



10 Things Heard From The Bench

*General Membership Training
December 15, 2015*

1-5

- 1. It can't be interference. He was in his way.**
 - A player has a right to the ground he occupies. An opponent cannot go through him simply because he is on the shortest path to the puck.
- 2. It can't be a slash. He was just playing 'til the whistle.**
 - Used as the excuse to whack away at a goaltender who has the puck covered
 - This motivational catchphrase creates unintended challenges for officials
- 3. It can't be interference. He was just finishing his check.**
 - Used as the excuse to blast an opponent after he/she has given up control of the puck
 - There is a difference between finishing a check that was delivered legally and starting a check that was avoidable
- 4. It can't be 5+GM. He didn't mean to injure him.**
 - Intent has no bearing on the call. If there is an injury then the call is 5+GM regardless of intent.
- 5. You can't call that. That's not your call.**
 - Used to argue a correct call that they don't like
 - Doesn't matter who makes the call as long as it is correct.

6-10

Ice Hockey Officials

IHONG

Northern Connecticut

- 1. It has to be 5+GM because there is blood.**
 - While blood might be a good indicator of injury, this is not an absolute truth.
 - Players are very well encased in protective gear. The occurrence of a blood injury is rare.
- 2. That's not icing. He pinched!**
 - The “pincher” must have had an opportunity to play an iced puck for this to be true.
- 3. The puck hit him. That's too many men!**
 - Used when a puck is shot into vicinity of player's bench during a line change
 - If a retiring player is at the bench but on the ice and the puck hits him, he is not participating in play
- 4. Why didn't you stop play? The puck touched him!**
 - Used to argue something important related to a delayed penalty situation
 - Delayed penalties require possession & control to stop play
- 5. It can't be tripping. He hit the puck first!**
 - In context of player leaving his/her feet causing opponent to fall
 - Tripping is based on the act that made the opponent fall, not the sequence of events