

MPRB Hockey Official Training

2023



Getting started

- **Introductions**
- **Expectations**
 - Points of Emphasis
 - Skill-Building
 - “No Check” doesn’t mean “No Contact”
 - Fair, Respectful play
 - Officials should be...
 - On time (15 minutes early)
 - Properly Equipped
 - Black Helmet
 - Striped Jersey
 - Black pants
 - Shin Tights (optional)
 - Black Skates (color optional)
 - Whistle
 - Knowledgeable
 - Fair, Friendly and Firm
 - Composed and Focused

Pre-game setup

- First on ice, last off the ice
- Indoor games
 - NETS – put in place, pegs for all levels, check for holes (unlikely), check for pucks after warm up
- Outdoor games
 - NETS – put in place on the goal line, check for holes (likely – repair with extra skate lace if you have it), check for pucks after warmups
 - ICE – check for rough spots, warn teams of any potential hazards.
 - SNOW - If it's snowing, allow coaches/parents to reasonably shovel, but we only have about 10-15 minutes between games, so if you have to start the game, start the game
 - BOARDS/GATE – See that the board gate is installed, if available.
- Talk to coaches
 - Introduce yourself – name and handshake help break the ice
 - Check for IDs – if a coach doesn't have an ID, they can't be on the bench.
 - Set expectations – what are you looking for? What should coaches be aware of in terms of new rules or points of emphasis?
 - Answer questions about rules, not situations
 - If a coach asks a question about a rule, answer to the best of your ability.
 - If a coach wants to relive a situation from last game or warn you about a team, say “every game is different, we'll call it as we see it today.”
 - Finally, ask one of the home team coaches (or whichever team is occupying the home bench) to provide a game puck.

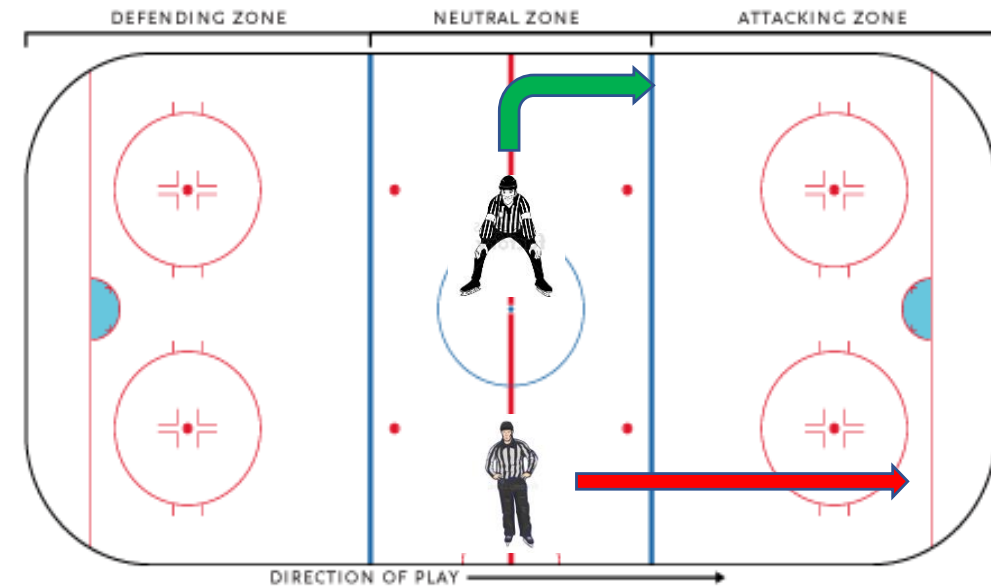
Clock operation

- For indoor games, get one of the coaches to enlist the help of a parent to run the clock
 - 4 minute warm up
 - Period length
 - First period: 12 minutes, stop
 - Second period: 12 minutes, stop
 - Third period: Time remaining in the hour, running
 - Penalties
 - 11U – 1 minute minors
 - 13U – 1.5 minute minors
 - 15U – 2 minute minors
- For outdoor games, referees keep time on a stopwatch or watch with a timer
 - 4 minute warm up
 - Period length
 - All periods 15 minutes running
 - Penalties
 - 11U – 2 minute minors
 - 13U – 2.5 minute minors
 - 15U – 3 minute minors
 - Keep an eye on the clock, shout out remaining time at the 10, 5, 4, 3, 2, 1 minute marks. Count down the last ten seconds audibly.

