



# The Referee's Crease

A Newsletter for ALLIANCE Hockey Officials

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## STICK INFRACTION PENALTIES

Only one stick infraction requires actual contact with an opposing player, but we'll get to that shortly.

### THE BASICS

A player who incurs a total of 3 or more "stick infraction" penalties during a game shall be assessed a "Game Ejection" penalty, meaning that the penalized player is ordered to the dressing room for the remainder of the game (R 4.2 (f)). A stick infraction penalty arises when the offending player has used his stick either as a weapon or for purposes of intimidation. Use of the stick as a tool to restrain or impede the progress of an opposing player (i.e. hooking or tripping) is not a stick infraction penalty within the meaning of the rules.

### HIGH-STICKING

A HS penalty is assessed to any player who checks or intimidates an opponent while carrying his stick above the shoulder of his opponent (R 8.2 (a)). Intimidation examples include waggling the toe of the blade under an opponent's chin or slamming the stick into the glass as part of a body check. Stick contact with the opponent is not needed.

### SLASHING

Hitting an opponent with your stick, whether being held by one hand or both, is slashing, as is swinging your stick at an opponent and making no contact (Glossary, p.12). It does not matter if the target player is within range of the stick (R 8.3 (c)).

## BUTT-ENDING / SPEARING

Butt-ending (using the shaft of the stick above the upper hand to check or to jab an opponent - Glossary p. 11), spearing (poking an opponent with the toe of the blade - Glossary p. 12) and attempting to do either are all stick infractions (R 6.1 (f) and (g)). Low force / low injury risk incidents are penalized with a double minor (R 6.1 Sit 8) and count only as one stick infraction (R 4.2 Sit 21, Ex B).

Butt-end hooking is a restraining event, not a weapon / intimidation event. It is treated as a type of hooking penalty and is not a stick infraction (R 6.1 Sit 7).

## CROSS-CHECKING

This is the only stick infraction which requires actual contact. Cross-checking is the action of using the shaft of the stick between the two hands to check an opponent (Glossary, p. 11).

## USE STICK INFRACTIONS

If a penalty situation gives you a choice of a stick infraction or other penalty, use the stick penalty (i.e. don't give the under the chin stick waggler a USC - give him a HS). It gives you a measure of control over that player's continued involvement in the game.

### Review Board:

Lorne Campbell, Rick Morphey, Marshall Copp, Don Vale, Sean Reid, David Beech and Geoff Gamble

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