

Committee of Rink Hockey Referees

Timekeeper Accreditation

General Principals



Committee of Rink Hockey Referees

The Third Team



The Third Team

- There are 3 teams in a match - Home, Away and the Officials, which includes;
 - 2 Main Referees
 - Timekeepers
 - Manage all the timings during a match
 - Record all details on the Match Sheet
 - Manage the timings of Cards given in the match
 - Must always acknowledge signals from the Main Referees
 - 3rd Official
 - Controls team benches, Players sitting Blue Cards, Time Outs and Team Fouls
 - Informs Main Referees and public of Time Out requests & Team Foul warnings
 - Must always acknowledge signals received from the Main Referees
 - 4th Official
 - Controls the 45 second Shot Clock
 - Must concentrate throughout the match to ensure Shot Clocks are accurately kept
 - Tournament Head Official
- Don't be afraid to get together to speak to each other to get the right decision
 - It's better that the right decision is reached, even if it takes a bit longer
 - Everyone needs to work together
- Referees may ask the Tournament Head Official for rule clarifications
- If there are no 3rd or 4th Officials, these duties are done by the timkeepers



The Shot Clock

- All officials should talk to each other before the match, so everyone is aware of the signals that will be used
- Two signals should always be used
 - Tapping hands above the head to signify that the clock should be reset
 - Moving hand at waist height in a carry on motion to signify that the clock should continue
- The Shot Clock should always be reset when:
 - The defending keeper plays the ball
 - The attacking team shoots at the Goal and hits the post or crossbar
 - A face off is called
 - Possession of the ball clearly changes teams (generally not signalled)
 - A Penalty or Direct Free Hit is called
- The Shot Clock should not be reset when:
 - A Team Foul is given
 - The ball leaves the rink
 - The ball is deflected by the defending team
 - The defending team plays the ball, but the attacking team immediately regains the ball (this is where the carry on signal must be used)



Committee of Rink Hockey Referees

Pre Game



Pre Game

- Speak to the referees of the game to make sure they are aware of the various displays and signals used at the rink. Confirm the duration of the match and half time break, as well as running or stop clock.
- Make sure the timing equipment to be used is working correctly, either a scoreboard or stopwatch, and that you are familiar with how it works. Ensure you are aware of any backup systems should the main one fail.
- Make sure that team foul and score display are available and can be easily seen.
- Check through registration cards with the referees. These can be colour photocopies or originals. These must be signed and have a photograph which is not more than five years old attached. They must also show the correct club and date of registration. This also applies to second claim cards and any overage licenses etc. If a player doesn't have a valid card, or message from the General Secretary confirming they are registered, they can't play.
- Fill out the game and team details on the match sheet, teams should supply team lists well in advance of the game. Make sure handwriting is legible.
- Make sure the timekeeping bench has an unobstructed view of the rink, or at least of one of the referees.



The match sheet

- At the top of the sheet, fill out:
 - the date,
 - competition,
 - game number if one is assigned
 - teams involved.
- Enter all player names and numbers for both teams, along with all coaches, managers, doctors etc. Make a note of who is captain and vice captain for each team. Mark each goal and card a player gets with a /. Mark Verbal Warnings in the W column.
- Mark off each time out as the teams request them. Premier League games have a 60 second and a 30 second time out per team per half. Other games have just a 60 second timeout per team per half. This can either be a / then X, or the time each time out was called.



National Rink Hockey Association

Match Report Sheet

Game No.....

Home

Competition Away

Home Team										
Cards										
No	W	Blue	R	Players Name	Goals					
1				Jamie Smith						
2				Ryan Brown C	/	/	/			
3	/			Michael Hughes	/					
4				Liam Haigh						
5	/			Laura White VC	/					
6				Matt King	/	/				
7	/			Alice Jones						
8				Andrew Jackson	/					
9				Alex Moore						
10				Ben Hatfield						
M				P. Lake	Manager					
C				R. Town	Coach					
Dr.					Doctor					
O					Other					

Time Out 1st Half /

Time Out 2nd Half X



The match sheet

- Mark each goal with the player number that the referee signals to you, with the time in the game that it was scored. Home team goals go in the left column, away go in the right. Draw a line under the latest goal at half time, and cross out the remaining boxes at the end of the game. In this example, the game was 4-3 at half time, and ended 8-5.