Managing the Game

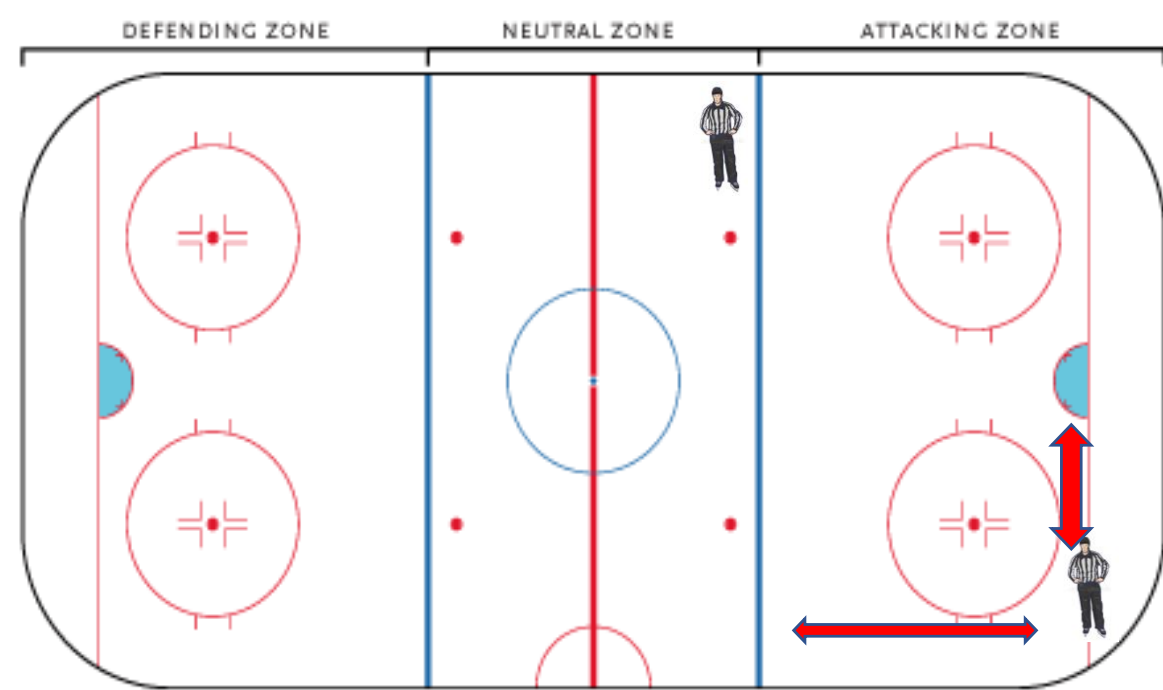
- **Opening Faceoff**

- Prior to the opening faceoff of each period, point to each goalie to ensure each is ready. Point to your partner to ensure they are ready.
- Prior to each faceoff, blow the whistle briefly to signal the faceoff is going to come
- Ensure all players are in correct positions, and the two centers have their sticks on the ice outside of the faceoff dot.
- Within 3-5 seconds (randomly), drop the puck to begin play.
- As the players collect the puck to skate away, briefly look behind each shoulder to see that you're clear, then skate backwards towards the boards
- The non-faceoff official should proceed the play into either attacking zone, the faceoff official should follow behind and take their position outside the blue line



Managing the Game

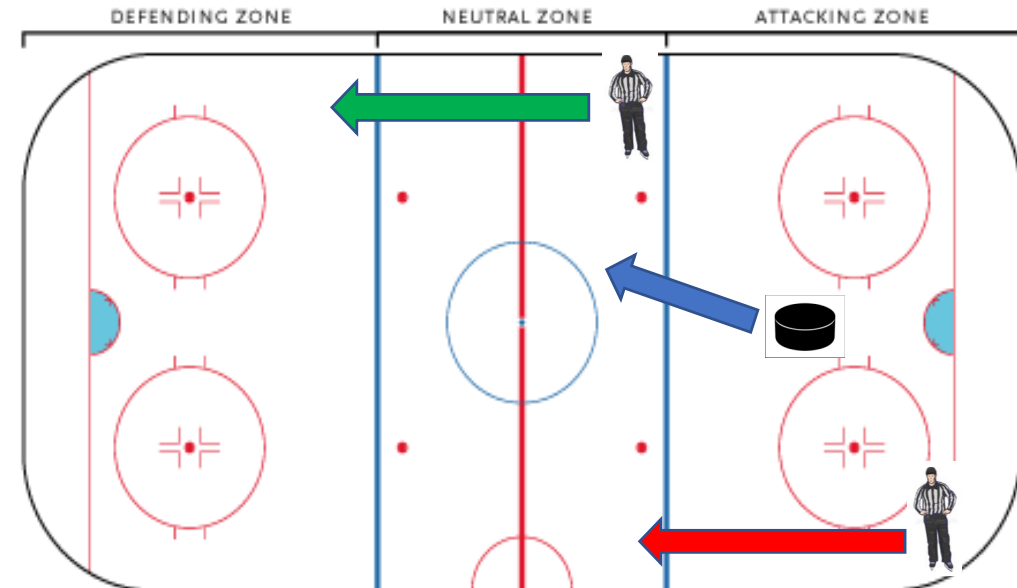
- **Puck in offensive/defensive zone**
 - R1 (inside the zone)
 - Keep the play in front of you at all times
 - Watch the play behind and in front of the net for infractions
 - When a puck is shot on net, be in a good position to see the goal line and determine if the puck crossed completely. Signal the goal by blowing the whistle and pointing at the net.
 - When the puck is covered (or if the referee loses sight of the puck in a scrum in front of the net), R1 shall blow the whistle to signal a stoppage of play.
 - R2 (outside the zone)
 - Maintain position for as long as possible to watch for offsides.
 - As play exits the zone, anticipate and retreat towards the opposite blue line, keeping the play between you and your partner, and be in position to determine offsides at the opposite blue line



Managing the Game

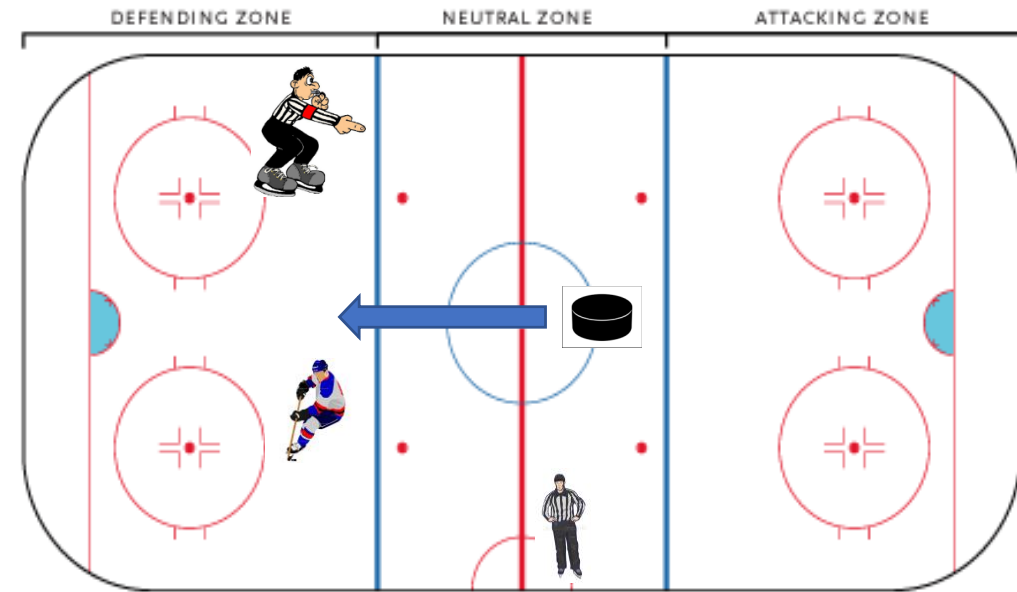
- **Play transferring from defensive to neutral zone**

- R1 has left the blue line as the play exits the zone, keeping the players between them and their partner, and maintaining a diagonal line between themselves and their partner.
 - Outside of the opening faceoff, two referees should never be exactly across from each other – they should always be on a diagonal.
- R1 continues to the opposite blue line to determine offsides
- R2 now follows the play out of the zone, ready to anticipate if the play comes back in their direction, and in position to call offsides should the play come back into their zone.
- If the play lingers in the neutral zone, each referee should take a position inside their respective blue line, keeping a diagonal line between themselves.

