



**Referee's
Responsibilities
3-4 Officiating System**

**A great official has three (3) principal characteristics
Excellent Rule Knowledge
Effective Communication Skills,
and the ability to manage “BIG” Moments when presented....**

**WE ARE VIEWED AS THE WILD CARD
COACHES CANNOT PREDICT WHAT WE CALL ON NOT CALL
WE ARE JUST IN THE WAY OF THE WIN!**

Player Safety # 1 Priority

Knowledge of Rules

First and foremost, whatever rulebook you are using it is important that you as the referee has a strong knowledge of the rules and apply the correct interpretation!

You don't want to find yourself in a situation where players or coaches are questioning you and you don't have an answer! A strong knowledge of the rules lends to an official's credibility.

The rule book is a breathing document sometimes in a game it's better for the rule to expand than strict adherence to the rule for example I stick on stick and fraction in the neutral zone with no change of possession and no loss of momentum. I don't think that's what we're looking for in a hockey game don't give a ticket for jaywalking trust your gut when making penalties. Allow the game to breathe with a commonsense application to the rule. Finally, don't turn a blind eye on violent penalties or scoring opportunities, which will be discussed in the document.

Referee Duties

The "REFEREE" shall have general supervision of the game and his decision shall be final in all matters occurring before, during or after the game. The role of the official is to "enforce" the rules of the game and in doing so shall have full authority over all participants.

The Referee may not change his decision, or that of any other official, after the resumption of play following the rendering of the original decision.

The Referee shall order the teams on the ice at the appointed time for the beginning of a game and for the start of each period. On-Ice Officials should enter the ice surface prior to warm-ups and remain on the ice at the conclusion of each period until all players have exited to their dressing rooms. Penalties may also be assessed during the warm-up period.

It shall be the Referee's duty to impose such infractions as outlined in the rules and give the final decision in matters pertaining to disputed goals after consultation with the Linesmen and/or Goal Judges. He shall be responsible for ensuring each player is wearing the required protective equipment in its intended manner.

Referee

Disputes - The referees shall have general supervision of the game and full control of game officials and players from the time the teams exit their dressing rooms, during the warm-up, during the game, including any stoppages or interruptions of play, and after the game until such time as the teams enter their dressing rooms.

In case of any dispute, the referee may change the decision or that of any other official, provided the change is made before play is renewed. The referee's decision is final; there is no appeal.

The game officials are not required to confer with coaches during the game or its intermission periods.

As there is a human factor involved in blowing the whistle to stop play, the referee may intend for the play to be stopped slightly before the whistle actually being blown. For example, the fact that the puck may come loose or cross the goal line before the sound of the whistle has no bearing if the referee determined that the play had stopped.

Reports - At the conclusion of the game, the referee shall check the official scoresheet, including team rosters and players in uniform, for accuracy prior to signing.

1. ITEMS TO BE REPORTED:

1. All Match penalties.
2. All Game Misconduct penalties.
3. All Game Misconduct penalties to team officials.
4. Any physical or verbal abuse of the game officials going to and from their dressing room.
5. Any problems related to the safety or protection of the game officials or of the players.
6. Any problems that occurred during the pre-game warm-up which were observed by the referee or were reported to the referee by the minor officials or the standby referee.
7. Any problems or incidents which occurred after the conclusion of the game.

It is the responsibility of the referee to send a report after the game to the referee in chief, the commissioner or his designee. All reports must contain full details concerning, players removed from the game, the use of obscene gestures or language by any player, coach or non-playing club personnel. The Commissioner or his designee shall take such further disciplinary action as he deems appropriate.

Note: A phone call is required to the RIC after the game. So, we are aware of the pending report.

Do not discuss with anyone what you think the extent of any punishment or suspension should be.

Pre-games duties and discussions with your team

Pregame preparation is important by officials as part of the teamwork concept. Conversations while in the dressing room before the game is great preventative medicine. If you are all on the same page when you leave the room, it'll make the game go a lot smoother if something should arise.

Discuss with the linesmen any procedures or responsibilities you want them to be aware of and their responsibilities in the game as listed in the rule book. Make sure that you also know, if there are any expectations from the linesmen, they may have vital information from previous games.

Entering the ice

The referee and linesmen shall be the first to come onto the ice at the start of the game and each subsequent period. They should appear together led onto the ice by the referee.

