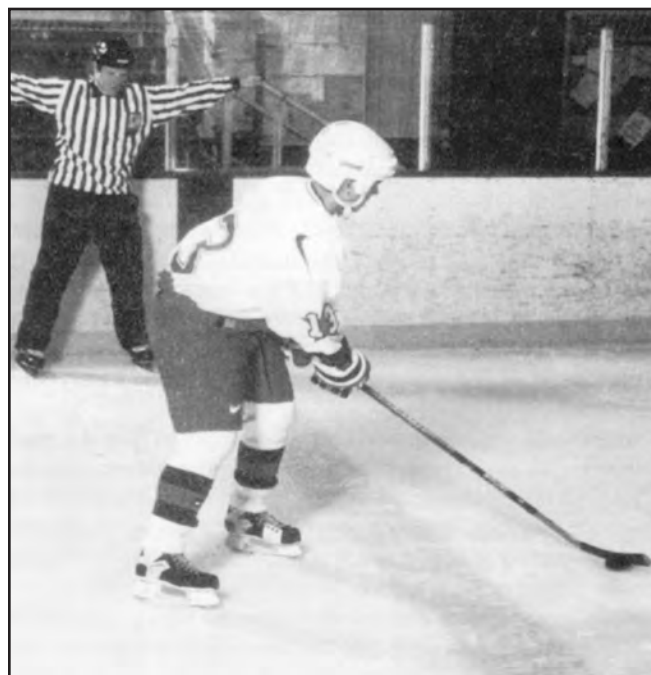
- An attacking player who straddles the blue line is on-side.



- An attacking player has one skate in the attacking zone and one skate in the air above the blue line is off-side because there is no skate contact with the neutral zone.



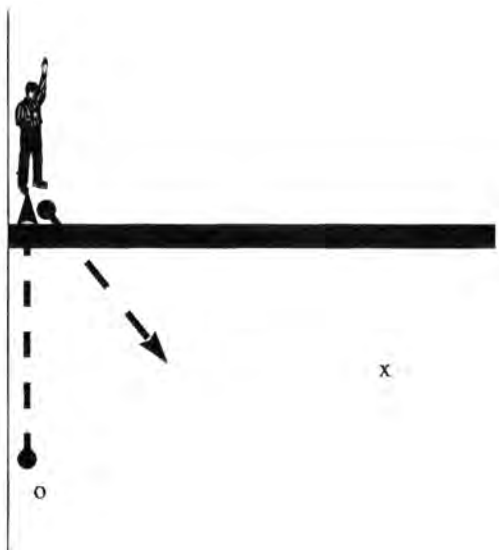
- A player who carries the puck into the attacking zone while skating backward, therefore preceding the puck into the zone, is on-side provided the player had **possession and control** of the puck in the neutral zone.



- A player who skates into the attacking zone, catches the puck in the neutral zone and proceeds to carry the puck across the blue line is off-side unless skate contact is made with the blue line prior to the puck entering the attacking zone.



- When the puck exits the attacking zone and deflects back into the zone with attacking players off-side, off-side shall be in effect (delayed if tag-up nullification is used). If a defending player shoots or carries the puck into the defending zone with attacking players off-side, play shall be allowed to continue as no off-side has occurred.



- When the puck stops on the blue line and attacking players enter the zone, an off-side will occur when the puck completely crosses the blue line. The blue line is considered part of the zone in which the puck is in. Therefore, the puck is still in the neutral zone until it has completely crossed the line.



- A puck that is about to leave the attacking zone but is stopped as it is half on the blue line and half in the neutral zone and shot back in, play shall be considered on-side. The puck must completely cross the determining edge of the blue line.

Verbalizing During Off-Side Infractions

When there is a close play at the blue line, the official making the call may choose to verbalize in order to alert the players and your partner. For example, with a close play that is on-side, the official may verbalize “good” or “no” while executing the washout signal. In cases where a close line call results in a delayed off-side, the official may verbalize “off” or “off-side” while performing the delay signal. Oftentimes, a player may not be aware of the off-side and a simple verbalization will alert the player and prevent an unnecessary stoppage of play. Verbalization will also acknowledge to the players you saw the close play without having to look for your signal.

There is a fine line, though, between effective verbalization and over-verbalizing. An official who verbalizes every time the play crosses the blue line or repeats the verbalization during a delayed off-side may be perceived as coaching the players and lose some of the effectiveness. A good official will only verbalize on close plays and will be quiet once the initial verbal signal is made. Verbalization should never be used to replace an approved signal, only enhance it.

Calling Off-Side Infractions Review

The following questions highlight some of the key points you should have picked up from this chapter. Take a few minutes to review what you have learned about calling off-side infractions. When finished, you can compare your answers to the correct answers that appear in the back of this manual.

1. What type of contact must a player have with the neutral zone to be considered on-side?
2. Can verbalization ever be used to replace an approved signal? When?
3. The blue line is considered to be part of what zone?
4. What are the two components a player must satisfy to be on-side while carrying the puck into the zone skating backwards?
5. High School, Junior & Adult Age Classifications Only – During a delayed off-side situation, when are all the attacking players allowed to re-enter the end zone?

CALLING ICING INFRACTIONS

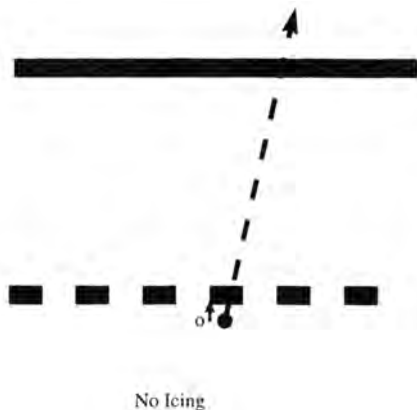
The procedures and mechanics in calling icing infractions are designed to be basically the same, whether the two-official or three-official system is used. The Basic Level Manual carefully outlined the proper procedures and discussed some basic situations. Prior to moving forward with the information detailed in this manual, a brief review of the Basic Manual would be in order to better allow you to understand the materials covered in this publication.

Icing Judgment Situations

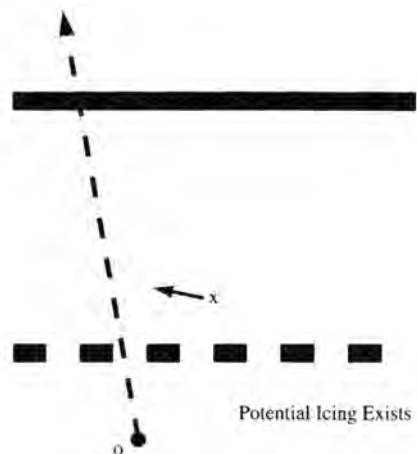
Following are some examples of situations that may occur during potential icing infractions that all higher-level officials should be aware of:

Situations regarding the puck being shot.

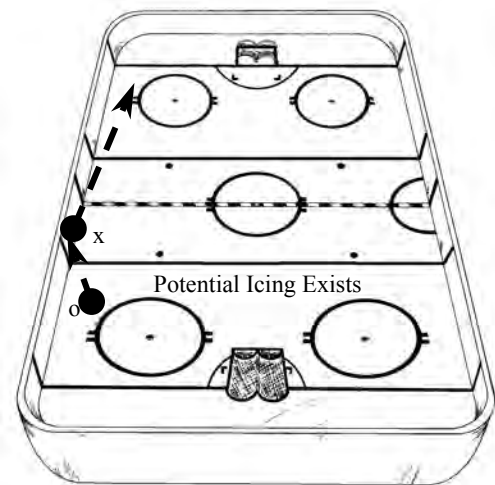
- The player shooting the puck from just behind the center red line makes stick contact with the center red line during the normal sweep of the stick. In this situation, the back official should allow the sweep of the stick and not initiate the potential icing.



- The player shoots the puck hard past a defending player. A potential icing exists as the defending player must have a reasonable chance to play the puck in order for the icing to be nullified.



- The player shoots the puck in the air or off the boards past a defending player. A potential icing is still in effect as the defending player must have a reasonable chance to play the puck without any special effort required (bat out of the air, play after striking boards, etc.).

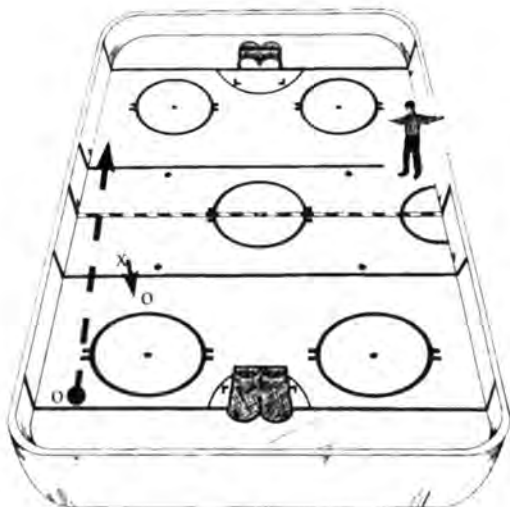


Situations involving the movement of the puck down the ice.

- The defending player skates slowly after the puck or turns away from the puck during a potential icing. The icing should be nullified provided the defending player had a reasonable opportunity to play the puck before it crosses the goal line.



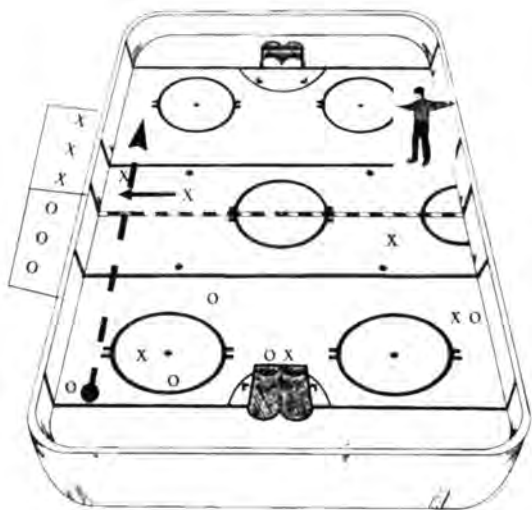
- The defending player attempts to play an opponent rather than playing the puck. Once again, the icing should be nullified provided the defending player had an opportunity to play the puck instead of the opponent.



- The puck is shot and goes through the crease. Even though the Goalkeeper could have played the puck, the icing would still be called. If the puck was to enter the goal during an icing situation, the goal would be allowed.



- The defending player, during a line change, intentionally avoids playing the puck to avoid a potential too-many-players-on-the-ice infraction. The icing is waved off.



- The puck is shot over the goal or lands on top of the goal during a potential icing situation. The icing is completed as the puck has crossed the goal line (which extends upward indefinitely).

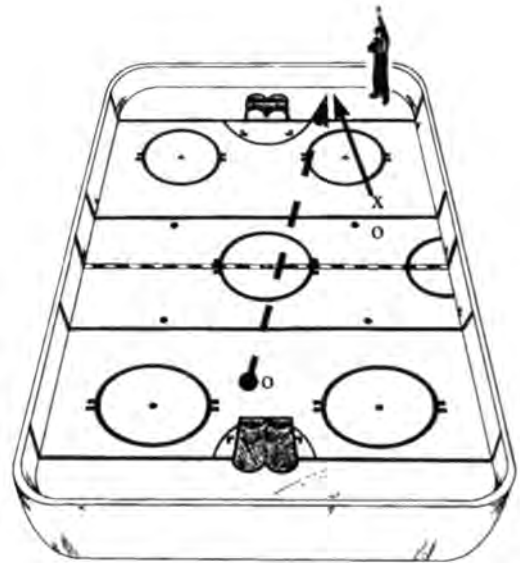


Situations involving the deflection of the puck.

- The only case where the potential icing would still exist is when the puck is touched or deflected by a member of the team shooting the puck while still behind the center red line. In all other cases where the puck is touched or deflected, the icing shall be nullified and play shall be allowed to continue.



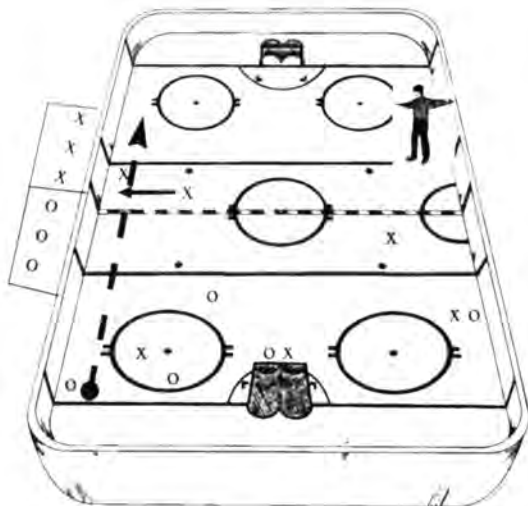
For some Junior level games, the conclusion of the icing takes place when the puck is touched by a defending player. If the attacking team touches the puck first, the icing is nullified. This difference in rules does not require a change in procedure for the officials except the front official must hustle to get the best possible view of who is first to play the puck during a close play.



Special Mechanics Situations

During higher-level contests, there are some special circumstances which may require the officials to alter their normal procedures or mechanics. Let's review these situations now.

The back official is generally going to skate forward to get into position to cover the blue line during a potential icing infraction. However, if the majority of the players are behind the back official, then skating backwards would allow the official to see the entire play. This process may help eliminate any potential infractions behind the play.



Communication With Partner

Both verbal and non-verbal communication is a must between officials to successfully call icing infractions. Good crisp signals that are clean and decisive will allow you to effectively communicate with your partner during icing situations. The use of creative signals (such as clapping your hands or pointing towards the -goal line) are strongly discouraged as they are unnecessary and may be construed as some other potential infraction.

Verbal communication is also necessary as play oftentimes moves quickly and may not be seen by your partner. The verbal communication should accompany the signals and not be used to replace good physical signals. Verbal communication on close plays such as “icing,” to initiate the call or “no” when the icing is waved off, will also help inform the teams of potential icing situations without requiring them to look at the officials.

Eye contact with your partner is also an effective means of communicating and working together as a team. The eyes are the first thing to tell you that your partner may be in trouble or has not seen a particular play. Officials who work well together as a team use eye contact to establish a constant form of communication. This is especially important during icing situations as the front official skates into the attacking zone to monitor the completion of the icing.

Making Your Decisions Quickly

Being decisive in all of your calls will portray the image of an official who is in command and has a good grasp of the game at hand. This becomes even more obvious during potential icing situations. Many other infractions that may

occur allow the officials to hesitate for a brief moment to analyze the call. In contrast, icings happen more quickly and the official is looked upon to make an immediate decision.

When a puck is shot from behind the center red line, the back official must initiate the icing call immediately. The front official may help in initiating the call if the back official is unsure or misses the play. Once the potential icing has been initiated by the back official, the front official should be prepared to make a determination prior to the puck reaching the goal line. If the icing is obviously not going to be completed, the front official must be able to make a determination on the potential icing by the time the puck is at the top of the face-off circles. This decisive action by the front official allows play to continue uninterrupted and will rarely be questioned.



Calling Icing Infractions Review

The following questions highlight some of the key points you should have picked up from this chapter. Take a few minutes to review what you have learned about calling icing infractions. When finished, you can compare your answers to the correct answers that appear in the back of this manual.

1. While shooting the puck just behind the red line, the player's stick makes contact with the red line during the normal sweep of the stick, is this a potential icing situation?
2. What must a defending player have in order for icing to be nullified?
3. The puck goes through the goal crease, icing or not?
4. During an icing potential situation, where does the back official go?
5. When a puck is shot from behind the red line, how long does the back official have to initiate the potential icing situation?

