

Referee Evaluation Instructions

During game play whistles and down time will be avoided. You will need one extra ring in your possession.

Games will have a 4 minute warm up, 2x27 minute periods, and a 1 minute half time. Teams will NOT change ends at half-time. Goalies will change ends at half-time only if required as per goalie rotation.

You may have to assist with the player warm up: 2 full ice laps and then a horseshoe drill at each teams end. **U10:** 1 full ice lap and then lineup at blue line to take break away shots on their respective goalies. *remind players to bring the rings back to the lineup!

Games will be 5on5 with 3on3 play at the end of a game if requested by the evaluation head. Shifts will be timed for 60 seconds and indicated by buzzer (U10 may use 90 second shifts). Players will enter the ice when the buzzer sounds and players leaving the ice will return to the bench and attempts should be made to avoid game play when returning to the bench. Line changes will be fluid on the buzzer.

Bench helpers are responsible to keep players in sequential pinnie order and assign positions in a rotation.

Goalies will rotate evenly: starting goalies should have been determined by coin toss and notified they are starting. Goalies will rotate during game play with no stoppage in play occurring. If possible please remind goalies if they miss the correct time to rotate:

2 goalies – change ends at half-time.

3 goalies- rotate clockwise every 9 minutes (for example black team, bench, red team)

4 goalies- rotate clockwise every 13 minutes (for example black team, black bench, red bench, red team)

Game play will begin with the referee giving one team the ring in the center ice free pass circle. The opposing team will be given the ring at the start of the second period. When the buzzer sounds for shift change the players are to leave the ring where it lies. If necessary the referee will put the ring into play during line changes.

After a goal a new ring will be put into play by the referee toward center ice. You will call out “new ring” when it is put into play. Please collect the ring from the net after the new ring is in play.

For minor infractions (crease violations, blue line infractions, 4 in the zone) please advise players with verbal feedback (black team you have 4 in...) and raise your hand so evaluators know an infraction has occurred. No stoppage in play is required. * if teams/players become confused you can stop the play by blowing your whistle and put a new ring in to play by announcing “new ring” with a quick verbal correction to players and/or bench helpers.

For major infractions (penalties) blow your whistle to stop play and indicate the pinnie number of the player receiving the penalty to evaluators. Put the ring back into play with an attempt to give possession to the other team. Please limit calling penalties as whistles should be avoided to maximize game play.