

IIHF OFFICIATING PROCEDURE MANUAL

# FOUR- OFFICIALS SYSTEM



INTERNATIONAL  
ICE HOCKEY  
FEDERATION

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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 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 it was a part of the WM in Canada by the year of 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 him more often, rather than following the play from behind.
- In the four-officials system the backward skating is much more used 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 in 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 different and more optimized with the procedures and mechanics in place.
- The basic work of the LP will be slightly from the three-officials system and as well the focus on the activity and intensity of the LP.

#### 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.
- Gaining better sight lines into the situations to make the correct calls.

# FOUR-OFFICIALS SYSTEM

## INTRODUCTION

### 1.5. TERMS

- **Referee** = is divided too Referee number 1 (R1) and referee number 2 (R2). R1 is referred to as “leading referee”. Often the referee closest to the playing area. R2, referred to as” trailing referee”. Responsible for the area outside the main playing area and supporting the R1. From here on the referee will be referred to as "Ref"
- **LP** = is divided too LP number 1 (L1) and LP number 2 (L2). L1 Makes call for the offside and the decision on the” race” towards the puck during an active icing. Supporting referees in the close area around the play/puck. L2 is having its focus area around the center line – Icing calls, support L1 with offside decisions. Support referees with player control outside main area of play. From here on the LP will be referred to as "LP".
- **Disconnected** = Game official is put in a position where it does not have a good sight line on his main area of responsibility or is too far away from the play, which diminishes sight lines and reduces presence.
- **Sight line** = The area and sight line the game official has towards the play and the area of responsibility. In this document clarified by a shaded sight line from the game officials "head".
- **Designated blue line** = the blue line the LP is set to be responsible for in the majority of the situations during the game.
- **“VRC”** = Video review consultant

### 1.6. REFEREE

For a Ref, 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 to aim to be made in a perfect way for each official. The Ref need to have the mobility that is needed to get 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 sets some high demands on the Ref feel for the game, Hockey IQ and ability to read where potential situations will occur.

It is an important balance between both Ref as they should never guess or make calls they have not seen, but at the same time not only drift along in the game and make the partner the one of the two referees having all the calls and work during the game.

### 1.7. LINEPERSON

The basic work of the LP is not that different in the Four-Officials System as from the three officials system. It should still be the most important priority that the LP is having a good player control over the full ice surface during play and at the same time to cover their areas of responsibility. In this mix of procedures, a good LP can also in a good way support the Ref, both during play and in the stoppages. To be able to do this there is a high demand on the official’s hockey IQ to read and react to the game in a proper way. The primary area of responsibility for the LP is to monitor the procedures and decisions around offsides and icing and should be set in first place for every LP prior to supporting the Ref.

# FOUR-OFFICIALS SYSTEM

## FACE-OFF

### 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.

### 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 is to be seen as a basic outline where all officials can have as a starting point and to have 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

LP will conduct all the face-off on the center ice face-off dot except from the face-off in the start of periods in regular playing time, this face-off will be taken by Ref. The face-off starting the overtime period shall be conducted by the LP.

Face-off on center ice is only to take place at the following events. Start of the period, after a goal has been scored, premature goalkeeper change (when the rules state it) and at **faulty called icing**. 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.

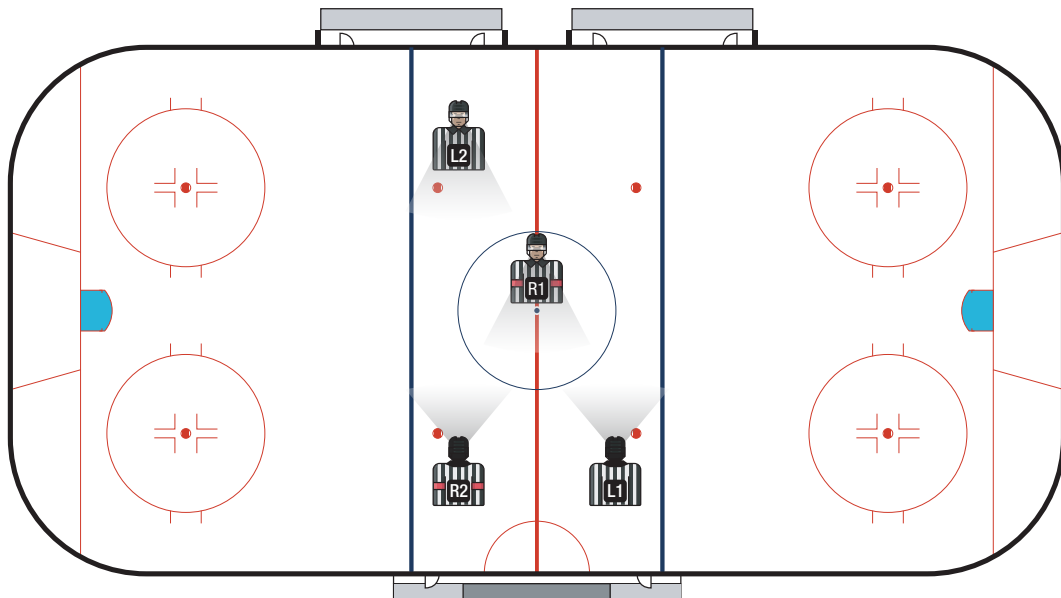
#### **Basic setup:**

R1, that is conducting the face-off should have its body towards the scorekeeper's bench. R2 is taking a position between the center ice line and the blue line. L2 is taking a position on the same blue line as the 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



The purpose to utilize this specific basic procedure is to optimize the number of sight lines into the main area area where focus situations can occur. It is important to note that even if it is only three times during the game this face-off will occur. And they will be just as important as any other face-off to set and maintain a good standard all over the playing field.

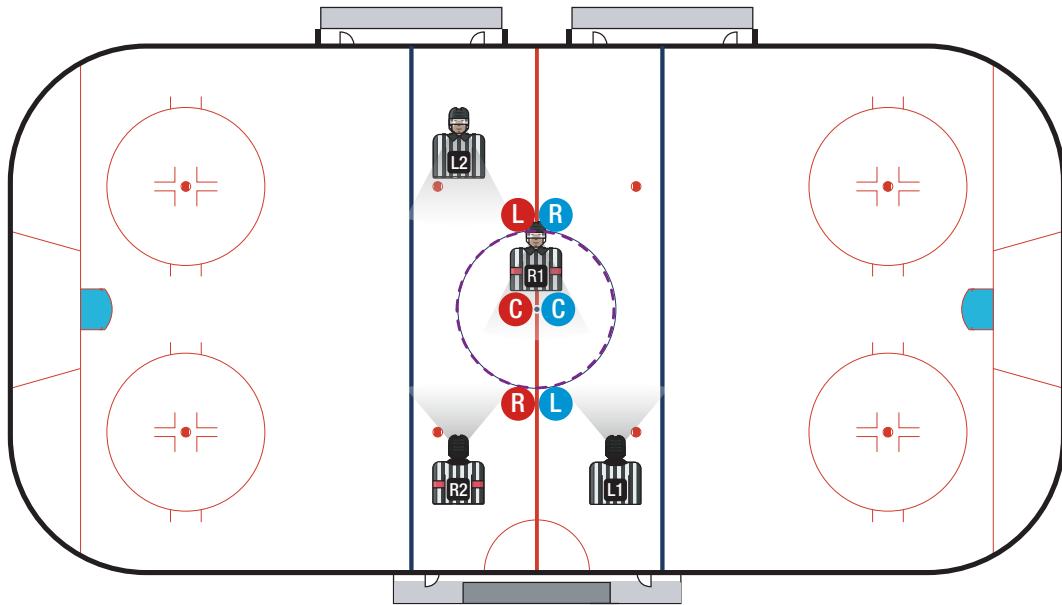
**R2 and L1 should not be positioned at the same blueline/face off dot**, this is to not lose the positive factor of having as many sight lines in too the situation as possible.

### Areas of responsibility:

**R2** is controlling the players behind the back of **R1** and the players participating in the face-off. **R1** is controlling the two players participating in the face off. **L1** and **L2** is watching the wingers outside the face-off circle (**Figure 2.21**)

# FOUR-OFFICIALS SYSTEM FACE-OFF

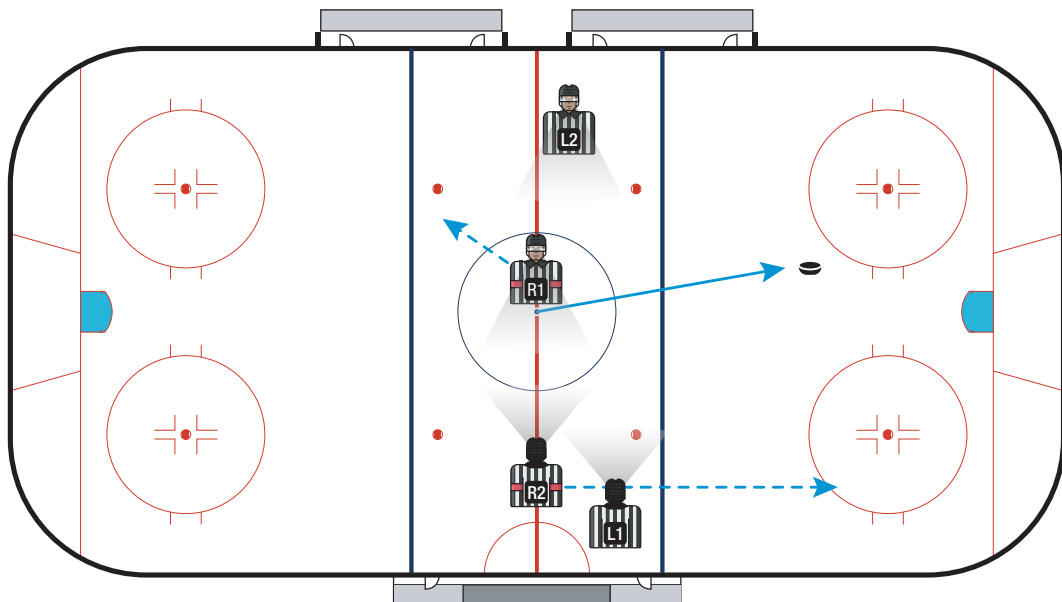
FIGURE 2.21



**Procedure:**

**R1** Drops the puck, stays in the position to control the players and the play before exiting the center ice face-off circle. **R1** will take a skating path to the opposite side of the ice then where the play is going. **R2** will follow the play into the side of the ice as it goes after the face-off. This means that **R1** and **R2** will switch in their areas of responsibilities in this transition. After the face off, **L1** and **L2** will move to their designated line that will be 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

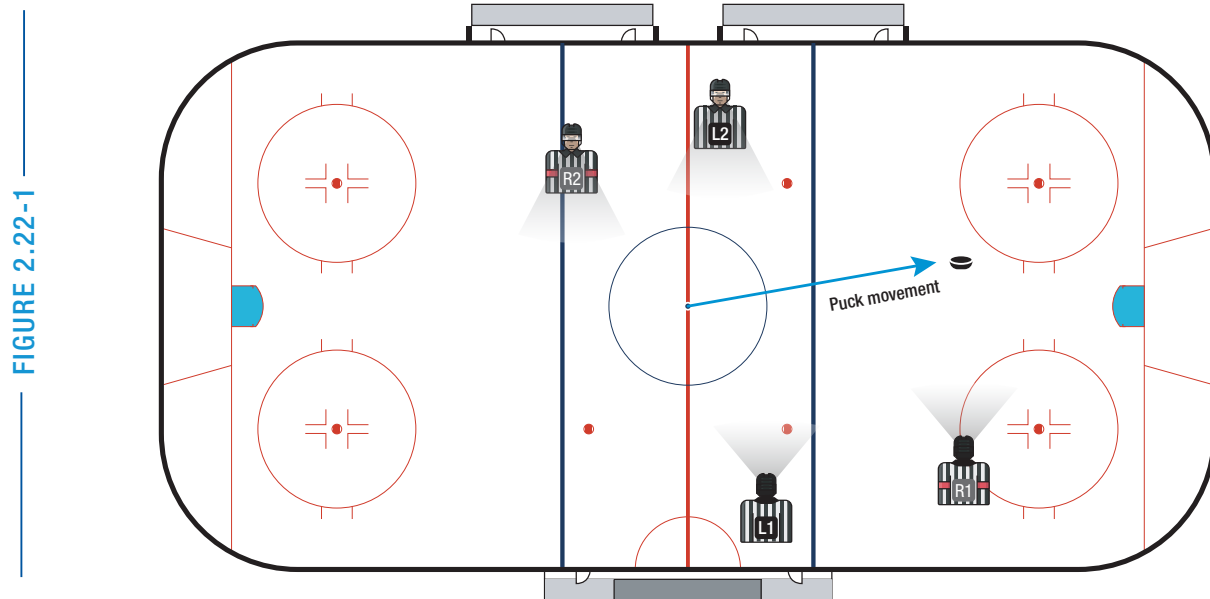




# FOUR-OFFICIALS SYSTEM

## FACE-OFF

All officials must be aware off that **R1** could be disconnected in the movement out from the face-off circle, this makes it important that **LP** supports the team in covering the ice for all situations



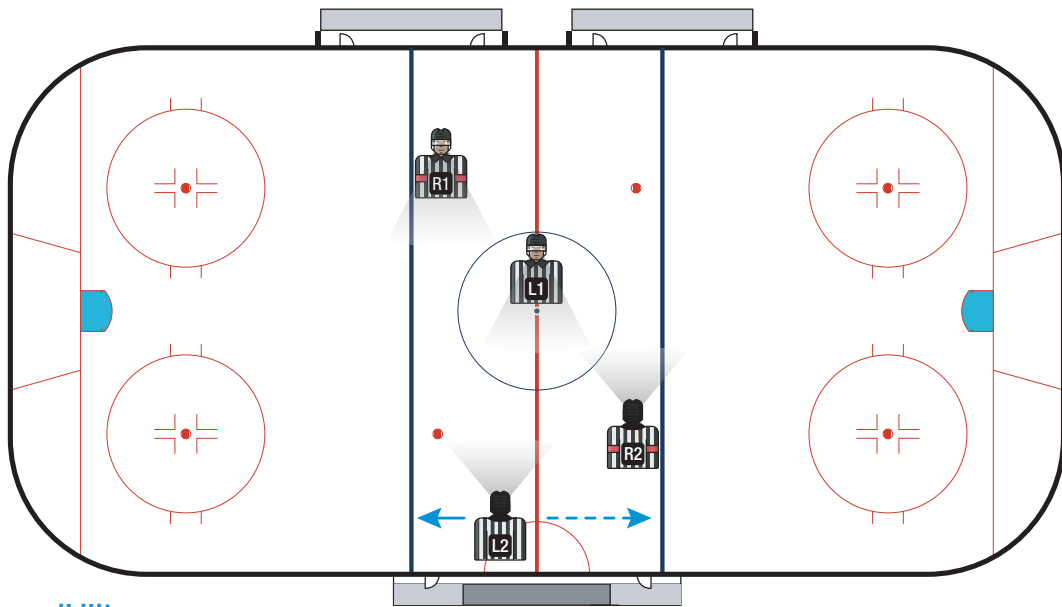
### 2.3. CENTER ICE FACE-OFF – LP

#### Basic setup:

If the face-off is made after a goal is scored **R1** will take a position outside the players bench of the scoring team. If the face-off is made in any of the other mentioned situations for this procedure, then the **R1** will decide on what side **R1/R2** will be positioned and **L2** takes position accordingly to that. **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 the area of responsibility. **L1** takes the position at the face-off dot in the center ice face-off circle. Having a position where the **LP** is facing the scorekeeper's bench and drops the puck. **L2** is taking a position on the center ice red line to be able to move in the direction where the play is going. This to be able to assist **L1** in on its designated blue line. When both **LP** is back in normal positions the proper adjustments will be made to cover the designated blue line. (Figure 2.30)

# FOUR-OFFICIALS SYSTEM FACE-OFF

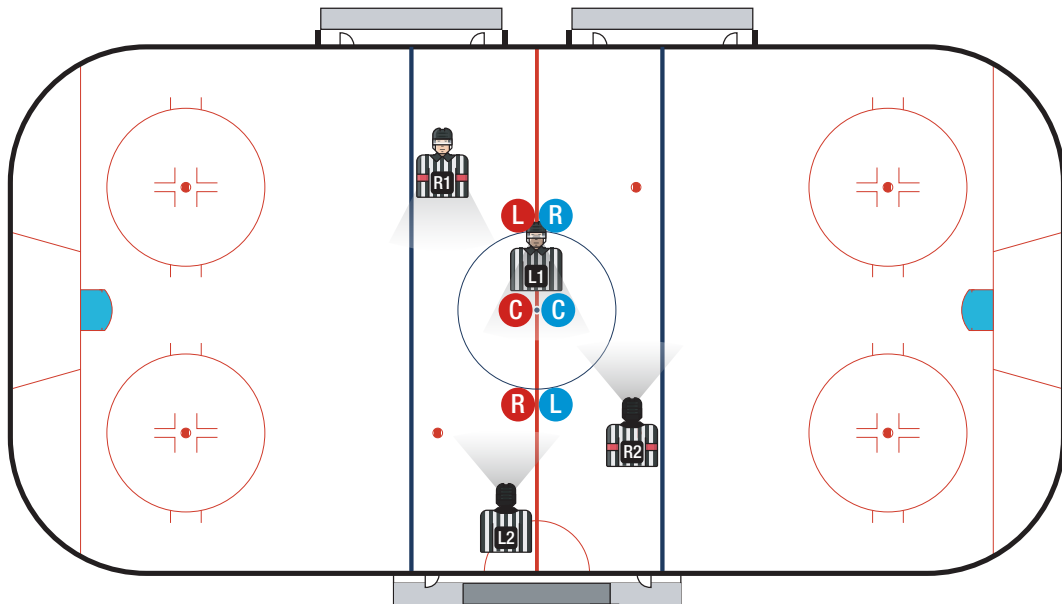
FIGURE 2.30



**Areas of responsibility:**

**R1** and **R2** are controlling the players outside the face-off circle from a diagonally perspective and as well the players taking part in the face off. **R1** and **R2** will support **L1** in assuring the work of having the players in a correct position before and during the face-off. **L1** is responsible for the position of the participating skaters in the face-off and the skaters to stay outside the circle. Before the face off **L2** should be supporting with player control moving into the face-off procedure. **(Figure 2.31)**

FIGURE' 2.31

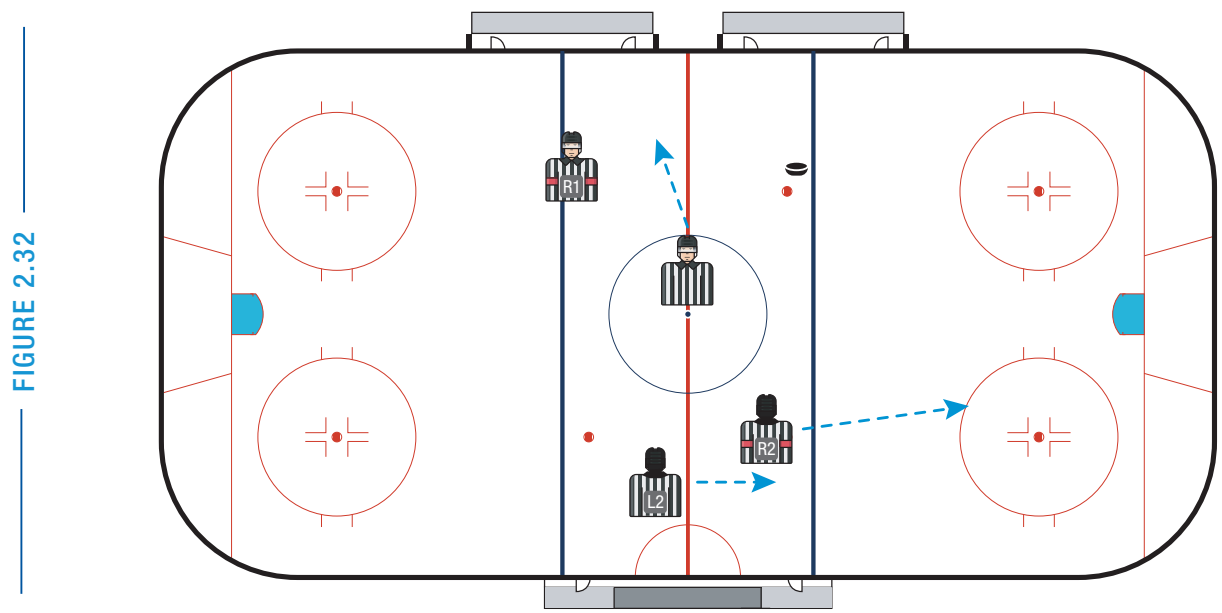


When conducting a face off after a goal has been scored it is **R1** that is responsible for the changing procedure and to watch for the approval of the goal from the **VGJ** or if the light is on for a video review when this is applied.

