MINOR'S AND NEW OFFICIALS CLINIC
Agenda

• Characteristics and Code of ethics
• Risk Management
• Positioning and procedures  
  (Positioning, face-offs, off-sides, floating blue line, flooring, etc.)
• Penalty procedures and Signals
• Rules
• Coincidental penalties
• Time penalties
• Standards of play
House Keeping

- Breaks (keep them to 5 minutes)
- Lunch break
- Exams
  - Broken into 4 sections throughout the day
  - Each section of the exam consists of 10 questions
- Questions?
CHARACTERISTICS OF AN OFFICIAL
Characteristics

• The following 12 areas that we will look at have been identified as necessary qualities for Officials to possess.

• Your individual strengths and weaknesses in these areas will differ from everyone else in the room, the key is to maximize your strengths and minimize your weaknesses.
Characteristics

• Knowledge of the Rules
  – every official is capable of good working knowledge of the rules
  – takes time and effort
  – necessary to advance in Levels

• Fitness
  – Officials conditioning should be related to the level of ball hockey they are working
  – officials should spend as much time getting fit as the level of players they are working
Characteristics

• Appearance and Presence
  – first impressions can help or hurt your game
  – dress in a professional manner: clean gear etc
  – **Presence** - the way you carry and handle yourself; act professional and you will get respect

• Running Ability
  – should be related to the level of hockey working
  – always work to improve
Characteristics

• Positioning
  – proper positioning enhances an officials performance
  – work hard and practice to make it second nature

• Signals
  – used to communicate with everyone, essential that you use the standard, correct signals
  – proper use will show confidence and competence and add to professionalism
Characteristics

• Procedures
  – learn the procedures as second nature, they will guide your game
  – proper execution shows confidence and competence

• Attitude
  – a good attitude is essential to development
  – demonstrated through hustle, enthusiasm and determination; not showboating
Characteristics

• Reaction to pressure
  – have the courage to make the “tough call”
  – remain cool in a tough situation, things will be easier

• Rapport and Communication
  – communication is essential - with partners, players and coaches
  – establishing good communication early can make tough situations easier to deal with
Characteristics

• Feel for the Game
  – penalizing when a player uses an unfair tactic to gain a competitive advantage
  – developing good habits to ensure good view of the play

• Judgment/Consistency/Standard
  – judgment - when and where to draw the line
  – consistency - consistently apply judgment
  – standard – call the standard from start of game
Code of Ethics

• I will...
  – do the best job I can do, no matter what category of ball hockey
  – always show respect for my fellow officials, players, coaches and fans
  – study and continue to improve my knowledge of the rules and CBHA policies and procedures
  – represent myself and the rules as fairly and as accurately as possible at all times
Code of Ethics

• I will...

  – always be unquestionably impartial, keeping a professional and appropriate distance from teams
  – avoid the use of illicit drugs and alcohol
  – uphold the philosophy and right of all hockey participants to “Fair Play” and penalize all infractions
Code of Ethics

• I will...
  – raise the standard of play in each game I work
  – be supportive of my fellow on-floor and minor officials at all times, even when I am a spectator
  – accept the fact that I will make mistakes, but not get frustrated or let this learning process affect my performance or professionalism
Code of Ethics

• I will…

  – respect and accept positive feedback from senior officials, supervisors and the assignments I receive from my administrators
Characteristics/Ethics

Questions?
RISK MANAGEMENT
Risk Management

• Risk Management
  - A proactive approach aimed at preventing accidents and injuries before they happen

• Risk Management Program Elements
  1. Identification - of potential risks
  2. Assessment - of the significance of risks
  3. Elimination or Minimization
  4. Insurance - provision by CBHA for participants
Risk Management

- Risk Management begins when you arrive at the rink

- Things to look for:
  - Where is the office and emergency phone located
  - Identification of rink staff (i.e. Uniforms)
  - Location of first aid kit, backboard
  - Emergency exits

- A quick look around should answer all of these questions
Risk Management

• Things to look for when you go on the floor prior to game start:
  – condition of floor
  – condition of boards, doors
  – are participants properly equipped
  – ensure trainer on bench, listed on Game Sheet

