

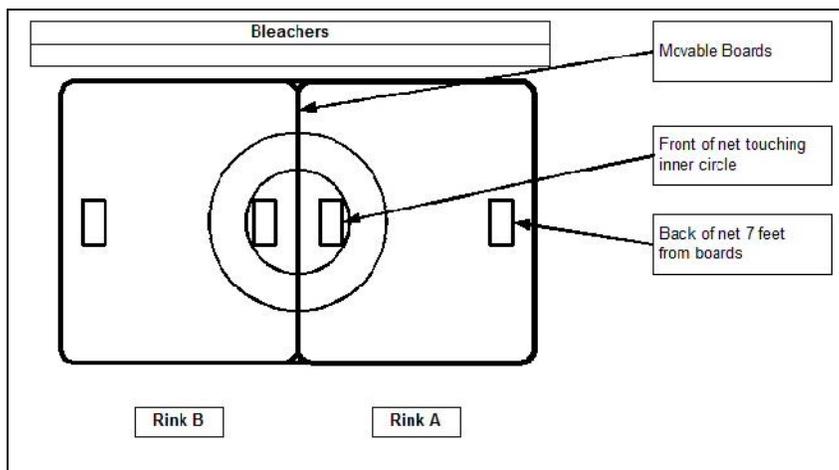
REFEREE GUIDELINES

Boards

-) If the boards take a hit and are pushed out of line, bring them back into line. You will note that the water applied along the bottom of the boards at the time of assembly will form a channel. Bring the boards back into that channel. Don't delay. Two hard hits in the same place could damage the boards.
-) Make sure the door is closed and locked before play is started and before there is any attempt to break down the boards.

Placement of Nets

-) The net near the centerline should be placed so that the front edge of the net is on the smaller circle.
-) The back end of the net at the other end should be placed approximately 7 feet from the boards. There is a tendency to place it either touching the crease or a couple of feet back. It needs to be a lot further back than that.

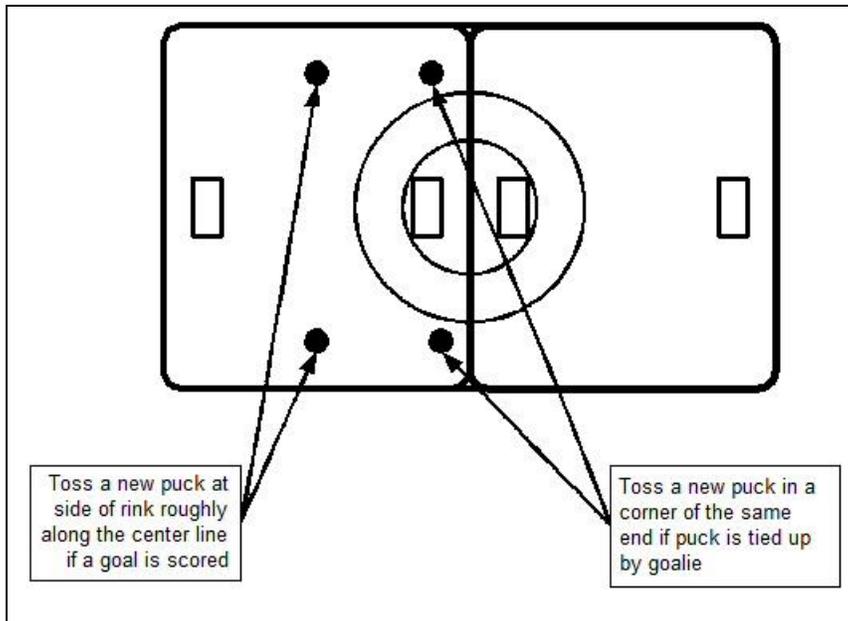


Penalties

-) If there is play that should be penalized, tap the player and tell her/him to leave the ice. S/he MUST immediately return to the bench. Her/his penalty will be the remainder of the shift plus half of the next shift. Tell the coach about it.
-) If there is fighting or a really serious penalty such as boarding, checking, or an intentional trip do not hesitate to assess a major. We do not yet have an agreed-upon penalty time for a major. For now, make it the rest of the shift plus the entire next shift.
-) If the goalie is pretending to be a turtle by lying on the ice instead of getting up between saves, the referee may assess a minor on that shift. One player from that shift must sit out the next shift to serve the penalty on the goalie.

Puck Management

-) Make your calls so everybody can see and hear them. If there is a goal, point into the net and call GOAL loudly. If there is no goal, make the waveoff and call NO GOAL loudly.
-) If there is a goal, drop a puck at the side of the rink along a line running roughly through center ice. Don't toss it so it goes all the way to the other end of the rink, thus creating a breakaway for one team. Call NEW PUCK loudly.
-) If the goalie ties up the puck, call NEW PUCK loudly and drop a puck in one of the corners at the same end of the rink. Don't toss the puck down the ice.



Times

-) During the regular season, games should start as close as possible to:
 - o 6:50 AM
 - o 9:45 AM
 - o 10:40 AM
 - o 11:35 AM
-) The scorekeeper will attempt to time the games so that they end at least 5 minutes before the start of the next game. That will give some time for the teams to clear the ice and make way for the next set of games. There will almost always be a 4th period, but the shifts may have to be shortened in the last period to 1 minute or even 50 seconds to make that happen.

General Guidelines

-) Dress is black pants, a striped shirt, a helmet, and a whistle. You won't use the whistle much, but if there is some emergency, you will need it.

-) Don't look casual. I know you are used to skating a lot faster than most In-House players, but look like you are involved in the game. No hands in pockets. If you are cold, then wear gloves. I know that gloves are discouraged in the patching classes, but they are OK in In-House. Gloves are also handy when working with the boards.
-) When there are two referees, work the ice in the standard way. The correct way will not be covered in this document but watch the way referees handle travel games. In any case, actually cover the ice. Don't hang out at one end of the rink, leaning on the boards.
-) Do not hesitate to assess a penalty if you think that play is getting out of hand.
-) Warn goalies and their coaches when a goalie is spending too much time on the ice and not enough time standing up.
-) Be ready to help assemble and break down the movable boards. **BE CAREFUL WHEN WORKING WITH THE BOARDS. NEVER PUT YOUR HANDS BETWEEN TWO BOARD SECTIONS BECAUSE THAT COULD CAUSE SERIOUS DAMAGE TO YOUR HAND AND ARM. NEVER JUST PULL ON A BOARD SECTION WITHOUT RESTRAINING THE REST BECAUSE AN ENTIRE SECTION COULD SEPARATE AND FALL.** And always make sure the door in the movable boards is closed and locked before disassembling the boards because if that section fell, it could damage it beyond repair.