

IIBHL REFEREEING DUTIES

GENERAL:

Referees have a big responsibility as they are in charge of ensuring the game is played fairly and in a sportsmanlike manner. During the game, they are the boss of the volunteer group that includes the scorekeeper, timekeeper and coaches. Referees are expected to be familiar with the Rules and Regulations of the League and to be fair at all times in applying them. Referees are also expected to not only understand where they need to be on the floor with respect to the play, but to actually be there. They always need to be prepared to run back and forth to get in position as we don't want a goal to be questioned because a referee was not in position to make the right call. Wearing referee shirts, referees are easily identifiable and should be able to command respect.

A. BEFORE THE GAME:

1. Make sure you have a whistle and a ball or two. Balls are in the box by the scorekeeper's table. You will be given your own whistle if you are a regular referee and you must bring it with you each week.
2. You are responsible for ensuring games start on time, so you will need to push the coaches to fill out and submit their shift chart no later than 5 minutes before the start of each game. For the first few weeks when Isha prayer is at 9:00 PM, first game should start at 8:10 sharp, second game should start at 9:35 and third game should start at 10:20. After that when Isha prayer is at 8:00 PM, first game should start at 8:35 sharp, second game should start at 9:20 and third game should start at 10:05.
3. Check the volunteer schedule and ensure you have a scorekeeper and a timekeeper for the game ready and sitting at the table before the game begins.
4. Ensure both teams have a coach.
5. When coaches have submitted their shift charts (you may have to take it from them 5 minutes before game time), call all the players and coaches to the centre and make any announcements you have.
6. Have someone read a short surah or dua.
7. When the players are lined up for the opening faceoff, ensure the scorekeeper and timekeeper are ready before dropping the ball.

B. DURING THE GAME:

One referee:

This is to be avoided at all costs as you will have to run back and forth to try and keep up with the play.

Two referees:

Each game should have at least 2 refs. Each ref is responsible for his half of the playing area. When the play is in your half, go to the side of the net and watch to see if any shots go in the net. When the play is not in your half, watch what goes on in front of the net from inside the centre mark. The referee closest to the scorekeeper's table will be the head ref and give the scoring plays.

Three referees:

This is the recommended number and will be used this season as often as possible. The head ref will be on the side closest to the scorekeeper and will keep track of scoring plays. He will run from red line to red line and keep a close look at any plays in front of either net. The other two refs will share the other side and take one net each, covering the same area as if there were only 2 refs.



End of a shift:

The timekeeper blows his whistle to indicate the end of a shift and you will blow your whistle to stop the play and take the faceoff at centre. Remind players and coaches that these shifts have to change fast or you will drop the ball at centre without them. If players are still slow arriving, drop the ball regardless of who is ready or not.

Faceoffs:

- There are 9 faceoff areas. In addition to the centre faceoff area, each zone has two deep faceoff areas, one on each side of the goalie, and two neutral faceoff areas, one on each side of the playing area just inside the centre line.
- Faceoffs are deep in a team's zone when any of their own players is responsible for the stoppage in play in their own zone or when the ball is shot from their own zone and goes out of play in the other team's zone.
- Whenever there is a penalty, the faceoff will be deep inside the penalized player's zone.
- Faceoffs are just inside a team's zone if a player from the opposite team shoots the ball out of play from that zone or if a player shoots the ball out of play from just inside his own zone.
- Faceoffs are at centre for the start of a period, or if a goal is scored.
- When in doubt where a faceoff should go, consult with the other ref. Faceoffs will be at centre if the two refs are not sure where it should go.
- Faceoffs to begin a new shift will be dropped promptly regardless of who is at centre to take it. You could give coaches 1 reminder before the game begins, but it's not necessary because they should already know this.
- Faceoffs inside a team's zone will be dropped promptly once the referee is in position and ready, regardless of who is ready to take it after 1 warning to the players. Appropriate offsides will be called.

Faceoff at A1 or A2 (depending on which is closer)

1. If goalie from team A holds the ball to stop play.
2. If player from team A shoots the ball out of play deep in his own zone.
3. If player from team A is the last to touch the ball before it goes out of play deep in his own zone.
4. If player from team A shoots the ball out of play in zone B from deep in his own zone.