Go onto the ice with your linesmen according to league rules you are working prior to the scheduled start of the game. When entering on the ice, remember hustle, energy and explosion "First Impression" There are people watching every move you make.

Check with the off-ice officials to ensure that timing devices and buzzers are working.

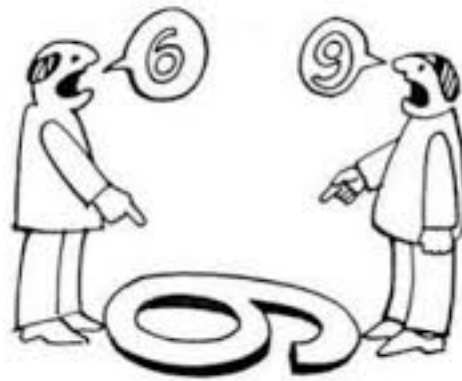
Pre-game communication coaches

Greet the coaches during the pre-game warm-up. review –helmets, chinstraps-ear pieces-mouth guards- now the responsibility is with the coach to make sure his players abide by the rules. Transfer responsibility by telling the coach he is now responsible to game sure they are properly equipped.

Take this opportunity to also set the guidelines on communication for example if a coach has a question tell him during the line change where you'll be and if he has any concerns, you'll answer him/her then. Getting to the neutral zone on a stoppage is a place where they know they can get your attention if they have a question.

Now have your basic conversation-how are you, when did you play last-have you played this team recently-do you play tomorrow.

Perception



How you are perceived

You never get a second change at a first impression.

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 officiating 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 are focused and professional and that even if they don't respect your calls at least you are giving a solid effort.

Perception becomes reality

Coaches expect player to take the game seriously, So should you!

We have all be guilty of easing up on a game at one time or another, and when we do it gives the impression, we are not taking the assignment seriously as the player and coaches. If a coach believes that you could be in for a long night!

Communication is the same way do not create the impression where the coach believes your above them when refusing to communicate.

For example, the stop sign I am not talking to you, regardless of what their concerns are. We need to listen before we react, listening is the heart of communication.

Managing the game

Player Safety # 1 Priority

Our number one job is player safety for a officiating team to gain the respect of the players and the coaches' the number one thing that will make you credible is the ability to assess violence no matter who makes the call. If the players know that you are there to protect them, it will go a long way in tense situations.

Note: One of the referees' biggest challenges is when you need to remove a player from the game. Before removing a player confirm what you saw with your team. A Hot situation can get hotter! When communicating with the coach explain what you called and disengage as quick as possible. Your best actions are to get the play moving and put the focus on the game.

Violent penalties:

The governing bodies of all major leagues over the past 10 years has continued to provide rules and guidance for players-coaches & officials to eliminate the violent penalties that have entered the game of ice hockey. We are empowered to enforce these rules to keep the players and the game safe for all participants involved.

Hockey is a collision sport; great referees will know the difference on how to assess the situation. The referee must make the correct penalty call- do not down-grade a penalty, enforce the correct rule and use the correct rule application. League administrators will determine through supplementary discipline any suspensions. Your responsibility is to deal with the player that committed the violent penalty.

Penalize that player and remove him from the ice. Once that player is removed, the temperature of the game comes back down. If we leave him in the game, the result is the referee must deal with retaliations and verbal banter. Have the courage to make the correct call.

Rules are rules without them there is chaos!

Physical fouls Points of Emphasis

Every league has a different rule interpretation for the following penalties.

It is up to your crew to know the right interpretation for the league you are working.

The following are the NCAA rules, penalty options, and guidelines.

Key words - picking the head, elevation on the hit, explosion on the hit, targeting, principal point of contact, already committed to the check, contact was unavoidable player attempted to minimize contact before they hit.

A reminder: Let them play competitively with respect for each other once they go over the line and violence escalate you must step in and change the behavior.

Contact to the Head

45.1 Contact to the Head - A player shall not make direct contact from any direction with an opposing player's head or neck area in any manner (including, but not limited to, with the shoulder, stick, elbow, etc.).

A hit resulting in contact with an opponent's head where the head was the main point of contact is not permitted.

PENALTY—Major, major and game misconduct or disqualification at the discretion of the referee.

The following guidance is provided below for proper enforcement of this rule:

Major only option considerations:

- Whether the opponent put themselves in a vulnerable position by assuming a posture that made head contact on an otherwise full body check unavoidable.
- Whether the opponent materially changed body or head position immediately prior to or simultaneously with the hit in a way that significantly contributed to the head contact.

