

IIHF OFFICIATING PROCEDURE MANUAL

# FOUR OFFICIALS SYSTEM



INTERNATIONAL  
ICE HOCKEY  
FEDERATION

# FOUR OFFICIALS SYSTEM

## PREFACE

Welcome to the updated and new version of the procedure manual for the Four-Officials System, the toolbox and guidelines for you as a game official or an officiating coach to be able to better understand the best and most efficient way of working as a referee or a linesperson.

As the world governing body for ice hockey, seeks to unify the key elements in the games so that it is as similar as possible regardless on what level or where in the world a game is played. To have a common procedure and working patterns for game officials is one of these key steps to make sure that the national program and as well as any international tournament is officiated in the best possible way.

The IIHF hopes that you as a reader of this document will be able to understand and work as a game official within the four officials system:

- Receive a basic knowledge about officiating in the Four-Officials System.
- Clarify the various areas of responsibility and tasks in the Four-Officials System.
- Unify the working pattern within the IIHF officiating family.

Please note that this document is a living document, we continually work for perfecting and developing our procedures and the role of the game officials, therefore it is important you always assure that you have the latest version of the OPM downloaded from the IIHF webpage.

We wish you great success in your reading and education around the Four-Officials System and as well the implementation of the same in the coming games.

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# FOUR-OFFICIALS SYSTEM

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# FOUR-OFFICIALS SYSTEM

## INTRODUCTION

### 1 INTRODUCTION

#### 1.1. GOALS AND TARGET

- Receive a basic knowledge about officiating in the Four-Officials System
- Clarify the various areas of responsibility and tasks in the Four-Officials System
- Unify the Officiating procedures and mechanics within the IIHF officiating family

#### 1.2. HISTORY

- NHL started with its four-official system in the 1998-1999 season by having each team play 20 home games officiated in the Four-Officials System. From the season 1999-2000 they used the system in 50 games per team and by season 2000-2001 it was fully implemented in the league.
- IIHF introduced the Four-Officials System at the international stage as a part of the WM in Canada in 2008 and for the WM20 in Czech Republic the same year.

#### 1.3. DIFFERENCES FROM THE THREE-OFFICIALS SYSTEM TO THE FOUR-OFFICIALS SYSTEM

- The referee will be able to have the game play out in front of them more often, rather than following the play from behind.
- In the Four-Officials System the backward skating is used more than in comparison to the Three-Officials System. There is higher demand on the referee's backward skating ability and technique to be able to fully utilize the potential of the system.
- Creates a bigger sense of security on the ice for the players and officiating team as the responsibility of calling penalties is shared between two referees instead of one.
- The communication with the teams and the players benches will be more efficient with the procedures and mechanics in place.

#### 1.4. ADVANTAGES IN THE FOUR-OFFICIALS SYSTEM

- Covers more ice surface in total as an officiating team.
- More clarified areas of responsibility that makes the main area of focus clearer for each individual game official.
- Gain better sight lines into game play to make the correct calls.

# FOUR-OFFICIALS SYSTEM

## INTRODUCTION

### 1.5. TERMS

- **Referee** = is divided into referee number 1 (R1) and referee number 2 (R2). R1 is referred to as “leading referee” and is often the referee closest to the playing area. R2, referred to as the “trailing referee”, is responsible for the area outside the main playing area and supporting R1.
- **Linesperson** = is divided into linesperson number 1 (L1) and linesperson number 2 (L2). L1 is responsible for the offside and the decision on the “race” towards the puck during an active icing, as well as supporting referees in the close area around the play/puck. L2 is responsible for the center line when determining potential icing calls, supporting L1 with offside decisions, and supporting referees with player control outside main area of play.
- **Disconnected** = Game official is put in a position where they do not have a good sight line on their main area of responsibility, or is too far away from the play which diminishes sight lines and reduces presence.
- **Sight line** = The area the game official has towards the play and the area of responsibility. In this document clarified by a shaded sight line from the game official’s “head”.
- **Designated blue line** = the blue line the linesperson is responsible for in the majority of the situations during the game.
- **VRC** = Video review consultant

### 1.6. REFEREE

For a referee, the most important thing in the Four-Officials System will be the cooperation between the two referees on the ice. In this system, teamwork will be the biggest success factor in ensuring each official reaches their fullest potential. The referees need to have the mobility that is required to obtain the perfect sight line to view the situation that is happening in the respective area of responsibility, and make sure not to “chase the game”. This creates high demands on the referees’ feel for the game, Hockey IQ, and ability to read where potential situations will occur.

It is a delicate balance between both referees as they should never guess or make calls they have not seen, but at the same time they should not drift along in the game and make their partner have to make all the calls during the game.

### 1.7. LINESPERSON

The most important priority for the linespersons is maintaining good player control over the full ice surface during play and at the same time covering their areas of responsibility. By focusing on both these items, a good linesperson can support the referees both during play and in during stoppages. This requires a high demand on the linesperson’s Hockey IQ to read and react to the game in an appropriate way. The primary area of responsibility for the linesperson is to monitor for offsides and icings, and ensure they are set in their position first prior to supporting the referee.

### 1.8. IMPLEMENTATION

To officiate a game of ice hockey is a team effort from the first puck drop until the final whistle. It is important that all four officials on the ice take individual responsibility and work the game in the best possible way. It is a vital aspect that the game officials utilize their Hockey IQ to the best of their ability, and use their feel for the game when implementing this manual in combination with following the official IIHF Rulebook and its standards so that the game is served in the best possible way.

# FOUR-OFFICIALS SYSTEM

## FACE-OFF

### 1.9. OTHERS

To officiate ice hockey is a complex task. It is not possible to have an outlined description on all situations that could happen throughout a game. This manual should be seen as a basic outline that all officials can have as a starting point and a common map to work from when solving the problems in the game, without having all the answers for every single event that could happen.

## 2 FACE-OFF

### 2.1. FACE-OFF – BASIC POSITIONS AND AREAS OF RESPONSIBILITY

Linesperson will conduct all face-offs on the center ice face-off dot except for the face-off at the start of periods in regular playing time. The face-off starting the overtime period shall be conducted by the linesperson.

Face-off at center ice will only take place at the following occasions: start of the period; after a goal has been scored; premature substitution of goalkeeper (when the rules allow); and an incorrect icing call. For all other situations, the correct face-off dot in the neutral or attacking/defending zone shall be used.

### 2.2. CENTER ICE FACE-OFF – START OF THE PERIOD / REF.

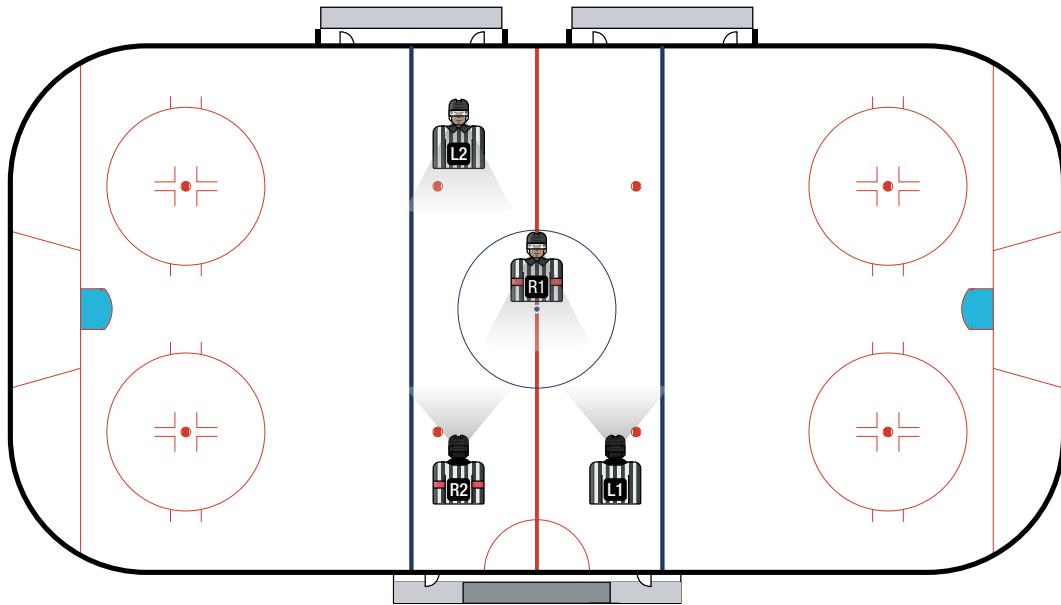
#### Basic setup:

R1 conducting the face-off should face the scorekeeper's bench. R2 should take a position between the center ice line and the blue line facing R1 and the player's benches. L2 should take a position on the same blue line as R2 is closest to but on the opposite side on the ice. L1 is positioned diagonally from the L2. (Figure 2.20)

# FOUR-OFFICIALS SYSTEM

## FACE-OFF

FIGURE 2.20



This positioning optimizes the number of sight lines into the main area where situations can occur. It is important to note that even if this positioning is only used three times during the game, it is just as important as any other face-off and a good standard must be set and maintained.

**R2 and L1 should not be positioned at the same blueline/face dot as this reduces the number of sightlines into game play.**

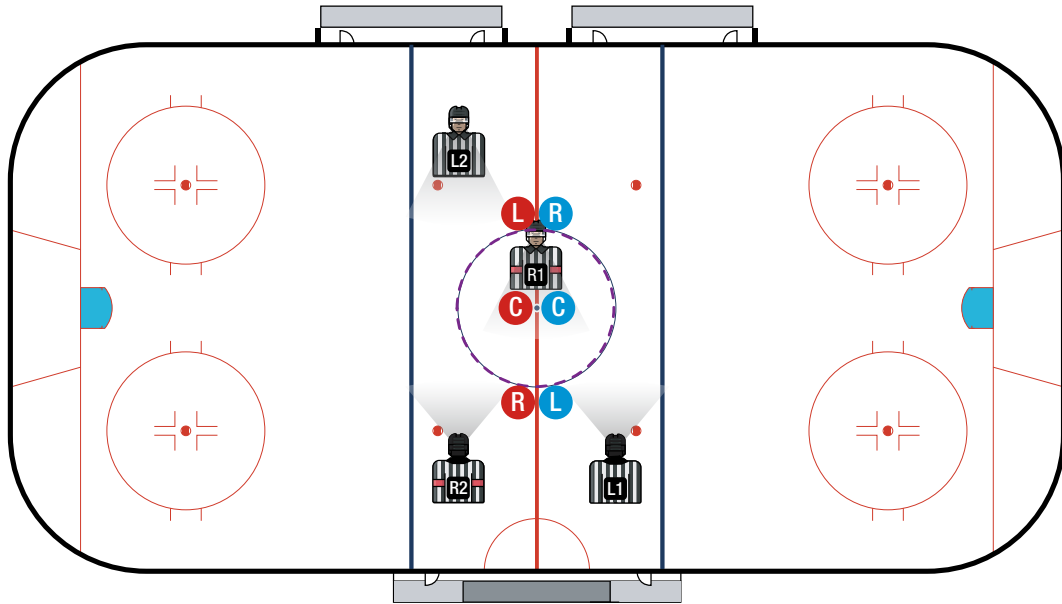
### Areas of responsibility:

**R2** controls the players behind the back of R1 as well as the players participating in the face-off. **R1** controls the two players participating in the face off. **L1** and **L2** watches the wingers outside the face-off circle. (Figure 2.21)



# FOUR-OFFICIALS SYSTEM FACE-OFF

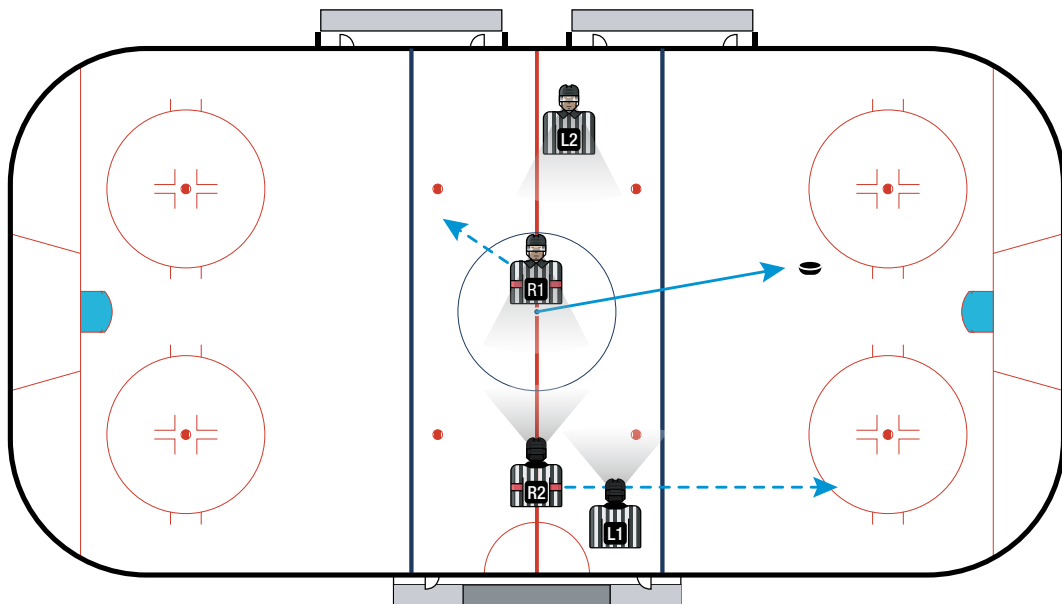
FIGURE 2.21



**Procedure:**

**R1** drops the puck then remains in position to control the players and the play before exiting the center ice face-off circle. **R1** will skate to the opposite end of the ice to where the play is going. **R2** will follow the play into the end of the ice after the puck leaves the face-off circle. This means that **R1** and **R2** will switch their areas of responsibilities in this transition. After the face off, **L1** and **L2** will move to their designated blue line and their area of focus. As in this example, **L1** takes a position to watch the offside call on the designated blue line and **L2** will support. (Figure 2.22)

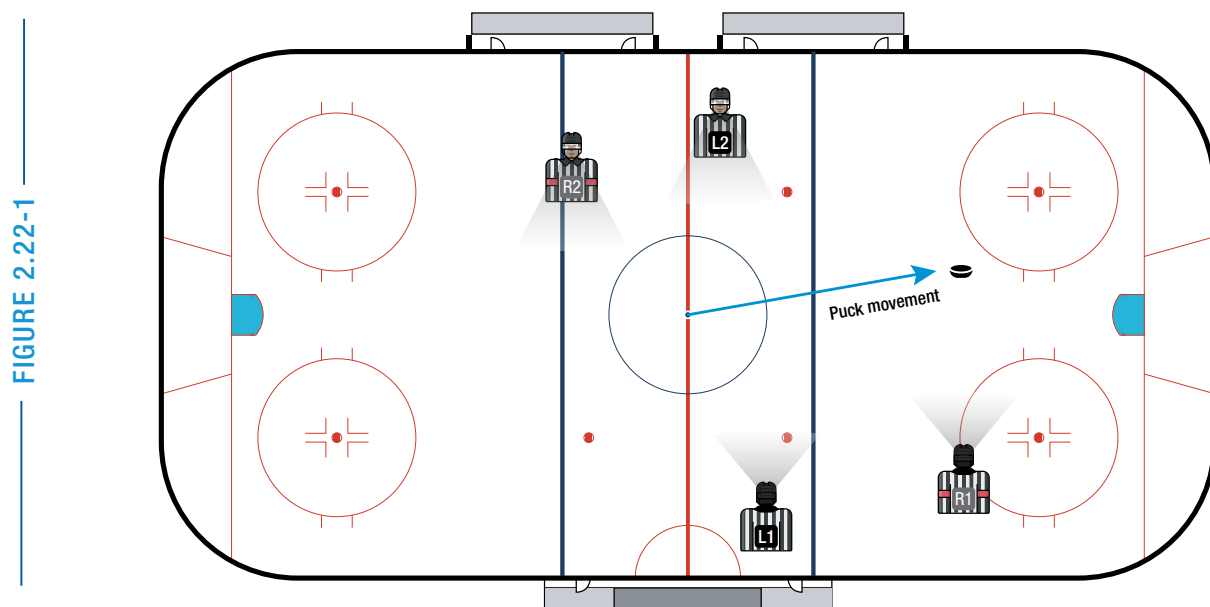
FIGURE 2.22



# FOUR-OFFICIALS SYSTEM

## FACE-OFF

All officials must be aware off that **R1** could be disconnected when exiting the face-off circle, and it is important that the linesperson supports the team in covering the ice for all situations.



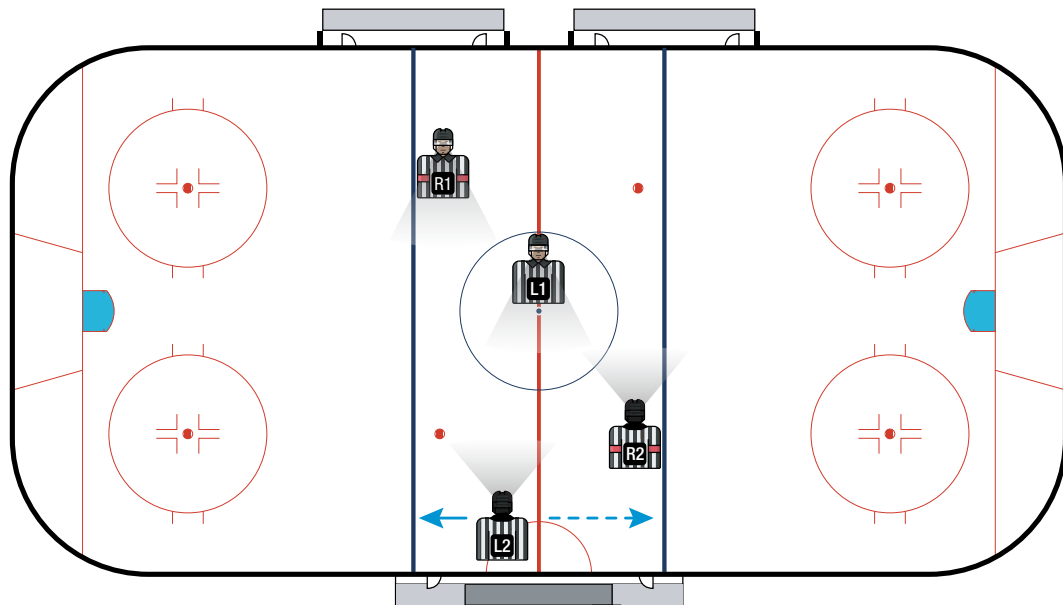
### 2.3. CENTER ICE FACE-OFF – LINESPERSON

#### Basic setup:

If the face-off takes place after a goal is scored, **R1** will be positioned outside the players bench of the scoring team. If the face-off takes place after any of the other mentioned situations for this face off location, then **R1** will decide on what side **R1/R2** will be positioned and **L2** takes position accordingly. **R1** and **R2** will take a position by the face-off dots in the neutral zone, diagonally from each other to optimize the sight lines into their area of responsibility. **L1** takes the position at the face-off dot in the center ice face-off circle facing the scorekeeper's bench and drops the puck. **L2** takes a position on the center ice red line ready to move in the direction of the play after the puck is dropped, assisting **L1** on its designated blue line if the play goes in that direction. When both linespersons are back in normal positions, adjustments can be made to switch to the correct designated blue line, if required. (Figure 2.30)

# FOUR-OFFICIALS SYSTEM FACE-OFF

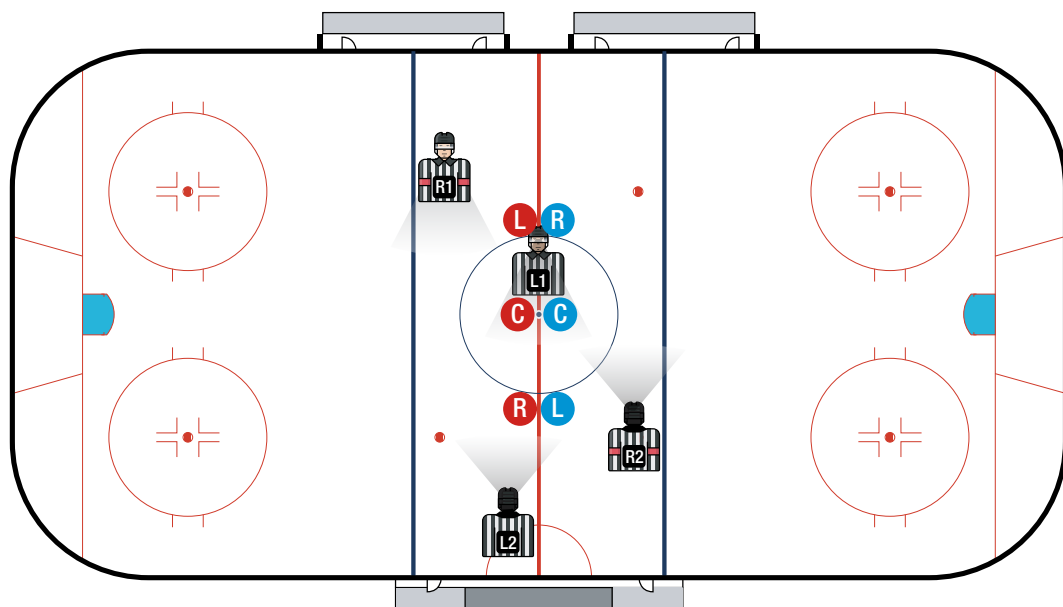
FIGURE 2.30



**Areas of responsibility:**

**R1** and **R2** controls the players outside the face-off circle from a diagonal perspective as well the players taking part in the face off. **R1** and **R2** will support **L1** in ensuring the players are in the correct position before and during the face-off. **L1** is responsible for the position of the skaters participating in the face-off and ensuring the skaters stay outside the circle. Prior to the face off, **L2** should be supporting **L1** with player control as they are moving into the face-off. (Figure 2.31)

FIGURE 2.31



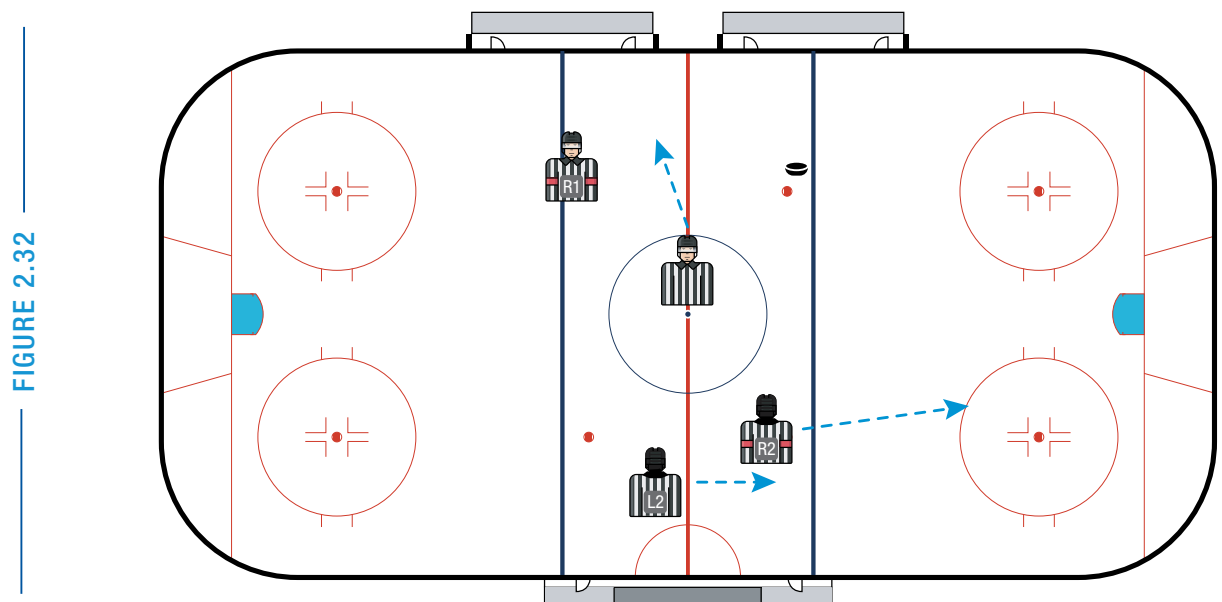
When conducting a face off after a goal has been scored, **R1** is responsible for the line change procedure and to watch for the approval of the goal from the VGJ or if the light is on for a video review when this is applied.

