

Greater Victoria Minor Ball Hockey Association

Referee Information

Welcome to being a referee with the Greater Victoria Minor Ball Hockey Association (GVMBHA)! This is a quick guide to help you learn about this important role. Details also posted at: <https://www.gvmbha.com/content/information---general---referees>

Annual training (referee clinic)

Referees must attend a clinic each year to be certified. BC Ball Hockey is the only certified trainer currently approved by the Canada Ball Hockey Association (CBHA). Certification will be valid until March 31 of the following year (this allows for refs to be certified during the assessment period). Check the BC Ball Hockey site (best to do a web search for BC Ball Hockey Referee Clinic as the page is updated each year) – usually clinic are posted in February and will be held in March or early April.

Dress code and equipment needed

- Short sleeve CBHA CRESTED ball hockey official's jersey (Black and White with orange insert)
 - A Black short sleeve or long sleeve t-shirt can be used while you are waiting for your official referee jersey to arrive. (otherwise use a long or short sleeve black & white ice hockey referee jersey if you have one).
 - If you are using a long sleeve jersey, no red arm bands shall be worn.
- Black athletic shorts (preferably with no logos present)
 - There are official CBHA shorts you can also order.
- Whistle (*Acme Thunder metal model strongly recommended*).
- Running shoes.
- CSA Black Helmet (mandatory for all officials) and CSA 1/2 visor (mandatory for all minor officials and strongly recommended for adult officials)
- Jock and shin pads are recommended but not mandatory.
- Official uniforms are ordered directly through the CBHA (you can work with other officials to reduce shipping costs): https://www.canadaballhockey.ca/en/page/referee_uniform_orders.html

How shifts are scheduled

GVMBHA will be using a new to us RAMP assignment system starting in 2023 for collecting individual official availability and scheduling referee shifts. All officials are to register for this system:

<https://www.rampinteractive.com/assigningv2/login?v2=a50b35f0>

As this is new to us, more details will be released as soon as known! Schedules will be posted at:

<http://victoriaminorball.rampassigning.com/>

Shift arrival information

- Please arrive at your games, meet your partner and be on the floor ready to go at least 15 minutes prior to game time.
- Most rinks have a referee change room. You (or your partner!) will be responsible for obtaining the key. If a game following yours, you need to make sure you hand off/have them sign out the key as appropriate.
- The key for the ref room (as applicable) should be kept at the scorekeepers booth.
- Please remember no rink, nor can the GVMBHA be responsible for any items lost or stolen.

What if I cannot make a shift?

Having referees attend scheduled games is integral! If you become ill or cannot make a scheduled game for any reason, please email refereescheduler@gvmbha.com asap.

Game levels and compensation

Division	Ages of Officials	Rate of Pay
Tykes	officiated by coaches	n/a
Peanut (U8)	officiated by two junior officials at least 12 years of age	\$25/official
Pup (U10)	officiated by officials at least 12 years of age	\$25/official
Pee Wee (U12)	officiated by officials at least 13 years of age	\$30/official
Minor (U14)	officiated by officials at least 15 years of age	\$30/official
Major (U16)	officiated by officials at least 17 years of age	\$40/official
Junior (U19)	officiated by officials at least 19 years of age	\$40/official

Notes:

- U13/U15 WCC practice games will be \$30/official
- U17/U19 WCC practices games will be \$40/official
- Senior officials will be paid a minimum of \$35 per game, regardless of level; \$40 only for major, junior and U17 or U19 WCC games
- Youth referees will receive reimbursement for the ref clinic registration fee assuming they officiate at least three (3) games. This will be received at the end of the season.
- Officials under the age of 15 will be paired with experienced or adult partners to start the season.
- Mentor shifts (if a 3rd referee scheduled to assist with training) will be paid \$25 if under 19 years or \$35 if 19 years of age or older.

Rink locations (arena codes)

(AB) Archie Browning	Esquimalt
(ER) Eagle Ridge	Westshore/Langford
(JD) Juan De Fuca	Westshore/Colwood
(NA) Naden*	Esquimalt
(PA) Panorama	Central Saanich
(PG) Parkes, Green/Gold	Saanich
(SO) Save On Foods	Victoria
(WE) Westhills	Westshore/Langford

*valid photo ID required for entry for all 16 years of age or older

Game format (in brief)

- Use the rink clock (if available) for all game start/end times. Game to start on time.
- All levels receive a 3 minute warm up (regardless if team on the floor) and a 1 minute intermission between periods. No time outs or overtime in the regular season. Game must end with two (2) minutes left on the wall clock before the end of the scheduled time – game to be whistled “over” at this time no matter how much time left on the game clock.
- Game timing:
 - Peanut(U8) / Pup(10) / Peewee(U12) & Minor(U14): 60 minute time slot. 1st period 20 minutes running time. 2nd period 20 minutes stop time.
 - Major(U16) / Junior(U19): 75 minute time slot. Both periods 20 minutes stop time.
 - Pee Wee (U12) and older games swap ends (younger divisions do not) – start on the opposite end of the floor.
- Players and under age coaches must have their helmet on all times – this includes on the bench, on the floor and during handshake.

Approving the final scoresheet

GVMBHA uses the RAMP gamesheet system. Work with the team managers and scorekeeper to ensure the game is set up, roster verified and all goals and penalties properly recorded. There is an official logon to approve the games.

Rules

This is just a quick sheet. The official rule book has gone digital! Please bookmark the below web site on any mobile device or home computer to familiarize yourself with its rules and have it available during games if needed:

https://www.canadaballhockey.ca/en/page/online_rulebook/online_rulebook.html