



NFHS

Off-Ice Officials Guide &
Officials' Mechanics:
2 Referee, 1 Linesman

Table of Contents

Page 2	Guide for Off-Ice Officials
	Role of Off-Ice Officials
	I. Rink Personnel
	II. Scorekeeper
Page 3	III. Timekeeper
	IV. Penalty Box Officials
	V. School Administration
Page 4	Faceoffs
Page 5	Goal Scored
Page 6	Zone Line Faceoff
Page 7	After Neutral Zone Faceoff
Page 8	After Neutral Zone Faceoff
Page 9	Offside
Page 10	Special Spot Faceoff
Page 11	After Special Spot Faceoff
Page 12	Faceoff with 10 seconds or less remaining in period.
Page 13	8 seconds or less remaining in period.
Page 14	Penalty Shot
Page 15	Line Change Procedure
Page 16	Icing



GUIDE FOR OFF-ICE OFFICIALS

This guide is designed to assist school administration, coaches, officials and minor officials with conducting NFHS hockey contests in accordance with the rules of the National Federation of State High School Associations.

ROLE OF OFF-ICE OFFICIALS

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 or close friend may be participating in the game. However, impartiality must be maintained at all times in order to dispel any notions of favoritism and to create a positive playing environment. If an off-ice official believes they may have difficulty in accomplishing this, they may wish to review their involvement as an off-ice official. The expectation of on-ice officials is to remain impartial and teams should expect the same standard from off-ice officials.

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, who have been penalized, may behave in an unsportsmanlike manner by trying to incite an opponent, use obscene or vulgar language or be disrespectful to the off-ice officials. In addition, these penalized players may be harassed by spectators leaning over the glass. In many instances, this action may be unobserved by the on-ice officials. It is the responsibility of the off-ice officials to report these incidents 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.

Although the frequency of having to remove an off-ice official from his/her duties is minimal, the on-ice officials do have the authority to do so, when necessary. Most often, this occurs when the off-ice official becomes emotionally involved with the game, which affects his/her ability to perform the duties expected of him/her. In this case, the off-ice official has become a distraction to the officiating team and the players. When this occurs, the on-ice officials are instructed to politely ask the off-ice official to relinquish his/her position. This position must then be filled by a representative from the team who is responsible for appointing the removed individual. The game cannot commence until this has been accomplished.

I. RINK PERSONNEL

Rule 1-3-1-A requires goal posts to be anchored properly.

[Rink Requirements](#). Rule 1, sections 1-12, govern how the rink shall be compromised in accordance with NFHS rules.

II. SCOREKEEPER

[Game Roster](#). Rule 2-3-2 requires each team to provide a roster to the official scorekeeper. Coaches are required to certify the score sheet prior to the commencement of any game. State Association regulations super cede NFHS rules for roster limits and penalties.

[Referee Certification](#). Pursuant to State Association adaptation, Referees may be required to review and certify the score sheet at the completion of the game. Scorekeepers shall provide the completed score sheet at the end of any contest to the referee.

[Significant Penalties](#). Rule 4-6-4 recommends officials to report any game disqualification penalties to their State office. It is recommended the scorekeeper provide a copy of the score sheet to the head referee at the completion of a contest if a game misconduct or game disqualification penalty has been called.

[Timeout](#). Rule 6-38-4 allows each team one (1), one-minute timeout. It is recommended the scorekeeper note that when a team calls its timeout and the period and time when it does so on the score sheet.

[Rule Book](#). Rule 5-7-3 requires the scorekeeper to keep an official NFHS rulebook at the scorer's table during each game.

III. TIMEKEEPER

Backup Timing Device. Rule 1-11-2 requires the timekeeper to have a backup timing device available during any contest.
Intermission Notification. Rule 5-8-3 requires the timekeeper to notify each team and the referees three (3) minutes prior to the start of any period.

Time of Game. Rule 6-38-1 recommends a 12-minute warm-up and a 12-minute intermission between each period. Rule 6-3-2 requires each period to be 17 minutes.

Mercy Rule. Rule 6-38-3 allows a State Association to establish regulations shortening and/or terminating a game when a team leads another team by a certain number of goals.

Timeout. Rule 6-38-4 allows each team one (1), one-minute timeout during the contest, which includes any overtimes.

Overtime Game. Rule 6-39-1 allows for a three-minute intermission after the third period with an eight-minute, sudden-death, overtime period. State Associations may adopt alternative overtime policies.

IV. PENALTY BOX OFFICIALS

Authorized Persons. Pursuant to Rule 1-10-1, the penalty bench area is exclusively occupied by the timekeeper, the penalty timekeeper, the scorer, and penalized players. No other persons shall be allowed in this area.

Helmets Required. Rule 3-4-1A requires all players on the penalty bench to wear helmets and facemasks.

Timeout Situations. Rule Situation 6-27-4 allows players to return to their team benches during timeouts.

V. SCHOOL ADMINISTRATION

Uniforms. Rule 2-1-2-B provides the visiting team to wear dark jerseys and the home team to wear light jerseys. State Associations tournament rules apply for any tournament games.

Captains Meeting. Rule 2-2-5 requires the captain and the coaches to meet with the officials prior to the game. During that meeting, pursuant to Rule 3-6, the head coach of each team is required to verify to the referee that all of his or her players are properly equipped according to NFHS rules. The game cannot commence until all players playing are in compliance with the rule.

Puck Availability. Rule 3-7-2 requires chilled pucks to be available.

Game Reports. Rule 4-6-4 requires any game disqualifications to be reported to the State Association office.

Removed Players. Rule 4-11-1 requires any removed players to be under the supervision of a coach or authorized school personnel to supervise the player.

Contracted Officials. Rule 5-2-1 requires that all hockey contests commence with three licensed officials.

Ice Supervision. Rule 5-3-1-F requires game management to allow the referees on the ice before any players. At the commencement of any period, only the team starting lineups shall take the ice. All other players shall go directly to their team bench.

Game Interference. Rule 6-1-5 prohibits any other whistles or mechanical devices to be allowed by coaches or benches. Pursuant to Rule 6-24-1, no spectator shall be allowed to throw any debris on the ice.

