



OFFICIATING
&
GAME OPERATIONS MANUAL

2017-2018 Season



WELCOME TO THE WESTERN STATES HOCKEY LEAGUE.

THE INFORMATION IN THIS MANUAL CONTAINS THE NECESSARY INFORMATION FOR LEAGUES POLICIES, PROCEDURES, GAME NIGHT OPERATIONS, OFFICIATING DIRECTIVES, AND POINTS OF EMPHASIS OF THE 2017-18 SEASON.

Quick reference for Rule Changes 2017-18 season:

1: Only 2 Double Minor Penalties are to be called this season.

High Stick:

(a) A minor, major or major plus game misconduct penalty shall be assessed for high sticking an opponent.

No penalty shall be called if deemed to be accidental as the result of a normal wind-up or follow-through of

a slap shot motion.

(b) A major plus a game misconduct penalty shall be assessed to any player who injures an opponent as a result

of high sticking, **unless deemed to be accidental in which a double minor penalty may be assessed.**

Roughing:

(a) A minor or **double minor penalty** shall be assessed to any player who is deemed guilty of unnecessary

Roughing Any action warranting a major penalty under this rule shall be assessed under Rule 615 (Fighting).

(b) A minor or major penalty shall be assessed to any player who makes avoidable physical contact with an opponent after the whistle.

(c) A minor or major penalty shall be assessed to any player who delivers an avoidable body check to a vulnerable opponent who is no longer in possession and control of the puck.

(d) A major plus a game misconduct penalty shall be assessed to any player who injures an opponent as a result of subsections (b) or (c) of this rule.

(e) Should a goalkeeper use his blocker (waffle) to hit his opponent, he shall be assessed a match penalty.



2: All Ejections Penalties are removed except for our modified fighting rules.

(a) Third man in will carry a 5min major plus an automatic Ejection (League review for further discipline)

(b) Instigator will carry a 5min major, 2min minor plus an automatic Ejection. (League Review for further discipline)

3: Defending team accidentally dislodges the goal from its moorings, NO CHANGE FOR THE DEFENDING TEAM.

4: Even Strength offsetting penalties now result in 4 on 4

5: Face offs:

(a) Center Ice – Visiting team down first, all other locations defending team down first.

(b) All face offs are to be clean, players outside the circle and on their side of the hash marks. Team center must be square and defending team place stick down first.

6: Fighting: If a player with a full shield instigates a fight with a player wearing a half shield the penalty would be as follows – 5 fight, 2 misconduct, 2 + ejection instigator. We want to make sure we are not penalizing teams for players that are choosing to play with a full shield. We also want to make sure that players wearing full shields are not pushing the limits to get the other player to drop. Warn players that they cannot provoke a fight while wearing a full cage, if they continue the options are as follows. 2min minor or 10 min misconduct for unsportsmanlike conduct. Officials, lets pay close attention to what's going on out there, communicate with each other, the players and coaches.



GAME ASSIGNMENTS:

- *ALL GAME ASSIGNMENTS WILL COME DIRECTLY FROM ROGER KLEIN OR BRADEN GRINSTEAD, YOU MUST UPDATE YOUR AVAILABILITY!!!*
- *CHANGES IN ASSIGNMENTS MUST BE MADE THROUGH ROGER KLEIN OR BRADEN GRINSTEAD, EMAIL AND TEXTS DO NOT CONFIRM YOU ARE REMOVED FROM YOUR ASSIGNMENT. YOU MUST TALK TO ROGER KLEIN OR BRADEN GRINSTEAD.*
- *ASSIGNMENTS WILL BE MADE AS FAR IN ADVANCE TO ACCOMMODATE ALL PARTIES INVOLVED.*
- *ASSIGNMENTS ARE SENT VIA EMAIL **RESPOND!** EITHER ACCEPT OR DECLINE*

PRE-GAME WARM-UPS:

- *THE WHOLE CREW IS REQUIRED TO OBSERVE THE WARM-UP ON THE ICE IN OFFICIATING GEAR, AND SHALL BE ON THE ICE BEFORE THE PLAYERS.*
- *THE REFEREE SHALL INCLUDE ANY PRE-GAME/WARM-UP VIOLATIONS IN HIS GAME REPORT.*
- *DO NOT WEAR WIND SHIRTS DURING WARM-UPS. YOU MAY WEAR WSHL JACKET.*
- *PROFESSIONALISM ON THE ICE.*
- *DO NOT LEAN AGAINST THE BOARD (FLATBACK)*
- *HANDS SHOULD NOT BE IN YOUR POCKET*

