

2005 - 2006 ENTRY LEVEL CLINIC



**OMHA
DEVELOPMENT**



The Ontario Hockey Federation together with its Member Partners holds the following beliefs:

We believe in the values of Fair Play and Sportsmanship – to win modestly and accept defeat graciously.

We believe in creating positive, safe hockey environments within which developing friendships and having fun are priorities.

We believe in fostering personal growth life experiences while encouraging development of skill competencies.

We believe in encouraging people regardless of age, gender, colour, race, ethnic origin, sexual orientation or socio-economic status to enjoy the hockey experience.

We believe in the importance of developing dignity and self-esteem, having respect for all participants and instilling the values of honesty and integrity throughout the hockey community.

We believe in teamwork, the value of hard work, determination and the pursuit of excellence to make the Sport of Amateur Hockey successful.

We believe in the benefits of working together for the 'love of the game'.

AGENDA

	<u>Time</u>	<u>Topic</u>
Start of Day	9:00	Introduction
		Positioning & Positioning Quiz
		Break
		Face-offs
		Line calls
		Acting as a Linesman
	12:00	Lunch
		Penalty Types
		Penalty Calling
		Rules
		Break
		Coincidental Penalties
		Time Penalties
	4:00	Exam and Review of the Exam
End of Day	5:00	Wrap-up

INTRODUCTION

WHAT IS THE 'OFFICIATING PROGRAM'?

HOCKEY CANADA has developed a standard method of refereeing hockey games that can be applied from coast to coast. This method allows officials to do their job with consistency, uniformity, and by using the best practices available. The components of this method are outlined in the HOCKEY CANADA Officiating Manual. This manual should be referred to often during your officiating career, as it shows the skills needed to officiate. Unlike players, officials rarely get the chance to practice their skills, so this type of off-ice training is even more important to an official's success.

Officials in every sport are expected to know the rules of the game. While no one is expected to memorize each word in the rulebook, hockey officials that can correctly apply the rules of the game with the intended outcomes are generally more successful. Again, frequent self-study is important to an official's knowledge of the rules.

By combining experience with the defined methods and sound rules knowledge, an official can progress from beginner's hockey to more serious levels of the game. HOCKEY CANADA has separated this progression into 6 levels, and these 6 levels represent the certification process of officials. This national certification is valid for one year at a time and is recognized by hockey's governing bodies in each province. Annually, you will be required to renew this certification by attending a clinic developed in accordance with HOCKEY CANADA guidelines. It is this certification that speaks to your commitment to being the best official you can be, each and every year.

From recreational hockey to international competition, there are officials that have been trained using the same information. Today, we will begin the program by introducing you to these methods, rules and information.

WHY DO IT?

While there are many reasons that people have, you have to ask yourself one question: Why do I want to referee hockey games?

Once you know why you want to be involved, you'll know when you find success.

WHAT'S ALL THIS STUFF?

To do the job right, you need the right tools. Here's what we have for you today: HOCKEY CANADA Officiating Manual; HOCKEY CANADA Case Book / Rule Combination; OMHA Manual of Operations; OMHA Policies & Procedures for Officials; OMHA Officiating Program Entry Level Participant's Guide; Annual Memos (including HOCKEY CANADA's current Rules Emphasis Points); OMHA Registration Wallet Card (with registration number); OMHA, OHF, and HOCKEY CANADA cresting. Each item will be detailed throughout the day.

OMHA POLICIES & PROCEDURES FOR OFFICIALS

This document is revised annually to cover the most important information of an official's conduct within the OMHA. This document is specific to the OMHA, and should be used in conjunction with the OMHA Manual of Operations. Your instructor will highlight the most important aspects of this booklet, as they relate to your expectations and what others expect from you.

HOCKEY CANADA OFFICIATING MANUAL

This manual is divided into 10 sections, each focusing on different aspects of officiating. Regardless of experience level, type of game, or individual background every official should be able to perform and utilize the processes outlined in this manual. Officials can be compared equally against these standards. Your instructor will expand on these elements.