# FOUR-OFFICIALS SYSTEM

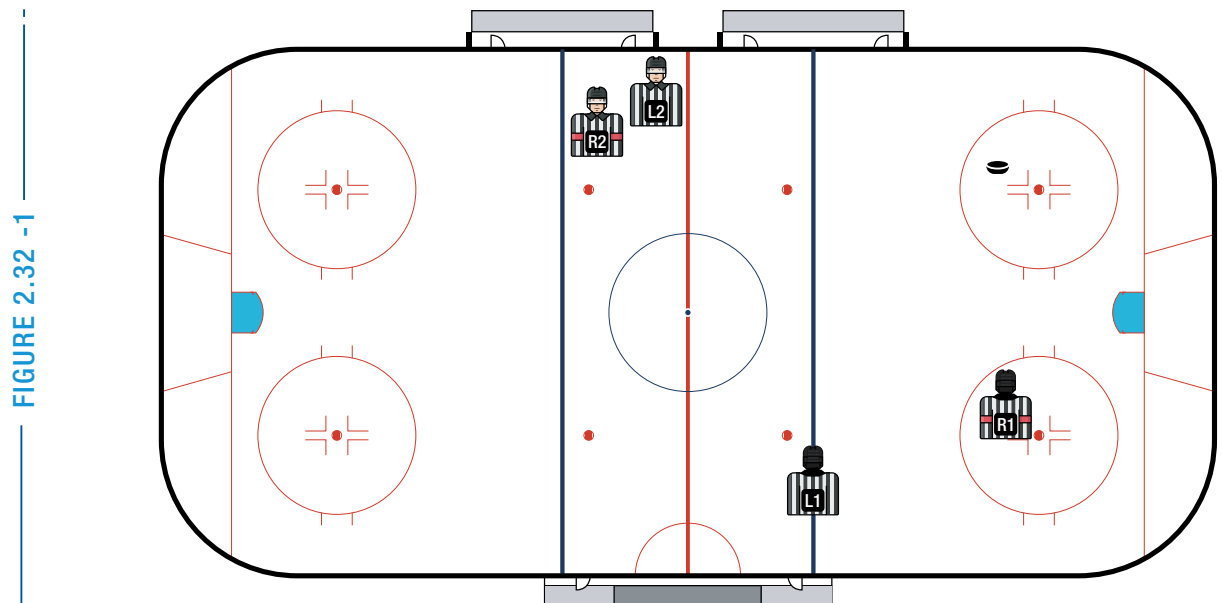
## FACE-OFF

**Procedure:**

L1 drops the puck. L1 should immediately skate away from the center ice face-off circle and to a position around their designated area of focus. L2 will follow the play and maintain a diagonal position to L1 as this position will enable L2 to assist L1 in covering the designated blue-line when needed. When both linespersons are back in proper positions, adjustments can be made to maintain the designated blue-line blue line. (Figure 2.32 and Figure 2.32-1)



Depending on the movement of the play, the referee should be ready to assist in the offside decision as the play passes the blue-line. If the referee notices an offside situation that the linesperson can not see, the referee should stop play and signal offside.



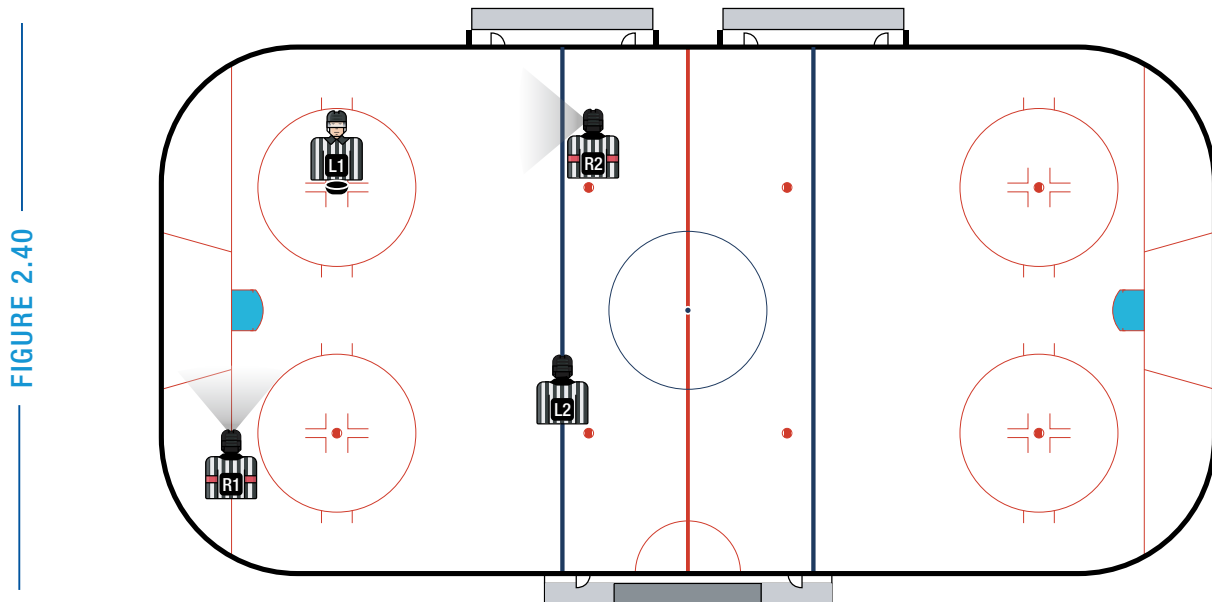
# FOUR-OFFICIALS SYSTEM

## FACE-OFF

### 2.4. END-ZONE FACE-OFFS

#### Basic setup:

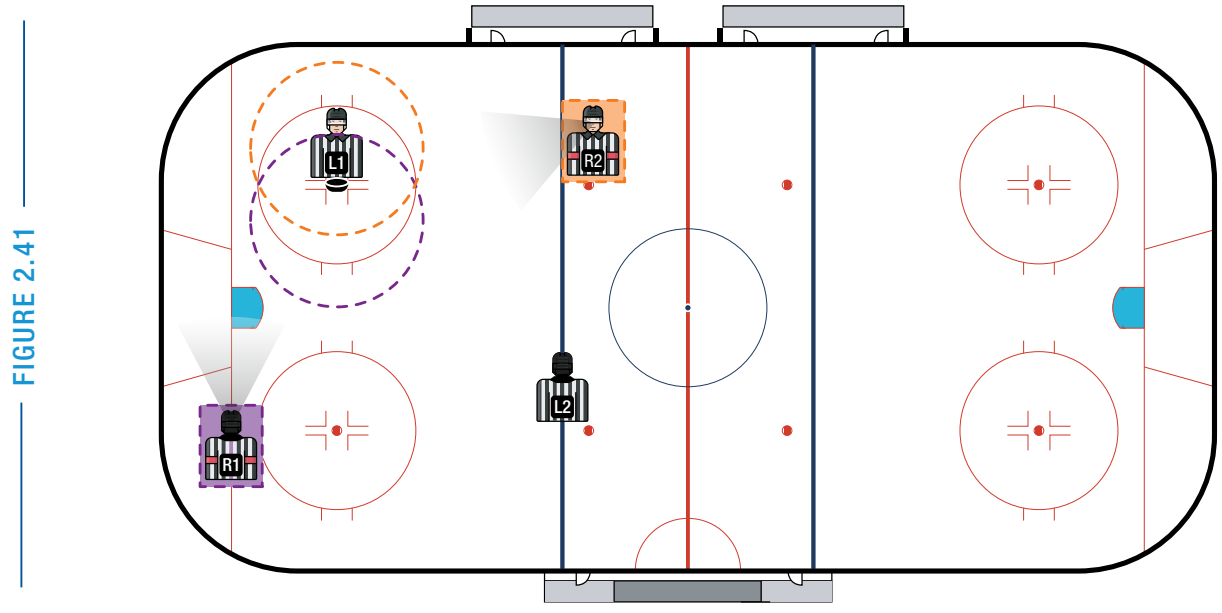
**R1** should take a position towards the opposite face-off dot, with **R2** diagonally opposite on the other side of the ice and just outside the blueline. These positions should be taken in a way that will optimize the angles for each official in to their areas of focus around the face-off. **L1** will take a position at the face-off dot for conducting the face off and **L2** will take a position on the opposite side outside the blueline in a position that provides the best possible sight line into the focus area around the face-off. (Figure 2.40)



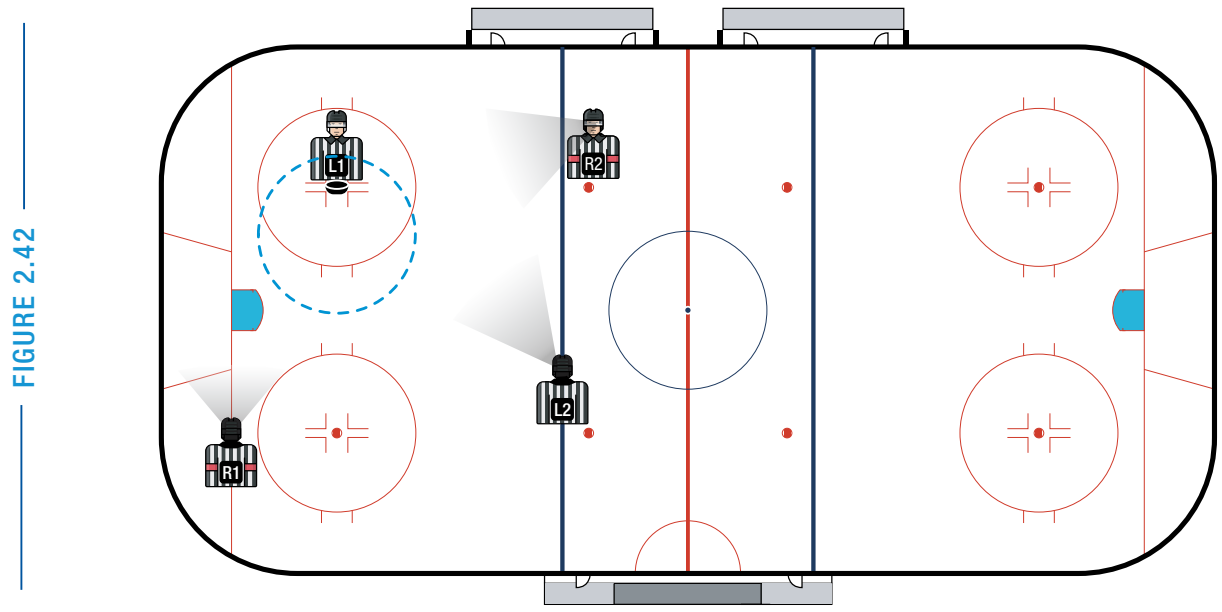
#### Areas of responsibility:

**R1** monitors the players in front of L1 and the players participating in the face-off. **R2** will monitor the players behind L1s back and as well the participating players in the face-off. (Figure 2.41)

# FOUR-OFFICIALS SYSTEM FACE-OFF



L1 is primarily responsible for conducting the face-off with assistance off L2. L2 will support both L1 and R2 with the players behind L1. When L1 has dropped the puck, L1 will support, when possible, R1 with the players directly in front. (Figure 2.42)



# FOUR-OFFICIALS SYSTEM

## FACE-OFF

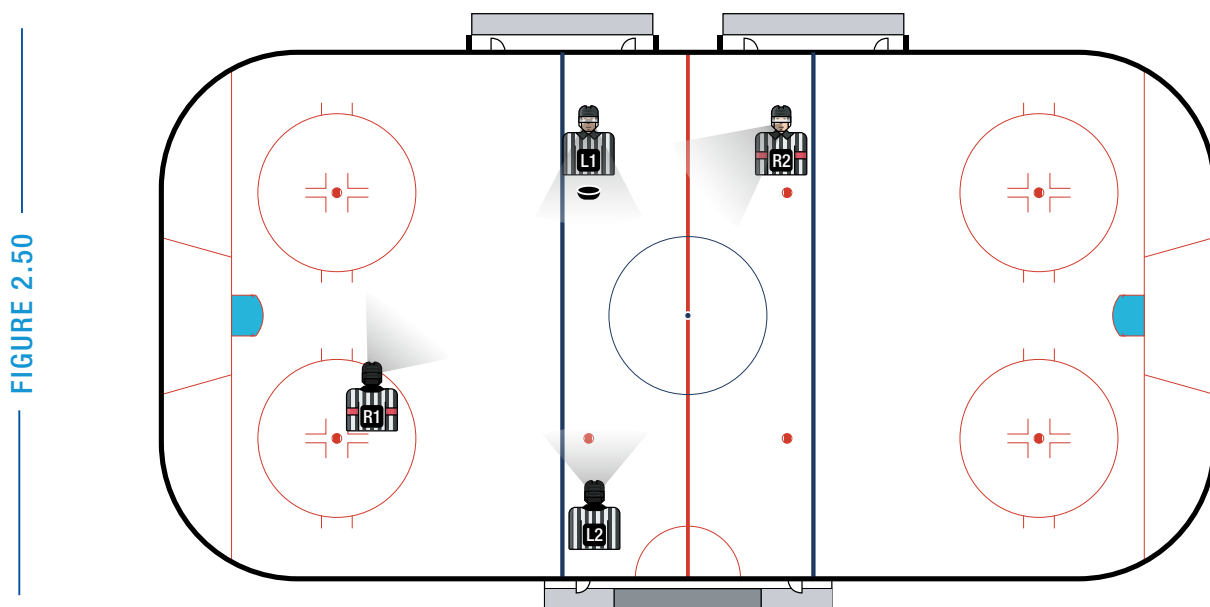
### Procedure:

**L1** conducts the face-off. Before leaving the face-off circle and taking a position in the neutral zone, **L1** must prioritize player control and ensure their path is clear. There is no need to rush to the neutral zone as **L2** will be supporting **L1** when needed. **R2** can utilize their position outside the players benches for communication, if possible, as their primary focus is to support and help in the face-off procedure.

## 2.5. NEUTRAL-ZONE FACE-OFF

### Basic setup:

**R1** is positioned close to the upper end of the face-off circle and **R2** is positioned diagonally to **R1** on the same side of the face-off and close to the blue line. **L1** is positioned for the face-off at the face-off spot and **L2** is positioned on the face-off dot on the opposite side of the face-off. When selecting initial positions, the priority is to obtain the best sight line towards each official's area of responsibility. (Figure 2.50)



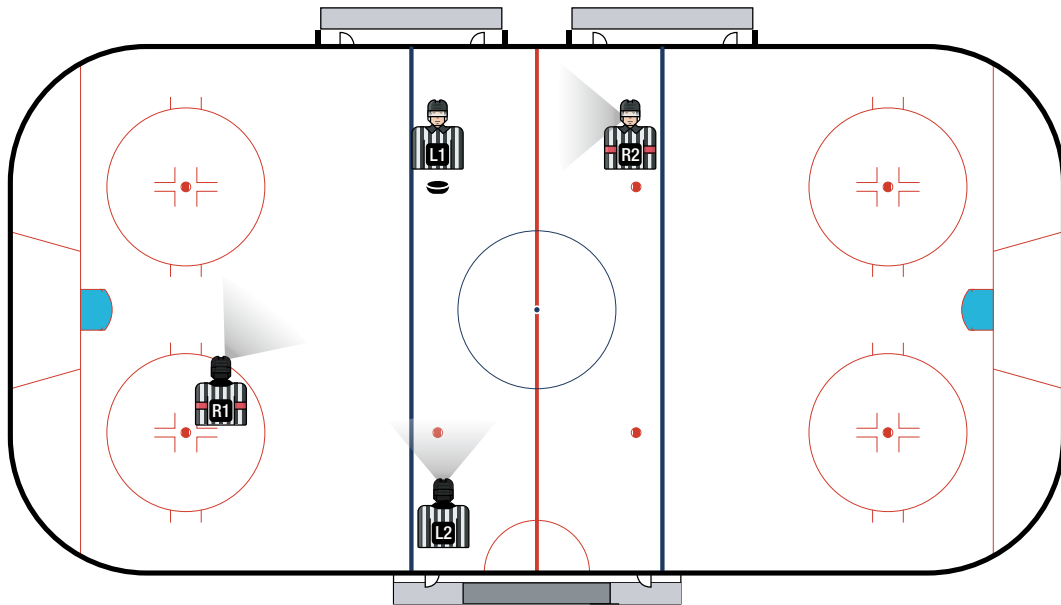
### Areas of responsibility:

**R1** oversees the players behind the back of **L1** and **R2** monitors the players in front of **L1** in the face-off. **R1** and **R2** shares the responsibility of managing the players involved in conducting the face-off. **L1** conducting the face-off is responsible for the players involved directly in the face-off as well as ensuring the players are the correct distance from the face-off. **L2** primarily monitors the wingers in front of **L1** as well as the blue line for any offside situations. (Figure 2.51)

# FOUR-OFFICIALS SYSTEM

## FACE-OFF

FIGURE 2.51



### Procedure:

Both **R1** and **R2** should be ready to move into a position in the respective end-zone, depending on the direction the play is moving. **L2** should be ready to follow the movement of the play and to cover the center red line for the icing decision and as well the far blue line. When play dictates, linespersons can switch back to their designated blue line, if required.

## 2.6. DESIGNATED FACE-OFF SPOT

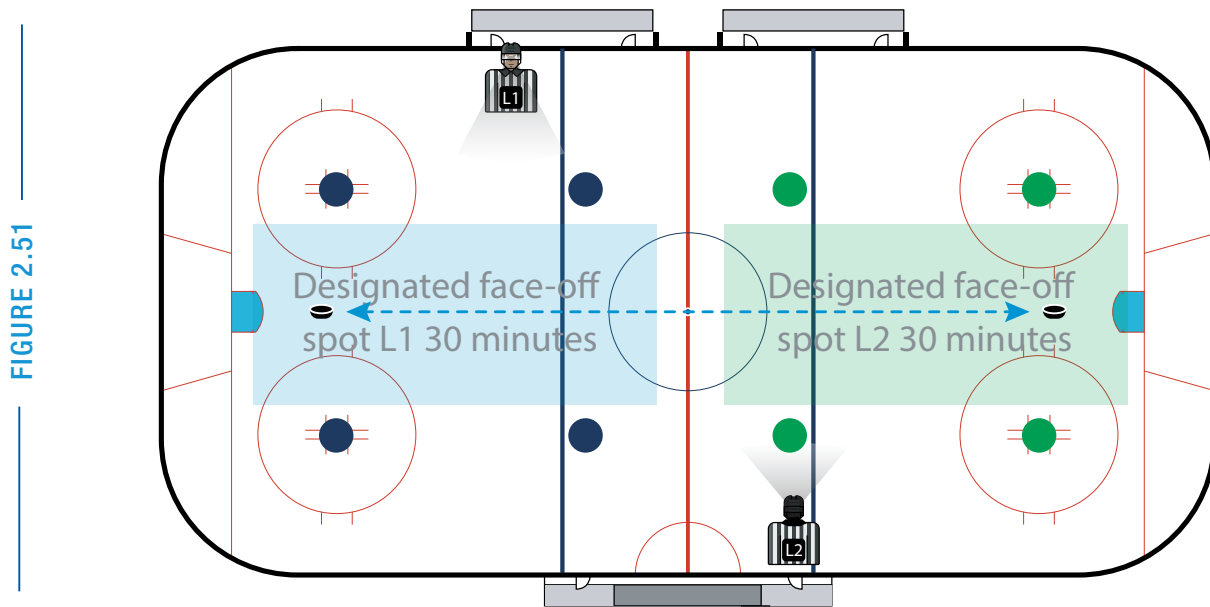
During the course of the game, each linesperson will have a designated area of the ice surface where they will be in charge of the face offs. This separation of responsibility of the face-offs is aligned with the designated blue line presented under 2.4.