ESTABLISHING FACE-OFF LOCATIONS

Summary Of Face-Off Locations

CENTER ICE

- Start of game, each period, each overtime
- Goal scored (including penalty shot)
- Premature substitution of the goalkeeper (offending team in attacking half of ice)

LAST PLAY

(along imaginary line connecting end zone face-off spots)

- Puck passed off-side at blue line
- Fouls committed by player of both teams during same play
- Premature substitution of the goalkeeper (offending team in defending half of ice)
- Puck out of sight or illegal puck
- Objects thrown on the ice that interfere with the progress of the game

LAST PLAY ALONG IMAGINARY LINE

CONNECTING END ZONE FACE-OFF SPOTS

(unless committed by attacking team in attacking zone)

- Delayed penalty and play is competed when the offending team gains possession of the puck
- Puck batted to a teammate with the hand
- Stoppage of play for any reason not specifically covered in the Playing Rules
- Puck striking any obstacle above the playing surface other than the boards, glass, or wire
- Puck unplayable at either end or side of the rink

NEUTRAL ZONE FACE-OFF SPOT

- Puck carried off-side
- Official errs in calling off-side violation
- Stoppage of play caused by attacking player in his attacking zone
- Delayed penalty while non-offending team ices the puck
- “Player in the crease” violation by the attacking team
- Gathering of players after stoppage of play
- Attacking player shoots puck on the back of defending team’s goal

END ZONE FACE-OFF SPOT

- Unsuccessful penalty shot
- Goal illegally scored by deflecting off an official
- Goalkeeper illegally playing puck with his hands (throwing puck forward to a teammate)
- Striking the puck with a stick above the height of the shoulder to a teammate (face-off in offending team’s zone)
- Intentional off-side (face-off in offending team’s zone)
- Icing (face-off in offending team’s defending zone)
- Official errs in calling icing violation
- Stoppages occurring between the end zone face-off spots and near the ends of the rink
- Slapshot/10 & Under and younger
- Defending team shooting the puck into netting
- Bringing the puck back into defending zone

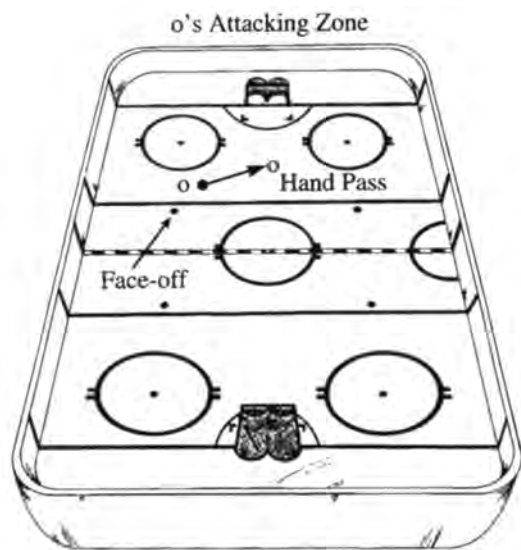
NOTE: No face-off shall be made within 15 feet of the side boards

Hand Pass/High Stick Face-Off Location Situations

Hand-Passing the Puck – If a defending player in his/her defending zone “bats” the puck in the air with his/her hand, or pushes it along the ice with his/her hand, and a teammate in his defending zone is the first player to gain possession and control, no whistle is blown because there is no infraction. The puck must be in the defending zone both when the pass originates and when it is completed.



In any other zone, if a player hand-passes the puck to a teammate, the whistle should be blown and the face-off takes place at the point where the puck was hand-passed. If the hand pass is made backward to a teammate (the receiving player being closer to his defending zone than the passer), the face-off location is at the point the pass was completed.



High Sticking the Puck – If a player bats the puck with his/her stick above the normal height of his/her shoulders and he/she or a teammate is the first to gain possession or control, the referee should blow the whistle to stop play. This is true in any zone. The face-off takes place at one of the end zone face-off spots of the offending team.



There are, however, exceptions. If play is stopped for a high stick violation during a delayed off-side call against the team not in possession, the face-off will take place at the nearest neutral zone face-off spot.

During a delayed penalty call, if the non-offending team commits a high stick violation, the face-off will take place at the nearest neutral zone face-off spot.

During a delayed penalty call, if the non-offending team commits a high stick violation, the face-off should take place at a neutral zone face-off spot near the defending zone of the team that high-sticked the puck.

Unusual Face-Off Location Determination

If the puck is high-sticked out of the arena by the attacking team, the face-off location is the end zone face-off spot of the offending team.

In all situations where a stoppage of play has been caused by a team that would normally gain a territorial advantage, the face-off will take place at the nearest face-off location where the stoppage of play occurred.

Establishing Face-Off Locations Review

The following questions highlight some of the key points you should have picked up from this chapter. Take a few minutes to review what you have learned about establishing face-off locations. When finished, you can compare your answers to the correct answers that appear in the back of this manual.

Indicate the correct face-off locations for the following situations:

1. An attacking player shoots the puck onto the back of the defending team's goal.
2. The attacking team deflects the puck out of the playing surface with a high stick in the attacking zone.
3. During a delayed penalty call, the non-offending team ices the puck.
4. An official errs in calling an offside violation.
5. Premature goaltender substitution (Offending team in attacking zone).

ASSESSING PENALTIES AND OTHER INFRACTIONS

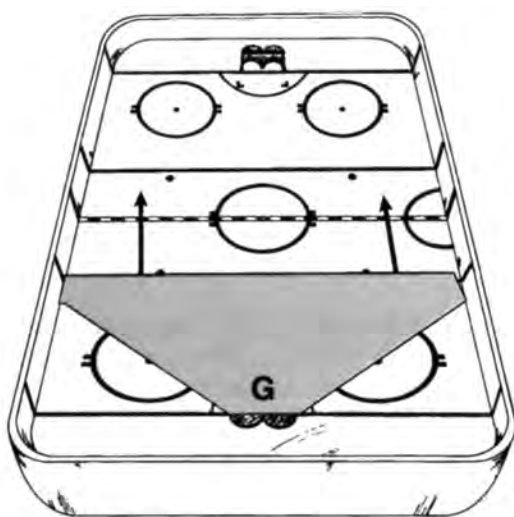
No other part of officiating requires the complete mastery of the basics quite as much as assessing penalties. Not only the quality of the call, but also the way the official presents the infraction will play a large role in the success of the official. The Basic Manual carefully outlines the mechanics of assessing penalties that should be followed by all officials. Constant review of the mechanics will help the procedures the official follows become automatic. This Manual looks at some more advanced situations involved with penalty assessment and termination. Your knowledge and understanding of the proper procedures will help you to better understand the material covered in this manual.

Calling Hand Pass And High Stick Infractions

Hand Pass

Let's quickly review the rules governing hand passes.

- A hand pass to a teammate is only legal when completed in the defending zone.
- A goalkeeper may not legally catch the puck and throw it forward into the gray area.



- The ensuing face-off always take place at the nearest face-off location from where the pass originated. The only exception is when a player hand passes the puck to a teammate towards his own goal, in which case the face-off will take place at the nearest face-off point where the pass was completed.



High Stick

Two main rules apply when the puck is played above the shoulder with the stick.

- Play shall be stopped immediately anytime the puck is played above the shoulder with the stick to a teammate.
- When play is stopped solely for playing the puck above the shoulder with the stick, the ensuing face-off will always take place at an end zone face-off spot in the defending zone of the offending team.

The procedure that is followed by the official when both of these infractions occur is the same. In the two-official system, the official making the call will give a signal (hand pass or high stick) to initiate the call. If the play is completed legally, a washout signal is given and play is allowed to continue. When the potential hand pass or high stick is completed illegally, the official initiating the call will stop play, give the signal again, and skate to the face-off location while the partner retrieves the puck.



When the three-official system is used, the procedure is basically the same as in the two-official system except the referee assumes the call. If the referee misses the call, the linesman will signal to initiate the hand pass or high stick and will complete the call only if the referee does not acknowledge the signal and misses the infraction all together. This procedure and how it will be handled by the officials is a topic that should be discussed during the pre-game meeting.

Termination Of Penalties

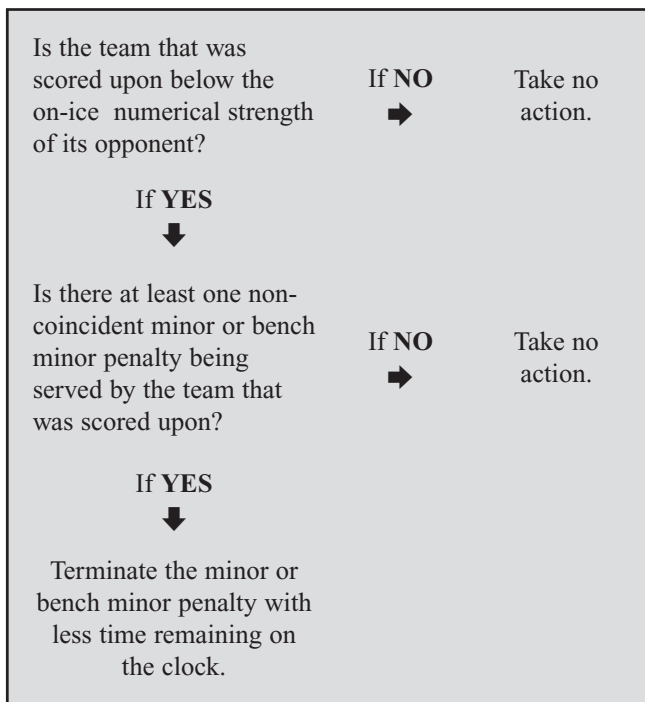
There are some special situations involving the termination of penalties which all officials should be aware. This section will address these situations.

When a goal is scored against a team that is shorthanded, the following applies:

- If the only penalty(s) being served are major penalty(s), no penalties will terminate. A major penalty can never be terminated because a goal is scored.
- A minor penalty will only terminate when a goal is scored if the team scored upon is below the numerical strength of the other team. In this case, the first minor or bench minor penalty (non-coincident) still being served is the penalty that terminates.
- When two or more minor penalties expire at the same time, the captain shall choose which penalty terminates.

Anytime a goal is scored when penalties are being served, the officials should use the following flow chart to determine which penalty (if any) terminates:

PENALTY TERMINATION FLOWCHART



EXAMPLE 1

TEAM A	TEAM B	PENALTY MINUTES	TIME ASSESSED
Player 11		2	3:00
Player 12		2	3:30

Team B scores at 4:00.

Is Team A “shorthanded” at the time of the goal?YES

Is there a non-coincident minor or bench minor penalty still being served?YES

SOLUTION: Player 11’s penalty expires. (In this example, his/her minor penalty has the least amount of time remaining at the time of the goal).

EXAMPLE 2

TEAM A	TEAM B	PENALTY MINUTES	TIME ASSESSED
Player 11		2	3:00
	Player 15	2	3:30
Player 12		2	3:45

Team B scores at 4:00.

Is Team A “shorthanded” at the time of the goal?YES

Is there a non-coincident minor or bench minor penalty still being served?YES

SOLUTION: Player 11’s penalty terminates.

EXAMPLE 3

TEAM A	TEAM B	PENALTY MINUTES	TIME ASSESSED
Player 11		2	3:00
	Player 15	5	3:30
Player 12		5	3:45

Team B scores at 4:00.

Is Team A “shorthanded” at the time of the goal?YES

Is there a non-coincident minor or bench minor penalty still being served?YES

SOLUTION: Player 11’s penalty terminates.

EXAMPLE 4

TEAM A	TEAM B	PENALTY MINUTES	TIME ASSESSED
Player 11		2	3:00
Player 12		2	3:00
	Player 15	2	3:15

Team B scores at 4:00.

Is Team A “shorthanded” at the time of the goal?YES

Is there a non-coincident minor or bench minor penalty still being served?YES

SOLUTION: Captain’s choice of which player’s penalty expires. Of course, the penalty situations get much more complex than the above examples; however, following the guidelines set in this section will aid the official in determining who shall leave the penalty bench after a goal is scored.

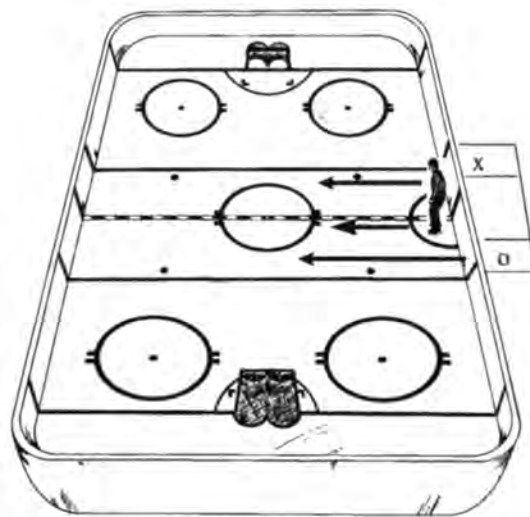
When coincidental penalties are being served, the players must wait until the first stoppage of play after the expiration of the penalty to be eligible to leave the penalty bench.

Delayed or “stacked” penalties occur when a penalty is assessed to a team who is already shorthanded by two players. In this scenario, the third penalty will not start until the first penalty expires as a team cannot play with less than four players (including the goalkeeper). Once the first penalty expires, that player may not leave the penalty bench

until the second penalty expires or a stoppage of occurs. This procedure prevents the penalized team from having more players on the ice than they are entitled.

Penalty Expiration Procedures (Mechanics)

At the expiration of coincident minor penalties, the players should be held at the penalty bench until the first stoppage of play and at least one official is at the penalty bench to escort the players back to the players bench. Oftentimes, bad feelings may still exist between the penalized players and potential problems may be avoided with the presence of an official.



Assessing Penalties and Other Infractions Review

The following questions highlight some of the key points you should have picked up from this chapter. Take a few minutes to review what you have learned about assessing penalties and other infractions. When finished, you can compare your answers to the correct answers that appear in the back of this manual.

1. When assessing penalties, the quality of the call can be just as important as what?
2. What actions must be taken by the officials at the expiration of coincidental penalties?
3. What is the correct procedure when a team is shorthanded by two players (minor penalties) and receives an additional penalty.
4. Can a major penalty be terminated because of a goal scored?

JUDGMENT

Officials Are Teachers

The official's role is not only to interpret and apply the rules during a game, but also to teach. Players, coaches, parents and spectators all rely on the official to properly apply the rules and learn from the official's actions. In reviewing the Basic Level Manual, we learned there is very little judgment involved at the lower levels of hockey. However, we also learned that there is no substitute for having a complete understanding of the rules.

While the new official needs to devote the majority of his/her time to learning the rules and proper application, officials moving on to higher levels also accept a role as a "game manager." It is here where proper judgment begins to play a key role in the official's success.

Officials As Game Managers

As your officiating experience moves into an intermediate level (pee wee through midget), your role as an official not only includes one of a "teacher," but also that of a "game manager." A "game manager" will use judgment to carefully manage the game in a safe and fair environment. In a game management situation, the official analyzes the entire picture prior to drawing a conclusion as to whether an infraction has occurred or should be penalized. In some cases, a good no call will have a positive impact on the overall character of the game. The successful game manager recognizes this and uses experience and knowledge to exercise good judgment.

As mentioned in the Basic Level Manual, good judgment will not hide the lack of knowledge of the rules. A successful official must have a complete and thorough understanding of the playing rules, their interpretations and their intent. In addition, a complete knowledge and understanding of the penalty guidelines outlined in this manual is also a must. There are a few things that officials do actually have control over and one of those is in the knowledge of the rules. There is no excuse for not taking control of this area and there is no faster way to lose credibility as an official than to apply the rules incorrectly.