The 10 sections include:

- Section 1 - HOCKEY CANADA Officiating Program Structure™
- Section 2 - Qualities of an Official
- Section 3 - Fitness and Nutrition
- Section 4 - Procedures for Referees
- Section 5 - Procedures for Linesmen
- Section 6 - Positioning
- Section 7 - Off-Side, Off-Side Pass, Icing
- Section 8 - Supervision
- Section 9 - Risk Management
- Section 10 - Quizzes

SUMMARY

When you add up all of the jobs that an officials must perform – counting goals, giving penalties, conducting face-offs, settling disputes, controlling line changes, judging off-sides, breaking up fights, watching the play, being impartial – it really means a lot of work. The easiest way to describe the role of an official, is that they are there to ensure the game remains **SAFE and FAIR** for everyone involved. A successful official will be one that can do all of this and still have fun!

POSITIONING

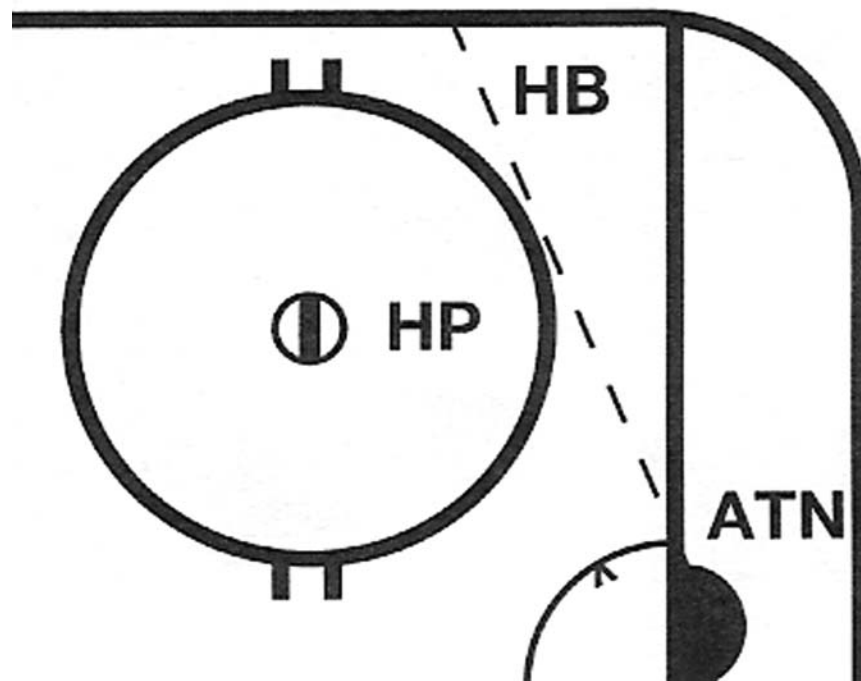
2-OFFICIAL SYSTEM

While most higher level hockey uses the 3-official system, minor hockey frequently uses the 2-official system. In this case both partners are equal and can make calls anywhere on the ice. During play however, there should only be 1 official in an end zone. In fact there should always be a line (blue line or centre) separating both officials. The video we will watch, and Section 6 of the Officiating Manual covers this system very well.

END ZONE POSITIONING

The object of the game of hockey is to score more goals than the opposing team. Since the Referee's job is to decide if the puck has legally and completely entered the net, it is very important that the Referee has the best available position to see the puck enter the net. It is also important for the Referee to not get caught in the middle of the play while doing this, and for the Referee to watch all of the players to see who it is that scores.

To best accomplish these tasks, we have developed a system to watch play in the end zone. This system is the same in both ends of the ice, and is used exactly the same way by Referees in both the 2-official and 3-official system. This system is called the **Piston** positioning system. Named after the car part, its success is determined by straight, direct movement between the reference markers.



POSITIONING QUIZ

1. Home base is located where? {Officiating Manual 6-2}
 - A) Halfway between the goal line and the face-off circle hash marks approximately 15-20 centimetres (6-8 inches) off the boards
 - B) Halfway between Half Piston and the nearest goal post, usually in line with the face-off dot
 - C) At the corner of the net, 0.6 to one meter (2-3 feet) from the goal line
2. When one official is performing a face-off at an end-zone face off spot, in the two official system, the other official shall be positioned where? {Officiating Manual 6-12}
 - A) Diagonally across, one stride inside the blue line 30 centimetres to one metre (1-3 feet) from the boards
 - B) Diagonally across, one stride outside the blue line and out by the neutral zone face-off spot
 - C) Diagonally across, one stride outside the blue line 30 centimetres to one metre (1-3 feet) from the boards
3. If the front official in the two official system assesses a penalty to the defending team, the back official will? {Officiating Manual 6-16}
 - A) Retrieve the puck and proceed to conduct the ensuing face-off
 - B) Retrieve the puck and hand it to his partner to conduct the face-off
 - C) Take up a position outside the blue line and let her partner retrieve the puck and conduct the face-off
4. The referee should take up the “home base” position when attacking zone play is: {Officiating Manual 6-3}
 - A) On the far side half of the ice
 - B) On the near side half of the ice
 - C) In a scramble near or at the goal crease
5. For all face-offs in the neutral zone, the free official should be prepared to move in either direction, depending on the direction the play moves. {Officiating Manual 6-10}
 - A) True
 - B) False

