



PLAYING RULES EXPERTS COURSE
ANSWERS TO PRACTICE SRD EXAM #2



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Notes to Markers:

- *Each question response is worth 1 mark*
 - *Issue full or half mark downgrades*
 - *Issue part marks if some mandatory components of an answer are not provided. However, if the final penalty / on-ice strength outcome is not correct due to a missing or extra penalty, mark the answer wrong*
 - *Items considered “optional” are enclosed in brackets of this style: []*
 - *Do not downgrade if an optional response is not included in the answer*
 - *If an optional response or any extra information provided is incorrect, consider a part or full mark downgrade depending on the criticality of the error*
1. [Rule 2.5 Situation 2] Bench Minor
 2. [Rule 2.5(f) Note 3] Stop play when Team B gains possession and control of the puck. If Team B gains possession and control of the puck before Team A: Face-off at centre ice
 3. [Rule 2.6 Situation 5] A6 must leave the ice only if he causes an undo delay OR if the trainer comes onto the ice
 4. [Rule 3.2 Situation 6] A3: Minor [illegally receiving a stick. No penalty to A6]
 5. [Equipment Measurement Guidelines (Point #3) and Rule 3.3 Situation 1] Decline the request. [No penalties assessed on the play]
 6. [Rule 3.6(b) Note 4] Minor
 7. [Rule 3.6 Situation 3] Send player off



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8. [Rule 4.2 Situation 2]
- Cancel as **many** penalties from each team as possible
 - Cancel in a way to make teams only **one** player **short**
 - Cancel in a way to **avoid taking** another player off the ice
 - Cancel in **order of occurrence**
9. [Rule 4.2 Situation 6] A9 returns
10. [Rule 4.4 Situation 11]
- A3, A4, B7 & B8 are ejected from the game
 - Team A: Player from the ice serves A4's four minute [double Minor] time penalty
 - Team B: Player from the ice serves B8's five minutes [Major] time penalty
11. [Rule 4.4 Situation 1] B8's deuce and B12's second nickel & deuce
12. [Rule 4.9(b)] As soon as shooter touches puck
13. [Rule 4.9 Situation 1]
- Deliberate illegal substitution
 - Deliberately removing a helmet or facial protector
 - Deliberately knocking the goal from its position
 - Refusing to start play
14. [Rule 4.9 Situation 3 Note 4] Game Misconduct
15. [Rule 4.9 Situation 14] Assess Major + GM [substitute from the ice must serve the five-minute time penalty]
16. [Rule 4.10 Situation 5] Penalty Shot [awarded to B7]
17. [Rule 4.10 Situation 8] Awarded Goal [to Team B]



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18. [Rule 4.11 Situation 3] Minor [Leaving crease during a fight] + GM [Intervening in a fight]
19. [Rule 4.12(b) & (c)] A4 @ 4:00, A6 @ 2:00, A8 @ 2:30
20. [Rule 4.12(b) & (c)] A4 @ 6:30, A6 @ 2:50, A8 @ 3:00, A9 @ 2:50
21. [Rule 4.13(a)] Immediately
22. [Rule 4.13(b) Note 1] Major penalty in progress remains in effect. Minor to A7 is cancelled
23. [Rule 5.3 Situation 6] Wash out the goal. Assess the Major + GM
24. [Rule 5.6 Situation 1] A3: Game Ejection. Washout the two goals in which A3 was involved [since the time of the third stick penalty].
25. [Rule 6.1(b)] Double Minor + Gross Misconduct [for head-butting or travesty of the game]
26. [Rule 6.2(a)] Major + GM [boarding]
27. [Rule 6.3(a)] Major + GM [interference]
28. [Rule 6.5(a) & (b)] Severe impact/degree of violence + [unintentional] injury
29. [Rule 6.5 Situation 1] Misconduct [for Checking to the Head. Wash out the Minor penalty]
30. [Rule 6.7 Situation 4]
 - A3: Minor [SL]
 - B7: Minor [for **AGGRESSOR**] plus Major & GM [FI]
 - B9: GM [Intervening in a fight]
31. [Rule 6.7(a)(5) & Situation 16] All players: Major + GM [plus GM for 2nd fight same]



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- stoppage to all but the first pair + Minor to goaltenders for leaving crease during a fight]
32. [Rule 6.7 Situation 6] Both: Gross Misconduct [Travesty of the game]
33. [Rule 6.7 Situation 17] Gross Misconduct & Match
34. [Rule 6.7 Situation 21] Major + GM [FI] & Minor [AGG] [Match penalty is also an option]
35. [Rule 7.2(c)] Minor or [alternatively/at Referee's discretion] Major + GM. Hooking
36. [Rule 7.3(c)]
- Offender identified: Bench Minor + GM
 - Offender not identified: Bench Minor [only]
37. [Rule 7.3(f)] [Award] Penalty Shot
38. [Rule 8.1(b)] Major + GM
39. [Rule 8.2 Situation 10] [Face-off at] nearest face-off spot in Team B's defending zone
40. [Rule 9.5 Situation 7] Minor [leaving penalty bench before penalty expired] + double Minors + GM [1st off bench during a fight]
41. [Rule 9.5 Situation 16]
- A3: Major + GM [FI] plus double Minors + GM (leaving bench for purpose of starting a fight)
 - B7: Major + GM [FI]
42. [Rule 10.1(a)&(e) + Rule 10.11(b)] Minor [delay of game]
43. [Rule 10.1(c)] Penalty Shot



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44. [Rule 10.2 Situation 10] At the neutral zone face-off spot closest to the official when he was struck by the puck
45. [Rule 10.3 Situation 1 Example 1] Minor [delay of game / falling on the puck]
46. [Rule 10.7 Situation 1] Clear [distinct] shooting motion [action]
47. [Rule 10.8 Situation 13] Delayed off-side
48. [Rule 10.14(a)] Major & GM [refusal to start play to offending team's head coach] plus Penalty Shot [awarded to non-offending team] plus [Report incident to League President]
49. [Rule 10.14(a)] Major & GM [refusal to start play to offending team's head coach] [Report incident to League President])
50. [Rule 10.14(e)]
- If team official does not leave after two minutes of the ejection notification - Suspend the game
 - If team official leaves before the two minute limit is reached - Assess Major + GM [to the Coach for delay of game]
 - If this occurs in last two minutes of regular time or any time in overtime - Assess Major + GM [to the Coach for delay of game] PLUS award a Penalty Shot.
 - In all cases - Report the circumstances to the League President