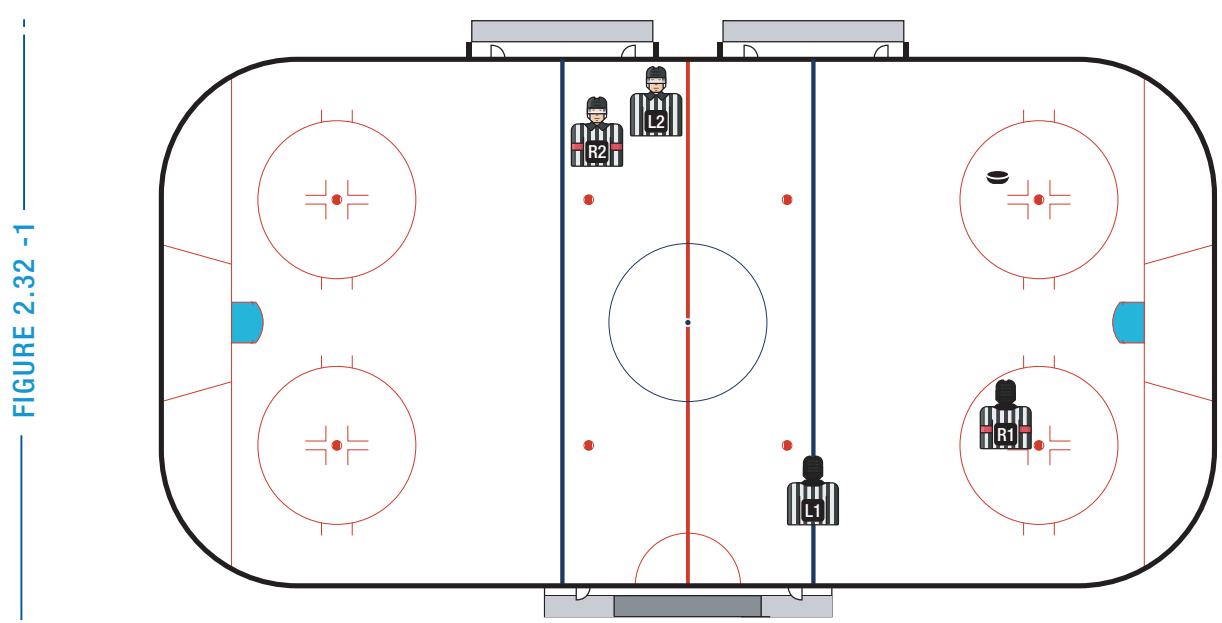
# FOUR-OFFICIALS SYSTEM FACE-OFF

**Procedure:**

L1 drops the puck. L1 should immediately take a position out from the center ice face-off circle and to a position around the designated area of focus. L2 will follow the play and maintain a diagonally position too L1, this position is selected so that L2 can assist L1 in covering the designated blue-line when needed. When both LP are back in normal positions the adjustments are made to maintain the designated blue-line blue line. (Figure 2.32 and Figure 2.32-1)



Depending on the movement of the play, Ref should be ready to assist in the offside decision as the play passes the blue line. If the ref is noticing an offside situation that the LP is not able to see the ref should stop play and signal offside.



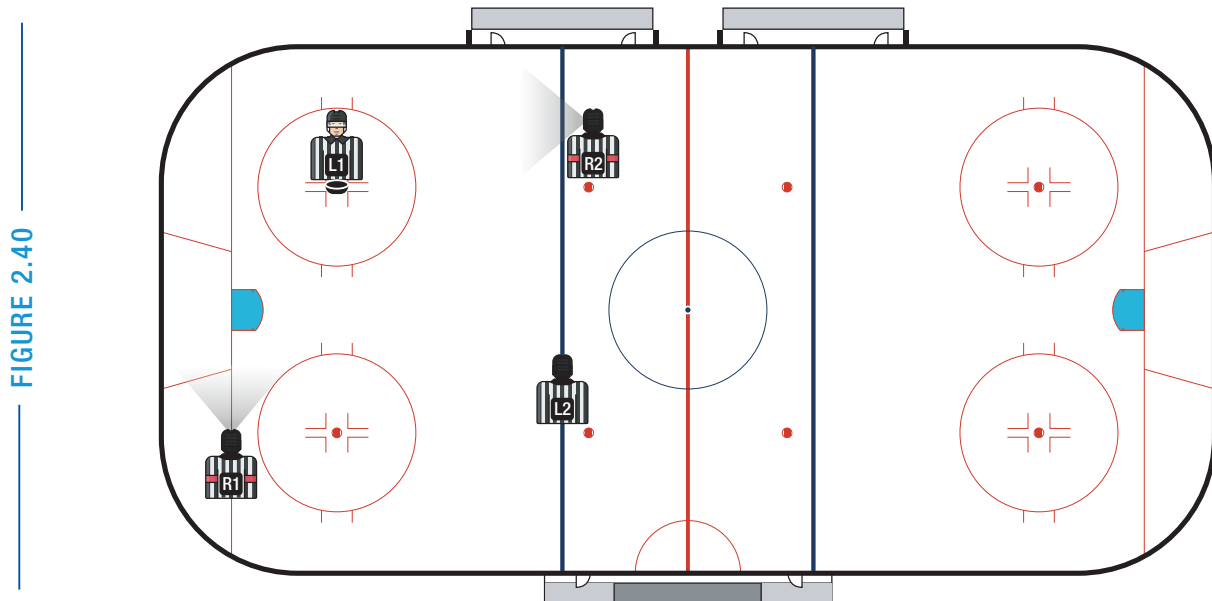
# FOUR-OFFICIALS SYSTEM

## FACE-OFF

### 2.4. END-ZONE FACE-OFFS

#### Basic setup:

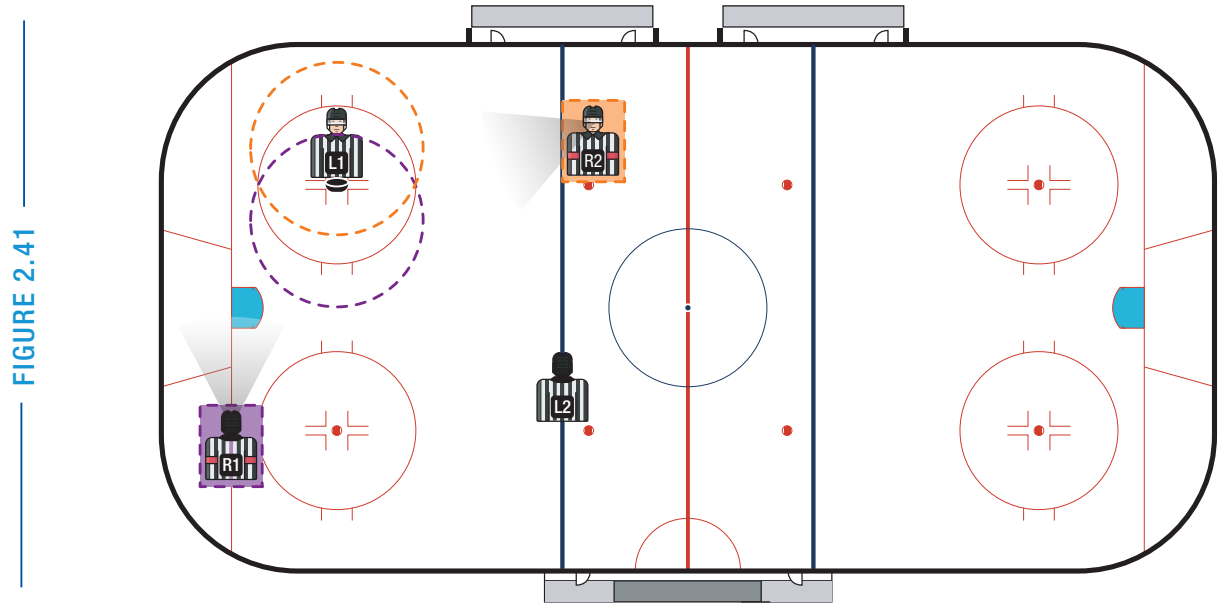
The Ref should be on opposite side of each other seen from a diagonal perspective. **R1** should take a position up towards the opposite face-off dot and the **R2** on the opposite side diagonally just outside the blueline. These basic positions should be taken in a way that they will optimize the angles for each official in too their areas of focus around the face-off. **L1** will take the 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 way so that the best possible sight line into the focus area around the face-off is created. (Figure 2.40)



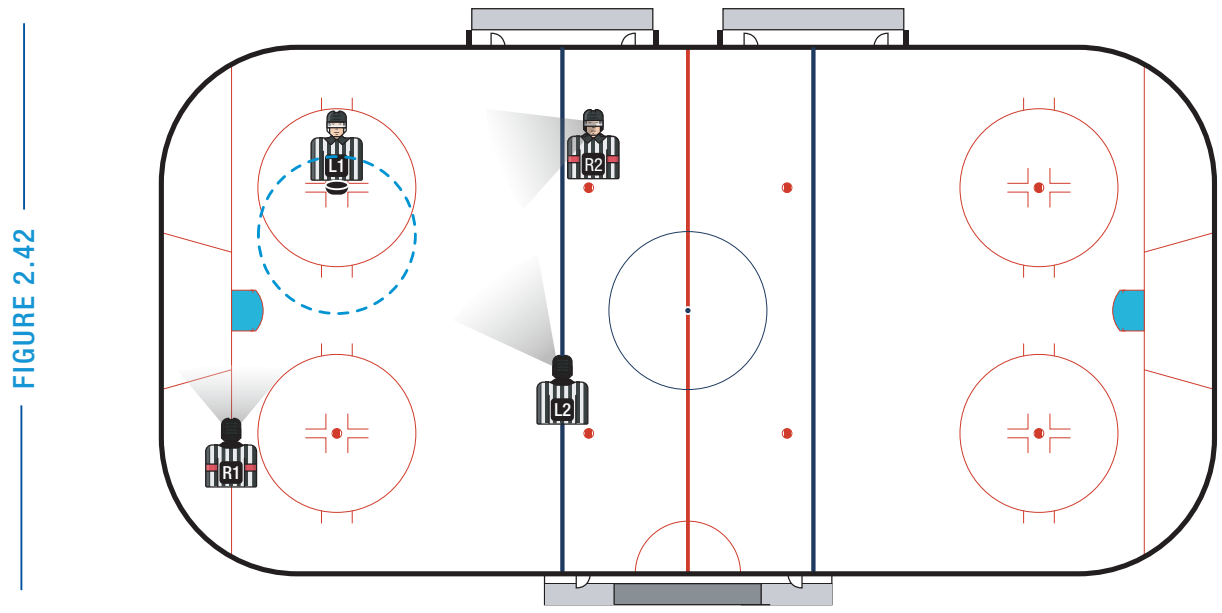
#### Areas of responsibility:

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



# FOUR-OFFICIALS SYSTEM

## FACE-OFF

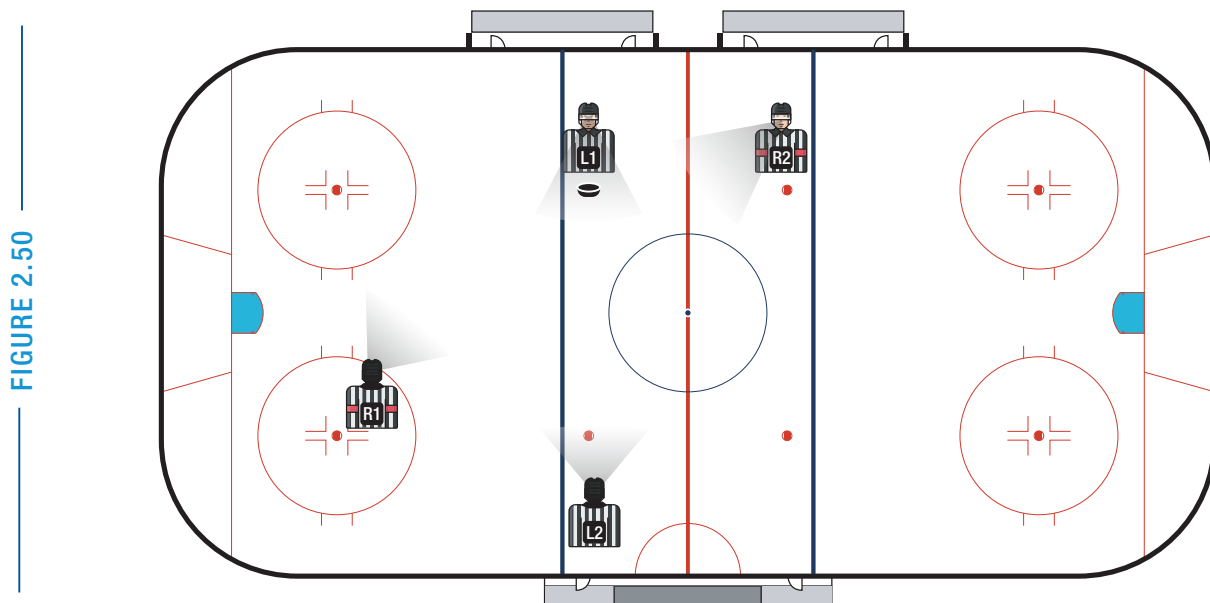
### Procedure:

**L1** is conducting the face-off. **L1** have no rush leaving, player control that is prioritized prior to leaving the circle and taking a new position in the neutral zone. **R2** can utilize the position outside the players benches for communication if possible, **R2s** primary focus is otherwise to support and help in the face-off procedure.

## 2.5. NEUTRAL-ZONE FACE-OFF

### Basic setup:

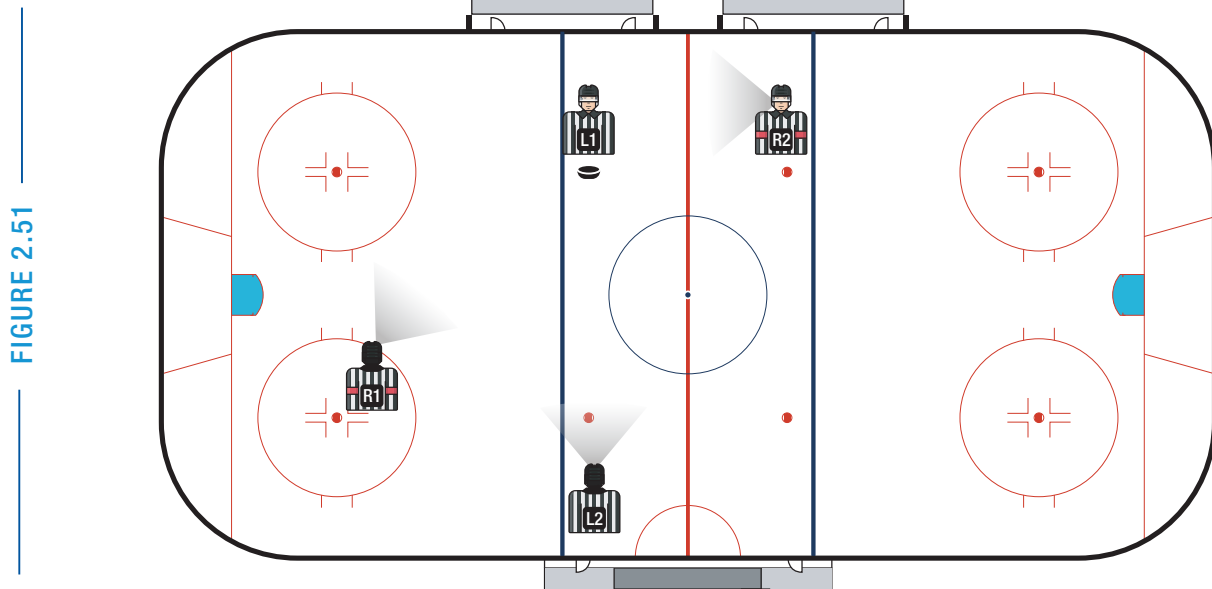
**R1** takes a position close to the upper end of the face-off circle and **R2** takes the position diagonally to the **R1** on the same side of the face-off and close to the blue line. **L1** takes a position for the face-off at the face-off spot and **L2** takes a position on the face-off dot on the opposite side of the face-off. The priority in selecting the positions is to get in 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** to monitor the players in front of **L1** in the face-off. **R1** and **R2** is sharing the responsibility on the players involved in conducting the face-off. **L1** that is conducting the face-off is responsible for the players involved directly in the face-off and as well that the players place themselves in a correct distance from the face-off. **L2** is mainly monitoring the wingers in front of **L1** and as well the blue line for the judgement around offside situations. (Figure 2.51)

# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY



## 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 other blue line. When LPs can take back their preselected blue line adjustments will be made properly.

## 3 PROCEDURES & AREA OF RESPONSIBILITY

### 3.1. GENERAL GUIDELINES

As ice hockey is a complex sport there will be situations during the games that will be hard to cover in the general guidelines. With this said, as a Ref we cannot control the game but must be flexible to adapt to the game and its development. In the backbone of each game official there should be a strive there should always be a motivation to maintain good sight lines and coverage of their areas of responsibility. Even if it means to come a bit outside 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 translated into the activity from each official in the search of the optimized sight line in too each of the areas of focus. The important balance is not to be chasing a distance only to stay close to the game and rather focus on finding the best sight lines for making the correct call.. It takes a lot on the game officials Hockey IQ and feel for the game to enable a good read on the situation and area of focus on respective situation 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.