FACE-OFFS

One of the most common things we will do as officials, is conduct face-offs. While the skills will quickly become habits, we must remember to maintain fairness as we start play. In fact, our job starts even before the puck hits the ice. Here's a list of things that we must do:

LINE CHANGE PROCEDURE and FAST FACE-OFFS

Before each and every face-off the Referee conducting the face-off will move into position and allow a five (5) second period for the Visiting team to change players. After that time has elapsed, the Referee will signal its completion by raising an arm. The Visiting team may not make any further changes. While the Referee's arm is raised, the Home team may continue to make changes. The Referee will drop the arm after another five (5) second period has elapsed. At this point, with the arm down, no team may make changes. The Referee will then blow the whistle, indicating that the puck may be dropped within five (5) seconds. If both teams are ready to play, then the face-off will be conducted immediately. If a team is not ready to play after this five (5) second period, then their centre will be ejected from the face-off and the Referee will again blow the whistle, indicating the beginning of another five (5) second period. If the team is still not prepared to play, then a bench minor penalty may be assessed. If a team tries to make player changes after their proper time has elapsed, then the Referee will send those players back to their respective benches. Any subsequent infraction shall incur a bench minor penalty. All of this information is captured in **Rule 19 (g)**, as well as in Section 4 of your Officiating Manual.

ENCROACHMENT

As per **Rule 57 (a)**, all players other than those taking a face-off must stand outside the face-off circles. They must also position themselves and their sticks onside. Failing to do so, will result in the removal of their centre from the face-off. After a second violation during the same face-off, the Referee may assess that team a minor penalty. The officials should also ensure that the correct number of players are on the ice prior to dropping the puck.

LOCATION

Face-offs should be conducted by the official whose end of the ice play was stopped in, unless otherwise noted (like icings, and a few other infractions). The face-off should occur at the nearest face-off dot, or in certain cases, at a point in line with the face-off dots. The only exception would be a face-off at centre ice. Remember, that for all neutral zone face-offs, the 'free' official (not conducting the face-off) will follow the play.

TECHNIQUE

While there are many ways to effectively drop the puck, the generally accepted method begins with the puck close to the body, below the belt line, and held by only 1 hand. Outward and downward movements are all that is required. Centres are trained to watch for hand movement, so any extra movement may be unfair. Practice makes perfect in this skill.

LINE CALLS

In the 2-official system both officials are called Referees, but realistically they perform both the duties of the Referee and the Linesmen. This means that they must know and understand the rules pertaining to Off-sides, and Icings. All of the examples shown in the video are also captured in print in the Officiating Manual in Section 7. The mechanics for signalling are captured in print in the Officiating Manual in Section 5.

Signals and other visual and verbal communications skills are extremely important for officials to use while applying these rules. Confusion, or hesitation, at this time will be embarrassing and may hinder the respect you are trying to earn. Show confidence in making your calls, but allow your partner an equal opportunity to make the calls in their end. For the purposes of these calls, the ice should be divided in half at the centre red line, with each partner ready to help the other if needed.

OFF-SIDES

Off-sides, as described in **Rule 72**, come in 3 different ways: immediate; delayed; and intentional. All 3 types happen when an attacking player precedes the puck into the attacking zone. The off-side judgement is always rendered by the position of the attacking player's skates (both skates) at time that the puck has completely crossed the blue line.