*THE WSHL REQUIRES A COACH ON THE BENCH FOR WARM-UPS, ANY VIOLATION OF THIS RULE MUST BE PUT IN YOUR GAME REPORTS. WE **DO NOT** ASSESS A PENALTY FOR THIS, THIS IS DEALT WITH BY OUR GAME DAY OPERATIONS DIRECTOR!*

THE WESTERN STATES HOCKEY LEAGUE WILL UTILIZE THE USA HOCKEY 2017-21 JUNIOR HOCKEY RULEBOOK AND 2017-2021 RULES UPDATES WITH THE FOLLOWING EXCEPTIONS:



FIGHTING

THE TRASH TALKING AND GATHERINGS AT STOPPAGES WILL NOT BE PERMITTED. WSHL HAS ADOPTED THE FOLLOWING PROCEDURE. THE BEST WAY TO DESCRIBE THIS IS WHEN THE REFEREE OR LINESMAN BLOWS HIS WHISTLE THE PLAYERS HAVE FOUR OPTIONS.

- *START A FIGHT*
- *LINE UP FOR A FACE-OFF.*
- *GO TO THE BENCH FOR A CHANGE.*
- *OR RECEIVE A TEN MINUTE MISCONDUCT FOR ZERO TOLERANCE.*

OUR GOAL IS TO GET THE GAMES OVER QUICKLY. MILLING AROUND AND GETTING TOUGH ONLY DELAYS THE GAME AND WASTES TIME.

FIGHTING MANUAL FOR PENALTY CALLS

- (a) A major penalty shall be assessed to any player who engages in fighting.
- (b) An additional minor penalty plus game ejection penalty shall be assessed to any player who starts or instigates fighting.
- (c) A player who receives a second major penalty for fighting in the same game shall be assessed a game misconduct penalty under this section.
- (d) A game misconduct penalty shall be imposed on any player who is assessed a major penalty for fighting after the original fight during the same stoppage.
- (e) A game ejection penalty shall be assessed to any player or goalkeeper who is the first to intervene in a fight then in progress regardless of the time of the infraction.
- (f) A minor penalty for unsportsmanlike conduct shall be assessed a player who engages in a fight while wearing greater facial protection. This minor penalty shall be waived if the opponent is deemed the instigator or the helmet was removed prior to the fight, in which case the appropriate helmet removal penalty shall be assessed.
- (g) A Gross Misconduct Penalty shall be assessed for Continuing altercation after the linesmen enter!



Instigation Penalty: If you call an Instigator Penalty you must also call a Game Ejection Penalty

Example:

5:00 Fighting

2:00 Instigation

Game Ejection

Instigation Rule:

Rule 614 Fighting: (d) (Modified for WSHL) An additional minor penalty plus **game ejection** penalty shall be assessed to any player who starts or instigates fighting. Any player deemed an instigator will be assessed an automatic game ejection penalty.

(Note) Under 5min: Period 3: However, if an instigator penalty is assessed to the opposing player, the game misconduct penalty shall be waived and a misconduct penalty assessed to the non-offending player.

To call an instigator penalty it must meet requirements!

: Engaging with an opponent that is not a willing combatant

The change for the Fighting Rules 2017-18 season is:

Instigator = automatic game ejection / league review

3rd man in = automatic game ejection / league review

PUCK OUT OF PLAY:

PUCK SHOT OFF THE POST AND GOES DIRECTLY OUT OF PLAY = STAYS IN THE ZONE

RUNNING TIME:

NEVER



TIME OUTS:

- 1-60 SECOND TIME OUT PER GAME

TIES PROCEDURES:

- 1-5 MINUTE SUDDEN DEATH PERIOD 4 ON 4 IF STILL TIED
- 1-5 MINUTE SUDDEN DEATH PERIOD 3 ON 3, IF STILL TIED
- 3 MAN SHOOT OUT IF STILL TIED
- SUDDEN DEATH SHOOT OUT CONTINUES UNTIL THERE IS A WINNER. A SHOOTER MAY SHOOT AGAIN WHEN THE TEAM WITH LESS PLAYERS STARTS OVER.

FACEOFF:

THE REFEREE WILL DROP OPENING FACE-OFF IN THE 1ST PERIOD ONLY!