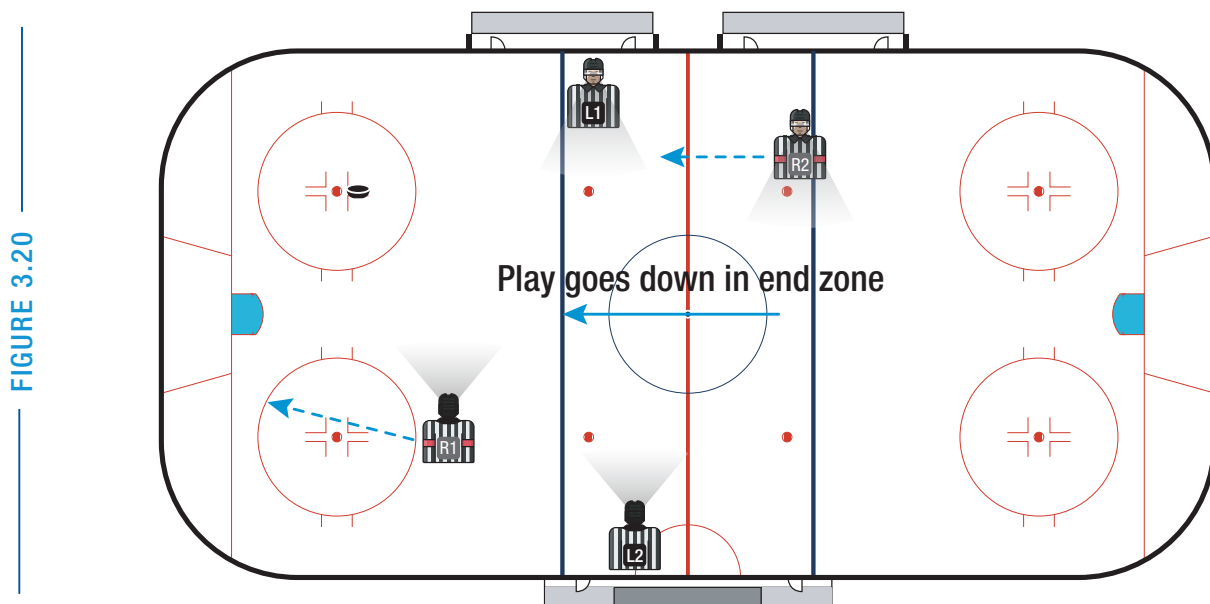
## FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

### 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 keeps an active backward skating to keep a good distance to play and to have a good sight line towards the focus area. **R2** will adjust its position after how **R1** chooses to take a new position and as well 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 an activity and speed putting the **R2** in a position where he can have the best possible sight line in to the area of focus. It is important to note that **R2** can during play end up with a long distance from the main area of play and a good support from the LP will be needed to cover the action areas during play.

There are three different basic positions for **R1** to utilize in this section. The selection of these must be based on every individual situation and to change and to adjust the positions could be necessary.

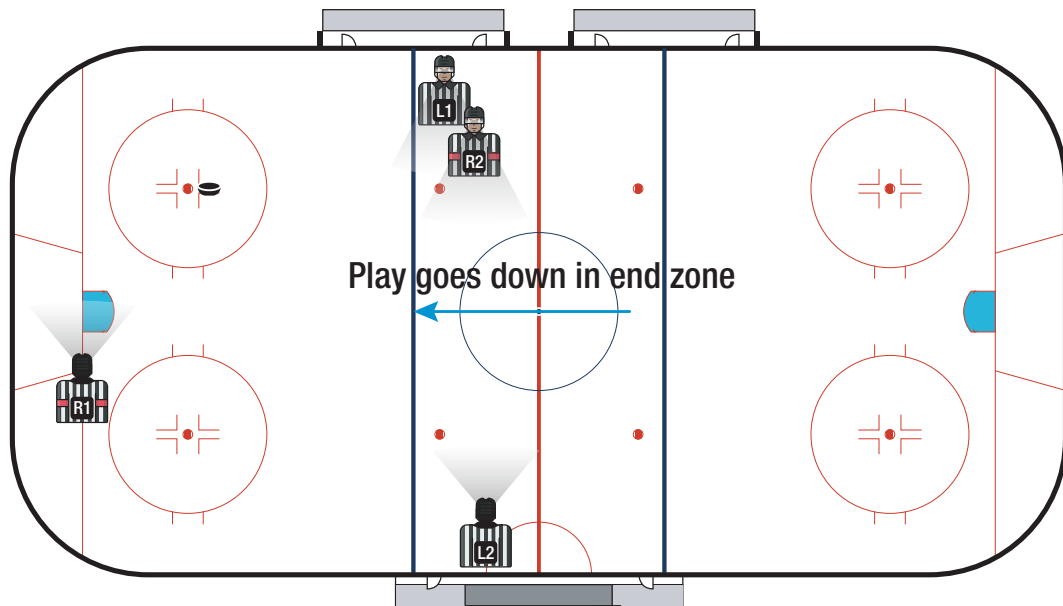
- 1 When play is coming down on the opposite side seen from the **R1** perspective. **R1** should skate all the way down towards the goal line and **R2** should follow up over the ice with necessary speed to maintain a good sight line to the focus area. (Figure 3.20 and Figure 3.20-1)





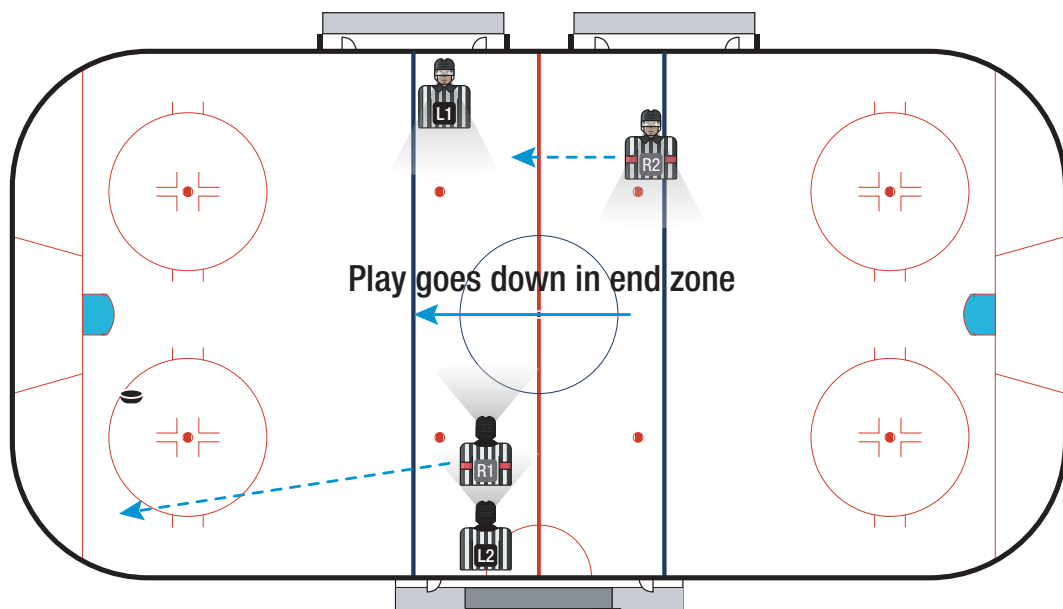
# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

FIGURE 3.20-1

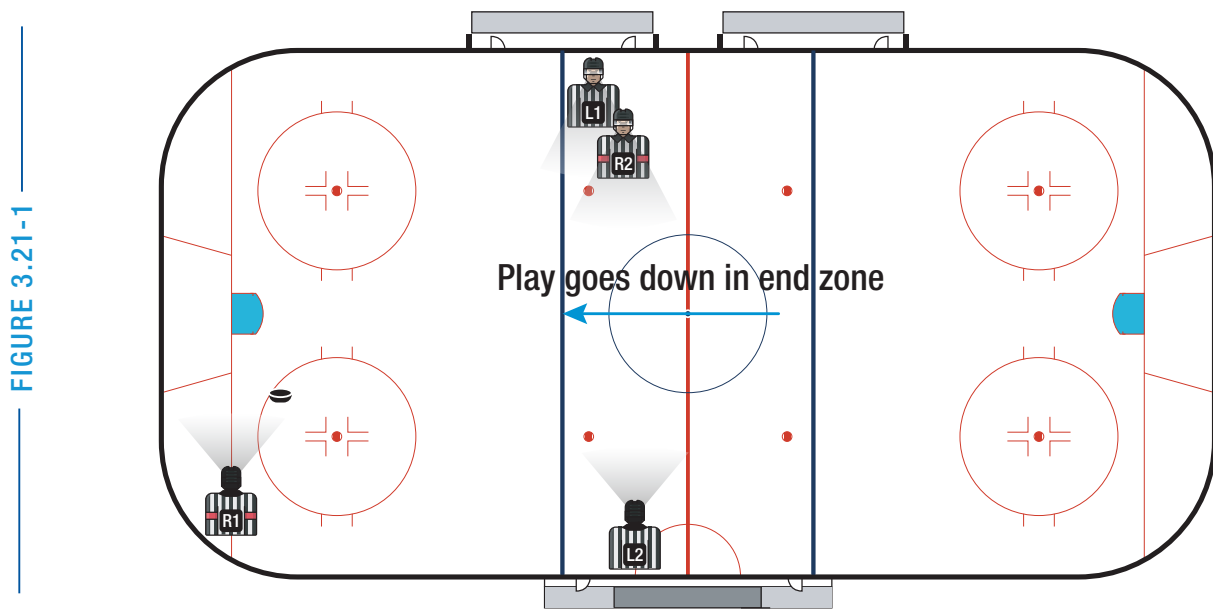


- 2 When the play is coming down between the net and the boards and on the same side as **R1**, the objective for **R1** should always be to try to go out towards the corner instead of being pinched towards the boards behind the net. When there is a clear way **R1** should always work towards the net with the movement required. (Figure 3.21 and Figure 3.21-1))

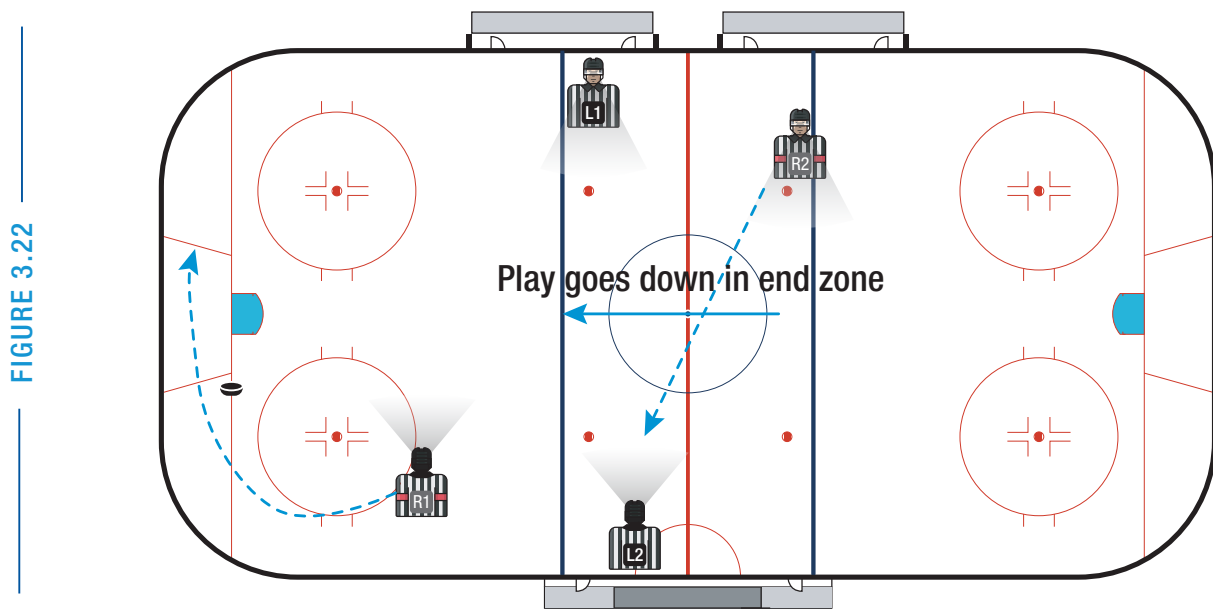
FIGURE 3.21



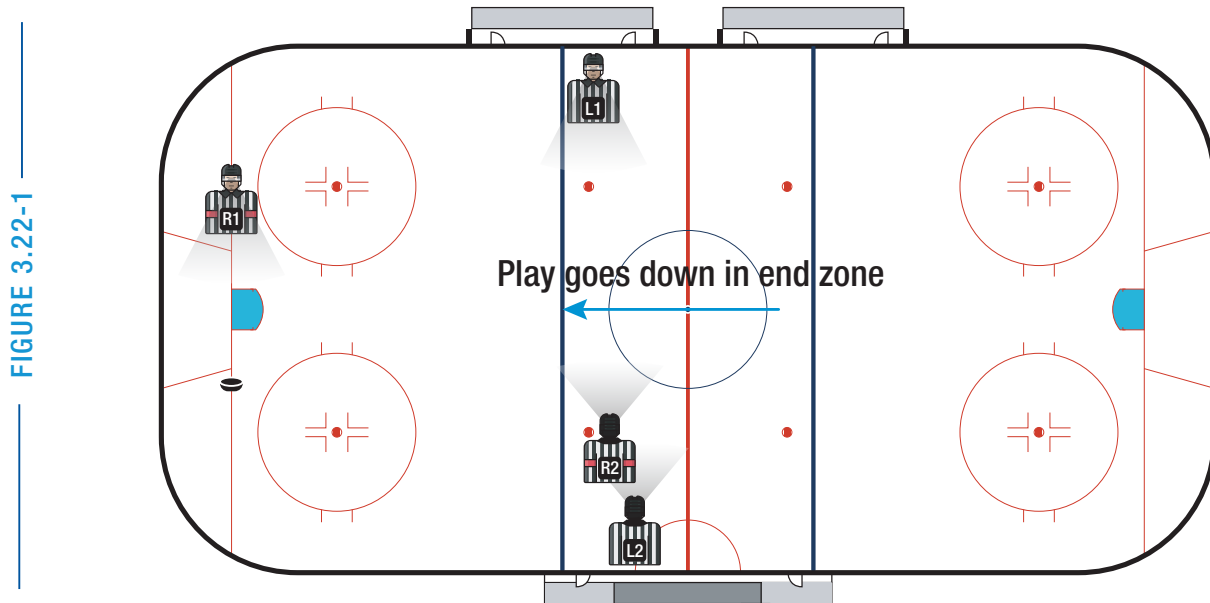
# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY



- 3 When the play is coming in on the same side and pushes **R1** towards the net as the play moves towards the corner it is important to keep the play in front of him and change position behind the net to the opposite side of the end zone. The position should then be taken in the end zone as mentioned in point one but on the opposite side. **R2** should take a position where it is adjusted to the movement of **R1** and to change side. (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** is not moving further down than to the goal line. If the **R1** is pushed down to the boards it is recommended that he changes side 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 the **R1** can be stuck between the goal, goalkeeper, and players. It is then better that **R1** gets a position up higher along the board and from there with high activity and speed move towards the net. (see Figure 3.21)

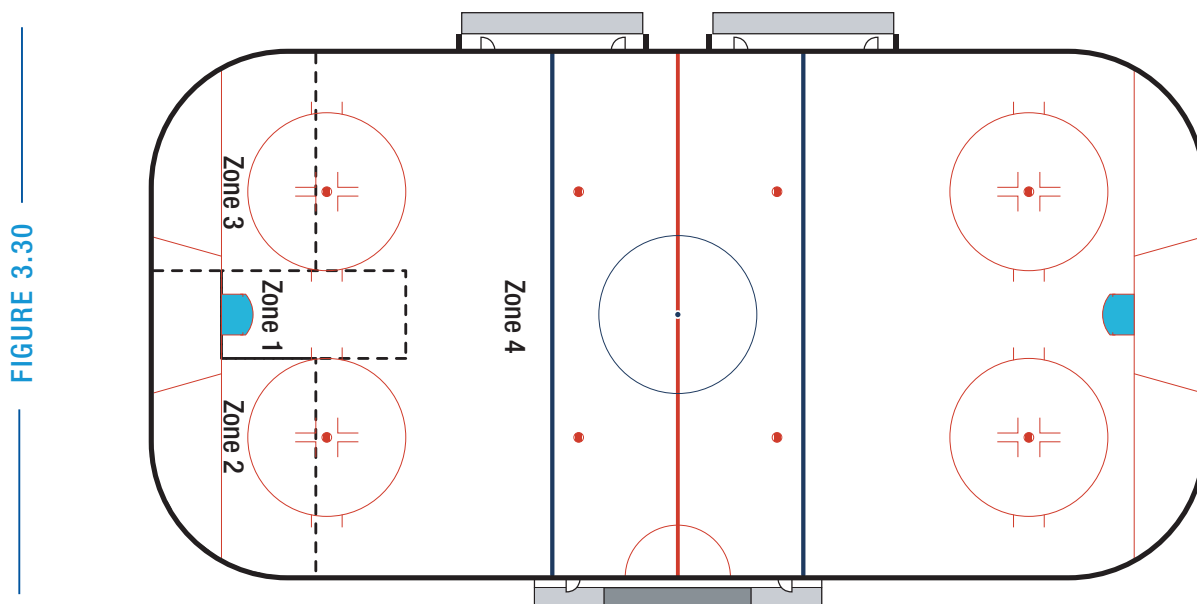
When play comes in the end zone and **R1** is ending up with play coming in its direction, it is **R1** that has the primary focus area around the active playing area and is using active skating to maintain a good sight line to cover as much of the ice as possible. **R2** should take a position in the neutral zone where there is 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 control 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 goal goes out to play the puck.

# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

## 3.3. RESPONSIBILITIES IN THE END-ZONE

To avoid that the referees are ending up observing the same situations and to minimize that they are losing control over their focus area when make a transition in positions we have divided up the end zone. The end-zone will be divided in to four areas of responsibility. (Figure 3.30)



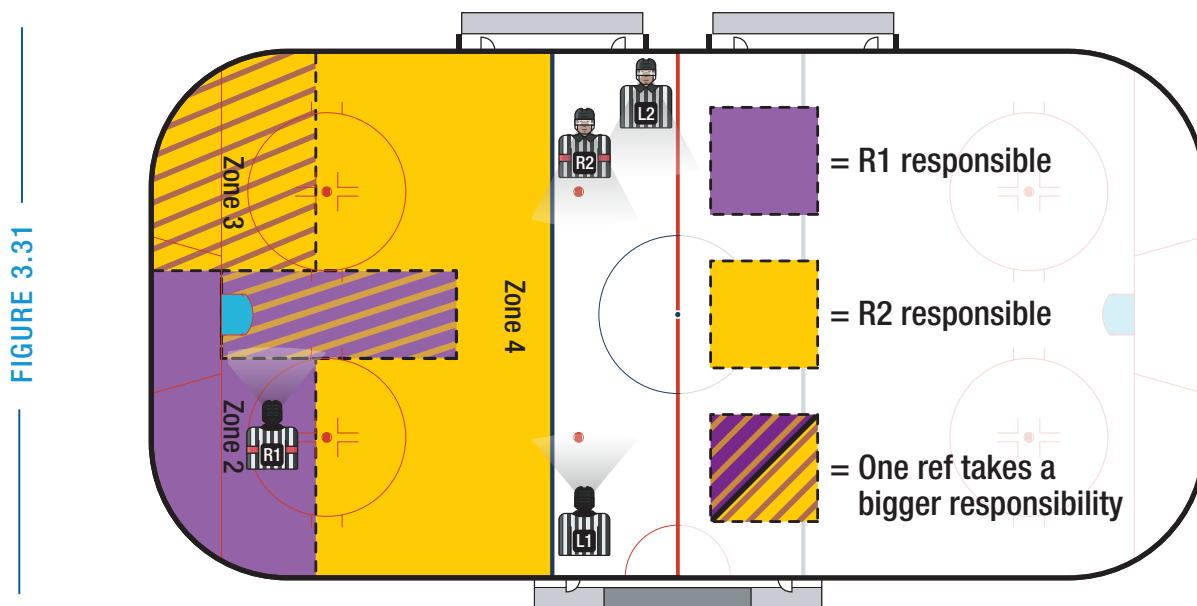
It is important to note that the ref are all sharing the same authority and responsibility over the ice. When play moves in to the end-zone it is always the responsibility of **L1** to follow puck and play. This is important for the reasons of being able to make the judgement on the designated blue line and as well to support **R1**. **L2** should prioritize the areas where the direct playing action is located, mainly in zone 1 and 4. Important that the LP is not getting too low in the sight lines in these situations.

# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

## Areas of responsibility:

- Zone 1:** Is defined as the area closest to the net and includes the area just above the goal crease and is seen as the area of responsibility for primary **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).

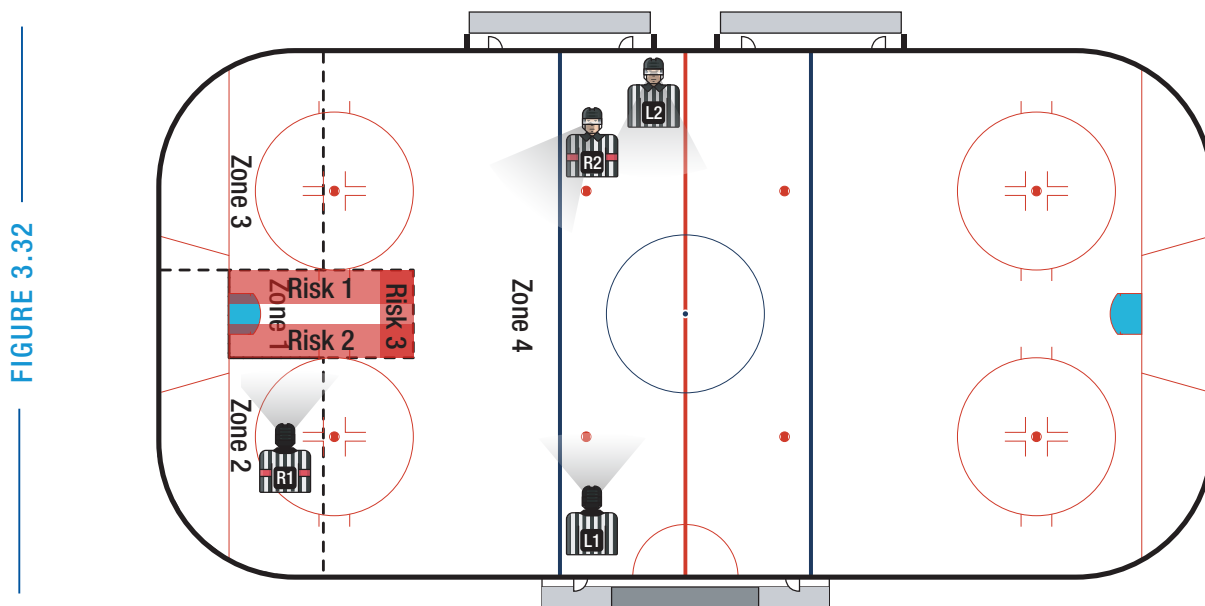


- Zone 2:** Is located from the low boards behind the net and stretches up to the area around the face-off spot and in towards the boards. This zone is always to be seen from the position of **R1** and is seen as the area where **R1** is responsible to control the situations.  
(see Figure 3.31)
- Zone 3:** Is 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:** is the area closest to the blue line and is seen as the area of responsibility for **R2**.  
(see Figure 3.31)

# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

## Areas of risk in zone 1:

- Risk 1:** It is important that when play is located deep down in zone 1 and **R1** is actively working with that situation, that **R2** and line is ready to support in watching the “sleepy side”, in that area and where **R1** might not have its majority of the focus. (Figure 3.32)

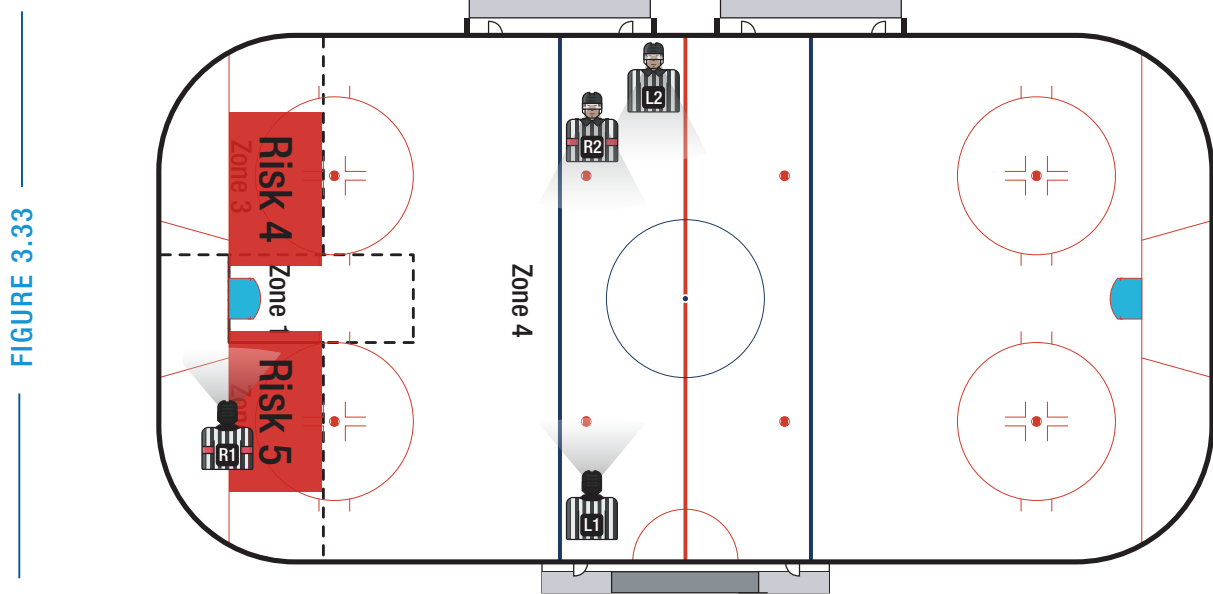


- Risk 2:** When play is located in zone 1 and in the situation mentioned as risk 1 above. The Sleepy side is then defined as the side where the puck is not directly located within but where there are still players to monitor. (see Figure 3.32)
- Risk 3:** Is defined when play is located deep in zone 1 and in the goal crease or close by the crease. **R1** will in this situation have its majority of the focus at the situation at the net and the risk area will occur up higher towards the hash marks. This area will be important to cover with help from **R2** and line so that both ref are avoiding being puck focused and narrow in the area they cover. (see Figure 3.32)

## Areas of risk in zone 2:

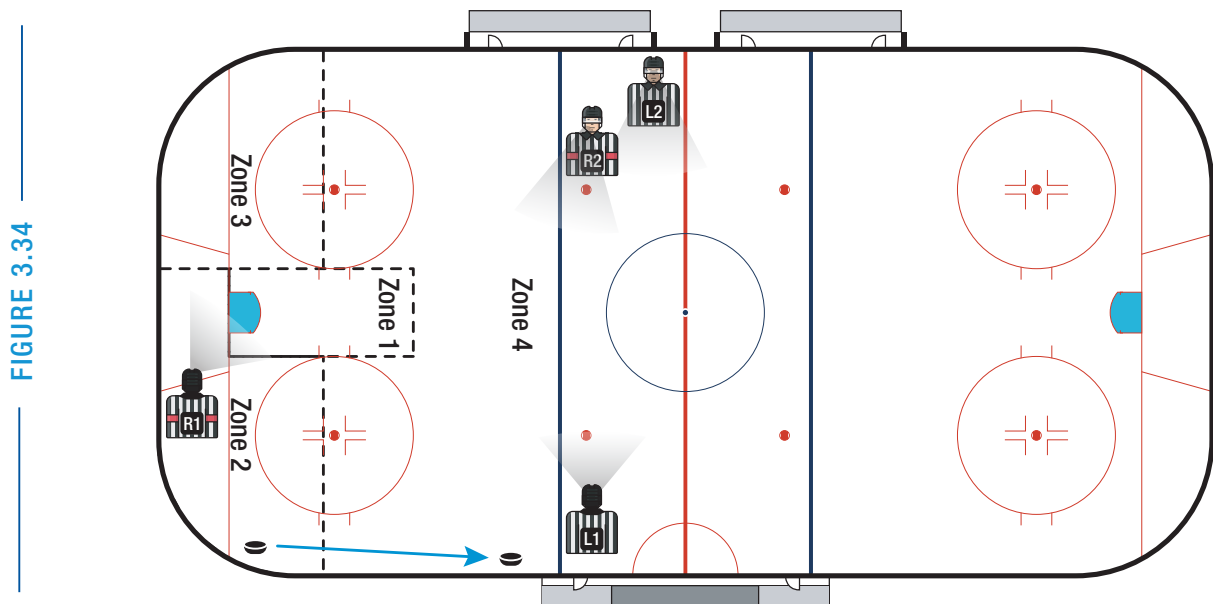
- Risk 4 & risk 5:** It is important that when play is located deep down in zone 1 and **R1** is actively working with that situation, that **R2** and line is ready to support in watching the “sleepy side”, in that area and where **R1** might not have its majority of the focus. (Figure 3.33)

# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY



- **Linesperson:** Must be aware on players that is left 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)

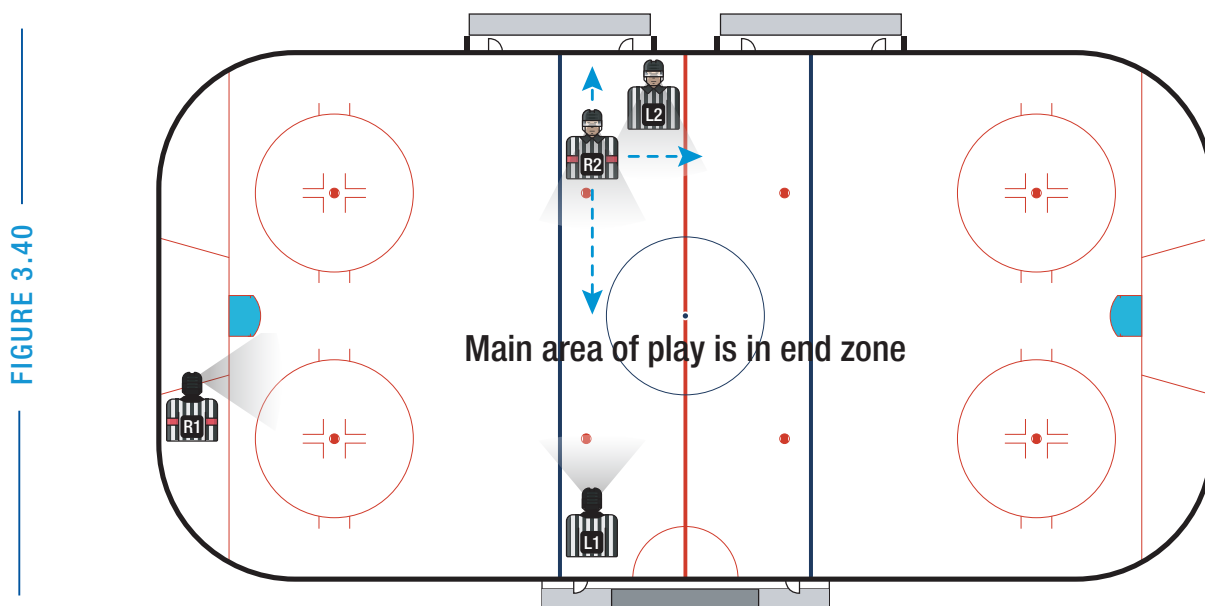
To optimize the work with dividing the zones between the referees it is important that both know how and when the responsibility is moved between each referee as movement is made to a new position or as the game is moving from one zone to the other. In above example **R1** should hand over the responsibility to **R2** as play leaves zone 2 in too 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 it is necessary that the referees and LP is not to puck focused at the same time and in the same area. (Figure 3.3



## FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

### 3.4. PROCEDURES AND MECHANICS IN NEUTRAL-ZONE

As mentioned earlier in this document the referees should always strive to find the optimized sight line into each of the officials prioritized areas of responsibility as the most important factor when taking and moving towards a position on the ice. It has historically been said that **R2** should maintain a continuous movement to enable a good positioning for the optimized sight line in the given situation. This is not a mandatory action for R2, each official should find the best way to stay active and to enable a good positioning for having 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 and to aim for movement sideways when play is deep in the end-zone and vertical when play is moving out from the end zone. (Figure 3.40)



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 active skating at a high pace. The important factor is regardless that the decision creates the optimized sight line. It is important that **R2** is always in a ready position to not be in the way for the play will be moving from one zone to the other. It is recommended that this ready position is consisting of some sort of speed and activity as it will make it easier and faster to get away and get out of the way of play to maintain the optimized sight line for the area of responsibility. In all situations it is important that **R1** is not leaving any player behind the back when moving from **R1** position to **R2**. (Figure 3.41 and 3.42)



# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

FIGURE 3.41

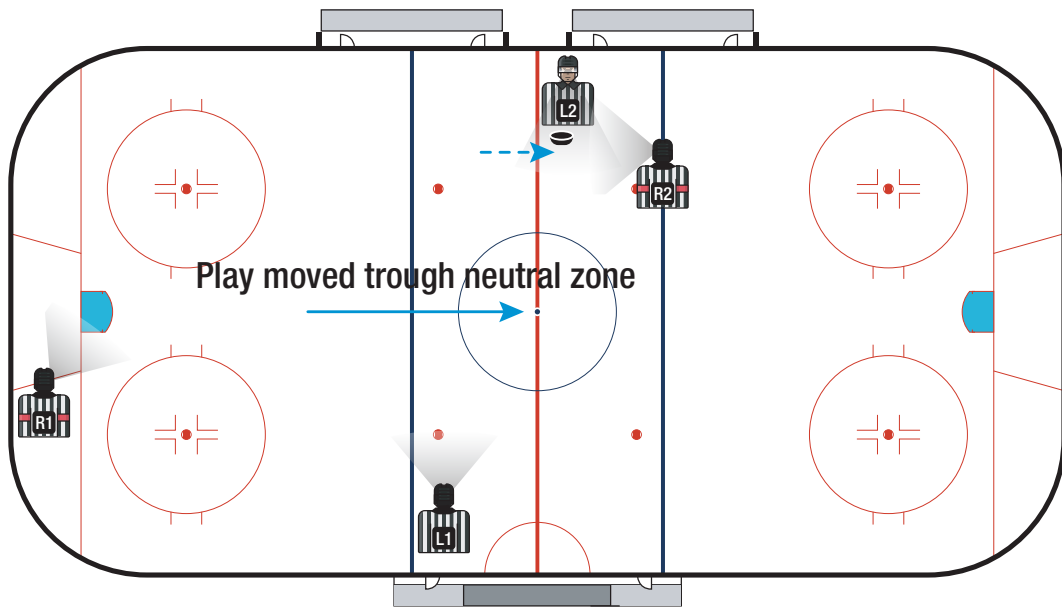
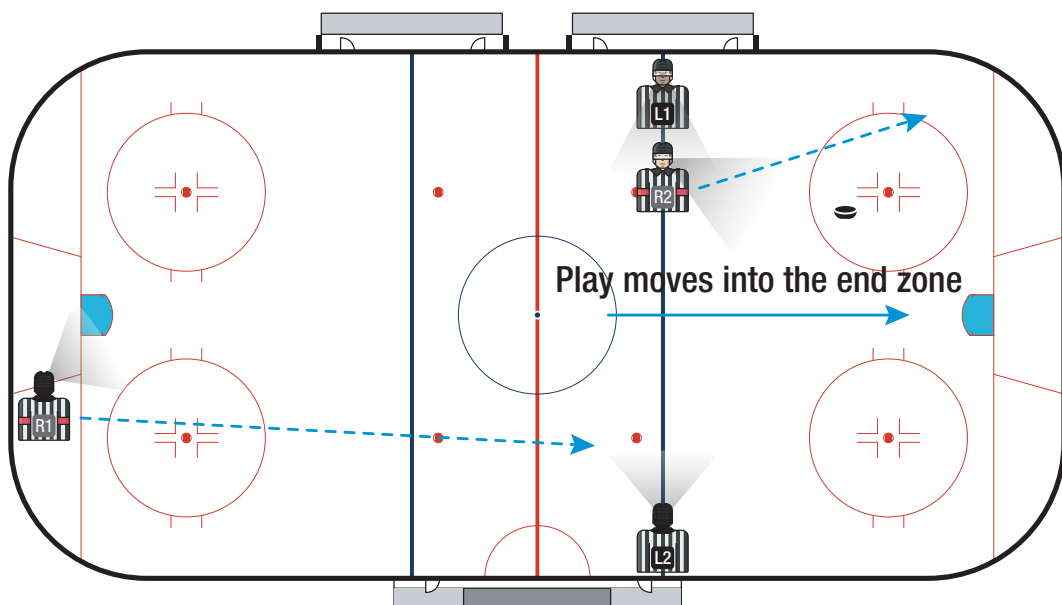


