



# **GHRA NEW OFFICIALS OFFICIATING PROGRAM DEVELOPMENT MANUAL**



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## **Role of an Official**

The game of hockey was created first and foremost for the players. A set of rules has been developed and it is the responsibility of the referee to see that the game is played within these rules.

Coaches spend many hours teaching young players how to skate, stick handle, shoot, pass, etc., and generally improve their playing ability. Unless the official in charge interprets the rules as written, some coaches are content to allow their players to resort to illegal tactics rather than show their true hockey playing ability.

The official is the person in charge of the game and must ensure it is conducted within the confines of the written rules. These rules will provide adequate control to keep the game in the proper perspective, thus making it more enjoyable for the participants and the spectators.

## **Expectations of Officials**

Respect all participants of the game

Maintain open and positive communication with players and coaches

Promote the rules of the game to all participants

Maintain professionalism, on and off the ice

# Qualities of an Official

## Knowledge of Rules

First and foremost it is important that officials have a strong knowledge of the rules (for obvious reasons). You don't want to find yourself in a situation where players and/or coaches and/or fans are questioning you and you don't have an answer! A strong knowledge of the rules lends to an official's credibility.

## Attitude

An official's attitude on and off the ice is very important to development. An official who displays a positive attitude will develop quicker. A positive attitude towards refereeing will also show in your game. Having a positive attitude means that you will hustle, show determination, and enthusiasm during the game. This will also show everyone else in the arena that you mean business and that even if they don't respect your calls at least you are giving a solid effort.

## Appearance

Once again your appearance is important on and off the ice. When you show up at a rink to officiate a game, you should look respectable. Also, on the ice you have to have a clean and crisp look. This means clean pants and shirt and polished skates with clean laces. Remember your appearance when you step on the ice is the first impression that the other people in the rink are going to have of you.

## Communication

Communication is another important quality for officials. Not only do you have to communicate with the players and coaches but also with your fellow official(s). Officials who develop a good rapport through communication have a decided edge when they are faced with difficult situations. Also you must be able to accept and give criticism. Having good communication skills makes this a constructive process.

## Reaction under Pressure

Hockey is an intense game and is played with a lot of emotions. This means that referee's are repeatedly placed in pressure situations. Being a referee means that you will have to deal with these situations effectively. If you don't react well under pressure, then don't expect to progress very far in the world of refereeing. Remember that the higher the level, the more there is at stake. This in turn means more pressure situations. If you want to progress, learn to deal with it!

## **Officials Checklist**

Below are some points to keep in mind when officiating sports at any level. Successful officials have an understanding of the human relations aspect of their jobs.

### **Be Competitive**

The players give maximum effort, so should you. You are hired to make the calls that control the game – make them!

### **Have Your Head on Right**

Don't think your striped shirt grants you immunity from having to take a little criticism. It's a part of officiating. Plan on it. Successful officials know how much to take.

### **Get Into the Flow of the Game**

Each game is different. Good officials can feel this difference. Concentrate on the reactions of the players. Take note if the tempo of the game changes. A ragged game calls for a different style of officiating from a smooth one.

### **Don't Bark**

If you don't like to be shouted at, don't shout at someone else. Be firm but with a normal relaxed voice. This technique will do wonders in helping you to reduce the pressure. Shouting indicates a loss of control – not only of one's self, but also of the game.

### **Show Confidence**

Cockiness has absolutely no place in officiating. You want to exude confidence. Your presence should command respect from the participants. As in any walk of life, appearance, manner, and voice determine how you are accepted. Try to present the proper image.

### **Forget the Fans**

As a group, fans usually exhibit three characteristics: ignorance of the rules, highly emotional partisanship and delight in antagonizing the officials. Accepting this fact will help you ignore the fans, unless they interrupt the game or stand in the way of you doing your job.

### **Answer Reasonable Questions**

Treat coaches and players in a courteous way. If they ask you a question reasonably, answer them in a polite way. If they get your ear by saying "hey ref I want to ask you something" and then start telling you off, interrupt and remind them of the reason for the discussion. Be firm but relaxed.

### **Choose Your Words Wisely**

Don't obviously threaten a coach or player. This will only put them on the defensive. More importantly, you will have placed yourself on the spot. If you feel a situation is serious enough to warrant a threat, then it is serious enough to penalize, without invoking a threat. Obviously some things you say will be a form of threat but using the proper words can make it suitable.