SHOW THE PUCK

REMOVING PLAYERS FROM THE FACE-OFF: 1ST LINESMEN, 2ND OFFENSE AT SAME STOPPAGE - REFEREE

DEFENDING TEAM IS FIRST TO PLACE STICK DOWN IN ALL LOCATIONS EXCEPT CENTER ICE WHERE THE VISITING TEAM PLACES HIS STICK FIRST.

***MOUTHPIECES:** THE WSHL NOW MANDATES THAT ALL PLAYERS MUST HAVE A MOUTHPIECE IN. (CORRECTLY).
WARNING FIRST AND PENALTY 10MIN IF CAUGHT A SECOND TIME.*



POINTS OF EMPHASIS

CHECKING IS AN IMPORTANT PART OF THE GAME; ITS PURPOSE IS TO SEPARATE A PLAYER FROM THE PUCK. IT IS NOT THE INTENT OF THE WSHL TO ELIMINATE GOOD CLEAN CHECKING! HOWEVER, WE WANT OFFICIALS TO PENALIZE THE "CHEAP SHOT", AGGRESSIVE INJURY POTENTIAL CHECKS.

CONTACT TO THE HEAD

*THIS IS AN IMPORTANT SAFETY ISSUE AND THE COMMITTEE IS CONCERNED ABOUT SOME VIOLENT CONTACT THAT HAS OCCURRED IN THE GAME AND CAUSED INJURY. TO MAKE THIS RULE CLEAR, ANY TIME A PLAYER **TARGETS THE HEAD OR NECK AREA** OF AN OPPONENT; A PENALTY MUST BE ASSESSED, A MAJOR PENALTY AND A GAME MISCONDUCT PENALTY AT A MINIMUM.*

THIS RULE IS NOT INTENDED TO COVER INCIDENTAL CONTACT OR CONTACT WITH THE HEAD THAT OCCURS THAT SHOULD BE A MINOR PENALTY (E.G., UNINTENTIONAL HIGH STICK, BODY CHECK WHERE THE CONTACT IS INITIATED AT THE SHOULDER OR TORSO, BUT THE FOLLOW THROUGH MAKES SOME CONTACT WITH THE HEAD). CLEAR DIRECTION IS BEING PROVIDED HERE TO ASSIST OFFICIALS, COACHES AND PLAYERS WITH THIS RULE.

THERE SHALL BE HEIGHTENED AWARENESS TO DIRECT CONTACT TO HEAD, BUT IT SHOULD BE NOTED THAT MANY CONTACT TO THE HEAD FOULS IN PREVIOUS SEASONS THAT WERE MINOR PENALTIES SHOULD REMAIN MINOR PENALTIES (FOR EXAMPLE, AN INCIDENTAL HIGH STICKING FOUL WOULD REMAIN A MINOR FOR HIGH STICKING UNLESS INJURY OCCURS).

UNNECESSARY ROUGHNESS

DRIVING OPPONENTS INTO THE BOARDS OR OPEN ICE WELL AFTER THE PUCK HAS BEEN RELEASED.

CHECKING FROM BEHIND

THERE IS NEVER AN EXCUSE FOR A PLAYER TO RUN ANOTHER PLAYER FROM BEHIND. OFFICIALS ARE INSTRUCTED TO CALL EVERY INFRACTION THAT OCCURS. THE ONUS OF A CHECK BEING DELIVERED IS STILL WITH THE PLAYER DELIVERING THE CHECK.



THE PENALTY OPTIONS FOR CHECKING FROM BEHIND ARE AS FOLLOWS:

A MINOR PENALTY, MINOR PLUS A MISCONDUCT PENALTY, OR A MAJOR PLUS A GAME MISCONDUCT PENALTY, SHALL BE ASSESSED FOR CHECKING FROM BEHIND.

2 MIN MINOR PENALTY IN OPEN ICE.

2 MIN MINOR PENALTY + 10 MIN MISCONDUCT

5 MIN MAJOR PENALTY + GAME MISCONDUCT

IF A PLAYER IS INURED AS RESULT OF THE CHECK: 5 MINUTE MAJOR + GAME MISCONDUCT OR MATCH PENALTY MUST BE CALLED.

ALL OFFICIALS

RULES AND REGULATIONS: -

IT IS EVERY OFFICIAL'S DUTY AND RESPONSIBILITY TO UNDERSTAND AND KNOW THE RULES. LACK OF RULE KNOWLEDGE IS UNACCEPTABLE AND DEALT WITH GAME LOSS FOR THE WHOLE CREW! OFFICIALS WHO LACK RULE KNOWLEDGE OR WHO DO NOT APPLY RULES CORRECTLY WILL BE PENALIZED TO INCLUDE FINES AND LOSS OF GAME ASSIGNMENTS.

