



The Referee's Crease

A Newsletter for ALLIANCE Hockey Officials

February 2010

PLAYOFFS

Ahhh, playoff time! It's the time of the season when all eyes turn to championships. It's also the time of year when many players' and coaches' minds venture off into the land of lunacy known as "playoff brain". If rational thought is an infrequent visitor to the ice during the regular season, it is an endangered event during the playoffs. Your job is to be an island of sanity in an ocean of emotional turmoil. You cannot get swept up in the passions of the playoffs.

PENALTY STANDARD

We have all heard coaches berating penalty calls because "It's the playoffs – let them play!!". Sorry coach, but the penalty standard in overtime in March is exactly the same as it was in the first period in October. From a refereeing perspective, nothing has changed merely because the calendar has flipped.

The same priorities apply – head checks, CFBs and other injury risk plays are all to be strictly called. So too are obstruction infractions (remember those? – a lot of refs have wrongly gone lax on these over the past couple of years).

You don't want to call that hooking or the late hit because it didn't affect play? You don't want to call that CFB because it means some kid may miss a playoff game or two? Your justification is that you don't want to impact the game. But are you affecting the game or series by not making a proper call?

Remember, every decision to overlook an infraction is a decision to deny the other

team a power play. Welcome to affecting the outcome.

Just call the rules as Hockey Canada wants them called. That way, the players decide the game. You simply enforce the rules as written. It's a guilt free approach.

Take a look at the HC website if you need to refresh yourself on the expected standard.
(http://www.hockeycanada.ca/index.php/ci_id/22389/la_id/1/ss_id/22388)

PENALTIES FOR FIGHTING

As each season nears its end, the number of fights increases. And every year there is a rash of blown fighting calls.

Whenever a fight (5 + GM) occurs, you need to consider at least 3 main penalty options other than the 5 + GM for fighting.

- 1) Instigator / aggressor
- 2) 3rd man in
- 3) 2nd (3rd, etc.) fight - same stoppage

Call all that apply. Missed calls may mean missed suspensions - which may affect a series' outcome. You have to get it right.

COMMENTS / QUESTIONS

Email us at: refscreeze@alliancehockey.com

Review Board: Lorne Campbell, Rick Morphew, Marshall Copp, Sean Reid, Dave Beech, Doug Ryerson and Chris Perkins.

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