

# **CPMHA 2006/2007 Scorekeeper & Timekeepers Meeting**

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Carleton Place Minor Hockey Referee Development Program**





# Meeting Agenda

- Your Role
- New Game Sheet
- Penalty Basics
- “Special Penalties”
- Penalty Signals
- Recording Penalties on the Game Sheet
- Penalty Scenarios
- Clock Basics
- Q&A





# Your Role

- You are a member of the officiating crew
  - On-ice officials – Referee & Linesman
  - Off-ice officials - Timekeeper & Scorekeeper
- Must be unbiased
  - Can't cheer for one team or another (well at least don't make it too obvious 😊 )
- Supportive of on-ice officials
  - On-ice officials can have you relieved of your duties
- Good timekeepers make a 'tough' game easier for the on-ice officials
- Be a supportive team member





# New Game Sheet

- Different game sheet for the 2006/07 season
  - See handout
- Highlights - Front
  - Length of game
  - Official Scorer name
  - Home and Visitor team identification
  - Penalty area
- Highlights –Back
  - Penalty Codes
    - Ensure the correct codes are used!
  - Game Incident Report



# Penalty Basics



- Most penalties are straight forward (i.e. 2 minute minor)
  - Players serving a 2:00 minute minor penalty, making their team a player short, can return to the ice if their team is scored upon
  
- Major penalties are 5 minutes on the game sheet + GM (time is recorded as 10 minutes on the game sheet)
  - 5 minute penalties must be served in their entirety, regardless of how many goals are scored
  
- Only 2:00 min and 5:00 min penalties go on the time clock





# Penalty Basics

- If a player leaves the penalty box early, report it to the referee
- Players must return to their bench via the ice
- Simultaneous multiple penalties against one team (i.e. 3+ minor/major penalties, require special attention)
  - This is where it may be confusing ... but not after tonite!



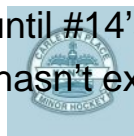


# Penalty Basics

- Teams can play with no less than three players
- A team can have no more than two penalties on the time clock at any one time
  - If a team has three players in the box serving a minor or a major penalty, the third players penalty doesn't start until the first one expires, no one returns to the ice until the second players penalty expires

Player	PER.	No.	Min.	Code Infraction	Off	Start	On
#7	1	7	2:00	HKG	10:23	10:23	8:23
#4	1	4	2:00	SL	10:10	10:10	8:10
#14	1	14	2:00	TR	9:40	8:23	6:23

#7 cannot leave the penalty box until #14's penalty expires (only serving 1 minor penalty now) or the first whistle after 8:23 (If #7's penalty hasn't expired, team is still down 2 players). Between 8:23 and 6:23 team is Shorthanded one player



# Penalty Basics



- Teams can play with no less than three players
- A team can have no more than two penalties on the time clock at any one time
  - If a team has three players in the box serving a minor or a major penalty, the third players penalty doesn't start until the first one expires, no one returns to the ice until the second players penalty expires
  - What happens if the other team scores at the 9:30 mark?

Player	PER.	No.	Min.	Code Infraction	Off	Start	On
#7	1	7	2:00	HKG	10:23	10:23	8:23
#4	1	4	2:00	SL	10:10	10:10	8:10
#14	1	14	2:00	TR	9:40	<del>8:23</del> <sup>9:30</sup>	<del>6:23</del> <sup>7:30</sup>

As a result of the goal being scored @ 9:30, # 7 returns to the ice and #14's penalty would now start at 9:30 and he would return to the ice at 7:30. This team would continue to play two players short, unless another goal is scored.



# Special Penalties



- Checking to the Head
  - 2:00 + Misc or 5:00 + GM (see penalty codes)
  - **NOTE:** Minor CTH + GM use penalty code **M27** – this is not listed on the timesheet
- Checking From Behind
  - 2:00 + GM or 5:00 + GM (see penalty codes)
- Fighting penalties come with an automatic GM
  - 5 min on gamesheet and clock – FT
  - 10 min on gamesheet – GM42
- Double Minor Penalties
  - Spearing, headbutting + others
  - 4 mins (two consecutive minor penalties) on the gamesheet and time clock
- GM (Game Misconduct)
  - Player ejected from the game (see penalty codes)
  - 10 min on the time sheet
- Match Penalties (see penalty codes)
  - Player ejected from the game
  - 5 min goes on the time clock
- Penalty Shot
  - Goals scored on a penalty shot must be noted on the game sheet as such
- Three stick infractions incurred by a player = Game Ejection
  - Stick infraction = Cross check, High Stick, Butt Ending, Slash, Spearing
- Two Misconduct penalties in one game = GM
- **LCMHL – Any 4 penalties incurred by a player = Game Ejection**





# Penalty Signals



**BOARDING**  
Striking the clenched fist of one hand into the open palm of the opposite hand in front of the chest.

**BODYCHECKING**  
Open palm of the non-whistle hand, with fingers together, comes across body on to the opposite shoulder.