REMEMBER: YOU ARE A "TEAM" IF SOMETHING UNUSUAL HAPPENS IN A GAME COMMUNICATE WITH YOUR PARTNERS. EVERYONE LOOKS BAD WHEN THE CORRECT RULE INTERPRETATION IS NOT MADE.

MEDIA:

SILENCE CAN'T BE MISQUOTED. NO OFFICIAL SHALL BE PERMITTED TO TALK TO THE PRESS ABOUT THE GAME, TEAMS, TOWNS, FRANCHISES, LEAGUE OR OTHER OFFICIALS, WITHOUT THE PERMISSION OF THE COMMISSIONER OR RIC. BE POLITE AND COURTEOUS TO REPORTERS, BUT NEVER GIVE YOUR OPINION OF ANY "PLAYS" OR SITUATIONS. COACHES AND PLAYERS CAN'T MAKE COMMENTS ABOUT US, THEREFORE NEITHER CAN WE. THIS ALSO INCLUDES SOCIAL MEDIA!!!

YOU ARE WORKING GAMES FOR THE WSHL, THEREFOR ANY POSTS ON SOCIAL MEDIA MUST BE TASTEFUL. YOU ARE LOOKED UPON AS AN AMBASSADOR OF HOCKEY. ANY POST DEEMED DISTASTEFUL OR RECKLESS COULD COST YOU FUTURE GAME ASSIGNMENTS. THE WSHL IN NO FORM OR FASHION ALLOWS YOU TO POST SPECIFICS ABOUT GAMES, COACHES, PLAYERS, VENUES OR OTHER OFFICIALS.



ARRIVAL AT ARENA:

ALL OFFICIALS ARE TO ARRIVE AT THE RINK ONE HOUR AND THIRTY MIN. (1.5) BEFORE GAME TIME. IF YOU ARE RUNNING LATE YOU MUST NOTIFY OR SUPERVISOR OF OFFICIALS LEAST (2) HOUR BEFORE GAME TIME.

OFFICIALS ATTIRE:

A SUIT OR JACKET AND DRESS SHIRT WITH TIE IS MANDATORY FOR ALL ICE OFFICIALS

NO TOBACCO/ALCOHOL CONSUMPTION IN THE BUILDING

NO EARRINGS/NOSE RINGS, ETC.

POST-GAME REQUIREMENTS:

- *REFEREE'S ARE REQUIRED TO COMPLETE A GAME REPORT FORM IMMEDIATELY FOLLOWING THE GAME BEFORE LEAVING THE ARENA THIS MUST BE COMPLETED ON TTS. FOR ANY MATCH PENALTY/GROSS MISCONDUCT OR MAJOR ISSUES THAT OCCURRED YOU NEED TO CALL ROGER KLEIN 918-808-8356 OR BRADEN GRINSTEAD 949-683-4387 AT THE CONCLUSION OF THE GAME, AND SUBMIT YOUR VERBAL REPORT.*
- *WHEN LEAVING THE ARENA, LEAVE AS A TEAM AND CONDUCT YOURSELF IN THE SAME PROFESSIONAL MANNER AS WHEN YOU ARRIVED. AVOID CONFRONTATION WHENEVER POSSIBLE.*
- *DO NOT SPEAK TO ANY PRESS OR REPORTERS. SILENCE CAN NEVER BE MISINTERPRETED.*

GAME REPORTS: -

A GAME REPORT IS REQUIRED VIA GAME NOTES & TIME TO SCORE WEBSITE. IT IS THE RESPONSIBILITY OF THE SENIOR REFEREE TO FILL OUT THE REPORTS REGARDLESS OF ANY OF THE ITEMS LISTED BELOW.



POST-GAME REPORTS ARE ONE OF YOUR MOST IMPORTANT DUTIES. THEY PROVIDE COMMUNICATION TO THREE DIFFERENT PEOPLE AND FINES AND SUSPENSIONS ARE ENFORCED FROM YOUR WRITTEN REPORT. PLEASE FILL OUT ALL INFORMATION CLEARLY AND CORRECTLY. ALSO MAKE YOURSELF AVAILABLE THAT EVENING. (LEAVE A PHONE NUMBER WHERE YOU CAN BE CONTACTED.)