### **Stay Cool**

Your purpose is to establish a calm environment for the game. Fans, coaches and players easily spot nervous or edgy officials alike. Avidly chewing gum, pacing around, or displaying a wide range of emotions prior to or during a game serves to make you seem vulnerable to the pressure.

## Gear Checklist

**Black helmet with half visor?**

**Linesman Jersey?**

**Black Pants?**

**Skates with white laces?**

**Whistle?**

Shin pads

Elbow Pads

Athletic protector

Equipment Bag (Large enough to hold all gear)

Rule Book

Officials Manual

Several pens

Extra skate laces

Visor cleaner

Towel

Laces to fix net

Helmet repair items (Screwdriver, etc.)

Water bottle

? These items are required



## Officiating Tips

1. Linesmen - Ensure you are always at the red line and blue line before the puck crosses
2. Referees - Come to a full "Stop" when making penalty calls
3. When play is on the opposite side, move away from the boards and closer towards the center of the ice to get a better view of the play
4. Signals should be relaxed, not robotic or over animated. A fluid motion is required
5. Indicate player receiving penalty, do not point to box
6. Use CHA end zone positioning procedures consistently – using "Home Base", "Half Piston" and "At the Net" or "Full Piston"
7. All signals are made with the hand closed and the thumb in tight. Never spread fingers or stick out thumb, do not use the one finger point in any of your signals
8. Blow whistle consistently and for all to hear
9. Do not cross your arms when players come to talk to you
10. Be prepared to stop at penalty box with signal if timekeepers are not familiar with the game, or if you have called multiple penalties
11. Never lean on boards, lean on your knees, or have your hands in your pockets
12. Work on crisp, clear signals and eliminate unnecessary gestures
13. Referee's should watch for face-off violators and use verbal warnings from time to time
14. Stand and Skate tall. Avoid leaning over to make calls
15. Don't spend excessive time talking or explaining calls or situations. Keep the game going
16. Relax on penalty calls and don't look away too soon
17. Avoid a tendency to "over skate" the play
18. Praise your fellow officials on the ice, but don't be too obvious
19. Only put your whistle to your mouth when you are ready to blow it
20. Always watch other official's work to gain tips for your use

## **Arena Guidelines**

### **Arrive at the rink on time**

Ensure you are at the rink a minimum of 30 minutes before the scheduled game time.  
Be ready to go on the ice 10 minutes before the scheduled game time.  
Nothing looks worse than a game being delayed because an official is late.

### **Do not draw unneeded attention to yourself, on-ice or off-ice**

Standing outside the official's room eating an order of fries before the game is inappropriate.  
Do not wear your official's jersey around the rink.  
Keep your uniform clean and in good repair.

### **Be polite, courteous and professional when interacting with people in the arena.**

Respect is a two way street.  
Your presentation can go along way towards earning the respect of a player or coach, or parent.

### **When in the "Officials Room" keep the door closed.**

It can avoid embarrassing situations.  
If someone knocks on the door address him or her in the appropriate manner.  
Do not let anyone in the official's room except other on/off ice officials or supervisors.  
Coaches, parents, family members and friends are not permitted in the room.  
If the crew as both female and male members, and there is only one room, each group should change while the other waits outside the room. After both males and females have completed getting dressed for the game the crew can sit in the room together and prepare for the game.

## Pre-Game Checklist

### “Preparation at Home”

Ensure you have all your gear with you, before you leave home.

Dress appropriately. All officials assigned any Guelph Minor Hockey or Guelph Girls Minor Hockey Representative, Select games or tournament games, High School or University games will be subject to a proper dress code. (Dress/Casual Pants, Shirt and Tie - NO ball caps)

Leave in enough time to arrive at the arena a minimum of 30 minutes before the scheduled game time.

### “At the Rink”

#### **“Pre-game Preparation”**

Stretch & get dressed.

Discuss upcoming game with other official(s).

If one of the officiating crew has not arrived 15 minutes prior to the scheduled game time call the Assignor.

All games **must** have a minimum of two (2) officials. If there is only one official present at the scheduled game time they are not to begin the game or go on the ice until another official arrives to do the game.

Be on the ice before the players.

Ensure you have a whistle, extra lace, and room key before going on ice.

#### **“Pre-game Warm-up”**

Go on the ice together or as a group, led by the Referee in a three man system game.

Skate hard for 2 – 3 warm-up laps, if possible.

Inspect and ensure ice surface, boards, glass, and benches are all in good repair.

Ensure nets are in place and pegs are secured, or removed from the net in younger leagues. - Inspect the mesh and repair any holes.