**BUTT-ENDING**  
A cross motion of the fore-arms, one moving under the other

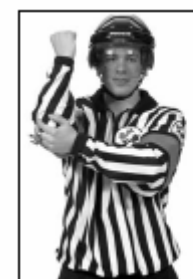
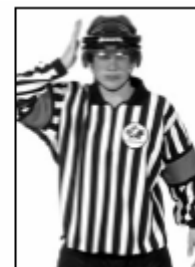


**CHECKING FROM BEHIND**  
A forward motion of both arms, with the palms of the hands open and facing away from the body, fully extended from the chest at shoulder level.

**CHARGING**  
Rotating clenched fists around one another in front of the chest.



**Checking to the Head**  
Patting flat (open palm) of the non-whistle hand on this side of the head.



**ELBOWING**  
Tapping either elbow with the opposite hand.

**HIGH STICKING**  
Holding both fists clenched, one immediately above the other at the height of the forehead.



**HOLDING**  
Clasping either wrist with the other hand in front of the chest.

**HOOING**  
A tugging motion with both arms as if pulling something from in front toward the stomach.



**HOLDING THE STICK**  
Two stage signal involving the holding signal (shown above) followed by a signal indicating you are holding onto a stick with two hands in a normal manner.





# Penalty Signals (cont'd)

**INTERFERENCE**  
Crossing arms stationary  
in front of the chest.



**KNEEING**  
Slapping either knee with  
the palm of the hand, while  
keeping both skates on  
the ice.



**MATCH PENALTY**  
Patting flat of the hand on  
the top of the head.

**MISCONDUCT**  
Both hands on hips.



**PENALTY SHOT**  
Arms crossed above the  
head. Give the signal upon  
stoppage of play.



**ROUGHING**  
Fist clenched and arm  
extended out to the front  
or side of the body.



**SLASHING**  
A chopping motion with  
the edge of one hand  
across the opposite  
forearm.



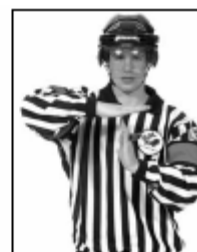
**SPEARING**  
Jabbing motion with both  
hands thrust out immedi-  
ately in front of the body  
and then hands dropped  
to the side of the body.



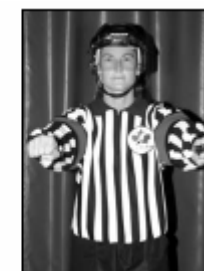
**TRIPPING**  
Striking leg with either  
hand below the knee,  
keeping both skates on  
the ice.



**UNSPORTSMANLIKE  
CONDUCT**  
Using both hands to form  
a "T" in front of the chest.



**CROSS-CHECKING**  
A forward and backward  
motion of the arms with  
both fists clenched,  
extending from the chest  
for a distance of about  
one foot.



# Recording Penalties on the Game Sheet



Note the specific code infraction. What penalty??

\*Note codes\*

(provide to JUVENILE / REPORT TO MAJOR)

HOME		HOME PENALTIES							
No.	PRINT NAME AD-AFFILIATED/PLAYER C-CAPTAIN A-ALTERNATE	PERL	NO.	MIN.	CODE INFRACTION	OFF	START	ON	PI
G	Bryan McCabe	1	18	2	HKG	8:00	8:00	6:00	
G	Bryan McCabe	1	18	4	SP	4:00	4:00	0:00	
	Bryan McCabe	2	18	2	CTH	12:00	12:00	10:00	
	Bryan McCabe	2	18	10	M27	12:00	10:00	0:00	
	Tie Domi	3	21	10	M20	15:00	15:00	5:00	
	Darcy Tucker	3	16	5	FT	12:00	12:00	7:00	
	Darcy Tucker	3	16	10	GM42	12:00	-	-	

What does this code infraction mean?