• Prior to the game is the time to fix unsafe situations, before an accident can happen
Risk Management

• During the game:
  – penalize those infractions that have the potential to cause injury i.e. Check from behind, slash to wrists
  – If there is a possible serious injury, stop play immediately
  – Never climb the boards or glass
    • Takes away your stability and increases your risk of a fall that causes injury
  – Maintain good positioning
Risk Management

- Never turn your back to a hit or a shot, use the following principle
  - **Face** - the shooter squarely and talk to him, this allows you to see the ball better, and provides for lateral movement
  - **Brace** - for impact. Use your arms and hands to absorb the impact, feet apart and bend knees for balance.
Risk Management

• Precautionary measures:
  – Don’t move injured players or provide advice, this is the job of the trainer
  – Take the necessary time to deal with the injury, don’t rush to get them off the floor
  – Avoid direct contact with blood products and bodily fluid
  – Any player with a bloody wound should be removed until bleeding has stopped and wound dressed
  – All clothing with blood on it must be removed and replaced prior to further participation
Questions?

Remember, Risk Management is for the safety of all participants; players, team officials, and game officials.
2 OFFICIAL SYSTEM

POSITIONING
2 Official System

- Both officials can call penalties, **ANYWHERE** on the surface

- On a goal, official in the zone reports goal to penalty box, back official retrieves the ball and conducts the face-off

- On a penalty, the official calling the penalty reports it to the penalty box and the other official retrieves the ball and conducts the face-off

- It is important to communicate with your partner through signals and verbal communication
Centre Ice Face-off
Offside Face-off
Neutral Zone Positioning
END ZONE POSITIONING
End Zone Positioning

• The end zone positioning has been set up to put you in the best position to see the play, while affording you the maximum safety from collisions and shots

• Essentially there are 3 positions for the Referee in the end zone and together are referred to as the “Piston”
End Zone Positioning

• **Home Base**
  – 15 - 20 cm off the boards
  – 1/2 way between the hash marks and the goal line
  – this position is used when the play is on the same side of the surface as the official
  – it provides the official safety (boards) and the ability to move away from the play
End Zone Positioning

Home Base
End Zone Positioning

• **Half Piston**
  
  – between Home Base and near goal post, usually in line with face-off dots
  
  – correct position usually puts you with 1 foot in the face-off circle, and 1 foot outside, depending on rink dimensions
  
  – use when play is on the far side
  
  – affords a good view, and the ability to move away from play
End Zone Positioning

Half Piston
End Zone Positioning

• **At The Net**
  – as the name implies, positioned off of the corner of the net to get the best view
  – usually 2’ - 3’ from the post on the goal line
  – positioning when the play is in the vicinity of the net or crease
  – best position to call a close scramble at the goal mouth
End Zone Positioning

At The Net
End Zone Positioning

Home Base

Half Piston

At The Net
End Zone Positioning

• As the ball moves during the game, you will be required to move back and forth from position to position, thus creating a piston action
End Zone Positioning

• **Bump and Pivot**
  – certain times when you are at home base, there will be a requirement for you to move to avoid the play

• **Bump**
  – the bump simply moves you along the boards toward either the goal line or blue line depending on the way that the play is moving
  – when you hit the top of the circle or goal line, you have to decide if it will be necessary to pivot or not
End Zone Positioning

Bump
**End Zone Positioning**

- **Pivot**
  - when you have bumped to the goal line or the top of the circle and the play continues toward you, you must perform the pivot
    - the first stride is taken forward at a 45 degree angle toward the play, away from the boards
    - this allows the play to go behind you
    - the next stride is 90 degrees to the first, backward toward the boards
End Zone Positioning

The Pivot
End Zone Positioning

Questions?
FACE-OFFS
Face-offs

- the referee to conduct the face-off will go to the face-off spot
- it is the referee’s job to ensure each player receives an equal opportunity to win the face-off
- the referee will not drop the ball until the other referee is ready
- Referee’s must ensure that the players move quickly into position
Face-offs

