

Red Deer Pond Hockey



Officiating Manual

Red Deer Pond Hockey is a family oriented organization that believes all youth should have the opportunity to play non-contact hockey in a fun and supportive environment.

Red Deer Pond Hockey is:

- A no-hit hockey league for kids
- Fun and family oriented
- For ages 5 – 17
- For boys and girls
- Has low registration fees
- Season runs from October – March
- Typically play over 25 indoor scheduled games per season
- Games are only played in Red Deer and Penhold (occasionally in surrounding communities when ice unavailable in Red Deer/Penhold)
- At most 1 game per week unless it is a tournament weekend where we schedule two (2) games
- Outdoor practices usually start in January, weather permitting (warmer than -15C)
- Equipment and financial assistance can be provided

To find out more information or to register on-line, go to www.RedDeerPondHockey.com



Red Deer Pond Hockey Rule Book

Event	1 st Occurrence / Player / Game	2 nd Occurrence / Player / Game	3 rd Occurrence / Player / Game
Minor Infraction	Minor Penalty	Minor Penalty	Minor Penalty and Game Misconduct
Scoring more than the maximum number of goals (3 / game)	Minor Penalty, Goal not counted, (treated like icing)	Minor Penalty and Game Misconduct Goal Not Counted	n/a
Intimidation: Slap Shot (stick raised above knee) for any purpose	Minor or Major Penalty* at discretion of referee	Game Misconduct	
Body Checking and Boarding	Minor Penalty or at the discretion of the referee a Major Penalty and a Game Misconduct depending on the degree of violence of the impact. If a player is injured a Game Misconduct and an automatic Disciplinary Committee Review required prior to player being able to return.		
Checking from Behind	A Minor Penalty and a Game Misconduct Penalty. If a player is injured a Major Penalty and a Game Misconduct Penalty must be assessed. Where a player is high-sticked, cross-checked, body-checked, pushed, hit or propelled in any manner from behind into the boards or goal net, in such a way that the player is unable to protect or defend herself, a Match Penalty shall be assessed. Disciplinary Committee review required prior to player being able to return. Note: Referees are instructed not to substitute other penalties when a player is checked from behind in any manner. This rule must be strictly enforced.		
Head Contact	Minor Penalty shall be assessed to any player who accidentally contacts an opponent in the head, face or neck with his stick or any part of the player's body or equipment. A double Minor Penalty or a Major and a Game Misconduct, at the discretion of the Referee and based on the degree of violence of impact shall be assessed to any player who intentionally contacts an opponent in the head, face or neck with her stick or any part of the Player's body or equipment.		

	A Major Penalty and a Game Misconduct or a Match Penalty shall be assessed to any player who injures an opponent
Swearing or derogatory comments while on ice or on bench (by a player or a coach)	Minor Penalty or Game Misconduct at the discretion of the Referee
Abuse of an official, including all off ice officials – Verbal or physical (by a player or coach)	Minor Penalty and Game Misconduct at the discretion of the Referee
Fighting	Major Penalty and Game Misconduct. Disciplinary Committee Review required prior to player being able to return
Infraction with intent to injure	Match Penalty must be assessed and Disciplinary Committee Review required prior to player being able to return to play.
Use of Unregistered Player(s) and/or Suspended Player(s)	Current game cancelled. Team suspended one (1) game for each unregistered player used for first infraction.

Please note, where there is no specific mention of an infraction in the above, the Hockey Canada Rules will apply.

Should there be any discrepancy between the Red Deer Pond Hockey Rules and Hockey Canada Rules, the Red Deer Pond Hockey Rules shall prevail. **The list of penalties and guidelines shown in this document are minimums.**

Length of Penalties:

Minor Penalty: 3 Minutes

Double Minor Penalty: 6 Minutes

Major Penalty: 5 Minutes – All Major Penalties are an automatic Game Misconduct where the offending player is ordered off the ice and a substitution who was on the ice at the time of the infraction is to serve the 5 minutes

Game Misconduct within the last 10 minutes of the third period: 1 game suspension

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1.0 OFFICIALS ROLE

The basic role of the official can be broken down into two simple words – “safe” and “fair”. By viewing and officiating the game with these two words in mind, an official should be able to call a game that is acceptable to all of the participants.

