



**Linesperson
Responsibilities
3-4 Officiating System**

Be prepared to be 100 % credible all the time

Strong mechanics are the bedrock of your presentation you should practice them.

Great golfers never give up practicing their swing – neither should you! True artistry of officiating combined mechanics movement—hustle and voice. Practice not to what you are but what you want to become!

Player Safety # 1 Priority

Your responsibilities as a linesperson does not end with calling offsides and icings. You play a critical role in player safety. You are there to support the referee when needed on important rules violations unobserved by the referee, violence unchecked becomes the norm.

Work as a team always be aware of what is going on and where your partner is. The team includes the referee.

Judgement – Awareness – Patience- Communication are all part of good game intelligence and teamwork.

The linesperson mechanics do not change regardless of 3-4 officiating system.

Pre-game

First twirl

Before the players enter the linesman shall check for the following items

Broken glass, holes in the ice or other deficiencies.

During the warm-up

Check the clock make sure all the numbers are working especially the second's column.

Awareness

Listen for chatter between teams if there were issues in their last match up this is a good opportunity to gather some game intelligence.

After warm-up

Check the nets and have skate laces ready to fix any holes, this practice should be done every period, before the teams get on the ice.

Linesman Duties NCAA, Know Your Role

The three most common duties for the linesperson face-offs, offsides and icings.

Rule 34

34.1 General Duties - The linesmen shall determine infractions of the rules concerning offsides and icing.

2. 34.2 Faceoffs - The linesmen shall conduct all faceoffs.
3. 34.3 Stopping Play - The linemen shall stop play:
 1. When the puck goes outside the playing area;
 2. For encroachment into the faceoff area;
 3. For the puck being played with a high stick or hand pass;
 4. For the goal cage becoming dislodged;
 5. For premature substitution of a goalkeeper (see Rule 75);
 6. For an injured player(s) (see Rule 8) or official;
 7. For too many players on the ice;
 8. When a stick, puck or any foreign object is thrown on the ice;
 9. To report a goal not observed by the referee;
 10. To report an ineligible player playing the puck; or
 11. When a player or goalkeeper's helmet becomes dislodged.

At the first stoppage of play, the linesman must report to the referee any incident or conduct calling for a penalty.

Be the faceoff location expert

Face-offs

Face offs you need to run the face-off, don't let the face off run you.

We need the face-offs simply to be fair with no advantage to either team.

Face-offs have become an important of the game.

Teams practice face-offs as a part of their strategy to gain a territorial edge.

It's all about puck possession, possession starts at the face off.

Officials need to talk to the players to get them set properly. over 75% of the face-offs in youth and Jr. games are not fair face-offs. Someone is getting an advantage, don't allow the centers or wings to cheat.

Be vocal – do not let the players dictate to you where the puck will be dropped. Be firm in your commands sticks down to movement around the circle – NCAA no movement allowed everyone stationary.

Establish a solid standard early. If you are going to toss a player, make sure you set a good standard early. If you are the back man on a face-off, when you blow your whistle, there must be a consequence. If you blow the whistle someone must go or don't waist our time blowing without a player being removed.

Face-Offs

1. Good face-offs are the important part of each game. Set a good and early standard for face-offs.
2. The speed of the face-offs should not be a distracting factor from the other duties and responsibilities of the Referees and Linesmen.

3. Communication is a major factor for Referees. Speeding up the face-offs and not giving Referees time to discuss or communicate with players and/or discuss situations with them can affect the Referee's game management plan. Face-off quality should not be sacrificed just to speed up the game.
4. Linesman should be in position to drop the puck before they blow the whistle
5. It is better to use an extra few seconds to set a good standard and a fair drop.
6. Use the 5 seconds to talk to players – correcting the positioning. If players are in the area before the whistle talk to them to get them to line up correctly
8. Importance of good face-off control:
 - Prevents players skating into position as puck is dropped
 - Prevents players cutting through or into the circle
 - Prevents players taking the face-off as they are moving into position
 - Make the player stop before dropping the puck
9. On a “false” face off it is better to let the players “reset” then rushing the drop.
10. Where players are difficult (not lining up properly), it is more important to get a good drop. remove the offending player after one quick warning.
11. On the end zone face-offs, avoid removing both players taking the face-off at the same time, if possible, get the first one.
12. On D-Zone face-offs with a team in 5 v 3 situations, avoid removing the D-Zone center unless necessary, as the next player taking the faceoff will likely be a defenseman.
13. On end zone face-offs, the Linesman at the blue line must watch the players encroaching in the circle behind the Linesman conducting the face-off. Blow the whistle if an infraction occurs and point in the direction of the team of the player to be removed.
14. Be aware of a player or players using their leg to block the stick of the opponent or movement of opponent and making no attempt to play the puck with the stick. Stop the play and change the offending center on a face off and repeat it.
15. Use the markings properly, but remember the time is running against you. You must conduct the face-off as quickly as possible.
16. Where players are changing position during the face off, the defending team gets last position to set up.
17. If the encroachment during the end zone face off is marginally and the team gets no advantage of it permit play to continue.