Of course, at all levels there are calls that require little judgment. We refer to these as "black and white" infractions. For example, a routine off-side or icing requires no judgment, the result is an "either/or" situation. Another example of a black and white infraction would include a high stick where obvious contact is made with the opponent's head. In these situations, the official will have no hesitation or question as to the proper call.

The Game Manager understands that the mission of USA Hockey is clear; greater emphasis will be placed on skating, puck possession and the proper use of the body to establish position and a competitive advantage. The standard of play USA Hockey is striving for minimizes aggressive fouls and retraining infractions, but does not remove legal body

checking or body contact (non-checking classifications) from the game. A hard body check, or using body contact/position (non-checking classifications) to gain a competitive advantage over the opponent, should not be penalized as long as it is performed within the rules.

The principles of the enforcement standard include the following and must be applied under all circumstances:

- The purpose of a body check is to separate the opponent from the puck.
- Only the trunk (hips to shoulders) of the body shall be used to deliver a body check.
- The check must be delivered to the trunk (hips to shoulders) and directly from in front or the side of the opponent.
- The use of the stick will be limited to only playing the puck.
- The stick will not be allowed to in any way impede a player's progress.
- The use of a free hand/arm will not be allowed to grab or impede a player's progress.
- Players who use their physical skills and/or anticipation and have a positional advantage shall not lose that advantage as a result of illegal acts by the opponent.
- Players will be held accountable for acts of an intimidating or dangerous nature.

In some cases, the official may actually have a choice as to what to call an infraction. A checking from behind infraction may also fall under crosschecking or even boarding. Another example may be a slash that approaches the head or neck area that may also be whistled for a high sticking infraction. A good official will always be able to distinguish between them and will call the most obvious or injury potential infraction when having more than one option. This policy helps the official gain credibility while also drawing attention to the more serious penalties (i.e. slash vs. trip).

Consistency

A common theme among players, coaches and spectators is the need for more consistency among officials. Consistency can be defined as the ability to make the same judgment call in the same situations. This concept can be extremely difficult to accomplish. Even though the rules are considered black and white, each individual may interpret the rules or each situation somewhat differently. This is a natural result of human nature, and as hard as we may try to provide the resources (playing rule interpretations, videos, etc.) to improve the consistency among all officials, we may never be able to attain the level of consistency expected.

A more realistic goal is to establish consistency within yourself as an official. This should not only be accomplished within a single game, but also from game to game. Players

should be able to expect an official to react the same to similar situations from game to game. Once you as an individual establish a high level of consistency in your own judgment, we can more easily work towards establishing consistency among all officials.

Penalty Guidelines

In an effort to assist you in establishing consistency within your officiating and establish consistency among all officials, USA Hockey has developed some penalty guidelines. In theory, if all officials are using the same rules and interpretations and follow the same penalty guidelines, the same infractions will always be called under the same circumstances. This is consistency, and although it seems pretty simple, it is most difficult to attain.

Before reviewing the guidelines for each infraction, we should review the following four criteria for a penalty. These criteria will describe every penalty infraction that may occur during the course of a game. The criteria are listed below and are followed by some examples.

- An injury potential infraction (high sticking, checking from behind).

- An infraction which causes the loss of an immediate scoring opportunity (holding, interference, hooking).
- An infraction which causes an immediate change of possession or an advantage gained (hooking, holding, tripping).
- An infraction which is blatantly obvious (tripping, obscene gesture, roughing).

The infractions that occur and fit into one or more of these criteria are always a penalty and fall under the category of black-and-white penalties. Once again, very little judgment is used when assessing these infractions. Judgment comes into play only on those infractions that do not automatically fall into one of these criteria. This is extremely rare.

The following guidelines are designed to help you better understand each penalty infraction and will provide you with the basis to establish good judgment and consistency. These guidelines should be reviewed by all officials on a regular basis to ensure a complete understanding of each infraction. Please note we have also included the penalty criteria in which the infraction is most likely to fall under. This should also help you better understand the intent of each rule.

PENALTY GUIDELINES

BOARDING (Injury Potential)		
Criteria For Call	When Not To Be Called	Most Frequently Happens
• The player accelerates through the check to a player who is in a vulnerable position off the boards causing them to be thrown violently into the boards. • The player drives an opponent excessively into the boards with no focus on or intent to play the puck. • The player commits any other infraction (tripping, cross-checking, charging, etc.) that causes the opponent to be thrown violently and excessively into the boards.	• When both players are going for the puck and momentum carries them into the boards. • When a player rides an opponent with the puck, who is trying to go through an opening that is too small, into the boards. • When the player body checks an opponent into the boards for the purpose of separating them from the puck and no excessive force is used.	• When the puck is stalled along the boards and another player moves in quickly with the sole intent of punishing an opponent. • When a player has the puck in the corner and the opponent elects to hit the player violently into the boards with no intent of playing the puck. • When a back-checking player rides an opponent without the puck all the way into the end boards. • When a player using the body to protect the puck and is a few feet off the boards is body checked by being driven with excessive force causing them to awkwardly contact the boards.

BODY CHECKING (Body Contact Categories) (Injury Potential)

Criteria For Call	When Not To Be Called	Most Frequently Happens
- The player makes deliberate physical contact with an opponent with no effort to legally play the puck. - The player uses overt hip, shoulder or arm contact with the opponent to physically force them off the puck. - The player physically impedes the progress of the opponent with hips, shoulders or torso without establishing legal body contact and having no intent to play the puck.	- When a player tries to go through an opening too small. - When two players are using their body to establish position to play the puck. - When contact was unavoidable as a result of playing the puck.	- During a one-on-one situation where the defending player intentionally plays the body. - An attacking player on the forecheck uses the body to separate the defending puck carrier from the puck. - A player in front of the net uses the body to create space and gain a competitive advantage.

BUTT-ENDING (Injury Potential)

Criteria For Call	When Not To Be Called	Most Frequently Happens
- A thrusting motion of the butt-end of the stick is used to impede an opponent. - Contact does not have to be made. - The checking player is ignoring the puck. - The action is intentional. - The action must be an attempt to impede or strike an opponent with the butt-end of the stick.	When the top of the stick is not extended beyond the glove.	- When two players are skating directly next to each other. The player uses the butt-end of the stick to impede the opponent or force into the boards. This infraction is difficult to detect because the referee is usually behind the players. - When two players are jockeying for position in front of the goal. - When the butt-end is used to reach out and hook an opponent.

CHARGING (Injury Potential)

Criteria For Call	When Not To Be Called	Most Frequently Happens
- The player runs or jumps into an opponent in the process of delivering a check. - The player accelerates through a check for the purpose of punishing the opponent. - The player skates a great distance for the purpose of delivering a check with excessive force. - The player makes physical contact with the goalkeeper with no intent of playing the puck.	- When a player skates hard and then glides into an opponent without using excessive force. - When the goalkeeper with the puck, outside of the privileged area, is legally body checked with minimum force.	- When the puck is stalled along the boards, a player charges into a stationary player. - When a player is standing alone in front of the goal and is charged just before playing the puck. - When an attacking player explodes into a defenseman after releasing the puck. - When a player skates recklessly into the goalkeeper. - Whenever a player leaves his/her feet and jumps into an opponent while delivering a check. - When a player makes avoidable physical contact with an opponent not in possession and control of the puck or after the whistle.

CHECKING FROM BEHIND (Injury Potential)

Criteria For Call	When Not To Be Called	Most Frequently Happens
- A check delivered directly or diagonally from behind. - A push from behind causes a player to go head first into the boards or goal frame. - The opponent is turned away from the player so is unable to see the check coming.	- When a player who is about to get checked intentionally turns his/her back and is immediately hit from behind. - When an attacking player skates backwards into an opponent who makes no overt effort to hit the player.	- A player is skating with the puck and is pushed from behind by an opponent. - A player is playing the puck along the boards with his/her back turned to center ice and is checked into the boards from behind. - A penalized player returns to the ice and checks an unaware opponent from behind. - A player is in front of the net and is pushed from behind as he/she is about to play the puck.

CROSS-CHECKING (Injury Potential)

Criteria For Call	When Not To Be Called	Most Frequently Happens
- The check is made with the shaft of the stick. - The player delivering the check has two hands on the stick. - The stick is thrust out at the opponent. - The blade of the stick is off of the ice. - There is no initial attempt to play the puck.	- When the player has two hands on the stick, but the stick blade is still on the ice. - When the cross check is delivered directly from behind, a checking from behind infraction should be called.	- In front of the goal when players are jockeying for position. - A player who is about to be checked raises his/her stick to defend him/herself. - When there are stationary players around a loose puck, a player may cross check the opponent to move him/her off of the puck.

DELAY OF GAME (Blatantly Obvious or Loss of Scoring Opportunity)

Criteria For Call	When Not To Be Called	Most Frequently Happens
- The action causing the delay is deliberate. - The action must cause a stoppage of play or delays the start of the game.	- When a player drops to stop a shot and the puck is shot into him/her. - When the puck is accidentally deflected or shot out of the the playing area. - When a team is slow in putting players on the ice due to simple disorganization. - When the puck is shot onto the back of the goal and all players refrain from playing it.	- When a player falls and gathers the puck into his/her body to create a stoppage. - When one player or a player from each team freezes the puck along the boards with no intent of continuing play. - When the puck is intentionally shot out of the playing surface during play or a stoppage. - When the goalkeeper shoots the puck directly out of the playing surface, delay of game must be assessed (excluding areas not protected by glass). - A defending player deliberately displaces the goal during play. - For a second violation (non-center) by the same team during the same face-off.

ELBOWING (Injury Potential)

Criteria For Call	When Not To Be Called	Most Frequently Happens
- The elbow is extended for the purpose of initiating contact with the opponent. - When the elbow makes contact to the head or neck area of the opponent, head contact must be called.	- When a larger player checks a smaller player with the elbows at normal height and not extended. - When contact is accidentally made with the elbow during the normal course of playing the puck.	- During a body check where a player leads the check with the elbows extended and makes contact with the opponent. - When a player is about to be checked raises his elbows to defend himself. - When a player being held or detained uses a swing of the elbow to knock off the offending player off him/her.

HEAD CONTACT (Injury Potential)

Criteria For Call	When Not To Be Called	Most Frequently Happens
- A player delivers a body check where contact is made with any part of the body or equipment to the head or neck area of the opponent. - The player uses the forearm or hands to make contact with the opponent in the head or neck area.	Opposing players have fallen and in the process of getting up, one player makes accidental contact with the head area of the opponent.	- When a player targets the head or neck area of an opponent when delivering a body check. - When a larger player makes no effort to avoid the head or neck area of an opponent when delivering a body check and subsequently makes shoulder contact with the opponent's head. - When a player finishes a check by extending the arms or hands to make contact with the head or neck area of the opponent.

HIGH STICKING (Injury Potential)

Criteria For Call	When Not To Be Called	Most Frequently Happens
- The stick is carried close to the head or shoulders of an opponent. - Contact does not have to be made. - Must be called whenever the action becomes violent or intimidating.		- A player carelessly carries his/her stick while delivering a check. - During scrambles in front of the net. - A player about to be checked raises his/her stick in self defense. - When a player attempts to impede an opponent with the stick and the stick slides up the body into the head area.

HOLDING (Loss of Scoring Opportunity, Change of Possession)

Criteria For Call	When Not To Be Called	Most Frequently Happens
- The action is intentional. - The player's action impedes the progress of the opponent. - A player grabs an opponent's stick causing the player to be unable to successfully play the puck. - A player uses a free hand to clutch, grab or hold the stick, jersey or body of the opponent in a manner that impedes their progress.	- When a player rolls an opponent into the boards and then releases. - Using body position to lean on, block out, or prevent the opponent from gaining ground.	- When a player holds or grabs on to another player going for the puck in the corner. - When the puck leaves an area and a player is pinned against the boards long after the puck is gone. - When a player is legally knocked to the ice and, in turn, grabs the opponent and pulls him/her to the ice. - When a defending player grabs an opponent's stick while in front of the goal. - When two players wrestle each other to the ice.

HOLDING THE FACEMASK (Injury Potential)

Criteria For Call	When Not To Be Called	Most Frequently Happens
- The action is intentional. - The action is used to intimidate or punish an opponent. - The action is used to gain an advantage. - The player rubs the opponent's facemask with the hand without actually grabbing the facemask.	When the glove or other piece of equipment gets caught in the face mask accidentally.	- During an altercation. - Along the boards when one player uses the hand on the facemask to push or pull the opponent down.

HOOKING (Change of Possession, Loss of Scoring Opportunity)

Criteria For Call	When Not To Be Called	Most Frequently Happens
- The stick is used against the body to impede the progress of an opponent. - The puck is initially ignored. - Hooking the stick with the blade pointing down is hooking. - Tugs or pulls on body, arms or hands which allows for space to be diminished. - Stick on hand/arm that takes away ability to pass or shoot the puck with normal amount of force.	When a player's stick is lifted to obtain possession of the puck.	- To the puck carrier heading up ice on a rush. - In front of the goal when players are jostling for position. - The winger on the far side who is skating hard to the goal area. - The defenseman skating with the puck behind his own goal.

INTERFERENCE (Change of Possession, Loss of Scoring Opportunity)

Criteria For Call	When Not To Be Called	Most Frequently Happens
• The player is ignoring the puck. • The interference is committed on someone who is not in possession of the puck. • The action is intentional. • Enough force is used to effect the opponent's position. • Use of the body ("pick" or "block") to impede the progress of an opponent by changing normal foot speed or skating lane.	• When players are jostling in front of the goal for body. • When two players collide accidentally. • When an attacking player is forced into the goalkeeper or crease by a defending player, interference should not be called on the attacking player. • When a player is used as a pick but does not step directly in front of the opponent. • When the player going for the puck gets hit immediately after the puck deflects off of his/her stick.	• In front of the net when the puck is coming towards an attacking player and he/she is taken out before touching the puck • When a player sets up a moving pick designed to take out an opponent who is chasing the play. • Face-off interference occurs when the center interferes with the opposing center while a teammate gains possession of the puck. • When player intentionally shoots a stick or a glove out of the reach of a player attempting to retrieve the equipment.

KNEEING (Injury Potential, Change of Possession)

Criteria For Call	When Not To Be Called	Most Frequently Happens
• The player thrusts the knee for the purpose of making contact with the opponent. • The player intentionally sticks his/her knee beyond the normal extension to attempt to trip an opponent. • The knee is extended for the purpose of initiating contact with the opponent.	• When two players are on the ice and one player accidentally pushes off the opponent with the knee in the process of getting up.	• When a player is being held or otherwise detained and uses his/her knee in a violent manner to get free. • During altercations when players fall to the ice. • When a player attempts to skate around a defending player who thrusts his/her knee outward replacing a hip check to contact the opposing player. • When a player deliberately makes contact with the knee while delivering a check to the opponent.

ROUGHING (Injury Potential)

Criteria For Call	When Not To Be Called	Most Frequently Happens
- A player intentionally plays the body of an opponent who does not have possession and control of the puck. - A player delivers an avoidable body check to an opponent who is no longer considered to be in “possession and control” of the puck. - A player makes avoidable contact with an opponent after the whistle. - A player delivers a body check to an opponent with the arms extended or done in a manner to intimidate the opponent. - A player pushes or shoves an opponent after the whistle.	- When a check is delivered with the hands to the trunk of the opponent provided the arms are not extended to initiate the contact. - When a player uses proper body contact techniques and principles in non-checking classifications.	- When a player makes avoidable contact to an opponent after the whistle. - When a player delivers an avoidable check to an opponent who is no longer in possession and control of the puck. - When a retaliatory punch is thrown after a player is legally checked. - When prolonged pushing and shoving takes place after the whistle. - When a defending player pushes an opponent after the whistle to protect the goalkeeper.