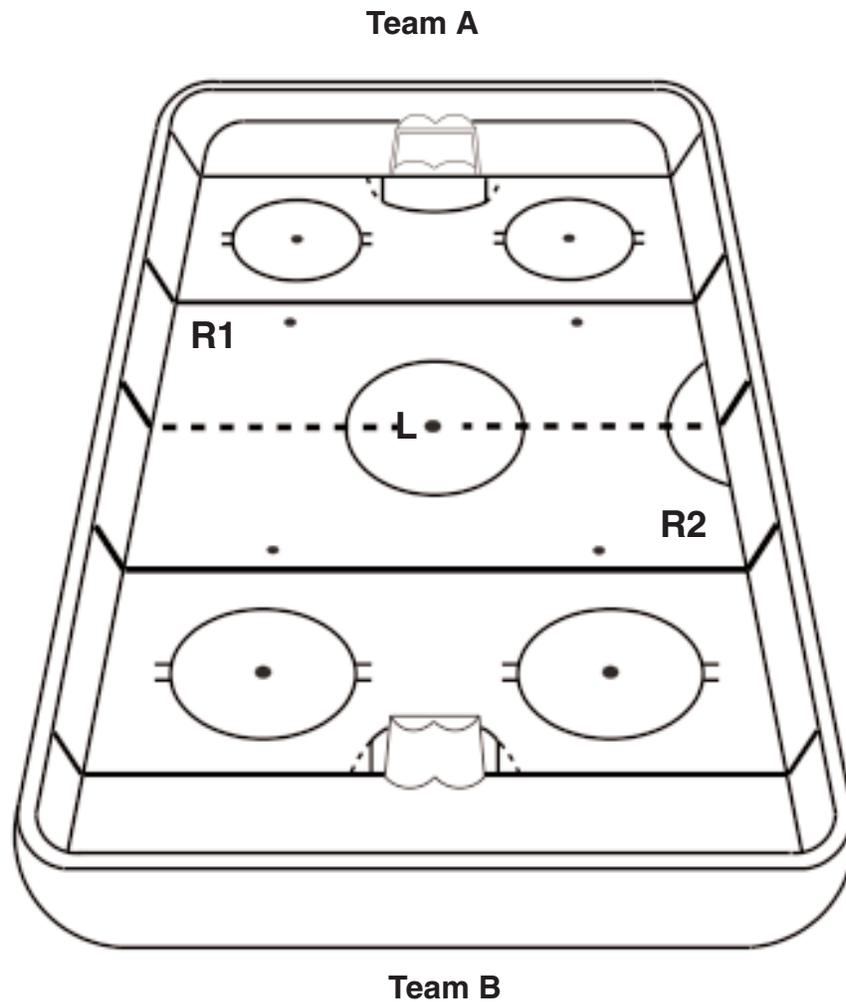
Warm-ups. Rule 6-36-1 requires a coach from each team to be on the bench during warm-ups to supervise players.

Reminder: All game managers shall remind off-ice officials about remaining neutral and impartial to the contest. Off-ice officials are subject to the supervision of the referees.

On-Ice Officials Positions and Mechanics

Faceoffs

Start of the Game, Periods, Overtime, After Goal Scored.

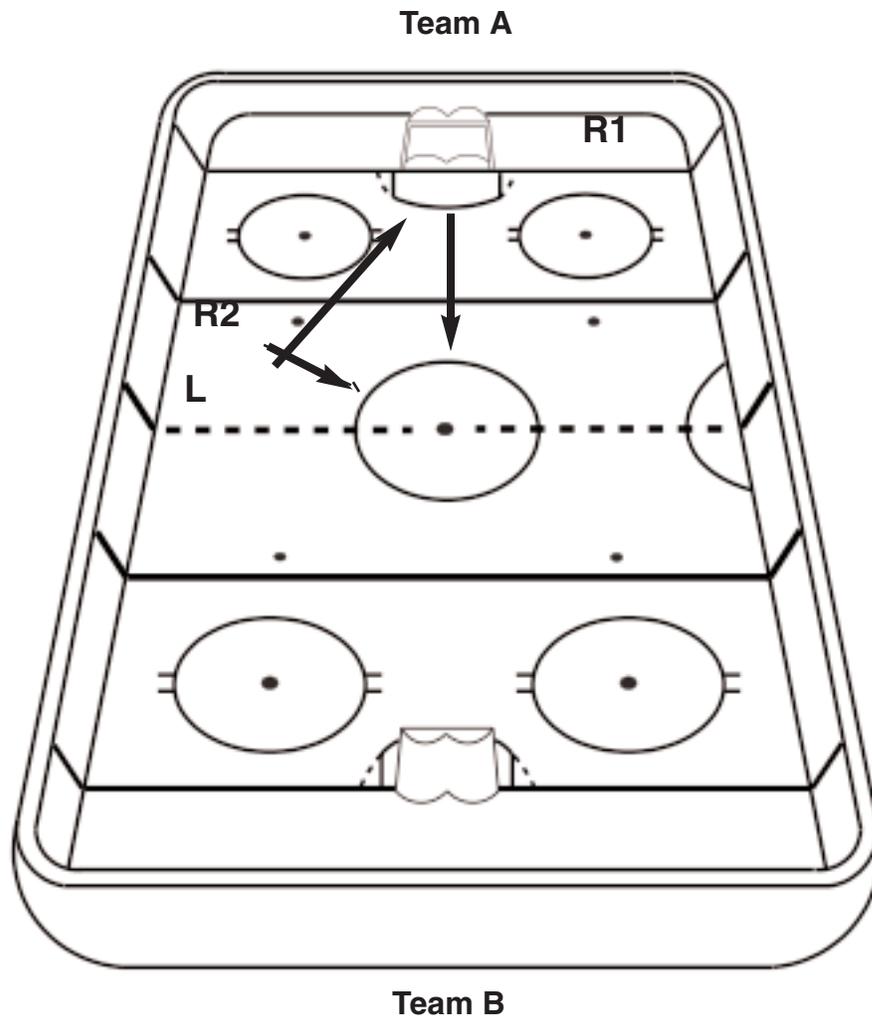


L will always face the timekeeper/penalty box when dropping the puck.

R1 and R2 will line up on the blue lines, diagonally and on opposite sides of the rink, with R1 in front of the home team bench.