Major and Game Misconduct: The Referee has the discretion to assess a major penalty plus game misconduct, based on the severity of the infraction, to a player that makes direct contact to the head of an opponent.

Major and Disqualification: The Referee has the discretion to assess a Disqualification penalty if the player attempted to or deliberately injured an opponent with an illegal check to the head.

The committee reminds coaches and players that the responsibility remains with the player making the hit to avoid contact with the head and neck area of an opposing player.

Any contact directly with the player's head and neck area must be penalized with a major penalty, a major penalty and a game misconduct or disqualification. A player delivering a check to an unsuspecting and vulnerable player puts themselves in jeopardy of being penalized under this rule.

Officials are to pay particular attention to these examples when applying this rule. The following examples, based on the severity of the contact, should be penalized with a major penalty and game misconduct or a major

penalty and disqualification:

- A player that is reckless
- A player that has just released a shot or pass
- A player that is about to receive a pass
- A player that delivers a late hit
- A player that extends and directs the arm, elbow, forearm or shoulder to contact the head and neck area of the opponent
- A player that extends the body and targets the opponent's head or neck area;
- A player that leaves their skates or launches in order to deliver a blow to the head or neck area of the opposing player; and a player that uses the stick in any way to target the head or neck area (e.g., cross checking, butt-ending, etc.).

45.2 Indirect Contact to the Head - When the initial force of the contact is through the body of the opponent and then slides up to the head or neck area, the committee believes this type of indirect contact to the head action may still be penalized, at the referee's discretion, as another minor penalty (e.g., elbowing, roughing, high sticking, charging, etc.). When officials penalize this type of infraction, the committee is requiring that officials assess this penalty placing the wording "indirect contact to the head – elbowing, etc." This will allow for a consistent seasonal tracking of these types of indirect contact to the head minor penalties. This is in no way intended to replace or encourage a lessening of contact to the head penalties.

50.1 Hitting from Behind

A player shall not push, charge, cross-check or body check an opponent from behind in open ice.

PENALTY—Minor or major at the discretion of the referee.

Hitting from behind into the side boards, end boards or goal cage is a flagrant violation.

PENALTY—Major, major and game misconduct or disqualification at the discretion of the referee.

The following guidance is provided below for proper enforcement of this rule:

Minor or Major Penalty: A player shall not push, charge, cross-check or body check an opponent from behind in open ice.

Major Only: When a player receiving contact turns their body to create contact from behind into the side boards, end boards or goal cage, a major penalty may be assessed. The following guidance should be used when assessing a major penalty only:

Whether the opponent put themselves in a vulnerable position by assuming a posture that made checking from behind on an otherwise full body check unavoidable.

Whether the opponent materially changed body position immediately prior to or simultaneously with the hit in a way that significantly contributed to the check from behind.

Major and Game Misconduct: Any player who cross-checks, pushes or charges an opponent who is in a vulnerable from behind into the side boards, end boards or goal cage, may be assessed a major penalty and game misconduct.

Major and Disqualification: The referee has discretion to assess a disqualification penalty if the attacking player delivers contact to an opponent by checking from behind into the side boards, end boards or goal cage that is severe and/or reckless.

These situations, based on the severity of the contact, shall be assessed either a major and game misconduct or major and disqualification penalty:

- A player that is reckless
- A player that has just released a shot or pass
- A player that is about to receive a pass
- A player that delivers a late hit
- A player that extends and directs the arm, elbow, forearm or shoulder to contact the head and neck area of the opponent
- A player that extends the body and targets the opponent's head or neck area;
- A player that leaves their skates or launches in order to deliver a blow

to the head or neck area of the opposing player; and a player that uses the stick in any way to target the head or neck area (e.g., cross checking, butt-ending, etc.).

Charging – Interference with Significant Contact

A player shall not skate more than two strides and jump into or charge an opponent. Charging is the action of a player, who as a result of distance traveled, checks an opponent violently in any manner from the front or side.

Note: A legal body check is one in which a player checks an opponent who is in possession of the puck, by using the hip or body from the front or diagonally from the front or straight from the side.

Interference with Significant Contact - The referee, at his discretion, may assess the following penalty based on the severity of the contact to a player guilty of interfering with an opponent.

PENALTY—Minor or major at the discretion of the referee. A game misconduct or disqualification may be assessed at the discretion of the referee.