Make sure a timekeeper is present, and warm-up has started.

Obtain game report from timekeeper or coach.

Make sure player/coaches sections on the game report are filled out correctly. Each team **must** have a Certified Trainer with a Certification number.

Do the ‘Fair Play Procedure’ - Shake hands with both coaches.

Blow whistle for players to pick up pucks.

Check for all required equipment (BNQ Throat Protector, Ear Guards, Mouth Guards) while players are shaking hands

Obtain several pucks from “Home” team.

Re-check nets to ensure position, for damaged mesh and to ensure no pucks remain in the net from warm-up.

Ensure goalies, players & officials are in position, clock is set, and start game.

## End of Game Checklist

### “On the Ice”

Blow whistle when buzzer sounds to end the game.

Ensure all players go directly to their benches.

Ensure players leave all gear on and done up properly (helmets, etc.) while on the ice.

Watch players as they exit the ice.

Leave the ice as a group

### “Off-Ice”

Go directly to the “Official’s Room”.

Fill-out & sign-off game report, obtain original copy.

Discuss game with other officials.

## **Signals**

### **Boarding**

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

### **Body Checking**

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

### **Butt-Ending**

A cross motion of the forearms, one moving under the other. The top hand is open with the palm down and the bottom hand is a closed fist also palm down.

### **Charging**

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

### **Checking From Behind**

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

### **Cross-Checking**

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

### **Delayed Calling of Penalty**

Extending the non-whistle arm fully above the head.

### **Delayed Off-Side**

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

### **Elbowing**

Tapping either elbow with the opposite hand.

### **Goal Scored**

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

### **High Sticking**

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

### **Holding**

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

### **Holding the Stick**

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

### **Hooking**

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

### **Icing The Puck**

The back Referee or Linesman signals a possible icing by fully extending either arm over their head. The arm should remain raised until the front Referee or Linesman, either blows the whistle to indicate an icing or until the icing is washed out. Once the icing has been completed, the back Referee or Linesman will then point to the appropriate face-off spot and skate to it.

### **Interference**

Crossing arms stationary in front of the chest.

### **Kneeing**

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

### **Match Penalty**

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

### **Misconduct**

Both hands on hips.

### **Penalty Shot**

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

### **Roughing**

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

### **Slashing**

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

### **Spearing**

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

### **Tripping**

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

### **Unsportsmanlike Conduct**

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

### **Wash Out**

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

This signal is used:

- (a) by the Referee to signal "no goal";
- (b) by the Linesmen to signal "no icing".

## Two Official System Positioning

### General

In the 2-man system the center red line divides the ice. After offside calls, and most other stoppages, the official who did not blow the whistle will retrieve the puck, skate back and hand it to the other official. Exceptions are when a goal is scored or a penalty is assessed, the official who did not blow the whistle will pick up the puck and conduct the face-off in the appropriate spot.

1. This division of the ice is for face-off procedure only. Either official anywhere on the ice where there is an infraction can assess penalties.
2. Each official covers two thirds of the total ice surface. This coverage overlaps in the neutral zone. Never allow the puck to pass you in the neutral zone, and be closer to your blue line than you are. If there is a situation where you are in the path of the players and the puck in the neutral zone then always move towards your blue line. This will ensure proper positioning. Another thing that you should **never** do is **climb the boards**. If you do, the puck will pass you, leaving you out of position and unable to call an off-side at your blue line. As well, being on the boards puts you in a vulnerable position and the potential for personal injury is much greater.
3. Officials should be 2 – 3 feet inside the blue line when calling an off-side for a maximum view of the line.
4. When you are the front official you must be at the center red line as the puck approaches in order to effectively call potential icings.
5. Both officials should never be on the same side of the ice.
6. Officials should maintain a diagonal position in relation to one another, no further than one line apart, while play is in progress.
7. All face-offs shall be conducted at the designated face-off spots as indicated by the reason for the stoppage, or on a line parallel to the side boards from one end zone face-off spot to the other end zone face-off spot.