There is no good excuse for an official not to penalize an infraction that threatens the safety of another participant and Hockey Canada calls upon all officials to strictly enforce these types of infractions.

The word “fair” does allow some flexibility in determining which infractions will and will not be penalized. Any fraction that takes away a good scoring chance should be penalized. However, some infractions although obvious infractions by the wording in the rule book, can be overlooked if no advantage is gained. Remember that it is the “spirit” or “intent” of the rule that determines the infraction, not the literal wording. This will be interpreted differently in each game, depending on the official, the level of play and the style of play. As officials develop their officiating skills, their “feel for the game” and “judgement” will help them determine the officiating style needed in each game.

Infractions after the whistle should also be penalized accordingly, with emphasis placed on penalizing the instigator of such activity.

2.0 CODE OF ETHICS

I will.....

- Do the best job that I can in each game regardless of the category of the game
- Always show respect for my fellow officials, players coaches and fans. This includes conduct on social media. Any disrespect shown to RDPH League, sponsors, fellow officials, players, coaches and fans will be addressed and could result in loss of officiating privileges.
- Treat all other participants and spectators with respect at all times. Use of abusive language or gestures is completely unacceptable under any circumstances
- Study and continue to improve my knowledge of the Hockey Canada playing rules, the Pond Hockey Officiating Program policies and procedures (including any Hockey Canada policies and procedures not included in the Pond Hockey Officiating Program).
- Represent myself and the rules of the game as fairly and as accurately as possible at all times.
- When required, I will promptly report all penalties involving potential disciplinary action to appropriate authorities.
- Always be unquestionably impartial, keeping a professional and appropriate distance from teams.
- Understand the use of alcohol is not encouraged and is totally unacceptable on game days. The use of illicit drugs is against the law.
- Uphold the philosophy and right of all hockey participants to “Fair Play” and penalize accordingly all violent acts.
- Raise the standard of play in each game I officiate.
- Be supportive of my fellow on ice and off ice officials at all times, even when I am a spectator.

- Accept the fact that I will make mistakes, but I will not get frustrated or let this learning process affect my performance and professionalism
- Contribute to the continuing growth of the Hockey Canada Officiating Program and its officials within my branch through support, encouragement and positive attitude.
- Respect and accept constructive feedback from supervisors and assignments I receive from my administrators.

3.0 CONFLICT MANAGEMENT

As an official, you are going to have to deal with conflict.

- You will have to deal with people who treat you in an abusive way
- Always remember, the rule book has penalties which may be assessed to coaches and players who choose to be abusive to you.
- You can penalize a player or coach so make sure it is their behavior that is in question, not yours
- Communication between players, coaches and officials is extremely important.
- Productive communication with the participants is encouraged as long as it is purposeful and does not slow the game down.
- How can I make the communication more productive? By monitoring your verbal and nonverbal communication skills.

Verbal communication includes:

- Words you choose
- The tone you use
- The volume you use

Nonverbal communication includes:

- Facial expressions
- Gestures
- Eye contact
- Posture
- Players and coaches will not always participate in productive communication

You have no control over what is said to you, but you have full control in how you react to this conflict.

- Conflict is natural, how you handle it is the important thing
- How you respond to conflict?
 - Listen to understand
 - Take a few seconds to think about comments and/or actions and determine your response.
 - Determine if a reply is necessary
 - If a reply is necessary at that time, then reply to diffuse the situation only.
 - Continue on with the game.
- Remember you may only have 10-15 seconds to do this

Dealing with spectators:

- Spectators come to games for various reasons
- Many of them have no background in the game or have a different philosophy from Hockey Canada on how it is to be played.

- Although many of these people will want to give you their opinions, as an official, NEVER communicate directly with spectators. However, as an official, you can eject spectators from the game just as you would a coach or a player.

