

UWH LEVEL 1 REFEREE COURSE

Section 7 – Calling Fouls and Procedures

Nature of Fouls

Minor Infringement:

- Most stick or glove infringements
- Incorrect starts
- Most obstruction infringements

Moderate Infringements:

- Deliberate stick infringements
- Grasping, holding, pulling
- Obstruction
- Continued minor infringements

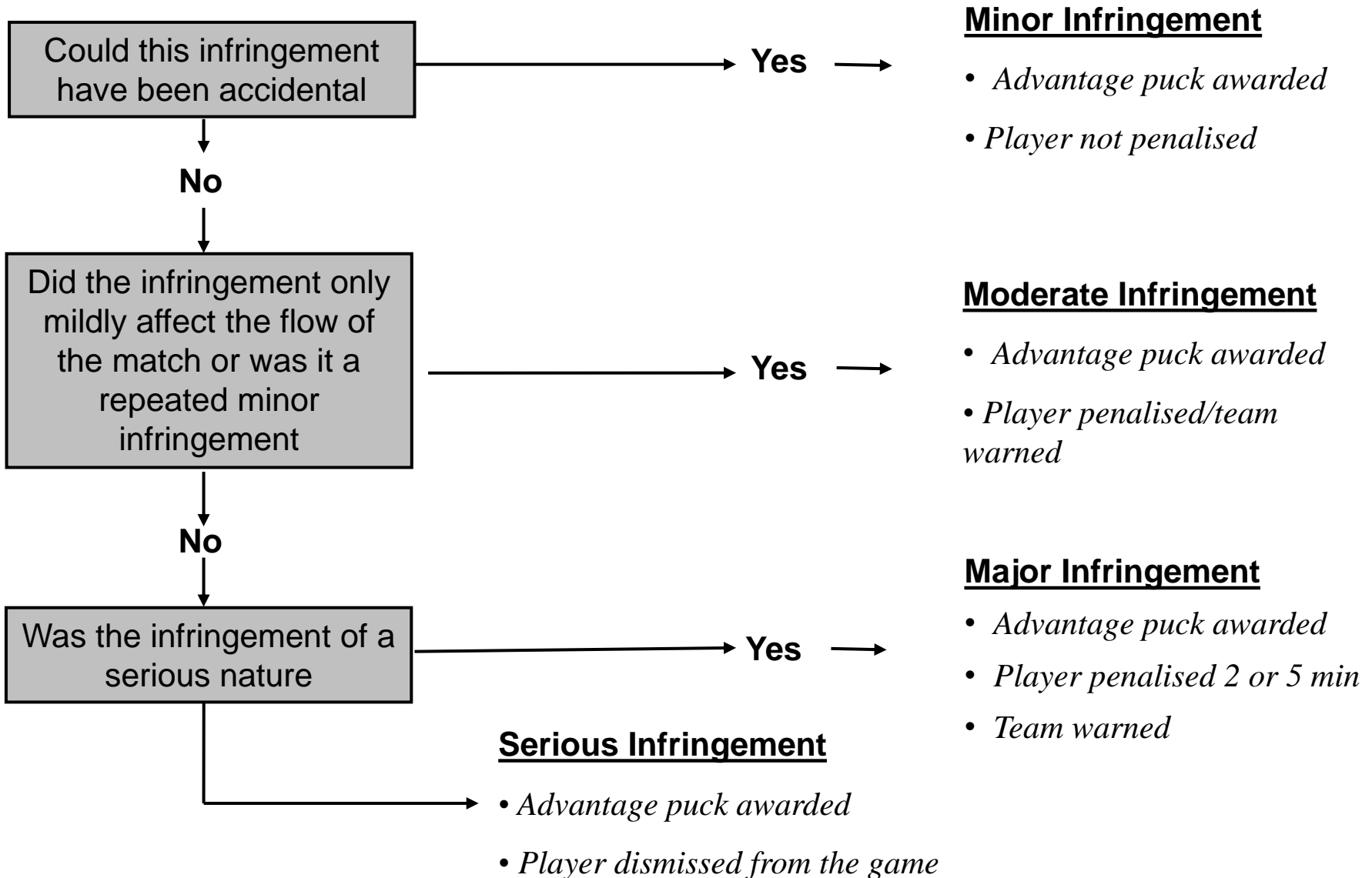
Major Infringements:

- Removing Gear
- Dangerous Play / Head shots
- Deliberate obstruction
- Continued moderate infringements

Serious Infringement:

- Fighting or Striking an opponent or official
- Continued major infringements

Foul Selection Procedure



Penalty Options: Severity of Penalties

As a referee you can assign penalties based on the severity below:

- Caution the player (LEAST SEVERE)
- Award an equal puck
- Award an advantage puck
- Assign a time penalty (in order - 1 min, 2 min, 5 min)
- Award a Penalty Shot or Penalty Goal
- Assign a total dismissal to a player (MOST SEVERE)

Penalty Options - Notes

NOTES:

- A referee may award more than one penalty
For example:
 - 1-minute penalty for stick infringement
 - 2-minute penalty for unsportsmanlike conduct as a player refuses to accept the referee's initial call.
 - Total 2-minute penalty given
- A referee may award a higher level penalty immediately if warranted
For example:
 - Player deliberately tries to injure another player or official could result in immediate 5 min or Total Dismissal)
- A time penalty can be awarded at the next stoppage of play, relevant when there is an advantage to the team that was infringed
- Table 17.7.1 of the rules sets out the **guide for penalties** – it is not the absolute rule

Rules for players with time penalties

- i. Time Penalty commences when
 - The player is in the penalty area; and
 - The puck is in play
- ii. Player can join the game when
 - The time is up; and
 - The puck is in play
 - The Chief referee tells them they may get in
- iii. The player must slide into the pool and must enter the playing area
- iv. A player may join the team for team time outs and half time, but must be in the penalty area before the game restarts
- v. For a player that is total dismissed from a game
- vi. They are not allowed to further participate in the game in any manner
 - They must stay in the penalty area for the rest of the game
 - They are likely to face a jury hearing to consider further penalty

Examples of Penalties (Show me the signal)

- False Start
- More than 6 players in the water
- Playing the puck with anything other than the stick
- Lifting or carrying the puck on the stick
- Obstructing an opponent while not in possession of the puck
- Behaving in a manner which the officials deem to be unsportsmanlike
- Attempting or stopping a goal with anything but the stick
- Preventing access to the puck with any part of the body or equipment
- Using hands / arms / body in any way to grasp, push, or pull an opponent
- Attempting or removing of any opponents equipment
- Insulting other players or officials
- Refusal to accept an official's decision
- Any attempt to deliberately hurt another player or official