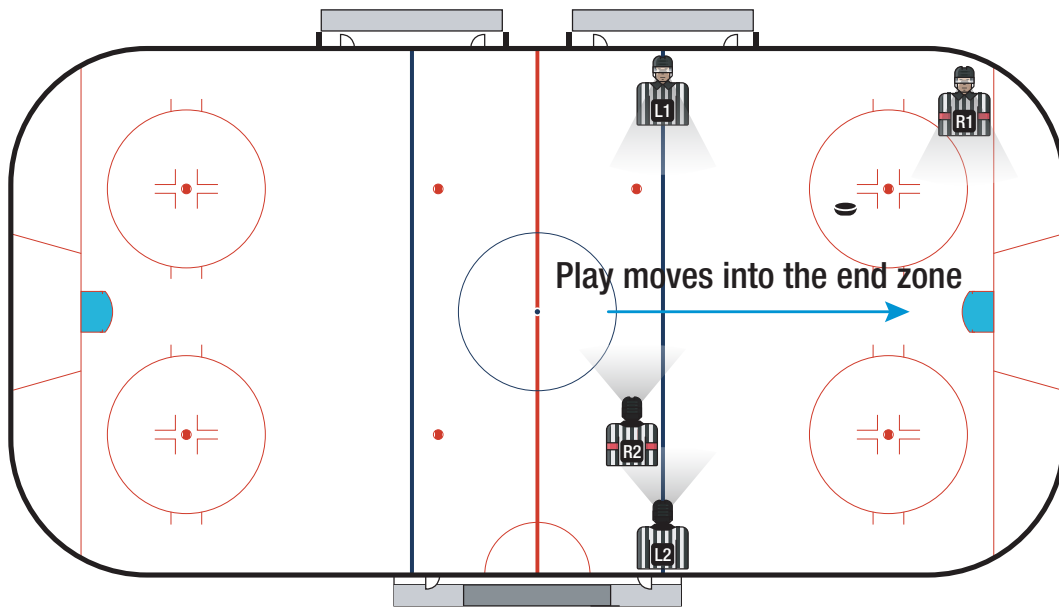
FIGURE 3.42



When play is in the end-zone the focus from **L1** is to cover the blue line the main responsibility and that **L2** is there to support. When play is moving out from the end-zone and having a transition 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** it is a fundamental base to be ready in an active position and to react early as the play is moving from one zone to another. (see Figure 3:41, 3:42 and 3.42-1)

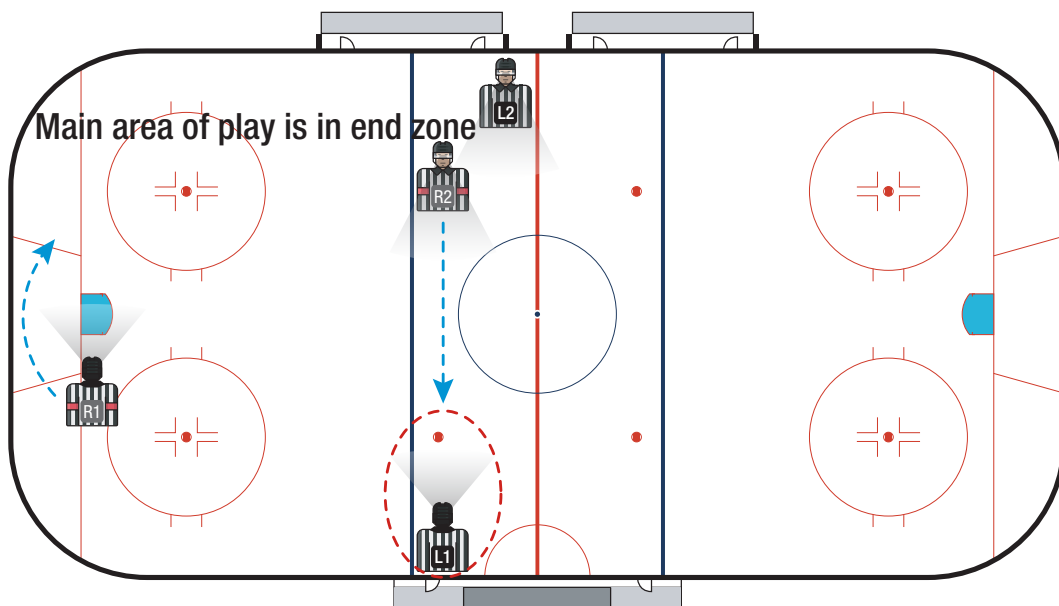
# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

FIGURE 3.42-1

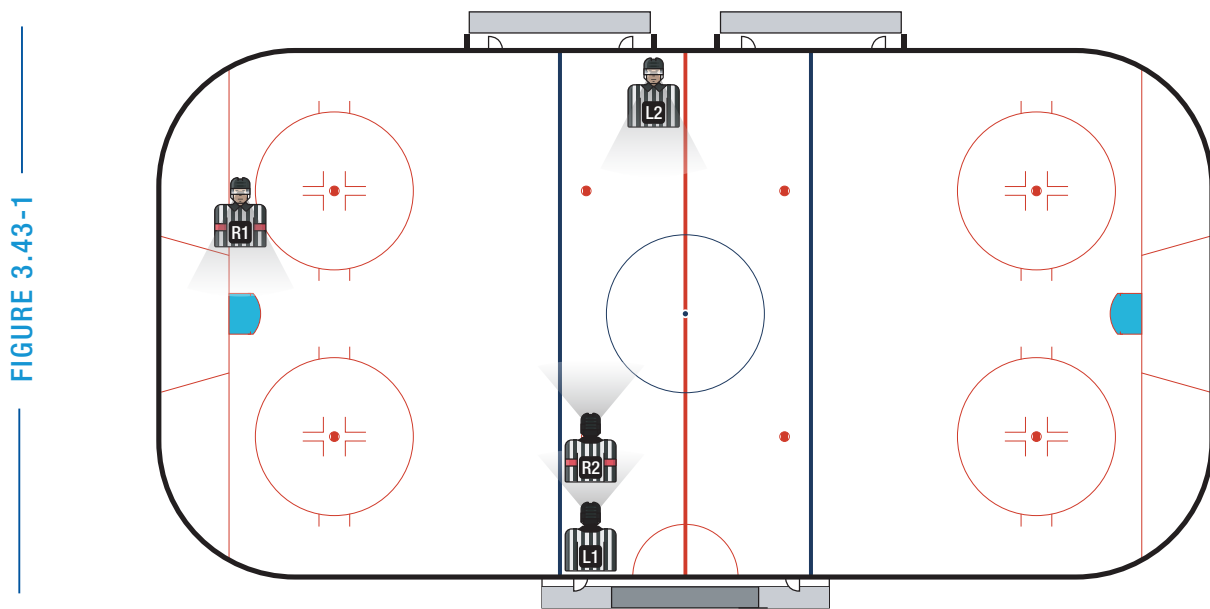


In some situations it will be needed for **R1** to change sides in the end zone leading to a change of position as well for **R2** in neutral zone to follow the partner and maintain a diagonally position to each other. This could lead to situations where **R2** and **L1** is ending up being on the same side and sharing some of the similar sight lines from different positions. (Figure 3.43)

FIGURE 3.43



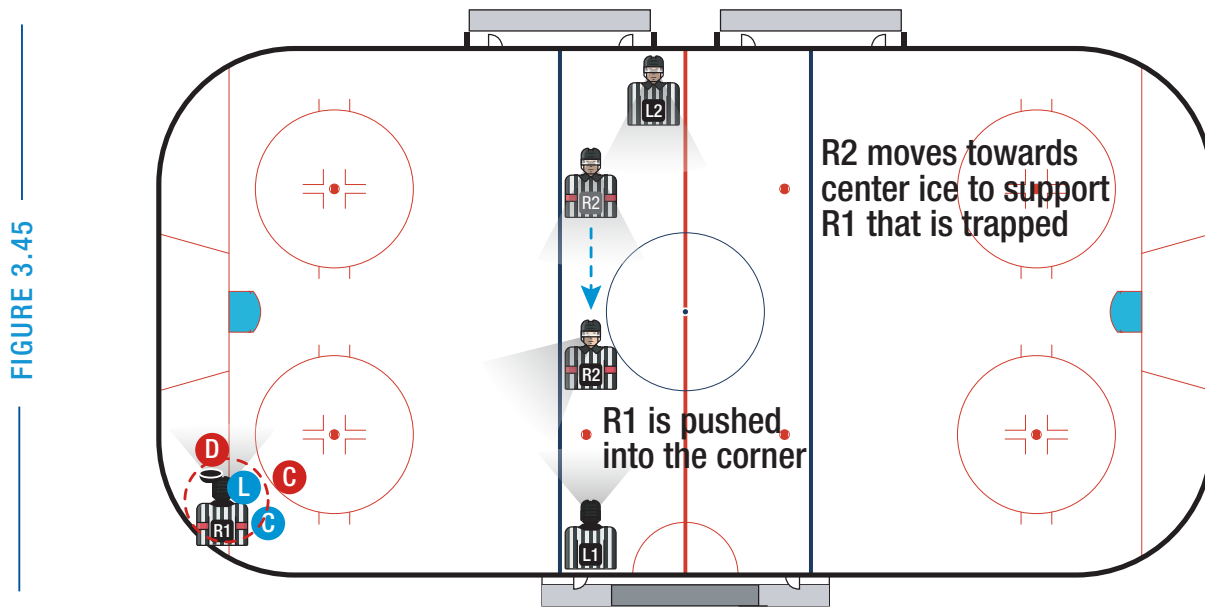
## FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY



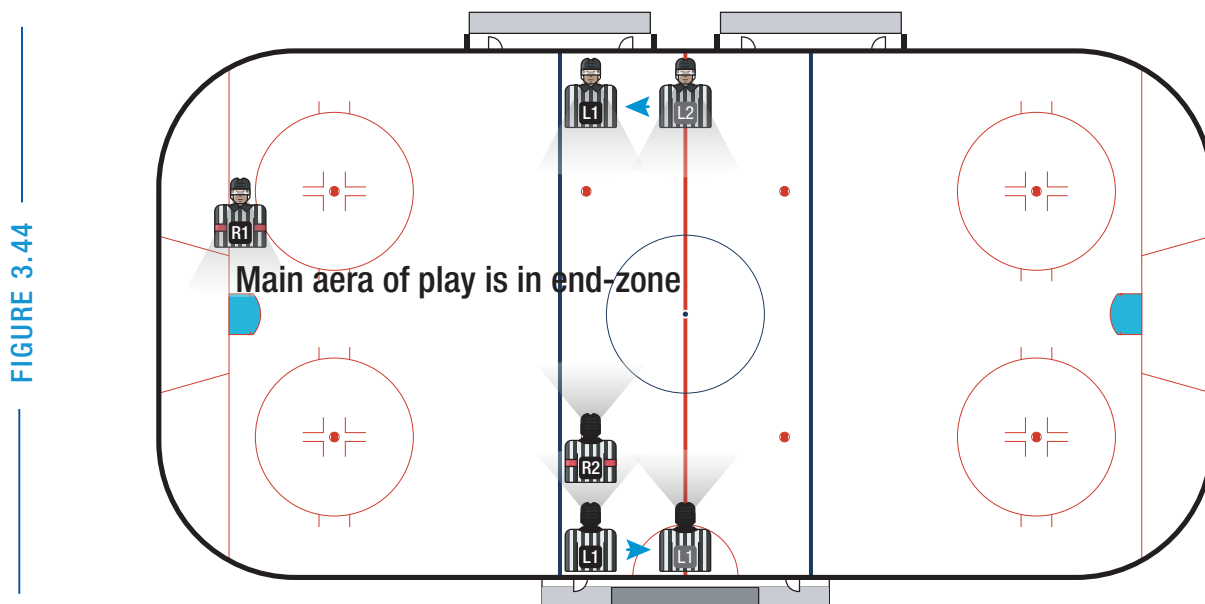
In this case it is important for **R2** and **L1** to communicate and assure that they are not affecting each other's work and sight line into the respective area of responsibility. **L1** cannot come too far out from the boards and ending up in the sight line for **R2** and that **R2** on the other side should not be obstructing **L1** from making a proper offside call. (see **Figure 3.43**)

If **R1** is ending up with a bad read on the development of the play its easy to end up in a disconnected position and the other officials must help out to cover the missed out sight lines. For example, if **R1** gets pushed in the corner it is up to **R2** to seek a different position and sight line towards into the middle of the ice to support in the best way. (**Figure 3.45**)

# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY



When under pressure or caught out of position for some reason there is a possibility 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)



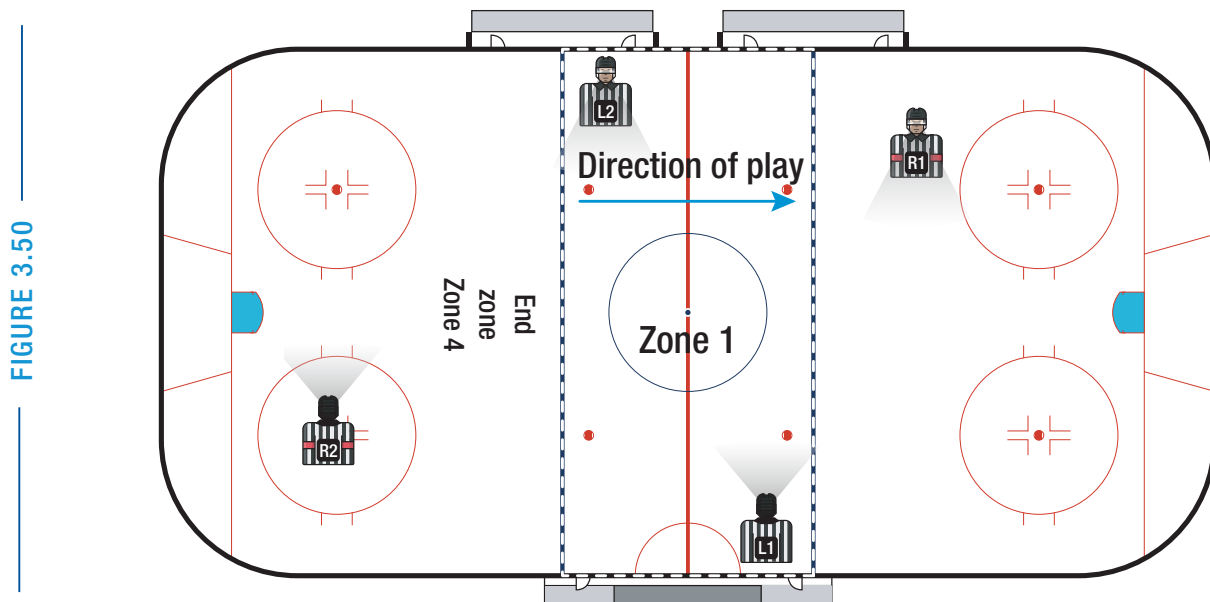
# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

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

As the play is moving from the end-zone and going 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 after the work within three different areas seen as having a high risk.

### Areas of responsibility:

- Zone 1:** The referee that moves from **R2** to **R1** is taking over the main responsibility around the area of play as the play is reaching zone 4 within the end-zone. **R1** will use active backward skating to maintain a position and sight lines where the play stays in an in front perspective throughout the full neutral-zone (zone 1). **R2** will in this scenario finish the situations that is potentially still happening in the end zone as the play is moving up the ice. **R2** should focus to use a good speed and activity up the ice to support **R1**, in the situation of having no players left to monitor in the end-zone. As play leaves zone 1 and moves into the end-zone it is the responsibility of **R2** to finish the situations in zone 1, neutral zone. This includes late checks, player changes etc. (Figures 3.50, 3.51 and 3.52)



# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

FIGURE 3.51

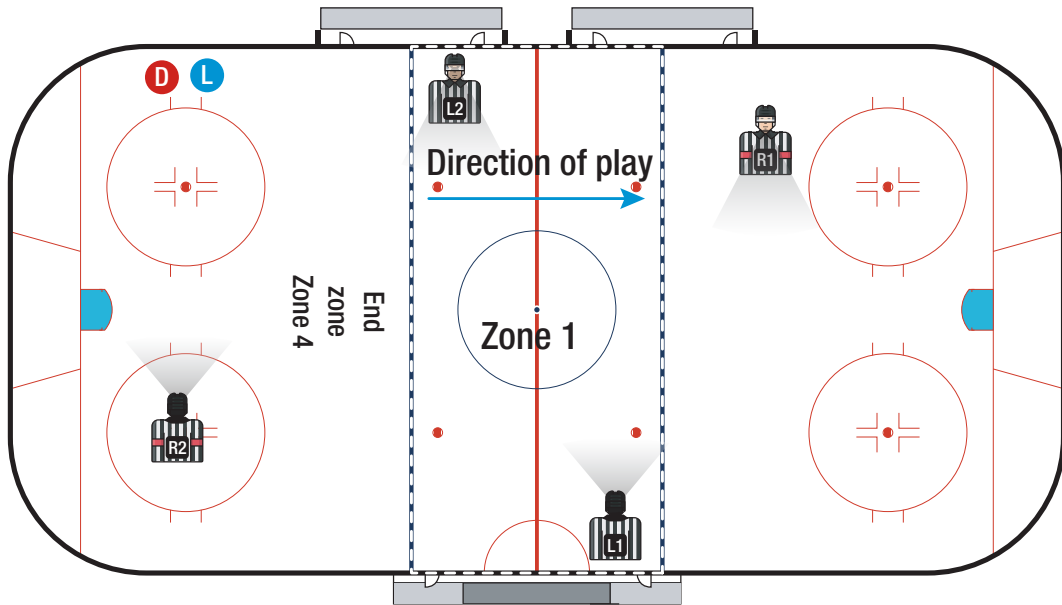
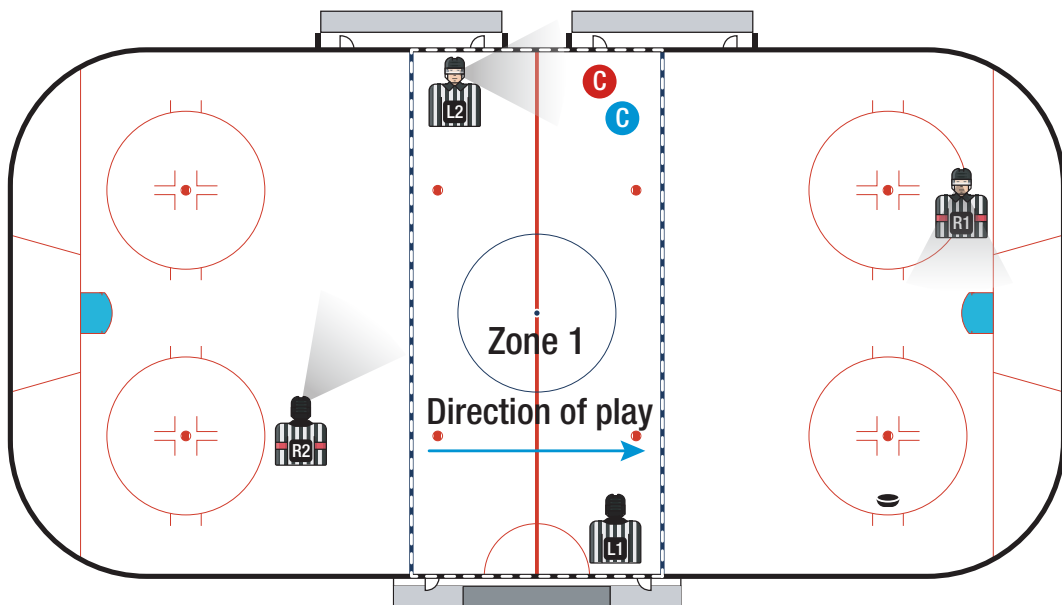