An **immediate off-side** happens when the puck is carried across the blue line by an attacking player whose teammate(s) has/have preceded the puck into that attacking zone. The official making the call will immediately blow their whistle to stop play and then point to the nearest neutral zone face-off spot, indicating where the ensuing face-off will be. If the puck is passed, shot, deflected into the attacking zone by an attacking player, or deflected into the zone by a defending player, and attackers have preceded the puck, then a **delayed offside** should be signalled. This is done by raising the non-whistle arm straight up and verbally indicating that a delayed off-side is pending. If the puck returns to the neutral zone, or if all of the attacking players vacate the zone, then the delayed off-side can be nullified and the arm can be lowered. Failing this, if the puck is touched by an attacker, or if an attacker attempts to gain possession of a loose puck, then play will be stopped, the raised arm will be lowered, and used to point to where the face-off will take place. The ensuing face-off will take place at the nearest neutral zone face-off spot or at the point of origin of the pass. At no time can a shot which creates a delayed off-side enter the goal legally. An **intentional offside** happens when an attacker deliberately plays the puck, knowing they are off-side, or deliberately carries the puck off-side, knowing that teammates are in an off-side position. Play would be stopped immediately, and the ensuing face-off would take place in that team's defending zone, at an end zone face-off spot. The official making the call would proceed to the face-off location, while the other official would retrieve the puck.

ICINGS

Icings, as outlined in **Rule 65**, can only occur when the team icing the puck has either the same number of, or more, players than their opponent. Icing should not be called if a team has less than the numerical strength of their opponent.

Icing begins when the puck is shot, batted, or deflected by a team from behind the centre red line. This is communicated by the back official extending their arm closest to the net in their end, straight up while pursuing the play down the ice. Any contact by the defending team, or by the attacking team once the puck has crossed the centre red line, with the puck will nullify the potential icing. Icing can also be nullified if a defender (other than the goaltender) is able to play the puck, but has not done so, or if the puck has been shot down the ice as a result of a face-off. Icing will be completed when the puck completely crosses the opposing goal line (unless the puck enters the net). A goal will be counted, if the puck was legally propelled into the net. Once complete the official will stop play, raise their non-whistle arm straight up, and then look to ensure that all play has stopped. The back official would indicate that the face-off will be conducted at an end zone face-off spot by pointing out where the location will be after play has stopped. While skating to that location, the back official should endeavour to keep as many players in view as possible. Should the icing be nullified for any reason, then a washout signal should be used. It is best for the front official to check (visually) with their partner just after the puck has crossed the blue line to ensure that the icing is still valid.



ACTING AS A LINESMAN

While most beginners start using the 2-official system, older age hockey often uses the 3-official system. Functioning as a Linesman in the 3-official system allows you to focus on 3 main issues - off-sides, icings, and post-whistle player control.

OFF-SIDES & ICINGS

The procedures, mechanics, and rules are exactly the same for both off-sides and icings, regardless of whether the 3-official system or 2-official system is used. Once you have learned these, nothing will change. In both off-sides and icings, both Linesmen would operate in the same fashion as both Referees would in the 2-official system. The Linesman who is positioned in that end, should make the call while their partner retrieves the puck once the whistle is blown. The Linesman making the call should point to the face-off location and should move there. The Referee, not the Linesman, will signal the line change procedure.

After the face-off to start play happens, there are some minor positioning details that are different. Linesmen are responsible for one end and they do not switch ends based upon which direction the play goes. In the spirit of teamwork, the 2 Linesmen will cover for their partner, if their partner is out of position. Once the partner returns to the proper position, then eye contact and a small head nod will communicate a thank you for the help. Often this will happen following a face-off for either an off-side or an icing.

POST-WHISTLE PLAYER CONTROL

Frequently, as the game moves along, tensions will rise and emotions often become a factor in the game. To prevent these emotions from causing problems, Linesmen are asked to provide a physical presence at each stoppage of play. This means anticipating when the play will be whistled down and being ready to skate quickly into the area where the majority of the players are located. Sometimes just being there is enough to prevent things from happening. Good body positioning will almost always prevent players from getting at each other.

Most arenas have both team's benches on the same side of the ice. In these cases it is important to ensure that line changes, goal celebrations, penalties, and injuries don't offer the teams a chance to mingle. Here, standing between the benches and providing a physical barrier between the teams is part of the Linesman's job. Similarly, escorting a penalized player to the penalty box is an important piece of player control. Linesmen can prevent this player from lashing out, trying to equalize the situation, or from causing more disturbance. Ideally, the Linesman should be just out of the player's immediate field of vision, but ready to step in if the player detours from their route to the box.

