



HWRD Skills Quiz

10 points out of 10

100%

(OPTIONAL) What is your email?

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.

According to "Submit Game Report" (Found in the top right corner of wpgrefs.com) there are three parts to the written description of an incident report, what information should be included in the "middle" part?

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

A fan has been asked to leave the arena, but refuses. Two minutes has been put on the clock, the rink attendant as been asked for help and has tried to have the person leave. What is the referee's next step? ("Removing someone" found on "Referee Maltreatment" page)

Correct

- Put another two minutes on the clock, this time, ask the rink attendant for help.
- Suspend the game, report situation to the league. ✓
- Access a Game Misconduct to the coach

Assess a Game misconduct to the coach of the fan's team.

Do nothing. Continue the game.

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 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

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)



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.

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.

What is the best description of the official shaking hands with coaches at the end of the game? (Look in HWRD Resources-Procedures, Handshake Line)

Correct

a) This is part of your responsibility every time the games ends.

b) Never.

c) Shake hands if practical but your main responsibility is to manage the players on the ice to ensure a safe exit...if you are managing the players you will probably not interact with the coach as you will be moving on the ice with your head on a swivel to maintain presence.



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...wherever you want.



During an altercation in the Three-Official System, where does the referee position herself? (HCOP 4-6, note this would be the same procedure for the end zone official in the Two-Official System)

Correct

a) at the penalty bench

b) far away so that the referee can see the whole ice surface

c) close enough to establish presence but far enough away to see all the players and the benches



According to Game Management and Impact Penalties (in the game management section of HWRD-Resources) which analogy best describes game management?

Correct

A hockey is game is like a wild beast that

must be tamed before it gets away from you.

A hockey game is like a bird, you want to hold it tight so it does not fly away but not so tight that you kill it.



A hockey game is like the the ugly duckling, your job is to help it grow.

A hockey game is like the tortoise and the hare, slow and steady is the best option.

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