Every conflict has two parts:

- How people think and how people feel
- In order to resolve conflict, which is a difference of opinion, we need to consider how people feel, their emotions.
- Conflict can range from a disagreement of ideas or interests to a violent struggle or contest

4.0 SOCIAL MEDIA CODE OF CONDUCT

See attachment listed under Appendix 1

5.0 CLASS OF PENALTIES

- 5.1 Minor (e.g. Tripping, Holding or Cross-Checking)
 - 5.1.1 Player sits for 3 minute running time (time is displayed on the clock)
 - 5.1.2 Served by offender
 - 5.1.3 Expires on scoring of goal or expiration of penalty time during game in progress or at the next stoppage of play if even strength (coincidental penalties)
- 5.2 Bench Minor
 - 5.2.1 Player sits for 3 minute running time
 - 5.2.2 Served by offender if known/identified or by any player from the ice
 - 5.2.3 Expires on scoring of goal or expiration of penalty time or at the next stoppage of play if even strength (coincidental penalties)
- 5.3 Major
 - 5.3.1 Player is ejected from the ice surface and assessed a Game Misconduct
 - 5.3.2 Must be served by someone on the ice (5 minutes on the clock)
 - 5.3.3 Doesn't expire on scoring of goal
- 5.4 Misconduct
 - 5.4.1 Player sits for 10 minutes (is NOT shown on the clock)
 - 5.4.2 Served by offender
 - 5.4.3 Doesn't expire on scoring of goal
- 5.5 Game Ejection
 - 5.5.1 Player is asked to leave the ice surface for the remainder of the game – no one is placed in the penalty box and game is continued at even strength unless a Minor and/or Major Penalty is also assessed then must be served by someone on the ice
 - 5.5.2 Game Ejection is recorded on the Score Sheet – Please ensure the correct number is recorded along with the time of the ejection
 - 5.5.3 If Game ejection occurs in the last 10 minutes of the game please ensure that a game report is completed and an email is sent to referee@reddeerpondhockey.com

- 5.6 Game Misconduct
- 5.6.1 Player is asked to leave the ice surface for the remainder of the game – No one is placed in the penalty box and game is continued at even strength unless a Minor and/or Major Penalty is also assessed then must be served by someone on the ice
- 5.6.2 Game Report is completed and an E-mail to the Referee Coordinator is required
- 5.7 Gross Misconduct
- 5.7.1 Player is asked to leave the ice surface for the remainder of the game – No one is placed in the penalty box and game is continued at even strength unless a Minor and/or Major Penalty is also assessed then must be served by someone on the ice
- 5.7.2 Player will be not be allowed to return until after review by the Disciplinary Committee
- 5.7.3 Game Report is completed and an E-mail to the Referee Coordinator is required
- 5.8 Match Penalty
- 5.8.1 Player is asked to leave the ice surface for the remainder of the game – No one is placed in the penalty box and game is continued at even strength unless a Minor and/or Major Penalty is also assessed then must be served by someone on the ice
- 5.8.2 Player will be not be allowed to return until after review by the Disciplinary Committee
- 5.8.3 Game Report is completed and an E-mail to the Referee Coordinator is required
- 5.9 Penalty Shot
- 5.9.1 Awarded to the affected player in the case where a clear opportunity to score was available and the affected player was fouled from behind
- 5.9.2 No penalty is served by the offending team however the penalty is noted on the Scoresheet
- 5.9.3 After the penalty shot,
- On a goal, face off to occur at centre ice
 - Otherwise face off to occur in affected players offensive zone to the left/right of the goalie

6.0 COINCIDENTAL PENALTIES

- 6.1 Procedure for Cancelling Coincidental Penalties
- M: Cancel as MANY penalties as possible
- O: Cancel in a way to make the team only ONE player short
- T: Cancel in a way to avoid TAKING another player off the ice
- O: Cancel using ORDER of penalty OCCURRENCE or in the order they were reported by the Referee
- 6.2 Basic Coincidental Penalties
- A Minor Penalty called against each team at the same time. Team A, Player A and Team B, Player B both receive minor penalties. Penalties cancel each other out. On Ice Strength: 5 vs. 5