While there are many more aspects to the job of Linesman, looking after these basics will offer you the opportunity to do your job effectively. Learning the rest of the duties that are required can be done 'on-the-job', as you gain more experience. Some people think that Linesmen have an easy task, and if all goes smoothly they do, but the key element is to always **be alert to what is happening**, and to **be aware of what might happen** next.

PENALTY TYPES

There are nine types of penalty available to be called. This chart organizes these types in order of least severe to most severe, which is also from most common to least common. Other attributes are included in this chart, some of which we will continue to discuss during the other upcoming sessions.

	Penalty	Duration	Time Penalty?	Expires on a Goal?	Served By	Special Comments
1	Minor	2 minutes	Yes	Yes	Offender	If Goalie, served by substitute from the ice at stoppage. If coincidental, not a time penalty.
2	Bench Minor	2 minutes	Yes	Yes	Offender, or player on ice at stoppage.	
3	Major	5 minutes	Yes	No	Player on ice at stoppage.	Always includes Game Misconduct. If coincidental, not a time penalty.
4	Misconduct	10 minutes	No	No	Offender	If Goalie, served by substitute from the ice at stoppage.
5	Game Ejection	Remainder of game.	No	No	Offender	3 stick infractions
6	Game Misconduct	Remainder of game - 10 minutes in records.	No	No	Offender	Report needed on back of the official game report.
7	Gross Misconduct	Remainder of game - 10 minutes in records.	No	No	Offender	Report needed of back of the official game report.
8	Match Penalty	Remainder of game - 5 minutes to team	Yes	No	Player on ice at stoppage.	Verbal report required by phone & written report required on a Match penalty report form.
9	Penalty Shot	Clock does not run.	No	No	No service applicable.	Shot taken by victim, or player on ice.

PENALTY CALLING

While this is the most recognized part of our job, this is not the part that will make us very popular. To maintain a professional approach and earn respect at this time, we can rely on a systematic process. When we perform this process without emotion, we can make an impression of being fair and impartial as we apply the rules.

PENALTY CALLING PROCEDURE

As we saw in the video this morning, we have a number of steps to this process. These are also highlighted in both Section 4 of the Officiating Manual and in **Rule 39**. These steps include:

- See the infraction;
- Mentally record the number and team name/colour of the offender;
- Raise non-whistle arm straight up (if offending team is not in possession and control);
- Wait for the offending team to get possession and control of the puck;
- Blow whistle to stop play;
- Stop skating;
- Lower raised arm and point out offender (unless within 3m radius);
- Announce team name/colour, player number and infraction;
- Make infraction signal;
- Skate to penalty box, while keeping other players in view;
- Report player, infraction and duration, then give infraction signal to off-ice official;
- Move away from penalty box in a fashion that avoids penalized player;
- Return to proper position for ensuing face-off.

Remember that if multiple penalties are assessed, that multiple signals and announcements are required. During all of these procedures, a fluid, smooth, calm motion should be used. This will not antagonize players that may already be upset, and will indicate your comfort and certainty in the penalties that you are assessing.

SIGNALS

Signals indicate to everyone what has happened and what will happen. When making these penalty signals, you must remain calm and clear. Sloppy signals can easily confuse the infraction called for another infraction. Try to make most of the penalty signals in front of you, in an area bounded by your shoulders and your waist, no wider than your body. There will be some natural exceptions (tripping, penalty shot, etc), but you should always strive for maximum visibility and clarity. More than any other time, your professionalism shows here.

Your instructor will lead you through all of the penalty signals. Don't be shy in joining in. Shyness is not a good quality for a hockey referee!

RULES

The HOCKEY CANADA Case Book / Rule Combination has 86 rules in it, dealing with everything from the ice surface to the game officials to various violations and their punishment. Learning the rules of the game is a never-ending process of improvement. As the game develops, the rules will also change. This means that once you learn a rule, it may not always be the same. While you may not call every rule in every game, some rules will be called frequently, and will therefore be easier to learn.