Each linesperson will be in charge of one half of the ice surface and conduct the face-offs that designated half of the ice during the game. The linespersons will switch responsibility of the face-offs spots halfway through the game, following the procedure for the designated blue line.



# FOUR-OFFICIALS SYSTEM

## FACE-OFF



It is important to note, to ensure good game flow, there could be situations where a linesperson has the puck and is closer to a face-off spot than the designated linesperson for that spot. The linesperson should then prioritize the pace of the game and conduct the face-off and return to the procedure as stated in this section.

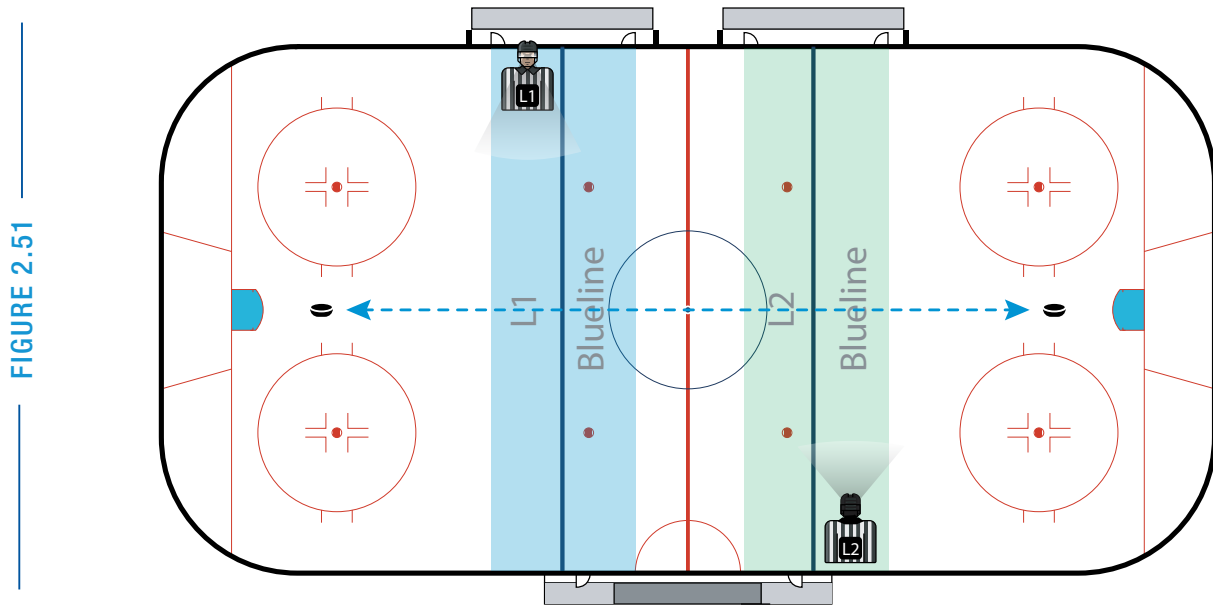
### 2.7. HAND OFF THE PUCK

When the linesperson conducts a face-off after an icing call, it is the responsibility of the back linesperson to ensure that the player change procedure is followed properly and then proceed with the face-off procedure in the end zone. The front linesperson will pick up the puck after the game is stopped and actively skate to the non-offending teams selected face off spot and hand over the puck to the linesperson in charge of the face-offs in that half of the ice surface. The linesperson will then proceed with active forward skating to the blue line and take a position in the neutral zone overseeing the face-off procedure.

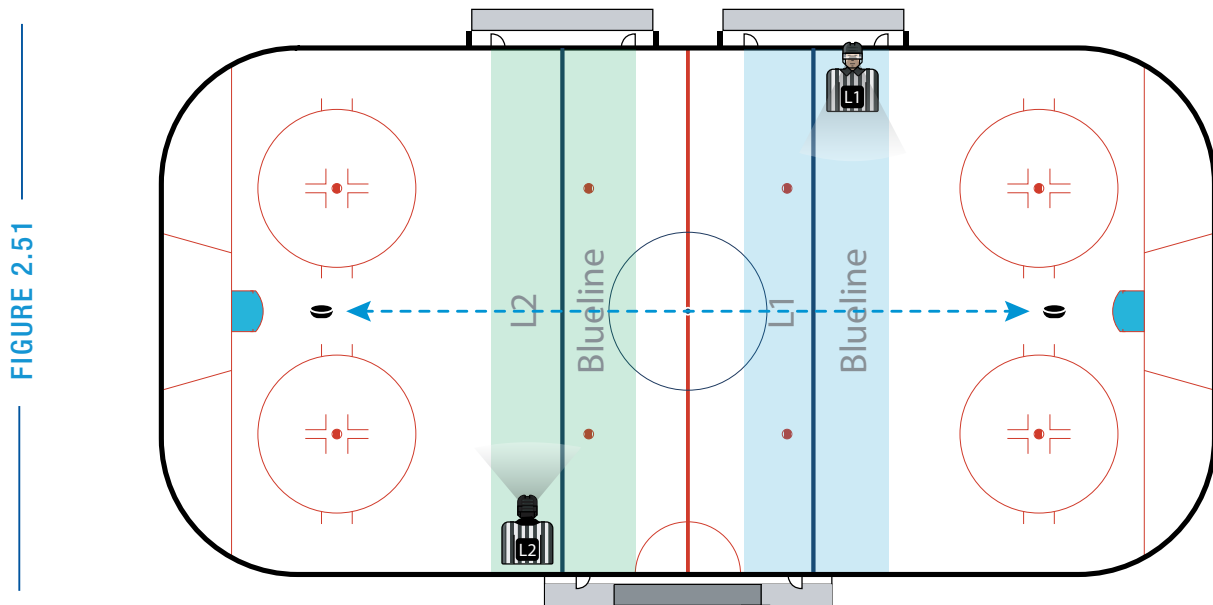
### 2.8. DESIGNATED BLUE LINE

To ensure consistency in the judgment of offside situations, the linespersons will be in charge of the majority of the decisions made at a designated blue line. This designated blue line should follow the pre-selected side for face-offs as described under 2.6.

# FOUR-OFFICIALS SYSTEM FACE-OFF



The linesperson focuses on the designated blue line for the first half of the game and then changes their designated blue line halfway during the game at their discretion.



# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

It is important to note that the designated blue line doesn't mean that the linesperson can not change with their partner or cover their partner if they end up in a bad position or angle towards the play. The goal is always to utilize team work to make the best possible decision during the entire game. If the linespersons switch blue lines, then the blue line should be kept under the responsibility of that linesperson until its appropriate to change back the responsibility of the blue lines according to the previous mentioned structure.

During end zone face-offs, linespersons must prioritize communication to ensure the blue lines remain covered. The back linesperson will take over responsibility for the blue line belonging to the linesperson conducting the face-off. They must remain on the blue line until play dictates the linespersons can switch responsibility, or if a turn-over / fast break out occurs requiring the back linesperson to cover their designated blue line.

For center ice face-offs, it is important that the linespersons use their feel for the game to ensure the appropriate blue-line is covered when required. The linesperson not conducting the face-off should follow the play to ensure any potential offside situation is covered, even if this means taking over the responsibility of the other linespersons blue line for a short period of time until they can switch back responsibility again.

Before the game commences, both linespersons must decide which designated blue line they will focus on for the first half of the game. Linespersons must clearly communicate with each other using verbal or visual cues, or both, prior to switching blue line responsibility at the half-way point of the game.

## 3 PROCEDURES & AREA OF RESPONSIBILITY

### 3.1. GENERAL GUIDELINES

As ice hockey is a complex sport there will be situations during the game that are hard to cover in the general guidelines. With this said, as a referee we cannot control the game but must be flexible to adapt to the game and its development. Each game official should strive to maintain good sight lines and coverage of their areas of responsibility, even if that means veering from the general guidelines to achieve this.

An important saying is that a game official goes in with the attitude "to not chase the game". This could also be applied to the process of each official in their search of the optimized sight line in to each area of focus. Instead of chasing the play from a set distance to stay close to the action, game officials should rather focus on finding the best sight lines for making the correct call. Game officials must rely on their Hockey IQ and feel for the game to anticipate the play and enable a good read on the situation and area of focus during the game. Following these examples can give a good foundation so that game officials can optimize their movements in search of the best angles.

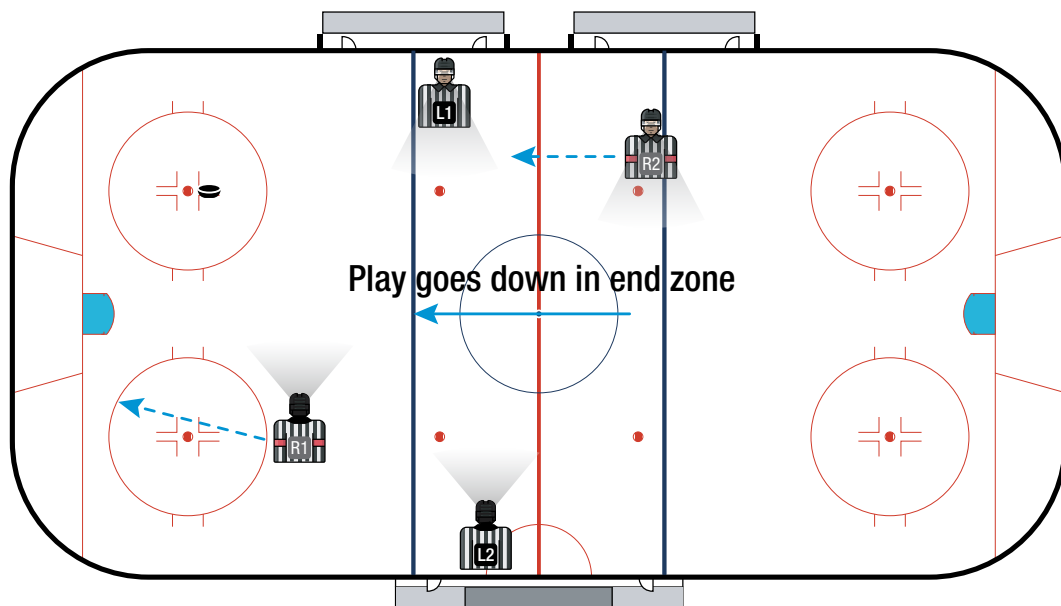
# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

## 3.2. REFEREE MOVEMENT WHEN ENTERING THE END-ZONE

As the play moves down into the end zone it is important that **R1** always keeps the play in front and actively skates backward to maintain a good distance to the play and to ensure a good sight line towards the focus area. **R2** will adjust its position depending on how **R1** chooses to enter the end zone as well as how the game develops. **R2** should not pass the last attacking player when the play is moving up along the ice and towards the end zone and at the same time maintain movement and speed to ensure they are in a position where they can have the best possible sight line in to the area of focus. It is important to note that a long distance may develop between **R2** and the main area of play, and the linespersons should support **R1** and **R2** to ensure action areas are covered. There are three positions for **R1** to utilize when entering the end zone, with every individual situation determining which position is best to utilise.

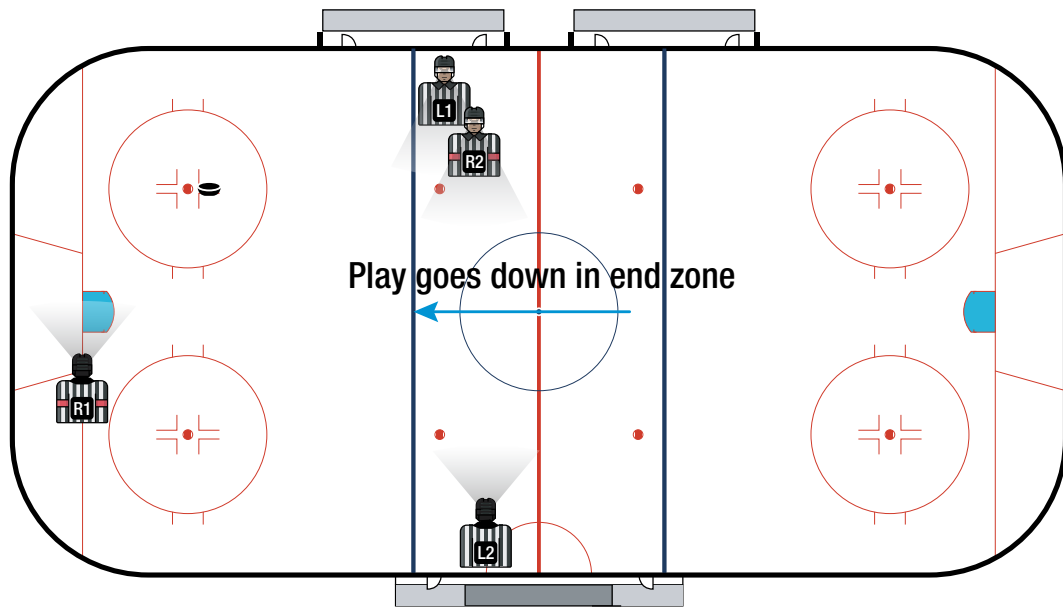
- 1 When play is coming down on the opposite side of **R1**, **R1** should skate all the way down towards the goal line and **R2** should follow with appropriate speed to maintain a good sight line to the focus area. (Figure 3.20 and Figure 3.20-1)

FIGURE 3.20



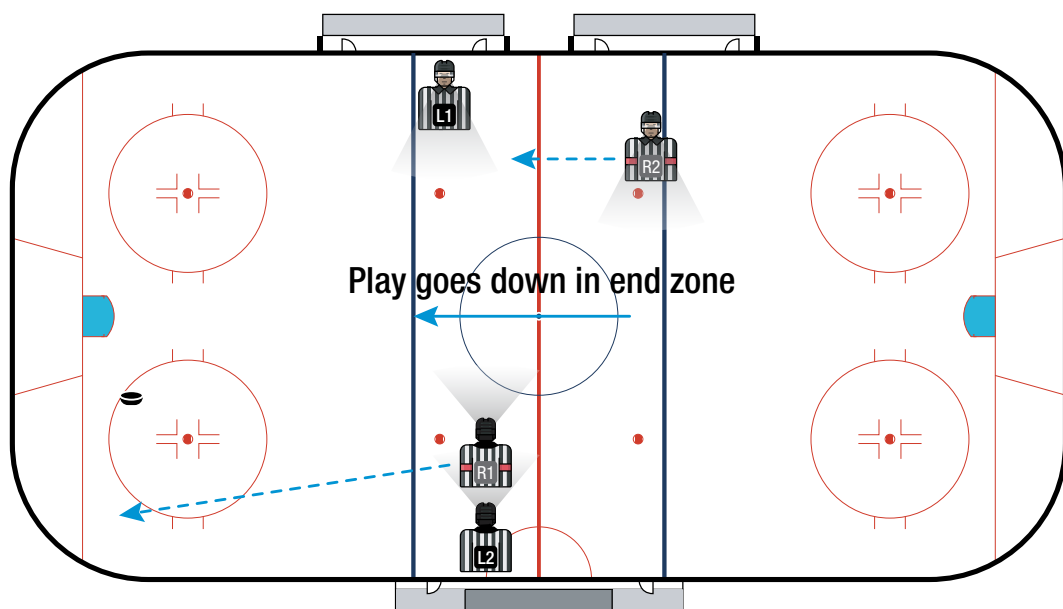
# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

FIGURE 3.20-1

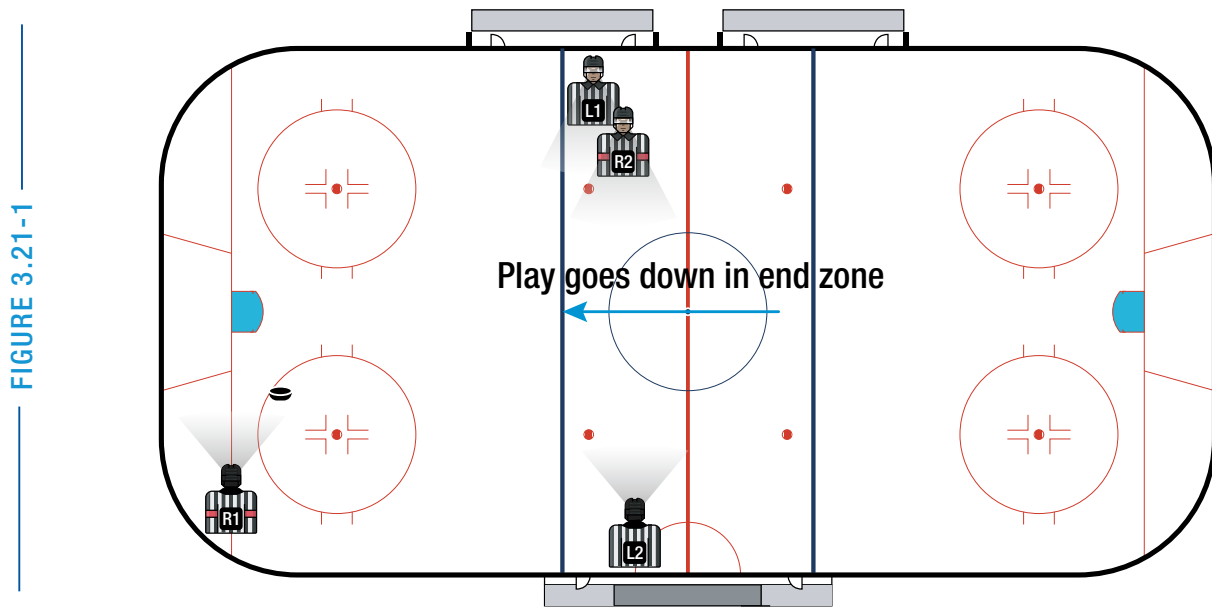


- 2 When play is coming down between the net and the boards and on the same side as **R1**, **R1** should always aim towards the corner instead of being pinched towards the boards behind the net. When there is a clear path, **R1** should always work towards the net to cover situations around the goal. (Figure 3.21 and Figure 3.21-1)

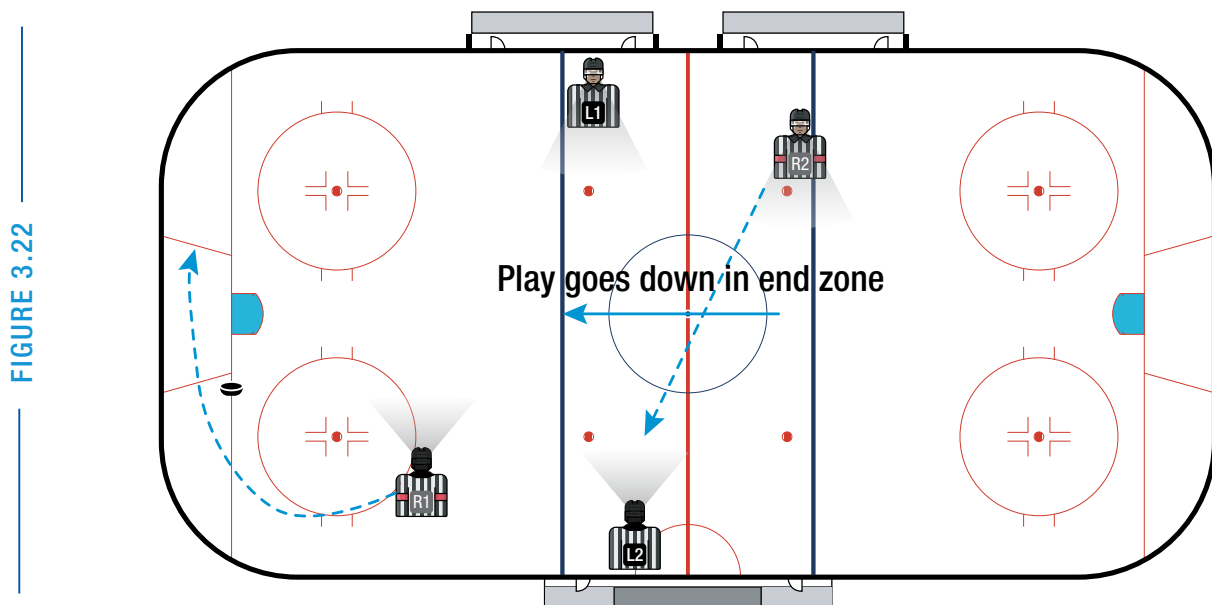
FIGURE 3.21



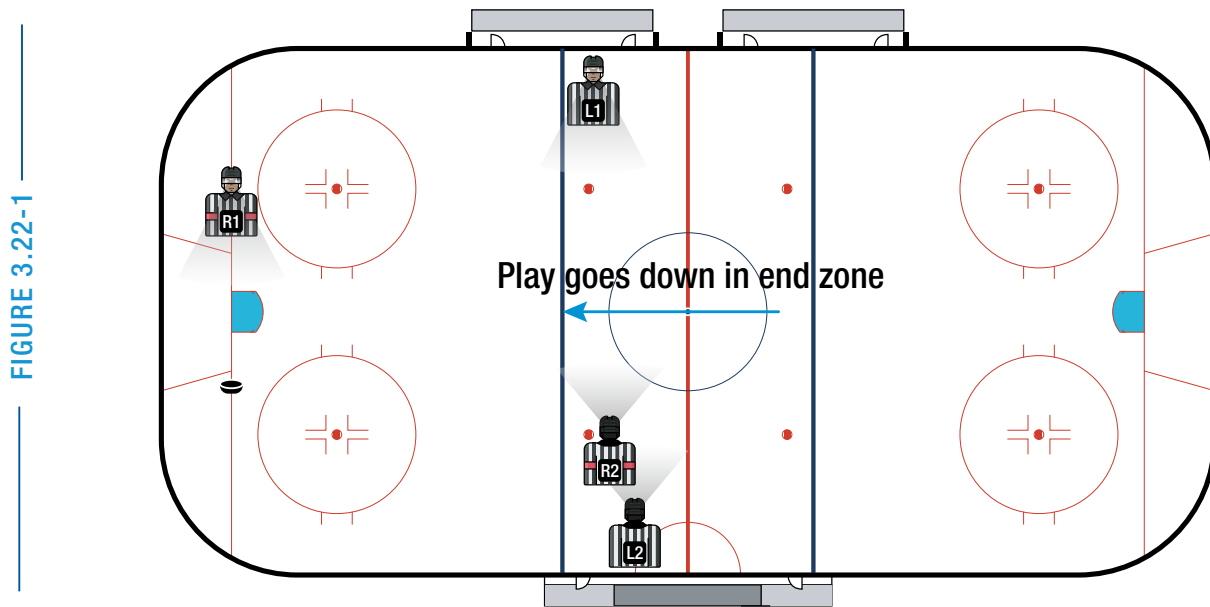
# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY



- 3 When the play is coming down on the same side as **R1** and pushes **R1** towards the net as the play moves towards the corner, **R1** should change position behind the net to the opposite side of the end zone to ensure the play is kept in front of them. The position should then be taken in the end zone as mentioned in point one but on the opposite side. **R2** should adjust their position and change to the other side as they are moving up the ice. (Figure 3.22 and Figure 3.22-1)



# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY



As play moves down into the end zone, it is important that **R1** does not move further down than the goal line. If **R1** is pushed down to the boards it is recommended that they change sides in the end zone by going behind the net. (see picture 3:32). The danger in moving down behind the goal line is that **R1** could be disconnected as play moves in towards the net and **R1** can be stuck between the goal, goalkeeper, and players. It is then better that **R1** maintains a position up higher along the boards and move towards the net with active skating and speed. (see Figure 3.21)

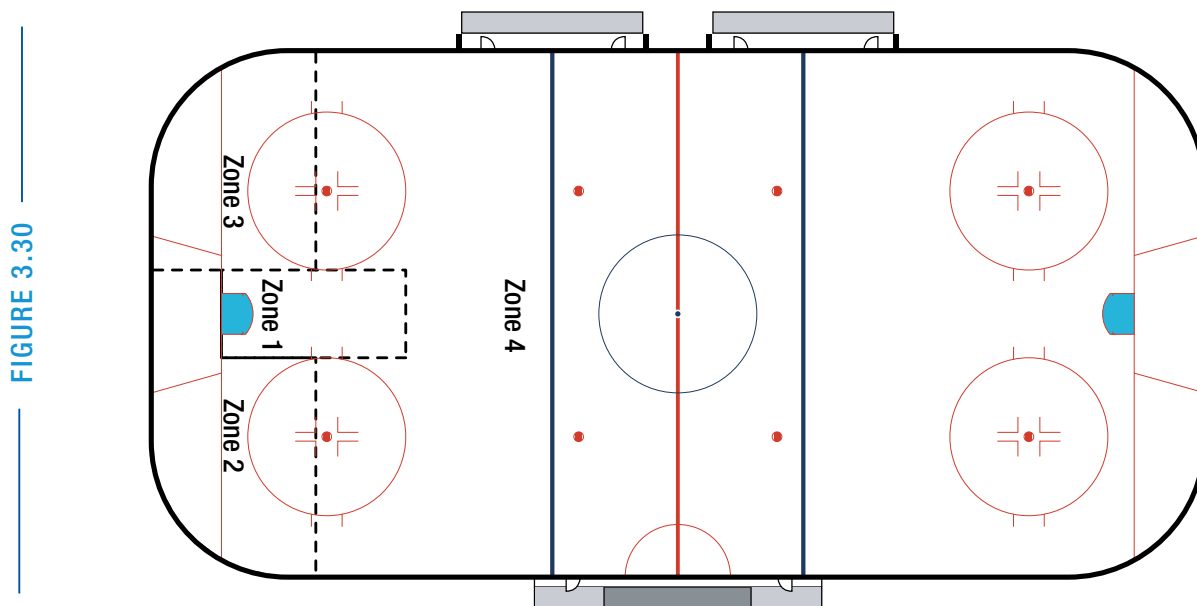
When play enters the end zone and is heading in the direction of **R1**, **R1** that has the primary focus area around the active playing area and must use active skating to maintain a good sight line to cover as much of the ice as possible. **R2** should take a position in the neutral zone where they are in a good position to provide support to **R1** and be able to cover situations where players are positioned up high towards the goal and on the opposite side of the goal.

If the puck is dumped down in the end zone it is the responsibility of **R1** to monitor that the goalkeeper is not playing the puck outside the restricted area. This is a crucial situation where the team has to support **R1** in coverage of the situation and the rest of the ice when the goalkeeper goes out to play the puck.

# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

## 3.3. RESPONSIBILITIES IN THE END-ZONE

The end-zone is divided into four areas of responsibility (**Figure 3.30**) to minimize the risk that referees lose control of their focus area and ensure they do not focus on the same situation.



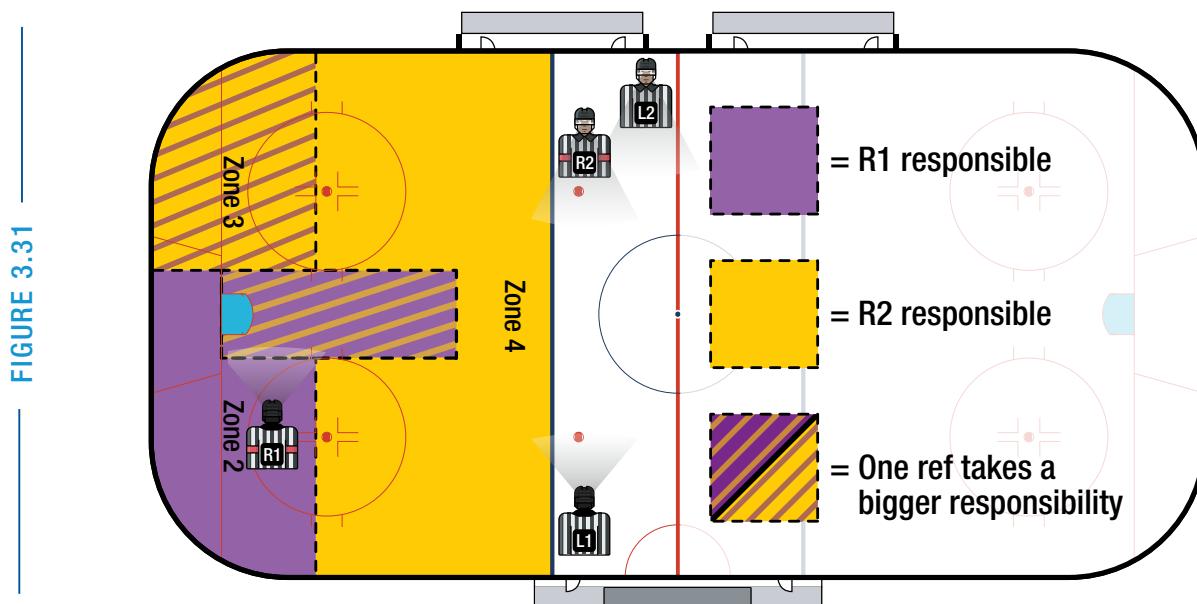
It is important to note that the referees both have the same authority over the ice. When play moves into the end-zone, it is always the responsibility of **L1** to follow puck and play to determine possible offside situations on their designated blue line and as well to supporting **R1**. **L2** should prioritize the areas where the direct playing action is located, mainly in Zone 1 and 4. The linespersons must not position themselves too low to ensure they maintain good sight lines in these situations.



# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

## Areas of responsibility (based on the positioning of the officials shown in the figures below):

- Zone 1:** The area closest to the net and includes the area just above the goal crease and is primarily the area of responsibility for **R1** during play. If the main area of play is in Zone 2, it is important that **R2** together with the LP share their responsibility to support the decision making in Zone 1. (Figure 3.31)

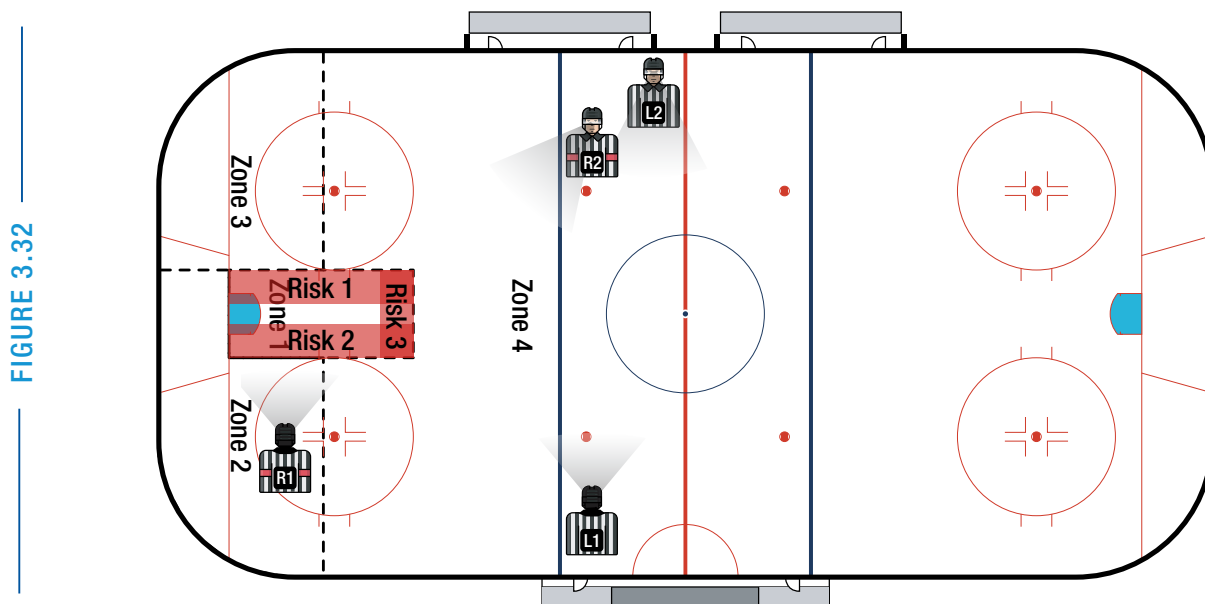


- Zone 2:** Located from the low boards behind the net and stretches up to the area around the face-off spot and in towards the boards. This zone is always of the responsibility of **R1**. (see Figure 3.31)
- Zone 3:** Located from the lower boards starting from the end of the face-off circle towards the net and stretches up to the face-off dot and into the boards. When **R2** have this view straight down from his position in the neutral zone it will be his main area of responsibility. When possible can **R1** support in decisions. (see Figure 3.31)
- Zone 4:** The area closest to the blue line and is the responsibility of **R2**. (see Figure 3.31)

# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

## Areas of risk in Zone 1:

- **Risk 1:** When play is located deep in Zone 1, R1 is actively watching the play, and R2 and linespersons support by watching the “sleepy side” in Zone 1 where R1 might not have focus on the area. (Figure 3.32)

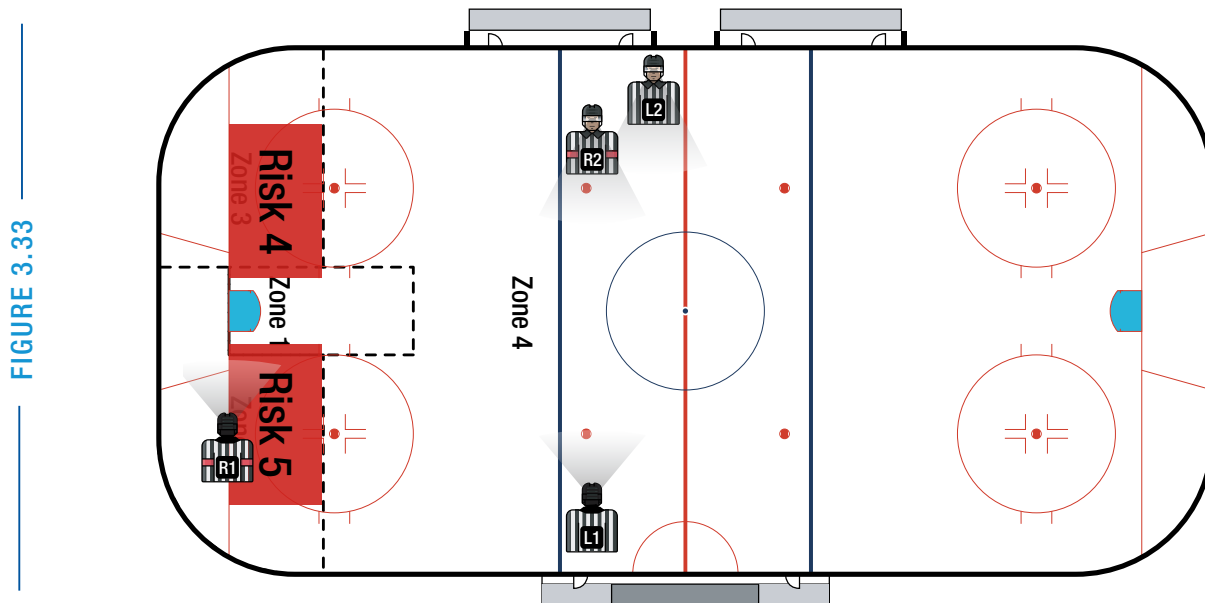


- **Risk 2:** When play is located in Zone 1 the “sleepy side” is then defined as the side where the puck is not directly located within but where there are still players to monitor. R1 may be looking through this risk area and therefore R2 and linespersons support by maintaining focus on players in this area. (see Figure 3.32)
- **Risk 3:** When play is located deep in Zone 1 and in the goal crease or close by the crease. R1 will be focused on this situation have its majority of the focus at the situation at the net and the risk area located higher towards the hash marks. R2 and linespersons must cover this area so that both referees avoid being puck focused and narrowing their area of focus. (see Figure 3.32)

## Areas of risk in Zone 2 and Zone 3:

- **Risk 4 & Risk 5:** When play is located deep down in Zone 1 and R1 is actively monitoring the play, R2 and linespersons are ready to support in watching the “sleepy side”, in Zone 2 and Zone 3 where R1 might not have focus on the area. (Figure 3.33)

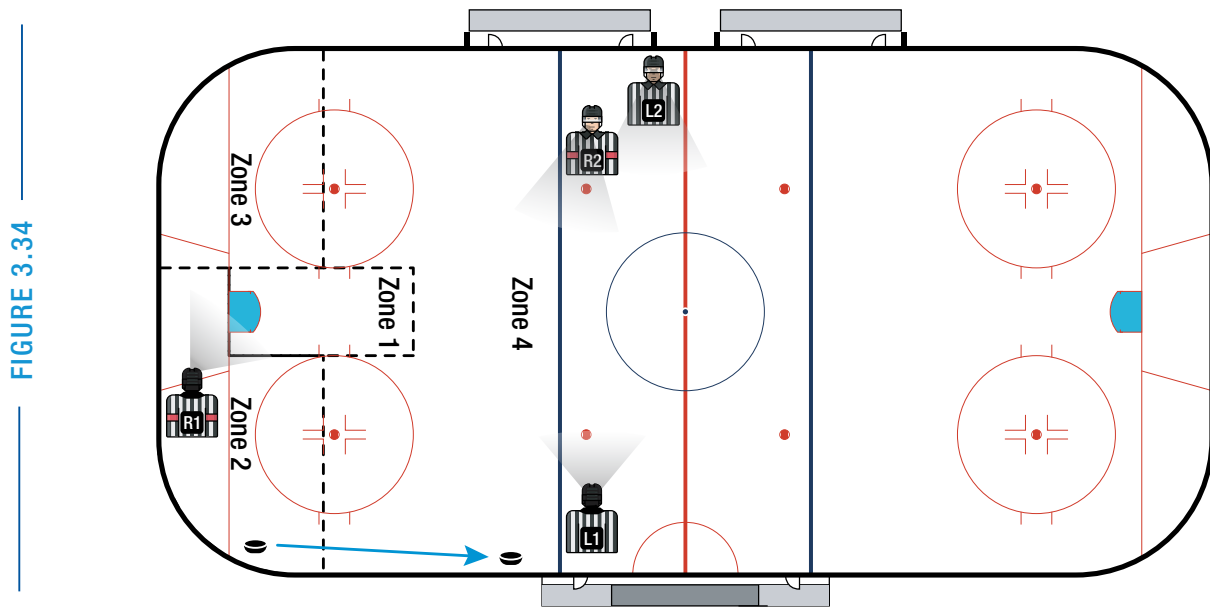
# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY



- **Linesperson:** Must be aware of players remaining in the zones where the direct area of play is not taking place to support the referees in making the correct calls. (see [Figure 3.33](#))

To optimize the work with dividing the zones between the referees, it is important that both know how and when the responsibility changes between each referee as movement is made to a new position or as the game is moving from one zone to the other. In the example below, R1 should hand over the responsibility to R2 as play leaves Zone 2 and enters Zone 4. R2 can, if needed, move in towards the center of the ice to gain an optimized sight line towards play and its area of responsibility. In all these examples, the referees and linespersons must not be focused on the puck/same area at the same time. ([Figure 3.34](#))

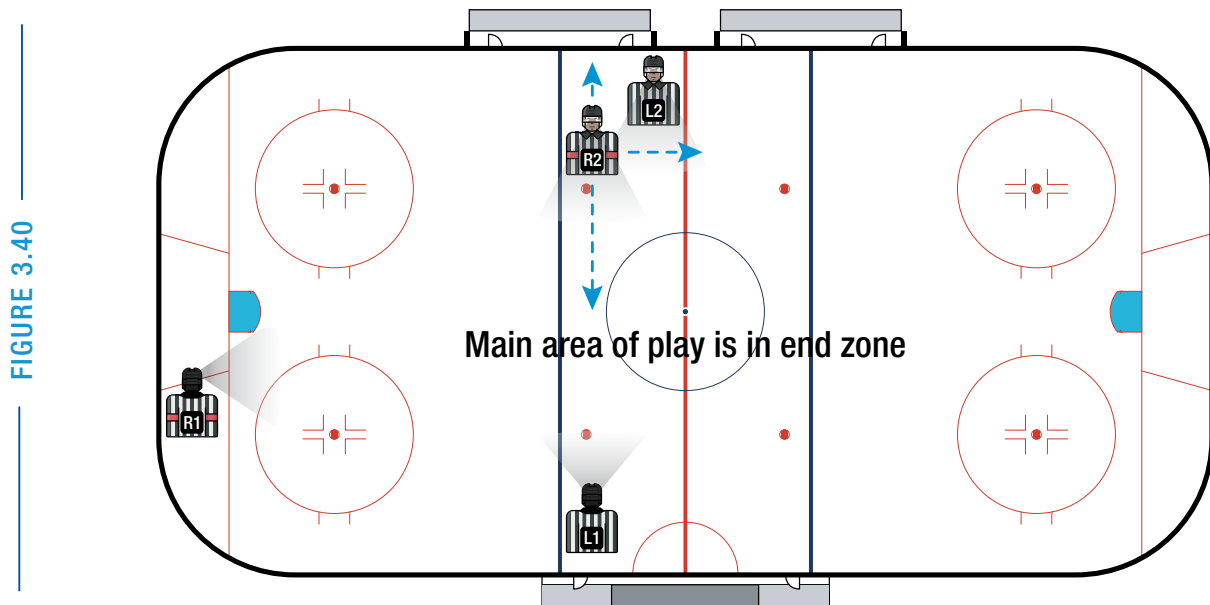
# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY



## 3.4. PROCEDURES AND MECHANICS IN NEUTRAL-ZONE

Referees should always strive to find the optimized sight line into their area of responsibility when moving into position on the ice. It has historically been said that **R2** should maintain continuous movement to enable good positioning for an optimized sight line into the given situation however, this is not a mandatory action for **R2**, and each official should find the best way to stay active to enable good positioning for obtaining the best sight line. Regardless of how we move in the neutral-zone the starting point should always be around the neutral zone face off spot with movement sideways when play is deep in the end-zone and vertical when play is moving out from the end zone. (Figure 3.40)

# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY



When play is in the end zone and **R2** is positioned in the Neutral-Zone together with **L1** and **L2** it is important to note that the basic philosophy, mechanics and areas of responsibility is the same as in the end-zone.