SLASHING (Injury Potential)

Criteria For Call	When Not To Be Called	Most Frequently Happens
- The player has no intention of playing the puck. - The stick is swung with enough force to impede, intimidate or injure. - The slash is a vicious motion. - Any stick contact to the arms, legs, body or stick of the opponent. - Contact does not have to be made.	- When the stick is used to knock, swipe or poke-check the puck away in a non-intimidating manner. - When the stick swings accidentally as a result of a body check, unless injury occurs in the head area.	- Against the puck carrier while heading up the ice. - Against the goalkeeper who has frozen or is about to freeze the puck. - As a retaliatory action by a player who has been legally body checked. - When two players are skating behind the play, one player may slash the opponent across the back of the legs.

SPEARING (Injury Potential)

Criteria For Call	When Not To Be Called	Most Frequently Happens
- The action is intentional. - The action is violent or intimidating. - Contact does not have to be made. - The action is a thrusting motion with the extreme point of the stock.	- When the stick gets accidentally jammed between the boards and the player. - When the extreme point of the stick is not used to make contact with the opponent.	- During altercations where the players do not drop their sticks. - In front of the goal where a player spears the legs of an opponent. - In front of the goal when a player violently thrusts the stock blade into the lower body of an opponent. - During a face-off when players lined up across from each other make no attempt to play the puck but instead thrust their stick blade into the body of an opponent.

TRIPPING (Loss of Scoring Potential, Change of Possession)

Criteria For Call	When Not To Be Called	Most Frequently Happens
• Player uses his/her stick, leg, knee, arm or body to impede, cause to lose balance or trip an opponent. • The action may be intentional or accidental. • This rule includes leg checking, whether done from the front or behind. • Placing the stick in front of the legs of the opponent with no effort to play the puck. • Placing the stick between the legs of the opponent causing the opponent to lose balance or trip and fall. • A player delivers a body check at or below the knees of an opponent.	• When a player steps on a stick and falls down. • When a player falls over an opponent who is lying on the ice and is stationary. • When a player leaves his/her feet to block a shot and the opponent falls over him/her.	• To the puck carrier in any zone. • To a player on a breakaway who has an opponent chasing him/her. • When a player leaves his/her feet in an attempt to dive for the puck and trips the opponent. • When a player extends his/her leg to make contact with the opponent. • When two players are standing or skating side-by-side and one player uses his/her leg/foot to trip the opponent from behind. • A goalkeeper deliberately trips an opponent who is skating through the crease. • When a defending player puts the stick between the legs of an attacking player in front of the goal or on the forecheck. • When a player ducks to avoid a check and makes contact at or below the knees of an opponent.

UNSPORTSMANLIKE CONDUCT (Blatantly Obvious)

Criteria For Call	When Not To Be Called	Most Frequently Happens
• The action is intentional. • The action is in protest of an official's ruling or designed to incite an opponent or create a disturbance. • The action is obvious to players and officials. • Some kind of abuse of the playing rules must be evident. • The player taunts an opponent.	• When the action is strictly confidential between the player and the official.	• After a penalty call, a player openly protests either verbally or by banging his/her stick on the ice or boards. • After a penalty call, the penalized player waves his/her arms in protest, yells, or slams the penalty bench door. • After a goal, a player throws his/her stick, glove or other object in disgust. • When a player chirps at an opponent after the whistle in an attempt to draw a penalty. • When a player verbally taunts an opponent during play either on the ice or from the players' bench.

Judgment Review

The following questions highlight some of the key points you should have picked up from this chapter. Take a few minutes to review what you have learned about judgment. When finished, you can compare your answers to the correct answers that appear in the back of this manual.

1. What are the principles of the enforcement standard to be applied by Game Managers?
2. What are the four criteria for penalties?
3. Define consistency.
4. What is one of the fastest ways to lose credibility as an official? How can this be avoided?
5. Determine whether each action below should be penalized.
 - a. When delivering a body check, the player uses only his gloves & extended forearms to deliver the check.
 - b. A trip if the opposing player does not trip/fall.
 - c. A spearing motion without contact being made.
 - d. A normal body check into the boards makes a loud noise.

AWARDING GOALS AND ASSISTS

As you continue to improve your skills as an official, you will start officiating higher levels of hockey, which will require the use of the three-official system. The basic procedure for reporting goals and assists will be the same with some different responsibilities being added.

Referee

Since the referee is the official on the ice responsible for awarding all goals and assists, you can see the need for being in position to make and sell the call, particularly for controversial goals. The referee may consult with his/her linesman or goal judge (if available) when he/she is uncertain. In both cases, he/she should do this away from any players, coaches or spectators. Also, it is important during these conversations to avoid physical motions or hand gestures. When talking to the goal judge, the referee should ask questions that require one word answers such as “Did the puck completely cross the goal line?” Discussion about a controversial goal should also take place with the goal judge at the end of the period in the official’s dressing room. This type of communication will help clarify any questions or misunderstandings regarding the duties of a goal judge.

It is just as important to be in position to see the controversial non-goals. When there is a close play such as the puck moving laterally across the goal line or striking a post or cross bar which is not obvious, the referee may use the washout signal. Again this demonstrates the ability of a referee to successfully manage all aspects of the game.

Linesman

The front linesman must always be ready to cover the goal line for the referee when needed. In the dressing room prior to the start of the game, the linesman should discuss with the referee when is the appropriate times this could take place. When these situations occur, skate to the goal line, point with the non-whistle hand toward the goal and blow your whistle to stop play if a goal has been scored. Assist the referee with the numbers of the players who scored and assisted on the goal if you are asked. The back linesman in this situation must move to his/her partner’s blue line to cover for the potential off-sides. The puck is retrieved by the front linesman and brought to the referee at center ice. The linesman then assumes the proper position for the ensuing face-off. Review “Linesman Position in the Three-Official System” for more detail.

Awarding Goals and Assists Review

The following questions highlight some of the key points you should have picked up from this chapter. Take a few minutes to review what you have learned about awarding goals and assists. When finished, you can compare your answers to the correct answers that appear in the back of this manual.

1. When a linesman covers for the referee and a goal is scored, what does the linesman do?
2. What can the referee do if there is a close play on the goal line when the puck does not go in?
3. Who drops the puck after goals?

INJURED PLAYERS

In the Basic Level Manual, we looked at the basic procedure for dealing with an injured player. Injuries occur at lower levels of hockey most often as a result of a player being hit with the puck or falling onto the ice or into the boards. Very few situations result in a player being injured as a direct result of an infraction by an opponent.

During higher level games, injuries often occur as a result of an action committed by an opponent such as a hard legal body check or a penalty infraction. This results in an increase in awareness that is necessary by all of the on-ice officials and some special procedures that need to be followed. This section will attempt to outline those procedures and provide the official the necessary information to be prepared for any situation.

When Play Has Been Stopped

Once play has been stopped for an injured player, the overall ice awareness of the officials is important. The Basic Manual suggests the official who is closest to the injured player immediately skates to the injured player. This procedure is no different than that of the linesmen in the three-official system. While one linesman is attending to the player, the referee will continue to watch the other players while motioning the trainer onto the ice. Where the procedure changes slightly is in the responsibility of the other linesman.

When play is stopped, the linesman not attending to the injured player should immediately skate to the opponent who caused the injury, especially if the injury was a result of the infraction. In many cases, the team who has the injured player may look for retaliation to the player causing the injury. This is especially true when the injury is a result of a violent act (high stick, spear, check from behind). By immediately skating to the player causing the injury, the linesman will be able to minimize retaliation efforts and prevent an altercation. If everything is cool between the players, either the referee or a linesman should assist the trainer onto the ice.

Penalty Situations

There are several different concepts that an official must be aware of regarding the Official Playing Rules and injured players. One common misconception among hockey enthusiasts is that in the presence of blood, a major penalty must automatically be assessed. Although the rules state that if an injury occurs as a result of an infraction, a major penalty shall be assessed, one must keep in mind the

presence of blood does not necessarily indicate an infraction occurred or that the player is actually injured.

The referee must assess each injury situation carefully before deciding whether a major penalty is in order. Was the injury actually caused by the infraction? Is the player actually injured or faking to draw a major penalty? Most importantly, did an infraction even occur or did a legal play take place? These are all questions an official must ask prior to reaching a decision. A good official will take the available time to digest all of the information before deciding on the degree of the penalty. In this case, an official may skate back over to the injured player after reporting the penalty, but not specifying the degree of the infraction, to analyze the true condition of the player before reaching a decision.

However, in those cases where it is obvious an infraction occurred and the player is injured, the referee must be decisive in assessing the major penalty. An experienced official will recognize these situations and will use a quick, decisive decision to send a message that the behavior will not be tolerated and the team does not need to retaliate because the official is in control.

Some officials have the incorrect understanding that an injury must occur before a major penalty can be assessed. This, of course, could cause problems for the official who maintains this mentality, especially in a very violent game. A major penalty must be assessed in all cases where a deliberate or violent action takes place, whether or not an injury results. This also plays a major role in the official's overall judgment or game management skills just as importantly as determining whether an infraction occurred or not.

When an infraction occurs that results in an injury, the officials must be aware of the player who caused the injury for the remainder of the game. This player may be the target of retaliation. Hustle and awareness by the officials will prevent altercations or injury potential situations from occurring.

Finally, when the official deems an infraction to be a deliberate injury or attempt to injure an opponent, a match penalty must be assessed. There is no room in hockey for a player to deliberately attempt to injure another game participant and these situations require the most severe penalties. In this case, the official really needs to identify the intent of the action prior to assessing a match penalty. When a match penalty is assessed, the officials should complete a game report immediately following the game and forward the report to the proper authorities as soon as possible.

Injured Players Review

The following questions highlight some of the key points you should have picked up from this chapter. Take a few minutes to review what you have learned about injured players. When finished, you can compare your answers to the correct answers that appear in the back of this manual.

1. When play has been stopped what is the responsibility of the linesman not attending to the injured player?
2. In the presence of blood, why is a major penalty not always called?
3. What 3 questions should the referee ask himself before assessing a major penalty for an injury causing infraction?
4. A deliberate injury or attempt to injure an opponent calls for what penalty to be assessed?
5. What post-game responsibilities do the officials have after assessing a Match penalty in the game?

EQUIPMENT REGULATIONS

An important part of an official's role is to monitor the equipment used by the game participants. Even though the players are ultimately responsible for wearing the proper equipment, the officials need to be aware of equipment violations and dangerous equipment in order to maintain the safety of all participants. The Official Playing Rules outline the equipment requirements for players and every official should be knowledgeable in the specific requirements. The Basic Level Manual discusses some of the basic regulations on equipment and provides pointers as to what the official should look for. Those publications should be reviewed thoroughly to begin to have a complete understanding of equipment requirements.

This section in the Intermediate Manual will discuss the actual procedures to be followed when a request is made to measure a piece of equipment. The penalties to be assessed are left somewhat vague to account for changes in rules or interpretations over the lifetime of this publication. For this reason, the Official Playing Rules will be the ultimate authority as to the assessment of penalties regarding equipment issues.

Communication with the players cannot be overlooked in instances where equipment is measured. The team making the request certainly deserves an explanation of the result after the measurement has been made. Likewise, the team whose equipment is being measured is entitled to know why a piece of equipment is deemed to be illegal. This may be an excellent opportunity for the official to exercise the role of a teacher.

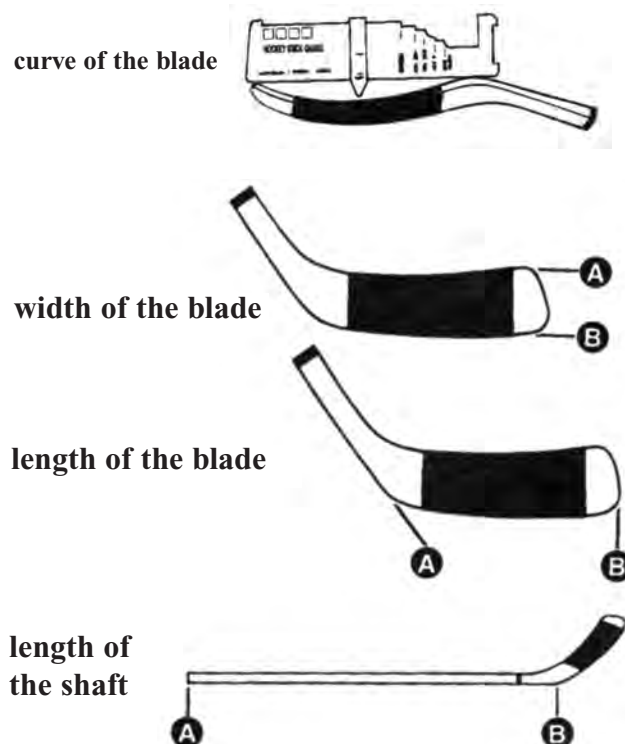
At the conclusion of an equipment measurement, the referee should always confer with the captains of each team briefly to announce the decision. An official who is confident in the proper procedure may also choose to demonstrate the measurement to the captains after a decision has been reached. This act of courtesy will eliminate questions about the measurement process and show the players the official is fair and accurate. What a sure-fire way to obtain credibility with the players and coaches!

Measuring Sticks

Although not occurring very often, every time a request for a stick measurement is made, the game is usually on the line. For this reason, the officials need to be familiar with the rules and proper procedures for measuring sticks. A mistake made here could prove costly as the wrong team could be granted a power play.

Before we cover the procedure, we must understand the rules governing a stick measurement. Each team is allowed one equipment measurement request per stoppage of play. This request must come from the captain of the team who must be

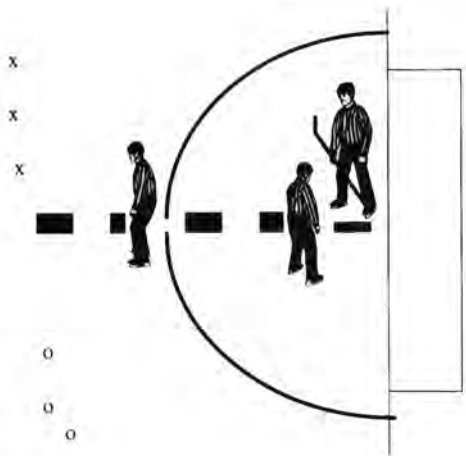
specific as to what is to be measured. An example is there are four different dimensions which can be measured on a stick:



Only one dimension can be measured during any one stoppage of play. If the captain is not specific in the request as to what dimension to measure, the official cannot just assume that the request is to measure the curve. The official who measures the stick without a specific request is in a no-win situation and is not fair to either team.

The equipment to be measured must be in the exact condition as used in play. The player cannot remove tape or adjust the equipment in any other manner. It is important that an official skate immediately to the player whose stick is about to be measured to secure the stick from the player. Once the player catches on to what is happening, an attempt will surely be made to switch sticks or hide the illegal stick in the bench area. It is certainly unfair to the team requesting the measurement if the proper stick is not measured because the officials did not respond quickly and appropriately.

The stick measurement should take place out of the area of the players, preferably in the referee's crease or in a penalty bench. When the referee's crease is in between the players benches, the officiating team may choose a neutral area of the ice to conduct the measurement. While the referee is measuring the stick, one linesman shall assist the referee while the other is watching the players at all times.



There are two acceptable methods of measuring sticks. The first method is using a manufactured stick measuring device. These devices are available through some retailers and are convenient for measuring the curve, length and width of the blade. After acquiring a stick gauge, be sure to practice using it with a stick in order to -feel comfortable with all three dimensions. This will avoid confusion or errors when the time comes during a game.