THE SENIOR REFEREE SHALL CALL SUPERVISOR OF OFFICIALS IN YOUR AREA FOLLOWING THE GAME INVOLVING:

MAJOR PENALTIES/ GAME EJECTIONS/ GAME MISCONDUCTS

EXTRAORDINARY INCIDENTS

OFFICIALS SHOULD NOT RESPOND TO QUESTIONS REGARDING TO LENGTH OF SUSPENSIONS. DIRECT ALL QUESTIONS TO DIRECTOR OF HOCKEY OPERATIONS.

DRESSING ROOM:

THIS IS YOUR ROOM. NO TEAM PERSONNEL IS ALLOWED IN THE ROOM WITHOUT YOUR PERMISSION. IF THERE IS A PROBLEM IN THE GAME AND THEY NEED TO TALK TO YOU LEND THEM AN EAR. IF THEY GET UNRULY ASK THEM TO LEAVE AND REPORT THE INCIDENT TO SUPERVISOR OF OFFICIALS VIA PHONE AND DIRECTOR OF HOCKEY OPERATIONS VIA EMAIL. NEVER TALK TO AN OWNER OR COACH ALONE!

UNDER NO CIRCUMSTANCES ARE YOU TO REVIEW VIDEO WITH THE COACHES BEFORE, DURING OR AFTER THE GAME. REFER THE REQUEST TO THE LEAGUE OFFICE FOR REVIEW.

THE ROOM SHOULD NOT BE USED AS A HANGOUT FOR FRIENDS OR FAMILY. IF ANYONE SHOULD DROP BY MAKE IT BRIEF. THERE COULD BE A LOT OF THINGS GOING ON IN THE GAME AND YOU MAY NEED THE TIME TO GO OVER SOME SITUATIONS DURING THE RESURFACE.

INJURY/ ILLNESS/ ABSENCE:

IN THE EVENT YOU ARE INJURED OR BECOME ILL AND ARE UNABLE TO PERFORM YOUR DUTIES, CONTACT SUPERVISOR OF OFFICIALS IMMEDIATELY.



EVERY EFFORT SHOULD BE MADE TO HAVE THREE OFFICIALS (1 REFEREES, 2 LINESMEN) ON THE ICE FOR ALL LEAGUES GAMES. SHOULD FOR ANY UNFORESEEN REASON, ANY ONE OF THE ASSIGNED OFFICIALS BE PREVENTED FROM OFFICIATING, THE FOLLOWING SHALL TAKE PLACE:

THE GAME WILL START AT THE SCHEDULED TIME, WITH THE EXISTING OFFICIALS.

NOTIFY SUPERVISOR OF OFFICIALS WHO MAY DIRECT YOU TO: ATTEMPT TO CONTACT A LEAGUE OFFICIAL THAT MAY BE AVAILABLE TO WORK.

INSURANCE:

ALL OFFICIALS MUST BE PROPERLY REGISTERED WITH AAU/ UHU. FAILURE TO MEET ANY DATELINES/ PAYMENTS WILL RESULT IN YOUR SUSPENSION FROM OFFICIATING IN OUR LEAGUE.

OFFICIALS UNIFORM:

WARM-UPS- BLACK JACKET WORN BY ALL OFFICIALS OR GAME SWEATER WORN BY ALL OFFICIALS

WSHL CREST AND NAME PLATE ARE TO BE WORN BY ALL OFFICIALS. THIS IS NOT AN OPTION!!!

CLEAN WHITE LACES

BLACK HELMET WITH HALF SHIELD

REFEREE DUTIES

RULE BOOK KNOWLEDGE

PLAYERS AND COACHES DON'T CARE ABOUT THE VARIOUS LEAGUES THAT YOU WORK OR HAVE WORKED. YOU ARE EXPECTED TO KNOW WSHL RULES AND PROCEDURES, NOT APPLYING PROPER RULE KNOWLEDGE OR KNOWING RULES CAN COST YOU FINES AND FUTURE GAME ASSIGNMENTS.



COMMUNICATING WITH PLAYERS AND COACHES:

BE BRIEF AND TO THE POINT!

GIVE YOUR EXPLANATION, TELL HIM WHAT YOU CALLED, IF THE CAPTAIN WANTS TO QUESTION OR COMMENT, THEN END THE CONVERSATION. IF A CAPTAIN BEGINS TO QUESTION EVERY CALL, EXPLAIN TO HIM THAT HIS PRIVILEGES MAY BE REVOKED.