**R2** should work actively in the Neutral-Zone to gain an optimized sight line towards the play. An active position could also be standing still as well as actively skating at a high pace, as long as the positioning creates the optimized sight line. **R2** should always be in a ready position so they are not in the way when the play is moving from one zone to the other. It is recommended that this ready position consists of some sort of speed and activity as it will make it easier and faster to get out of the way of play and maintain the optimized sight line for the area of responsibility. In all situations it is important that **R1** does not leave any player behind their back when moving from **R1** position to **R2**. (Figure 3.41 and 3:42)

# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

FIGURE 3.41

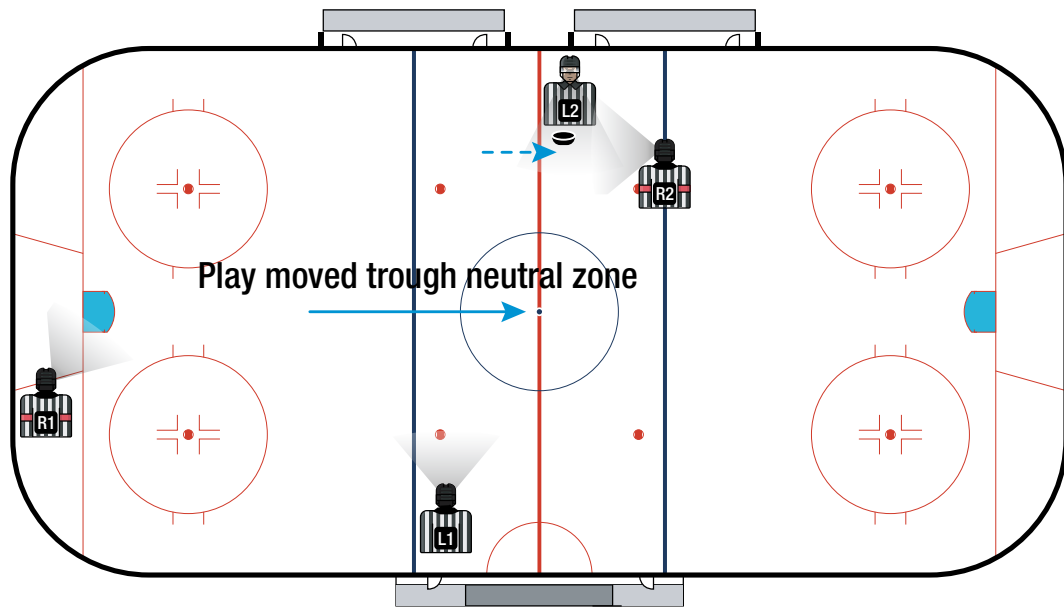
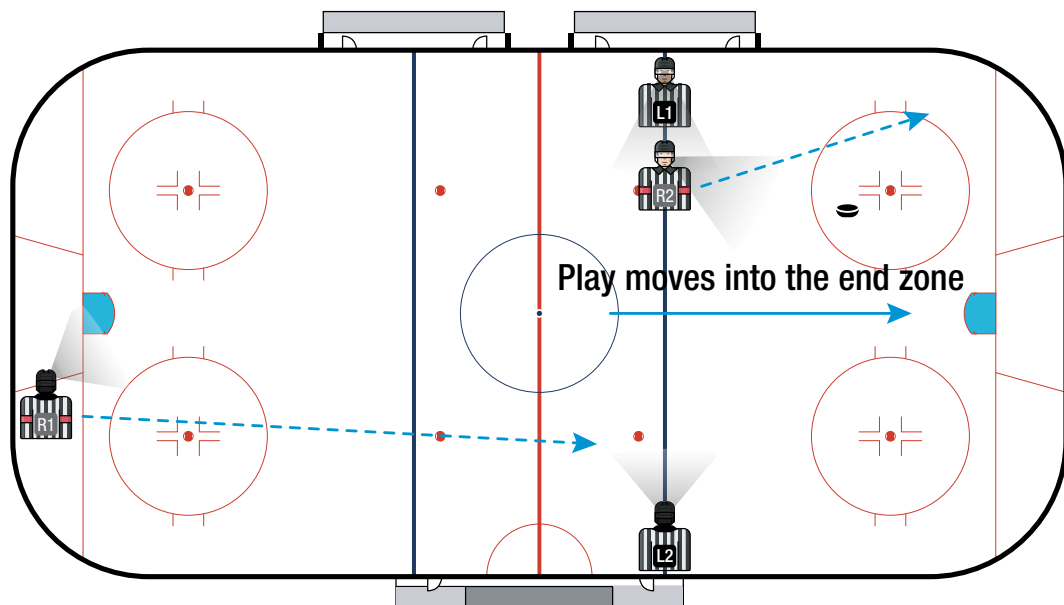
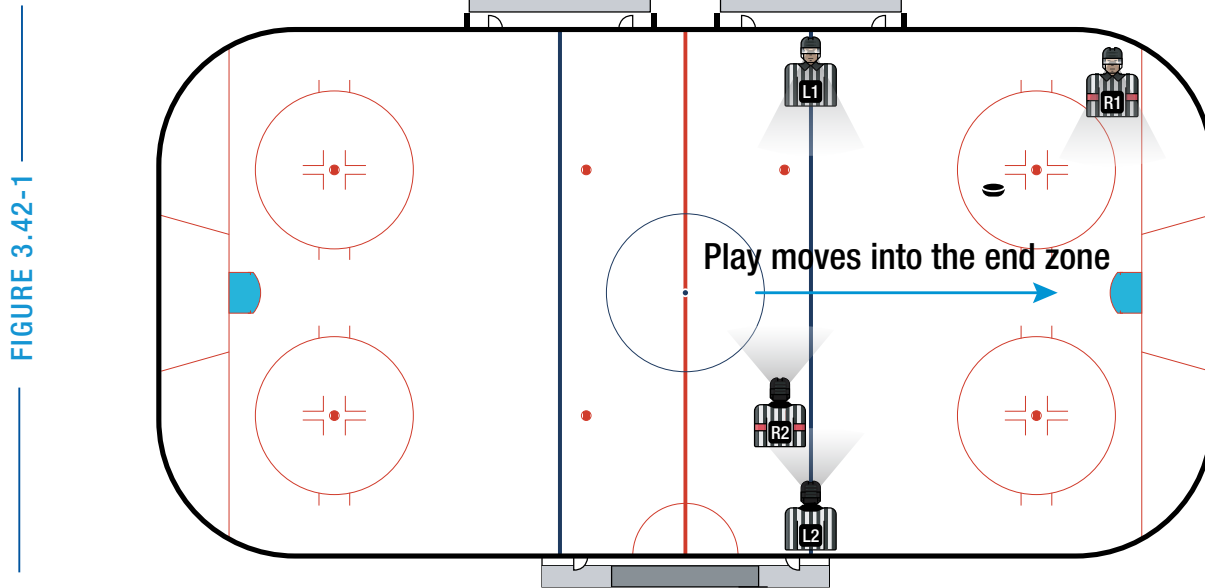


FIGURE 3.42

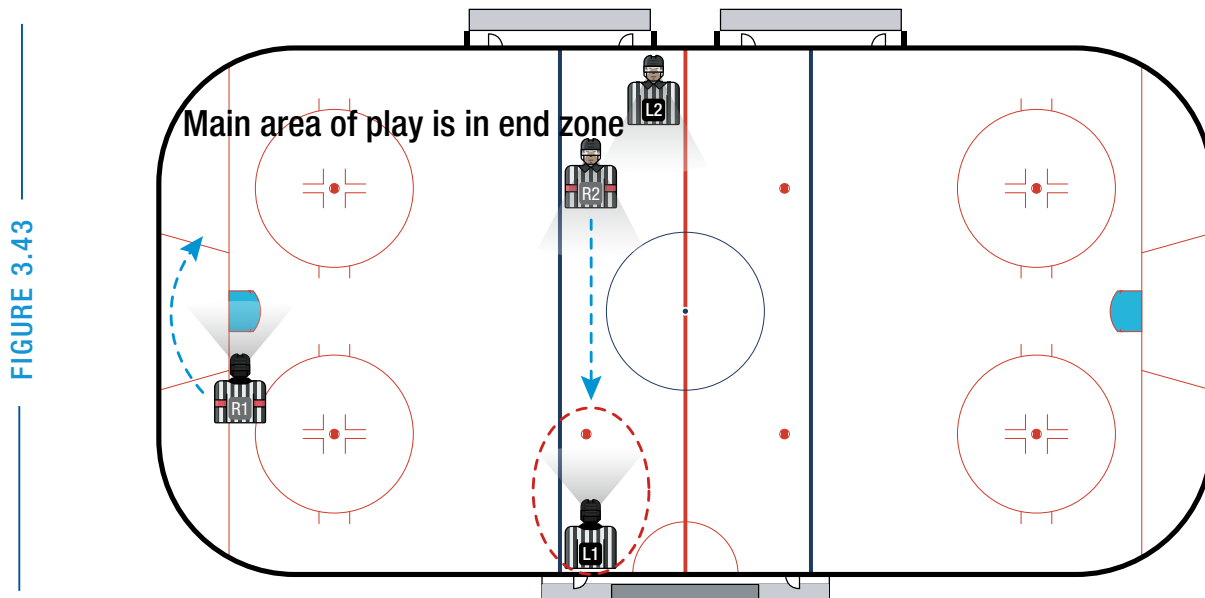


When play is in the end-zone the main responsibility of **L1** is to cover the blue line with **L2** playing a supporting role. When play is moving out from the end-zone and transitioning up the ice, it is important that **L1** and **L2** moves up the ice and maintain a good overview of their responsibility areas to make the correct call. Just as for **R2**, **L1** and **L2** must maintain speed and activity and be ready to react early as the play is moving from one zone to another. (see [Figure 3:41](#), [3:42](#) and [3.42-1](#))

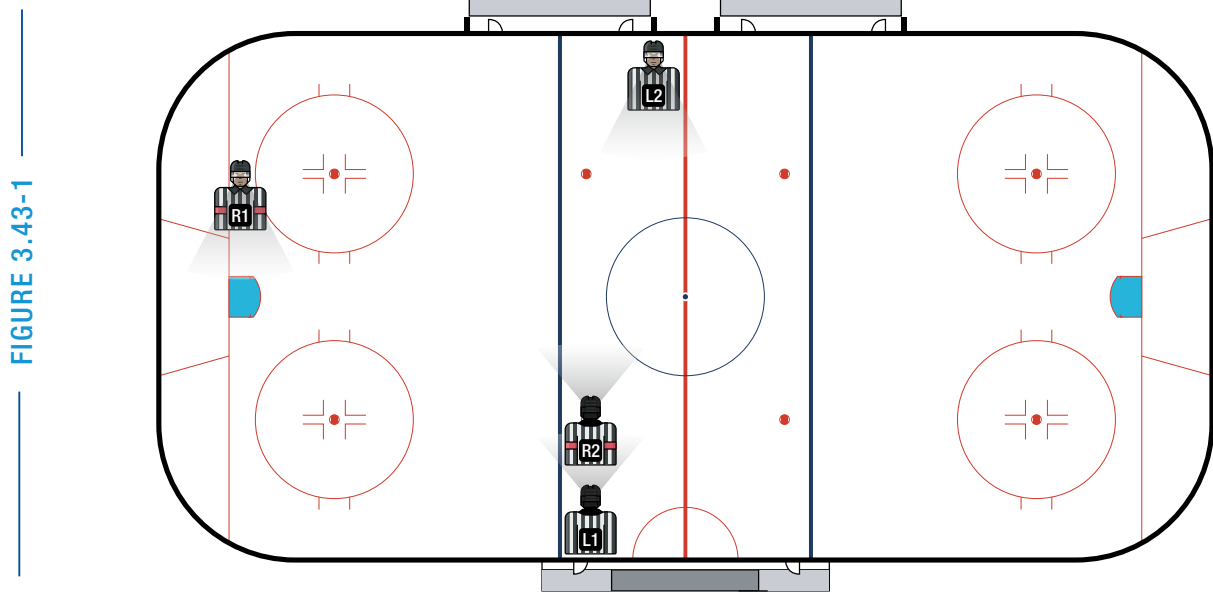
# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY



In some situations, **R1** may need to change sides in the end zone leading to a change of position as well for **R2** in the neutral zone to follow their partner and maintain a diagonally opposite position to each other. This could lead to situations where **R2** and **L1** are on the same side and sharing some of the similar sight lines from different positions. (Figure 3.43)

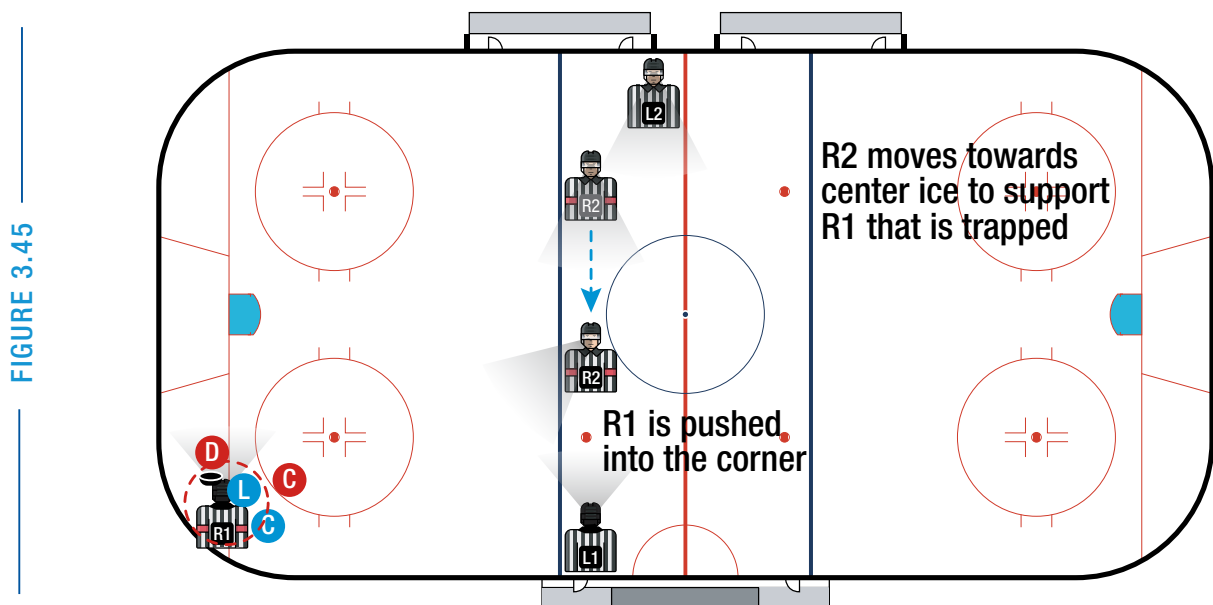


# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY



In this case it is important for **R2** and **L1** to communicate and ensure that they are not affecting each other's work and sight line into their respective area of responsibility. **L1** cannot come too far out from the boards and obstruct the sight line for **R2**, and **R2** must be aware of not obstructing **L1** from making a proper offside call. (see Figure 3.43)

If **R1** has a bad read on the development of the play, they may end up in a disconnected position and the other officials must help out to cover missed sight lines. For example, if **R1** gets pushed in the corner it is up to **R2** to obtain a different position and sight line towards the middle of the ice to support **R1** and ensure the play is covered. (Figure 3.45)

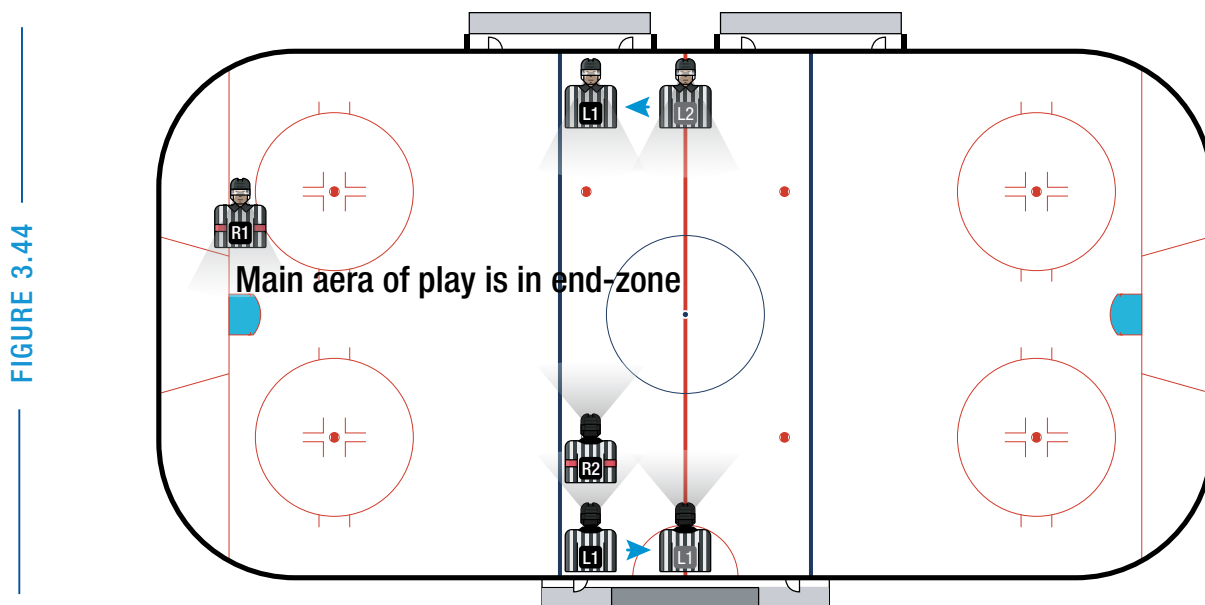




# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

When under pressure or caught out of position, there may be a need for **L1** and **L2** to change positions and areas of responsibility during play just like the referees. In these situations, it is important to note that it is always **L1** that will initiate these changes. As soon as **L1** and **L2** have the opportunity they should switch back to their designated blue line.

(Figure 3.44)



## 3.5. TRANSITION OF PLAY THROUGH THE NEUTRAL-ZONE

As the play is moving from the end-zone and moving through the neutral-zone, there is also a transition in the main responsibility located around the area of play from **R1** located in the end-zone to **R2** located in the neutral zone. The neutral-zone is seen as one big area within which the responsibility for the officials is divided with three different areas of high risk.

### Areas of responsibility:

- Zone 1:** The referee that moves from **R2** to **R1** takes over the main responsibility around the area of play as the play reaches Zone 4 within the end-zone. **R1** will use active backward skating to maintain a position and sight lines where the play remains in front of them throughout the full neutral-zone (Zone 1). **R2** will in this maintain control over situations that are potentially still occurring in the end zone as the play is moving up the ice. **R2** should focus to use appropriate speed and activity up the ice to support **R1** as soon as there are no players left to monitor in the end-zone. As the play leaves Zone 1 and moves into the end-zone it is the responsibility of **R2** to maintain control over situations in Zone 1 (neutral zone), which may include infractions such as late checks, player changes etc. (Figures 3.50, 3.51 and 3.52)

# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

FIGURE 3.50

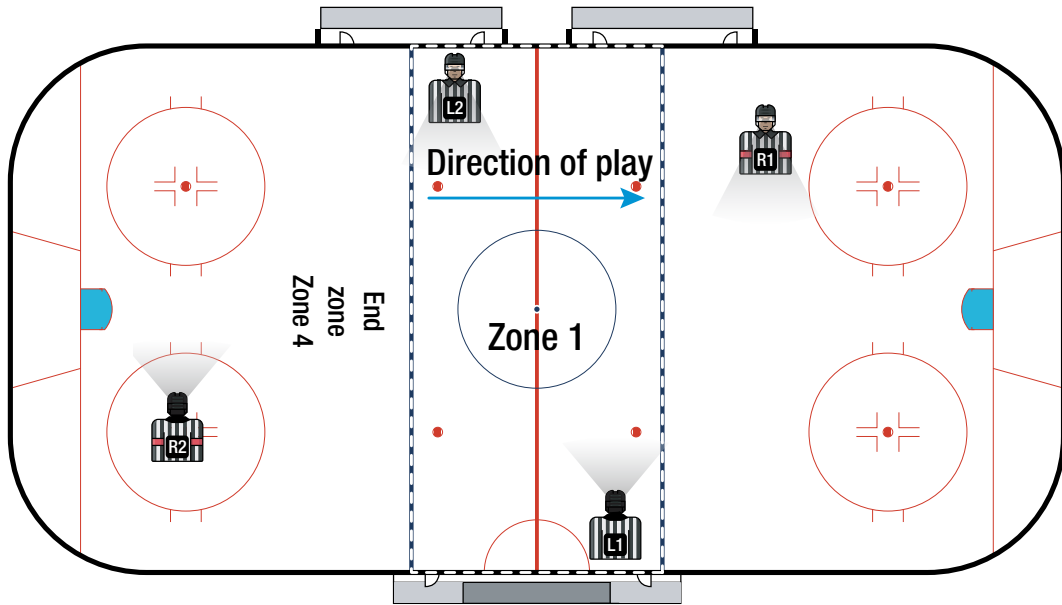
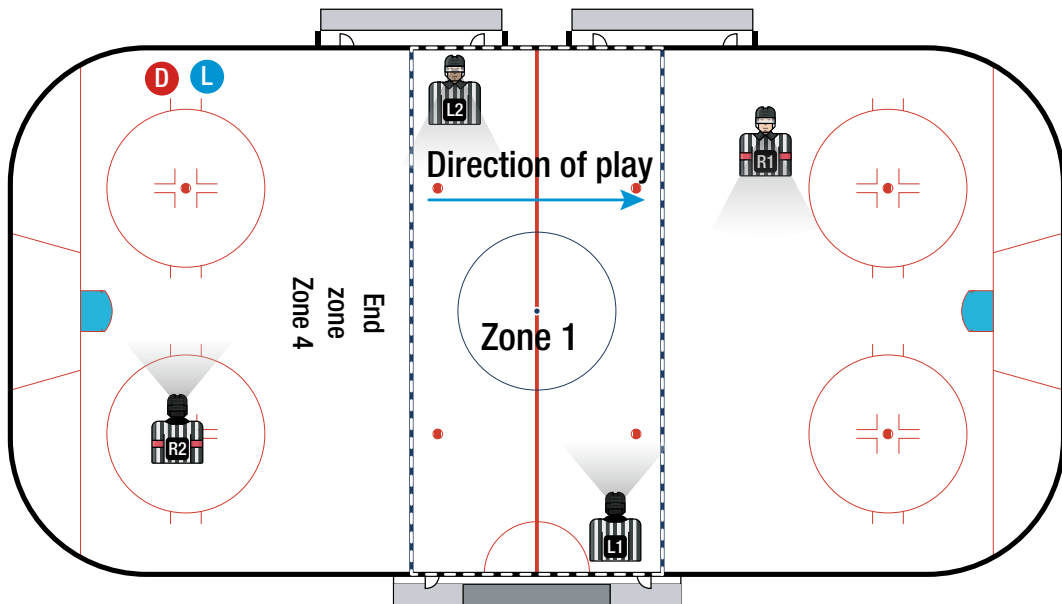
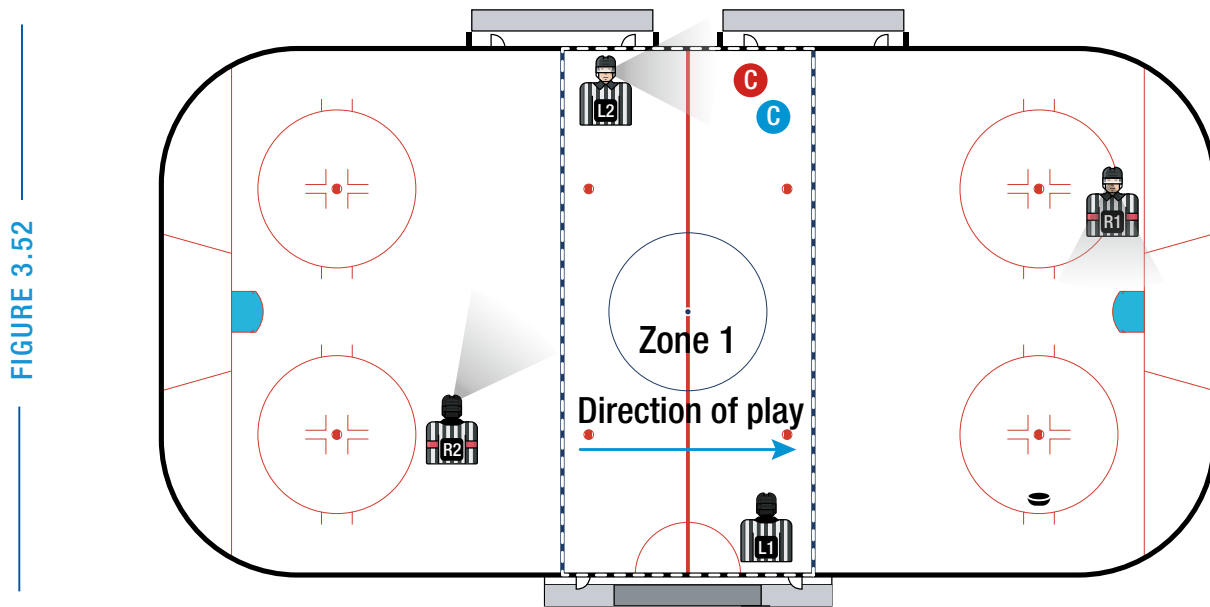