***Note:** Rs are numbered for identification only.

Goal Scored



R1 will report the scoring to the scorekeeper.

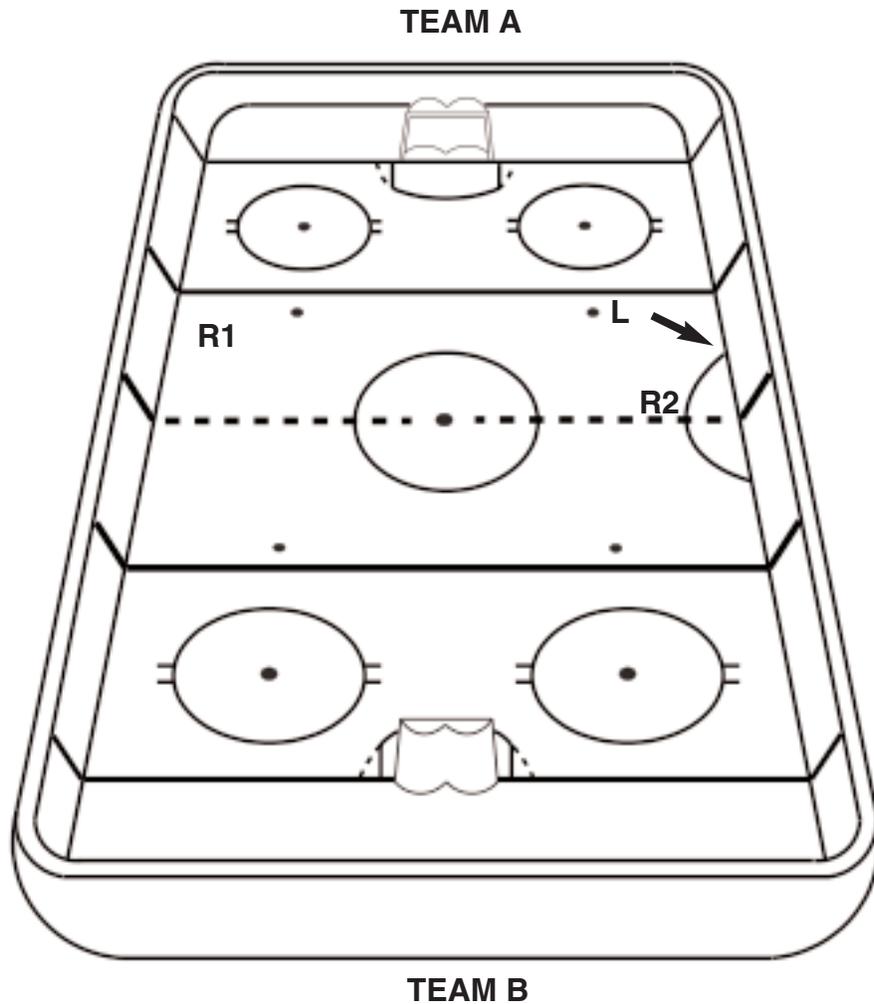
L on red line will pick up the puck and conduct the faceoff facing the team benches.

R2 will observe players for potential penalties. As players leave the zone, R2 will skate to center ice to a position nearer and between the benches, maintaining full view of players. R2 will handle the line change. R1 and R2 will position for the faceoff in the manner where the referee on the bench side lines up on the blue line nearest the bench of the team that just scored.

Note: After the goal is scored, all officials should observe players until they are separated. There is no need to rush to pick up the puck or report a goal.

***Note:** Rs are numbered for identification only.

Zone Line Faceoff



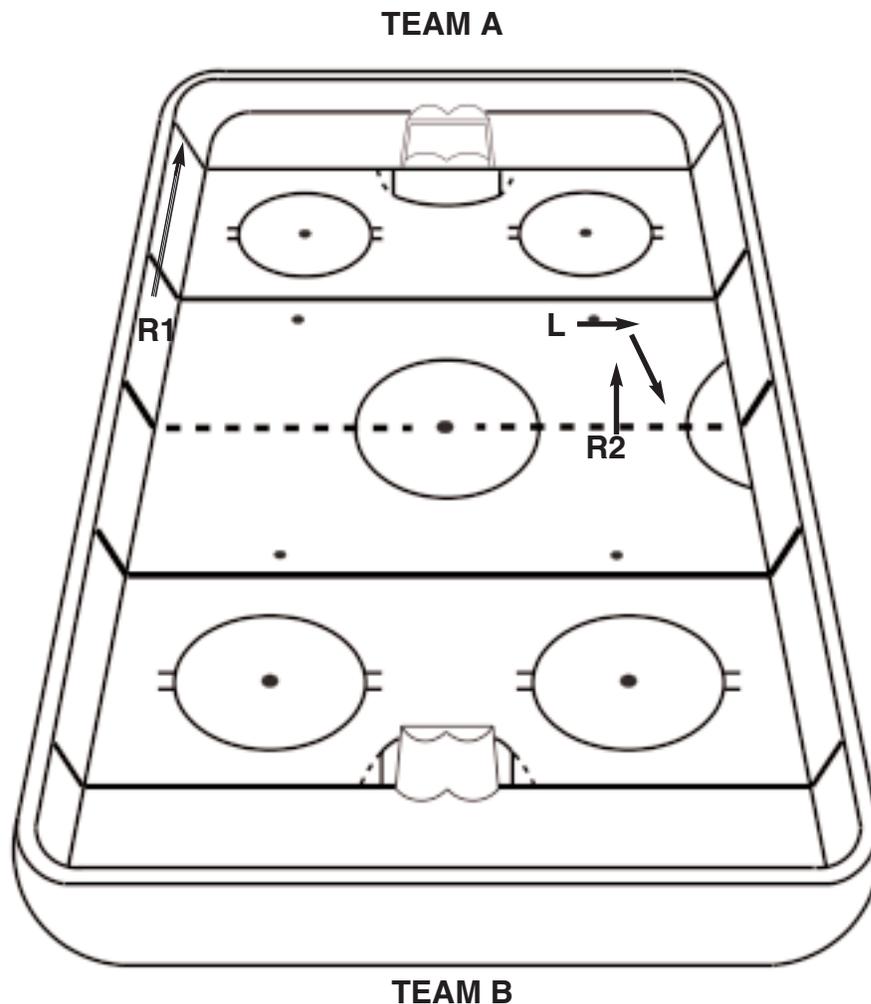
L will drop the puck facing the far side of the ice.