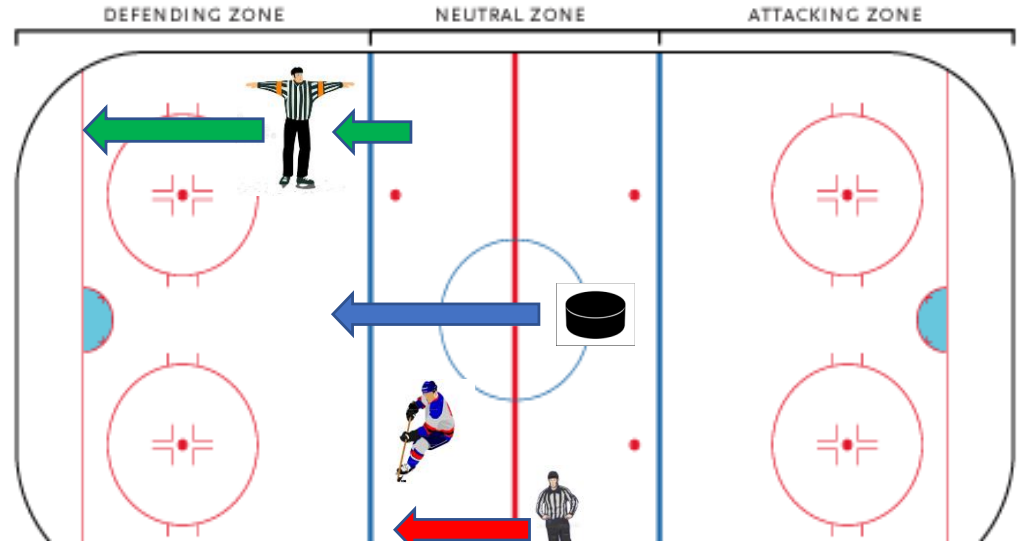


Managing the Game

- **Play entering the offensive zone**
 - R1 makes the determination of offsides from just inside the blue line.
 - If the play is clearly onsidies
 - no signal is needed, continue into zone
 - If the play is narrowly onsidies
 - Make “washout” signal
 - Vocalize “NO”
 - If the play is offsides, blow the whistle and point to the line (not the player).
 - R2 follows the play, and takes their position just outside the zone.

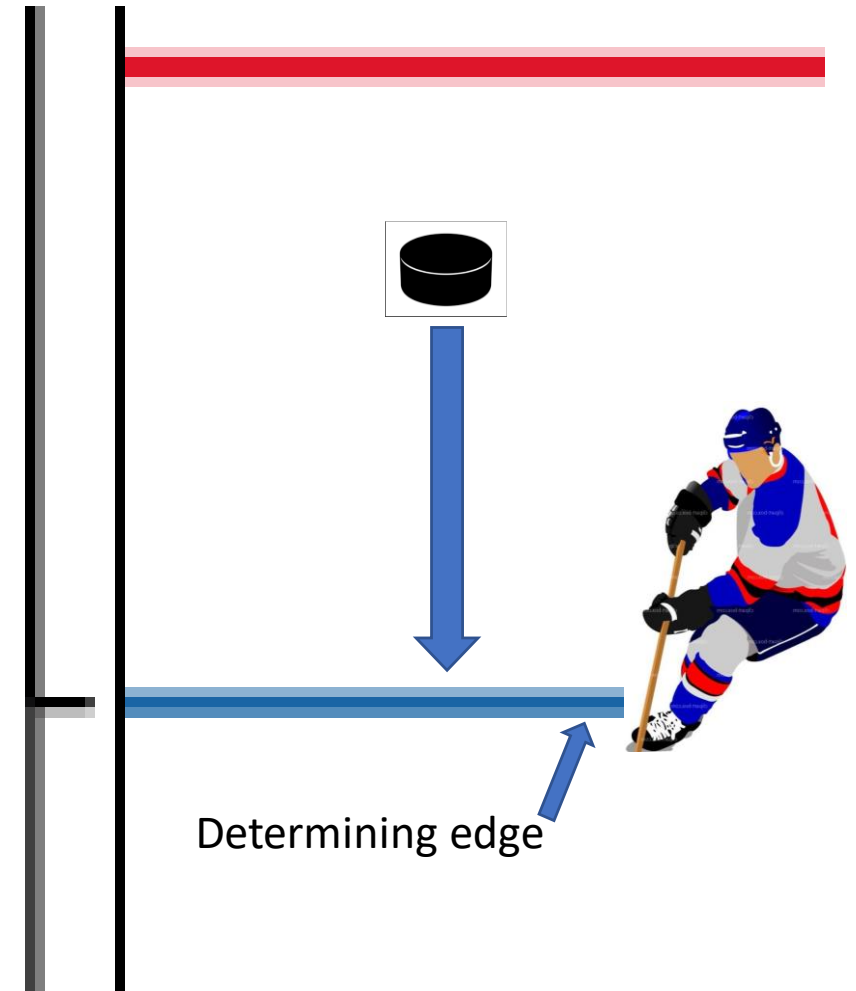


Offsides (above) vs Onsides (below)