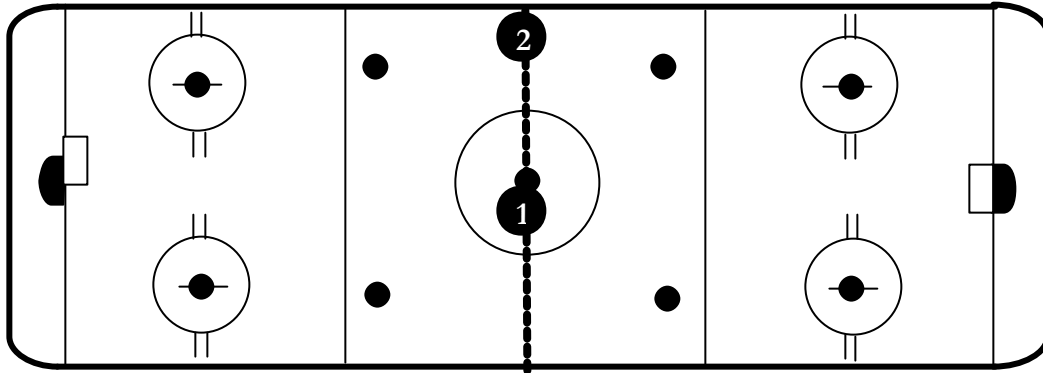
### Start of the Game

To start the game, or any face-off at center ice, the two officials should be positioned along the center red line facing each other. The official conducting the face-off should be facing the penalty bench so that the timekeeper can start the clock when the puck is dropped.

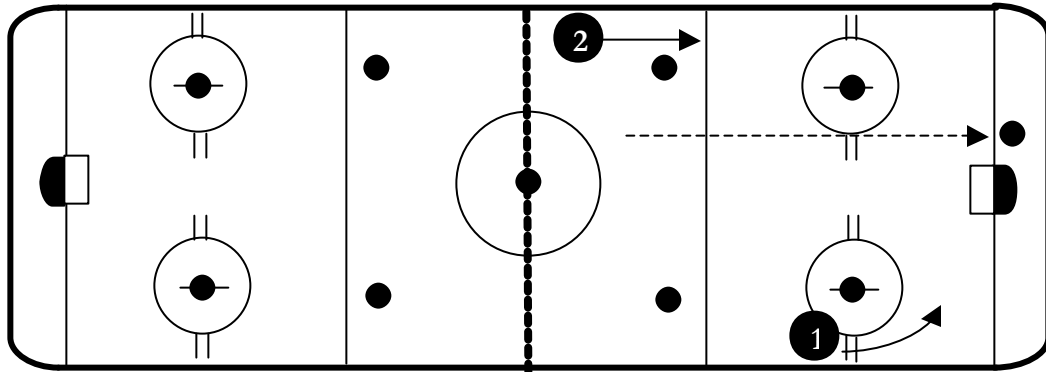
When the puck is dropped the official not conducting the face-off, must go with the puck, whether left or right. This will allow the official to be at the blue line before the puck.

As the puck moves into the end zone, the front official must implement “End Zone Positioning”. Meanwhile the back official will move up the boards and take a position just outside the blue line, at an appropriate angle to face the play.

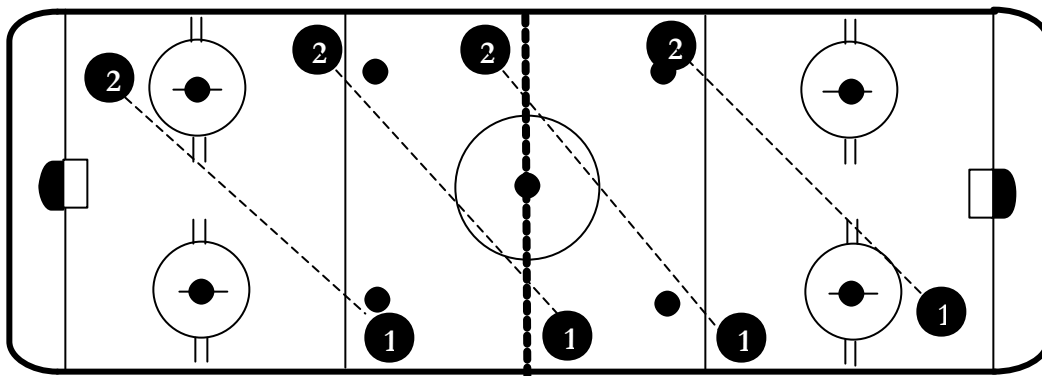
## Positioning Diagrams



Centre Ice Face-off positioning



Play entering the end zone positioning



General positioning for all zones



## End Zone Positioning

The **Piston System** consists of three positions and two manoeuvres to help you to be in the best possible location

### **“Home Base” (HB)**

This is a position 15-20 cm off the boards, half way between goal line and face-off circle hash marks.