The second method involves using a tape measure. An official's tape measure should be at least 72 inches long in order to measure the length of the shaft in addition to the width of the goal. The tape measure can be used to measure directly, as is the case with the width of the blade and length of the shaft, or can be used with pencil and paper to measure the length and curve of the blade. In this instance, an official will draw the blade of the stick (on the inside of the curve) on a piece of paper and then draw a straight line connecting the tip of the blade with the heel of the blade. The length of the blade is then the length of the straight line while the curve is measured by the greatest distance between the straight line and the line outlining the curve. The curve can also be measured with a tape measure by placing the stick blade tight against a flat surface as diagramed.



Many officials have developed their own stick curve measuring device or simply use a dime. None of these methods are acceptable as they do not accurately measure the exact curve of the stick.

If the stick which has been measured is ruled to be illegal, the referee will assess the proper penalty and confiscate the stick. The stick should be given to an off-ice official and must be returned to the player at the conclusion of the game.

For a stick which is ruled to be of legal dimensions, the challenging team shall be assessed the appropriate penalty and play shall continue.

In cases where the player refuses to surrender his/her stick or intentionally breaks his/her stick prior to being measured, the stick is automatically deemed to be illegal and the appropriate penalties shall be assessed to the player.

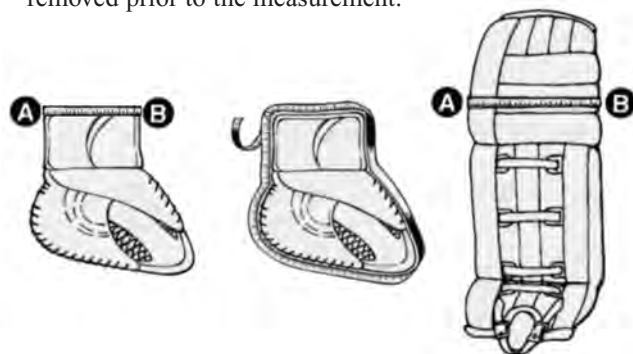
Goalkeeper Equipment

The procedure for measuring goalkeepers' equipment is quite similar to that of a stick. Only one request can be made per team per stoppage of play. The captain of the team shall be the only player who is entitled to request a measurement and the equipment must be measured in the same condition as it was in during play. An official can measure any equipment used for the first time during the game. However, this should only be done in extreme cases where the player has an obvious advantage over the opponent.

As with a stick, a request for the measurement of the goalkeepers' equipment should be performed immediately.

The following measurements can be performed on goalkeepers' equipment. These measurements should also be conducted in the confines of the referee's crease or away from the benches.

- **Catching Glove** – the width of the cuff and the total circumference of the glove as well as the t-trap are measurable.
- **Blocker Glove** – length and width
- **Leg Pads** – measured with the goalkeeper wearing them as was worn during play. Tape or padding should not be removed prior to the measurement.



When a piece of goalkeeper equipment is deemed to be illegal, the proper penalty shall be assessed and the equipment must be removed from the game, unless the equipment can be made legal (i.e. removing tape or webbing on glove). Equipment which has been removed must be returned after the game. Goalkeepers' equipment which is found to be legal calls for a penalty to be assessed to the challenging team and play will continue normally.

A goalkeeper who refuses to surrender equipment for a measurement will be penalized as if the equipment was found to be illegal and will not be allowed to participate in the game with that equipment.

Equipment Regulations Review

The following questions highlight some of the key points you should have picked up from this chapter. Take a few minutes to review what you have learned about equipment regulations. When finished, you can compare your answers to the correct answers that appear in the back of this manual.

1. What are the 2 acceptable methods of measuring a stick?
2. Name some unacceptable methods of measuring a stick?
3. What is the proper procedure to follow if a stick is ruled illegal?
4. What happens if the player refuses to surrender his/her stick or intentionally breaks it?
5. What measurements can be performed on goalkeeper's equipment?

CHANGE OF PLAYERS

An official should always be aware of the change of players whether it takes place during play or stoppages.

During Play

The official(s) must observe any time a team is gaining an obvious advantage on line changes during play. By having the player leaving the ice use one door and the substitute entering play through another door, the team could be gaining a distinct advantage over their opponent. If the substitute plays the puck, checks or makes physical contact with an opposing player before his/her teammate is off the ice, the penalty for too many players on the ice should be reported. The linesman must use good judgment when calling this penalty and the referee must respect the linesman's call and assess the penalty.

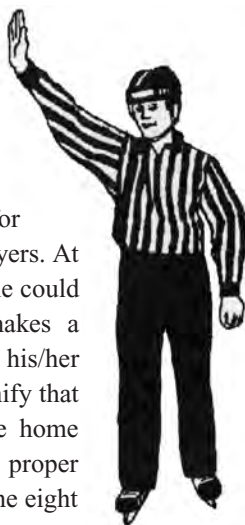
When there is less than two minutes remaining in regulation or any time during overtime, an official may assess a penalty shot/optional bench minor for "deliberate" substitution. Again, this is where good judgment must be used to determine whether the substitution was deliberate (possibly to obtain a stoppage or the team is already shorthanded) or simply a substitution error. If this was a simple substitution error, the normal bench minor shall be assessed regardless of the time remaining in the game.

Substitution for the goalkeeper is usually made during a critical point in the game. As an official, you must be aware of these situations and react accordingly. If the substitute for the goalkeeper plays the puck while the goalkeeper is 20 feet away from the bench, a premature substitution call will be made against the offending team. When a substitute enters the playing surface while the goalkeeper is twenty feet away from the bench and the goalkeeper returns to the goal, the call for too many players on the ice shall be made.

During Stoppages

After a whistle, each team is allowed to change players. One player (or more) constitutes a line change and the home team is always given the last change.

After a whistle, the referee will allow approximately eight seconds for the visiting team to change their players. At the end of the eight seconds (this time could be shorter if the visiting team makes a quicker change) the referee will raise his/her arm facing the visitors' bench to signify that the visitors change is done and the home team has eight seconds to place the proper number of players on the ice. Once the eight



seconds have expired, the referee will lower his/her arm and no further substitutions will be allowed. If the home team elects to make a change of players before the visiting team, the home team forfeits their right to make the last change.

When the line changes have been completed and the officials are ready to resume play, the referee must send any player trying to substitute back to their players' bench. The linesman near the players' bench may also assist the referee in stopping player(s) before they get too far onto the ice surface. All players already on the ice must remain until play has resumed. If a penalty is assessed during the face-off, the teams may then make substitutions.

As officials, we must strive to do our best without influencing the outcome of the game. Lack of attention to a line change can give one team a distinct advantage over the other team.

Change of Players Review

The following questions highlight some of the key points you should have picked up from this chapter. Take a few minutes to review what you have learned about change of players. When finished, you can compare your answers to the correct answers that appear in the back of this manual.

1. What is the definition of 'Too many players on the ice'?
2. What is the penalty if with less than 2 minutes remaining in regulation or any time during overtime a team intentionally places too many players on the ice?
3. When can a substitute player for the goalkeeper legally enter the game?
4. What constitutes a line change and which team gets the last change?
5. What is the proper line change procedure that the referee should follow after a stoppage of play?

ALTERCATIONS

On-ice altercations are a part of the game that most hockey enthusiasts would like to eliminate. Fights create a potential for injury not only for the participants, but also officials. An official's top priority during an altercation is the safety of everyone involved. As you learned in the Basic Level Manual, the best way to deal with altercations is to prevent them from happening. Hustle, awareness and following proper procedures will help officials safely and effectively handle altercations.

Referee Responsibilities

When the two-official system is used, both officials need to carry out the duties outlined by the referee and the linesmen. An altercation situation certainly becomes a busy time for them. During an altercation occurring in a game officiated by the three-official system, the referee and linesmen each have specific responsibilities. These procedures have been formulated to make the process of diffusing the altercation efficient and safe while maintaining a team concept among the officials.

Once play has been stopped and an altercation is taking place, the first responsibility of the referee is to hold the benches and instruct any non-participating players to go to the bench area (goalkeepers to crease area). The last thing the officiating team needs at this point is to make the matter worse by allowing multiple altercations or players to come off of the bench. The referee can help prevent this by being firm with instructions and creating a strong presence by focusing attention on the bench areas and players not participating in the altercation. The ideal position for the referee is one in which a view of the altercation and the players' benches can be seen at the same time. However, unless the referee is certain no other potential problems exists, the main focus should be on the non-participating players and preventing additional altercations.



The referee must also be alert to any unusual circumstances during the altercation such as grabbing the facemask or spitting. Verbal communication from the referee with the combatants may help the linesmen separate the players. "That's it, guys" or "everything is cool now" will help calm the players down and end the altercation. In this scenario though, the referee should avoid using threats or notifying the players what penalties are to be called. It is generally a good idea to, consult with the linesmen prior to assessing penalties to find out about any additional infractions which may have occurred. Remember, the referee may have been watching the non-participants and did not see a serious infraction such as grabbing the facemask.

Linesmen Responsibilities

The linesmen are really responsible for doing much of the dirty work during an altercation. However, strong linesmen can dramatically minimize the amount of difficult work necessary by exercising good awareness, anticipation and hustle. Immediately skating to potential problem areas and stepping between players when play has been stopped will help diffuse many situations before they get started. This anticipation will greatly contribute to a more successful outing by the officiating team.

When an altercation occurs before the linesmen have an opportunity to prevent it, the linesmen must work together as a team to create a safer environment and separate the players. Clear the area from any debris on the ice such as sticks, gloves, or helmets. If the altercation occurs around the goal, move the goal out of the way to prevent unnecessary contact with the goal frame and provide you with more room to work. This can all be done while still monitoring the altercation.

Verbal communication with your partner and the players is important. Letting the players know you are there and it is time to stop will help diffuse their energy and make them aware of your presence. Communicating with your partner is essential in order to establish who is taking which player and at what point you can both move in to separate the players. When the combatants slow down or one player gains an obvious advantage, move in together following the proper procedures outlined in this manual.

Since the referee is focusing much of his/her attention on the non-participating players, the linesmen must be aware of several aspects of the fight. Be prepared to report any infraction the referee may have missed that warrants a penalty more severe than a minor (spitting, grabbing the facemask) and also any other incidents when asked to do so by the referee. It is always a good idea to make a mental note of the players involved in order to assess the proper penalties. Oftentimes, a player will be removed from the ice without the officials realizing the number of the player.

When the players have been separated, escort your player all the way to the penalty bench and close the door. If the referee has indicated a game misconduct or more severe penalty is being assessed, immediately escort the suspended player(s) off of the ice, one at a time to prevent further contact. If uncertain as to the infractions, place your player in the penalty bench immediately as you can always escort him/her off when the situation has been resolved.

Altercation Situations (Mechanics)

Altercations may occur anywhere on the ice. Depending on the location, the linesmen may have to alter the procedure used to separate the participants. Please review the following situations and the correct procedures which should be used to handle each situation:

Altercation occurring in open ice:

- Remove all debris and non-participating players from the area.
- Communicate with partner as to which player is to be taken and when to go in.
- Each linesman should work from opposite sides of the altercation
- Enter together, when the fight slows down or one player gains an advantage.
- Lead with one arm over the top, one arm underneath and squeeze together.
- Work way in between players, officials are back to back. Separate players, let go once separated, but stay in between.
- When necessary, place your hand on the player's chest to keep players apart.
- Escort players to the penalty bench or off the ice one at a time, communicate with player to calm him/her down or make him/her feel better ("nice fight" or "you definitely got the better of him/her this time").



Altercation along the boards:

The same procedure outlined above should be followed except:

- The linesmen will be forced to work on the same side of the altercation as the boards will provide very little room to work. The key is that the linesmen always work facing the players so the officials are back to back. They can then use the leverage of the partner to help wedge themselves between the players.



Altercation when players fall to the ice:

- Remove all debris and non-participating players from the area.
- Communicate with partner as to which player is to be taken and when to go in.
- One official will lay on top of the players using all his/her weight. This process minimizes the mobility of the players, especially the player on top who has an advantage.
- The other official works between the players, facing the player on the bottom. This is done to protect the player on the bottom and prevent the official from being hit in the face.
- Communication to the players is a must to let them know you are moving in and they should stop punching.
- Once an official is between the players, the other official should work in between from the bottom up to go face to face with the player on top. Never grab the player from behind.
- Once the players are separated, the same procedure as outlined above should be followed.



Multiple Altercations

- The referee must use a riot pad to record numbers and penalties to be assessed to the players involved. When multiple altercations are occurring, it is nearly impossible to remember every number and infraction.
- Remove all debris and non-participating players from the area.
- Communicate with partner as to which altercation will be separated first by following the above procedures.
- Enter the most severe altercation first. The most violent or severe altercation is the one in which one player has an advantage or poses the greatest risk for injury.
- Each altercation should be completely broken up one at a time.
- Take all players to the penalty bench immediately after they are separated. In this situation, the official may need to use minimal force to get the player to the penalty bench as soon as possible. Letting the players go after separating them will only allow them to re-engage. There is no reason to have to separate five fights when only six players are fighting.
- Close the penalty bench door after each player has entered. The playing rules specifically cover situations where players leave the penalty bench.
- Hustle back to the next most serious altercation.
- Follow the same procedure until all altercations have ended.
- The referee should avoid entering any altercation unless the safety of a player is in question.
- When all altercations have ended, sort out the penalty situation and remove players from the ice one team at a time. This avoids any unnecessary contact between the players.

Altercations Review

The following questions highlight some of the key points you should have picked up from this chapter. Take a few minutes to review what you have learned about altercations. When finished, you can compare your answers to the correct answers that appear in the back of this manual.

1. What is an official's top priority during an altercation?
2. The referee (3-official system) should take what 2 actions once play has stopped and an altercation is taking place?
3. When an altercation occurs, list at least 4 actions the linesman should take?
4. When an altercation occurs in open ice, list the procedure that should be followed by the linesman?
5. Describe the proper procedure that a linesman should follow when there are multiple altercations?

PENALTY SHOT PROCEDURES

The Basic Level Manual carefully outlined the procedures for calling and executing a penalty shot. This section will explore some more technical aspects of awarding penalty shots and the positioning for the three-official system.

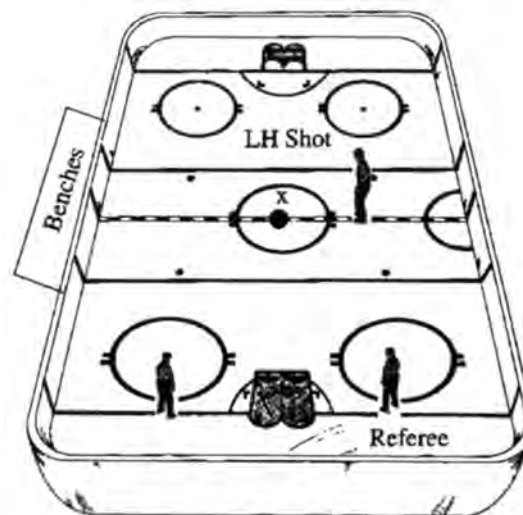
Who Takes The Penalty Shot?

Based on the infraction, there are some instances where the referee will designate who will take a penalty shot while in other cases the non-offending team is allowed to designate the shooter from players who were on the ice at the time of the infraction. The general rule is the referee will designate the player who was actually fouled when a penalty shot is awarded as a result of the foul. When no individual player was fouled, the captain of the non-offending team shall designate the shooter.

Positioning: Three-Official System

The positioning for the three-official system for a penalty shot is similar to that of the two-official system. The back linesman will be positioned at center ice facing the players' benches. This linesman's responsibility is to watch the non-participating players for infractions and for potential altercations. If the linesman feels the potential for an altercation exists, a position standing between the benches would be a good place to diffuse the situation.