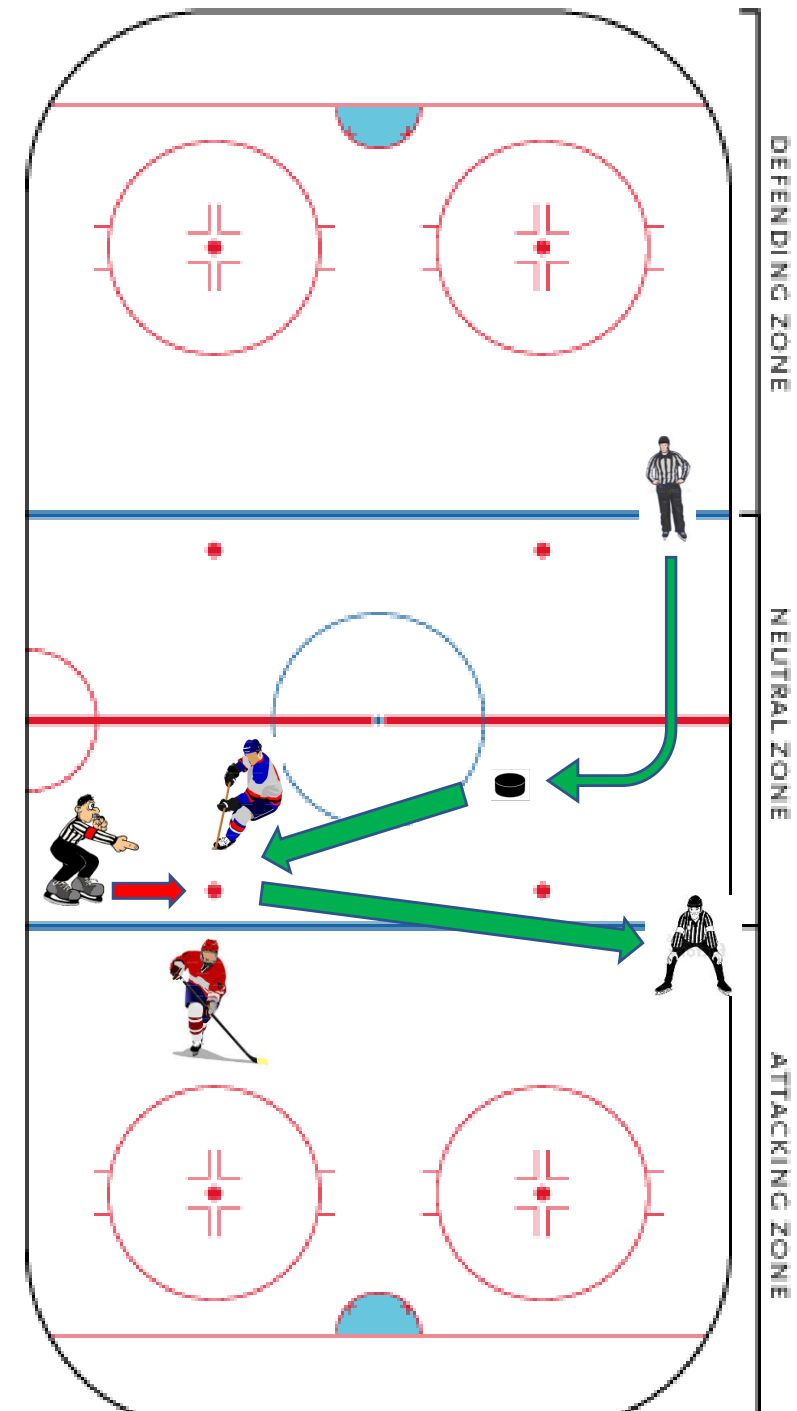
When Offsides Is Called

- **DEFINITION:** Offsides shall be called when one or more attacking players precede the puck into the attacking zone. This can happen when:
 - The play is first entering the zone, if an attacking player precedes the play, or
 - The puck has exited the zone, and there are players still in the zone when the puck is shot or carried back into the zone.
 - As of 2021, No more delayed offsides (per USA Hockey)
 - Determining edge = edge of blue line opposite where the puck is coming from
 - Offsides is determined by the skate blade on the ice
 - If the skate blade is entirely beyond the determining edge, both skate blades are in the air (player jumped), then the play is offsides.
 - If the skate blade is in contact with the blue line, play is onsidies



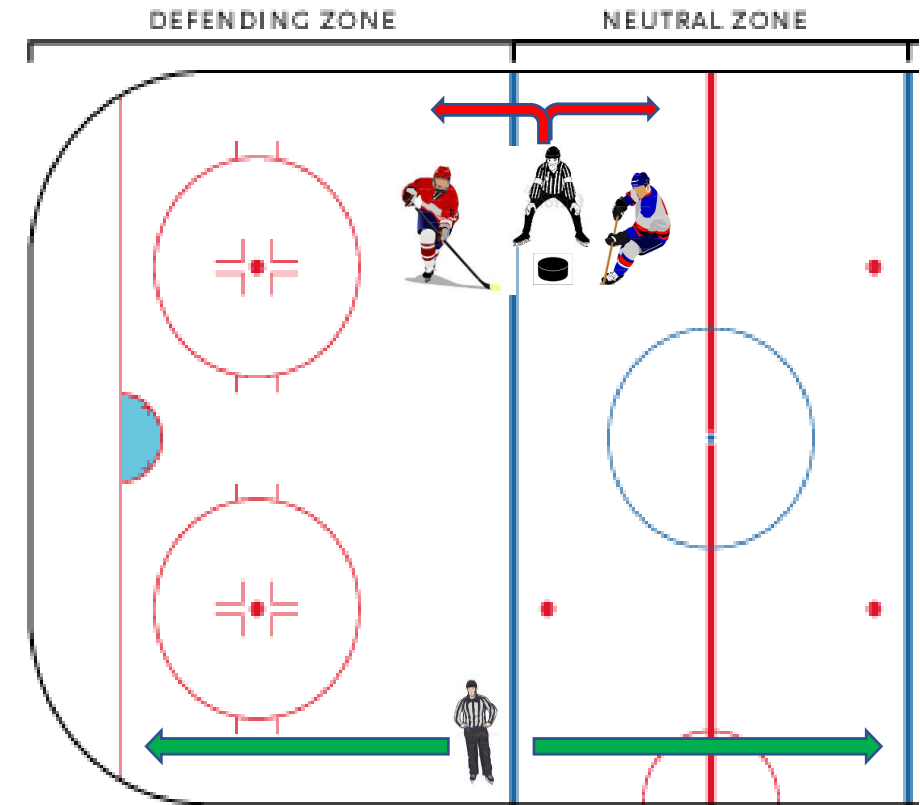
When Offsides Is Called

- The referee that has determined the play is offsides shall
 - Stop skating
 - Blow the whistle
 - Point to the line
 - Then, skate to the faceoff dot closest to where the puck was last touched before crossing the offending blue line.
 - Long distance offsides and Intentional offsides
- The referee's partner shall
 - Retrieve the puck
 - Bring the puck to their partner and perform a hand-off
 - Take their position on the opposite side of the ice, just inside the blue line
 - The position just inside the blue line allows the non-faceoff ref to be able to move quickly towards the net to determine a goal, while also giving them enough time to head out of the zone should the puck go the other way.



