

2.0 COINCIDENTAL PENALTIES

2.1. 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

2.2. Basic Coincidental Penalties

2.2.1. 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

2.2.2. 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? Player from ice of team A

2.2.3. 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
- 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

2.2.4. 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

3.2. Penalty Calling Procedure

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

3.3. Off Sides

- For the puck to change zones, it must completely cross the line
 - When the puck is in an end zone, the zone includes the line and extends to the outside of the line
- 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"
 - 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

3.4. Icing

- 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
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- 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

4.0 TWO OFFICIAL SYSTEM – POSITIONING & PROCEDURES

- Both officials can call penalties, ANYWHERE on the ice
- The ice is divided by the centre 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.

4.1. 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 metres 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.

4.2. Positioning While Play Is In Progress

- To start the game, or any face-off at centre ice, the two officials should be positioned along the centre red line 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 end zone 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:
 - o The play in the entire end zone
 - o For any off side at the blue line
 - o 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 centre red line, both officials should be within one metre 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 officials blue line, she needs to be in position to call any potential off-side, and then move in deep with the play.

4.3. 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.
 - o 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

8.0 OTHER

8.1. Penalty Escalation Matrix Notes

- If ejected from a game, an E-mail is to be sent to Referee@RedDeerPondHockey.com by:
 - Referee(s)
 - Player
 - Parent
 - Coachexplaining why the player should be allowed to continue playing in the league.
- Feedback or input from other parties regarding the incident will be reviewed and may help form the decision.
- If the Red Deer Pond Hockey Review Committee does not agree with the reasoning why the player should be allowed to continue playing in the league, the Player/Parent/Coach, as a single cohesive unit, can ask for a second review through the Review 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 fee's are non-refundable.
- Note: Depending on the nature and severity of the ejections, on the 3rd ejection, 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/fee's are forfeit to Red Deer Pond Hockey.

8.2. Incident Reports

- Send information / notices to Referee Co-ordinator at Referee@RedDeerPondHockey.com

8.3. Write an Officiating Exam
