

Nuts & Bolts Of Penalty Enforcement

PFs are always timeserving: 1, 2, or 3 minutes depending on severity

TFs = possession due, change of possession, or 30 seconds timeserving

Slow Whistle Technique

- When non-possession/defensive team (Team B) commits foul, official will throw flag in the air and yell out loud: “Flag Down!”
- If Team A has/maintains possession allow play to continue until
 1. Goal is scored
 2. Shot is taken/shot no longer a shot
 3. Ball becomes loose (other than a shot)
 4. Ball/player (w\possession) goes out of bounds
 5. Ball/player (w\possession) goes into goal area (the box, Zone 4) and then exits goal area
 6. Defense gains possession
 7. Offense commits a foul/fails to advance
 8. Any player loses equipment in scrimmage area
 9. Injury to any player that requires stoppage in play (not if scoring opportunity is imminent)
 10. Period ends

Notes:

- Additional fouls can and may be called during slow whistle
- If it is determined that Team A committed a foul (TF or PF) prior to scoring a goal, disallow goal

Play on Technique (Technical Fouls only)

- When ball is loose and a TF occurs, official will raise arm and shout “Play On!” ~~(Exceptions: loose ball offside and other line violations)~~
- Allow offended team 2, no more than 3 seconds to gain possession
- If offended team cannot gain possession, or it is obvious it cannot gain possession, blow whistle, announce foul, award possession
- If offended team commits a foul, blow whistle
- When goaltender has possession and the opposing team commits crease violation or interferes with goalie, official: “Play On!”
 1. Goalie fails to advance (4 count in crease) – Free Clear
 2. Goalie can’t complete outlet pass – Free Clear

Timeserving Penalties

- Player leaves field, reports to table (enters through box), takes knee
- Penalty time starts at whistle resuming play
- Penalty time ends when penalty time is expired or opposing team scores (player exits through box when time expires)

- If timeserving penalty was/is nonreleasable type then full time must be served – no release on goal scored by opposing team
- Goal is scored during slow whistle – PF will serve time, TF is wiped out
- If goalie is penalized allow 1-minute warm up period by rule (1 min. starts when goalie is in crease and coach/player begins warming him up)
- If player exits penalty area before his time has expired:
 1. If his team is in possession, blow whistle, award ball to opposing (non-penalty) team. Player returns to box and serves rest of his time
 2. If opposing team is in possession use slow whistle technique. At next stoppage of play, player returns to box to finish existing time plus an additional 30 seconds for illegal sub.

Multiple Fouls On Same Team

- All players serve their time
- All players will be released by opposing team score (except nonreleasable fouls)
- If penalized team has four or more players in penalty area, that team must maintain three (3) players in the attack half of the field to be onside. Less than 3 attack would be offside
- AVOID THIS SITUATION. DON'T PUT FOUR OR MORE PLAYERS IN PENALTY AREA AT SAME TIME UNLESS ABSOLUTELY NECESSARY
- ~~If four or more players must serve, you will stack. STACKING: 3 in the box serving time, penalized players 4, 5, and beyond are restricted to bench area and will serve their time after the expiration of others.~~

Simultaneous Fouls

- Live ball fouls by opposing teams are simultaneous no matter what sequence the fouls occurred
- Simultaneous timeserving fouls are nonreleasable
- The team that was in possession (or entitled to possession) at the whistle ending play will maintain possession at restart unless one team's penalty time is less. The lesser penalty time will be awarded possession
- If there is a live ball foul (by Team B) followed by a dead ball foul (by Team A) these fouls are not considered simultaneous and are penalized in sequence (Team B restarts with possession)
- Examples of Simultaneous Fouls:
 1. Team B holds while Team A commits illegal offensive screening. Result: fouls cancel, Award Team A ball
 2. Team B slashes, Team A slashes back (live ball). Result: Both Team A and Team B player serve time, Team A gets ball
 3. Team B slashes, one Team A player slashes back and another Team A player crosschecks. Result: All three players serve time, Team B gets ball because of less time served (2 minutes vs. 1 minute – first minute is non releasable)

4. Team B pushes, Team A player slashes. Result: Both players serve time, Team B gets ball (30 seconds vs. 1 minute – first 30 seconds are non releasable)
5. Loose ball, Team B pushes (“play on”), Team A slashes (whistle). Result: Both players serve time, Team B gets ball (30 seconds vs. 1 minute – first 30 seconds are non releasable)
6. Loose ball, Team A and Team B slash each other simultaneously. Result: award ball via alternate possession – Outside box or free clear depending on location and which team is awarded possession

Restarts After Penalty Enforcement

- If play ended in the offended team’s offensive half of the field (Zone 3 or 4), restart in same relative spot where the ball was when play ended – outside Zone 4.
- If play ended in the offended team’s defensive half of the field (Zone 1) – Free Clear
- If goal is scored and penalty was a live ball foul conduct face off
- If goal is scored and then dead ball foul occurs, award offended team a free clear
- If goal is scored during slow whistle for TF, wipe out penalty and restart with face off
- Does AP apply?

Important note on restarts after a penalty: Off official should inform goaltender

1. How many men his team is down
2. Where the play will restart
3. NEVER restart in Zone 4
4. Restarts should occur in the alleys or top corners of the box, never in Zone 4 and never at top center. Don’t give the man-up a team fast break to the goal on your restart.

Typical exchange on a restart after penalty, off or on official: “Number 11 go to the corner. Step outside the box.” Off official: “Goalie! You’re 1 man down for 1 minute. Ball’s starting top left.”

Blow whistle to restart play.

Ejection: Coach or player commits two (2) USC fouls results in ejection. Must leave playing area (use judgment for road teams), in-home will serve 1, 2, or 3 minutes for USC foul.

Misapplication of Rules: If coach thinks officials misapplied a rule he may challenge ruling. If he is correct officials shall correct error best they can. If he is incorrect, he will be charged timeout or TF (delay of game) if he has no T.O.s remaining.

Coaches cannot challenge officials judgment – rules application only