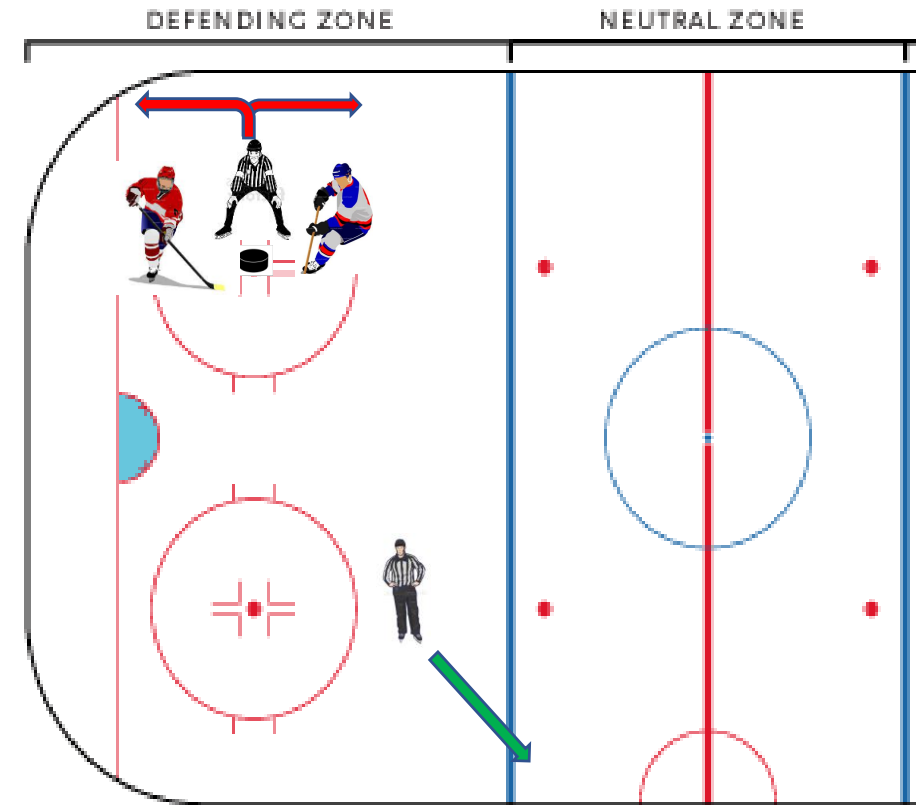
Faceoff - Offsides

- R1 is conducting the faceoff
 - R1 blows the whistle to ready players for faceoff
 - Check for player position
 - Drop the puck within 3-5 seconds of blowing the whistle.
- R2 has a position just inside the offensive zone
 - R2 anticipates play and reacts, heading into offensive or neutral zone to precede the play
- R1
 - Waits for players to clear, then skates backwards to boards
 - Follows the play



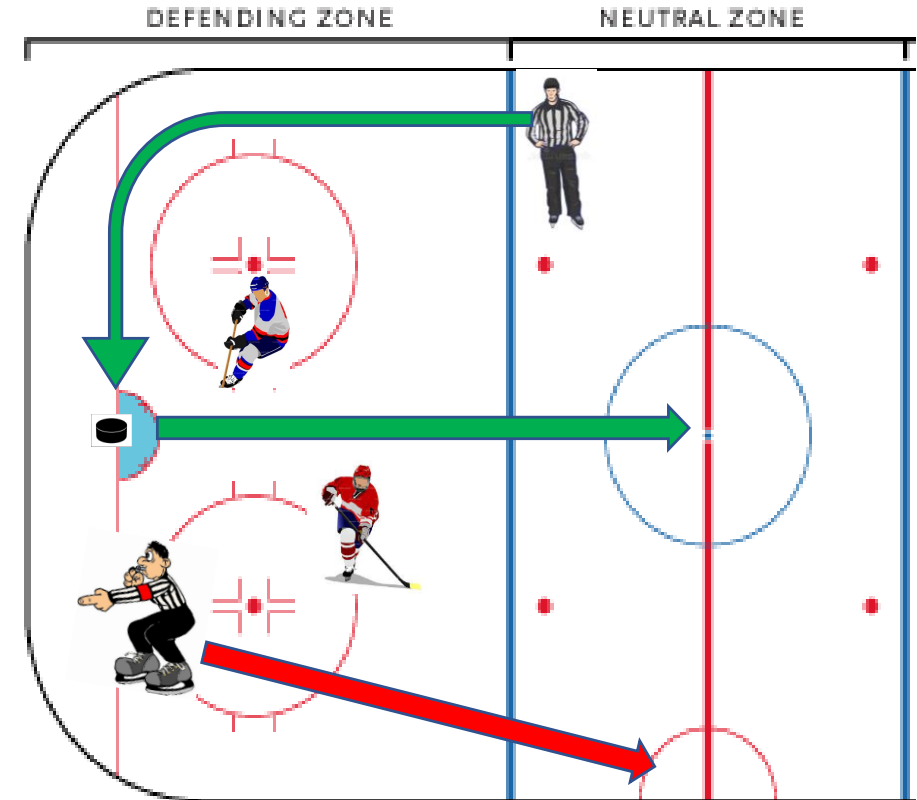
Faceoff – Goaltender Stoppage

- Let's say R1 whistled a stoppage of play due to the goaltender covering the puck
 - R1 watches for player altercations, then gathers puck
 - R1 chooses face-off spot closest to where the goalie froze the puck
 - R2 takes position about five feet into the zone and five feet off the boards.
- R1
 - Blows whistle
 - Makes a check for player position
 - Drops puck after 3-5 seconds
 - Waits for players to clear, then skates backwards to the boards, ready to react
- R2
 - Skates backwards to a spot outside the blue line