If the puck stays in the neutral zone, R1 will cover Team A's blue line until the L can get into position to cover it. R2 will move to cover Team B's blue line.

The R not retrieving the puck will conduct the line change.

***Note:** Rs are numbered for identification only.

After Neutral Zone Faceoff



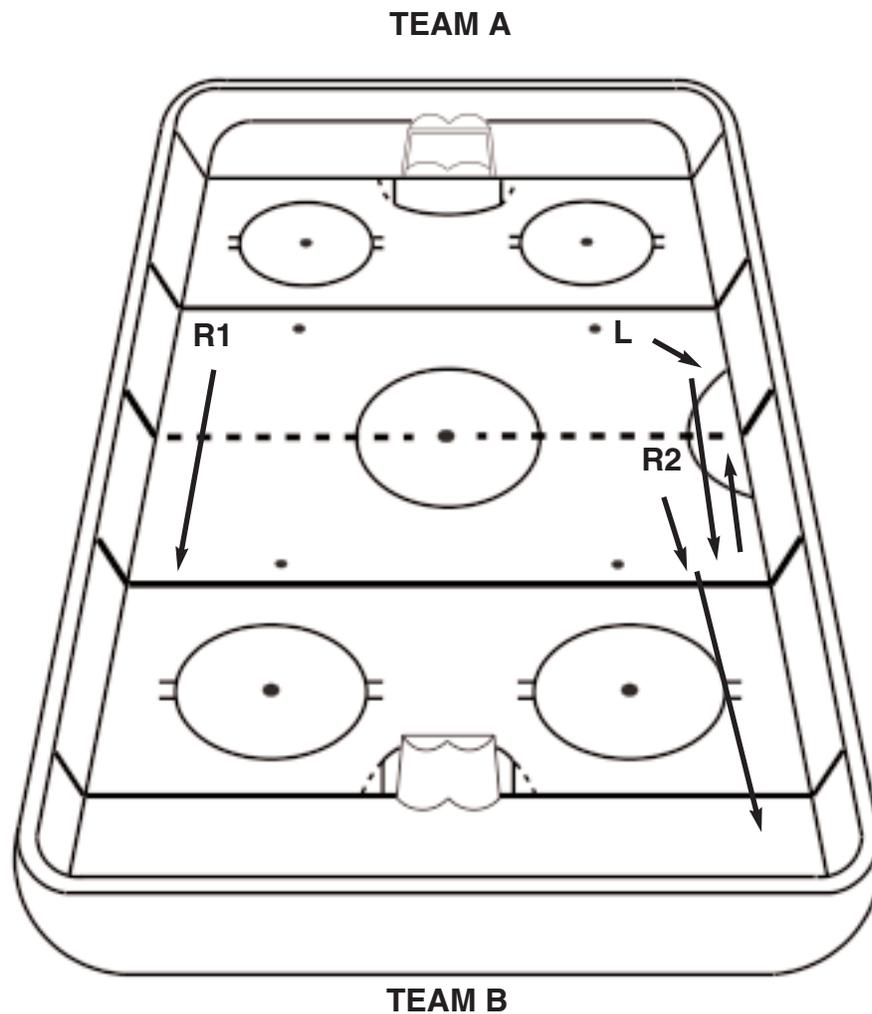
If play advances towards Team A's goal, R1 will make the call at the blue line, then move into the zone to cover the goal line.

L moves back to the boards covering the blue line.

R2 moves up to a position at the blue line. L moves to the red line releasing responsibility for covering the blue line to R2.

***Note:** Rs are numbered for identification only.

After Neutral Zone Faceoff



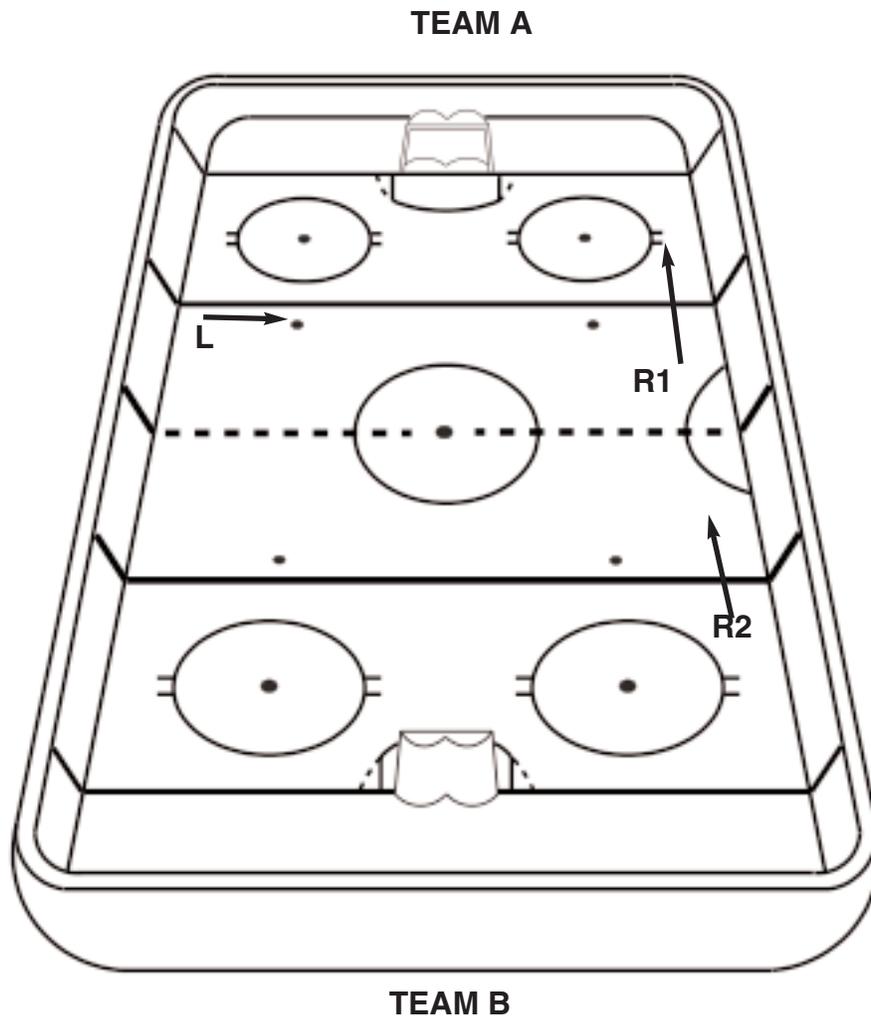
If play advances towards Team B's goal, R2 skates backward and covers the blue line, then goes into the zone to cover the goal line.