Players No.	Home Time	Goals	Away Time	Players No.
2	14.23	1	12.32	4
3	13.45	2	7.12	3
5	11.12	3	2.32	4
6	9.45	4	10.45	7
6	13.32	5	7.16	8
2	4.52	6		
8	2.56	7		
2	1.42	8		
		9		
		10		
		11		
		12		
		13		
		14		

- Mark suspension times in the column on the right. Note the player number, home or away, the time the card was given, and the time the player can return to the game. Eg, a blue card to player number 5 for the home at 5:36 team would have:

- 5 - H - 5:36 - 2 - 3:36.

Player No.	Team	Time Out	Time Susp.	Time In
5	H	5.36	2	3.36



The match sheet

- Mark each team foul for each team with a X through each box as they are signalled by the referee. When a team hits 10, and then every 5 after, signal to the referees that a direct free hit should take place.

Team Fouls	Home	X	X	X	X	X	X	X	X	9	10
		11	12	13	14	15	16	17	18	19	20
		21	22	23	24	25	26	27	28	29	30

Team Fouls	Away	X	X	X	X	5	6	7	8	9	10
		11	12	13	14	15	16	17	18	19	20
		21	22	23	24	25	26	27	28	29	30

- If there has been a red card or major issue during a game, the referees will have to write a report. This is done online, but still check the box so that it is noted on the match sheet.

Reports attached	Yes	No
Referees		
Accident		



The match sheet

- Write the names of both team captains and both referees here. This is also where they sign at the end of the game.

Captains			
Home Team	Name :		
	Sign		
Away Team	Name :		
	Sign		

Referees				Number
1	Name :			
	Sign			
2	Name :			
	Sign			

- Write the names of the timekeepers and any delegates from teams. Each time can have one person sit at the timekeepers bench. 3rd/4th referees can also be noted here.

Time Keepers	
Name	

Time Keepers	
Name	

Time Keepers	
Name	

Time Keepers	
Name	



The match sheet

- Record the goals scored in each half, plus any extra time and then penalties. So if the home team scored 4 goals in the first half, and 3 in the 2nd, and the away team scored 4 and 2 goals, it would read:

RESULT					
Match		Extra Time		Penalties	Result
1st Half	2nd Half	1st Period	2nd Period		
4 - 3	4 - 2	-	-	-	8 - 5



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During the Game



Powerplay & Suspension Times

- There are two time periods that the Timekeepers need to keep track of:
 - The Power Play time against the team
 - The Suspension time for a Player
- If a team has 2 Players suspended, and another Card is given, the 3rd Power Play is now 5 minutes (rather than 2 or 4 minutes)
- A team must have 3 out Players on the rink, so if multiple cards are given, the Power Play times stack after each other

	Suspension		Powerplay	
	Start	End	Start	End
Blue	16:00	14:00	16:00	14:00
Blue	15:40	13:40	14:00	12:00
Blue	14:20	12:20	12:00	7:00

	Suspension		Powerplay	
	Start	End	Start	End
Blue	16:00	14:00	16:00	14:00
Blue	15:40	13:40	14:00	13:55
Goal	13:55			
Blue	14:20	12:20	13:55	9:55

	Suspension		Powerplay	
	Start	End	Start	End
Blue	16:00	14:00	16:00	14:00
Blue	15:40	13:40	14:00	12:00
Red	14:20	10:20	12:00	7:00

	Suspension		Powerplay	
	Start	End	Start	End
Blue	16:00	14:00	16:00	14:00
Red	15:20	11:20	14:00	9:00



Powerplay & Suspension Times

- As the powerplay times for a team can change depending on when goals are scored, they don't need to be recorded, just the suspension times for the players.
- Keep track of the powerplay times on a separate piece of paper.
- If a player is given a card, they must sit at the timekeepers bench.