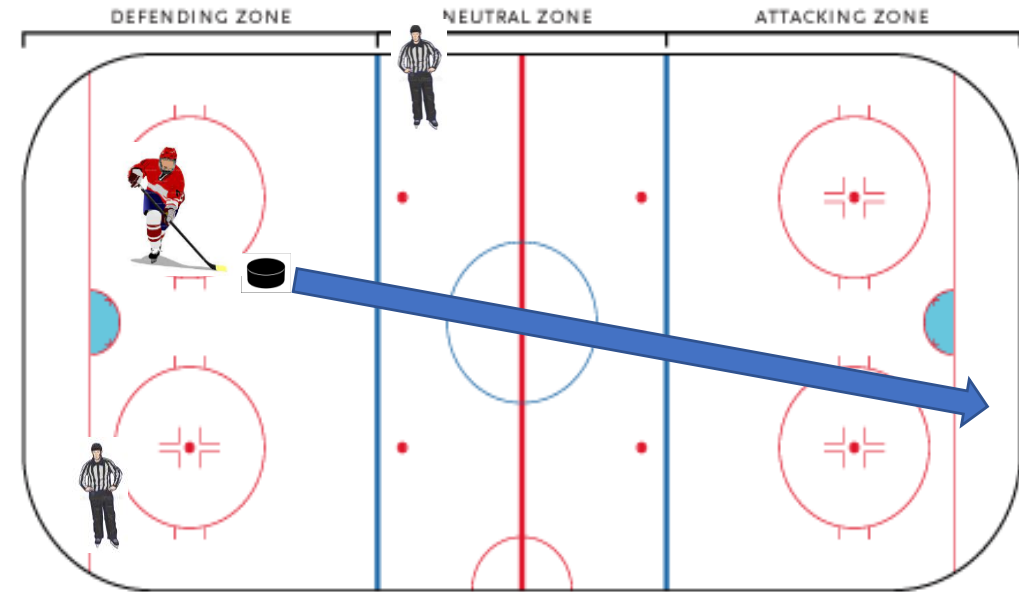
When a Goal is Scored

- In-zone referee (R1, in this case) signals goal
 - In most leagues, R1 would also determine which players to award the goal and assist(s)
- R1
 - Watches players
 - skates to spot on red line in front of scorers table
- R2
 - Watches players
 - Retrieves puck
 - Skates to center face-off dot to drop the puck



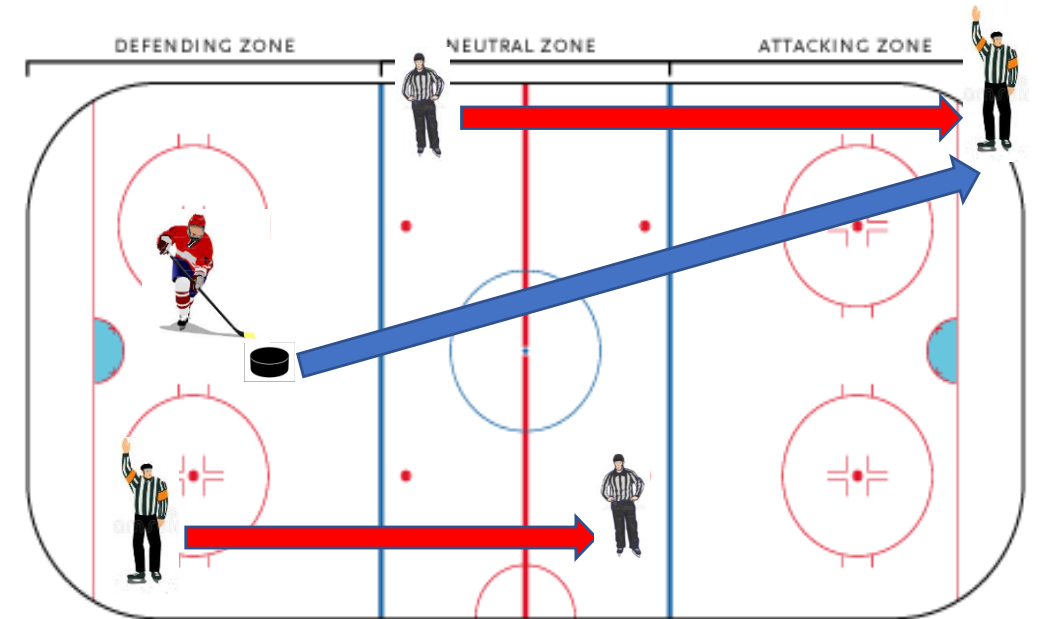
Calling icing

- **DEFINITION:** Icing occurs when the following criteria are in effect:
 - A player shoots, passes, deflects or otherwise directs the puck down the ice from behind the team's red line
 - The red line shall be considered part of the player's zone for determination purposes
 - The puck is then untouched (or is incapable of being touched) by any opponent (except the goaltender in their crease) before completely crossing the opponent's goal line