Today we will check out some of the common rules that you will need to know. They include:

3 (d)	Division of Ice Surface
13 (c)	Dressing Rooms
20 (g)	Injured Players
28 (f)	Minor Penalties
39 (b) Note 1	Calling of Penalties
47 (a)	Harassment of Officials, Unsportsmanlike Conduct/Misconduct
49 (a)	Attempt to Injure or Deliberate Injury
50 (a), (b)	Boarding and Body Checking
52 (a) Note	Charging
53 (a)	Checking From Behind
54 (a)	Cross-Checking
56 (a)	Elbowing and Kneeing
58 (b)	Falling on the Puck
59 (f), (g)	Fighting and Roughing
60 (c), (d)	Goals and Assists
61 (d)	Handling the Puck
62 (a), (d)	High Sticks
63 (a)	Holding
64 (a)	Hooking
65 (a)	Icing the Puck
66 (a), (b)	Interference /Protection of the Goaltender
73 (a), (b), (c)	Passes and Offside Passes
79 (a), (b)	Slashing
85 (a), (b)	Tripping
86 (a), (b), (c)	Checking to the Head

Again, this is not everything you need to know, but this list will help you through some of the common occurrences that frequently happen. Your own continued self-study of the rules will help you during the season.

One of the toughest decisions that new officials have to make, deals with body checking. As you watch the video, notice the focus on body position and on direction of movement. These 2 indicators are critical in determining what is, and what is not, a penalty.

PENALTY OPTIONS CHART

This chart shows the most common penalties called in most hockey games. While it does not cover every example of a penalty, it can be used as a handy reference tool.

Minor	Minor or Major & GM	Major & GM (automatic)	Double Minor or Match	Minor & GM or Major & GM or Match
Aggressor	Boarding	Charging (Goaltender in their crease)	Butt-Ending	Checking From Behind
	Body Checking			
	Charging			
Instigator	Cross Checking	Cross Checking (Goaltender in their crease)		
	Elbowing			
	Grabbing Helmet, Visor, or Chinstrap			
Throwing Stick	Hair Pulling	Cross Checking (Contact above opponent's shoulders)	Head-Butting	Minor & Misconduct or Major & GM or Match
	High Sticking			
	Holding or Holding the Stick			
Unsportsmanlike Conduct	Hooking or Butt-end Hooking	Fighting		
	Interference			
	Kneeing			
	Roughing or RAW	Injury resulting from/caused by an infraction of the playing rules.	Spearing	Checking To the Head
	Slashing			
	Tripping			

COINCIDENTAL PENALTIES

Often, penalties happen when tempers flare, or retaliation is sought by a player. When this happens, we are forced to assess penalties to players from both teams, at the same stoppage. At this time, we can apply **Rule 28 (e)**, and replace the penalized players on the ice with immediate substitutions. To maintain order during this time, we must follow a 4-step process.

1. Cancel as **M**any penalties as possible.
2. Cancel in a way as to make the team only **O**ne player short.
3. Cancel in a way to avoid **T**aking an extra player off the ice.
4. Cancel using the **O**rders of penalty occurrence or in the order that they were reported by the Referee.

This process is first used to solve Major/Match penalties, then Minor/Bench Minor penalties.

The key components of this process form the acronym **MOTO**.

EXAMPLES:

	<u>Whitby</u>	<u>Barrie</u>
Cancel as M any penalties as possible	2 + 2	2 2

M Both teams have 2 penalties each.

Cancel in a way as to make the team only **O**ne player short.

	2 + 2	2
	2	

M There is only 1 penalty to cancel.

O Cancelling either of the top penalties forces Whitby to be 2 players short.

Cancel in a way to avoid **T**aking an extra player off the ice.

	2 + 2	2
	2	2

M There are 2 penalties to cancel.

O Cancelling any 2 Whitby penalties leaves only 1 to serve.

T Cancelling either of the top penalties forces Whitby to use a substitute.

Cancel using the **O**rders of penalty occurrence or in the order that they were reported by the Referee.

	2 + 2	2
	2	2
		2 + 2

M There are 3 penalties to cancel.

O Cancelling any 3 Barrie penalties leaves only 1 to serve.

T Cancelling either of the last penalties forces Barrie to use a substitute.

O The remaining penalties are cancelled in order.

COINCIDENTAL PENALTIES QUIZ

For each of the following penalty situations, please determine the following:

- A) Time penalties to be served
- B) On-ice strength of both teams including goaltenders
- C) Player serving the time penalty/penalties

NOTE: In the following questions, all penalties are assessed on the same stoppage.

