

GOAL JUDGES

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JOB DESCRIPTION

You are solely responsible for determining whether or not the puck completely crosses the goal line and turning on the red light immediately every time the puck does so. You shall be stationed behind the goals in a properly screened cage and shall not change goals during the game. The Referees shall be the final authority in all cases of a dispute goal.

PROCEDURE

You are cautioned that you must pay close attention and have total concentration during the course of the game. You are not a spectator and must avoid watching the game as such. You must follow the puck at all times.

The play in which the puck goes in and out of the goal quickly or just barely crosses the goal line is the reason you are there. There is no need for Goal Judges on goals in which the puck is stuck in the netting deep in the goal. There can be no excuse for missing the close play.

DURING GAME

1. You shall signal, by means of the goal light, your decision as to whether or not the puck has passed between the goal posts and entirely over the goal line. Your only decision is whether the puck actually entered the goal. You are not concerned about how it went in. This is determined by the Referees and Linesman. However, they may ask for your version of the play at any time.
 - A. Should there be a questionable goal, the Referees may ask for your opinion. Give your version of the situation to the Referees only, no one else, during or after the game. The Referees' decisions are final. Meet the Referees at the nearest opening onto the skating surface to discuss this situation.
 - B. Never use any head or hand gestures when discussing a disputed goal with the Referees.
 - C. If there arises a situation where you did not see the puck in the goal, but the Referees signal that a valid goal was scored, do not put the goal light on, unless you see the puck cross the line.
 - D. Meet in the On-Surface Officials dressing room immediately after the quarter expires when there has been a disputed goal during the quarter. If there is not enough time during a 2:00

intermission to discuss a disputed goal, it will be the discussion of the Referees where, when, and how long to meet.

2. You shall be completely non-partisan and if, in the judgement of the Referee your decisions are unjust, he has the authority to order a replacement.
3. Goal Judges must keep their hands off the signal switch at all times during the progress of play except in the last 10 seconds of each quarter. Do not anticipate the puck crossing the line.
4. Do not change ends at any time during the game.
5. Do not turn the goal light on to alert the Referee of a dislodged goal.

SIGNAL AND TIMING DEVICES

Behind each goal there shall be electrical lights for the use of the Goal Judges. A red goal light shall signify the scoring of a goal. Where automatic lights are available, a green light is to enable the Referees and Linesman to observe the goal and light in the same sight line and know exactly when the period ends.

The goal light shall be connected to the timing device in such a manner so that when the period has ended it will not be possible for the Goal Judge to put it on. However, the fact that the Goal Judge may not be able to put on the goal light does not necessarily mean that the goal is not valid. The determining factor is whether or not the puck is completely over the goal line and in the goal before the period ends.

PRE-GAME COUNTDOWN

GAME TIMES		ACTIVITY	RESPONSIBILITY
<u>7:05</u>	<u>7:30</u>		
6:23	6:57	Horn sounds to notify the teams that warm-ups can begin	Game Timer
6:24	6:58	Home takes surface for warm-up.	Pen. Attend
6:25	6:59	Visitors take surface for warm-up.	Pen. Attend
6:35	7:00	Clock starts for 15 minutes of uninterrupted warm-up time.	Game Timer
6:49	7:04	Horn sounds for 1 min. warning.	Game Timer
6:50	7:05	Horn sounds. All players leave surface immediately. Home team leaves first.	Game Timer
6:50	7:15	Reset the clock for 12:00.	Game Timer
Clean the surface prior to game. Set clock to 10:00. Do not count down this intermission.			
6:52	7:17	Officials/Teams 5 min. warning.	Pen. Attend
6:54	7:19	Officials/Teams 3 min. warning.	Pen. Attend
6:57	7:22	Officials/Visitors take surface.	Pen. Attend
6:58	7:25	Home takes surface to start game.	Pen. Attend
7:00	7:25	Announce line-ups.	Announcer
7:02	7:27	National Anthems.	Announcer
7:05	7:30	Center surface face-off.	Referee
End of Quarter Teams skate to bench area.			Linesman
Set clock for 2:00 (after 1st and 3rd Quarter)			Game Timer
End of 2nd Quarter (half-time), set clock for 15 minutes. (10 minutes for T.V. games)			Game Timer
Start of 3rd Quarter		Officials/Teams 5 min. warning.	Pen. Attend.
		Officials/Teams 3 min. warning.	Pen. Attend.
		Officials/Visitors take surface.	Pen. Attend.
		Home takes surface.	Pen. Attend.
		Center surface face-off.	Referee