• Technique

  – stand with your shoulders square to the players, about a foot from the face-off dot
  – knees slightly bent, feet shoulder width apart for balance
  – the ball is held just below the belt away from the body so that it is visible to the players
  – the hand not holding the ball usually the whistle hand) should be at your side, not behind your back
  – the drop motion is out and then down, with the ball landing in the centre of the face-off dot
Example 1

Defending team shoots ball out of bounds
Example 2

Defending team shoots ball out of bounds
Example 3

Play is frozen, no team is solely responsible for the stoppage
Example 4

If Team B has 'Set the line'
If Team B has NOT 'Set the line'

Play is frozen, no team is solely responsible for the stoppage
Example 5

Play is frozen, Team A is solely responsible for the stoppage
Example 6

If Team B has ‘Set the line’

If Team B has NOT ‘Set the line’

Play is frozen, Team B is solely responsible for the stoppage
Example 7

Ball goes out of bounds off an official
Example 8

Ball goes out of bounds off an official
Example 9

Ball goes out of bounds off an official
Example 10

Ball deflects out of bounds off a defending player
Example 11

Hand pass from defending to neutral zone
Example 12

Hand pass in the neutral zone
Example 13

If Team A has 'Set the line'

A

Hand pass from outside attacking blue line to inside the line

If Team A has NOT 'Set the line'

A

Drop here

Loss of zone

If Team A has 'Set the line'

Drop here
Example 14

Hand pass inside attacking zone with line set
Example 15

Hand pass inside the attacking blue line
Example 16*

If Team A has **NOT** ‘Set the line’

If Team A has ‘Set the line’

Player plays ball with high stick

*penalty
Example 17

Attacking team shoots ball out of bounds
Example 18

If Team B has ‘Set the line’

If Team B has NOT ‘Set the line’

Attacking team shoots ball out of bounds
Example 19

Attacking team shoots or dumps ball, unplayable on back of net
Example 20

Ball shot from outside attacking blue line, hits crossbar, goes out of bounds.

If Team B has ‘Set the line’
If Team B has **NOT** ‘Set the line’

Drop here
Loss of zone

Drop Here
Example 21

Ball shot from defending zone deflects out of bounds off opponent
Example 22

Pass from defending zone, recipient receives pass offside (immediate)
Example 23

Pass from neutral zone behind red line, recipient receives pass offside (immediate)
Example 24

Pass from outside attacking blue line, recipient receives pass offside (immediate)
Example 25

Team A            Team B

A    Delayed offside

A    Drop here

A    Plays the ball

Delayed offside
Example 26

Team A            Team B

Drop here

A

A

Immediate offside
Encroachment

• Encroachment
  – occurs during face-offs
  – players must lineup with their feet and bodies outside of the face-off circle; on the line is considered in the circle
  – they must also keep their sticks, feet, and bodies completely on their side of the hash marks
  – for a violation of encroachment, remove the centre and have him replaced
Encroachment
Encroachment

– Centres must lineup with their feet outside of the restraining lines
– their stick must be on the floor and not moving, with the tip in the white area of the face-off dot
– if they do not lineup properly for the face-off they are removed
– on the way in coach them, tell them “feet outside of the lines, stick in the white, don’t move”; by doing this it will speed up your face-offs
– be consistent with encroachment from the first to last face-off
Face-offs

Questions?
OFF-SIDE
Off-Side

• What 3 zones is the surface divided into?
  – Attacking
  – Neutral
  – Defending

• For the ball to change zones, it must completely cross the line
  – When the ball is in an end zone, the zone includes the line and extends to the outside of the line
Zones

DEFENDING ZONE

NEUTRAL ZONE

ATTACKING ZONE
Off-Side

Attacking zone

Neutral zone
Off-Side

• Rule
  – Ball must precede the player into the zone
  – A player can not put an opponent off-side
  – All deflections are considered off-side
  – All attacking players must make foot contact with the blue line and not re-enter the zone until all his team mates have cleared
  – A goal can not be scored on a delayed off-side shoot-in
Off-Side

• Ball is carried over the blue line with players off-side
  – Blow whistle and point across the blue line
    (Immediate off-side, not delayed)
Off-Side

