



The Referee's Crease

A Newsletter for ALLIANCE Hockey Officials

January 2008

THE FIGHT GOES ON

One of the problems associated with trying to cram too much information into too small of a space is that the information usually ends up being incomplete. Such is the situation with respect to the November edition of the Referee's Crease.

The primary gap in November's information related to what amounts to a second fight and how to handle players who intervene into an ongoing fight (i.e. third man in situations). This issue intends to cover off those shortages.

WHAT IS A 2nd FIGHT?

As noted in November, "fighting" is not defined in the Rulebook. If the 1st fight is not defined, a variety of viewpoints on what constitutes a 2nd fight can arise.

The policy behind the GM penalties for "3rd man in" and "2nd fight same stoppage" is to discourage brawls. Using that policy as the backdrop, the first logical step is to realize that fights are intended to involve no more than two players, only one of whom needs to be a fighter. Remember, Rule 59 Sit 4 provides for a one fighter fight (2 for agg + 5 + GM30 for fighting).

The next step is to realize that any pairing which results in at least one 5 + GM30 for fighting is its own individual fight. To illustrate the concept, if A1 and B1 are involved in a fight and B2 joins in for any reason, a number of scenarios can play out.

If B2 is a peacekeeper only - B2 gets GM32 for 3rd man in plus any other earned penalties. A1 and B1 get 5 + GM30 for their fight plus any other earned penalties.

If B2 actively fights A1 but A1 turtles or remains focussed on B1 - B2 gets GM32 for 3rd man in + 2 (agg) + 5 + GM30 (fighting - treat the B2 / A1 pairing as a one fighter fight) + GM31 for 2nd fight same stoppage. A1 and B1 get 5 + GM30 + whatever other penalties they have earned in their fight.

If B2 actively fights A1 and A1 fights back at B2 - the B2 / A1 pairing is its own fight. There is no need for A1 to have a clean break from the A1 / B1 pairing or for B1 to withdraw. B1 gets 5 + GM30 for his fight with A1. B2 gets GM32 (3rd man in) + 5 + GM30 (fighting with A1) + GM31 (2nd fight same stoppage). A1 gets 5 + GM30 (fighting with B1) + 5 + GM30 (for his fight with B2) + GM31 for being involved in a 2nd fight at the same stoppage (ie. the fight with B2). In each case, each player gets any other earned penalties.

The bottom line is that you ought not to look for reasons to avoid calling 2nd fight same stoppage or 3rd man in penalties. Just relax, take things in sequence, be methodical in your reporting to the scorekeeper and you will cover the needed penalties. There are not a lot of penalty choices.

Take it one step at a time, and you will get it right.

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