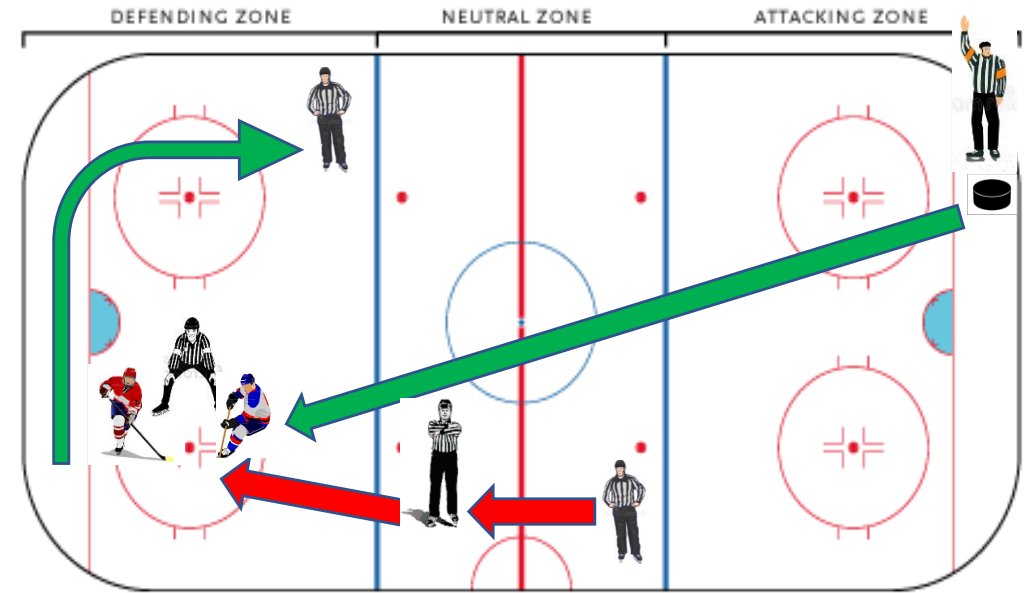
Initiating and terminating icing

- Back ref (R1) INITIATES icing call
 - Makes “delayed” signal and verbalizes “ICE”
 - Do this whether or not you think the puck will make it all the way, or if you’re unsure whether or not it has been touched. R1 is responsible to initiate, it’s up to R2 to confirm or cancel.
 - Skate quickly out of the zone towards the blue line in case Icing is waived off
- Front ref (R2) TERMINATES call
 - R2 immediately skates down to the far goal line to make the icing determination.
 - R2 will Wave Off icing (washout, yell “No Ice”, continue play) if:
 - The puck does not completely cross the line
 - The puck is touched before crossing
 - R2 can signal touch (“make it rain”)
 - The puck could have been played by a defensive player (not goalie)
 - The goalie leaves the crease to play the puck or fakes playing the puck
 - The puck enters the goal (signal goal)
 - Once puck completely crosses the line, R2 will terminate the icing by raising their arm and blowing the whistle.



Signaling icing and facing off

- Upon R2 blowing their whistle, R1:
 - Stop skating
 - Point towards the faceoff dot closest in the defensive zone on the side of the ice where the puck was last touched.
 - Takes a couple forward strides, then skates backwards into the zone, making the icing signal (one flat arm atop the other). R1 takes their position just off the faceoff dot and awaits R2.
- R2 skates (hard) towards R1, hands off the puck, then skates behind the net and takes their position for a defensive zone faceoff.

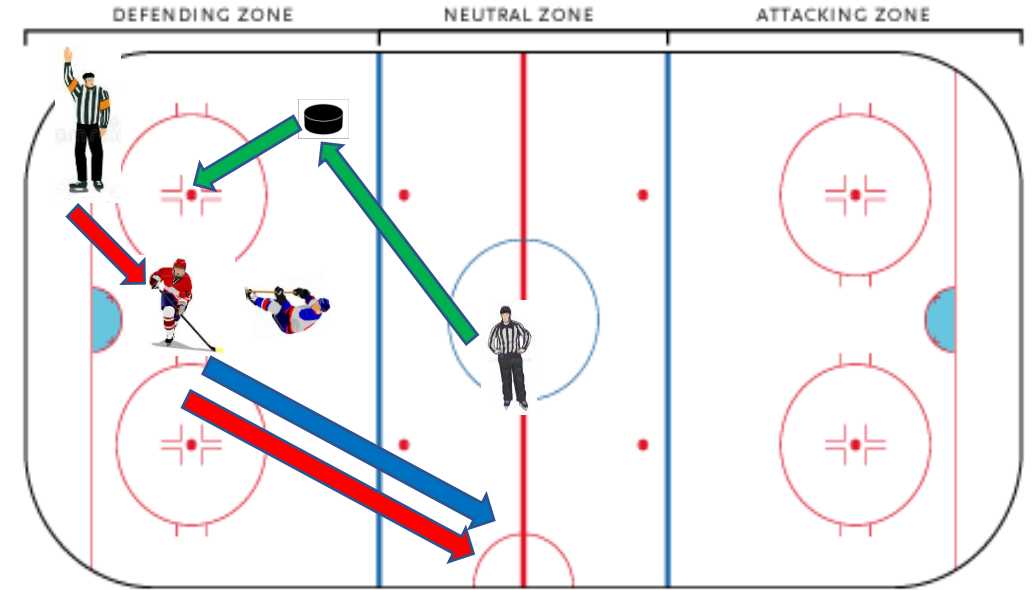


Calling Penalties

- Either Referee may call a penalty at any time
 - DELAYED PENALTY
 - If the offending player's team does not have control of the puck, the signaling referee shall raise their arm straight in the air, signaling a delayed penalty.
 - END OF DELAYED PENALTY, OR IMMEDIATE PENALTY CALL
 - As soon as the offending player's team gains control of the puck, the signaling referee shall:
 - Blow whistle
 - Stop skating
 - Point to the offending player with all five fingers together (IE, not one finger in an accusatory manner)
 - Verbally announce the team, player number and infraction
 - While announcing the infraction, use the proper hand signal for the penalty
 - HELPFUL NOTES
 - Make each step slowly and deliberately. Don't rush the call.
 - For most penalties, make your signal directly in front of your chest for best visibility
 - Some penalties, such as tripping or high sticking, may be made lower or higher than chest-height simply due to the nature of the signal.

Calling Penalties, continued

- Ref calling the penalty then:
 - Keeps an eye on the players
 - Escorts penalized player to the box
 - Reports penalty to timekeeper
 - Skates a few feet back from the timekeeper and repeats signal so that both coaches can see the call
 - NOTE – for outdoor games with no timekeeper, this step should still be done at some point between the benches so that the coaches can see the call.
- The other referee
 - Keeps an eye on the players
 - Retrieves puck
 - Determines faceoff spot
 - Spot closest to where the puck was when whistle was blown
 - UNLESS – the offending team was in the offensive zone.
 - Then, choose spot at the nearest face off dot in the neutral zone.
 - If the penalty was assessed after a goal, the face off still occurs at center ice.



