

Referee Signals



CHECKING FROM BEHIND

If a player pushes, body-checks or cross-checks an opponent from behind anywhere on the ice, a Checking From Behind penalty may be called. It's a game misconduct (ejection), coupled with a two minute or five-minute penalty, depending on the severity of the offense. (A teammate will have to serve the two or five minutes if a game misconduct is called.) The referee's signal is a forward motion of both arms, with the palms of the hands opened and facing away from the body, fully extending from the chest at shoulder level.



BOARDING

If a player is checked into the boards in a violent manner, then the ref may call a boarding penalty. A two minute penalty will be assessed for boarding, and in situations where the offense is more serious (when a player is vulnerable, etc.), a 5-minute major penalty and game ejection may be called.



CHECKING TO THE HEAD

A Minor and Misconduct penalty, or a Major and Game Misconduct penalty, at the discretion of the referee, based on the degree of violence of impact, shall be assessed to any player who checks an opponent to the head area in any manner. A Match penalty could also be assessed under this rule. If a player is injured, a Major and Game Misconduct penalty, or a Match penalty must be assessed.



BODY-CHECKING

Body-checking is not allowed until the pee wee level in the Calgary Minor Hockey Association. Delivering a body-check in the lower divisions will result in a two-minute penalty being assessed.



CROSS-CHECKING

When a player uses the shaft of their stick, held between the hands, to check an opponent at any height. The referee signals with a forward and backward motion of the arms with both fists clenched and about a foot apart. (This signal imitates the action of a Cross-check.)



BUTT-ENDING

If a player jabs (or attempts to jab) another player with the shaft of the stick above the upper hand, a butt-ending penalty may be called. The ref holds one forearm over the other; the lower is moved back and forth, across the body.



ELBOWING

This is when a player is checking an opponent with their elbow. The referee signals by tapping either elbow with the opposite hand.



CHARGING

If a player takes more than two steps or strides, or jumps into an opponent when body-checking, a charging infraction may be called. The referee signals by rotating clenched fists around each other in front of the chest. Since body-checking isn't allowed until the pee wee level, you will rarely see this called in the first few years.



HIGH-STICKING

This occurs when checking an opponent with the stick above the normal height of the shoulders, either purposely or accidentally. A more severe penalty may be called for flagrant high-sticking fouls, including ejection from the game. The referee signals this call by clenching both fists and mimicking a player holding a stick above their shoulders.

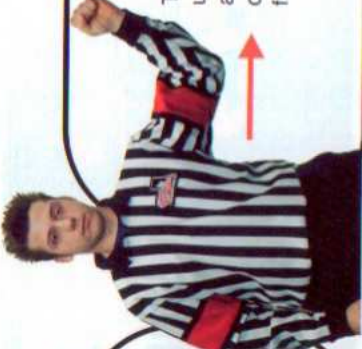
HOLDING

This is called when a player grabs an opponent's body or stick with the hands. The referee motions this call by grabbing either wrist with the opposite hand in front of his body.



ROUGHING

This penalty may be called when a player uses their arms or fists to hit or punch another player. The signal for this call is a clenched fist and arm extended out to the front or side of the body.



HOOING

This is called when a player slows down an opponent by hooking his stick on any part of the opponent's body or stick. The referee signals this call with a tugging motion with both arms.



SLASHING

This penalty is called when a player deliberately hits an opponent with the stick. The signal for this call is a chopping motion with the edge of one hand across the opposite forearm.



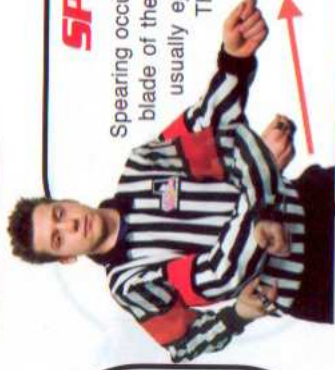
INTERFERENCE

This penalty is called when a player impedes the progress of an opponent who doesn't have the puck. The referee signals this call by crossing his arms in front of the chest.



SPEARING

Spearing occurs when a player thrusts or jabs the blade of their stick at an opponent. Players are usually ejected from the game for spearing. The signal for this call is a jabbing motion with both hands thrusting out in front of the body.



KNEEING

If a player uses their knee (or sticks their knee out) to take down or check an opponent, the referee may call a kneeing penalty. If the infraction is of a more serious nature, the referee may consider this a major penalty (and a game misconduct) instead of a minor penalty (2 minutes).



TRIPPING

This penalty may be called when a player uses their stick or any body part to trip the puck carrier. If the player touches the puck prior to contact with the player, there is usually no penalty called. The referee signals this call by striking their leg with either hand below the knee (usually bending down to do so), keeping both skates on the ice.



MISCONDUCT

This penalty may be called when a player exhibits extreme and inappropriate behaviour toward another player or a game official. For example, if a player utters profanities at another player or a game official. Depending on the severity of the offense, the player may be given a 10 minute Misconduct or Game Misconduct penalty. It is also a Game Misconduct when a player checks another player from behind. With the exception of Checking From Behind, the penalized team does not play shorthanded.



UNSPORTSMANLIKE CONDUCT

This penalty may be called when a player exhibits poor sportsmanship or inappropriate behaviour on the ice.