1. A6 – 2 B11 – 2+2
A7 – 2+2

- A) _____
- B) _____
- C) _____

2. A2 – 2 B10 – 2
A3 – 2+5+GM B11 – 5+GM

- A) _____
- B) _____
- C) _____

3. A6 – 2 B11 – 2
A7 – 2 B12 – 2+2

- A) _____
- B) _____
- C) _____

4. A6 – Match (5)

B12 – 5+GM

- A) _____
- B) _____
- C) _____

5. A7 – 2

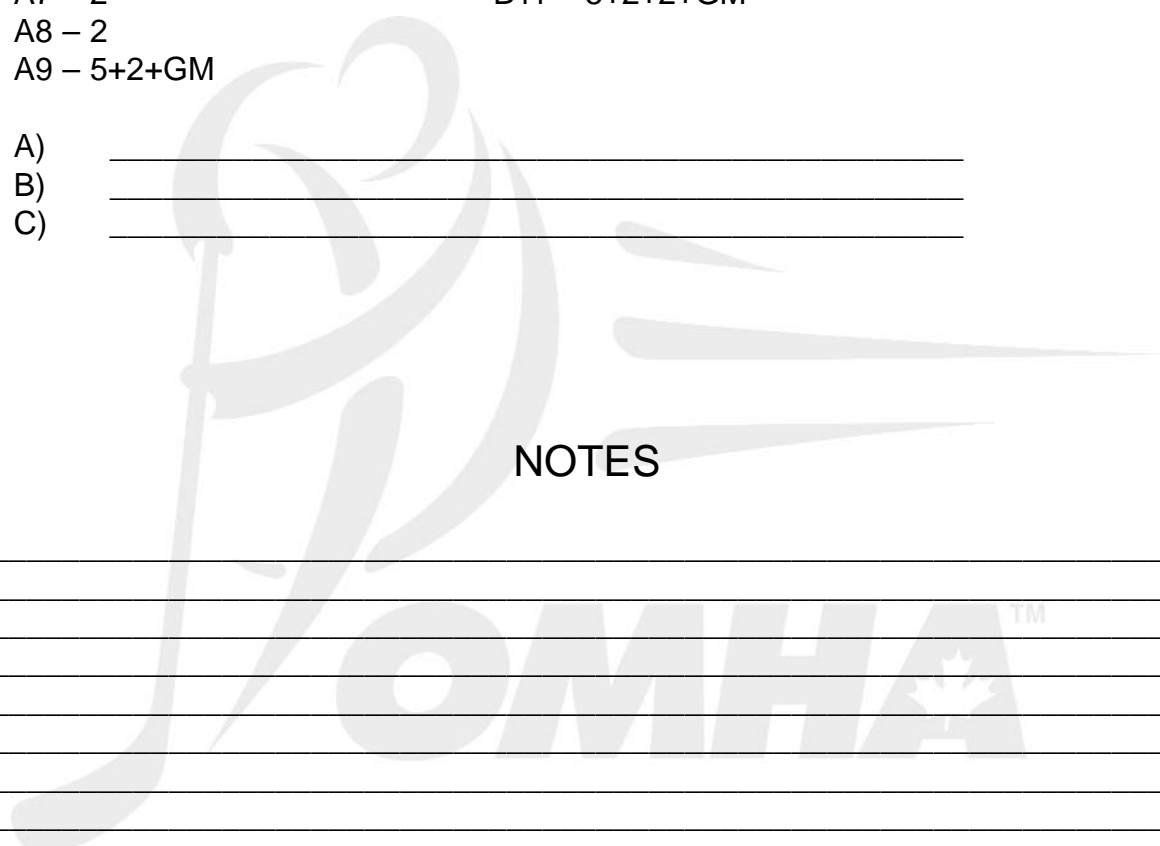
B11 – 5+2+2+GM

A8 – 2

A9 – 5+2+GM

- A) _____
- B) _____
- C) _____

NOTES



TIME PENALTIES

These penalties are the ones that literally have a time punishment to the team. They are posted (if the facilities exist) and are counted off on the score clock.

Sometimes these penalties can be shortened by the scoring of a goal against the penalized team. When this happens, we need to apply **Rule 28 (d)**. In simple terms, this rule has 2 qualifications that must be met before a penalty can be shortened. Those qualifications are:

- A) Is the team scored against playing short-handed? &
- B) Is the team scored against serving a Minor penalty?