6.3 Team A receives two penalties, Team B receives one penalty

Team A, Player A receives two minor penalties, Team B, Player B receives one minor penalty. First penalty for Team A, Player A cancels with Team B, Player B penalty. Team A, Player A sits a minimum of 3 minutes, maximum of 6 minutes if no goal is scored between 3rd and 6th minute On Ice Strength: 4 vs. 5.

Who Serves the Additional Penalty?

When can Team A Player A and Team A Player B come out of the Penalty Box?

When can Team B Player A come out of the Penalty Box

6.4 Two Penalties called against each team at the same time

Team A, Player A receives two minor penalties, Team B, Player B receives two minor penalties. All penalties cancel each other out. Both players sit a total of 6 minutes, regardless if a goal is scored or not. On Ice Strength: 5 vs. 5

6.5 Team A, Player A receives two minor penalties, Team B, Player B and Player C receive one minor penalty each

All penalties cancel each other out
On Ice Strength: 5 vs. 5

6.6 Minor and Major Penalties

Team A, Player A and B receive minor penalties, Team B, Player C receives a major penalty. Player C ejected from the ice surface, another on ice player serves 5 minute penalty. On Ice Strength: 3 vs. 4

7.0 HOCKEY RULES

7.1 Signals Examples



Boarding



Butt Ending



Checking from Behind



Charging



Cross Checking



Elbowing



High Sticking



Interference



Kneeing



Roughing

NOTE, these are only some of the examples of the signals that the Referees will use. Please see additional signals in the Hockey Canada Rule Book

7.2 Penalty Calling Procedure

- 7.2.1 Mentally record the offending player's number
- 7.2.2 Raise arm with hand open and fingers together
- 7.2.3 Blow whistle (with authority) when offending team has possession and control of the puck
- 7.2.4 Official must then come to a complete stop with arm still raised and pausing to allow everyone to focus is on the referee
- 7.2.5 The Referee then points to the offending player and keeping all players in view skating backwards to the penalty bench when required
- 7.2.6 Report player's number and infraction

7.3 Off Sides

7.3.1 For the puck to change zones, it must completely cross the line

7.3.2 When the puck is in an end zone, the zone includes the line and extends to the outside of the line

7.3.3 Rule:

- Puck must precede the player into the zone, unless the player is in possession and control with one skate in the neutral zone
- A player can't put an opponent off-side
- All deflections are considered off-side
- All attacking players must make skate contact with the blue line and not re-enter the zone until all his team mates have cleared
- A goal can't be scored on a delayed off-side shoot-in
- Puck is carried over the blue line with players off-side
- Blow whistle and point across the blue line (Immediate off-side, not delayed)
- Puck deliberately carried over the blue line with players obviously off-side
- Intentional off-side, blow whistle immediately, point to offending team zone to indicate face-off location
- Puck is shot, passed or deflected into zone with players off-side
- Delayed off-side, raise non-whistle arm and verbally communicate "Off-side"
- If all attackers clear, arm down and verbal "OK" or "Clear"
- If attacking player plays puck or body, blow play dead and point across line
- Player deliberately plays the puck in a delayed off-side situation, knowing that he is off-side
- Intentional off-side, blow whistle and point to offending team zone to indicate face-off position
- If the offside was a result of a pass, the face-off will take place at the origin of the pass, in line with the face-off dots

7.4 Icings

7.4.1 For the purpose of this rule, the center red line will divide the ice into halves. If a player shoots, bats or deflects the puck from their half of the ice (behind the center red line) and it crosses the goal line, play will be stopped for icing

- If the puck enters the opposing net, the goal is allowed, unless batted with a hand
- Any contact with the puck after it crosses the red line nullifies icing
- Icing is nullified if the puck is playable by a player from the non-offending team (excluding the goaltender)
- No icing if the offending team is shorthanded, must be equal or greater strength than opponents Icing is complete the instant the puck crosses the goal line