- Ball is shot, passed or deflected into zone with players off-side
  - Delayed off-side, raise non-whistle arm and verbally communicate “Off-side”
  - If all attackers clear, arm down and verbal “OK”
  - If attacking player plays ball or body, blow play dead and point across line.
Off-Side

• Ball deliberately carried over the blue line with players obviously off-side
  – Intentional off-side, blow whistle immediately, point to offending team zone to indicate face-off location
Off-Side

• Player deliberately plays the ball in a delayed off-side situation, knowing that he is off-side
  
  – Intentional off-side, blow whistle and point to offending team zone to indicate face-off position

• If the offside was a result of a pass, the face-off will take place at the origin of the pass, in line with the face-off dots
Off-Side

Face-off Location

Pass

A → B
Floating Blue line

• In ball hockey, a floating blue line exists. Once the attacking team gains possession of the attacking zone the floating blue line comes into effect. When this occurs, the centre red line becomes the blue line.

• This is known as “the blue line is set”

• The centre red lines becomes the blue line until the ball crosses the centre red line or other conditions are met.
Floating Blue line

The blue line remains "SET" at the centre red line until the ball crosses over the centre red line or other conditions are met.
Floating Blue line

• Under normal conditions, the blue line will remain “SET” until the ball is propelled back over the centre red line.

• When this occurs, all attacking players must clear the attacking zone (they must come back outside the original blue line and the zone must be regained before the floating blue line comes back into effect at the centre red line.)
Once the player enters the zone, the blue line becomes "SET" (the centre red line becomes the blue line). Then all other players can enter the zone.

If the ball then crosses the red line,
Floating Blue line

• The blue line will remain “SET” until:
  – The ball is propelled back over the centre red line.
  – The ball has been propelled out-of-bounds by an attacking player.
  – An action by an attacking player occurs that results in a face-off occurring outside the blue line (i.e. Penalty).
Neutral Zone Face-offs

- Verbal communication and the use of arm signals is very important to assist players, goaltenders and officials prior to any face-off that occurs in the neutral zone.
  - If the blue line remains “SET”, the official taking the face-off in the neutral zone should extend their arm towards the attacking blue line and indicate “the zone or blue line is set” or “the ball is IN”.
  - If the blue line is NOT “SET”, the official taking the face-off in the neutral zone should extend their arm towards the centre red line and indicate “the ball is OUT”.


Line Calls

• Working the Line
  
  – a term used to describe your movements around the blue line, to put you in the best position to make the call
  
  – first movement is to 1’- 2’ inside the blue line as the play enters your zone (always precede the ball into your zone)
  
  – from this position you get the best view as the play crosses the line
Line Calls

- either signal a delayed off-side, blow an immediate off-side or washout the play

- by being inside the line as the play enters, and outside the line as the play leaves, we do not stop the movement of the ball into or out of the zone

- never stand on the blue line (or red line once the zone has been set)
Line Calls

Working the Line
Questions?
FLOORING
(ICING)
Flooring

• Rule 65

– For the purpose of this rule, the centre red line will divide the surface into halves.

– If a player shoots, bats or deflects the BALL from her half of the floor (behind the centre red line) and it crosses the goal line, play will be stopped for flooring.

– If the ball enters the opposing net, the goal is allowed, unless batted with a hand.
Flooring

– Any contact with the ball after it crosses the red line nullifies flooring.

– Flooring is nullified if the ball is playable by a player from the non-offending team (excluding the goaltender).

– No flooring if the offending team is shorthanded, must be equal or greater strength than opponents.

– Flooring is complete the instant the ball crosses the goal line.
Flooring

– Flooring is nullified if the goaltender leaves their crease to play the ball and becomes involved in the play. However, if the goaltender takes a few steps out and returns immediately – flooring remains in effect.
Flooring

DEFENDING ZONE

NEUTRAL ZONE

ATTACKING ZONE
FLOORING (ICING) PROCEDURES
Flooring

• Back Official indicates a potential flooring by raising his/her back arm and verbally communicating with partner “Flooring” (“Icing” is acceptable)

• Front Official pursues the ball down the floor. As the ball passes the top of the face-off circle, shoulder check and confirm still flooring. When ball crosses goal line, blow the whistle, pause, then raise non-whistle hand.
Flooring

• Back official then points to face-off location and proceeds there to conduct the next face-off.