Can you explain these two penalties?





# Penalty Scenarios

Period 1

10:23 A7 – Hooking

10:23 A10 – Unsportsmanlike

Complete the Score Sheet, using proper code infractions. What time penalties go up on the clock?

At what time does A7 return to the ice?

At what time does A10 return to the ice?

## Answer

Player	PER.	No.	Min.	Code Infraction	Off	Start	On
#A7	1	7	2:00	HKG	10:23	10:23	8:23
#A10	1	10	2:00	USC	10:23	10:23	8:23



# Penalty Scenarios (cont'd)



## Period 1

10:23 A7 – Hooking

10:23 A10 – Unsportsmanlike

10:23 B4 - Roughing

Complete the Score Sheet. What time penalties go up on the clock?

At what time does A7 return to the ice? At what time does A10 return to the ice? At what time does B4 return to the ice?

Player	PER.	No.	Min.	Code Infraction	Off	Start	On
#A7	1	7	2:00	HKG	10:23	10:23	Write in the time when player returns to the ice
#A10	1	10	2:00	USC	10:23	10:23	8:23
#B4	1	4	2:00	RO	10:23	10:23	Write in the time when player returns to the ice

A7 and B4 are coincidental penalties, therefore they cancel out (all coincidental penalties cancel each other, there the team doesn't play short handed on coincidental penalties). The only time penalty on the clock A10's penalty. A7 & B4 would return to their benches after the first whistle after the 8:23 mark of the period.





# Penalty Scenarios (cont'd)

## Period 1

10:23 A7 – Hooking

10:23 A10 – Unsportsmanlike

10:23 A5 – Roughing

9:45 A9 – Slashing

8:20 – Icing whistle

Complete the Score Sheet. At what time does A7 return to the ice?  
At what time does A10 return to the ice? At what time does A5 return to  
the ice? At what time does A9 return to the ice?

Player	PER.	No.	Min.	Code Infraction	Off	Start	On
#A7	1	7	2:00	HKG	10:23	10:23	8:23
#A10	1	10	2:00	USC	10:23	10:23	8:23
#A5	1	5	2:00	RO	10:23	8:23	6:23
#A9	1	9	2:00	SL	9:45	6:23	4:23

8:20 Icing whistle – A7 & A10 can return to their benches, but their team is still down two players, since there are still two time penalties are still being served. They couldn't return to their benches during play, since their team was still serving time penalties.





# Penalty Scenarios (cont'd)

Period 1

10:23 A7 – Spearing

10:23 A10 – Unsportsmanlike

10:10 B7 Scores

Complete the Score Sheet. What time penalties go up on the clock?

What player strength does Team A have? Who returns to the ice when B7 scores?

Player	PER.	No.	Min.	Code Infraction	Off	Start	On
#A7	1	7	2:00	HKG	10:23	10:23	8:23
#A10	1	10	2:00	USC	10:23	10:23	8:23

Team is playing with 3 skaters when the goal is scored. There are two time penalties on the game clock at this time. When B7 scores, A7 returns to the ice. A10 must finish serving his penalty unless Another goal is scored while he is in the penalty box.





# Penalty Scenarios (cont'd)

## Period 1

10:23 A7 – Major penalty (5:00 min + GM)  
for CTH

5:30 B7 – Match penalty for CFB

Complete the Score Sheet using the proper codes.  
What time goes on the game clock?

Player	PER.	No.	Min.	Code Infraction	Off	Start	On
#A7	1	7	5:00	CTH	10:23	10:23	5:23
#A7	1	7	10:00	GM41	10:23	-	-
#A10	1	10	5:00	CFB	5:30	5:30	0:30
#A10	1	10	10:00	MP62	5:30	-	-

Ensure the proper penalty codes are used. The penalty is recorded and then the appropriate GM or Match Penalty penalty code is used.





# Clock Basics

- User guide is at each clock
- Concept – Action, enter #, press Enter





## Q&A & Closing

- Remember, you are a team with the on-ice officials.
- Don't be afraid to ask questions
- Remember for HL ... all teams make the playoffs, if you make a mistake during the regular season, learn from it, don't worry
- Be especially supportive of the new refs early in the new season
- Be supportive of the 2006/07 Rule Emphasis ... we will need it!