COACHES-WE WANT TO EXPLAIN MULTIPLE SITUATIONS OR ANSWER ANY INTELLIGENT QUESTIONS. AT NO TIME IS THE COACH TO STAND ON THE BOARDS OR IN THE DOORWAY WITH THE DOOR OPEN WHILE YOU'RE TALKING TO HIM. IF HE DOES NOT WANT TO LISTEN, END THE CONVERSATION. BE COURTEOUS. IF YOU TALK WITH ONE BENCH, BE PREPARED TO TALK WITH THE OTHER BENCH.

DON'T OVERDO IT THESE ARE NOT DEBATES.

ALWAYS HAVE A PARTNER WHEN SPEAKING TO A COACH

ALTERCATIONS:

YOUR DUTY IS THE NONCOMBATANTS. ORDER ALL PLAYERS OF BOTH TEAMS TO THEIR BENCHES. FOLLOW THE PROCEDURE EARLY IN THE SEASON AND YOU WON'T HAVE ANY PROBLEMS LATER.

BLOW THE WHISTLE AND POINT TO THE BENCHES.

GET IN POSITION TO WATCH THE BENCHES AND TRY AND KEEP THE FIGHT IN FRONT OF YOU.

IF A FIGHT BREAKS OUT IN THE CREASE AREA, ORDER THE GOALTENDER INTO A NEUTRAL CORNER.

ASSESS THE PENALTIES AND GET THE PLAY GOING.

MULTIPLE FIGHT(S) SITUATIONS:

FIRST TO WORST

TALK TO THE PLAYERS INVOLVED IN THE SECOND AND/OR THIRD FIGHTS.

CHECK WITH THE LINESMEN FOR ANY OTHER PENALTIES



DON'T PANIC. BE CALM

GET THE AGGRESSOR/INSTIGATORS.

WATCH THE BENCH!

BE SURE TO GET THE AGGRESSOR/INSTIGATOR OUT OF THE GAME. REMEMBER NOT EVERY FIGHT IS GOING TO HAVE AN INSTIGATOR.

YOU HAVE THE FINAL DECISION IN ALL DISPUTES

REPORT ALL GAME EJECTION/ MISCONDUCT PENALTIES IN DETAIL ON OFFICIAL GAME REPORTS

REPORT ALL PHYSICAL CONTACT OR ABUSES TO THE LEAGUE OFFICE IN WRITING

DO NOT COMMENT ON LENGTH OF SUSPENSION

VERIFY ACCURACY ON TTS GAME REPORT!!!!

EVALUATIONS & REPORTS:

YOU MUST ENTER GAME NOTES ON TTS AT THE END OF THE GAME, THIS IS NOT AN OPTION! THIS MUST BE COMPLETED BEFORE THE GAME IS CLOSED OUT. SHOULD THE GAME BE CLOSED BEFORE YOU GET TO ENTER YOUR NOTES YOU MUST CONTACT ART OR ROGER VIA PHONE ASAP. YOU WILL NEED TO ALSO TYPE UP YOUR REPORT AND EMAIL IT TO BOTH ART & ROGER WITHIN 2 HOURS OF GAME COMPLETION.

INCLUDE THE FOLLOWING:

ANY AND ALL MAJOR PENALTIES

ANY OFF ICE ISSUES

ABUSE OF OFFICIALS CALLS: NEED TO BE VERY DETAILED

LACK OF SECURITY OR MEDICAL STAFF

YOU MUST COMPLETE YOU COACHES EVALUATIONS AT THE COMPLETION OF EACH GAME. THIS NEEDS TO BE A DETAILED REPORT ON HOW THE COACHES REACTED DURING THE GAME. GOOD OR BAD, JUST DON'T HIT THE SUBMIT BUTTON.



FAILURE TO COMPLETE THE REPORT WITHIN 24 HOURS OF YOUR GAME COMPLETION CAN RESULT IN A FINES!

1ST OFFENSE: WARNING

2ND OFFENSE: \$10.00 FINE

3RD OFFENSE: \$20.00 FINE

4TH OFFENSE: \$50.00 FINE

5TH OFFENSE: SUSPENSION

ALL OFFICIALS WILL BE SUBJECT TO BEING EVALUATED AND BEING ASSIGNED AS EVALUATORS



LINESMAN DUTIES

PRE-GAME MEETING

COMMUNICATION

WHAT DOES THIS GAME MEAN FOR BOTH TEAMS?

WHAT HAPPENED LAST TIME THESE TEAMS PLAYED?

WHAT PLAYERS TO WATCH?