• Tips
  – Use verbal communication to enhance signals and communicate with your partner

    • “FLOORING” (“ICE”) “OK”

  – Signal “washout” immediately if no flooring (icing), or as soon as nullified.
PENALTY CALLING PROCEDURE
Penalty Procedure

• What do you do when you notice an infraction calling for a penalty?

1. Mentally record the offender’s number and infraction

2. Raise the non-whistle hand straight up, hand open, fingers together. Whistle comes to the ready position.
Penalty Procedure

3 Blow whistle (with authority) when the offending team has **CONTROL** of the ball.

4 Come to a complete stop with arm still extended.

5 Pause to allow everyone to focus on you.

6 Point out offender by extending signaling arm down, hand open, fingers together.
Penalty Procedure

7 In a clear, calm, assertive voice call out the offending players number, team color, and infraction.

8 Give the signal then go to the penalty box to report the infraction.

- Select a route and adjust timings to stay clear of penalized player.
- Keep all players in sight, walk backwards when necessary.
Penalty Procedure
Penalty Procedure
Penalty Procedure

9 Report the players number, team colour, infraction, and duration to the timekeeper. Then give the signal again and leave the penalty box area, remaining clear of penalized players.

• If there is more than one infraction, the official must give appropriate signals.

  • 2 players get coincidental penalties for slashing, signals for both penalties must be provided
Penalty Procedure

Questions?
Penalty Types

- Minor Penalties
- Bench Minor Penalties
- Major Penalties
- Misconduct Penalties
- Game Ejection
- Game Misconduct Penalties
- Gross Misconduct Penalties
- Match Penalties
- Penalty Shot
## Penalty Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Player sits</th>
<th>Time entered</th>
<th>Served by</th>
<th>Expire-goal</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minor</td>
<td>2 mins</td>
<td>2 mins</td>
<td>Offender</td>
<td>Yes</td>
<td>Coincidentals may apply. Goalie penalties served by player on floor.</td>
</tr>
<tr>
<td>Minor</td>
<td>2 mins</td>
<td>2 mins</td>
<td>Offender * If identified</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Major</td>
<td>5 mins</td>
<td>5 mins</td>
<td>Plyr from floor*</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Misc</td>
<td>10 mins</td>
<td>10 mins</td>
<td>Offender</td>
<td>No</td>
<td>Goalie as above</td>
</tr>
<tr>
<td>Game Ejection</td>
<td>Rest of Game</td>
<td>Nil</td>
<td>N/A</td>
<td>No</td>
<td>3 infractions, double minor = 1</td>
</tr>
<tr>
<td>Game Misc</td>
<td>Rest of Game</td>
<td>10 mins</td>
<td>No one</td>
<td>No</td>
<td>Report on back of game sheet</td>
</tr>
<tr>
<td>Gross Misc</td>
<td>Rest of Game</td>
<td>10 mins</td>
<td>No one</td>
<td>No</td>
<td>Report by phone and written report</td>
</tr>
<tr>
<td>Match</td>
<td>Rest of Game</td>
<td>5 mins</td>
<td>Player on floor</td>
<td>No</td>
<td>Coincidentals apply phone and written</td>
</tr>
<tr>
<td>Penalty Shot</td>
<td>N/A</td>
<td>Nil, record pen shot</td>
<td>N/A</td>
<td>No</td>
<td>Fouled takes shot/ or * player on floor</td>
</tr>
</tbody>
</table>
EXAM – SECTION A
PENALTIES & SIGNALS
Penalties & Signals

• In this section we’ll be discussing various penalties (rules) and the signals associated with each.
  – General review/understanding of each penalty.
  – Signals for each penalty (group practice).
  – Review common issues
Penalties & Signals