FIGURE 3.52



# FOUR-OFFICIALS SYSTEM

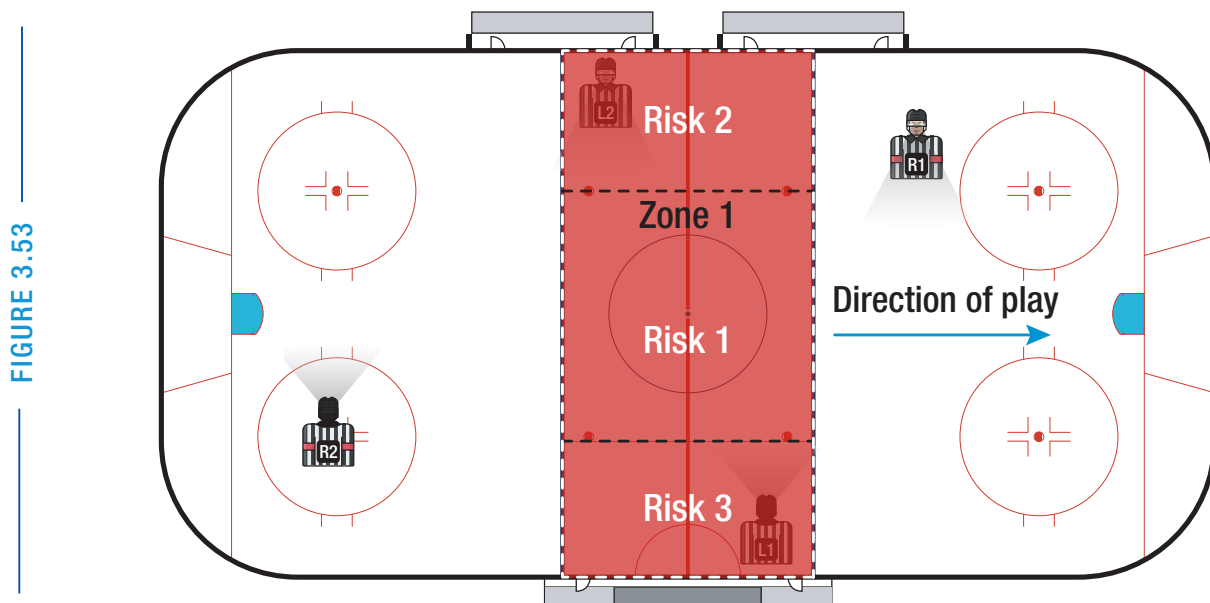
## PROCEDURES & AREA OF RESPONSIBILITY

When play is located in the neutral-zone, it is important that the LP first prioritize the potential offside and icing situations prior to supporting the referees. **L1** Will be focusing on the decisions made by the lines and covered in the rules of icing and offside. **L2** is having its primary area of responsibility at the lines but also 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 and finish the situations occurring.

As it could happen that **R2** can be caught in the end-zone and the distance between the two referees can be long the LP will be playing an important role in supporting in different calls and judgments made around 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 situation that could be labeled as major events such as checking to the head etc. This is a typical situation where all the game officials is needed to cover the ice and situation to support **R1** with as many angles as possible to make the correct call. (Figure 3.53)



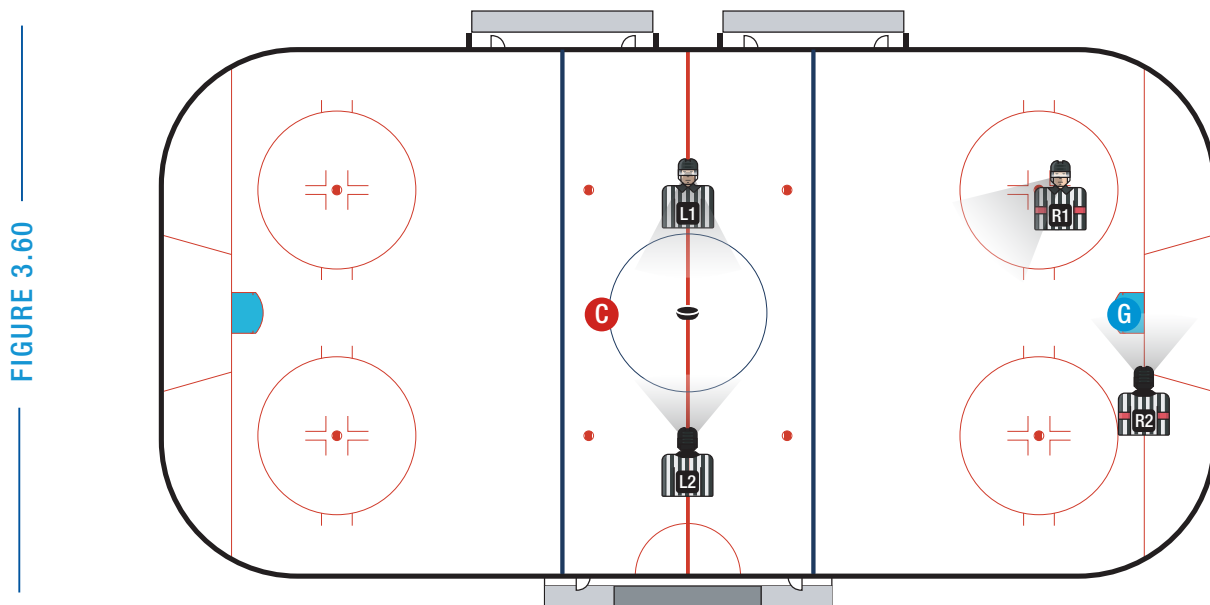
- Risk 2 and 3:** Both risk area 2 and 3 is in the area around the boards and the infraction that most likely to happen with a major effect on the game is late and dangerous hits. It is important that both **R2** and **L2** are not to puck focused and make sure to visually finish these situations. (see Figures 3:53,3:51 and 3:52)
- Note that player changes are also included in risk area 2 and 3. LP is together responsible to monitor the player changes during play so that no infractions are conducted by either of the teams and could be when needed supported by **R2**. (see Figure 3.53)

## FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

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

The referee that is delaying and stopping the play to signal a penalty shot should also show the signal for the infraction that caused the penalty shot, for example slashing etc. The referee that stops play will automatically become **R1** in the situation that follows and the other referee then the **R2**. At a game winning penalty shootout procedure will the referee decide before the first shoot who will start as **R1** and **R2** and will switch after each shot.

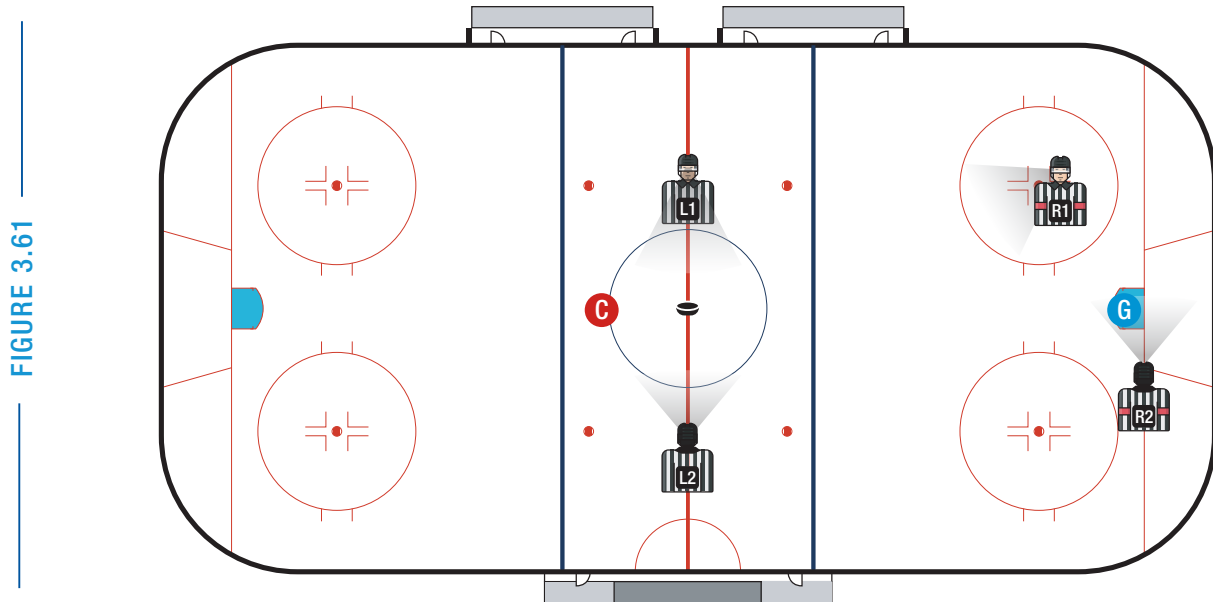
**R1** and **R2** will position themselves on opposite sides of the net where **R1** will take a position by the face-off dot and **R2** along the goal line, this is to optimize the angles in on the shoot. **L1** will position the puck on the center ice dot and stand over the puck until all the participants for the shot is ready, all game officials are in position and rest of the players has left the ice. When this is done **L1**, will use backward skating take a position at the center ice face off spot in Neutral zone and follow the shooter during the penalty shoot. **L2** will take the position by the scorekeeper's bench and with a position vertical with the neutral-zone face off spots. This position is taken for the best coverage of the players bench during the shoot. (Figure 3.60)



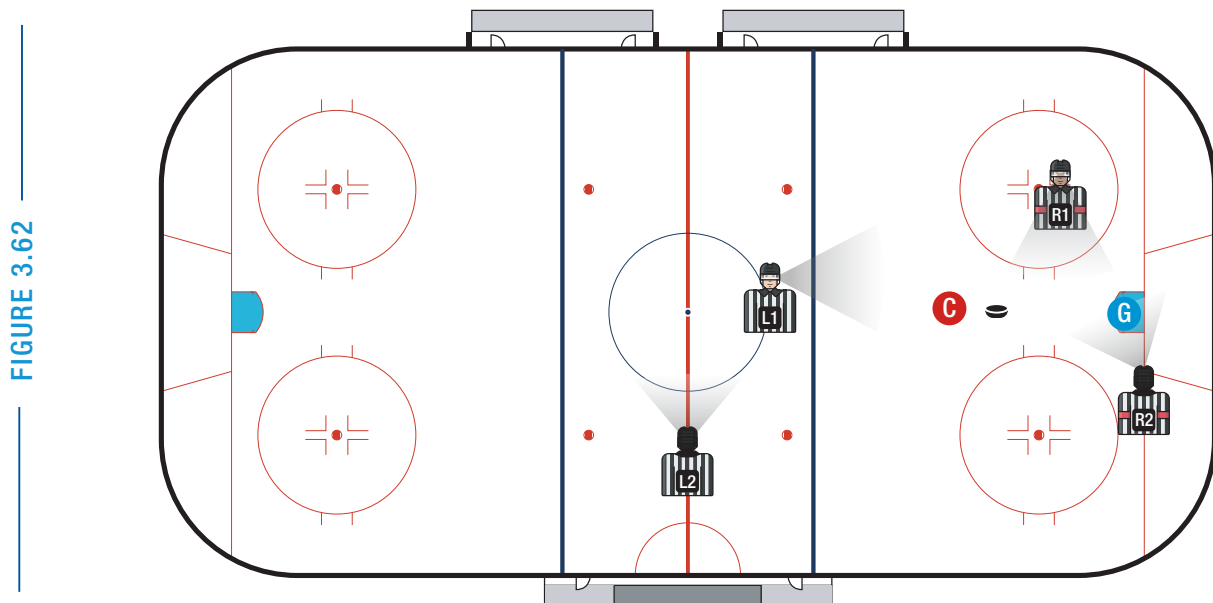
**R1** is in charge to assure that everyone is set for the penalty shoot and that **L1** has moved from center ice, **R1** will signal with the whistle that the penalty shot can start. **R1** will have the main area of responsibility to monitor the shooter as **R2** will monitor the goalkeeper (Figure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



# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY



L1 will follow the shooter with 4-5 meter directly behind the shooter with the focus to monitor if the shooter is moving/playing the puck backwards. L2 has the responsibility to overview the players benches for any infractions connected to the shot. R2 is the referee with the responsibility to make the official signal for goal or a wash out if no goal is scored. If it is needed in the situation R1 can extend the decision by R2 and do the wash out or goal signal. If R1 have another opinion then the decision that R2 communicated it is important that this is communicated immediately and trough a brief conversation agree on the final decision, this is also if the LP is observing something that could change the decision made by the referees. The key in this situation is that both referees are taking and sharing the responsibility in the decision making and cooperation is of is of the utmost importance. (Figure 3.62)

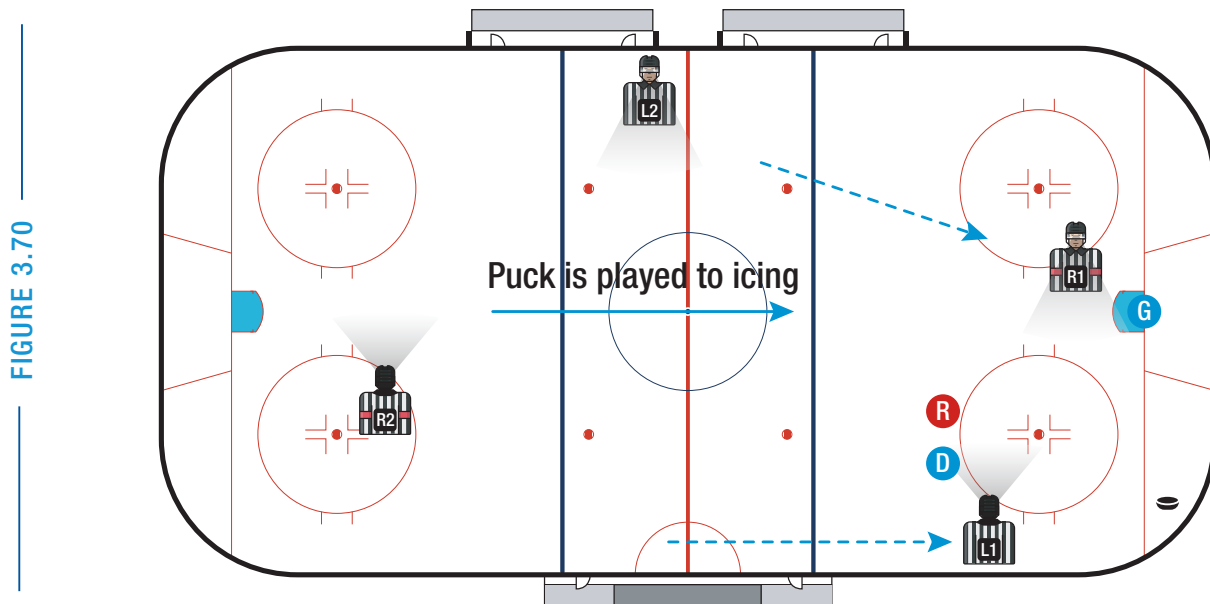


## FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

When a shot has been taken it is the job of **L1** to control the players and for **L2** to take the puck. If it is during a game winning penalty shootout procedure both LPs will alternate being the L1 and L2.

### 3.7. PROCEDURE AND AREAS OF RESPONSIBILITY DURING ICING

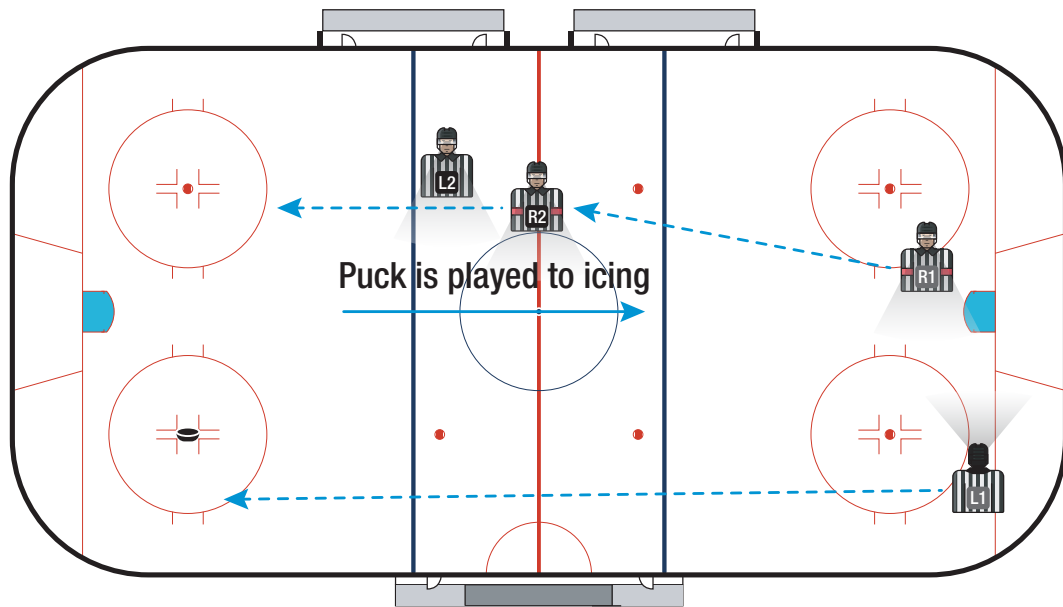
When a puck is played to icing, the working pattern is that **R1** always maintain a position where play could be kept in an sight line in front of the official and use active backward skating for creating the best sight line. This might not always be possible and **R1** have to be flexible to use forward skating and still have the main focus for **R1** is to be able to make a good decision on situations around the race. (Figure 3.70)



**L1** is as the front LP in charge of the icing situation and must in a clear way communicate with the involved players and the other officials to avoid and prevent dangerous situations. Active skating is a key factor to enable a good position for the decision and for communication. As soon as the icing have 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 have the main focus on supporting **R2** with player control in the neutral zone. (Figure 3.71)

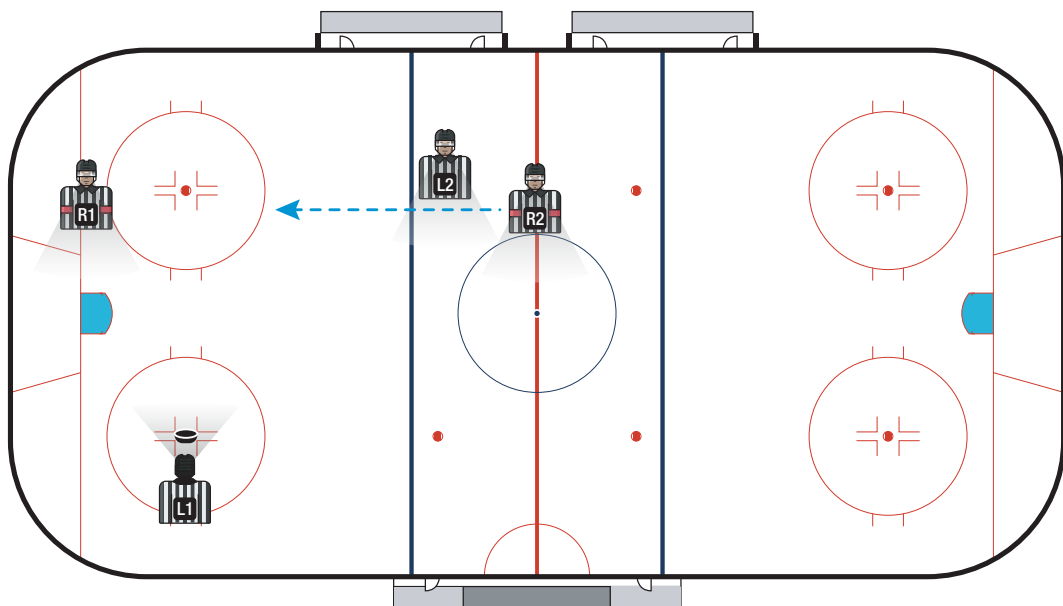
# FOUR-OFFICIALS SYSTEM PROCEDURES & AREA OF RESPONSIBILITY

FIGURE 3.71



R2 will be in charge of the changing procedure and assure that correct number of player is on the ice for the following face-off. R1 and R2 will change side right after the icing and with active skating take the new proper position prior to the face-off.