DISCUSS WHAT YOUR DUTIES WILL BE WITH THE REFEREE (EACH REFEREE IS DIFFERENT)

SENIOR LINESMAN DETERMINES WHICH END HE WANTS TO START

WARM-UPS

CHECK TIMING DEVICES LOCATION/WORKING ORDER

CHECK BOTH GOAL NETS

WHERE PLAYERS ENTER AND EXIT

FACE PLAYERS AT ALL TIMES NEVER TURN YOUR BACK WHILE STANDING AT REFEREE CREASE

KEEP PLAYERS ON THEIR SIDE OF THE ICE

TEAM CLOSEST TO THE COMMON EXIT LEAVES FIRST (BEWARE OF PLAYERS CROSSING) HOLD TEAM IF NECESSARY

CHECK FOR HOLES IN THE ICE, BOARDS

HOW HIGH IS THE GLASS

CHECK NETS AGAIN

GAME SITUATIONS

FACE OFFS SHOULD BE A LAST PRIORITY, DO NOT BE IN A HURRY TO RETRIEVE THE PUCK.

REMEMBER PEOPLE, PUCK, POSITION



ANTICIPATE POTENTIAL SITUATIONS

KEEP YOUR EYES ON A PLAYER OR PLAYERS WHO MAY RETALIATE OVER A NON-PENALTY CALL WHEN WHISTLE IS BLOWN, REGARDLESS OF ANY PENALTY VIOLATIONS. HUSTLE TO THE PLAYERS THIS WILL PREVENT ANY ALTERCATIONS.

BEWARE OF LINE CHANGES ESPECIALLY IF TEAMS HAVE TO CROSS EACH OTHER.

START OF PERIOD CHECK FOR PENALIZED PLAYERS ON PENALTY BENCH

BROKEN STICKS SHOULD BE PLACED AT THE PLAYERS' BENCH AFTER A STOPPAGE IN PLAY NOT THE PENALTY BOX MAKE SURE STICK IT GOES TO RIGHT BENCH.

BEWARE OF DISLODGED GOALS

WHEN ASKED BY THE REFEREE GIVE YOUR VERSION ON A DISPUTED GOAL (AWAY FROM PLAYERS AT REFEREE CREASE) OTHER LINESMAN SHOULD BE FACING PLAYERS. AT NO TIME SHOULD ALL OFFICIALS BE DISCUSSING DISPUTE.

DO NOT BE AFRAID TO CALL ILLEGAL SUBSTITUTION OF THE GOALKEEPER

AT THE END OF EACH PERIOD EACH LINESMAN WILL TAKE A BENCH TO HOLD SO THAT THERE ARE NO PROBLEMS.*

ALTERCATIONS

COMMUNICATION WITH PARTNER IS VERY IMPORTANT

HUSTLE IS THE NAME OF THE GAME. ANTICIPATE POTENTIAL SITUATIONS. WHEN THE WHISTLE BLOWS HUSTLE TO THE STOPPAGE, YOUR PRESENCES MAY AVERT A CONFRONTATION.

USE GOOD JUDGMENT WHEN ENTERING A FIGHT "NEVER GO INTO AN ALTERCATION ALONE.

DO NOT BARK, SWEAR OR SOUND THREATENING TO THE PLAYERS

TALK TO PLAYERS BEFORE ENTERING THE ALTERCATION

TALK TO PLAYERS WHILE BREAKING UP THE ALTERCATION

DO NOT ENTER AN ALTERCATION AND GRAB A PLAYER FROM BEHIND TO BREAK UP THE PLAYERS.

STAY WITH THE ORIGINAL ALTERCATION UNTIL YOU HAVE ESCORTED THE PLAYER TO THE PENALTY BENCH.

NEVER, LEAVE THE ORIGINAL ALTERCATION.

REMEMBER ALL THE LITTLE THINGS DONE RIGHT WILL MAKE YOUR CREW A BETTER CREW



IF ANY OF THE FOLLOWING HAPPEN, GET IN QUICK:

- A) OBVIOUS SIZE DIFFERENTIAL*
- B) SKILLED PLAYER VS. LESS SKILLED PLAYER*
- C) PLAYER(S) HIT THE ICE*
- D) INJURY*
- E) ALONG THE BOARDS BE READY TO STEP IN*
- F) LOPSIDED FIGHT*