Communication

- If radios are available, use them. They are a great tool to aid in communication between referees and timekeepers, especially in venues where the timekeepers don't have the best view.
- If you need to get the attention of the referees, sound the buzzer so that everyone can hear. If there are issues off of the rink that the referees need to deal with, they need to be alerted.
- Make sure you mirror or acknowledge signals from the referee.
- If the game is stop clock, stop the game each time the whistle is blown, and restart it when play resumes, either by whistle or the players moving the ball.
- Ensure all goals and team fouls are displayed on the scoreboard.
- Penalties and direct free hits are not recorded as team fouls.
- Requests for timeouts must come through the timekeepers (where the venue allows). At the next stoppage, the timekeepers should signal to the referees that there needs to be a timeout, and which team it is for. Time the timeouts on a separate device, if the scoreboard doesn't have that functionality.
- If the game is running clock, the referees will signal if the clock needs to be stopped for any reason.



Committee of Rink Hockey Referees

After the Game



After the game

- Cross reference the goals scored with the / next to players names, to make sure they match up.
- Make sure the captains check and sign the match sheet.
- Then both referees compare the sheet to their record of the game, and then sign.
- Once the sheet is complete, follow the relevant submission process for that league.



Committee of Rink Hockey Referees

Signals



Signals

Advantage

- Hold both arms forward, palms up, facing the Direction of play



Face Off

- Raise one arm in the air holding up two fingers, while pointing at the spot to take it from



Signals

Technical Foul

- Point to the place on the rink the free hit should be taken from, and towards the offending team



Team Foul

- Raise one arm straight up into the air, and point to the offending teams half to show the Timekeepers which team committed the foul



Signals

Goal

- Give two clear, distinct whistle blows
- Point to the center spot
- Clearly indicate the Goal scorer to the Timekeepers



Restart

- Blow the whistle while raising one arm up to shoulder height



Signals

Warning

- Call the offending Player to you
- Issue a warning by raising one arm straight up, with one finger raised
- Indicate the Players number to the Timekeepers



Issuing Card

- Call the offending Player to you
- Issue the Card straight up into the air
 - So that everyone can see it
- Indicate the Players number to the Timekeepers



Signals

Direct Free
Hit
&
Penalty

- Run to either to direct free hit or penalty spot while pointing to it, then face the goal and point towards it



Direct Free
Hit
&
Penalty
Start

- Raise one arm straight into the air and count horizontally with the other



Signals

Direct Free
Hit
&
Penalty
Count

- The player taking the hit has 5 seconds to start, count with horizontal movements at chest height



Passive Play
Count

- When a team gains possession in their half, or takes the ball into their half, the 10 or 5 seconds should also be counted like this



Signals

Passive Play Warning

- When the Shot Clock reaches 40 seconds, both Referees should warn the teams by raising both arms straight into the air
 - If no Shot Clock is available, one Referee should raise one arm, and count the 5 seconds with the other at chest height



Time Out

- Raise both hands in the air in a T shape, then point in the direction of the team taking the timeout.



Signals

High ball

- One hand held flat above the head.



Dangerous high stick

- Both arms raised to shoulder height with one hand above the other, as if holding a stick



Signals

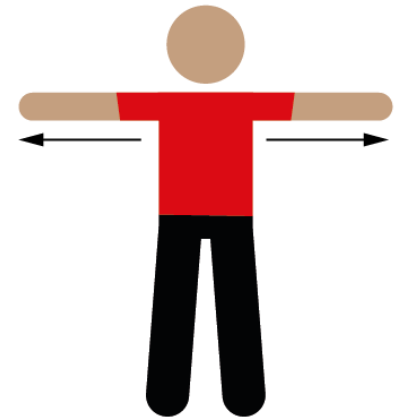
Deflection

- Hands held flat out in front of the body, moving one on top of the other



No goal

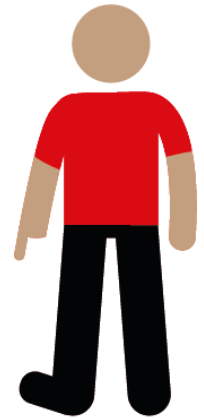
- Arms waved to the side at shoulder height