The referee will be positioned on the goal line on the same side of the ice the player shoots from. This provides the best view to witness the penalty shot and will also minimize the chances of being struck by the puck. The referee will ultimately determine the result of the penalty shot (goal or no goal) and will determine if any infractions occurred during the penalty shot. The referee's whistle will start and end the penalty shot attempt. The front linesman will be positioned on the goal line on the opposite side of the ice from the referee and should assist the referee when requested to do so. This linesman should also be alert during the entire penalty shot attempt in order to be prepared to assist the referee when requested.



Penalty Shot Infractions

All of the on-ice officials must be alert for the possibility of these infractions being committed during the course of a penalty shot attempt. Although these infractions are rare, they must be identified in order to ensure a fair and legal penalty shot has taken place.

- Interference by a non-participating player: If the shot fails, the penalty shot must be retaken and the interfering player is assessed a misconduct penalty.
- Foul is committed by the goalkeeper: If the shot fails, the penalty shot is retaken and the proper penalty is assessed to the goalkeeper whether or not a goal was scored.
- Infraction is committed by shooter or shooter's team interferes with goalkeeper: the penalty shot is stopped and forfeited with the proper penalty being assessed and play resuming with a neutral zone face-off.

Penalty Shot Procedures Review

The following questions highlight some of the key points you should have picked up from this chapter. Take a few minutes to review what you have learned about penalty shot procedures. When finished, you can compare your answers to the correct answers that appear in the back of this manual.

1. When a penalty shot is awarded as a result of a foul, who designates the player who will take the shot?
2. Who designates the player taking the penalty shot in the following situations?
 - a. displacing the goal post during a breakaway?
 - b. illegal entry into the game?
 - c. deliberate illegal substitution with less than 2 minutes remaining?
 - d. throwing stick?
 - e. falling on the puck in the crease?
 - f. picking up puck from crease area
3. Where should the back linesman position himself during a penalty shot?
4. What is the proper position for the referee during a penalty shot?
5. The proper position for the front linesman on a penalty shot is where?
6. Give 2 examples of infractions that could be committed during a penalty shot and the proper procedure to handle each one?

OFF-ICE OFFICIALS AND THEIR ROLE

The Basic Level Manual outlined the duties and responsibilities of the off-ice officials needed at the lower levels of hockey. Those positions obviously need to be filled at higher levels of hockey also. However, there are some additional off-ice officials needed to efficiently conduct a higher-level game. This section will review these positions and define their roles.

Off-Ice Officials (Intermediate Levels)

The timekeeper, scorer and penalty bench attendants are off-ice officials who are necessary for games at the lowest levels of hockey. In essence, these are the bare minimum. As officials move on to higher-level games or officiate tournaments, there may be some additional off-ice officials present to help in conducting the game. These officials will also play an important role in the conducting of the game in a smooth and efficient manner. The following identifies some additional off-ice officials and defines their responsibilities:

• Goal Judges

- One goal judge at each end of the ice.
- They do not change ends anytime during the course of the game.
- Only decision is whether the puck has completely crossed the goal line.

• Penalty Timekeeper

- Keeps records of all imposed penalties.
- Ensure that all penalty times are served correctly.
- Responsible for the correct posting of penalties on the scoreboard.

• Assistant Scorer

- Records shots on goal.
- Records plus-minus information.
- Assists the official scorer in conducting of duties.

• Public Address Announcer

- Announces starting line-ups and playing line-up changes.
- Announces goals, assists, and shots on goal.
- Follows proper procedure when announcing penalties.
- Serves as the verbal communication between the referee and the audience.

• Proper Authorities

- The immediate governing body of the teams involved.
- All official game reports or suspensions must be forwarded to the proper authorities at the conclusion of the game.

Working With Off-ice Officials

In working with off-ice officials in various cities, officials will often find a wide array of competency. Some areas have a strong core of off-ice officials who are experienced and understand their roles. Other areas may require the referee to spend a little more time with the off-ice officials in order to ensure they perform their functions properly. Never take anything for granted in terms of the competency of a new crew of off-ice officials.

The pre-game meeting with the off-ice officials provides an excellent time to review their responsibilities and gauge their competency. If they appear to lack knowledge of their roles, the referee may choose to spend a little extra time with them early in the game to make sure everything is accurate. For the most part, off-ice officials working higher levels of hockey should be familiar with their duties and basic responsibilities are not a problem. If this is the case, the referee should use the pre-game meeting to discuss more technical aspects. Communication will be the key to problem prevention once the game begins.

During the pre-game meeting, the referee should remind each off-ice official of their key responsibilities. The following suggestions are some good reminders that will help prevent problems later.

• Goal Judges

- Never use any hand gestures
- Review the procedure for disputed goals (go to neutral area where you can communicate, give version briefly only when asked and avoid gestures of any kind, report to officials' room during intermission to discuss further)
- Only determination is whether puck completely crossed the goal line

• Penalty Box Attendants

- Review procedure for releasing players receiving coincident penalties (wait for linesman to escort players)
- Review the procedure for altercations (always shut door after player enters, watch for players coming off of the bench, allow one team at a time to exit ice after ejected)

• Penalty Timekeeper

- Review the penalty assessment procedure used by the referee (if referee does not stop at a penalty bench, a single minor penalty is assessed)
- Review the coincident penalty and penalty expiration interpretations

• Timekeeper

- Reminder not to blow the horn to get officials' attention
- Review the procedures used during intermissions to notify teams and officials

In addition, the referee should be prepared to answer any questions the off-ice officials have during the pre-game meeting.

The referee shall have general supervision of all off-ice officials during the course of the game. Any incompetent off-ice officials or off-ice officials who are not behaving properly should be removed from their duties immediately and the proper authorities should be notified at the conclusion of the game. In most cases, the home team is responsible for hiring off-ice officials and should immediately replace the off-ice official removed from the game.

Off-Ice Officials and Their Role Review

The following questions highlight some of the key points you should have picked up from this chapter. Take a few minutes to review what you have learned about change of players. When finished, you can compare your answers to the correct answers that appear in the back of this manual.

1. Name, by title, the minimum number of off-ice officials needed for a game?
2. Name 5 additional off-ice official positions beside those named in question 1?
3. What are the 2 objectives of the pre-game meeting with the off-ice officials?

POST-GAME DUTIES AND RESPONSIBILITIES

Your job as an official is not over once the final horn sounds to end the game. Monitoring the players leaving the ice, signing the scoresheet, and filling out game reports are all necessary duties of the on-ice official. The Basic Level Manual described the proper procedures for the handshake line and signing the scoresheet. The intermediate level official may have some additional responsibilities which we'll cover in this section.

Filling Out The Game Report

Several situations, or even governing bodies, may require the officials to submit a game report following the game. This is especially important when an infraction is called which calls for the suspension of a player or coach. The official game report will serve as the official's version of the incidents occurring on the ice. Online game reporting systems are now used in most areas and can be completed immediately following the game while sitting in the officials' dressing room. Use the following guidelines when completing the game report.

- Collect necessary information from the game while you are still at the rink including partner information, teams, penalties assessed and other data pertinent to the reporting process.
- Discuss the incident with your partner(s) and confirm their version of what occurred. If they did not see the incident or have a different version of the incident, include that in the reporting process.
- Complete the required fields accurately and completely. Don't guess. If you're not sure what the correct answer it look it up using the tools available.
- Be accurate and thorough in your description of the incident. Be specific as to players involved and what actions were taken. Avoid any opinions or editorial

comments. Only state the incident as you saw it and the thought process that took place to arrive at the penalty(s) that were assessed.

- Review the game report prior to final submission. Save the online version and come back to it a few hours later to review and edit as necessary to provide the most complete and accurate information possible. When confident the report is complete and accurate, follow the submission process and forward to any other personnel that require a copy. If possible, attach and electronic version of the scoresheet to the report.
- When a more serious infraction occurs (i.e. match penalty), contact your Local Supervisor as soon as possible to provide them with the basic details of the incident so they can follow up with the appropriate people. Be prepared to provide additional information as needed and answer any questions that may be asked of the incident honestly and accurately.

Leaving The Rink

Although the arena may be empty as you prepare to leave the arena, you may still be unable to avoid seeing some players, coaches or spectators who have been hanging out. If at all possible, take a different route to the exit in an effort to avoid confrontations. Walk out of the arena as a team to avoid dangerous situations where someone may be specifically waiting for you. Maintain a professional off-ice appearance to ensure you garner the same respect and credibility you earned on the ice. When approached or casually conversing with a player or coach, act courteous and professional and never criticize or question your partner(s) calls. You would certainly expect the same courtesy from them. Your demeanor and actions as you leave the arena will oftentimes be noticed and may contribute to your image as an official who takes pride in his/her performance.

Post-Game Duties and Responsibilities Review

The following questions highlight some of the key points you should have picked up from this chapter. Take a few minutes to review what you have learned about post-game duties and responsibilities. When finished, you can compare your answers to the correct answers that appear in the back of this manual.

1. Once the final horn sounds, name 3 duties that an official must carry out?
2. Outline several guidelines that should be followed when filling out a game report?
3. What are some good ways to avoid trouble when leaving a rink?

HOCKEY OFFICIATING: THE MENTAL GAME

The physical aspects of officiating have been well documented in the Basic, Intermediate and Advanced Officiating Manuals. Skating, conditioning, positioning and procedures are important parts of being an official at all levels of hockey. However, the characteristic that tends to separate the excellent officials from the good officials involves the mental aspect of the game. The top officials working at the highest levels are most likely to be the strongest officials mentally. This section will attempt to explore the “thinking” aspect of officiating and will give you ideas on how to improve the mental side of your game.

Mental Preparation

The mental aspect of your officiating starts well before you even receive the game assignment. In order to have a complete and thorough knowledge of the rules and interpretations, which is expected of every official, he/she must continually review resource materials. Simply reviewing the rule book to complete the exam and otherwise only when special situations occur is not enough to become proficient in the rules. Rule knowledge is an ongoing process supported by practical experience and review of the written resource materials regularly.

The same holds true for developing a complete understanding of officiating procedures and positioning. Reviewing the officiating manuals and watching other officials perform and practice techniques are all necessary requirements for an official to become proficient in these aspects. Repetition has been proven to be the most successful means of improving these skills. Concentrate on your positioning when working lower-level games which may not require your maximum ability. Practicing good positioning and procedures will lead to performing good techniques without having to think about them. Instead, you will simply react properly according to the situation.

Successful officials establish a pre-game routine which is followed prior to every game. Arrival at the rink well before game time allows the official to focus on the task at hand. Anticipating what type of game to expect and any special circumstances will allow the official to mentally prepare specifically for those situations. While driving to the rink and getting dressed, replaying previous situations and games in your mind has proven to be an effective tool in preparing mentally to handle any situation that may occur. Establishing the same routine for every game will minimize surprises and allow the official to prepare mentally without distractions.

After the game, good officials will discuss game situations with partner(s) and will replay special situations in their minds. This will also help the official to mentally prepare for future assignments as the experience will not be soon forgotten. Identifying situations which could have been handled differently will help an official avoid reacting the same way during similar situations in future assignments.

Working With Partners

By now in your officiating career, you have probably figured out that you cannot do everything on your own. Officials must work together as a team and failure to do so will be recognized by the teams and spectators. As mentioned several times before, the pre-game meeting is an important time for officials to establish a team atmosphere. The pre-game meeting can also be used as an opportunity to assess the mental state and personality of your partner(s).

Sometimes, your partner(s) may not be mentally prepared to handle the task at hand. A bad day at the office, difficulty in getting to the rink, or simply not being prepared to officiate may contribute to a lack of mental preparedness of your partner(s). Recognizing this prior to stepping on the ice will allow you to address the concern in a manner that will improve the situation. Some last-minute changes in your approach or an effort to promote the concentration of your partner(s) will go a long way in improving the performance of the officiating team on the ice.

Prior to stepping on the ice, you will also want to assess the personality of your partner(s), especially when working with an official for the first time. Different personalities or styles may compliment each other when working as a team on the ice. In contrast, a style that is in conflict with your own may call for an adjustment in your approach to ensure a team atmosphere and acceptable performance. Although you may not agree with the approach of your partner(s), identifying this difference prior to the start of the game will eliminate surprises and allow the game to still flow smoothly.

Some other mental aspects that should be addressed during the pre-game meeting is the covert signals used by officials to communicate information. Eye contact between linesmen may be all that is necessary to determine who will assume the off-sides call. An official who gives the “scared deer” look will signify to the other officials he/she has no clue as to what just happened and is looking for some help. A quick glance at your partner may signify uncertainty or confirm the right call was made. These subtle communication methods will enhance the appearance of teamwork while going unnoticed by participants in the game. Review of these methods prior to going on the ice and during stoppages will enhance the mental preparedness of the officiating team.

On some occasions, you may have to take the initiative in maintaining the officiating team’s concentration and awareness. The concentration on the events as they occur will separate top officials and top officiating teams. When the team may be down a bit or your partner(s) are not at the top of their games, your efforts to bring them back up will play a major role in the success of the team. Constant communication during stoppages or while handing the puck to your partner will help maintain a certain level of concentration. “Keep working hard” or “Let’s finish strong” are just a couple of

ideas of how to communicate with your partner(s) to help them maintain awareness and concentration.

A lack of concentration will sometimes lead to self doubt as a result of not being totally sure the correct call was made. When a member of the officiating team starts questioning his/her own calls, the entire team suffers and all calls will soon be questioned. Maintaining the focus and concentration of your partner(s) will help prevent this situation from occurring.

While a certain amount of arrogance is needed to officiate successfully, this arrogance should not be directed at your partner(s). When one official is considered greater than the team, it will become difficult to maintain a high level of concentration and teamwork. The end result is an officiating crew who will not perform well.

Anticipation

Anticipation can be defined as: the ability to predict the sequence of events as they are likely to occur. Awareness has been discussed in several sections of the Officiating Manual series and anticipation always seems to be mentioned in conjunction with awareness. An official who successfully anticipates the play will have a head start on all other officials when they respond to similar situations.

The ability to anticipate the play can be driven by mental preparation. Knowing what to expect at each stage of the game or event is a result of experiencing similar situations during previous games. Reviewing each game in your mind prior to stepping on the ice will enable you to develop knowledge in a large range of situations which will help you anticipate the next sequence of events. Although you only want to react to what actually happens, anticipating what might happen will allow you to respond faster and put you in the best position to respond more efficiently.

The key is to be cognizant of the range of events that may occur. When done correctly, your response will be based more on reaction versus having to think what to do next. Successful officials will also be able to recognize different ranges at each level of play and will anticipate the sequence of events accordingly. You would not expect a nine-year-old player to respond to a situation the same as you would expect a skilled 17-year-old. Hence, the official will anticipate different sequences for each level.

Officials who appear confused and are often getting hit by the puck or players are most likely attempting to divorce themselves from anticipation. Their efforts are focused only on reacting to the play in order to avoid making a wrong decision by anticipating the call. Although officials do need to anticipate the play, they want to avoid getting into the habit of anticipating a call. Officials who do not have anticipation skills also tend to be slow in responding to important developments and appear to be indecisive.

Normalizing Tactics (Selling The Call)

Successful officials also have the ability to make their decisions appear normal and proper. In essence, they “sell” their call. Although officials always want to make the correct decision, supplementing any decision with normalizing actions will lend credibility to every call they make. Body movements, facial expressions and verbal communication are all tools that can be used by officials and recognized by participants to support the accuracy of the call. Precise, confident and decisive actions will contribute to the acceptance of the call.

In many cases, the acceptability of the official may depend on how well the official convinces others of the appropriateness of his/her decisions. Even if an official misses a close call, the actions used to convince everyone the call was correct will lend credibility to the official.