7.4.2 Icing Procedure:

- Back Official indicates a potential icing by raising their back arm and verbally communicating with partner "Ice"

- Front Official pursues the puck down the ice. At the top of the face-off circle, shoulder check and confirm still icing. When puck crosses goal line, blow the whistle.
- Back official then points to face-off location
- Use verbal communication to enhance signals and communicate with your partner. "ICE/OK"
- Signal "washout" immediately if no icing, or as soon as nullified

8.0 TWO OFFICIAL SYSTEM – POSITIONING & PROCEDURES

- Both officials can call penalties, ANYWHERE on the ice
- The ice is divided by the center red line. This means that one referee will take all face-offs in one half of the ice and the other Referee will take all face-offs in the other half of the ice.

8.1 General Guidelines

- Each referee covers two thirds of the total ice surface. This coverage overlaps in the neutral zone.
- Try to never let the puck pass you in the neutral zone and be closer to your blue line than you are.
- Officials should always be at, or just inside, their blue line prior to the puck and players. They cannot accurately call off-sides if they are 3-6 meters from the line.
- When the puck is in your partner's end zone making you back official, watch for fouls in front of the net. If your partner is watching the play in the corner or along the boards, she/he may not be able to watch in front of the net as well.

8.2 Positioning While Play is in progress

- To start the game, or any face-off at center ice, the two officials should be positioned along the center redline facing each other.
- The official taking the face-off should be facing the penalty bench so that the timekeeper can start the clock when the puck is dropped.
- When the puck is dropped, the official not dropping the puck must go with the puck, whether to the left or right. This will allow the official to be at the blue line as the puck crosses.
- Note that the official dropping the puck has skated backwards to the boards after dropping the puck.
- As the puck moves into the end zone, the front official must follow the play and begin to implement his endzone positioning.
- The back official will move up the boards and take a position one stride outside the blue line, at an appropriate angle to face the play.
- The back official can watch the following:
 - The play in the entire end zone
 - For any off side at the blue line
 - The play that is away from the puck
- Both officials should never be on the same side of the ice.
- The front official should follow proper end zone positioning.
- When the puck is in the neutral zone in the vicinity of the center red line, both officials should be within one meter of their respective blue lines which places them in position to call off sides, which may happen at either blue line

- If the play continues towards the front official's blue line, she needs to be in position to call any potential off-side, and then move in deep with the play.

8.3 Positioning for Face-Offs

- All Face-offs shall be conducted at the designated face-off spots as indicated by the reason for stoppage of play.
- All face-offs are taken by the official for that end, regardless of what side of the ice they are to be on.
- For a face-off at centre ice, both officials should be positioned on the centre red line, facing each other, so that the official taking the face-off is facing the time keeper
- When a face-off is at one of the four spots in the neutral zone, the official taking the face-off should skate backwards to the boards, and then move immediately to cover the near blue line. The other official should cover the blue line until his partner is in position.
- When a face-off takes place at one of the end zone face-off spots, the front official drops the puck and backs to home base. If the puck stays deep, she/he must practice end zone positioning. The back official is positioned outside the blue line.
- If the play begins to move out of the end zone, the front official must move quickly up the sideboards to call plays at the blue line as the puck enters the neutral zone. The back official must hold the blue line until his partner is in the proper position to call off-side in case the play moves back into the end zone.

8.4 Face-Off Zone Changes

- When the puck is dropped at centre, the official not dropping the puck must go with the puck, whether to the right or left. This will allow them to be at either blue line as the puck crosses.
- Once the official's end zone has been determined, he will assume responsibility for all face-off and positioning in that half of the ice surface. The other official will assume the responsibility for the other half.
- The officials will maintain their responsibilities for face-off and positioning until one of three things happen:
 - A goal is scored
 - A penalty is assessed
 - The start of the next period
 - After a neutral zone face-off at which time they may or may not change ends.