Boarding
Penalties & Signals

Body Checking
Penalties & Signals

Butt-Ending
Penalties & Signals

Charging
Penalties & Signals

Checking From Behind
Penalties & Signals

Cross-Checking
Penalties & Signals

Delayed Penalty
Penalties & Signals

Elbowing
Penalties & Signals

Goal Scored
Penalties & Signals

Delayed Off-Side
Penalties & Signals

High Sticking
Penalties & Signals

Holding
Penalties & Signals

Holding the Stick
Penalties & Signals

Hooking
Penalties & Signals

Icing
Penalties & Signals

Interference
Penalties & Signals

Kneeing
Penalties & Signals

Match Penalty
Penalties & Signals

Misconduct
Penalties & Signals

Penalty Shot
Penalties & Signals

Roughing
Penalties & Signals

Slashing
Penalties & Signals

Spearing
Penalties & Signals

Check to the Head
Penalties & Signals

Tripping
Penalties & Signals

Unsportsmanlike Conduct
Penalties & Signals

Wash Out
Penalties & Signals

Questions?
CLASSES OF PENALTIES
RULES SESSION
1. [Rule 3(d)] The playing surface is divided into which three zones:

   A) Defending, neutral, attacking zones.
   B) Offending, defending, neutral zones.
   C) Attacking, center, defending zones.
   D) Home, neutral, visitors’ zones.

A) Defending, neutral, attacking zones.
Rules

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

A) Straddling the nearest blue line.
B) One stride outside the nearest blue line.
C) One stride outside your blue line.
D) Directly opposite your partner.

D) Directly opposite your partner.
3.  [HCOP Manual 6-1 to 6-3] What are the three positions of the end zone positioning (Piston System) called?

A) Full piston, half piston, quarter piston.
B) Home base, half piston, at the net.
C) Start piston, half piston, goal position.
D) On the boards, at the face-off dot, at the net.

B)  *Home base, half piston, at the net.*
4. [Rule 9(c)] The maximum number of team officials allowed on the players’ bench and entered onto the official game report is:

A) Six.
B) Four.
C) Three.
D) Five.

D) Five.
Rules

5. [Referee’s Signals] A forward motion of both arms, with the palms of the hands open and facing away from the body, fully extended from the chest at the shoulder level is the signal for:

A) Charging.
B) Body checking.
C) Checking from behind.
D) Cross-checking.

C) Checking from behind.
Rules

6. [Rule 20(g) Situation 4] When a team’s trainer comes onto the floor to attend to a player (except a goaltender), that player shall be classified as injured and required to leave the floor before the play resumes.

A) True.
B) False.

A) True.
7. [Rule 24(c)] Should the helmet of a player come off while play is in progress, that player shall replace the helmet (properly fastened) or shall proceed to the player’s bench for substitution. If the player participates in the play in any manner without his helmet fastened properly, the Referee shall:

A) Stop play and allow the player to properly fasten the helmet.
B) Stop play and assess the player an unsportsmanlike conduct penalty.
C) Stop play immediately and assess the player a Minor penalty for ineligible player.
D) Signal a delayed penalty and assess a Minor penalty.

C) *Stop play immediately and assess the player a Minor penalty for ineligible player.*
Rules

8. The two positioning maneuvers used by a Referee in the end zone are the bump and pivot?

A) True.
B) False.

A) True.
Rules

9. [Referee’s Signals] The open palm of the non-whistle hand, with fingers together, comes across the body onto the opposite shoulder, is the signal for:

A) Unsportsmanlike conduct.
B) Body checking.
C) Interference.
D) Boarding.

B) Body checking.
10. [Rule 28(c)] When a player is assessed both a Minor penalty and a Major penalty at the same stoppage of play, which penalty is served first?

   A) Minor penalty.
   B) Whichever infraction occurred first.
   C) The captain of the penalized player’s team chooses.
   D) Major penalty.

D) Major penalty.
Rules

11. **When is the line change procedure conducted?**

A) When both teams change players.  
B) Only when the visiting team changes players.  
C) Only when the Referee deems it necessary.  
D) After every stoppage of play.

**D) After every stoppage of play.**
12. [Rule 39(b) Note 2] Team “A” is serving a Minor penalty. The Referee signals a delayed Minor penalty to Team “A”. Team “B” scores a goal prior to the stoppage of play. Which penalty is washed out on the scoring of the goal?