### **“Half Piston” (HP)**

This is the area located half way to the net on an imaginary line joining home base and the near goal post, generally, in line with the face-off dots

### **“At the Net” (ATN)**

This is the position closer to the net than half piston, generally beside the near goal post, but anywhere (except “no mans land”) to get best view of play. If forced the official can go behind the net.

## Actions

### Piston action:

Back and forth between home base and the net.

Puck on front officials side = Home Base.

Puck on opposite side of ice = Half Piston.

Play at the net = At The Net.

### Pivot:

Used to maintain position while allowing play to pass quickly behind.

Turn 45 degrees towards play, step out from the boards 1-2 meters, and pivot through 90 degrees. Skate backwards to Home Base.

### ? ? Bump:

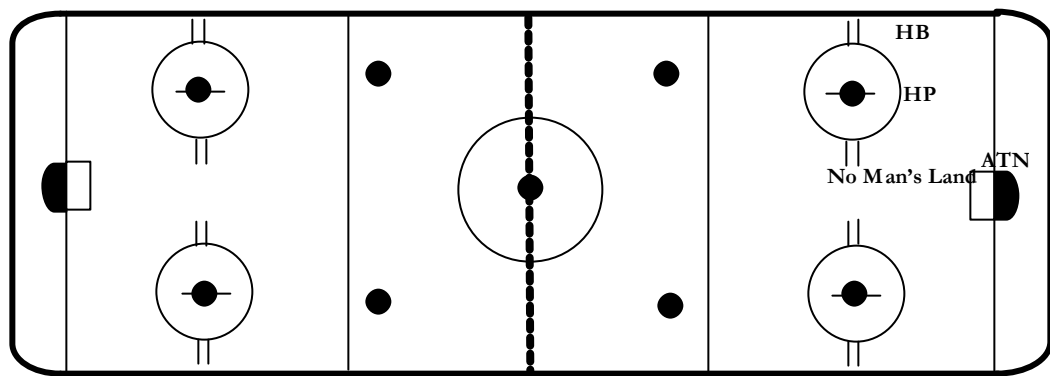
This move is used when the play comes around the boards in the direction of the referee to prevent interference with the play.

The referee will bump away from the play towards blue line only as far as the hash marks, or as deep as the goal line.

## Most Common Mistakes

? ? Over skating (over reacting)

? ? Not anticipating movements / failure to get back to home base



## Two Official System Guidelines

### **General**

When play is in the end zone, the back official should never stand directly on or inside the blue line, but should have both feet approximately one foot outside the line, ready to move inside the line if a close play happens at the line.

When a player on the ice is injured, the play should be whistled dead, and a team official signaled to attend to the player. Officials should ensure that the remaining players return to their respective benches.

At the end of each period, the back official should blow the whistle the instant the time runs out to accompany the buzzer to prevent any confusion regarding close plays at the net and the sound of the buzzer.

### **Face-offs**

Once all is clear, the official who will conduct the face-off shall go directly to the face-off spot. The other official shall retrieve the puck and hand it off to his partner. It is permissible for the official who will be conducting the face-off to pick up the puck if it is close by or if the other official is busy monitoring players or retrieving a broken stick, etc.

The official conducting the face-off shall perform the line change procedure and ensure that all players move quickly into position for the ensuing face-off.

The official who will conduct the face-off shall ensure that the other official is in position before dropping the puck.

### **Working the Line**

It is essential that officials be at the blue line prior to the play crossing the line so that they are in proper position to make the correct call. Officials should **work the line**, meaning that they shall be positioned so that they get the best possible angle to view the play as it crosses the blue line. The circumstances surrounding every play and the position of the players will determine the distance inside the line that will be required to make the correct call.

### **Face-off Encroachment**

This occurs when a player other than the center stands with a skate either inside the face-off circle, on the face-off circle or in the area between the hash marks prior to the dropping of the puck. It is acceptable for the player's stick to be inside the face-off circle but not in the area between the hash marks.

## **Off-Side**

### **Off-Side Rule**

Puck must precede attacking players across blue line.  
A player cannot put an opponent off-side.  
All deflections are off-side.  
All players must be clear of the zone to nullify a delayed off-side.  
A goal cannot be scored on a delayed off-side shoot-in.

### **Immediate Off-Side Procedure**

Blow whistle immediately.  
Point to face-off location (point to offender if required to “sell” the call).  
No delayed signal  
Use voice to enhance signals.

### **Delayed Off-Side Procedure**

Raise non-whistle arm.  
Verbal “Off-Side”.  
If all attackers clear zone: Arm down, Verbal “Okay”.  
If attacking player plays the puck – Intentional off-side.