L moves to cover the Team B blue line.

R1, trailing the play, moves up to a position at the blue line. L moves to the red line releasing responsibility for covering the blue line to R1.

***Note:** Rs are numbered for identification only.

Offside



L called offside. The L goes to the location of the faceoff and conducts the faceoff. R1 retrieves the puck. (If an R calls the offside, the R will go to the faceoff location and the L will retrieve the puck and conduct the faceoff)

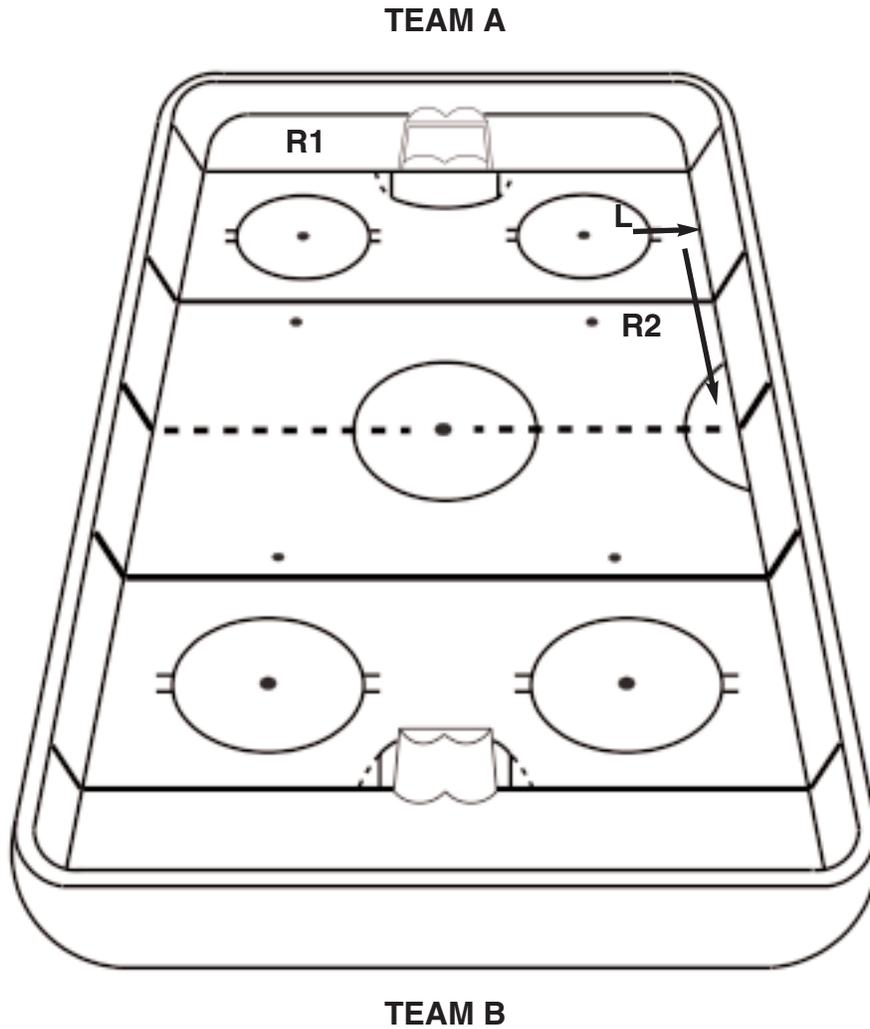
The R not retrieving the puck will handle the line change.

The Rs always keep a full field of vision of the entire ice surface.

On the delayed offside, the person signaling the delay raises the arm (non-whistle hand) and brings the other hand out and points with the open palm.

***Note:** Rs are numbered for identification only.

Special Spot Faceoff



R1's primary responsibility is to signal a legal goal and to see that a proper faceoff is conducted. R1 is between the goal line and the circle across from the faceoff.

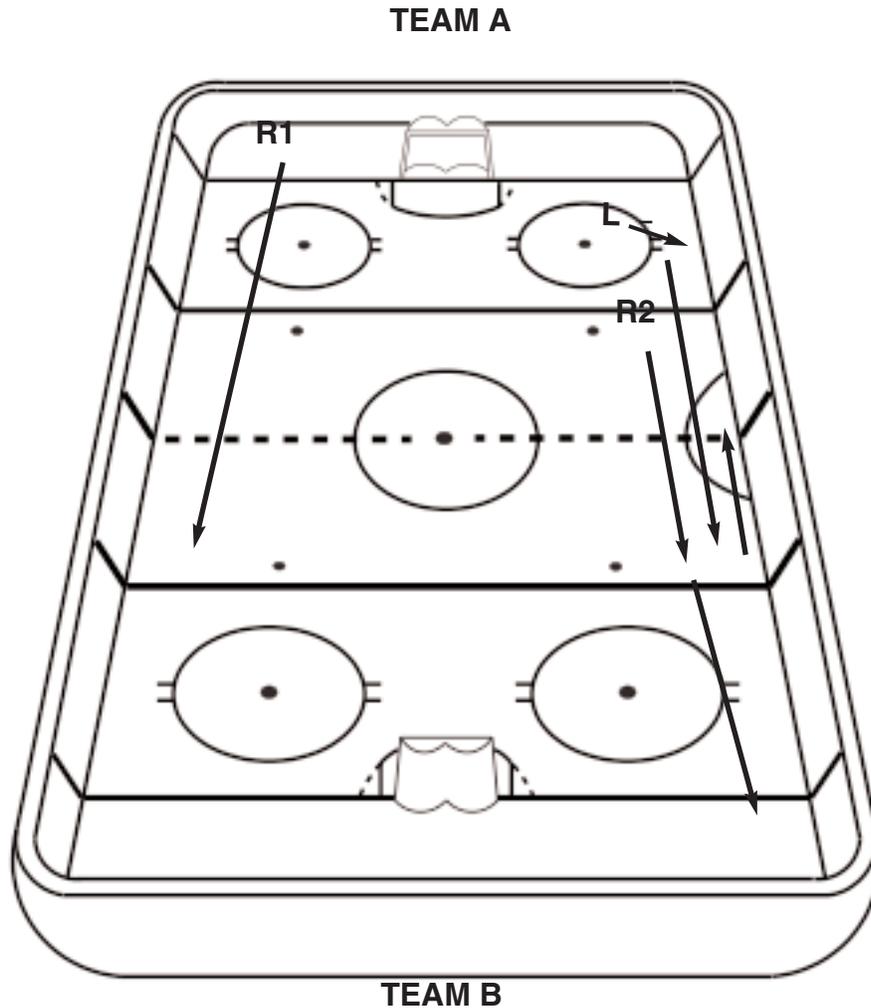
R2 conducts the line change, then lines up on the blue line.