8.5 When A Goal is Scored

- When a goal is scored, the front official will signal the goal. The other official will retrieve the puck and go to centre ice for the ensuing face-off. Positioning and procedures are now the same as for the start of the game.

- 8.6 When a Penalty is Assessed
- When a penalty is assessed, the official will assess the penalty. The other official will retrieve the puck and proceed to the spot of the ensuing face-off, even if it is in their partner's end zone. This official will now assume responsibility for face-offs and positioning in this end zone. The official who assessed the penalty is to take place.
 - If the official assessing the penalty is the back official, the same procedure will follow but the front official will retrieve their own puck and drop it.

9.0 THREE OFFICIAL SYSTEM

- 9.1 REFEREE
- In the three official system, the Referee is the person in charge and has the final decision in all situations. It is important that the Referee give the Linesmen as much support and backing as possible.
- 9.2 POSITIONING
- Proper positioning enables the Referee to carry out his duties while not interfering with the Linesman, or the flow of the play or the players
 - Proper positioning allows the Referee to call penalties for infractions and goals. The Referee does not call off-sides, off-side passes or icings. But the Linesman may have been blocked out etc., it is ok for the Referee to stop play.
- 9.3 WHILE PLAY IS IN PROGRESS
- After conducting the center ice face-off, it is imperative that the Referee get back towards the boards as quickly as possible, to avoid having players behind his/her back. If possible, it is best if the Referee skate backwards away from the centre ice face-off dot.
 - As the play moves towards the end zone, the Referee should follow 8-10 feet (2.5-3.0 m) behind the play if the puck is opposite side of the ice. If the puck is on the same side of the ice, the referee should follow the play from a distance of 15-25 feet (4.5 – 6.0m). This will allow the Referee to good view of all players. Also, if the puck changes direction, the Referee will be able to avoid the play or the players. At all times the Referee must remember to stay out of “**No Man's Land**” if at all possible. When play is in the end zone, the Referee will utilize the end zone positioning as described later in this manual.

****HELPFUL TIPS****

It is beneficial for a Referee to move out of the end zone in pursuit of play as quickly as possible. You must follow the play up ice even if some players straggle behind. By glancing back (shoulder checks) and communicating with your Linesman, you can keep on top of any potential problems.

To reduce your stops and starts, and remain in position, use a “**Figure 8**” skating pattern. Remember though you must use tight turns.

Many altercations occur near the net. Once play is stopped the Referee should move to a position not more than 10 feet (3m) from the net. This will allow you to keep both players and benches in view. Also, at this time from this position your presence and verbal communications will help to deter any further altercations.

9.4 LINESMAN

- The ice surface is divided into two halves, using the centre red line as a natural dividing line
- All face-offs are conducted by the Linesman for that half of the ice. (the Linesman who is conducting the end-zone face-off should retrieve the puck). However, the first priority of both Linesman is to watch players on the ice. If two players are talking or challenging each other, the Linesman should intervene to prevent anything serious from occurring.

9.5 POSITIONING WHILE PLAY IS IN PROGRESS FOR LINESMAN

- Always be in position to call the play
- They should always be at their blue line as the puck crosses the line. (it is ok to be slightly inside the blue line to get an unobstructed view down the line – this is called working the line.)
- They should work from their blue line to a position about halfway between the centre red line and the far blue line.
- When play is in the end zone, the front Linesman should be one stride outside the blue line, while the other Linesman should be midway between this blue line and the centre red line on the opposite side of the ice.
- When the defending team gains position in their end zone, the back Linesman should anticipate the play coming out of the end zone and move back to the centre red line. IN this position the Linesmen now have both the blue line and the centre red line covered. As the puck comes to the blue line, both Linesmen are in a position to call a potential offside pass.
- As play moves back and forth on the ice, the Linesman will react and be in their appropriate positions as the puck or play arrives.
- Linesmen should always get in the habit of watching players behind the play, after the play and the Referee have passed.

