

How to mentor a half-ice game in APSJ

Your half-ice mentorship is likely with a first-year official in one of their first games ever. Therefore, you are starting at square zero.

You have two goals during your mentorships.

First, teach 4 main skills that apply to both full ice and half-ice:

- 1) Face-off procedure and puck drop. You can teach this by having one official work the game solo while you work with the other official in the practice half of the ice. Teach the official puck drop then have them do it 20-30 times before they switch with their partner to ref the game solo while the partner comes and works with you.
- 2) End zone positioning: you can teach this during the game or when you pull the officials to the practice side of the ice.
- 3) Penalty procedure. Again, this is easier to do on the practice side of the ice. Remember the four steps of a penalty:
 - a. See penalty, raise arm straight up with palm facing the side of your head and arm tight to ear,
 - b. Blow your whistle loud at the appropriate time and come to a complete stop,
 - c. Count to 3 (so everyone looks at you).
 - d. Make your call then retrieve the guilty player to take to the bench.
- 4) Teach the refs about 3 volumes of voice/whistle:
 - a. Loud enough for the players around you to hear.
 - b. Loud enough for the entire ice surface to hear.
 - c. Loud enough for the arena to hear.

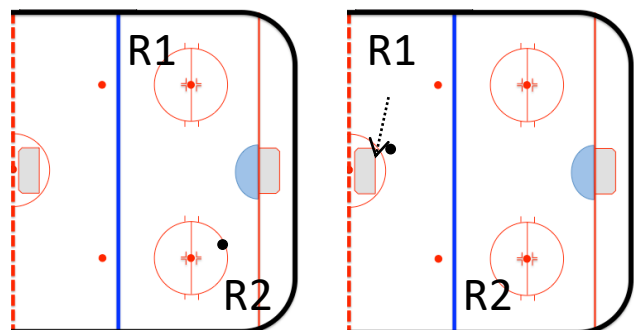
The second goal you have is to make sure that the refs understand the strategies to properly officiate a half-ice game:

→Strategy 1: Endzone Positioning for ½-Ice.

- Home Base (HB): If the puck is on your side of the ice then you are against the boards
- Half-Piston (HP): Puck is on the other side of the ice then you should be at here.
- At-The-Net (ATN): If the puck is At-The-Net then you should be At-The-Net.

→Strategy 2: Coming back to the “Blue Line”, just like the full-ice game

- When the puck is in the center-line end of the ice, one official (R2) is at the blue-line and the other is doing endzone positioning (R1).
- When the puck is in the goal-line end, one official is doing endzone positioning (R2) and the other is at the top of the circles (R1).



→Strategy 3: Using proper procedure for “Backing-Off”

- Recall: Review the 1/2-ice rules about backing-off behind ringette line after goalie-cover, goal, puck-out-of-play, or penalty.
- Referee Procedure:
 - Referee closest to puck when play is stopped will ensure the appropriate team has possession of the puck.
 - Referee who is further from puck will ensure the other team backs-off to ringette line.
 - Once team has backed-off to ringette line, play resumes.
 - If the non-puck team does not back-off to ringette line then blow whistle and restart the back-off process.

→Strategy 4: Use proper backing-off procedure for penalties

1. The ref calling the penalty blows the whistle and waits for everyone to stop. Blow your whistle a second time if necessary.
2. The ref not calling the penalty goes to the puck and makes sure the players around the puck stop playing.
3. The ref calling the penalty makes the call and takes the player to the penalty bench.
4. The ref not calling the penalty ensures the penalized team has backed away from the puck, waits for the ref calling the penalty to be in position, then tells the power play team to go.

→Strategy 5: Showing Presence and Urgency

- Take full strides...but do not dig into the ice, if you are going too fast...this makes you look professional but adjusts your speed.
- Straight arms for signals, blow your whistle loud, use your voice.
- Apply all the above strategies: 1-endzone positioning; 2-back official comes to blue line/top-of-circle; 3-make one team back-off after a stoppage; and 4-make play stop for penalties.