R2 will also see that a proper faceoff is conducted and covers the blue line.

L conducts a proper faceoff. After the drop, L moves to the boards and out to a position at the red line.

***Note:** Rs are numbered for identification only.

After Special Spot Faceoff

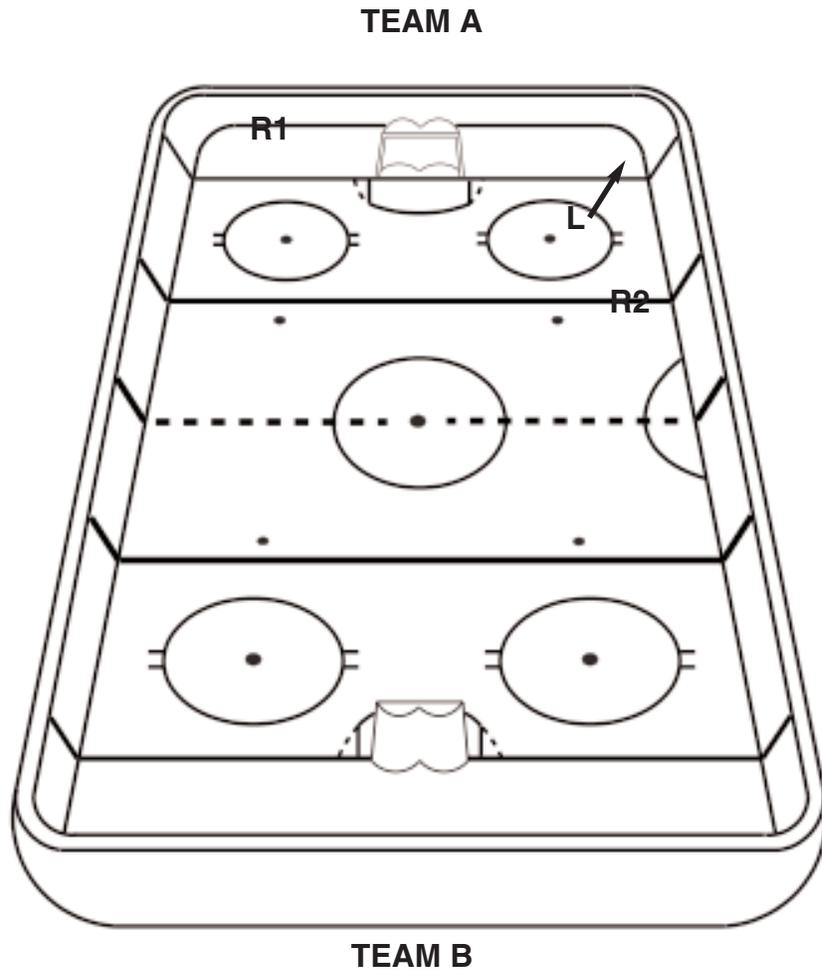


After the puck is dropped, the play moves toward the Team B zone. R2, skating backwards, moves to the Team B blue line to cover it.

L holds the Team A blue line until the line is cleared and it is likely that play will move to the Team B defensive zone. L then moves to the Team B blue line to cover it, as R2 moves to the goal line. R1, trailing the play, moves up to a position at the Team B blue line. L moves to the red line releasing responsibility for covering the blue line to R1.

***Note:** Rs are numbered for identification only.

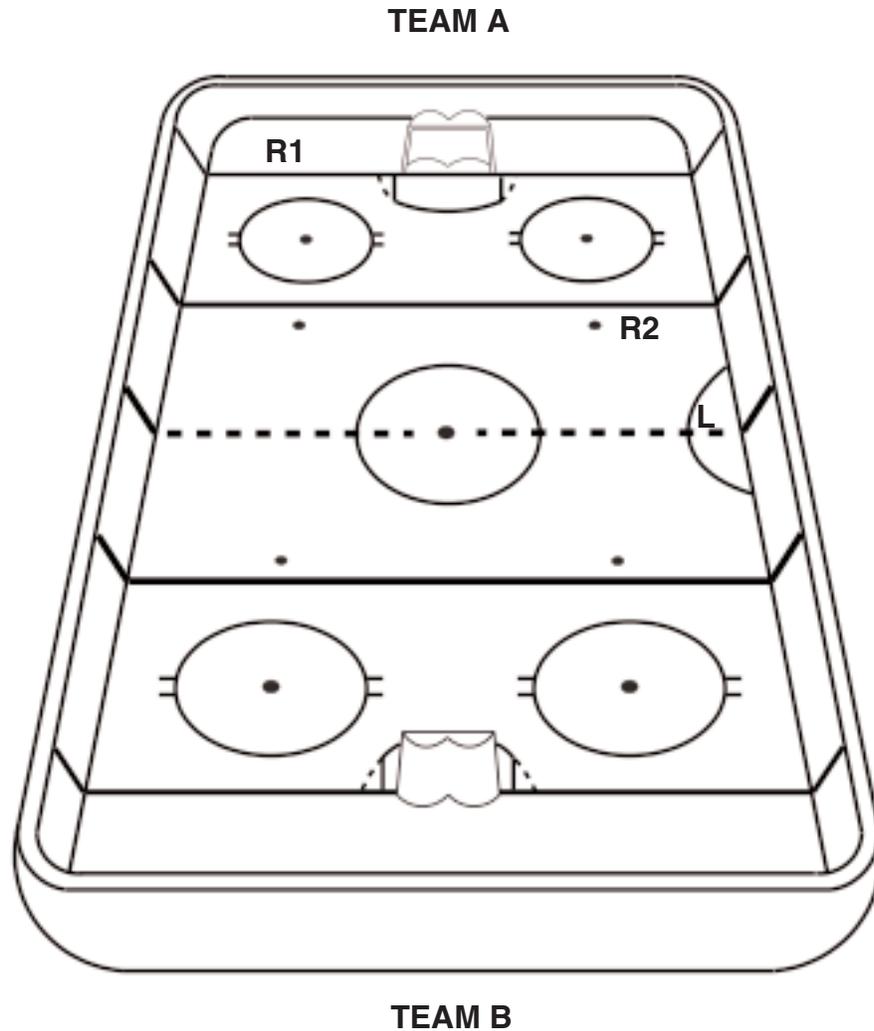
**Faceoff with 10 Seconds
or Less Remaining in Period**