Faceoff at A3 or A4 (depending on which is closer)

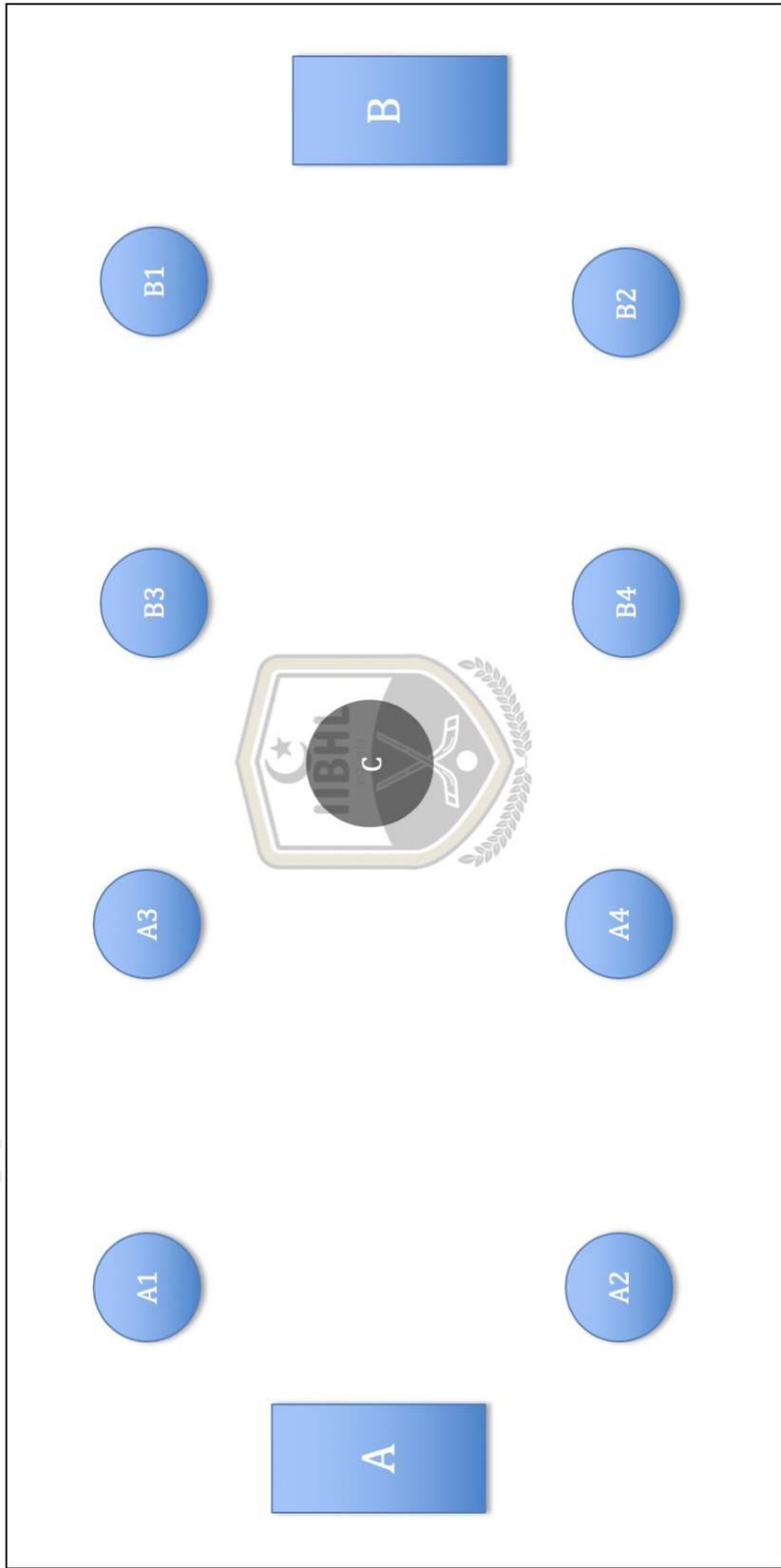
1. If player from team A shoots the ball out of play just inside his own zone.
3. If player from team A is the last to touch the ball before it goes out of play just inside his own zone.
4. If player from team A shoots the ball out of play in zone B from just inside his own zone.

NOTE: When the play stops for a penalty, the ensuing face-off is always in the offending team's zone closest to where the penalty took place. All the above rules will also apply to team B.

Faceoff at Centre (C)

1. At the beginning of a game.
2. At the beginning of each period.
4. At the beginning of each shift in regulation and overtime.
5. After a goal is scored.





Offside on faceoffs:

Players must be behind or in line with their teammate taking the faceoff. Kick out any player taking a faceoff if a teammate is offside.

Following the play:

The ref closest to the scorekeeper's table is the head ref and is expected to follow the play in his mind so that if a goal is scored, he will know who assisted on it. It is up to the refs to decide who will be head ref for the game.