FIGURE 3.51



# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY



When play is located in the neutral-zone, it is important that the linespersons first prioritize potential offside and icing situations prior to supporting the referees. **L1** will be focused on their designated blue line and monitoring for possible offside situations as well as any potential icing situation signalled by **L2**. **L2** is primarily focused on the centre line and possible icing situations, but also has a big responsibility in supporting the referees in player control and in decisions regarding situations not directly around the main area of play. **L2** will be working like **R2** in the neutral-zone and sharing the responsibility to monitor any situations occurring.

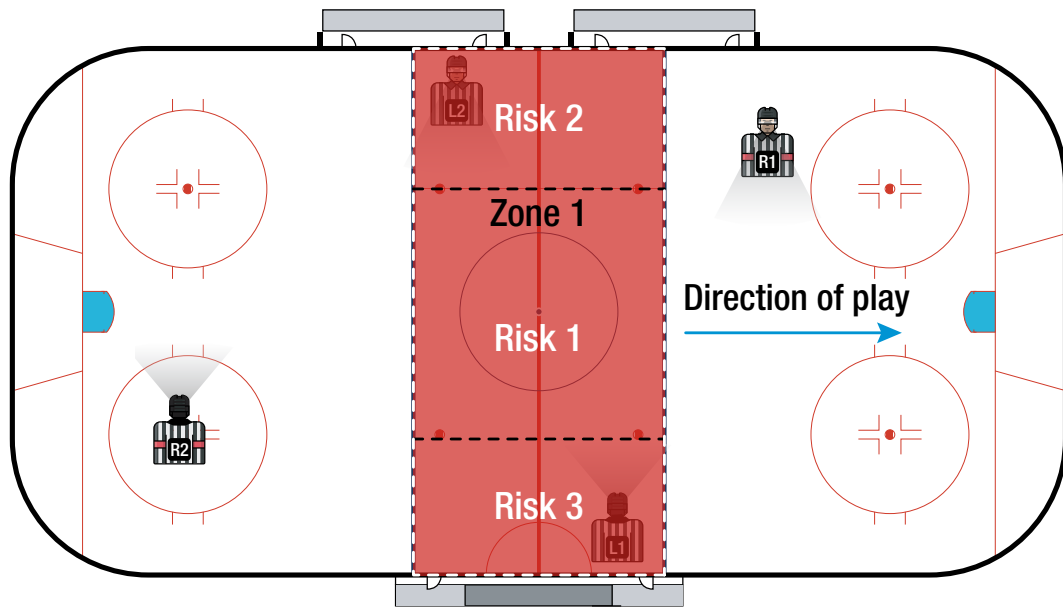
It is possible that **R2** may get caught in the end-zone and the distance between the two referees can be long, therefore the linespersons play an important role in supporting calls and judgment regarding the players outside the main area of play. (see [Figures 3.50, 3.51 and 3.52](#))

### Areas of risk in Zone 1:

- Risk 1:** If the play is going in a diagonal direction through Zone 1, there is a higher risk for situations considered as major events such as checking to the head etc. This is a typical situation where all the game officials are needed to cover the ice and support **R1** with as many angles as possible to make the correct call. ([Figure 3.53](#))

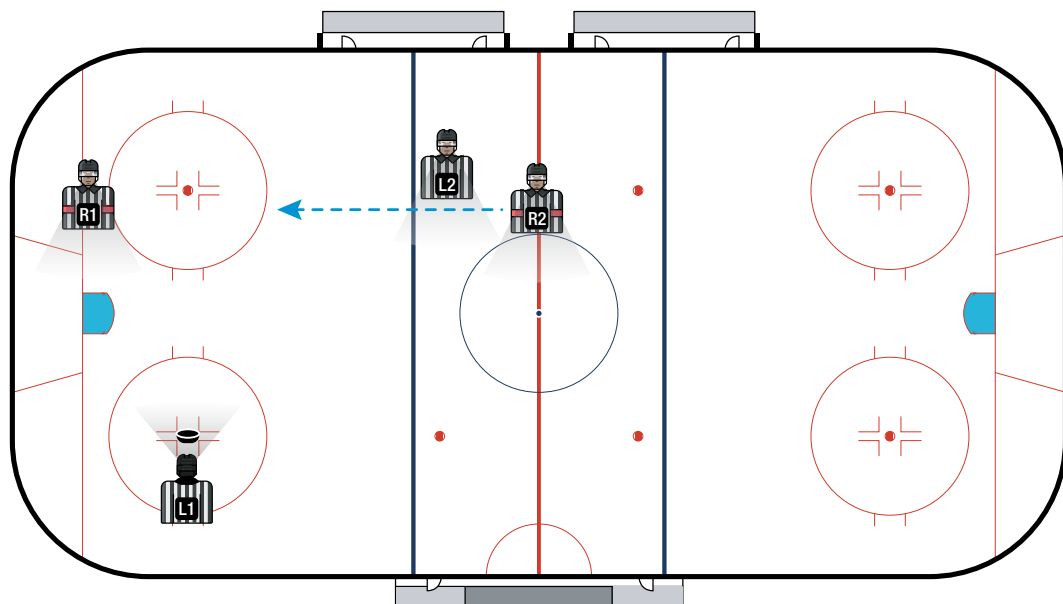
# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

FIGURE 3.53



- **Risk 2 and 3:** Both risk area 2 and 3 is in the area around the boards and the infraction most likely to happen with a major effect on the game is late and dangerous hits. It is important that both R2 and L2 are not to puck focused and ensure they visually monitor these areas until the play has left these areas. (see Figures 3:53, 3:51 and 3:52)
- Note that player changes are also included in risk area 2 and 3. Linespersons are together responsible for monitoring player changes during play so that no infractions are conducted by either team. This can be supported by R2 when possible. (see Figure 3.53)

FIGURE 3.71-1



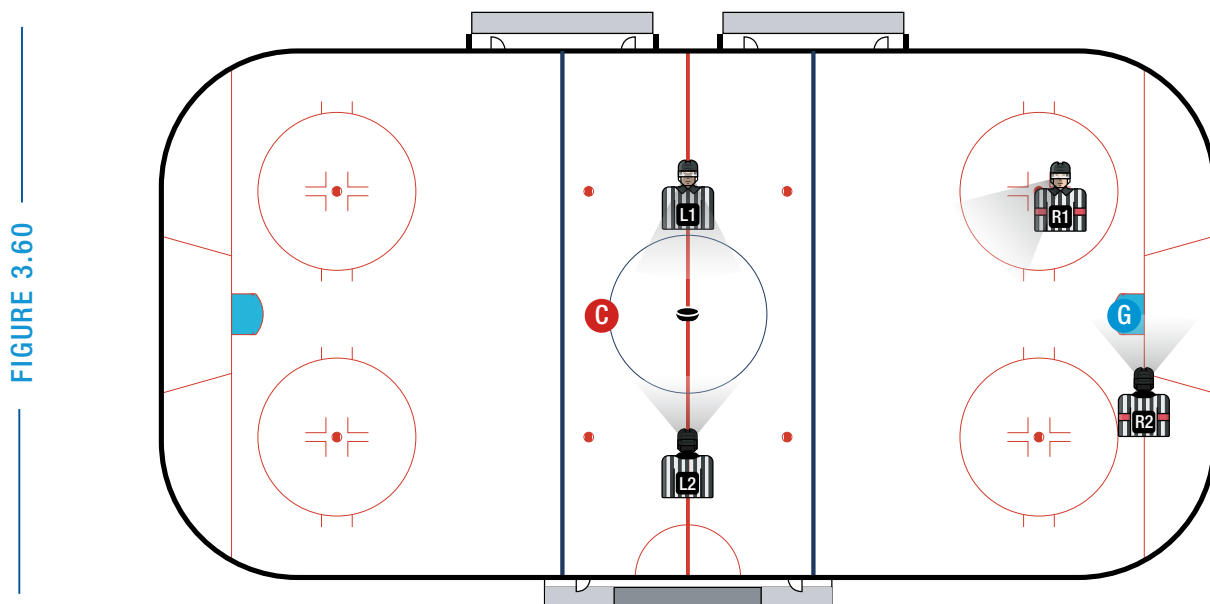
# FOUR-OFFICIALS SYSTEM

## PROCEDURES & AREA OF RESPONSIBILITY

### 3.6. PROCEDURES AND RESPONSIBILITIES DURING A PENALTY SHOOT

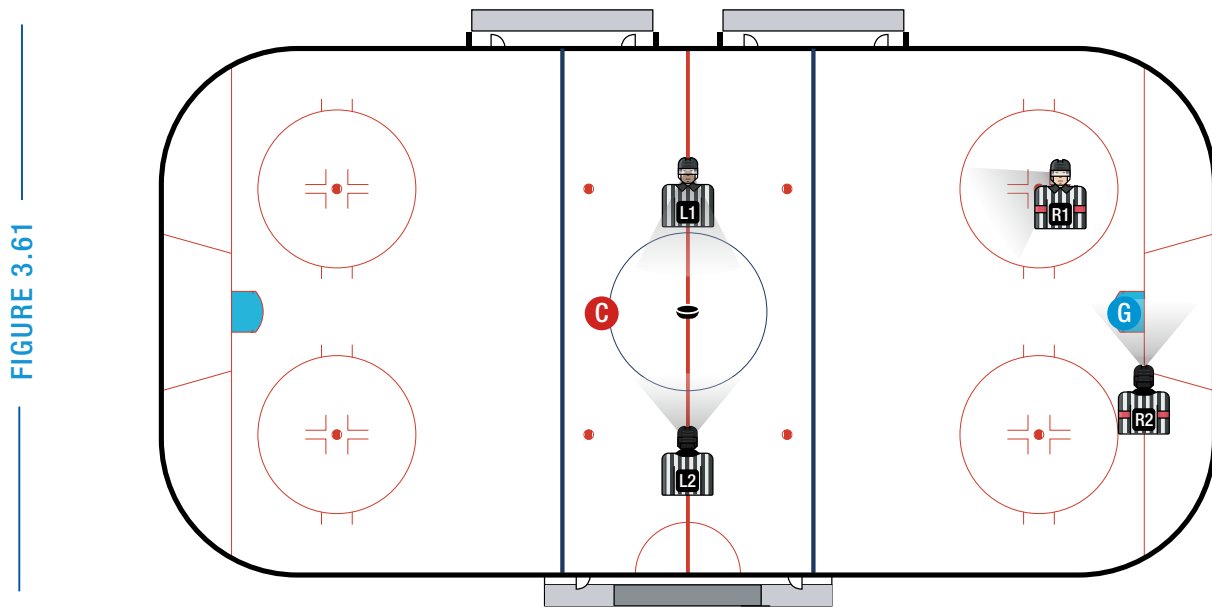
The referee assessing the penalty shot should show the signal for the infraction that caused the penalty shot, for example slashing, followed by showing the penalty shot signal. The referee stopping play will automatically become **R1** for the penalty shot and the other referee will be **R2**. During a game winning penalty shootout procedure, the referees will decide before the first shot who will start as **R1** and **R2** and subsequently switch after each shot.

**R1** and **R2** will position themselves on opposite sides of the net where **R1** will take a position by the face-off dot and **R2** along the goal line to optimize sightlines on the shot. **L1** will position the puck on the center ice dot and stand over the puck until all participants of the penalty shot are ready, all game officials are in position, and rest of the players have left the ice. **L1** will then skate backwards to the neutral zone face off dot closest to the benches behind the direction of the shot and follow the shooter during the penalty shot. **L2** will be positioned by the scorekeeper's bench facing the players benches as this position provides the best coverage of the players bench during the shot. (Figure 3.60)



**R1** will check that everyone is set for the penalty shot and that **L1** has moved from center ice, **R1** will then signal with the whistle that the penalty shot can start. **R1** will have the main area of responsibility of monitoring the shooter and **R2** will monitor the goalkeeper. (Figure 3.61)

# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

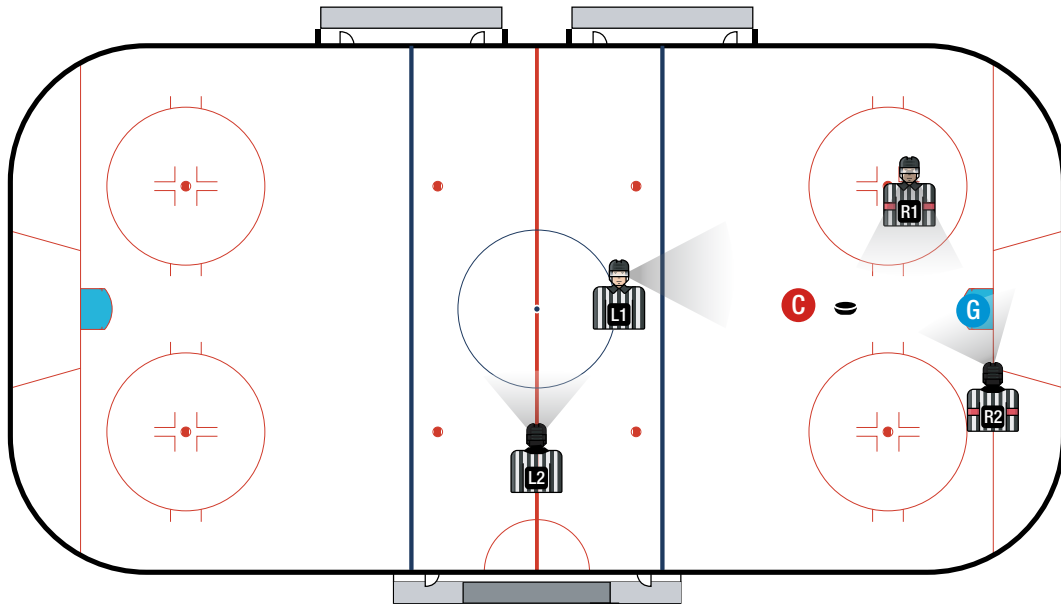


**L1** will follow the shooter 4-5 meters directly behind focusing on puck movement to monitor if the shooter is moving/playing the puck backwards. **L2** has the responsibility to monitor the players benches for any infractions occurring during the shot. **R2** is responsible for making the official signal for goal or a wash out if no goal is scored. If required, **R1** can also signal a wash out (no goal) or goal if **R2** is blocked or does not have a good view of the situation. If **R1** has a different opinion than the decision made by **R2**, it is important that this is discussed immediately and a final decision is agreed and communicated to the teams. The linespersons may also be involved in the discussion if they have observed something that could change the decision made by the referees. The key in this situation is that both referees share the responsibility in the decision making and cooperation is of the utmost importance. (Figure 3.62)

After a shot has been taken, **L1** is responsible for controlling the players and **L2** is responsible for retrieving the puck. If it is during a game winning penalty shootout procedure both linespersons will alternate being the **L1** and **L2**.

# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

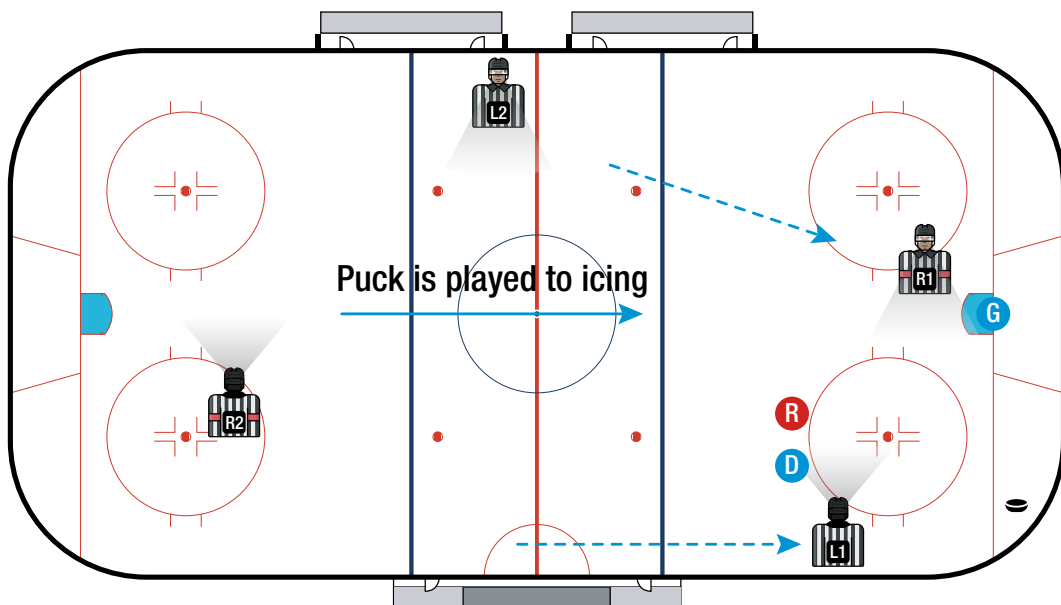
FIGURE 3.62



## 3.7. PROCEDURE AND AREAS OF RESPONSIBILITY DURING ICING

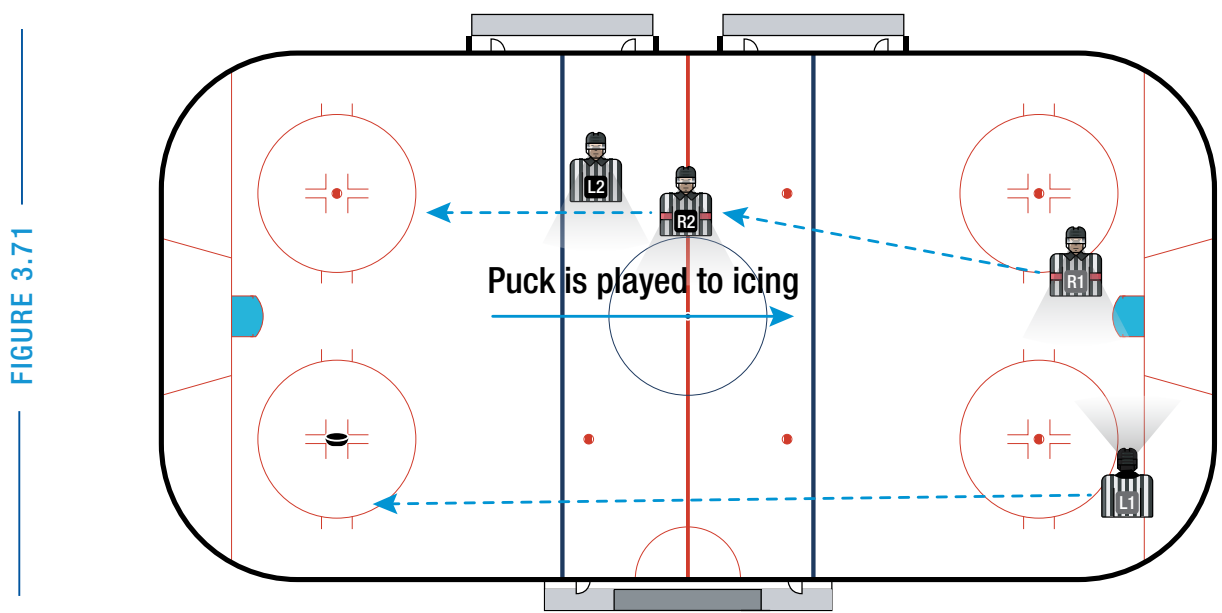
When an icing is in effect, **R1** will maintain a position where the play is kept in front of them by actively skating backwards to create the best sightline. This might not always be possible and **R1** must be flexible and use forward skating where required and still maintain focus on the play to make a decision on possible infractions during the race for the puck