There are several effective means of selling a call. Personal appearance will play a large part in the official’s ability to sell a call. An official who looks sharp will receive more respect than the official who does not take pride in his/her appearance. The official should always maintain an image of composure that will show the audience there is no need to panic because the correct call was made.

The way in which the official blows his/her whistle also contributes to the ability to sell a call. One quick, sharp blast will portray confidence while a slow, soft whistle signifies indecision. Good, crisp signals helps the participants see confidence in the official’s call while firm vocalization will send the message that the play was seen and interpreted correctly. Effectively selling your call will minimize questions regarding your judgment and will improve your overall acceptance.

Hockey Officiating: The Mental Game Review

The following questions highlight some of the key points you should have picked up from this chapter. Take a few minutes to review what you have learned about the mental aspects of officiating. When finished, you can compare your answers to the correct answers that appear in the back of this manual.

1. How do you become proficient in the playing rules?
2. How do you develop a complete understanding of officiating procedures and positioning?
3. Name 3 elements of a successful official's pre-game routine?
4. Name 3 elements of a successful official's post-game routine?
5. What does "Anticipation" mean?
6. What is it called when officials make their decisions appear normal and proper? What are the tools used to "sell a call"?

COMMUNICATION WITH PLAYERS AND COACHES

Communication Before And After The Game

The Basic Level Manual presented some verbal communication techniques officials can use during the course of the game. There may also be times when an official will cross paths with a player or coach either prior to or after the game. In these instances, there are some basic guidelines all officials should follow to maintain the professional integrity of everyone involved.

Be sure to limit conversations with participants before and after the game to issues pertaining to rules interpretations or non-hockey subjects. A brief, professional and courteous conversation may clear up some questions the player or coach has regarding a particular rule. As with verbal communication during the game, avoid entering into discussions on judgment situations or “what if” scenarios.

Remember not to discuss other officials, coaches or teams. You never know if that information will get back to the party you are talking about. Criticizing your fellow officials will only diminish your credibility and the other officials. Finally, avoid conversations with the media, especially regarding a particular game or incident. Many higher-level leagues have a strict policy in regards to an official’s relationship with the media.

Working With Captains

An official who is moving up the officiating ladder may find out that often the captains of each team may be the only friends you have on the ice (other than your partners). Other times, the captain may be your worst enemy. Successful officials have generally developed a strong relationship based on mutual respect with the captain.

There is usually a reason as to why a particular player is chosen to captain his/her team. They may be the best player, a team leader or simply the most knowledgeable regarding the rules. All of these characteristics could work towards the official’s advantage provided a mutual respect is established. The captain of the team probably has more control over the actions of his/her teammates than you and can definitely help you out during difficult situations.

Developing a mutual respect with the captain is not always an easy thing to do. You must first show him/her respect by being honest and truthful. Admit when you make a mistake and answer all reasonable questions in a precise and accurate manner. Make an effort to not only give the captain the how’s and what’s, but also the why’s to any question or concern he/she may have.

Try to be sympathetic when talking to the captain and listen to his/her concerns. Anytime you are carrying on a one-on-one conversation, be soft spoken and do not lose your cool.



Losing your cool will imply the player has gotten to you and will effect your next call.

In developing this relationship, it is important to know what to expect from them and explain what they should expect from you. At some point, the captain may cross the line and your response must be firm. Doing so will help develop the relationship by allowing the player to better understand your position, similar to setting a standard in penalty calls.

Verbal Communication During Play

Verbal communication during play can be an effective tool to keep the play moving and avoid unnecessary stoppages. You may also be able to talk players out of penalties or prevent players from continuing altercations. Some important rules to keep in mind when communicating verbally during the play is to be specific, allow ample time for a response to your request, and be prepared to back up your verbalization with the appropriate call if the action continues.

The following chart gives some examples of specific phrases that may be used by officials in various situations.:

Play In Front Of The Goal
“Keep your sticks down.” “Let go in front.” “Watch the crease.” “Keep it clean in front.”
Goalkeeper Freezing The Puck Unnecessarily
“Move the puck.” “Keep it in play.” “Play the puck.”
Puck Stalled Along The Boards
“Move the puck.” “Get the puck moving.” “Play the puck.” “I’m not blowing the whistle.”
Altercations
“You’re done.” “Lines are here.” “I got you covered.” “Go to your benches.”

Communication Tips

The Basic Level Manual presented some communication tips that should be reviewed and practiced by all officials. In this section, some additional tips utilized by higher-level officials are presented to help you improve your on-ice communication skills.

- Avoid coaching the players. Minimize your verbalization to only what is necessary. For example, during a delayed off-side tag-up situation, one attempt to verbalize by the linesman is acceptable, but repeating the command several times may be perceived as coaching the players or giving one team an advantage.
- Avoid threatening players or coaches. Threats are extremely difficult to back up and provide an easy means to lose credibility. If you tell the player to keep his/her stick down or you will call a penalty, when the stick does not go down, you are forced to call the penalty, even if it is at an inopportune time. Not calling a penalty destroys your credibility.
- Instead of threatening the players, use language that calls for a stop in their action. Simply telling the player to keep the stick down in an authoritative voice will generally receive a positive response. This approach does not challenge the player to repeat the action and avoids a situation where your hands are tied and have to assess a penalty at an inappropriate time.
- Avoid becoming too talkative. The official who yells “let go” every time two opposing players come together will lose the impact of the verbalization after a while.
- Extend compliments to players and coaches when appropriate. A brief “Nice save goalie,” “Nice pass” or “Thanks coach for your help on the line changes” between you and the individual will be accepted graciously and show the individual you appreciate their efforts.
- Be flexible and show some personality. A quick smile during a stoppage or a brief comment as you skate past a player will enhance their respect for you and express your attitude of having fun.
- Be confident and secure in your calls. Even though you may admit that a mistake was made, your confidence should not be affected and the next call must carry the same confidence and security.
- Use voice intonations to your advantage. You will always want to be soft spoken when speaking to a player one-on-one. However, there may be some instances when you want other players to hear what you are saying. In this case, a stronger and firmer voice may be used to get your message across.

Communication With Players and Coaches Review

The following questions highlight some of the key points you should have picked up from this chapter. Take a few minutes to review what you have learned about communication with players/coaches. When finished, you can compare your answers to the correct answers that appear in the back of this manual.

1. A coach sees you before the game and starts to ask you about a call they had in last weeks game, what should an official do?
2. What do successful officials and Captains normally operate?
3. Which of the following is not appropriate to say to players:
 - a. "Move the puck."
 - b. "Watch the crease."
 - c. "Goalie its behind you."
 - d. "Play the puck."
4. Which of the following is a threatening comment:
 - a. "Sticks down in front."
 - b. "Next time I'm calling it."
 - c. "Keep it moving."
 - d. "Let him go."

COMMUNITY RELATIONS AND INVOLVEMENT

There is more to being a USA Hockey official than simply becoming registered and working games. The entire USA Hockey organization is designed to work together to create a positive hockey environment for all USA Hockey participants. Your relationship with the local youth hockey organizations and your actions off of the ice will play a large part in your success as an official. Officials who are active off of the ice in their local area are also contributing a great deal to the overall success of USA Hockey. After all, we are all supposedly in this for the kids.

Relationship With Youth Hockey Organizations

The relationship you have, either as an individual or part of an officials' group, with the 'other factions of the hockey community plays an important part in your success and the success of youth hockey in general. Without the youth hockey organizations, there would probably be very little need for officials. A positive relationship with the youth hockey leaders and coaches will go a long way in supporting a positive hockey environment for everyone, including the officials.

The most controversial aspect of an official's relationship with the local youth hockey organization is in establishing game fees. Deep down, everyone wants to be fair to the officials. However, the officials also need to be sympathetic to the needs of the youth hockey organization and take an active role in keeping costs down for the players. There is a fine -line between being fair to the officials while also being fair to the players. Local officials who do not cross that line in either direction by establishing fees in a combined effort with the youth hockey organizations tend to officiate in a less hostile environment with more respect flowing in both directions.

Another important part in the relationship with youth hockey organizations involves the assignment of games. Who assigns the games often becomes an important issue, especially when not done properly. Whoever does assign the games, whether it be a representative of the officials or hockey organization, has the responsibility of ensuring a fair distribution of games while assigning officials who are qualified to work at the appropriate level. Failure to do so will not meet the hockey organizations' expectations of having qualified officials at each game in addition to minimizing the potential for growth on the officiating side.

If the youth hockey organization had its choice, it would probably always want the best available officials on the ice for every game. Officials realize this is not possible in the overall scheme of developing officials and allowing for growth among the officiating ranks. An assignor who does not take the necessary time to promote the best interests of both sides will hamper the progress of both groups. This aspect of the

relationship will effect the overall hockey environment greatly.

Ideally, the goal should be to assign qualified officials who are at a competent level to successfully officiate the game. Not every squirt game is easy, nor is every midget game difficult. It is impossible for the assignor to know the character of the game before the game even begins, making this ideal situation even more difficult. The assignor must keep in mind that a particular official may not be a very good official at the squirt level while being quite competent working a bantam game and vice versa.

A special effort is also needed by the assignor to schedule lower-level games with a new official working with an experienced official. This is the best possible learning environment for the new official and will help ensure the game is officiated in an acceptable manner. This concept is often difficult for the assignor who is just trying to get the game filled. The tendency is to fill the slots with the first two available officials or sometimes experienced officials will not accept the assignment because it does not pay as well. In this case, everyone loses. The players have inexperienced officials on the ice, the officials do not have a positive learning experience, and the overall hockey environment is less positive, making the experienced officials' and assignors' jobs more difficult.

The turnover rate for officials is quite high. Verbal abuse, lack of assignments and inability to advance are the most common reasons officials decide to hang up their stripes. These issues should be addressed in all areas of the country. At the same time, each local group of officials or youth hockey organization needs to actively recruit officials. Even if there appears to be an abundance of officials now, that will change. And without an ongoing recruiting program, the local area may find themselves in dire need of officials, especially experienced officials. Remember, your experienced officials of today are those who started several years ago.

There are several ways to actively recruit officials. The most effective means appears to be working closely with the youth hockey programs, promoting the idea of coaches and players becoming involved as officials. Most people agree the best officials are often those who have played the game. Most youth organizations have access to player rosters and addresses where a direct mailing can be distributed soliciting involvement of players and coaches. This approach should be completed during the spring or summer in order for the prospective officials to get a head start on the registration process. The start of the season is simply too late.

Posting recruiting posters and officiating information at the local rinks can also be used as an effective recruiting tool. Submitting an article for the youth hockey newsletter or utilizing the youth hockey organization to send a third-party mailing to their members may also be useful;

Once the official has been recruited, it is important to provide opportunities for advancement and development. Pushing an official too fast may do more harm than good. However, in most cases, the newer official is brought along too slowly and is not often challenged. Providing new challenges will enhance development, promote enthusiasm, and provide incentive for the official to continue development. Gradually exposing the official to the three-official system as a linesman at lower levels and then working his/her way up the ladder as a linesman and as a referee will best allow for development.

An end-of-the-season tournament or playoff assignment as a reward for his/her hard work and dedication will also go a long way in the official's advancement and development. Providing the official with information regarding advanced officiating seminars or development camps will contribute greatly to the official's development and desire to be the best official possible. Your efforts will be supported by the youth hockey organization provided you have a positive relationship.

Another area where officials need to make an effort to improve the overall hockey environment is communicating with players/coaches off of the ice. Arrange to meet with each team at the beginning of the season to discuss rules and answer questions. Educate them on officiating so they have a better understanding of why you do your job the way you do. This is an excellent opportunity to develop a positive relationship by addressing their concerns also. This approach will dramatically improve your relationship on the ice and make your job easier. Don't wait for them to invite you. Volunteer your time at the start of each season and see what type of response you get.

An aspect of the officials' relationship with youth hockey organizations everyone would prefer not to deal with is suspensions. The official's role in dealing with suspensions is quite clear. Make the appropriate call, file an accurate game report in a timely fashion, and provide additional information and recommendations only when asked. Following this approach will earn the respect and support of the local governing body and you will find the appropriate action will be taken based on the degree of the incident. Being overly aggressive in pursuing suspensions will only give the impression you are out to get that particular individual and don't care as to what is in the best interest of the game.

All of these aspects are important means for an official or an officials' group to establish a positive working relationship with youth hockey organizations. This positive environment may generate some other joint programs such as establishing a scholarship program for players and officials. This type of hockey atmosphere can only benefit everyone who is involved, including officials.

Taking A Leadership Role

As an intermediate level official, your involvement with hockey may take on a more active leadership role. New officials will look up to you as someone they should emulate. The officiating program, both locally and nationally, is constantly looking for officials to become more involved and give something back to the program. We feel hockey has given you a lot, whether it was as a player, coach or official. Many times, an individual simply does not have the resources or time to dedicate to volunteer activities. For those that do, consider becoming more involved in the programs listed below.

- Lead by example both on and off the ice.
- Assign games or assist an assignor in your area. Work with new or younger officials; USA Hockey Officiating Mentor Program
- Become a trained USA Hockey Officiating Evaluator
- Assist with local seminars or become a Seminar Staff Instructor

Community Events

There are some other ways you can become involved with the community that will shed a positive light on officiating or hockey as a whole. These events are often fun, provide opportunities to meet and work with new people and are rewarding. Consider these options as you explore ways of promoting hockey and becoming more involved.

- Give something back to the game:
 - **time** – volunteer to work at the concession stand, spruce up the local rink, etc.
 - **expertise** – meet with coaches and parents to discuss rules, volunteer to help, learn to skate program
 - **enthusiasm** – show everyone how much the game means to you; smile
- Sell the game of hockey to the public
- Organize or participate in a hockey (or officiating) golf outing. It is a great way to get people together and have fun.
- Organize or participate in a hockey (or officiating) banquet. This is a great way to bring people together and recognize accomplishments.
- Schedule an end-of-season fun hockey game for the officials. Maybe ask the coaches to officiate.
- Donate officials' time for special events (no game fee). Officials who are not willing to work these events are probably not officiating for the right reasons.
 - charity games
 - sports festivals
 - select team tryouts
- Serve on committees and attend meetings that will best serve the game:
 - rink construction
 - membership drives
 - fundraising

Community Relations and Involvement Review

The following questions highlight some of the key points you should have picked up from this chapter. Take a few minutes to review what you have learned about community relations and involvement. When finished, you can compare your answers to the correct answers that appear in the back of this manual.

1. What are three ways to volunteer your time?

ROLE OF THE EVALUATOR

Through The Eyes Of The Evaluator

Probably the best avenue any official has to identify strengths and weaknesses is to work with their local evaluators. These individuals have been trained by USA Hockey to provide constructive performance feedback to officials of all levels. They are, in essence, “coaches” of the officiating world who are there to help you become a better official.

A good evaluator will provide the official with the means to improve. He/she will identify the official’s strengths and note areas where improvement has been made. In addition, he/she will identify those areas where the official needs to improve and will give the official information on how to improve. Instead of just identifying the official as being a weak skater, the evaluator will tell the official to bend his/her knees more and work to achieve full extension. This performance feedback will enable the official to practice and concentrate on those areas where improvement is needed while recognizing those areas where the official has done well.