9.6 POSITIONING FOR A FACE-OFF

- Face-offs will be taken by the Linesman responsible for that half of the ice
- The Linesman not taking the face-off must cover the line of his/her partner until the partner returns to his/her proper position
- When the Referee is taking a face-off at centre ice, the two Linesmen should be on opposite sides of the ice against the side boards, just outside the blue line in their end of the ice.
- For a face-off at one of the Neutral Zone face-off spots the Linesman not dropping the puck must cover the blue line until the direction of the puck is determined, or his/her partner is back in position and has give a release signal. At this point the Linesmen covering can return to his proper position.
- For other face-offs in the neutral zone, the two linesmen should be positioned opposite each other. The Linesman not dropping the puck is responsible for all lines, in case his/her partner gets trapped in the middle of the ice.
- When the face-off is at an end zone face-off spot, the back Linesman shall be positioned on the opposite side of the ice just outside the blue line. It is the job of the back Linesmen to watch players positioned behind the face-off dot for encroachment. If it is necessary, the Linesman at the blue line may need to move off the boards to get a better view. If one or both players encroach, the back Linesmen will blow his/her whistle and point to the offending player's team. The team's center will then be removed from the face-off.

- After the puck is dropped, the Linesman at the blue line will remain there until his partner makes his way to the blue line and gives a release signal,

****HELPFUL HINTS****

Both Linesmen should work as a team, always aware of what is going on and where the other Linesman is at all times.

Linesmen should always be alert and ready to cover each other's lines.

Both Linesmen should always be prepared to cover for the Referee if he/she falls or gets trapped. If this is required, the Linesman may have to enter the end zone and assume the end zone positioning until the Referee gets back into position.

Linesman should always be sure there is nothing going on at a stoppage (altercation) before retrieving the puck.

Working as a team, along with the Referee, should enable the officials to have complete control of the hockey game.

10.0 END ZONE POSITIONING

10.1 Home Base

- Home Base is a position 6-8 inches from the boards halfway between the hash marks and the goal line

10.2 Half Piston

- Half Piston is a position between home base and the nearest goal post usually in line with the face-off dot

10.3 At the Net

- At the Net is anywhere. At the net is where you would have the best view of the puck and the goal line. The best is 2-3 feet from the corner of the net, so that you will have a good view of the activity in and around the goal line and goal crease.

10.4 The Bump

- The Bump is used when the Referee is at the home base and the play is coming towards him/her. They can bump either up or down, but no farther than the face-off hash marks or the goal line. At this point he/she will use the pivot.

10.5 The Pivot

- THE PIVOT is only used when you have run out of room for the bump. The Referee will take a stride out from the boards and move slightly towards the play, allowing the player/players to go behind. After they have gone behind you, you skate backwards to the boards and back to home base.
- While the play is in the end zone, on the same side of the ice:
 - The official should be at home base
 - While the play is in the end zone, on the other side of the ice:
 - The official should be at half piston. If the goaltender or goal blocks the official's view, it is acceptable to bump towards the face-off dot.

- Puck near the goal – be at the net
- Play moves to same side – move quickly back to home base
 - This action of moving from home base to half piston, to the net and back is called the piston
 - You need to be able to anticipate the movement of the play so that you don't get caught at half piston when the puck comes back to your side. This will put you in a bad position and you could get involved in the play
 - Good Referee never find themselves behind the goal line (unless you are at the net and this is the best place to see the play)
 - A good official never enters the area called NO MAN'S LAND because you could become involved with the play and be a factor in the outcome