Mechanics

Face off

1. The players skates must be behind the markings on the ice. they must communicate this on every face-off. non-compliance after you have communicated to the centers is an immediate ejection.
2. Sticks must be straight and on the ice. this must be communicated to the centers on every face-off. non-compliance after you communicate this to the centers is an immediate ejection.

3. The shaft of the stick must not be in the safety zone for the official. communicate this to the centers on every face-off. non-compliance after you communicate this to the center is an immediate ejection.
4. They must come to a complete stop. communicate this to the centers on every face-off. non-compliance after you communicate this to the center is an immediate ejection.
5. drop the puck and then re-connect to the play. "Move your feet"

Face-off location after a penalty and positioning

There are two areas to be aware of after a player has been penalized.

We want to conduct the face-off so that the official that called the penalty is placed / positioned on the opposite side of the ice from the team benches when the puck is dropped.

Officials need to use their heads and make minor adjustments so that the official that calls the penalty does not stand in the neutral zone by the bench of the team just penalized manage this process on every penalty.

Blueline Positioning

The ability to read the play is what allows you to do your job with excellence.

Goal not to get hit with the puck or interfere with play.

- Could cause injury to you depending on speed and height of the clearing shot
- Creates a disadvantage for both defender and attacking teams
- Defender keeps puck in the zone creating a scoring opportunity
- Attacking team from breakout into attacking zone preventing possible offside or scoring chance
- May break referees stride getting to the net.

Blueline responsibilities:

In a three-person game it is critical for the lineperson gets to your blue line ahead of the play and the players. Work to hold your blue line, make the line call on or next to the line, that means 3 – 5 feet either side of the line, not from the top of the face-off circle.

Own your line, stop running away from it. Move your feet to maintain position at the line, move in or move back into the neutral zone so you can make your call. don't bail on your line, to many times the blue line is open because you have bailed and your partner steps up to help you, then we have a change of possession, and it goes the other direction, and no one is at the other blue line, own your own line

Offside procedure

When an offside occurs the linesman should blow the whistle to stop play and point to the spot with the face off will take place.

Survey the players for any potential altercations or hotspots if they exist take appropriate action otherwise proceed to the face off location.

Delayed offside

The purpose for the delayed offside is to allow the defending team the ability to clear the puck from the defending zone, while the attacking clears to the neutral zone and then allowed to reenter the attacking zone.

If an attacking player continues into the attacking zone play should be blown down immediately, it is the attacking players responsibility to reverse direction and head out of the zone.

If an attacking player prior to clearing the zone deliberately plays the puck or checks and defender who is attempting to advance the puck an Intentional offside shall be called. The linesman shall stop play and signal to the attacking teams end zone for a face off.

Rule of thumb if the attacking player does not reverse direction and before he has a chance to play the puck an immediate whistle and a zone line face off shall take place. We don't want a delayed offside going too long which can result in players, getting hit along the end boards. If players are not listening to the verbal commands by the faceoff dots then it's time to make a decision kill the play and avoid unnecessary contact this must be consistent in every game

Odd man rushes –breakaways:

Make your call at the blue line and as you are making your call scan for the referee, if he is behind the play, get to the goal line. don't go half-way go all the way to the net, once you get there you only have one responsibility, point if the puck goes in. nothing else. just point at the net.

Delayed penalty calls: on a delayed penalty call, cheat towards the player that committed the foul so you can get to him, contain him and escort him to the penalty box. get to the player quickly and isolate him. then escort him to the box.

Communication with referee: you are a team; the game is fast, and things happen. on stoppages give the referee a quick snapshot of what happened behind the play. if you have a bad line change, let him know, give him information that will help him manage the game.