A) Both the Minor penalty on delay and the Minor penalty being served.
B) No penalty is washed out.
C) The Minor penalty being served.
D) The Minor penalty on delay.

C) The Minor penalty being served.
13. [Rule 49(a)] When there is a deliberate attempt to injure, the penalty is always a:

A) Gross Misconduct penalty.
B) Match penalty.
C) Misconduct penalty.
D) Major penalty.

B) Match penalty.
14. What is the determining factor for an off-side when the ball has completely crossed the blue line?

A) Position of the ball.
B) Position of the player’s stick.
C) Position of the player’s feet.
D) Position of the player’s body.

D) Position of the player’s feet.
15. [Rule 53(b)] Where a player high sticked, cross-checked, body checked, pushed, hit or propelled in any manner from behind into the boards or goal net, in such a way that the player is unable to protect or defend herself, what penalty shall be assessed?

A) Match penalty.
B) No penalty.
C) Minor penalty and a Game Misconduct penalty.
D) Major penalty and a Game Misconduct penalty.

A) Match penalty.
16. [Rule 57(f) Situation 18] At a stoppage of play, players of both teams are assessed penalties. The stoppage of play occurred in the end zone. Where is the resulting face-off?

A) Nearest neutral zone face-off spot.
B) The other end zone.
C) Centre ice.
D) Where the stoppage of play occurred.

D) Where the stoppage of play occurred.
Rules

17. [Rule 58(c)] A defending player (not the goaltender) deliberately covers the ball in her own crease. The Referee shall:

A) Allow play to continue.
B) Assess a Minor penalty for delay of game.
C) Have the face-off inside the defending team’s zone.
D) Award a Penalty Shot.
18. [Referee’s Signals] A forward and backward motion of the arms with both fists clenched, extending from the chest for a distance of about one foot is the signal for:

A) Charging.
B) Cross-checking.
C) Body checking.
D) Checking from behind.

B) Cross-checking.
19. [Rule 59(a)(1)] What penalty(s) shall be assessed to a player who is identified by the Referee as the instigator in a fight, in addition to any other penalties he may incur?

A) Double Minor penalty, Major penalty and a Game Misconduct penalty.
B) Major penalty and a Game Misconduct penalty.
C) Minor penalty, Major penalty and a Game Misconduct penalty.
D) Match penalty.

C) Minor penalty, Major penalty and a Game Misconduct penalty.
20. [Referee’s Signals] Patting flat (open palm) of the non-whistle hand on the side of the head is the signal for:

A) Match penalty.
B) Head-butting.
C) Checking to the head.
D) Penalty shot.

C) Checking to the head.
21. [Rule 79(a)] What penalty shall be assessed a player who, at the discretion of the Referee, impedes or seeks to impede the progress of an opponent by slashing with his stick?

A) Double Minor penalty or Major penalty and a Game Misconduct penalty.
B) Minor penalty or a Major penalty and a Game Misconduct penalty.
C) Match penalty.
D) Gross Misconduct penalty.

A) *Double Minor penalty or a Major penalty and a Game Misconduct penalty* (Men’s)

B) *Minor penalty or a Major penalty and a GM penalty* (Minor’s)
22. [Rule 86(a)] At the discretion of the Referee, based on the degree of violence of impact, what penalty shall be assessed to any player who checks an opponent to the head area in any manner?

A) Minor penalty and a Game Misconduct penalty, or a Major penalty and a Game Misconduct penalty.
B) Double Minor penalty or Major penalty and a Game Misconduct penalty.
C) Match penalty.
D) Minor penalty and Misconduct penalty, or a Major penalty and a Game Misconduct penalty.