A player shall not charge or otherwise foul a goalkeeper while the goalkeeper is within the crease or privileged area.

PENALTY—Minor or major at the discretion of the referee. A game misconduct or disqualification may be assessed at the discretion of the referee.

Stoppages at the net:

When the play comes to a stop at the net, it is critical that we finish at the net.

When there is a big hit or contact with the goalkeeper, heighten your awareness of the possibility of a retaliation.

Players and goalies will continue to push and shove until they recognize that the referee / official has taken charge of the play.

Communicate early with goaltenders so they understand that you will be there to protect them and at the same time they need to obey your commands.

If you be-friend the goalie, this can help you if the play or the game comes to a boiling point.

GOALTENDER INTERFERENCE:

The game has changed, and we must understand that a hockey goal is the result of a good hockey play. when an attacking player rushes the net and in his drive to the net, he/she makes contact with the goaltender and the goalie does not have a chance to re-set himself and make a hockey play, a goal cannot be scored on that play.

The rule book provides you with a wide latitude of options to use to re-set the game and assess the proper sanctions. use the rule book, don't guess at the call, use the rule book to re-set the game

A player shall not charge or otherwise foul a goalkeeper while the goalkeeper is within the crease or privileged area.

PENALTY—Minor or major at the discretion of the referee. A game misconduct or disqualification may be assessed at the discretion of the referee.

Hot spots and scrums: Scrums are 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.

WORKING TOWARDS A DIFFERENTIAL:

When a scrum develops at the net; either before or after a whistle, someone started that scrum. Determine who started the scrum (problem) and when you get things under control, give the team that started the scrum or the team that continued the scrum the extra penalty. Go to both benches and tell both coaches that each and every time we have to stop the game for a scrum, you are going to find a differential.

Minor penalties guidelines

Once you establish where the line is and then maintain and enforce it the game, the players and the coaches all understand the boundaries.

Over the last 10 years the game has changed in this year as well there was more focus on letting the players play and move around to create great scoring opportunities.

Establish a solid penalty criteria early

Multiple 1-1-1 minute "gray area" on same player should be assessed before escalates to potential major. Don't pick and choose penalties based on outcomes but based on actions.

Holding – Hooking

holding standard when a free hand is used to hold pull, tug, grab, or physically restrained an opponent from moving freely this must be penalized as holding. The freehand may be used by a player to “fend off” an opponent or his stick but may not be used to hold the opponent's stick or body.

The actions of a player who does not have body position but instead uses illegal means for example hook with the stick, hold with their hands, trip with the stick or in any manner to impede an opponent, who is not in possession of the puck illegal means are acts, which allow players and goaltenders to establish and maintain or restore body position other than by skating.

Positioning and creating great sight lines

Work hard at staying calm and poised under pressure display confidence assuredness and control intensity will give you the power of presence you need for great on ice performance. Keep yourself moving to be in the best position possible to gain sight lines you need to make a judgment on a call or non-call.

How so and effort are very noticeable to the game participants and will give everyone the sense you're in the game and have come to work.

Scanning as much of the play as possible at all times and not becoming puck, or player focused will allow you to see the whole play and detect sneaky trips holds, elbows, quick high sticks, late interference hits and embellishment, if it should occur after the original foul has been committed stepping up all looking where your team is. These are true traits of a good referee.

Quick tip: When you are blowing the whistle from the corner and the play is at the net make sure you skate over to the net as you blow the whistle it will give you great presence.

Getting to the net:

Get to the net when the play comes to a stop. you need to have a strong net presence. this will help reduce controversy after the play comes to a stop.

Net presence:

A strong net presence reflects on your skill set to move well down low and be in position to make calls at the goal-line. In addition, your physical presence at the net reduces the opportunity for players to take extra liberties on each other.

Goal line management:

This is an area where we need to communicate to officials to keep the play and the players in front of them. By moving your feet and keeping the play in front of us, we don't disconnect from the play at the net.

Penalty call procedure & protocols STOP

Stop blow your whistle and get everyone's attention

Take a deep breath

Observe the players where they are on the ice signal and announce the penalty.

Proceed to the penalty box, take a wide berth/path to go to the penalty box to report the penalty. When you have multiple penalties complicated or a differential go over to the scores table – announce the penalties & give the signals again. Determine the time going on the clock-explain it to both coaches (10 seconds per bench) and get the game re-set.

