



HWRD Skills Quiz

10 points out of 10

100%

(OPTIONAL) What is your email?

Between periods (when there is a flood) or after the game a linesperson escorts both teams to the dressing rooms (as she should). Where should the linesperson stand to maintain presence while watching players enter the dressing room? (there is no clear place to find this answer, but this is application of "presence" discussed on 4-6 of the HCOP Manual (found in the HWRD resource section home page).

Correct

- a) Close to the home team dressing room.
- b) Close the the visiting team dressing room.
- c) equal distance between the two dressing rooms.
- d) doesn't matter...where ever you want.



If you choose to talk to a coach between periods, when should you do so (HWRD Resources-Game Management, Talking to Coach)?

Correct

- a) at the beginning of the intermission to get it over with
- b) at the end of the intermission to give yourself an excuse to leave (i.e. I have to go drop the puck)
- c) at the end of the intermission to give the coach a chance to cool down if he was heated.
- d) at the beginning of the intermission to make sure that the coach does not forget
- e) either b or c...always at the end of the intermission
- f) either a or d, always at the beginning of the intermission



When should you enter a fight?

(Altercation Management: Breaking up a fight In HWRD Resources: Procedures)

Correct

- a) Immediately
- b) when the players have tired out.
- c) when you and your partner are ready to go in together
- d) a combination of b) and c)



Team A calls a time-out with 0:30 remaining in the game with A10 serving a minor penalty with 0:01 remaining in the penalty. May A10 join his teammates for the timeout? (the correct answer does not have a specific rule/procedure, however, in an email, Hockey Canada stated that the correct answer is "practical")

Correct

- Yes, but he must return to the penalty bench before play resumes.
- No, he must remain in the penalty bench until the penalty expires.



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



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.

According to "Perspectives-How to call a penalty" (Found in HWRD resources-procedures of wpgrefs.com) how long does the referee wait to signal a penalty after stopping play?

Correct

- Do not wait, start your penalty call as soon as you stop play.
- Wait three seconds to let the entire arena focus on you.
- Wait three seconds to remember your call.
- Wait ten seconds.



Under what circumstances should the official being mentored ask questions about feedback given by the mentor. (See "Give/Receive Feedback" in the HWRD Resources-Professional Skills section of wpgrefs.com).

Correct

- Never.
- When the referee feels the mentor is "Just wrong"
- When the referee needs to clarify the mentor's feedback to better understand.
- When a different mentor gave the exact opposite feedback and the official agrees with the other mentor.



In the cone system, the referee may go below the goal line. What best describes the amount of time the referee should be below the goal line (See "endzone positioning" in HWRD Resources-Positioning Section)?

Correct

- a) if the puck is in the end zone, go below the goal line.
- b) when ever there is a scramble at the net, the referee should go behind the net.
- c) go below the goal line only when you need to get out of the way or get a better view. Return to home base, half-piston, at-the-net as soon as you have successfully avoided the play or no longer need to see the play from that angle (and it is safe to do



so).

d) go below the goal line only when it is absolutely necessary. Return to home base, half-piston, at-the-net the next time you change ends of the ice.

Select the option that best describes "Half-Piston" (See "endzone positioning" in HWRD Resources-Positioning)

Correct

a) Back against the boards, below the faceoff dot; Puck is on your side of the ice.

b) Somewhere around the bottom of the circle; puck is on the far side of the ice.



c) Very near the net; there is a scramble for a loose puck near the goal or goal crease

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