Last 3 minutes of a close hockey game goalie substitutions

When we have a game that is close, a one or 2 goal differential in the 3rd period, we need to manage this potential goaltender substitutions.
after any stoppage of play with less then 3 minutes remaining in the period, we must re-set the officials so that the official on the players bench side is responsible for the goaltender substitution, this means that we have to make the correct adjustment of any face-off in the blast 3 minutes so we can proactively communicate to the coach and the bench that the substitution needs to be legal.

We don't need a whistle while the puck is on the way to the net

Last 1 minute of a close hockey game 10 second rule

When to cover move to the goal line would rather have two officials on the goal instead of NO ONE.

When we have a game that is close, a one or 2 goal differential in the 3rd period, we need to manage the goal line. Awareness and hustle are the key, the linesperson who is on the opposite side of the deep referee, must hustle to the goal line in case of a potential goal, when we review end of game films we want two officials on the goal line.

Your role is to assist the referee if the puck should cross the goal line unobserved by the referee. Under the new NCAA Rule a goal can be scored if there is continuous movement of the puck if the whistle has been blown.

Icing

Icing have also become an important of the game.

Teams practice redline dumps as a part of their strategy to gain a territorial edge.

Icing is also the most misinterpreted rule in the game of hockey!!

The definition of reasonable opportunity to play the is the culprit!

Rate of speed – could the defending player make a play on the puck.

Puck off the ice – distance off the ice **it is not** the defending team players responsibility to play the puck, with his glove, stick or above his head.

NCAA Rule 85 - Icing

85.1 Icing - For the purpose of this rule, the center line will divide the ice into halves. Should any player of a team, equal or superior in numerical strength to the opposing team, shoot, bat with the hand or stick, kick or deflect the puck from his own half of the ice, beyond the goal line of the opposing team, play shall be stopped.

For the purpose of this rule, the point of last contact with the puck by the team in possession shall be used to determine whether icing has occurred.

For the purpose of interpretation of this rule, icing is completed the instant the puck crosses the goal line, unless an attacking player, who is onside at the blue line and with no opponent between that player and the goal line and is clearly in position to be the first player to touch the puck. Icing shall not be called in this situation. This decision by the official shall be made no later than the first player reaching the end zone faceoff dots. If the puck enters the goal in this situation, icing shall not be called, and a goal shall be awarded.

Notwithstanding the provisions of this section concerning batting the puck in respect to the icing rule, the provisions in Rule 71 apply and no goal may be scored by batting the puck with the hand into the opponent's goal.

If, while the official has signaled a slow whistle for a clean interception under Rule 86 (offside), the player intercepting shoots or bats the puck beyond the opponent's goal line in such a manner as to constitute icing, the official's delayed whistle shall end the instant the puck crosses the blue line and icing shall be called in the usual manner.

85.2 Faceoff Location - The puck shall be faced off at the End zone faceoff spot of the offending team. Following an icing, the attacking team will have the choice of which end zone dot the faceoff will take place. If the puck enters the goal of the opposing team, after being legally shot, batted with the stick or deflected, the goal shall be allowed.

If, during a delayed penalty, the non-offending team ices the puck, the ensuing faceoff shall take place in the penalized team's defensive zone.

If the officials err in calling an icing-the-puck infraction (regardless of whether either team is short-handed), the puck shall be faced off at the center ice faceoff spot (See Rule 81.2).

3. **85.3 Goalkeeper** – Should the opposing goalkeeper leave the crease and fake/ feign playing the puck during a potential icing situation, icing shall not be called and play shall continue.

Note: The purpose of this section is to enforce continuous action and the on-ice officials should interpret and apply the rule to produce this result.

4. **85.4 Change of Players on Icing** – A team that is in violation of this rule shall not be permitted to make any player substitutions before the next faceoff. A team will be permitted to use its timeout for rules that do not allow a substitution of players. The team that is prevented by rule from substituting its players must call the timeout to be allowed to change.

A team shall be permitted to make a player substitution to replace a goalkeeper who had been substituted for an extra attacker, to replace an injured player, or when a penalty is assessed that affects the on-ice strength of either team.

A team displaying any delay tactics will be immediately warned followed by a bench minor penalty for any subsequent delay violations.

5. **85.5 No Icing** – When the puck is shot and rebounds from the body or stick of an opponent in his or her own half of the ice so as to cross the goal line of the player shooting it, icing shall not be called.