FIGURE 3.70

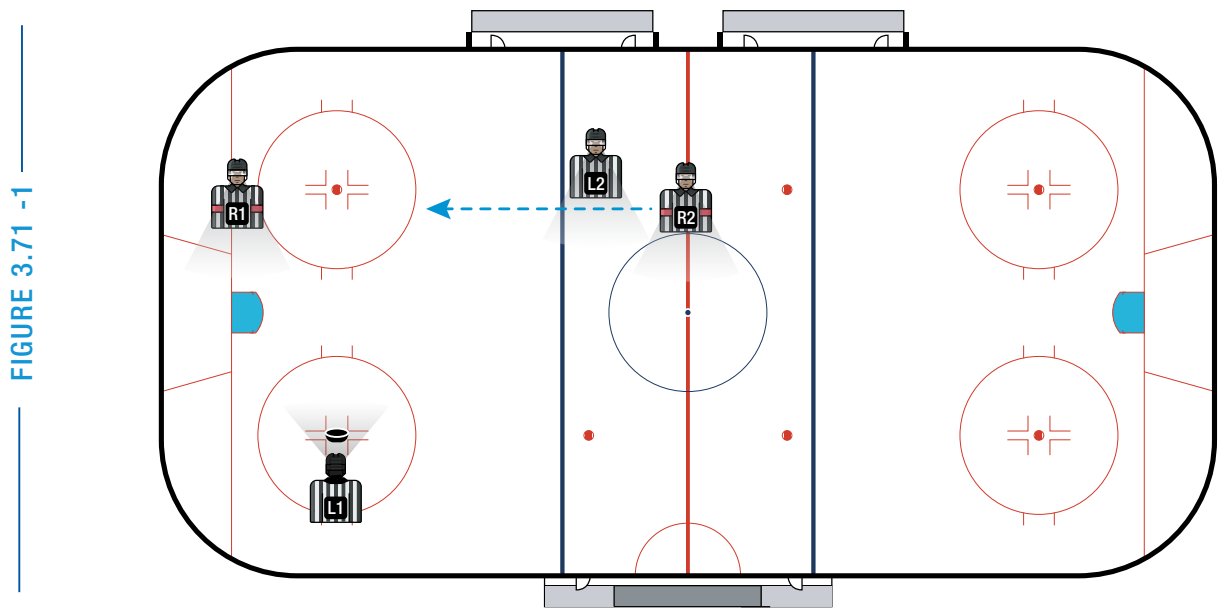


# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

**L1** is the front linesperson in charge of the icing and must communicate clearly with the involved players and the other officials to avoid and prevent dangerous situations. Active skating is a key factor to enable good positioning for the decision and for communication. As soon as the icing has been called or waved off, the priority for **L1** is controlling the players. **L2** must use active skating to follow the play up over the center red line and then focus on supporting **R2** with player control in the neutral zone. (Figure 3.71)



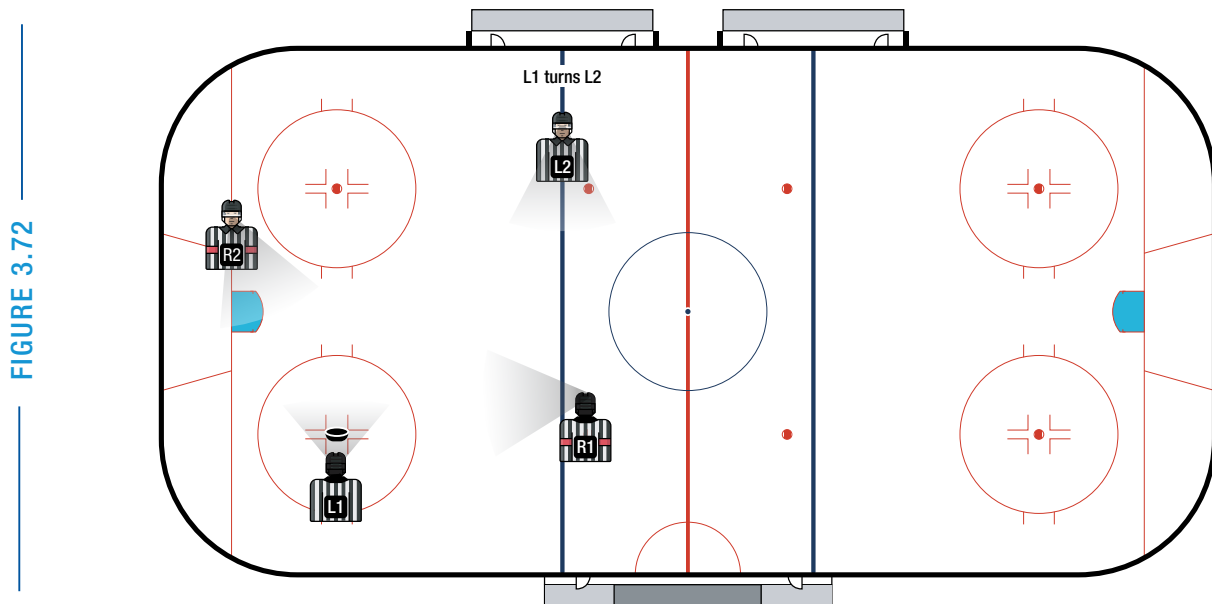
**R2** will conduct the line change procedure and ensure that the correct number of players are on the ice for the following face-off. **R1** and **R2** will change ends right after the icing and actively skate to their new position prior to the face-off.





# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

**L1** will actively skate with the puck and Deliveres the puck to **L2**. **L2** will communicate with the attacking team prior to the face-off regarding on which side the following face-off should take place and then point in the direction of the chosen face off spot. **L2** will conduct the face off after the delivery of the puck from **L1**. After the face-off, **L1** will now be **L2** and **L2** will be **L1**. (F(Figure 3.72 and 3.72-1).



After delivering the puck, **L1** who is changing into **L2**, should always skate behind the net and up to the position on the blueline.

# FOUR-OFFICIALS SYSTEM

## PROCEDURE DURING STOPPAGE OF PLAY

### 5 PROCEDURE DURING STOPPAGE OF PLAY

#### 5.1. CALLING PENALTIES

Both referees can call penalties whenever they see them during the game, regardless of where the infraction happens on the ice and regardless of where the other game officials are located. The determining factor will be which of the referees have the best sight line to the situation.

Both referees can have a delayed penalty and call the same penalties in the same situation or have different penalties in the same stoppage of play. When this occurs, it is important that both referees communicate regarding what penalties are being called. In the case where there are two delayed penalties called on the same team by **R1** and **R2**, **R1** will stop the play and start the normal penalty procedure. Immediately after **R1** has completed their penalty procedure, **R2** should complete their penalty procedure to confirm that the delayed penalty is not the same as **R1** has assessed.

The referee that stops play to call a penalty will also be the referee that reports the infraction to the scorekeeper's bench. When the play is stopped in the neutral-zone in a situation where both referees are assessing the same penalty the referee closest to the scorekeeper's bench that will report the penalty to the scorekeeper's bench. If both referees are stopping play and play is in the end zone it is always **R1** that will report the penalty to the scorekeeper's bench. When play has been stopped and both referees are assessing different penalties, a short discussion should take place between the referees to confirm the penalties assessed and who should report to the scorekeeper while the other referee will start the line change procedure.

If a referee is assessing more than one penalty at the stoppage, it is important to clearly show the signal to all players on each penalty being assessed. Referees must ensure they do everything they can to minimize the risk of uncertainty in the situation.

It is important that both referees are very restrictive with using the wash out signal when determining if a penalty shall be assessed. Referees must take into consideration the sight lines that **R1** and **R2** will have into the play as **R1** closest to the play could have a sightline that is not as good as **R2** who will be a further away. A wash-out signal from **R1** while **R2** raises their arm for a penalty could send a bad signal to the teams and undermine the credibility of each other for the rest of the game. The same applies if using to any unofficial signals that could be both small and subtle but still indicate a decision by the referee. At all times avoid gestures like shaking of the head or fingers etc. to communicate judgment on the play. No call is the only "signal" needed to indicate that no penalty was seen from that position.

#### 5.2. PROCEDURE WHEN CALLING PENALTIES

If **R2** is the referee calling the penalty in a position from the neutral zone, after reporting the penalty to the scorekeeper's bench, **R2** will become **R1** and take a position in the end zone for the following face off. The other referee will conduct the line change procedure in the neutral zone and then take a position according to the face off procedure in the neutral zone. If **R1** is the referee calling the penalty from the end zone, they will report the penalty to the scorekeeper's bench while **R2** will maintain their position in the neutral zone and conduct the line change procedure.

# FOUR-OFFICIALS SYSTEM

## PROCEDURE DURING STOPPAGE OF PLAY

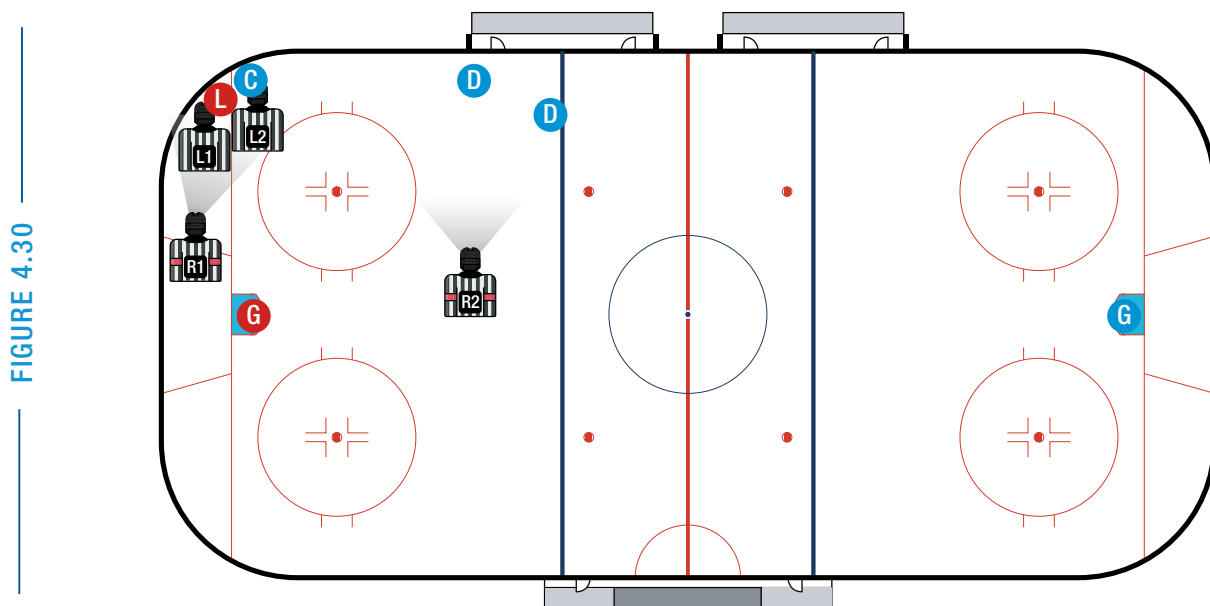
### 5.3. PROCEDURE DURING A SCRUM/FIGHT

There should never be any situation where the referee gets physically involved with players that are involved in a scrum or fight. The referees should be to take a position away from the direct area of the scrum/fight so that they can get a good overview of the situation. The linespersons should be the ones in the officiating team that will actively try to deescalate the situation through verbal cues or presence, and if needed, physically interrupt the involved players..

When the scrum/fight is occurring in the end-zone, it is the main responsibility of **R1** to call and report the penalties. When needed **R2** should be consulted to ensure the correct penalties are called. **R2** will maintain control over the benches and monitor the players to ensure no players from either team enter the ice in relation to the situation. **R2** will also monitor the “point player” closest to the blue line and their movement during the situation and assess whether they pass the top circle line.

**R2** must memorize/note down the numbers of the players involved in the scrum. This is important if the goalkeeper gets involved in the situation and a player on the ice needs to serve the penalty or if there are players that come in from the benches into the situation.

The linespersons should always try to work together in every situation when attempting to break up a fight/scrum. When the linesperson is determining the right moment to enter the situation, it is very important that the linespersons safety is always considered first and never deprioritized. The referee must support the linespersons by punishing any player that endangers the linespersons when conducting their duties.



# FOUR-OFFICIALS SYSTEM

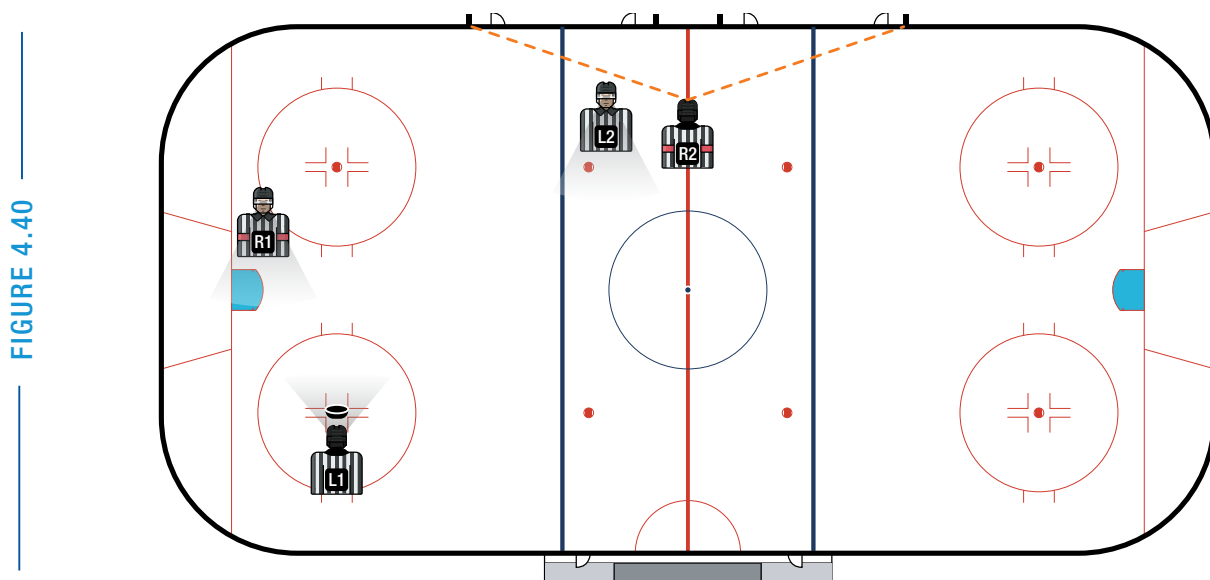
## PROCEDURE DURING STOPPAGE OF PLAY

### 5.4. CHANGING PROCEDURE DURING STOPPAGE OF PLAY

Only one referee will be in control of the line change procedure. The basic rule in this procedure is that when the play is stopped, **R2** will take charge in this procedure towards the benches. If the following face-off will be moved back down the ice from the current stoppage location, such as for an offside pass or playing with a high stick, the two referees will decide between themselves regarding who will become the **R2** and take charge of the line change procedure. If there is a situation where it is unclear who will control the line change procedure, the referee that will be in the position of **R2** after the face off will be in control of the line change procedure.

When conducting the line change procedure, **R2** should be positioned on the center red line and in a vertical line with the face off dots in the neutral zone. This is the best position to create good communication and to establish a presence with the teams/coaches. Teams must not unnecessarily slow down the line change procedure and take more time than is needed to complete their change and be ready for the following face off. **R1** will maintain overall responsibility to monitor players at the same time as they are moving towards the location for the face off.

**R2** should also monitor the jerseys of the changing players coming on to the ice to ensure that the jerseys are positioned outside the pants prior to the face off. (Figure 4.40)



# FOUR-OFFICIALS SYSTEM

## PROCEDURE DURING STOPPAGE OF PLAY

### 5.5. PROCEDURE FOR OFFICIAL VIDEO REVIEW

When a referee signals for a video review, that official will have the main responsibility during the video review. That official will report to the scorekeeper's bench and will contact the VRC and lead the conversation. If there is no screen to watch in the scorekeeper's bench, the other referee will remain on the ice with the linespersons and monitor the players benches. If there is a tablet or screen located in the scorekeeper's bench, then both referees should watch the situation and the referee that initiated the review will communicate with the VRC.

Prior to the contact with the VRC, it is important that the entire officiating team have a short debrief of the situation that is about to be reviewed so that the referee in contact with the VRC can give as much input as possible for making the correct call. If the team is equipped with communication headsets, they do not need to meet in the crease but the debrief should still take place.

The discussion should focus on what is being reviewed, and what the subsequent call will be after the review has been completed. Any discussion after the review has completed will only be made with the assigned captain of each team. If a referee remains on the ice during the review, they should not comment on the review or inform the coming decision in the review to other players.

As stated in the rules, it is important that the referee has the final on ice decision on the situation being reviewed in case the review is seen as inconclusive.

The referee that is leading the conversation with the VRC is also the referee that will make the official communication about the decision on the ice and is seen as R1 in the following procedures. During the video review the main task for the LP is player control on the ice and on the benches. It is important to actively work to assure that both teams have their players around or in their respective players' bench. If needed all players can be ordered off the ice excluding the goalkeepers.

#### Coaches Challenge

The above procedure is to be used for the procedure of coaches' challenge and as stated in the official rulebook. Please note that for a coaches' challenge in connection to an offside situation it is the responsibility of the LP to make the review in the same procedure as for the referees in any other review.

#### Video review for Penalty confirmation

All situations where a major penalty or a match penalty is called shall be reviewed by the referees if nothing else is stated prior to the event. The procedure to follow should follow the same as for the video review of a goal but the VRC can not be giving any information to the game officials making the decision. The game officials shall use the procedures as described in the rulebook. It is important to note that the game officials must place the penalized player in the penalty box prior to making the review.

#### Review of double minor penalty for high stick

The review of a double minor penalty for high stick can be made and must not be made to review a situation where the game officials has called a double minor penalty for high stick. The process to follow is the same as for reviews on major/match penalties and as stated in the rulebook.

# FOUR-OFFICIALS SYSTEM

## 2 REFEREES AND 1 LINESPERSON SYSTEM

### 6 2 REFEREES AND 1 LINESPERSON SYSTEM

#### 6.1. BACKGROUND

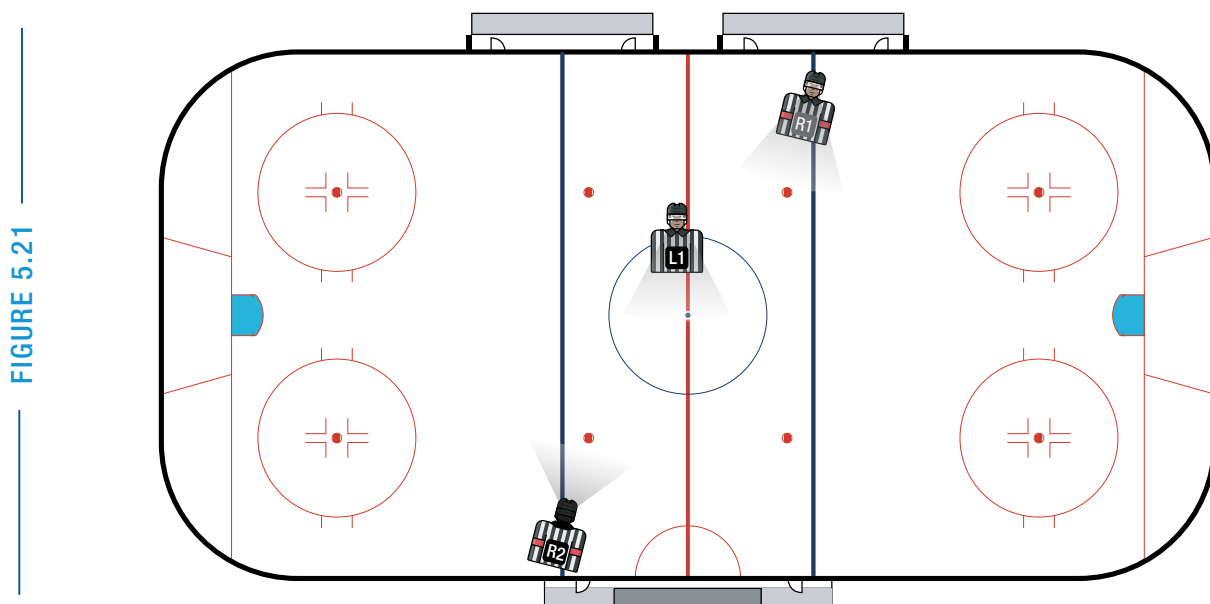
The 2 Referees (R1 and R2) and 1 Linesperson (L) System is only used in the case where a linesperson, in the Four-Officials system, is injured or not capable of fulfilling the duties on the ice. In the case where a referee becomes incapable of proceeding with their duties, the officiating crew should revert to the Three-Officials System.

“R1” and “R2” references the two referees just as in the rest of the Four-Officials system. When a game official is referenced as “L”, it refers to the remaining linesperson in the game and their duties. Note: “R1” and “R2” are numbered for identification only

#### 6.2. FACE-OFF PROCEDURES

##### Start of the game and periods

“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 facing the open ice. (Figure 5.21)



##### After Scoring of a goal

“R2” will report the scoring to the scorekeeper.