When a goal is scored:

The ref who saw the goal go in will blow his whistle to stop the play and point to the net to indicate a goal has been scored. The ref closest to the scorekeeper will give the scoring play (goal scorer and assists) to the scorekeeper. Refs may consult with each other if unsure about a scoring play. Always try to give two assists on a goal if possible.

When a penalty is given:

Raise your arm to indicate a penalty and blow the whistle to stop the play as soon as the penalized team gets possession of the ball. Then indicate to the player and his coach what penalty he is getting and for how long. Send the player under the net to the penalty area next to the timekeeper. Then tell the scorekeeper what penalty you just handed out and for how long. Typical penalties for 1 minute include high-sticking, slap shot, tripping, holding, interference, goalie interference, roughing 1, delay of game. Penalties for roughing 2 or 3 where there is danger to another player will be 2 to 3 minutes and may entail suspension or possible ejection from the game if done deliberately or if someone got hurt. Fighting is immediate ejection from the game, suspension, and possibly ejection from the league. When in doubt, consult the rule book in the folder at the scorekeeper's table.

Delayed penalty:

Raise your arm to indicate a penalty but do not blow the whistle if the opposing team has possession of the ball. During this time, the opposing team can pull their goalie and put their next player on the shift chart on. Note that this does not constitute a shift for that player, and he is eligible to still go on for his regular shift. Keep your arm up and you will only blow the whistle to stop the play when the penalized team regains possession of the ball or a goal is scored. At that time, call the penalty if it still applies. If a goal is scored by the opposing team during the delayed penalty, the delayed penalty no longer counts, and you may lower your arm.

Restricted zones:

Spectators are not allowed within 6 feet to the right and left of the scorekeeper's table or on a team bench. You will need to enforce this.

Scorekeeper's table:

Clear people away from the scorekeeper's table. They are a distraction to the scorekeeper and the timekeeper from doing their duties properly.

Last shift left in a period:

The timekeeper will tell you when the last shift of a period is about to begin, and you will announce it.



One-minute left in a period:

The timekeeper will tell you when there is one-minute left in a period, and you will announce it.

End of a period:

Blow your whistle loud and long to stop the play as you hear the timekeeper's whistle to end the period. At the end of the 1st period, indicate to the players that they have a 1-minute intermission. Blow the whistle and remind them when they have 30 seconds left and players should start heading to centre court for the faceoff. Blow the whistle long and loud to let them know when intermission is over and the 2nd period is about to begin, and the teams must be ready and lined up for the faceoff or you will drop the ball without them after issuing one warning.

Issue with a team or player:

Discuss with the coach away from the team bench.

Coach calls you over:

When a coach calls you over, you must approach the team bench and hear him out once the play is dead. If he is calling you over while play is going on, wave him off and keep your eyes on the play.

Coach comes onto the playing surface anytime during the game including during stoppage of play to talk to you:

Give him one warning to get back to his bench and if he refuses, give his team a bench penalty to be served by someone on at the time. Let him know he has to call you over to the bench.

Referee time-out:

At any time, you may stop the play by blowing your whistle and indicating to the timekeeper with the time-out sign to stop the time. You may do this when a player is injured, you need clarification on something, you need to say something to the coaches, players or spectators, or any other time you feel it is necessary. This is always a referee prerogative and you should never be afraid or hesitant to use it.

Overtime:

Remind coaches that overtime is 2 on 2 for Tier 1 and 3 on 3 for Tier 2. Stop the play and drop the faceoff at centre when the timekeeper blows his whistle at the 1-minute and 2-minute marks for a shift change. This must be done quickly as time is running.

Shootout:

Stand by the net and blow your whistle to allow each player to go. One net will be used. Point to the net if a goal is scored. Wave your arms if no goal is scored.



C. AFTER THE GAME:

Meeting in the middle:

Remind the player and coaches that they **MUST** meet in the middle to shake hands. Any parent seen taking his son away before he can shake hands must be told that this is against League rules and his son must stay or be penalized.

3 Stars of the Game:

Pick the 3 Stars of the game after looking at the scoresheet. Consideration should be given to anyone who had a great game even if they didn't get many points, especially to players who are not normally considered stars. This may be the only award they receive at the Awards Banquet so it's important to them to be recognized for an exceptional game. This year, you or scorekeeper will announce the 3 Stars after each game. You may need to get everyone's attention first by blowing the whistle.

NOTES:

1. Before dropping the ball for a faceoff, **ALWAYS** make sure the timekeeper and scorekeeper are ready.
2. When unsure about a goal, penalty, etc., consult with the other referee(s).
3. When unsure about a rule, consult the Rules and Regulations in the binder at the scorekeeper's table.