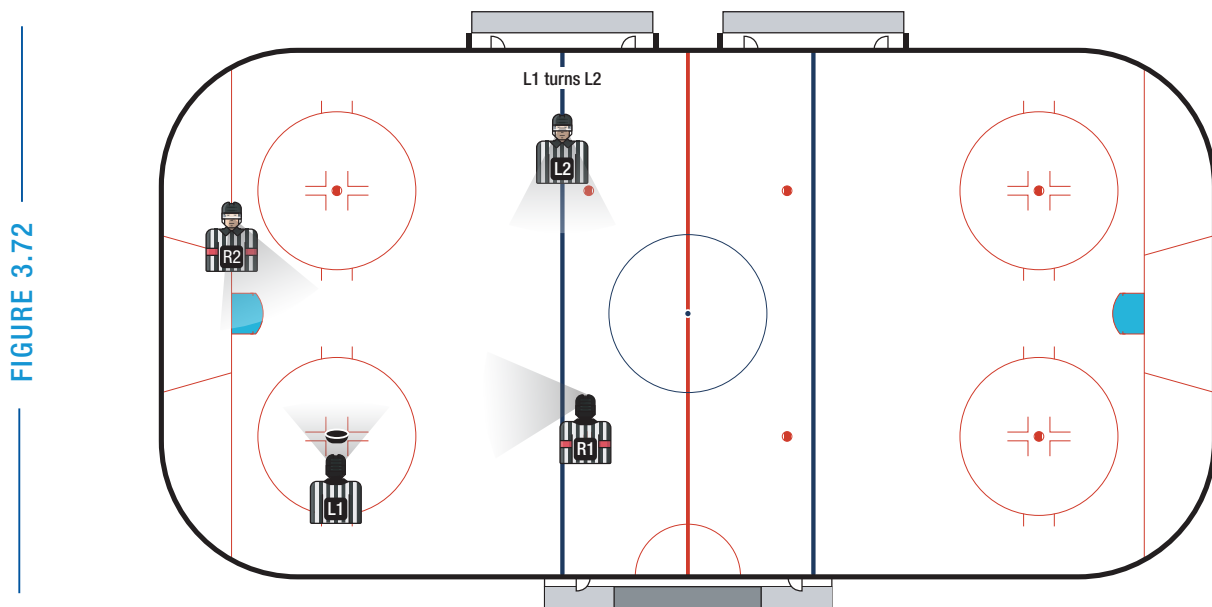
FIGURE 3.71-1



L1 will transport the puck with high activity and speed over the playing field and delivers the puck to L2. L2 should prior to the face-off have made clear with the attacking team on which side the following face-off should take place and after the delivery of the puck from L1 be the one conducting the face-off. After the Face-Off L1 will now be L2 and L1 will be L2. (Figure 3.72 and 3.72-1).

# FOUR-OFFICIALS SYSTEM

## PROCEDURE DURING STOPPAGE OF PLAY



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

## 4 PROCEDURE DURING STOPPAGE OF PLAY

### 4.1. CALLING PENALTIES

In the co-operation between **R1** and **R2** it is important to note that both referees can call penalties whenever they see it during the game, regardless of where it happens on the ice and regardless 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 both delay and call the same penalties in the same situation just as they can have different situations in the same stoppage of play. When this occurs, it is important that both referees communicate regarding what penalties there is to be called. In the case where there are two delayed penalties called on the same team by **R1** and **R2** its going to be **R1** that stops the play and starts the normal penalty procedure. **R2** should immediately after **R1** has done the signal for the penalty do the same procedure to confirm that the situation is not the same as **R1** is having.

The referee that stops play for calling a penalty will also be the referee that reports the infraction to the scorekeeper's bench. When the played is stopped in the Neutral-zone in a situation where both referees are having the same infraction it is the referee closest to the scorekeeper's bench that will be reporting the penalty to the scorekeeper's bench. If both referees are stopping play and play is in the end zone it is always the **R1** that will report the penalty to the scorekeeper's bench. Regardless if the situation with stopping play occurs in the neutral or in the end zone as the referees are having different penalties, a short communication should confirm the penalties to be called and who should do the report as the other referee starts the changing procedure by the benches.

# FOUR-OFFICIALS SYSTEM

## PROCEDURE DURING STOPPAGE OF PLAY

If a referee is delaying more than one penalty it is important to not stress in the situation and to clearly show the signals to all players on what penalties, there is to be called. Everything to minimize the risk of uncertainty in the situation.

The referee and LP will have the authority to call penalties as described in the official documents regarding procedures in the official rulebook.

It is important that both referees are very restrictive with using the wash out signal around focus and judgement situations. The difference in sight lines that **R1** and **R2** will have into the situations will be important to respect as the **R1** closest to the play could have a sight line that is not as good as **R2** a bit away. A wash-out signal from **R1** while **R2** raises the arm for the penalty could send some bad signals to the teams and for the leadership of the game. The same goes for any unofficial signals that could be both small and sudden but still send a message on a decision by the referee. At any time avoid gestures like shaking head or fingers etc. to communicate the judgment. No call = the only signal needed to indicate that no penalty was seen from that position.

### 4.2. PROCEDURE WHEN CALLING PENALTIES

If **R2** is the referee calling the penalty in a position from the neutral zone, he is the one that calling the penalty and after reporting the penalty to the scorekeeper's bench becoming **R1** and taking a new position in the end zone for the following face off. The other referee will conduct the changing procedure in the neutral zone and then take a position according to the face off procedure in the neutral zone. If the **R1** is the referee calling the penalty from the end zone, he is the one that will report the penalty to the scorekeeper's bench and at the same time **R2** will maintain in the neutral zone and conduct the player changing procedure.

### 4.3. PROCEDURE DURING A SCRUM/FIGHT

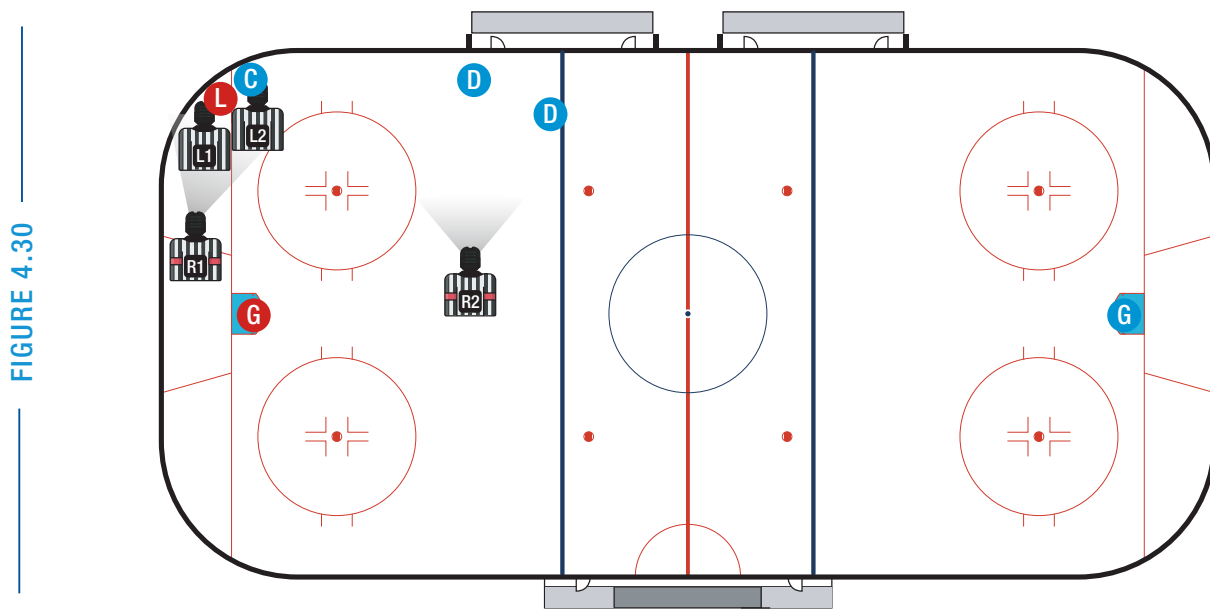
There should never be any situation where the Ref gets physically involved with players that are involved in a scrum or fight. The basic procedure for the referees should be to take a position a bit from the direct area of the scrum/fight so that they can get a good overview of the situation. The LP should be the once in the officiating team that will be active to try to deescalate the situation 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 assure the correct penalties are called. **R2** will in these situations have an overview over the benches and monitor that no players from any of the teams are entering the ice in connection to the situation. **R2** will also overlook the "point player" close to the blue line and their movement during the situation and that they are not passing the top circle line.

It is the job of **R2** to work actively to memorize/note the number of the players that is involved in the scrum. This is an important job if the goalkeeper gets involved in the situation and one player on the ice needs to serve the penalty or if there are players that will come in from the benches into the situation.

The linespersons should always try to work together in a pair in every situation when they try to break up a fight/scrum. When the LP is working to find the right moment to enter the situation it is very important that the linespersons safety is put in the first room, that should never be down prioritized. The referee must support the LP by punishing any player that endangers the LP in this work.

## FOUR-OFFICIALS SYSTEM PROCEDURE DURING STOPPAGE OF PLAY



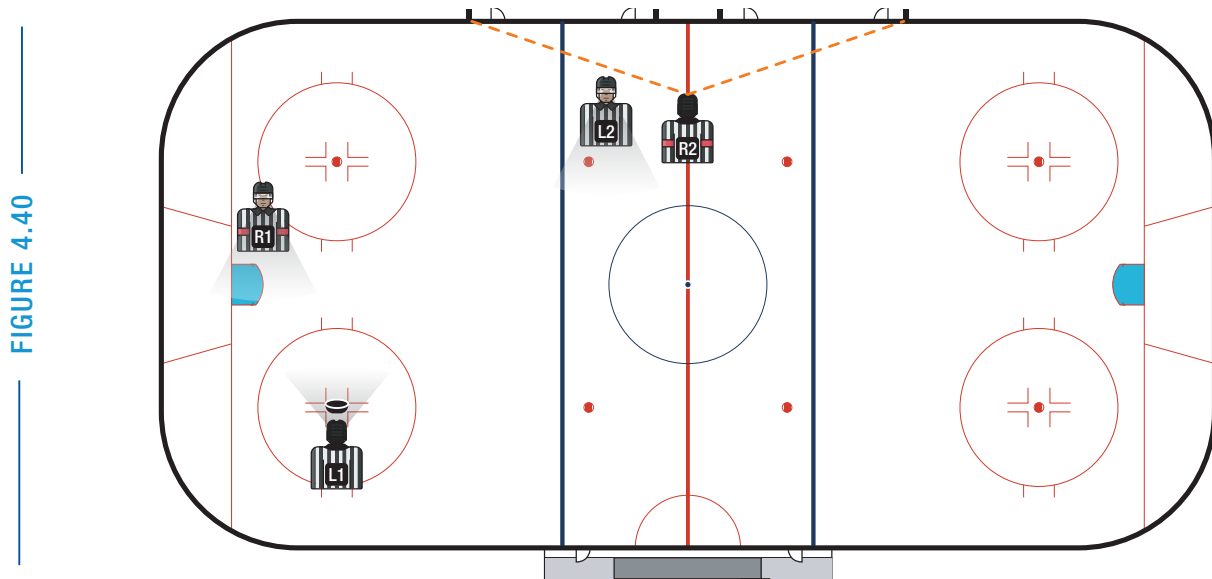
### 4.4. CHANGING PROCEDURE DURING STOPPAGE OF PLAY

It is always only one of the referees that will be in control of the changing procedure. The basic rule in this procedure is that the **R2** in the situation when play is stopped is the one taking charge in this procedure towards the benches. This is true to many situations but have some exceptions, such as when the position for the upcoming Face-off is moved one step down on the ice. When the position is moved down back one zone in the example of a passing offside or playing with a high stick as two examples it will be decided internally between the referees on whom will become the **R2** in this situation and take charge of the Players change procedure. If there is a situation where it is unclear in the regard on who will be controlling the changing procedure it will be the one that is in the position as the **R2** after the face off that will be in control of the changing procedure.

When conducting the changing procedure, the basic position for **R2** should be to take a position 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 a good communication and to establish a presence with the teams/coaches. This opportunity for the referees/teams should not be a factor slowing down the changing procedure and taking more time then needed. **R1** will in this situation take an overall responsibility to monitor the overall player control at the same time as he is moving towards the location for the face off.

**R2** should utilize this position to control the jerseys of the changing players coming on to the ice and if needed with the players to assure that the jerseys are positioned outside the pants prior to the face off. (Figure 4.40)

## FOUR-OFFICIALS SYSTEM PROCEDURE DURING STOPPAGE OF PLAY



### 4.5. PROCEDURE FOR OFFICIAL VIDEO REVIEW

In a situation where a referee is making the official signal for a video review it is that official that will have the main responsibility in the situation. That official is the one reporting to the scorekeeper's bench and the one that takes the contact to the VRC and leads the conversation. If there is no screen to watch in the scorekeepers bench the other referee will remain on the ice with the LP and monitoring the players benches. If there is a tablet or screen located in the scorekeepers bench the routine should be that both referees should watch the situation and the referee that initiated the review be the one that have the main contact with the VRC in the consultation.

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 headset it is not needed to meet up in the crease but the debrief should still be made. As stated in the rules it is important that the referee has the final on ice decision that is about to be reviewed. This is as it will be the final decision if the review is seen as inconclusive.

The communication should be done prior to the review on what is being reviewed and after the review is finished on what the call will be, this communication is only to be made with the assigned captain in each team. If there is a referee still located on the ice he should not comment or inform anything around the coming decision in the review to other players.

# FOUR-OFFICIALS SYSTEM

## 2 REFEREES AND 1 LINESPERSON SYSTEM

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.

## 5 2 REFEREES AND 1 LINESPERSON SYSTEM

### 5.1. BACKGROUND

The 2 Referees (**R1** and **R2**) and 1 Linesperson (**L**) System is to be 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 move forward as outlined in the IIHF OPM for the Three-Officials System.

In this part of the document we talk about the following roles "**R1**" and "**R2**" which is the reference to the two Referees just as in the rest of the Four-Officials system. When a game official is referenced to "**L**" it is the remaining linesperson in the game and their duties.

Note: "**R1**" and "**R2**" are numbered for identification only.



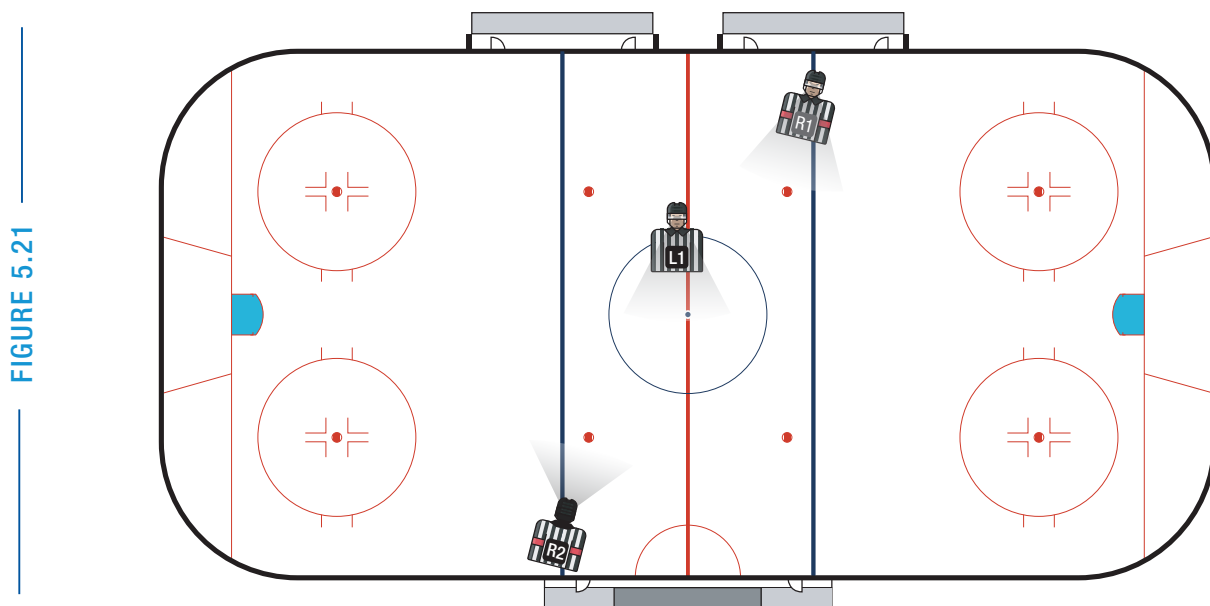
# FOUR-OFFICIALS SYSTEM

## 2 REFEREES AND 1 LINESPERSON SYSTEM

### 5.2. 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



#### After Scoring of a goal

“R2” will report the scoring to the scorekeeper.

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

“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.