The USA Hockey Evaluation Form is broken down into seven main areas. These areas are the skills which are most obvious to the success of the official. Each general area is also divided into more specific topics that best exemplify the skills needed to be a successful official. The following provides you with the seven main areas and their specific skills. They will not only be most visible to the evaluator, but have also been identified as those officiating skills which are most visible to the spectator:

Appearance

- **uniform** – skates, laces, sweater, trousers, grooming, proper fit
- **attitude** – enthusiasm, arrogance, confidence, outlook on the game, players and partners, enjoyment of the game
- **presence/poise** – reaction under pressure, condition, mannerisms, temperament

Skating

- **forward** – balance, stride, starts, stops, turns, posture, agility, quickness
- **backward** – balance, stride, starts, stops, turns, posture, agility, quickness
- **hustle** – staying with play, skating hard when necessary, adjustment to tempo, effort

Position

- **goal line** – movement toward and away from goal, field of vision
- **blue line** – reaction to play, using the line
- **reaction to play** – proximity to play, anticipation, coverage for partner, use of boards, flow of play
- **stoppages** – positioning to see majority of players, proper position for face-offs, skating lanes after whistle, position during altercations

Face-Offs

- **control of players** – encroachment, communication, player ejections, player position
- **stance/drop** – presentation, stance and drop, set up, sequence, appropriate for age level
- **movement out** – hesitation, backward skating, partner release, position, hustle

Signals

- **execution** – crispness, conciseness, clarity, verbal, correctness, posture
- **assessment procedures** – stopping play, movement after signal, reporting penalties

Judgment

- **rule knowledge** – playing rules and interpretations, spirit and intent of each rule
- **rule application** – penalty assessment according to guide lines, points of emphasis
- **consistency** – assessing similar situations in similar manners, how external factors contribute to judgment
- **decisiveness** – confidence and quickness in making calls, correctness of calls, overall demeanor
- **game control** – taking charge of difficult situations, game management and penalty selections

Awareness

- **rink conditions** – inspection of rink, debris on ice, broken sticks, displaced goals
- **during play** – actions behind the play, reading and reacting to various game situations, communication with partner
- **during stoppages** – anticipation of altercations or other actions, line changes
- **teamwork/communication** – communication (verbal, and signals), quickness to reacting to partner’s actions, enthusiasm towards partners

All of these traits have been thoroughly covered in the Officiating Manuals. For more information about a particular trait, please refer to the appropriate section in the manuals.

Officiating Supervisors

Different from an evaluator, the officiating supervisor may also be helpful to you in your officiating endeavors. These supervisors are generally appointed by the Officiating Program or by a particular league or organization to act as an officiating administrator on a local level. They will often be the liaison between the officials and the league or youth hockey organizations.

In some cases, officiating supervisors may assign officials to special events like a district or regional playoff. They will critique your performance on occasion, only less formally

than an evaluator would. Their involvement may include serving on suspension committees and will represent the officials at league or organization functions (such as meetings).

Finally, most officiating supervisors are there to assist the officials in the performance of their duties and handle all of the local administrative issues. This allows the official to concentrate on the game versus off-ice situations. Working with the local officiating supervisor will prove to be a valuable tool for every official in developing the best possible officiating environment.

Role of the Evaluator Review

The following questions highlight some of the key points you should have picked up from this chapter. Take a few minutes to review what you have learned about role of the evaluator. When finished, you can compare your answers to the correct answers that appear in the back of this manual.

1. What is the Evaluators job?
2. Name the seven main skill areas of officials that are most visible to the spectator?
3. What's the difference between an 'Evaluator' and a 'Supervisor'?

ANSWERS TO REVIEW QUESTIONS

The following consists of the correct answers to the review questions that have appeared at the end of each chapter. Compare these correct answers to your answers for each of the questions in order to find out how well you understand advanced officiating philosophies and procedures.

Personal Appearance Review

- Both on and off the ice, it allows you to gain instant respect and credibility by promoting a positive first impression.
- Buy trousers with sewn-in creases
 - Use baby oil or car wax to polish and clean up your helmet
 - Protect visor with cloth cover and use special care to keep clean and scratch free
 - Use nail polish or a protective coating over the toes of your skates
 - Avoid wearing jewelry
 - Use white tape on your whistle to protect your mouth
 - Use skate guards on your skate blades when not using them
 - Wear full protective equipment
- Stick gauge
 - Tape Measure (at least 72 inches long)
 - Officials memo pad
 - Game report forms
 - Spare whistles
 - Needle and thread
- On-ice posture will contribute to how you are perceived by players, coaches and spectators. An official who stands upright and promotes an image of being in control will be viewed more positively.
- A shirt, tie, dress slacks and sport coat or suit should be worn by all officials during this important part of the season.

Physical Conditioning Review

- It contributes to the overall acceptability of the official in the eyes of the game participants. An official who is in good physical condition will look and perform better.
- The easy stretch and the developmental stretch
- Breathing should be slow, rhythmic and under control. Exhale when bending forward to stretch.
- This reflex keeps the muscles from being injured. When muscle fibers are stretched too far a nerve responds by sending a signal for the muscle to contract.
- Water
- Pasta, cereals, potatoes, breads and fruits.

Fundamentals of Skating Review

- Skating
- The inside and outside skate blade edges.
- The “V” start.

- The “T” start.
- The “Control Stop.”
- Knee bend, body rotation of 90 degree’s, skates shoulder width apart, slight backward body lean and finish in the “Ready Position.”
- Skating backwards
- Thrust of the inside edge with the skate in a heel-out/toe arc, full transfer of weight to the glide leg upon completion of the thrust, exaggerated knee bend, full extension and full recovery and proper weight distribution.

Pre-Game Duties and Responsibilities Review

- To allow the lines of communication to be opened and help establish a mutually agreed upon base from which to operate during the game.
- Hand pass procedure, playing the puck with the stick above the shoulder, stoppages caused by the puck going out of play, covering for your partner, face-off encroachments, locating face-offs, handling late line changes, intentional off-sides, controversial and multiple penalty situations, altercations, infractions behind play and special league rules or points of emphasis.
- Existing suspensions of players or coaches, general conditions of arena, proper function of clock, goal lights and other electronic equipment, timing procedures for warm-ups and the start of the game, intermissions, special events, goal judge responsibilities and procedures, penalty bench attendants responsibilities, stacked penalty situations, penalty times according to ages, new playing rules.

Conducting Face-Offs Review

- To see that each player has exactly the same opportunity to win the draw, that each team has an equal chance to gain possession of the puck.
- The official.
- The attacking team’s center must enter the face-off area first and properly place his stick on the ice followed by the defending team’s center.
- Direct and specific communication with the players.
- It is done verbally by the official conducting the face-off. The official should maintain his/her stance, using no body motions while ejecting the player.
- This is when a player’s skate enters the face-off circle, crosses the hash mark or when he/she makes any physical contact with an opponent before the puck is dropped.
- The center of the offending team should be ejected.
- Communication should take place throughout the game through eye contact, hand signals and verbal discussion.

9. The official should look around at the action of the players before moving; back out slowly so the officials skating direction can be seen by the players allowing them to skate around them and the official should normally go in the direction opposite the puck.

Positioning Review

1. To establish the best lines on vision and to be able to make the proper call.
2. The position of the puck.
3. Minimize your goal line movement, when play changes direction always turn or stop facing the play (center ice), avoid letting players get behind you, always maintain a smooth flow to your skating and minimize crossunders.
4. Always in the opposite zone as the puck.
5. The linesman should be inside the attacking zone and should fight to get to this position being sure not to stop short.
6. The linesman should move back inside the attacking zone.
7. The free linesman should shade towards the closest blue line.
8. The Back linesmen should move 10-20 feet out from the boards and 5 to 8 feet inside the zone.
9. The linesmen need to be aware of the players and escort the penalized player(s) to the penalty bench.
10. Patience is necessary as you **MUST HOLD** the blue line until you are sure that play is leaving the zone.
11. Cover for the referee in order to have the best view as to whether a goal is scored.
12. Make a quick decision and either go all the way into the goal line or not go in at all. Stopping half way shows indecisiveness and you could also end up being in the referee's way. Maintain the goal line position until the referee has established the proper position.
13. The back linesman should move up to the blue line in order to be closer to the play and to assist his partner in covering the blue line on any close plays at the line that may be difficult to see.
14. Allows the official conducting the face-off to exit safely & the official at the blue line has a better field of vision.
15. Eye Contact
16. When one official gets blocked or checked.
17. (1) Defensemen start to retreat and (2) a long completed pass near the blue line.
18. In case play makes and quick reversal in the neutral zone and to cover for your partner if needed.

Calling Off-Side Infractions Review

1. Skate contact.
2. Verbalization should only be used to enhance an approved signal.
3. The blue line is part of the zone that puck is in.
4. Possession and control in the neutral zone.
5. After all the attacking players have skate contact with the blue line at the same time.

Calling Icing Infractions Review

1. No. Although technically a potential icing exists in the rule, officials will generally give the team the benefit of the doubt on a very close play at the center red line.
2. A reasonable chance to play the puck.
3. Icing. However, if it goes into the goal, the goal is allowed.
4. The back official hustles to cover the far blue line.
5. Icing must be initiated immediately.

Establishing Face-Off Locations

1. Neutral zone face-off spot.
2. The Attacking team's defending zone.
3. At a neutral zone face-off dot just outside the zone of the team who iced the puck.
4. Neutral zone face-off spot.
5. Center Ice.

Assessing Penalties and Other Infractions Review

1. The way the official presents the call.
2. One of the officials should proceed to the penalty benches and escort the players back to their player benches.
3. The penalty time for the third penalty can not start until the first penalty expires. At the expiration of the first penalty, no player may return to the ice.
4. No. Only a bench minor or minor penalty.

Judgment Review

1. a. The use of the stick will be limited to only playing the puck.
b. The stick will not be allowed to in any way impede a player's progress.
c. The use of a free hand/arm will not be allowed to grab or impede a player's progress.
d. Players who use their physical skills and/or anticipation and have a positional advantage shall not lose that advantage as a result of illegal acts by the opponent.
e. Players will be held accountable for acts of an intimidating or dangerous nature.
2. Injury potential, loss of immediate scoring opportunity, immediate loss of possession or advantage gained and blatantly obvious.
3. The ability to make the same judgment call in same situations, both during the same game and from game to game.
4. Applying the rules incorrectly. Officials need to have a thorough understanding of the rules, their interpretations and their intent. In addition, officials must have a complete knowledge and understanding of the penalty guidelines outlined in the manuals.

5.
 - a. Roughing
 - b. Penalty if loss of balance occurs
 - c. Spearing
 - d. No Penalty

Awarding Goals and Assists Review

1. Signals a goal by blowing the whistle and pointing at the goal.
2. Washout signal may be used.
3. Referee drops the puck after goals.

Injured Player Review

1. He should immediately skate to the opponent who caused the injury.
2. The presence of blood does not necessarily indicate an infraction occurred or that the player is actually injured.
3. Was the injury actually caused by the infraction, Is the player actually injured or faking to draw a major penalty and did an infraction even occur or did a legal play take place.
4. A Match penalty
5. The officials must complete a game report immediately following the game and forward the report to the proper authorities as soon as possible.

Equipment Regulations Review

1. Using a manufactured stick measuring device or using a tape measure.
2. Officials using their own stick curve measuring device that they developed or simply using a dime.
3. The referee should assess the proper penalty, confiscate the stick, give the stick to an off-ice official and return the stick to the player at the end of the game.
4. The stick is automatically deemed to be illegal and the appropriate penalties shall be assessed to the player.
5. All measurements should be confined to the referee's crease or away from the player's benches. The goalkeepers stick, catching glove, blocker glove and leg pads can be measured.

Change of Players Review

1. If a substitute player coming off the bench plays the puck, checks or makes physical contact with an opposing player before his/her teammate is off the ice the too many players on the ice penalty should be assessed.
2. Penalty shot/Optional bench minor penalty.
3. When the goalkeeper is at the bench.
4. One player or more constitutes a line change and the home team always gets the last line change.
5. The referee will allow about 8 seconds for the visiting team to change. He will then raise his non-whistle arm facing the visitor's bench and allow the home 8 seconds to make a change. When the 8 seconds expires he lowers his arm and no further changes are allowed.

Altercations Review

1. The safety of everyone involved
2. He should hold the benches (not let any players come off the bench) and he should instruct any non-participating players to go to the bench area (goal keepers to crease area).
3. The linesman must work together as a team; clear the area from any debris on the ice such as sticks, gloves or helmets; move the goal net if the altercation occurs around the net; verbally communicate with your partner and the players; when the players have been separated escort your player to the penalty box and CLOSE THE DOOR.
4. Remove all debris and non-participating players from the area; communicate with your partner; each linesman should work from opposite sides of the altercation; enter together; lead with one arm over the top; work way in between players; escort players to the penalty box one at a time while talking with him.
5. Remove all debris and non-participating players from the area; communicate with partner; enter the most severe altercation; each altercation should be broken up one at a time; take all players to the penalty bench immediately after they are separated; close the penalty bench door after each player has entered; hustle back to the next most serious altercation.

Penalty Shot Procedure Review

1. The referee will designate the player who was actually fouled who will take the penalty shot
2.
 - a. Referee
 - b. Referee
 - c. Team captain from players on ice at time of infraction
 - d. Referee
 - e. Team captain from players on ice at time of infraction
 - f. Team captain from players on ice at time of infraction
3. At center ice facing the players benches
4. On the goal line on the same side of the ice the player shoots from.
5. On the goal line on the opposite side of the ice from the referee.
6. Interference by a non-participating player-if the shot fails the penalty shot is retaken and the interfering player is assessed a misconduct penalty; a foul is committed by the goalkeeper-penalty shot is retaken if failed and the proper penalty is assessed to the goalkeeper whether or not a goal is scored; infraction committed by the shooter or shooter's team interferes with the goalkeeper-penalty shot is stopped and forfeited with the proper penalty being assessed and play resuming with a neutral zone face-off.

Off-Ice Officials and Their Role Review

1. The timekeeper, scorer and penalty bench attendants.
2. Goal judges, penalty timekeeper, assistant scorer, public address announcer and proper authorities.
3. To review their responsibilities and to gauge their competency.

Post-Game Duties & Responsibilities Review

1. Monitoring the players leaving the ice, signing the score sheet and filling out game reports.
2. Collect pertinent game information; discuss the incident with partner(s) and confirm version(s) of what happened; provide accurate required information, don't guess; describe the incident accurately and thoroughly, avoid opinions; report thought process as to how final decision was reached; review report for accuracy prior to submission; contact appropriate personnel as soon as possible for more serious incidents.
3. Take a different route to the exit, walk out of the arena as a team and maintain a professional off-ice appearance.

Hockey Officiating: The Mental Game Review

1. Rules knowledge is an on-going process supported by practical experience, regular review of written resource material and asking questions.
2. Review the officiating manuals, watch other officials perform, practice techniques and ask questions.
3. Arriving at the rink well before game time, anticipating what type of game to expect and any special circumstances, replaying previous situations and games in your mind and covert signals used by officials to communicate information.

4. Discussing game situations with partner, replaying special situations and identifying situations which could have been handled differently.
5. Anticipation is the ability to predict the sequence of events as they are likely to occur.
6. "Selling" their call. Body movements (body language), facial expressions, verbal communication (firm vocalization), personal appearance and the way the whistle is blown.

Communication With Players/Coaches Review

1. Politely let the coach know that you cannot comment on things you didn't see.
2. They develop strong relationships based on mutual respect.
3. c. "Goalie it's behind you."
4. b. "Next time I'm calling it."

Community Relations and Involvement Review

1. Become a USA Hockey mentor, evaluator & work on the seminar staff.

Role of the Evaluator Review

1. To identify the strengths and weaknesses of an official and to use constructive performance feedback to assist the official in development.
2. Appearance, skating, positioning, face-offs, signals, judgment and awareness.
3. A supervisor is appointed by the program, league or organization; act as liaison between the officials and the league or organization; may assign officials to special events; will critique on-ice performance informally and they assist the officials in the performance of their duties and handle all of the local administrative issues.

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