R1 will line up across from the face-off.
L, after dropping the puck, moves to the goal line to assist R1 with calling a goal.
R2 will blow the whistle when there is no time remaining on the clock.

***Note:** Rs are numbered for identification only.

**8 Seconds or Less
Remaining in Period**



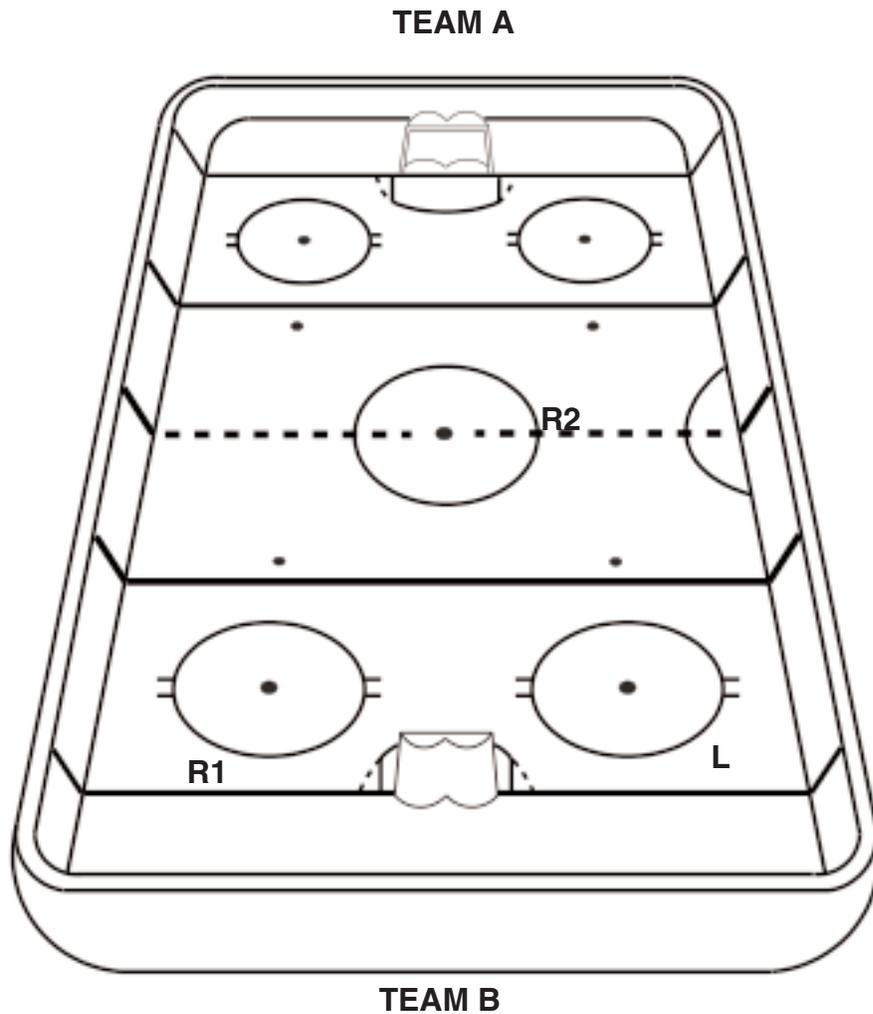
L skates to the goal line to assist R1 in the calling of a goal.

R2 remains at the blue line observing play at the buzzer.

If the L is on the other side of ice (same as R1) then R2 would move to the goal line, with L moving to the blue line observing the play at the buzzer.