D) Minor penalty and Misconduct penalty, or a Major penalty and a Game Misconduct penalty.
EXAM – SECTION B
COINCIDENTAL PENALTY SITUATIONS
Coincidental Penalties

• **Time Penalty**
  – A penalty where the time is displayed on the clock and the team must play short for that player

• **Coincidental Penalty**
  – When penalties of equal duration are imposed against players on each team during the same stoppage of play, they are considered COINCIDENTAL
  – Immediate substitution for players assessed coincidental penalties
Coincidental Penalties

- Guidelines to cancel penalties (MOTO)
  M - Cancel as MANY penalties as possible
  O - Cancel in a way to make the team only ONE player short
  T - Cancel in a way to avoid TAKING another player off the playing surface
  O - Cancel using the order of penalty OCCURRENCE or order that they were reported
Coincidental Penalties

- Assume that all penalties that appear in the following examples are assessed at the same stoppage of play.
Penalties are coincidental.
Both teams play full strength.
No time on the clock
(no players taken off the floor to serve penalties)
Coincidental Penalties

Team A

#6 - 2 + 2

Team A plays shorthanded for 2 minutes
Team A will place a man in the penalty box from the floor to serve the extra minor.

Team B

#10 - 2
Coincidental Penalties

Penalties are coincidental. Both teams play full strength. No time on the clock (no players taken off the floor to serve penalties)

Team A
#6 - 2 + 2

Team B
#8 - 2 + 2
Penalties are coincidental. Both teams play full strength. No time on the clock (no players taken off the floor to serve penalties)
Coincidental Penalties

Team A  Team B

#6 - 2  #8 - 5 + GM

Nothing cancels
(penalties are not of equal duration)
Team A is short for 2 minutes
Team B is short for 5 minutes

(Substitute from the floor to server the 5 minute Major penalty)
Coincidental Penalties

Team A | Team B
---|---
#6 - 2 | #8 - 2
#4 - 5+ GM

The minors penalties cancel out
Team A is short one man for 5 minutes
(Substitute from the floor to serve the 5 minute Major penalty)
Coincidental Penalties

• Remember **MOTO**, it will guide you through the situations

• When canceling majors and minors, start with the majors first, then cancel minors

• As the situations get more complex, add up the number of minors and majors for each team. Then start with the team that has the least...cancel them all, then work the others.
<table>
<thead>
<tr>
<th>Team A</th>
<th>Team B</th>
</tr>
</thead>
<tbody>
<tr>
<td>#6 - 5 + GM + 2</td>
<td>#8 - 2</td>
</tr>
</tbody>
</table>

The minors penalties cancel out. Team A is short one man for 5 minutes.

(Substitute from the floor to serve the 5 minute Major penalty)
Coincidental Penalties

Team A  Team B

#6 - 5 + GM + 2  #8 - 5 + GM + 2

Cancel the majors first, then the minors.

No one is short.
No one comes off floor.
Coincidental Penalties

Team A

#6 - 2
#4 - 5 + GM + 2

Team B

#8 - 2
#7 - 5 + GM

Cancel the majors first, then the minors.

Using MOTO, Avoid taking players off of the floor.
Team A is short for 2 minutes.
A6 serves his own penalty.
Coincidental Penalties

Questions?
TIME PENALTIES
Time Penalties

• Rule 28 (b)
  – If, while a team is short-handed because of one or more Minor or Bench Minor penalties, the opposing team scores a goal, the first of such penalties shall automatically terminate.

• Shorthanded
  – A team is below the numerical strength of its opponent on the floor.

• Short
  – A team is playing with less than 6 players on the floor. The team may or may not be shorthanded.
Time Penalties

• When a goal is scored, you must ask yourself 2 questions:
  – Is the team scored against shorthanded?
  – Are they serving a minor or bench minor time penalty?

• If the answer is no to either of the questions, no penalty expires.

• If the answer is yes to both, wash out the minor time penalty with the least amount of time remaining
Time Penalties

A7 - 2  4:30
A9 - 2  4:00
B Scores  3:50

A7 Returns
Time Penalties

A7 - 2  4:30
A9 - 2  4:30
B Scores  3:50

A7 Returns
Time Penalties

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

A7 Returns
Time Penalties

B8 - 2  4:00
A7 - 2  4:00
A9 - 2  3:30
B Scores  3:00

A9 Returns
Time Penalties

A7 - 5     6:30
A9 - 2     6:15
B Scores   6:10

A9 Returns
Time Penalties

Questions?
EXAM – SECTION C
REVIEW STANDARDS OF PLAY VIDEO
Standards of Play

Questions?
EXAM – SECTION D