Penalties – Using Professional Judgement

- Much of hockey officiating is pretty clear as long as you're in position.
- Calling penalties is sometimes the most difficult aspect of being an official.
- SHOULD I CALL A PENALTY
 - Intent – was there clear intent to restrain, impede or contact an opponent that was not an immediate result of legally playing the puck?
 - Danger/aggressiveness – did the offender act dangerous, recklessly or aggressively?
 - Possession change or goal opportunity lost – did the actions of the offender immediately result in a possession change or cost the affected player a chance to score a goal?



Penalties – Using Professional Judgement

- The first penalty of the game is often the most important
 - Sets the tone
 - Lets the players and coaches know what you will accept and what you won't
 - May help avoid tempers flaring later
- Helpful tips
 - Don't be afraid
 - Be in position
 - Trust your eyes
 - Be firm and confident in your call
 - Don't go too fast
 - Take the time to get the player number
 - Nothing is worse than getting it wrong



Penalties – Making the Call

- When it comes time to signal
 - Stop skating
 - Vocalize your call in a clear, neutral voice
 - IE – not aggressive, and not passive
 - Make your signals crisp and clear
- If questioned by the coach, be confident in your call.
 - Do not engage a coach who is being verbally or physically aggressive.
 - Allow a composed coach to ask “what did you see,” and answer honestly.



Penalties – Signals

- Do you know the signals for... ?
 - Tripping
 - Slashing
 - Cross Checking
 - Roughing
 - Holding
 - High Sticking
 - Interference
 - Hooking
 - Elbowing
 - Checking from Behind
 - Head Contact
 - Goal Scored
 - Icing

HOCKEY 101

Referee Signals



BOARDING
Strike the clenched fist of one hand into the open palm of the other hand directly in front of the chest.



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



CONTACT TO THE HEAD
Extend arm above head and tap head with open palm.



CROSS CHECKING
A single forward and back motion with both fists clenched in front of the chest.



DELAYED CALLING OF PENALTY
Extend arm to upright position.



DELAYED OFFSIDES
The non-whistle hand, palm open, is placed across the chest, then fully extended directly in front of the body.



DELAY OF GAME
The non-whistle hand, palm open, is placed across the chest, then fully extended directly in front of the body.



ELBOWING
Tapping either elbow with the opposite hand.



GOAL SCORED
Point at the net with the non-whistle hand, palm open.



HAND PASS
The non-whistle hand (open hand) and arm are placed straight down alongside the body and swung forward and up once in an underhand motion.



HIGH STICKING
Holding both fists clenched, one a short space immediately above the other to the side of the head.



HOLDING
Clasp wrist of whistle hand with the other hand well in front of the chest.



HOLDING THE STICK
Clasp wrist of whistle hand with the other hand well in front of the chest. Next, hold both fists clenched, one a short space in front of the other at waist height.



HOOKING
A series of tugging motions with both arms, like pulling toward the stomach.



ICING
The back official signals the icing situation by fully extending his free arm. The front official indicates the icing is completed by extending his free arm over his head and blowing his whistle. The back official moves to the faceoff spot and crosses his arms to indicate the icing.



INTERFERENCE
Crossed arms with fists clenched stationary in front of chest.



MISCONDUCT
Hands should be moved once from sides down to hips. Thus, point to player first, hands to hips second.



ROUGHING
Fist clenched, full extending arm from the side.



SLASHING
One stop with the non-whistle hand across the straightened forearm of the other hand.



TRIPPING
Keep both skates on the ice when signaling, using right hand on the leg.

Penalties – Times and Situations

- **Coincidental Minors**

- If two offsetting minor penalties are called at the same stoppage of play (one for each team), each player will serve their penalty time in the box, but neither team will go a man short (5 on 5). Both players must remain in the box until the **FIRST STOPPAGE** after the time expires.

- **Mandatory Majors/Misconducts**

Minor/Misconduct (team 2, player 8)	Major/Game (team 4, player ejected, report to MPRB)
Boarding	Attempt to Injure (Match Penalty)
Charging	Butt Ending - Spearing
Checking from Behind	Head Butting - Holding the Facemask
Contact to the Head	“Slew Footing”
	Fighting (Match)
	Kicking (“pushing off” is major/game, “kicking” is match)
	Any penalty where a player is recklessly endangered

Penalties – What not to do

- DO NOT allow the coach to complain about that call, or about previous calls or non-calls.
 - “Coach, do you have a question about the rule or about what I saw? If not, then we’re done here.”
- DO NOT allow a coach to change your call. Once you make a call, the call stands.
- DO NOT forget to **BACKUP YOUR PARTNER**
 - Never tell a coach you disagree with your partner’s call.
 - You can say “My partner had a better view of the play than I did” or “I couldn’t see the penalty from my angle”
 - You can huddle with your partner to determine what they saw, or – after the game in the locker room – discuss how you may have called a play differently. But **NEVER** in earshot of coaches, players or fans.



MPRB specific rules

- No checking (call minor for “body check”)
- No slapshots in 11U and Penguins
- Tag-up (delayed) offsides for 13U and above
- Coaches must have an ID badge to be on the bench
- Regular season: no overtime, no timeout
- Tournament: revised overtime rules, one timeout (see playoff bulletin for more information)



Post Game

- After the game concludes, be in position to be able to prevent any post-game hostilities.
 - If there is a handshake line, R1 and R2 should take diagonal positions on opposite sides of the handshake line to watch for issues.
- Thank both coaches for a good game, and return the game puck to the home coach.
- Allow one team to leave the ice first, and then the other (usually home team first).



Team Sideline

- Record your game scores and notes, or if you have your phone with the TeamSideline app, you can enter them in right after each game if you like.
 - In either case, enter your scores into TeamSideline as soon as possible, preferably the same night.
 - In addition to the score, enter notes on how the game went.
 - If it was a good, uneventful game, simply write “good game”
 - Report any problems you had with specific players or coaches.
 - You MUST report any game misconducts or match penalties so that the league can record them and make decisions on supplementary discipline.
 - Include the player number, the infraction committed, the penalty assessed (major + misconduct, for example), and a brief explanation of what led to the call (“Blue 6 and Red 21 were arguing all game. Late in the third period, Blue 6 slashed Red 21, and then Red 21 turn around and punched him in the helmet, knocking him to the ice. After we broke up the players, we assessed Blue 6 a minor for slashing, and Red 21 a major + game misconduct for fighting.”)

QUESTIONS?