“R1” will observe players for potential penalties. As players leave the zone, “R1” will skate to center ice to a position nearer and between the two players benches, maintaining full view of players.

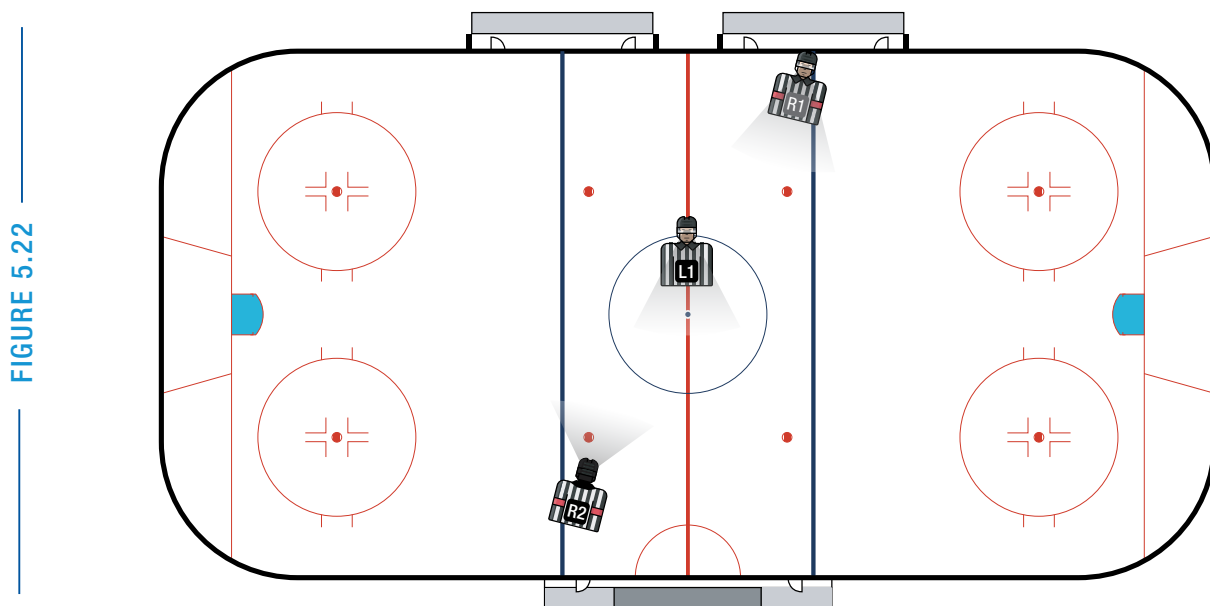
# FOUR-OFFICIALS SYSTEM

## 2 REFEREES AND 1 LINESPERSON SYSTEM

“R1” will conduct the line change procedure. “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.

“L” will pick up the puck and proceed to the center red line and conduct the faceoff facing the team benches. (Figure 5.22)

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



### Neutral zone

The “R” not retrieving the puck will conduct the line change procedure as described in section 5.5.

“L” will drop the puck facing the referee positioned on the other 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 if play would directly moves directly towards that side of the ice.

If the 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 as puck moves into the attacking zone.

“R2” moves up to a position at the blue line to cover the play in the end zone.

“L” moves to the centre red line releasing responsibility for covering the blue line to “R2”. 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 when play goes into to the end zone.

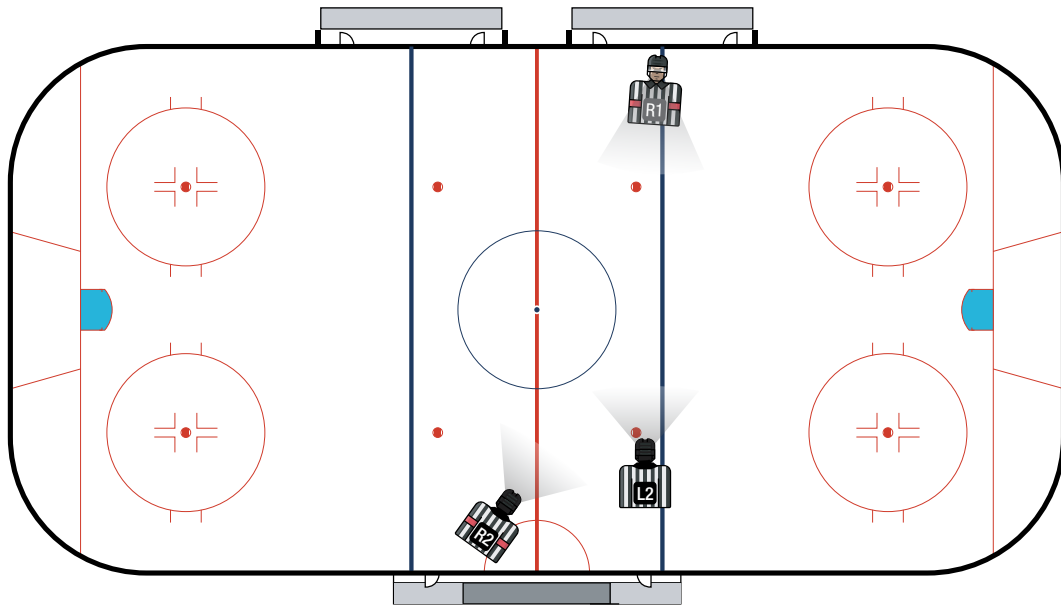
“R1”, trailing the play, moves up to a position at the blue line.

“L” moves to the red line releasing responsibility for covering the blue line to “R1”

# FOUR-OFFICIALS SYSTEM

## 2 REFEREES AND 1 LINESPERSON SYSTEM

FIGURE 5.23



### 6.3. FACE-OFF PROCEDURES – END ZONE

#### End zone

“R1” primary responsibility is to signal a legal goal and to see that a proper faceoff is conducted.

“R1” is positioned the goal line and the circle across from the faceoff.

“R2” conducts the line change procedure, then lines up on the blue line. “R2” will also see that a proper faceoff is conducted and covers the blue line. “R2” is responsible for monitoring the players behind L’s back during the face-off.

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

After the puck is dropped, if 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.

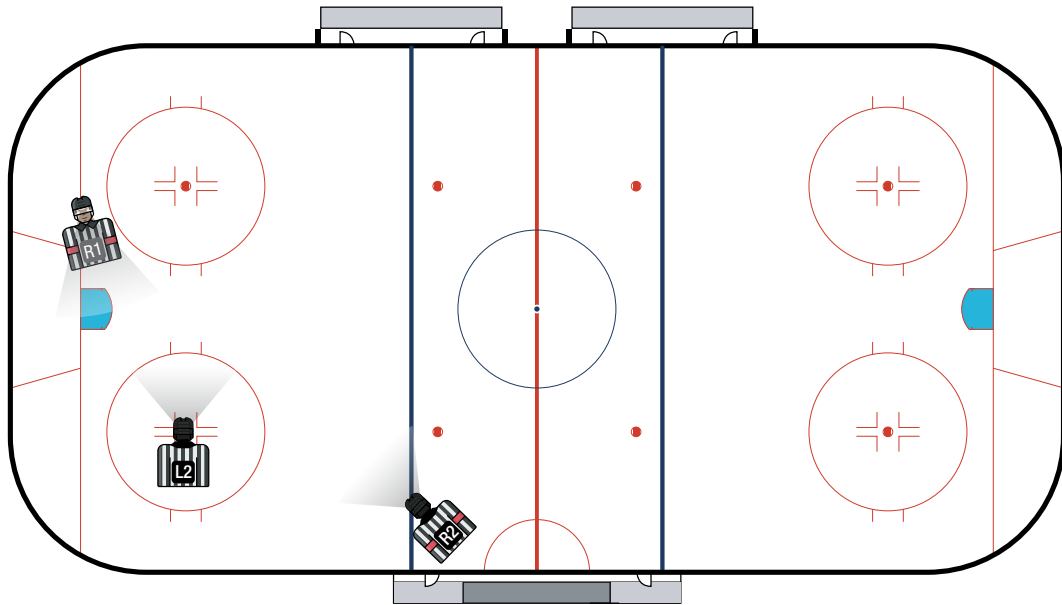
“R1”, trailing the play, moves up to a position at the Team B blue line. “L” moves to the centre red line releasing responsibility for covering the blue line to “R1”.



# FOUR-OFFICIALS SYSTEM

## 2 REFEREES AND 1 LINESPERSON SYSTEM

FIGURE 5.31

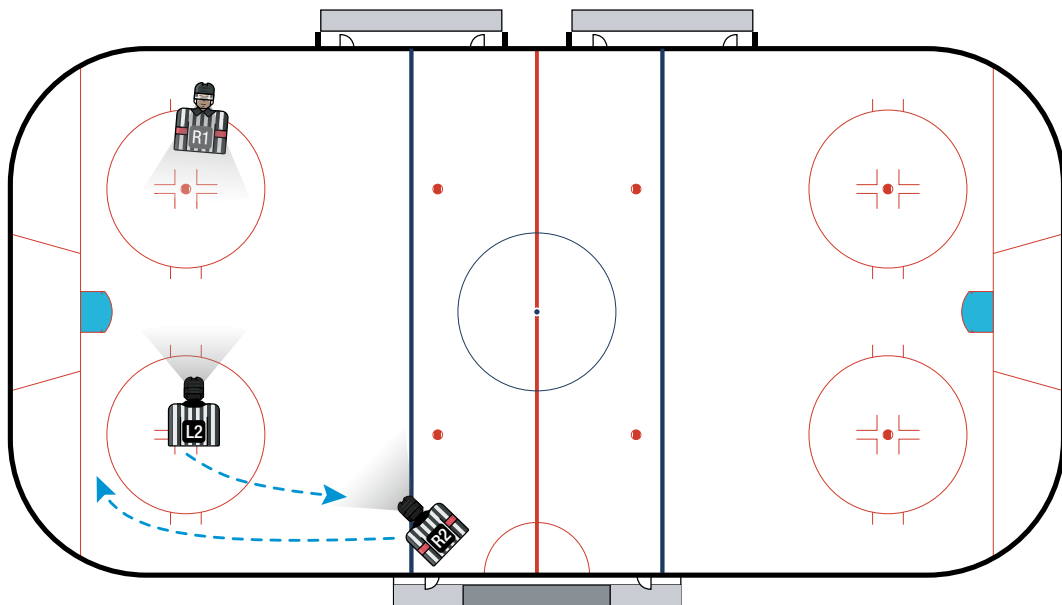


### End zone with less than 10 seconds

“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 same side of the ice as “R1”, then “R2” would move to the goal line, with “L” moving to the blue line observing the play at the buzzer.

FIGURE 5.32



# FOUR-OFFICIALS SYSTEM

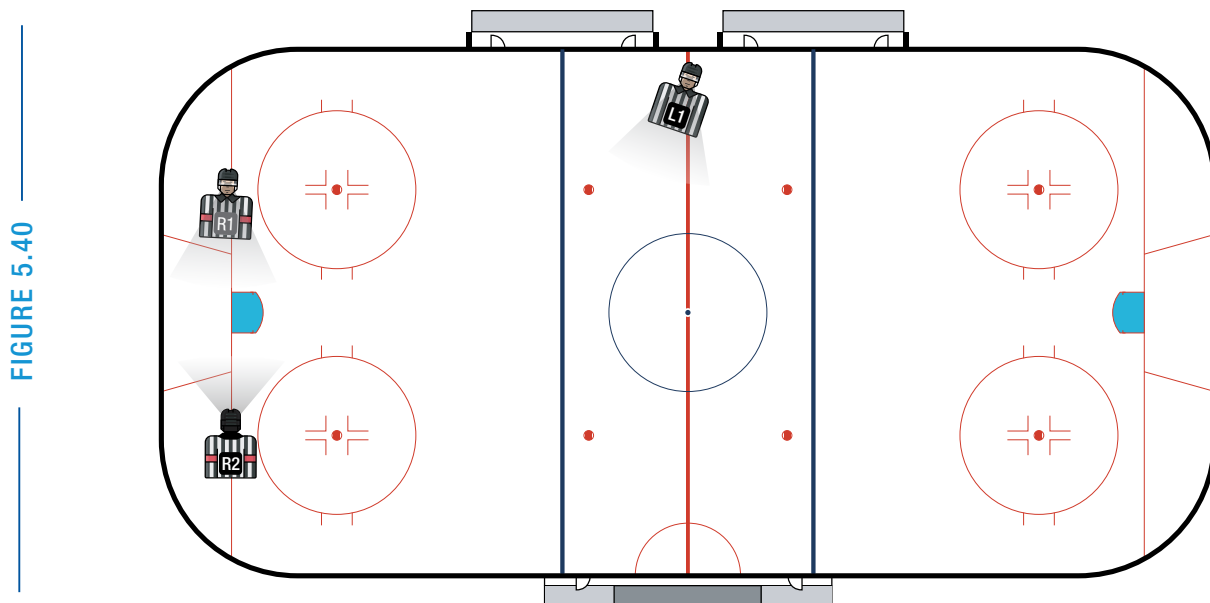
## 2 REFEREES AND 1 LINESPERSON SYSTEM

### 6.4. PENALTY SHOT / GAME WINNING SHOTS

“R1” is on the goal line and will signal a legal goal, if scored, or the washout signal.

“R2” will assist “R1” with calling a legal goal. After the shot is taken, “R2” picks up the puck and places the puck at centre ice, or hands the puck to “L” to faceoff the puck at the faceoff spot in the endzone and game continues.

“L” is positioned at the red line conducting the penalty shot procedure.



### 6.5. LINE CHANGE PROCEDURE (REFER TO IIHF RULE 82.2)

“R1” or “R2” 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. They will become “R2” for the ensuing play.

“L” goes to the location of the faceoff.

The other “R” retrieves the puck and takes it to “L”.

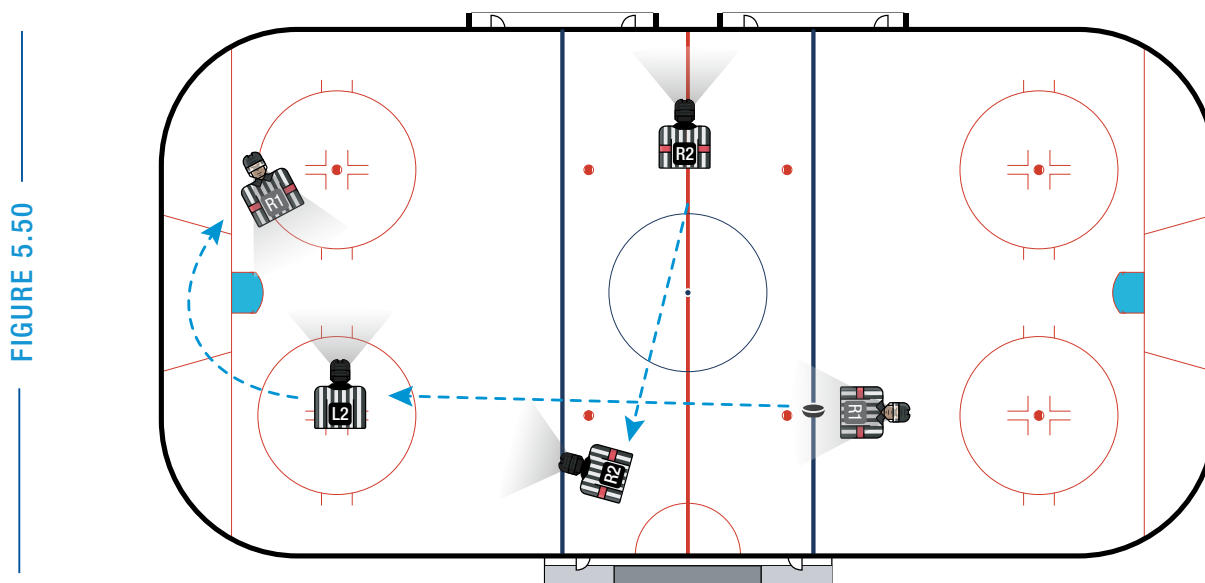
“R” takes a position opposite the “L” for the faceoff.

“R1” points to the faceoff location starting the line change procedure. After five (5) 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 (8) seconds to complete its line change. After eight (8) 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 (5) seconds.

# FOUR-OFFICIALS SYSTEM

## 2 REFEREES AND 1 LINESPERSON SYSTEM

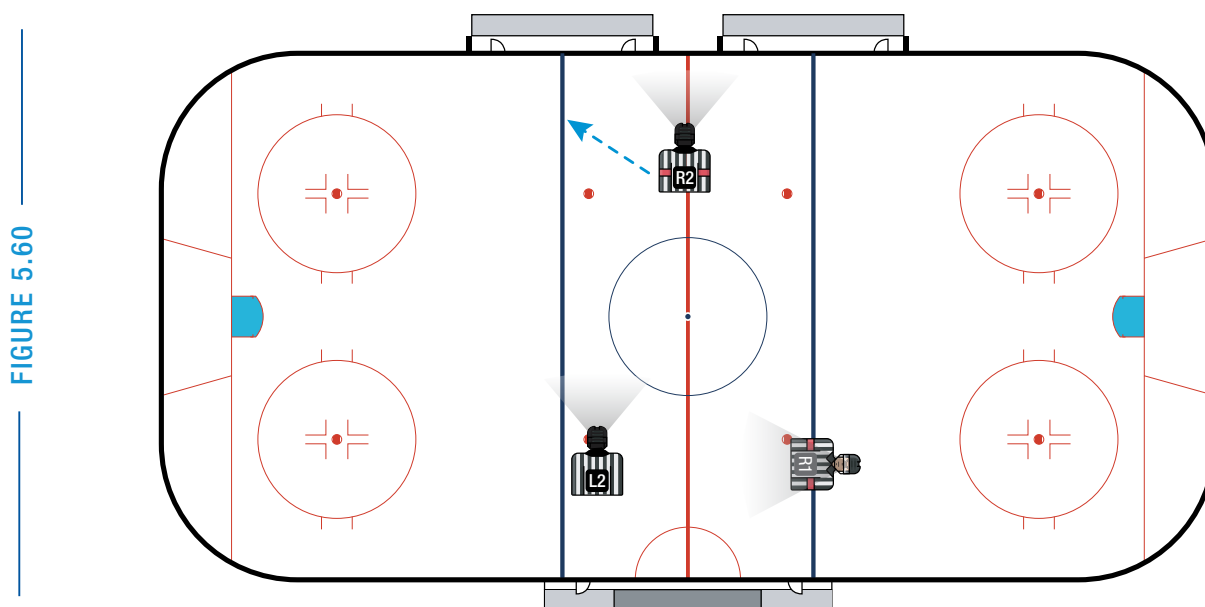


### 6.6. OFFSIDE

“L” will call the offside. The “L” goes to the location of the faceoff and conducts the faceoff.

“R1” retrieves the puck. (If “R1” or “R2” calls the offside, the respective “R1” or “R2” will go to the faceoff location and the “L” will retrieve the puck and conduct the faceoff). “R1” or “R2” not retrieving the puck will handle the line change.

“R1” and “R2” must always keep the entire ice surface in their view. 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.



# FOUR-OFFICIALS SYSTEM

## 2 REFEREES AND 1 LINESPERSON SYSTEM

### 6.7. ICING

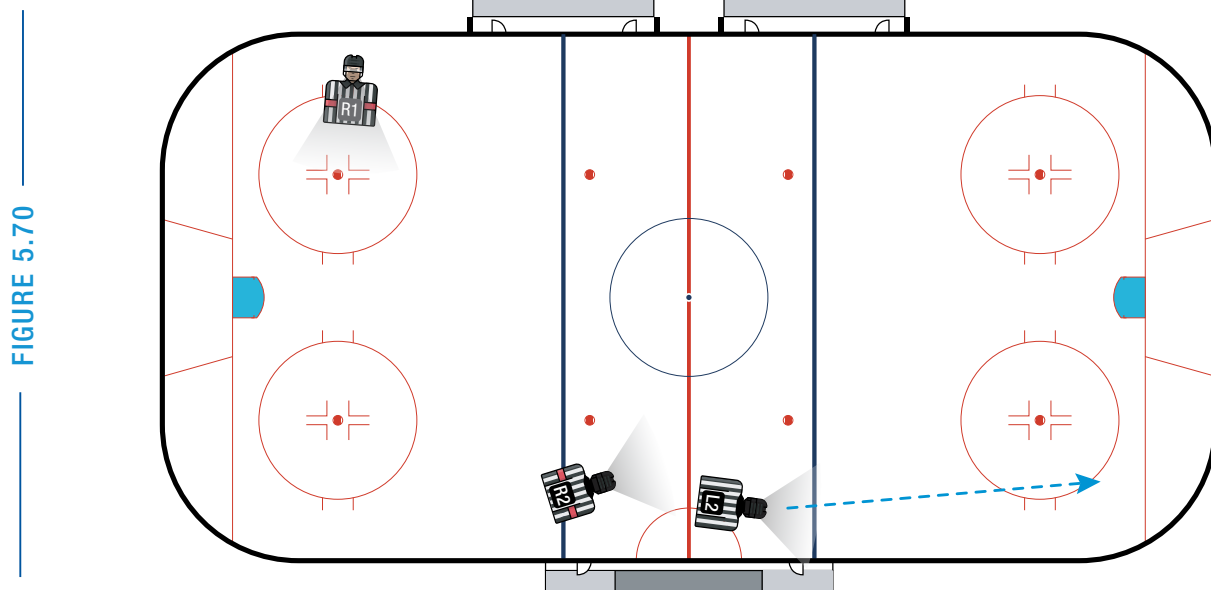
Icings will be handled by the front two game officials.

“**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 (this is to not confuse the teams between what is a delayed penalty and what is icing).

“**L**”, seeing “**R1**” icing signal, skates to the Team A goal line. 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 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 “**R1**” or “**R2**” 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, **L** will give the washout signal, nullifying the icing









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