

From: HWRD Quizzes info@wpgrefs.com
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HWRD Skills Quiz

10 points out of 10

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What types of penalties should a referee call? (Game Management and Impact Penalties found in the resources, Game Management)

Correct

- All penalties early in the game.
- The referee is responsible to call every penalty, no matter how minor.
- Impact penalties consistently, whether the game is early, in the middle or at the end.
- Focus on the stick infractions since these are penalties related to using the stick as a weapon



For a line change procedure...the official who is dropping the puck should blow his whistle...(HWRD Resources, HCOP 3-3)

Correct

- Before the official conducting the line change raises his arm
- Before the visiting team starts to change
- Immediately after the official conducting the line change drops his arm
- 5 seconds after the official conducting the line change drops his arm



The whistle goes, which phrase best describes the officials' responsibility during the whistle? (HCOP 5-14 found on HWRD Resources Page)

Correct

- a) get puck, drop puck
- b) players first, puck last
- c) Watch, Listen, Do
- d) Just drop the puck



When should the linesperson intervene

Correct

in an altercation? (HCOP Page 5-13)

- a) Only after the referee calls a penalty
- b) Be aware, identify an issue and try to make it stop using voice, physical positioning, and presence before the players start pushing and shoving
- c) After the players start pushing and shoving

Correct



The puck is leaving Team A's zone. The linesperson who was on that line is linesperson A. linesperson B is already getting in position at the other blue line. As the back linesperson, what is the determining factor for linesperson A to leave his line and proceed up the ice to the other blue line? (Page 5-12 in the HCOP manual on the HWRD Resources Home Page)

Correct

- a) there is no factor...just go as soon as possible.
- b) linesperson A should leave his blue line when all the team B attacking players have left team A's zone and there is no issues between players
- c) as soon as linesperson A knows the puck is not coming back to Team A's zone



What is the best way to limit the effect of players trying to get a whistle by acting hurt (See Gamesmanship in Game Management page of the HWRD Resource Section)?

Correct

- a) tell her to get up or she will get a penalty...but do not call a penalty.
- b) Tell her to get up or she will get a penalty...then call a penalty.
- c) stop play after allowing play to conclude by her team gaining control of the puck
- d) if there is a scoring chance for the non-injured team, allow it to conclude before stopping play.
- e) All of the above.
- f) both c) and d) depending on the situation; a & b are OK, but A & B allow gamesmanship to effect the game more than



c & d. C & D is the correct answer

When removing a fan from the arena for abuse of an official, how much time do you put on the clock ("Removing someone" in the HWRD resources-Game Management section) if the fan refuses to leave?

Correct

- No time on the clock, just wait.
- 2 Minutes on the clock
- 5 Minutes on the clock
- No time on the clock, just get the rink attendant.



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



Where should the linesperson position her skates when the puck is in the attacking zone of her end? ("Blue line Positioning" in HWRD Resources-Positioning of wpgrefs.com)

Correct

- 20 to 30 centimeters inside the blue line so that she is inside the attacking zone
- 20 to 30 centimeters outside the blue line so that her skates are in the neutral zone
- On the blue line
- Near the top of the endzone circle.
- At the redline.



What are the questions a referee asks herself when deciding if a penalty is an impact penalty? Select all that apply. (Impact Penalties on the Game Management Page in HWRD Resources)

Correct

- a) Does this penalty set a clear standard



for the entire arena of what is and is not allowed?

b) Is this penalty a dangerous play penalty?

c) Is this penalty a Game Misconduct, Gross, or Match?

d) Can the potentially guilty player learn something from this penalty so that he can avoid this penalty next time?



e) Is this penalty obvious?

f) Can I easily explain this to the captain?

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