Signals

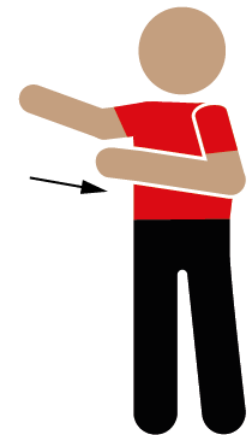
Football

- Foot raised with one hand pointing to it.



Hook

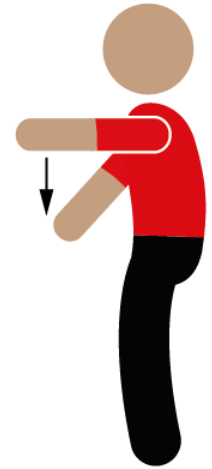
- Both hands held out in front of the body simulating holding a stick and pulling back.



Signals

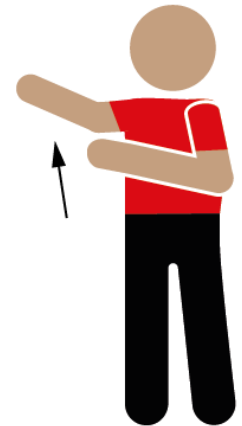
Chop

- Hand held out in front of the body with one chopping down into the other arm



Stick Lift

- Both hands held out in front of the body simulating holding a stick, while raising them upwards.



Signals

Moving ball
or moving
before player
touches ball
in DFH/P

- Clenched fists held in front of the body and rotating around each other



Holding

- One hand holding the other wrist



Signals

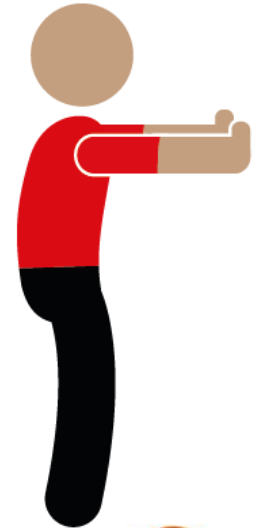
The cage

- Both hands held out in front of the body, drawing the shape of the cage.



Blocking

- Both hands held up together in front of the body, palms towards you.



Signals

Playing the ball with the body

- Patting chest with one open hand



Playing the ball with a hand

- Open hand pushing forwards



Signals

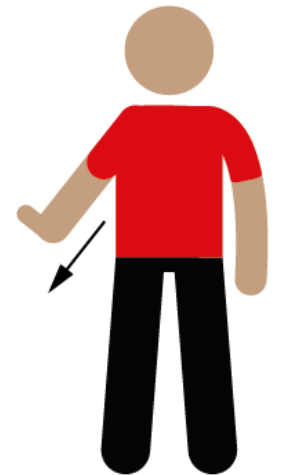
Signal to
other referee
to switch
ends

- Arms crossed at waist height, pointing in both directions,



Pushing

- Open hand pushing away from body



Signals

Numbers

- No 0:
 - Right hand in circle.
- No 1-5:
 - Right hand shows 1 to 5, palm to timekeepers
- No 6-10:
 - Right hand shows 5, left hand shows 1 to 5.
- Tens:
 - Back of right hand facing timekeepers with 1 finger = 10, 2 fingers = 20 etc.
 - Then 1 – 9 as same as above.



1-5

6-10

Number 16



Number 24



Number 40



Number 62



Number 78



Number 99