MULTIPLE FIGHTS

- A) STAY WITH THE ORIGINAL ALTERCATION*
- B) GET PLAYERS OFF THE ICE WITH THE DOOR CLOSED*
- C) GO TO MOST AGGRESSIVE FIGHT OR INJURY POTENTIAL*
- D) COMMUNICATE WITH EACH OTHER*
- E) DON'T PANIC, STAY CALM.*
- F) NEVER OVER-HANDLE A PLAYER OR EMBARRASS THEM. IF A PLAYER RESISTS, ASSESS THE PROPER PENALTIES.*



WESTERN STATES HOCKEY LEAGUE OFFICIALS GAME FEES

REFEREE

TIER SYSTEM

LINESMAN

TIER SYSTEM

METHOD OF PAYMENT

TIME TO SCORE.COM IS YOUR GAME RECEIPT. IF YOU DO THE GAME AND YOUR NAME IS NOT ON THE WEB YOU WILL NOT BE PAID!

IF THERE IS A CHANGE LET ME KNOW AND I WILL MAKE THE ADJUSTMENT ON THE WEB. IT IS YOUR RESPONSIBILITY TO MAKE SURE THE WEB IS CORRECT.

Login and AAU Information

The WSHL uses the following link for scheduling

<http://admin.wshl.timetoscore.com>

user name is first initial and last name ie jmckenna
password is the same

Click edit profile and enter all the information.

Make sure you enter your address the league will be using this address to pay you.

You will also need to register AAU here is that information.



Here is the information for AAU. You will have to register and forward your receipt to me once you are registered. I have attached the form but you are able to register on line click on this link

<https://play.aausports.org/login/tabid/11922/Default.aspx?returnurl=%2fAAUNonAthletes.aspx%3fsCat%3dN>

You will have to create an account. Once that is complete

You will register as a non Athlete

When asked what program it is YOUTH

When asked what sport it is Hockey

If you have not sent your W-9 send it directly to the following:

Teri Talluto

17621 Irvine Blvd. Suite 201

Tustin, California 92780

<http://www.irs.gov/pub/irs-pdf/fw9.pdf>



GAME PROTOCOL

GAME TIMES PUBLISHED ON SCHEDULING WEBSITE ARE TO BE START OF GAME, NOT WARM UP TIME. OFFICIALS SHALL BE READY TO GO ON THE ICE FOR WARM-UPS 35 MINUTES PRIOR TO THE PUBLISHED GAME TIME. ANY DELAY OR DEVIATION SHALL BE NOTED IN GAME REPORT TO DIRECTOR OF HOCKEY OPERATIONS.

TEAMS WILL HAVE THE DRESSING ROOM READY FOR OFFICIALS NO LATER THAN 90 MINUTES PRIOR TO GAME TIME. THIS ROOM MUST HAVE RESTROOM AND SHOWER FACILITIES AVAILABLE. HOME TEAMS WILL ALSO BE REQUIRED TO PROVIDE THE FOLLOWING ITEMS FOR OFFICIALS AT EACH GAME:

3 TOWELS

6 BOTTLES OF WATER

THIS IS WHAT WE HAVE ASKED THE TEAMS TO SUPPLY THE OFFICIALS, AT THIS POINT THEY ARE NOT REQUIRED TO HAVE THE ITEMS THERE, WE ARE WORKING CLOSE WITH ALL THE TEAMS TO MAKE THIS A NORMAL PRACTICE FOR THEIR GAME DAY OPERATIONS! PLEASE LET YOUR RIC KNOW IF IT'S NOT HAPPENING!

WARM-UPS ON RESURFACED ICE

15 MINUTE WARM UP

HORN SHALL SOUND WITH 1 MINUTE REMAINING IN WARM UP

IF PLAYERS ARE STILL ON ICE, WHEN CLOCK SHOWS 0:00, A MINOR CAN BE ASSESSED TO THE OFFENDING TEAM(S)

START OF GAME PROCESS

ANNOUNCE VISITING TEAM STARTING LINEUP

ANNOUNCE HOME TEAM STARTING LINEUP

PLAY/SING NATIONAL ANTHEM

GAME COMMENCES

15-18 MINUTE INTERMISSION BETWEEN PERIODS UNLESS PRIOR ARRANGEMENTS HAVE BEEN MADE!

OFF ICE OFFICIALS ARE RESPONSIBLE FOR NOTIFYING EACH TEAM AT 3 MINUTE MARK OF EACH INTERMISSION.



IMPORTANT CONTACTS AND INFORMATION

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WSHL SCHEDULING SYSTEM

<http://admin.wshl.timetoscope.com/index.php>

<http://wshl.org>