When both of these qualifications are met, or both questions have been answered "Yes", then the first Minor penalty is terminated. If the player has more than one Minor penalty, then the first/current penalty will be terminated. This means that there will be situations whereby a team is scored upon and still does not have a penalized player return to the ice. Remember that coincidental penalties are not considered to be time penalties, since substitution has already taken place.

EXAMPLES:

	<u>Windsor</u>	<u>Essex</u>	<u>Time</u>
	#7 - 2 min	#2 - 2 min	7:50
	GOAL		7:15
Is Essex short-handed? No . Is Essex serving a Minor penalty? No . No penalty is terminated & no player returns to the ice.			
<hr/>			
	#8 - 2 min		6:20
		#3 - 2 min	6:07
	GOAL		5:55
Is Essex short-handed? No . Is Essex serving a Minor penalty? Yes . No penalty is terminated & no player returns to the ice.			
<hr/>			
		#4 - 5+2 min	5:22
	GOAL		4:01
Is Essex short-handed? Yes . Is Essex serving a Minor penalty? No . No penalty is terminated & no player returns to the ice.			
<hr/>			
	#9 - 2 min	#5 - 2 min	3:17
		#6 - 2 min	2:17
	GOAL		1:17
Is Essex short-handed? Yes . Is Essex serving a Minor penalty? Yes . Essex # 6's penalty is terminated & # 6 returns to the ice.			

TIME PENALTIES QUIZ

Please identify, if applicable, the player returning or the penalty that would be terminated after scoring of a goal.

(Times listed are the times remaining in the period.)

1. A8 – 2 6:00
A12 – 2+2 5:30

B Scores 5:15

- A) A8
- B) A12
- C) No player returns but A12's first minor is cancelled.
- D) No player returns but A12's second minor is cancelled.

2. A16 – 2+2 6:00
A20 – 2 5:30

B Scores 5:15

- A) A16
- B) A20
- C) No player returns but A16's first minor is cancelled.
- D) No player returns but A16's second minor is cancelled.

3. A24 – 2+2 6:00
A37 – 2 5:30

B Scores 3:45

- A) A24
- B) A37
- C) No player returns but A24's first minor is cancelled.
- D) No penalty is cancelled and no player returns.

4.	A6 - 2		6:00
	A37 - 2	B14 - 2	5:30
		B16 - 5+2+GM	5:30

A Scores 4:15

- A) B14
- B) B16
- C) A6
- D) No player returns as the teams are at even strength.

5.	A14 - 5+2+GM	B14 - 2+2	6:00
	A37 - 2		6:00
		B16 - 5+GM	6:00

A Scores 4:30

- A) A14
- B) A37
- C) B16
- D) No player returns as the teams are at full strength.



EXAM INSTRUCTIONS

The HOCKEY CANADA Officiating Program Level I-VI exam is a national exam used for certifying officials across the country. It is designed to provide a national standard for rules knowledge. This exam consists of 65 multiple choice questions. You will be given 1 hour to complete this exam.

House League & Level I officials are asked to complete the first 35 questions. Level II officials are asked to complete the first 45 questions, with a minimum passing grade of 70% (32-45).

The answer sheets will be marked prior to your departure, and your mark will be made available to you. Additionally, you will be asked to adhere to the following guidelines in your classroom.

- DO NOT make marks in the test booklets.
- Please write your exam identifier beside your name.
- Hand in only the answer sheet for marking.
- Select the most correct answer.
- Choose the answer you want by marking an "X" over the correct letter.
- If you have made an error, circle the error, & then mark your correct choice with an "X".
- After the exam, a question review will be held. Please hold all of your questions until then. This will allow others to complete their exam without disruption.
- You must return both the question booklet & your answer sheet before you leave.

The wallet card shows your OMHA registration number as a seven character number. The first character is coded to the year you begin in the program. The second character shows the Level you presently hold. As you move up through the ranks, this number will change. The third character is used to determine which area of the province you are located in, while the remaining four numbers are specific to you. Please quote this registration number in all correspondence with the OMHA, especially in special reports & on game reports.

Lastly, this confirms your certification as a hockey referee in Canada. CONGRATULATIONS!

GOOD LUCK!



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