### **Intentional Off-Side**

Blow whistle immediately.  
Point to the offender.  
Front official points to offending team’s end zone.  
Front official sells the call with “intentional off-side” or “all the way down” (or something similar).  
Front official retrieves the puck; back official goes to face-off location.

## Icing

### Icing Rule

Should any player of a team, equal or superior in numerical strength to the opposing team, shoot, “bat”, or deflect the puck from her own half of the ice, beyond the goal line of the opposing team, play shall be stopped and the puck faced-off at the end zone face-off spot of the offending team.

**The “icing the puck” infraction shall not be called and shall continue when:**

- (1) The puck has touched any part of an opposing player. (Stick, skates, etc.)
- (2) In the opinion of the Referee or Linesman, a player of the opposing team, except the goaltender, is able to play the puck before it crosses the goal line, but has not done so, the play shall continue and the “icing the puck” rule shall not apply.

### Procedure

**Back official:**

Signals all potential icings, with non-whistle arm. Uses voice to enhance communication.

**Front official:**

If icing occurs: Blow whistle and then raise arm to complete procedure. Proceed to retrieve puck.

If no icing: Washout the icing using the appropriate signal. Use voice to enhance communication.

## **Face-off Procedure**

### **Official's Stance**

Feet shoulder width apart.  
Knees slightly bent.  
Balls of feet, knees and shoulders in same plane.  
Feet one foot from face-off dot.  
Puck held belt high, in close to body.  
Free hand at side.

### **Common Stance Faults**

Feet too close together (poor balance) or too wide (poor mobility).  
Not square to dot (not facing directly across the ice).  
Bent over.  
Knees not flexed.

### **Player's Position**

#### **Centers:**

Feet behind and clear of face-off restraining lines.  
Visiting team sets up first.  
Toe of stick touching ice in designated area.  
Stick not moving (frozen!).

#### **Other players:**

Feet outside circle (or 15 feet).  
Body and sticks on-side.

### **Encroachment Enforcement Responsibilities**

**Front Linesman:** Centers and players in front.  
**Back Linesman:** Players behind partner dropping puck.

### **Face-off Violations**

Player encroaches into face-off circle.  
Player lines up with portion of body or stick offside.  
Center leaves – talks to teammate/coach.  
Center cheats (touching face-off restraining lines, stick off ice, stick not on circle, stick moving).  
Center commits a false start.

### **Violation Procedure**

#### **Front Linesman:**

- 1) Verbally eject the center.?
- 2) Hand signal to indicate violating team.?
- 3) Communicate what the violation was.??

**Back Linesman:**

- 1) Blow whistle.
- 2) Hand signal to indicate violating team.
- 3) Hold position – do not approach circle.

**Puck Drop**

Pause after last center “freezes”. Vary the length of pause to prevent telegraphing.  
Out and down in one motion.  
Puck to land flat.

**Common faults:**

Up and over hand motion.  
Cueing centers with unconscious thumb, hand or body motion just prior to the drop.  
Beginning exit while dropping puck.  
Dropping puck too hard or too soft.

**Face-off Exit**

Pause to let puck clear, look for clear route then back away towards boards.  
Move quickly back to blue line along the boards. Keep puck in sight; skate backwards if puck is near. (3 man system)  
Release partner from your blue line. (3 man system)

**Tips**

Ensure other officials are ready before dropping puck.  
Be ready prior to arrival of players.  
Encourage players to line up correctly as they arrive.  
Don't coach players who line up incorrectly back into position.  
Provide no warnings of ejection.  
Eject center of first team guilty of encroachment – not players who follow the first offender.  
Establish a standard early and maintain it.  
Be consistent in application of the procedure.

## Penalty Calling Procedure

### Purpose

To communicate effectively with players, coaches and fans about penalties.  
To display confidence and enhance respect.

### Procedure Summary

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

- 1) Mentally record the number of the offender
- 2) Blow the whistle immediately if the offending team has possession and control of the puck. If the non-offending team has possession and control, raise the non-whistle arm straight up, extending the arm fully above the head to signal a delayed penalty. When the offending team gains possession and control of the puck, stop play by blowing the whistle.
- 3) As the whistle is blown, the referee shall come to a full stop with the signaling arm still fully extended above the head. This pause is done to allow players, coaches and fans to focus on the referee.
- 4) The referee will then point out the offending player by lowering the signaling arm down and fully extending the arm and hand straight out towards the offending player.
- 5) The referee shall then verbally call out the offending player's number, color and the penalty being assessed. The referee will give the correct signal to indicate the infraction.
- 6) Proceeds to penalty box while keeping all players in sight (skate backwards)
- 7) Stops at penalty bench. Reports players' number, color, time (2, 5, etc.) and infraction type. Makes penalty signal while at the penalty box.