Line Change Procedure –

During a line change, is a good time to address the coach on a request to talk to you. By not enforcing the procedure it can suck the life out of a game!

The line change procedure for all stoppages of play, except during games with television timeouts, is as follows:

Following a stoppage of play, the referee will enforce the following line change procedure once he has determined that this procedure may begin:

The referee shall give the visiting team up to five (5) seconds to make its line change.

- The referee shall raise his hand to indicate no further changes by the visiting team and to commence the home team's line change.

The referee shall give the home team up to eight (8) seconds to make its line change.

- The referee shall lower his hand to indicate no further changes by the home team. Any attempt by either team to make a change after the referee's signal, attempt to place too many men on the ice for the subsequent line change, or attempt to make additional personnel changes, shall not be permitted and the referee will send the players who have attempted to change back to their players' bench.

- The referee will then issue a warning to the offending team (through the coach) indicating that any subsequent violations during the rest of the game (including overtime), shall result in a bench minor penalty for delaying the game.

- The linesman conducting the faceoff will blow his whistle (once the referee has lowered his hand for the line changes) to indicate that all players must be in position and on-side for the faceoff within five (5) seconds. The faceoff will then be conducted in accordance with Rule 81 – Faceoffs.

PENALTY—If a team intentionally delays the line change, it shall be warned. This serves as that team's warning for theSection 10 / Game Flow_ 67 remainder of the game. If that team intentionally delays a line change later in the game, a bench minor penalty shall be assessed (see Rule 81).

Reaction under Pressure – Manage “BIG” Moments

Hockey is an intense game and is played with a lot of emotions. This means that referees are repeatedly placed in pressure situations.

Being a referee means that you will have to deal with these situations effectively. Communication is the key.

We work in a profession that basically can cause trouble by just showing up!

Communication and Toothpaste

Words are like toothpaste, once out of the tube you cannot put the tooth paste back in. Same with words think before you speak!

Communication Bullet points

- Some of the dumbest things you say sound great in your head. Think before you speak
Fire, Ready Aim
- Conflict is inevitable – see it as a challenge not a failure
- Speak with confidence a can make referee a great call can be ruined or a poor call can be rescued on how it is presented.
- Control your emotions
- Answer questions not statements
- Tell them what you called not why – opens you up for more discussion.
- respect officials must act like the leader - and don't get into a pissing contest
- Learn how to escape – without – last word

Hot situation can get hotter – be the fire men not the fire starter established boundaries of conduct don't let them create you are in charge always prevent a situation from escalating. Don't lock yourself in a room when the house is on fire!!!! When absorbing the heat for a blown call – do not throw your teammate or mates under the bus “that's not my call” It will only h

- Communication slow and deliberate
- Players and coaches become unglued on situations and sometime rightfully so when the crew make a big mistake admit and move on. Take responsibility early it builds credibility. Do not allow the conversation to escalate.
- Don't be arrogant
- Separate personal attacks from banter know the difference
- They only time they want to see you is when they are being fouled – otherwise your just in the way. Do your job and be consistent – stop the verbal abuse and get back on track
- It's my lively hood – your reacting to their players mistakes one call does not have a coach lose his job! Not atter what you say is going to convince them to stop. Your job to calm down and more on a moving puck is your best friend --- puts focus back on the game your selling compliance with the rules.

Negative language:

Sometimes we say things we may regret latter, especially in a heated game or conversation with a coach. Don't say things off the cuff! The last thing you want to do is ruin your reputation and your trust with the supervisor and or league office.

We can never curse at a player, coach, trainer or any member of a hockey team. When we do, we lose right there and then. You are a professional, you are paid to provide a service, you are not permitted to curse at anyone at any time for any reason.

The only reason we curse at a participant is because they have gotten under our skin, you have now become emotionally involved in the game, again, you are a professional not an amateur. You control the outcome at all times. In some cases we need to listen and move on quickly and tell the coach we got the message. In other situations, we need to caution the participant that he about to cross the line, in other situations you just need to calmly assess the correct penalty. Have the courage to call the correct penalty, the minor comes before the misconduct. call the minor, have the courage to do it right, have the game knowledge and situational awareness to not put

your-self in a position to have to be confronted by a participant and then have to address these situations.

All things said – Respect your position as well we are not looking for anyone to genuflecting to them either. It's not okay to get lambasted because there is an ongoing belief it ok to berates us. Take control and penalize!

