

Off Ice Officials

Adapted from: USA HOCKEY OFF-ICE OFFICIATING MANUAL



1 INTRODUCTION

Off-ice officials are considered an extension of the on-ice officiating team. In order for the game to run smoothly, a good group of off-ice officials are necessary to assist the on-ice crew. This document will explain the responsibilities of each in an attempt to better prepare you as an off-ice (minor) official.

2 ON-ICE OFFICIALS

The REFEREE shall have general supervision of the game, and shall have full control of all game officials, team officials and players before, during and after the game, including stoppages; and in case of any dispute, his decision shall be final.

On-Ice Officials should enter the ice surface prior to warm-ups. Penalties may also be assessed during the warm-up period.

3 ROLE OF OFF-ICE OFFICIALS

One of the roles of the off-ice officials is to serve as a liaison between the officials and the teams both before and after the game. The off-ice officials will be responsible for securing the game rosters from each team prior to the start of the game. After the game, they will ensure the scoresheet is properly completed and signed by the referee and will distribute a copy to each team. Any questions that may arise concerning game, or variations to the rules should also be addressed by the off-ice officials. Of course, the on-ice officials will be willing and available to offer assistance or answer questions, when necessary.

As part of the game officiating team, it is important for the off-ice officials to remain impartial at all times. This is difficult to do, especially since a family member may be participating in the game. However, impartiality must be maintained at all times.

Another important role of the off-ice official is to monitor behavior in and around the area known as the penalty benches and scorer's bench. Players must sit with their helmets on and behave in a sportsmanlike manner. Any player who behaves in an unsportsmanlike manner, uses obscene or vulgar language or is disrespectful to the off-ice officials shall be reported to the on-ice officials during the next stoppage of play. The on-ice officials are then charged to take the appropriate action, including possible assessment of additional penalties.

Off-ice officials work together with the on-ice officials as a team and communication between the two groups is vital. Successful communication will play an important role in developing a positive hockey environment for all participants.

Off-Ice officials shall arrive ½ hour prior to game time to commence their duties.

Timekeeper

The timekeeper is responsible for operating the game clock and keeping track of penalty times on the official game clock. The duties of the game timekeeper are as follows:

- Prior to the start of the game, check the game clock to ensure it is operating properly. Start on time; not start warmups that carry over into start time.
- Prior to the teams entering the ice, the game timekeeper should place the appropriate warm-up time on the clock and start this time immediately once the teams have entered the ice. It is the responsibility of the on-ice officials to call the teams onto the ice. At the conclusion of the warm-up period, the horn should be sounded and the appropriate time for the first period should be placed on the clock.
- The clock should be started upon the face-off and should be stopped each time the whistle is blown. Prior to the start of each period, the referee will check with the game timekeeper to ensure they are ready to start.
- Upon a team leading by six goals, the referee will instruct the timekeeper to go to running time. During running time the clock will stop only for goals, penalties and injuries. Should the gap be narrowed to 4 goals or less, the referee will instruct the timekeeper to return to stop time.
- If for some reason the clock is not stopped or started at the appropriate time, the game timekeeper should immediately do so when it has been brought to his/her attention. An estimate of how much time elapsed should be relayed to the on-ice officials for the proper determination as to what adjustments need to be made to the time.
- All penalties which require a team to play shorthanded should be placed on the penalty clocks for the appropriate length of time immediately upon being assessed. This excludes coincidental penalties and misconduct penalties. The game timekeeper should be familiar with the rules pertaining to coincidental penalties, misconduct penalties and penalty termination.
 - **Minor penalties** - A minor penalty is the least severe type of infraction. It results in the loss of a player for two-minutes, during which time the player must leave the ice and sit in a penalty box. During a minor hockey penalty, the other team has the advantage with an extra player on the ice. If the other team scores before the penalty is over, the player is released from the penalty box early. In some cases, an official may decide a minor penalty is worth more than two minutes, but is still not severe enough to warrant a major penalty. This will often be the case if a player was injured as a result of the penalty – in these cases a double-minor, or four-minute penalty can be issued.
 - **Double Minor** - A Double minor penalty is just two minor penalties combined into one. Each minor penalty is worth two minutes of time in the penalty box for a player. If a goal is scored, there is still one more minor penalty left to serve. Set up a double minor as two separate penalties on the scoreboard. If the opposing team scores during the first 2 minutes, that penalty shall be removed, but the player will need to serve the remaining 2 minutes.
 - **Coincidental penalties** - an equal number of penalties of equal duration (by each team) called at the same stoppage of play. There is no change in on-ice strength. Substitutes replace the penalized players on the ice. Coincidental minor penalties are not ended when a goal is scored by

either team. Upon completion of the penalty time, players will remain on the penalty bench until the next stoppage of play.

- **Misconduct penalties** - involve the removal of a player, other than a goalkeeper, from the game for a period of 10 minutes with immediate substitution taking place on ice. A player whose misconduct penalty has expired shall remain on the penalty bench until the next stoppage of play. **A misconduct penalty is not posted on the scoreboard.** When a player receives a minor penalty plus a misconduct or game misconduct penalty at the same time, the penalized team shall immediately place an additional non-penalized player, other than a goalkeeper, on the penalty bench and such player may not be changed. That player can leave the penalty bench as soon as the minor penalty expires or a goal is scored by the opposing team. ***In this instance only the minor penalty is displayed on the scoreboard.***
- **Game misconduct penalties** - involve the suspension of a player or Team Official for the balance of the game with immediate substitution taking place on ice.

- When a goal is scored which results in the termination of a penalty appearing on the clock, the game timekeeper shall remove this time prior to play commencing.

Below is a listing of the time periods for each level of play. Note that for some tournaments at squirt and below, times may be dictated by tournament rules.

level	Warm up	period	Between periods	Resurface	minor	major	misconduct
Mini mite	4	12 horn every 2	1		1	3	6
Mite	4	12 horn every 2	1	before	1	3	6
Squirt	4	12	1	before	1	3	6
Pee wee	5	15	2	After 2	1:30	4	10
Bantam	8	15	2	After 2	2	4	10
Girls 14U	8	15	5	After 2	2	4	10
JV	10	17	5	Before every	2	5	10
Varsity	10	17	15	Before every	2	5	10
JV girls	10	17	5	Before every	2	5	10
Varsity girls	10	17	15	Before every	2	5	10

Resurfacing – As a standard, when the players leave the ice, the clock should be set at 15 minutes for resurfacing. Play is to resume at the end of the 15 minutes. Varsity ice is resurfaced after warm ups but not for overtime.

Overtime – overtime consists of a 5 minute rest period followed by a 10 minute sudden death overtime.