### Tips

Know the procedure well. Proper execution of the procedure enhances respect.

Maintain composure. Be professional, not emotional.

Come to a complete stop and make a distinct pause after whistle. Allow participants attention to shift to you before assessing the penalty.

Treat disrespect with respect.

Adjust route and timing when going to penalty bench to avoid confrontations with penalized players.

### At the penalty bench:

Make eye contact with penalty timekeeper.

Not mandatory to stop if timekeeper well qualified and simple situation.

### Signals

**Delayed Penalty Signal** – Arm straight up, hand open, fingers together.

Rotate raised arm down to point to penalized player(s).

Point with open hand (fingers together). Don't point with one finger.

Don't point if penalized player too close (within 3 meters).

Signal each infraction (two slashing penalties results in two slashing signals).

Signal infractions clearly and deliberately. Make them so everyone can see them.

### Verbal Communication

Use calm, clear voice with neutral tone.

Don't include unnecessary words.

Don't get personal or engage in "reverse abuse"

## **Common Faults**

Not stopping before assessing penalty.  
Insufficient delay between whistle and assessment of penalty.  
Not giving two signals if two penalties of the same infraction assessed.  
Coming too close to penalized player on way to or from penalty bench.  
Lack of composure

## **Line Change Procedure**

### **Purpose**

To prevent delays.  
To guarantee the home team the advantage of last change.

### **Procedure Summary**

- 1) Referee assumes normal position for upcoming face-off. Procedure can be started earlier if situation warrants and to shorten length of stoppages.
- 2) Looks to visitors' bench.
- 3) Gives maximum 5 second count to allow for visitor change.
- 4) Raise arm in direction of visitors' bench.
- 5) Looks to home bench.
- 6) Gives maximum 5 second count to allow home team to change.
- 7) Drops arm to indicate that no further changes will be permitted.

### **Notes**

Cooperation, not confrontation will ensure success.  
May use either hand.  
Make eye contact with coach.

**Two-man system** – official dropping the puck does the procedure.

Perform procedure at every stoppage of play including the start of a period and after a goal.

Get into position for face-off without undue delay. Start procedure promptly when in position (even if engaged in discussion) or earlier, if possible.

### **Line Change Violation Procedure**

Blow whistle.  
Order players back. – this serves as a warning to the offending team  
Penalize 2nd infraction by the same team.



## On-Ice Safety

Prepare for all games and clinics with **proper warm-up and cool-down** routines.

Always **wear full protective equipment**; including a CSA approved helmet and visor, during games and on-ice training sessions.

Carefully **check playing surface** to ensure that no hazards exist.

- Ice Surface
- Glass/Wire screens
- Boards
- Gates and doors

If conditions in the playing area are such that they place undue risks on the participants, the game should be suspended unless such conditions can be corrected. The referee is the final authority regarding any decisions to suspend a game due to unsafe playing conditions.

**Never climb on the boards or glass** in an attempt to get out of the way of the play - this is a dangerous practice, which increases the risk of injury to the official and the players.

**Never turn your back** if the possibility of getting hit with the puck or being body checked exists. Instead, officials should "**TURN, FACE and BRACE**":

**TURN** towards the puck to maximize the protection your equipment provides.

**FACE** the shooter squarely - this will help dissuade the player from shooting the puck towards you, lets you see the puck better and allows you to move laterally in both directions if necessary.

**BRACE** for impact - use your arms and hands as shock absorbers, set your feet shoulder width apart, and flex your knees for better balance and agility.

## Obligations of New GHRA Officials

The following is a breakdown of what is expected of new officials, and minimum requirements that must be agreed upon prior to membership into The Guelph Hockey Referees Association.