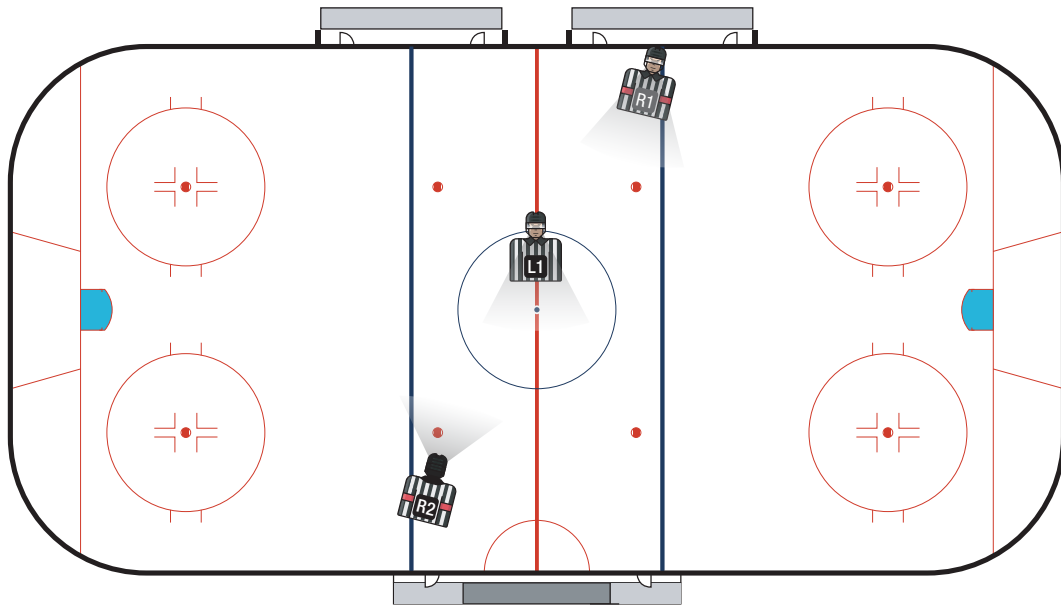
“R1” will handle the players line change. “R1” and “R2” will position for the faceoff in the manner where the referee on the bench side lines up on the blue line nearest the bench of the team that just scored.

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

# FOUR-OFFICIALS SYSTEM

## 2 REFEREES AND 1 LINESPERSON SYSTEM

FIGURE 5.22



### Neutral zone

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

“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 if play would directly move towards that side of the ice.

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 as puck moves in to 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.

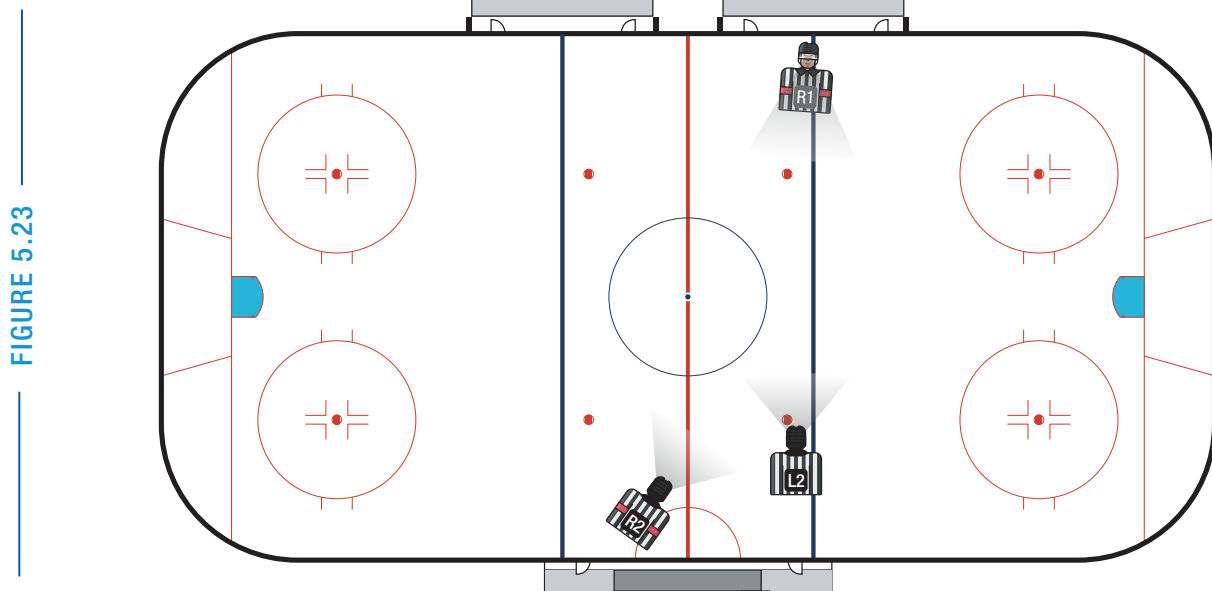
“L” moves to cover the Team B blue line when play goes in to the end zone.

“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



### 5.3. 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 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. R2 is responsible to monitor the players behind Ls 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, 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.

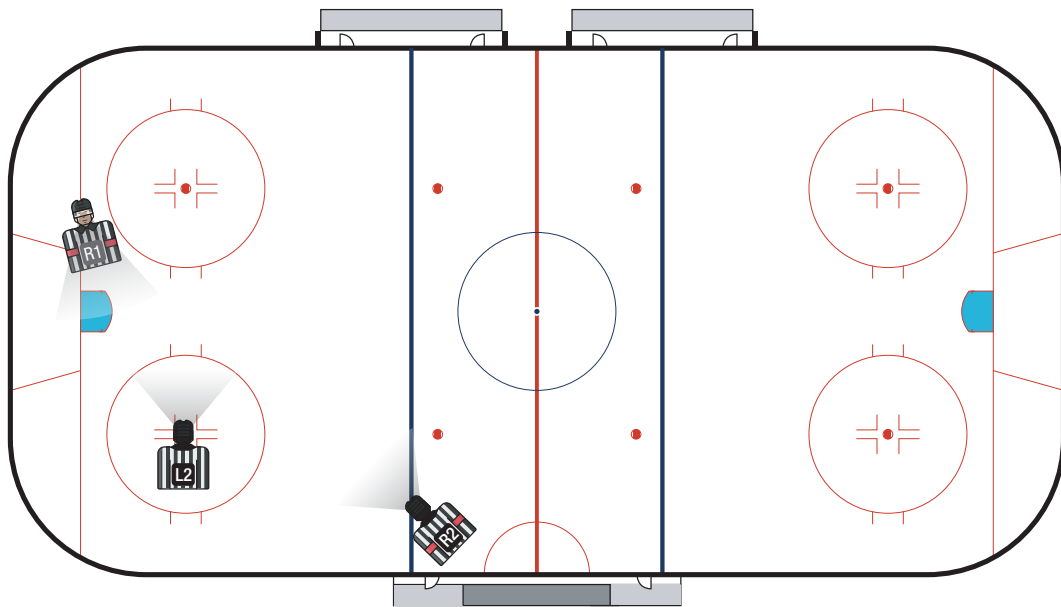
“L” then moves to the Team B blue line to cover it, as “R2” moves to the goal line.

“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

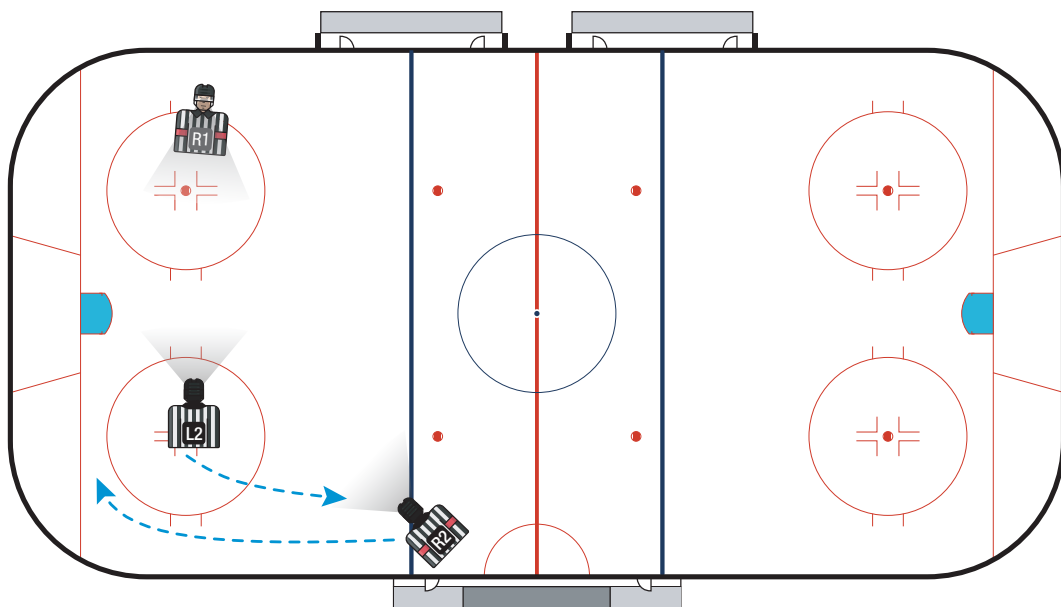


### End zone with less than 10 seconds

“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 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

FIGURE 5.32



## FOUR-OFFICIALS SYSTEM

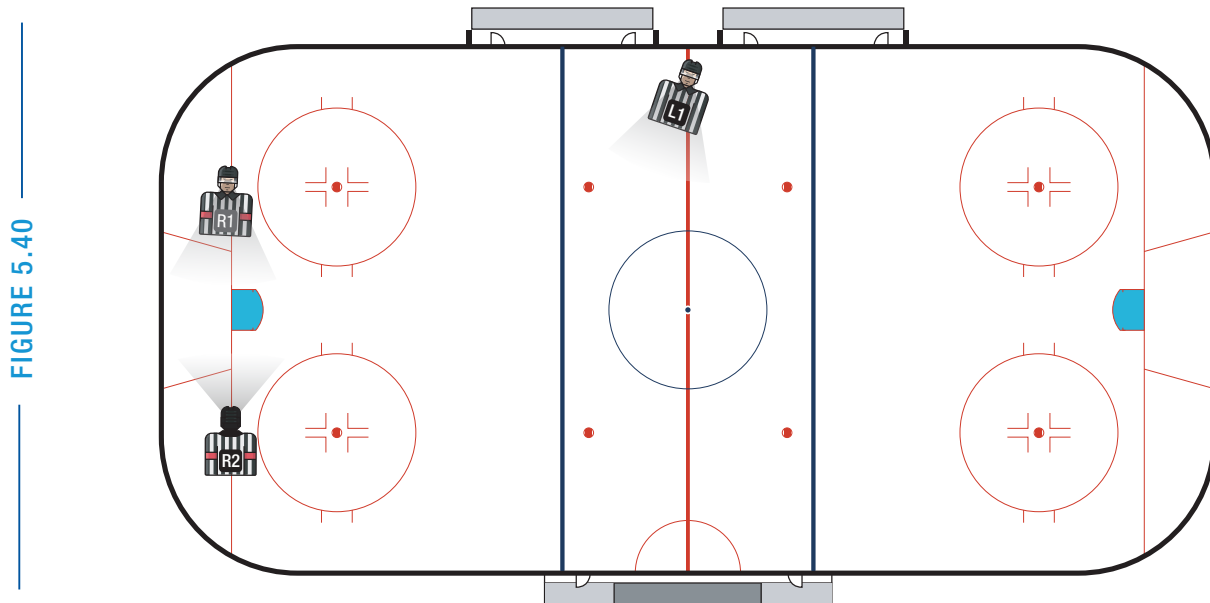
### 2 REFEREES AND 1 LINESPERSON SYSTEM

#### 5.4. PENALTY SHOT / GAME WINNING SHOTS

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

“R2” is assisting “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.



#### 5.5. 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.

“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.

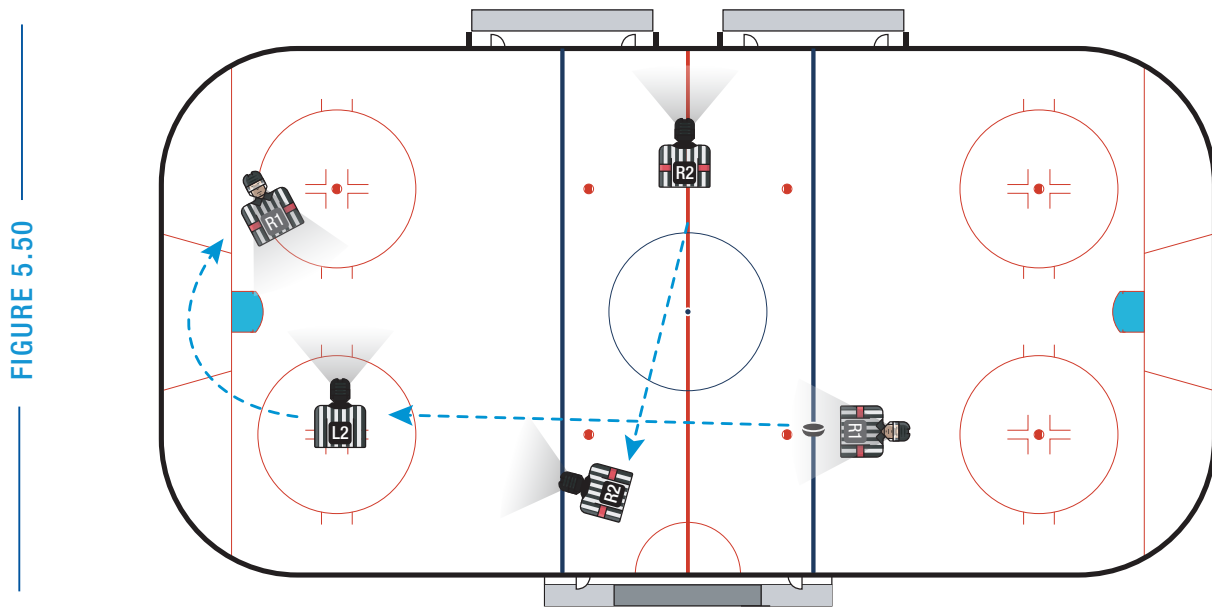
“R1” points to the faceoff location starting the line change procedure. After five (5) seconds, “R1” or “R2” raises the non-whistle arm, indicating to the visiting team their time to change players has ended and, indicating the home team has eight (8) seconds to complete its line change.

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



#### 5.6. OFFSIDE

“L” called offside.

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

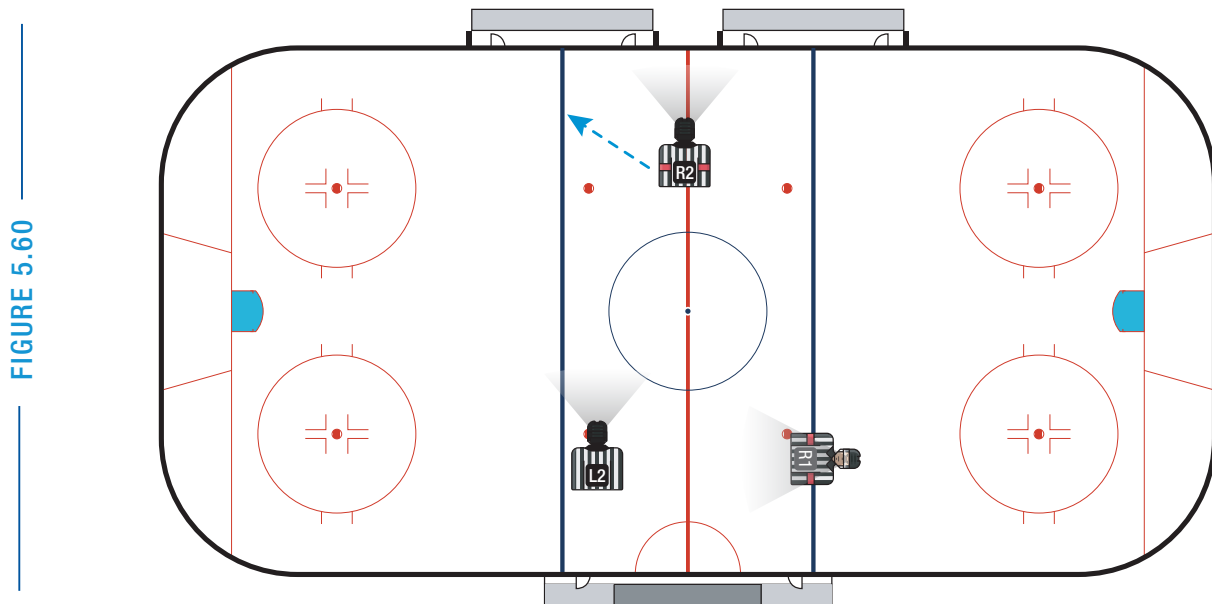
“R1” retrieves the puck. (If “R1” or “R2” calls the offside, the respective “R1” or “R2” will go to the faceoff location and the “L” will retrieve the puck and conduct the faceoff).

“R1” or “R2” not retrieving the puck will handle the line change.

“R1” and “R2” always keep a full field of vision of the entire ice surface. On the delayed offside, the person signalling 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



#### 5.7. 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 to what is a delayed penalty and what is icing).

“**L**”, seeing “**R1**” 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 blows the whistle, stopping play.

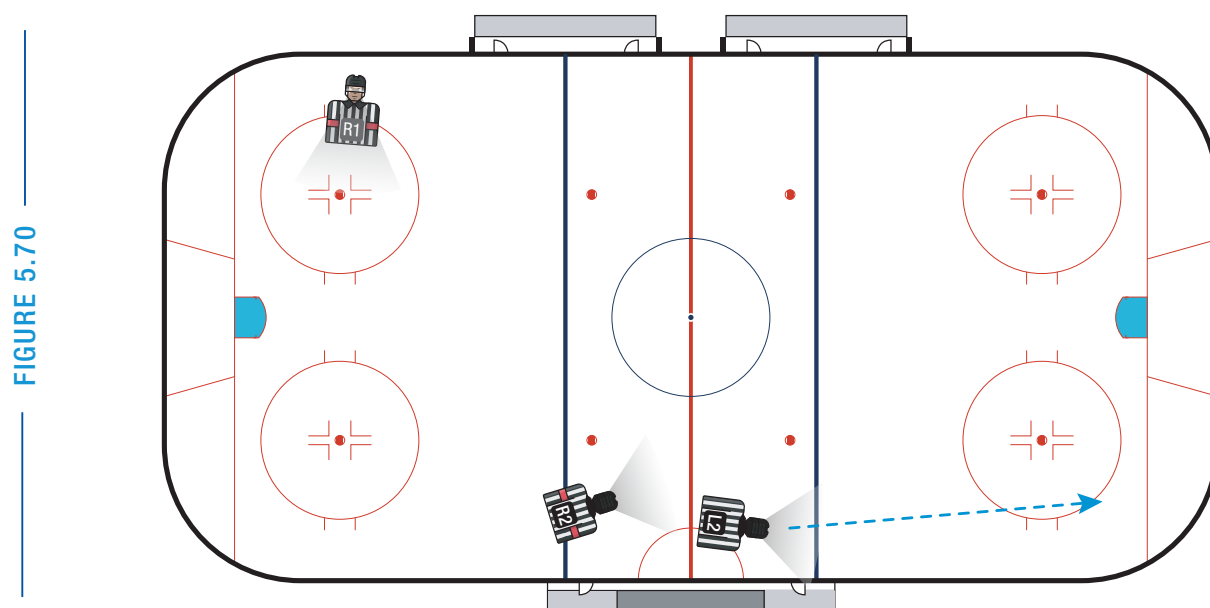
“**R1**” lowers the arm, folds both arms across the chest indicating icing has been called.

“**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 extended, **L** will give the washout signal, nullifying the icing

# FOUR-OFFICIALS SYSTEM

## 2 REFEREES AND 1 LINEPERSON SYSTEM





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