***Note:** Rs are numbered for identification only.

Penalty Shot



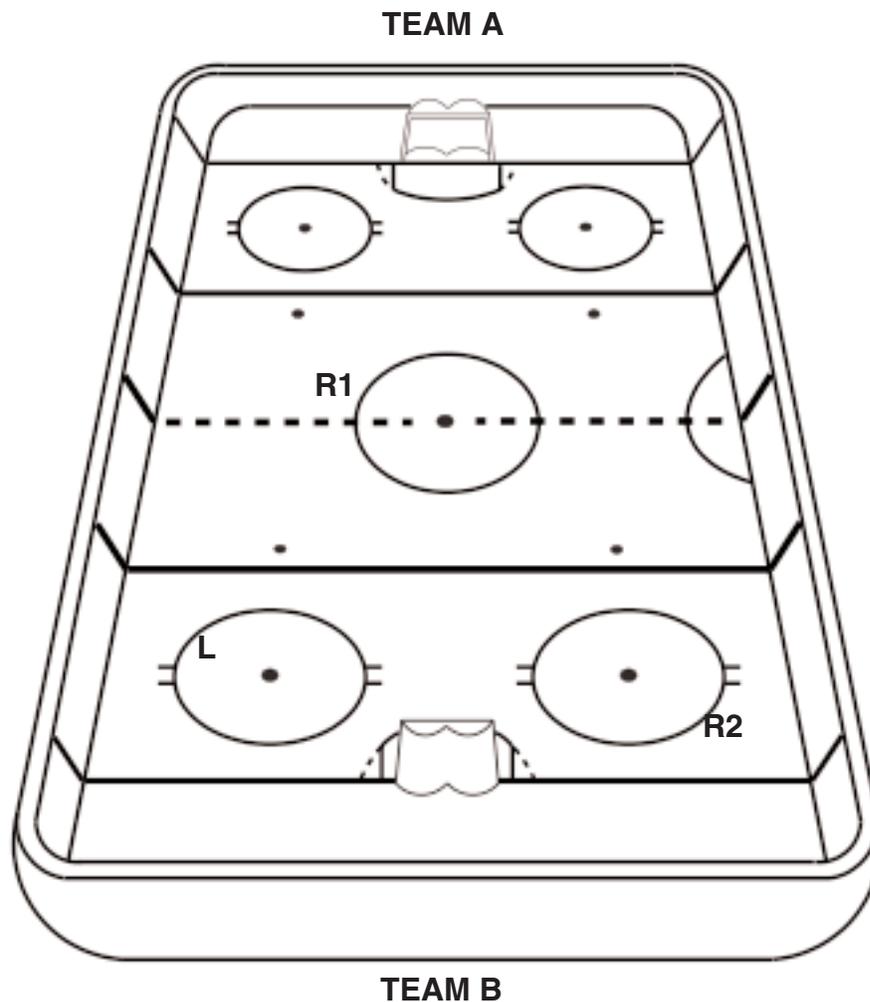
R1 is on the goal line and signals a legal goal, if scored.

L is assisting R1 with calling a legal goal.

R2 is positioned at the red line conducting the penalty shot procedure.

***Note:** Rs are numbered for identification only.

Line Change Procedure



The R not involved in retrieving the puck, marking a faceoff location, or reporting a goal or penalty should be positioned in the neutral zone in front of the benches to conduct the line change.

L goes to the location of the faceoff.

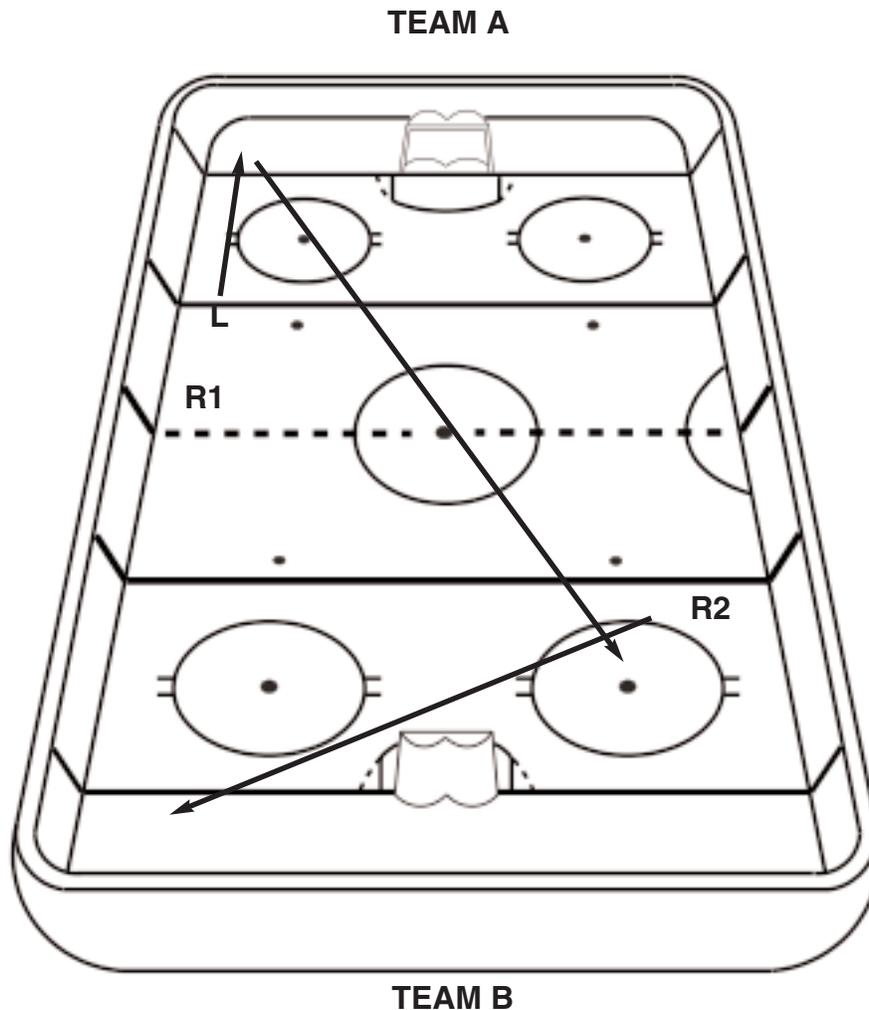
R2 retrieves the puck to bring it to L. R2 takes a position opposite the L for the faceoff.

R1 points to the faceoff location starting the line change procedure. After five seconds, R1 or R2 raises the non-whistle arm, indicating to the visiting team their time to change players has ended and, indicating the home team has eight seconds to complete its line change.

After eight seconds, R1 or R2 will lower the raised arm. L, conducting the faceoff, will blow the whistle briefly, indicating to the teams that the puck will be dropped in no more than five seconds.

***Note:** Rs are numbered for identification only.

Icing



Icings will be handled by the front two officials.

R1 signals icing by raising the non-whistle arm at a 66-degree angle toward the Team A zone and skates with the arm raised in the neutral zone.

L, seeing R1's icing signal, skates to the Team A goal line extended.

If the puck crosses the Team A goal line extended before it is played or can be played by Team A, L, after checking with R1 to see that icing is still in effect, immediately raises the non-whistle arm and blows the whistle, stopping play. R1 lowers the arm, folds both arms across the chest indicating icing has been called.

L retrieves the puck, skates to the location of the faceoff, folds the arms indicating icing and, prepares to conduct the faceoff.

The R best positioned to conduct the line change procedure will do so.

If the puck can be played by Team A or is played by either team before it crosses the Team A goal line extended, L will give the washout signal, nullifying the icing

***Note:** Rs are numbered for identification only.