11.0 ON ICE SESSION

11.1 On Ice Session

- (5 Minutes) Warm-Up and should include stretching
- (10 Minutes) Drill #1 – Line Up on blue line to practice off-side calls. Can have a line on each side of ice Two hard laps and meet at centre ice to discuss next drill.
- (5 Minutes) Drill #2 – Line Up in front of rink glass to practice penalty procedure
- (5 Minutes) Drill #3 – Skating around rink and practice penalty procedure by calling our specific penalties Two hard laps and meet at centre ice to discuss next drill
- (5 Minutes) Drill #4 – Line Up on Blue line and have all students practice blow whistle
- (5 Minutes) Drill #5 – Line Up on Blue line and have all students practice dropping puck
- (10 Minutes) Drill #6 – Meet as group at end zone dot and discuss face-off procedure. Once you have discussed as a group, can break into five groups and practice. Have a senior referee's help you out Two hard laps and meet at centre ice to discuss next drill
- (10 Minutes) Drill #7 – End Zone Positioning – Have two lines at the blue line. Have a senior referee or other instructor skate around with the puck in the end zone. By having two lines, you can have a student on each side practicing the end zone positioning (At the net, half piston and home base) Two hard laps and meet at centre ice to discuss next drill
- (5 minutes) – Wrap Up

12.0 RDPH SCORE BOOKS

We have supplied each coach with a game book. The Home Team is required to supply the game book for the game. Please review and ensure it is completed prior to the commencement of the game. After the game, review the game sheet and ensure that it has been completed correctly. Please retain the top (white) copy and place same in the designated folder in the Referee Rooms. The yellow copy and the game book is to be returned to the Home Team.

See page for example and exercise in completing.

13.0 OTHER

13.1 RDPH Rule Book Notes

When a Game Misconduct/Match Penalty is assessed by the Referee, the Referee shall send a report to the Referee Coordinator. Should the Referee Coordinator, acting within the best interest of the league, feel that the incident warrants a more severe consequence than what the Red Deer Pond Hockey Rule Book and the Hockey Canada Rule Book provides for, the Referee Coordinator shall obtain additional information and provide same to the Disciplinary Committee for review. The additional information shall include coach reports from the teams who were playing at the time of the incident and any non-biased third party(ies). In this event, the Disciplinary Committee will also require the offending player to complete and return a Return Eligibility Form which can be obtained and submitted by emailing to referee@reddeerpondhockey.com.

Upon review of the Return Eligibility Form by the Disciplinary Committee, the Referee Coordinator, acting on behalf of the Disciplinary Committee will contact the applicable Division Coordinator and Coach to confirm the Disciplinary Committee's decision. A formal in person meeting may be arranged at that time and until clear direction is received about returning to participate in Red Deer Pond Hockey the suspension will continue to be in effect.

If the offending Player/Parent/Coach or guardian does not agree with the Disciplinary Committee's decision, the Player/Parent/Coach, as a single cohesive unit, can ask for a second review through the Disciplinary Committee to the Red Deer Pond Hockey Board.

If the Red Deer Pond Hockey Board does not agree with the reasoning provided, the Player/Parent/Coach, as a single cohesive unit, can ask for a final review through the Review Committee to a 3rd party committee composed of:

- Team Sponsor Representative or designate
- Member of Red Deer Kinsmen or designate
- Member of Red Deer Elks or designate
- Player's School Principal or Work Supervisor

If a player's request to continue playing in Red Deer Pond Hockey is denied, all fees are nonrefundable.

Notes

- On a 3rd suspension during a season, a player is not allowed to participate in the Red Deer Pond Hockey for the remainder of the season and will only be allowed to participate in future years at the discretion of the Board. All payments/fees are forfeit to Red Deer Pond Hockey.
Upon each sixth (6th) penalty in a season, a one (1) game suspension will be applied effective the 2018/19 season.

14.0 INCIDENT REPORTS

Either complete the attached form (can be downloaded and copies kept in your referee bag from

https://www.hockeyalberta.ca/uploads/source/Officials/Game_Incident_Report.pdf

or

The back of the game sheet can be used to record the information listed in the incident report form. Take a clear picture of the front and back (if necessary) of the game sheet and email to Referee@RedDeerPondHockey.com immediately following the game. If an incident report form was completed please also send a clear picture to the referee coordinator.

All game sheets/incident reports are to be placed in the designated folder in each of the referee's room for pick up by the referee coordinator.

See attached form for completing and exercise.