If the puck touches any part of a player of the opposing team or his skates or his stick before it reaches the goal line or touches the goalkeeper or his skates or his stick at any time before crossing his goal line, it shall not be considered a violation of this rule and play shall continue.

If the puck is propelled directly from either of the players while facing off, it shall not be considered a violation of this rule.

If, in the opinion of the calling official, a player of the opposing team except the goalkeeper is able to play the puck before it passes the goal line, but has not done so, icing shall not be called, and play shall continue.

6. **85.6 Numerical Strength** - If the puck was so shot by a player of a team below the numerical on-ice strength of the opposing team, play shall continue and the faceoff shall not take place.

When a team is shorthanded as the result of a penalty and the penalty is about to expire, the decision as to whether there has been an icing infraction shall be determined at the instant the penalty expires, and if the puck is shot before the penalty expires, icing shall not be called. The action of the penalized player remaining in the penalty bench will not alter the ruling.

Icing Procedure

- The back linesperson will initiate the signal for icing and verbally yell ice.
- The back lines person shall move up and be at the other linespersons blue line to cover she play not be called.
- The back linesperson should be also watching players behind the play.
- Either lines person can wash out depending icing and fraction crisp signals and verbal communication is the key both lines persons shell stay connected to the play until the icing is completed by a stoppage or a play on.
- I remind of once the icing it's complete the front linesman it's to hustle to get the puck down to the attacking zone so play can resume quickly.
- Teamwork is essential here and required on every icing.

Hot spots and scrums: this is where you earn your game fee, get to the players and shut it down. Scrums detrimental to the flow of the game if not controlled they will lead to a decrease in product on the ice reading the game is imperative along with secondary awareness when the play is stopped all officials must have good sense of the personnel on the ice and where the potential hotspots might be moving to a potential problem area is a deterrent and if it does escalate our team is in close hand and ready to act use your body, arms and verbal commands to get things under control, most importantly engage the players, don't just get to the spot, get involved quickly. make sure you protect yourself and that your partner is with you, but engage the players, get the instigators out of the pack and move them towards the box. rarely will a referee tell you after the fact that when you escort a player to the box, he does not have a penalty.

Placing yourself between the players and keeping them apart and using verbal direction verbal direction and of physical presence if needed is better to trying to control them from the perimeter.

Most commonly its face-offs players may back off drop the gloves before the altercation, lines person should be aware of the impending conflict and get between both players before the fight starts fights will happen but if we can prevent somebody from getting hurt that's the route we're going.

When altercations occur at the bench immediate intervention is required wedge yourself between the bench and the play is on the ice to become a buffer and a presence it is a priority to try to keep any involvement between players on the bench and players on the ice from occurring

Multiple penalty situation be aware of what penalties the players are getting so they can be removed from the ice or placed in the box and know when they will be coming back on the ice.

When there are multiple penalty situations arrived one linesman may go to the penalty box area after everything is settled down to find out the penalty assessment this will assist in determining the face off location and speed up the process restarting the game ensure this is only dumb the time it operated do so to present itself

Report to referees when multiple penalty situations occur communicate with your team the logical sequence of events so nothing is missed.

Awareness

Awareness is the state or ability to perceive, to feel, or to be conscious of events, around you. It's about being alert and plays a vital role in your performance and duties.

It can be simple as a broken stick on the ice or being prepared to intervene when two players engage in an altercation because of a previous incident.

Awareness incorporates, focus, confidence, knowledge, instinct and trust. All of which when utilized with consistency make you a valued teammate.

Anticipation is a major benefit that comes with experience.

Presence the ability to get to an area quickly and assessing the hotspots and be aware when the players leave the scrum to avoid further issues and traffic in front of the players bench make yourself large, so the players know your there.

Separation the ability to disengage the players and settle the situation once again who were the key players.

- Watching players away from the puck.
- Stoppages linesman must be aware of what players are doing before retrieving the puck or attend other duties. People Position Puck
- Linesman should always be anticipating altercations and attempt to diffuse the situation before it bubbles up. Do not allow players to escalate the situation. This situation usually happens at stoppages around the cage or after a big hit along the boards. After diffusing the situation get to the faceoff and start the face off procedure.
- Clock awareness coincidental penalties that expire at the same time, be at the box just to let the players know your there and can prevent another escalation of a flare up between two players.
- If there is an altercation behind the play blow it dead and wait for your partner before entering the altercation be prepared to report to the referee to the best of your knowledge what started the altercation.

Your safety is our number #1 priority do not go alone! First to the worst!