



## HWRD Skills Quiz

10 points out of 10

100%

(OPTIONAL) What is your email?

Consider Endzone positioning. Where should the referee be positioned when the puck is near the blue line on her side of the ice? ("Endzone positioning" Found in the Positioning HWRD Resources Page of wpgrefs.com).

Correct

- Home Base
- Half-Piston
- At-the-net
- Below the goal-line



According to "How to write a game report" (Found in the top right corner of wpgrefs.com) there are three parts to an incident report, what information should be included in the "beginning" section?

Correct

- a) Information about your observations of the game that may have lead to the incident.
- b) Information describing the incident.
- c) Information explaining the penalty called and why that penalty was called.
- d) All of the above



The referee has identified a fan from team A to remove for abuse of an official. The fan refuses to leave. State the referee's next step. ("Removing someone" in the HWRD resources-Game Management section)

Correct

- The referee continues to talk to the fan, reasoning with the fan that they need to leave.
- The referee asks the rink attendant for help.
- The referee puts two minutes on the clock, then continues to reason with the fan.
- The referee puts two minutes on the



When a referee puts the minutes on the clock, and informs the benches of the situation, finds safe place to wait.



When a referee comes to a complete stop, which way should his or her body face? (At the 2:25 point of "How to Skate Like a Referee" Video on the Professional Skills page of HWRD Resources of wpgrefs.com)

Correct

- On his or her strongest side.
- Facing the boards
- Facing the center of the ice
- Facing the endzone.



When a referee skates backwards, how often should she use cross overs? (At the 4:05 point of "How to Skate Like a Referee" Video in HWRD Resources-Professional Skills)

Correct

- As many as possible to gain speed
- As few as possible, use c-cuts instead to reduce chances of being tripped
- Only if you are in amongst players
- Only if you are in the corner.



What is gamesmanship (See Gamesmanship in the Game Management Resource Section)?

Correct

- a) Shaking hands/saluting the other team at the end of the game.
- b) playing hard for a full three periods.
- c) dubious (underhanded) actions, that are within the rules of the game, used by game participants to gain an advantage but do not fit the "spirit of the rules"
- d) a combination of A, B, and C



What is the best way to limit the effect of a coach trying to manipulate the line change procedure by sending out players at the wrong time (See "Gamesmanship" document in the HWRD Resources-Game Management section)?

Correct

- a) Stick very closely to the 15 second line change procedure

change procedure

- b) send players back to the bench if they change outside of the 5 seconds allotted for their team.
- c) Be nice, just keep warning the coach... it will eventually go away.
- d) Both a) and b)



The referee has called a penalty and is now going to the timekeeper's box. The referee should (Procedures Resources, Penalty Call Procedure):

Correct

- a) keep skating past the penalty box and make the penalty signal quickly as you go by.
- b) come to a stop in front of the timekeeper's box, wait for the timekeeper to look at you, and make the call.
- c) Come to a stop in front of the timekeeper's box and make the call as quickly as possible to get play started again.
- d) Do not make any signal. You already did that when you called the penalty.



When you and your partner decide to enter a fight, how should you approach "your player"? (Look in the Procedures page of the HWRD Resource Section and find "Altercation Procedure")

Correct

- a) From Behind, to take advantage of the element of surprise.
- b) As close to coming from the front as possible, but you will probably come from the side.
- c) As close to coming from the front as possible, but you will probably come from the side while making sure you speak calmly and assertively.
- d) Which ever direction, so long as you are quiet



In a perfect handshake scenario, where should the players go at the end of the hand shake line? (Look in HWRD Resources-Procedures, Handshake Line)

Correct

- a) Towards their bench.
- b) towards the gate they should exit by

b) towards the gate they should exit by.

c) Both teams will curl away from each other such that they do not meet again after they have finished the handshake line.



d) where ever they end up is fine.

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