1. **Age** – Individuals should be minimum of fourteen (14) years of age at the beginning of the hockey season. At age fourteen, you will be eligible to participate in house league hockey assignments only, and you must attend an C.H.O.P. Certification Clinic.  
At the age of sixteen, you are eligible to participate in Rep Hockey Assignments; however, you must attend an annual C.H.O.P. Clinic. These clinics are held annually in the fall. (The cost of attending these clinics is approx. \$120.00. This does not include the annual fee to the Guelph Hockey Assoc.)
1. **Games** - The Guelph Minor Hockey Association schedules games throughout the week, and on weekends. It is however mandatory that you are available to participate in refereeing on weekends to become an active member in the GHRA. A majority of refereeing assignments will be on Saturday and Sunday.
2. **Meetings** – These are held monthly, on the third Saturday in each month, from October to March. The first meeting of the year is held in September and our Annual General Meeting (AGM) is held in April. Attendance is mandatory for our AGM. If you are assigned to referee at the time of a meeting, you will be excused. Otherwise, you must attend meetings. If you are unable to attend, you must contact a member of the Executive at least 3 hours prior to the meeting. Failing to do so will result in a fine as outlined by our constitution.
3. **Probation** – All new officials will be on a probationary period of one year. Rules and Department will meet to discuss your progress and your status as a probationary member. It may be decided that you will be required to complete another period of probation.
4. **Supervisions** – All officials will be supervised during the year. The goal of the association is to supervise new officials at least twice per year. It is this information that will determine the status of your probation for the following season.
5. **Mentor Program** – Each new official will be introduced to a “Mentor” (an experienced official). This Mentor will be available to answer any questions and will occasionally work with the new official to help in the development of good refereeing habits.
6. **Equipment** – Each new official is responsible for providing his own C.S.A. approved (black) hockey helmet complete with CSA approved half visor, a black and white vertically striped referees shirt, black pants, and Acme thunder finger whistle. Optional equipment that is strongly recommended, but not mandatory includes, shin guards, protective girdle, and elbow pads.

**On Ice Tryouts** – Each September GHRA reviews the number of new officials being considered for the upcoming season. The GHRA conducts on ice evaluations to determine the status of a possible member’s abilities. The on ice sessions are also used to review and introduce new officials to positioning, signals, and conditioning.

## **GHRA Assignments Policy**

All officials should submit an availability form, email or hardcopy, to the assigning secretary to receive any assignments.

Your availability must be given to the assignor prior to or at the monthly meeting for the following month.

All assignments that have been agreed to will be your responsibility (Constitution Article VIII 8.01).

Agreed means that the assigning secretary has appointed officials for a game and he/she has accepted by phone, fax, in person, email or written schedule.

Your assignments are based on your availability sheet that you provide to the assigning secretary. **If an availability sheet is not provided to the Assignor, then it will be the assumption of the Assignor that the official is available for all dates. In the event of conflicts it will be the responsibility of the official to find qualified replacements.**

In the event that an official has provided to the Assignor an availability form, and a conflict arises, that was made in error by the Assignor, the official may return the conflicting games back to the Assignor for reassignment to different officials. If the conflict arises because of an error made by the official before submitting their availability form then it will be the responsibility of the official to find qualified replacements.

All games on your assignment schedule are your responsibility. If you cannot do a game that is assigned to you, the following procedure must be followed:

1. If an official cannot complete an assignment, the responsibility to find a qualified replacement is with the official who received the assignment.
2. All changes must be reported to the Assignor **and** Rules and Department Chairman prior to the assigned game, by all officials involved with the change.
3. If the replacement is suitable and agreed upon by all parties, the assignor will change the responsibility of that game to the replacement official.

No official is to referee more than three games in a row.

**Under no circumstances are you to officiate a game with only one official.**

## **Do You Know?**

1. Hockey officials are not to wear black laces in their skates.
2. When a team is shorthanded and a goal is scored on them, the Minor Penalty with the least amount of time remaining would terminate.
3. All of a Major Penalty must be served no matter how many goals are scored against the team.
4. When a Penalty Shot is taken the clock does not run.
5. A player refusing to go directly to the penalty box after being assessed a penalty can also be assessed an additional Misconduct Penalty.
6. When a goaltender receives a minor, major or misconduct penalty a player who was on the ice at the time of the infraction must serve the penalty for the goaltender.
7. A goaltender that has lost or broke their stick may use a player's stick until the first stoppage of play.
8. Hooking and tripping are not included in the Stick Infraction Rule.
9. Players and Officials cannot wear jewelry while participating in a game. A Medic Alert necklace or bracelet is allowed for medical reasons.
10. A check from behind in open ice is still classified as a check from behind and is to be penalized accordingly.
11. A goaltender cannot go to their bench during a stoppage in play. If the goaltender goes to the bench the team must replace them with the alternate goaltender until the next stoppage of play or be assessed a minor penalty.