



QUIZ THEME: LEAVING PLAYERS' BENCH & FIGHTING

Tip of the Day: Use the class of penalty instead of "2" or "5" when answering SRD questions. If you say "2" it is unclear if you mean Minor or Bench Minor penalty. Likewise, if you say "5", is it a Major or Match penalty being assessed?

1. Player Sepe leaves his players' bench during a line change. While enroute to the face-off spot he slashes an opponent. SRD.

Sepe: Minor (slashing) or, at Refs discretion, Major + GM (slashing). If injury occurs: Major + GM (slashing) must be assessed. Match (deliberate injury or attempt to injury) is also a possibility at discretion of Referee.

2. Player Conti leaves his players' bench during a line change. While enroute to the face-off spot he accidentally bumps into opponent Fergenbaum. Both players immediately drop their gloves and fight. SRD.

Conti: Major & GM (fight) + double Minor & GM (1st to leave bench for purpose of starting a fight)

Fergenbaum: Major & GM (fight)

Editors Note: Referees are not meant to be mind readers. If a player comes off the bench during a line change and gets involved in a fight we can assume it was "for the purpose of starting a fight" unless the opponent was clearly the instigator (see part iii of Situation 16). By convention, we also assume that the player involved was first off the bench (unless the Referee specifically notes otherwise).

3. Player Black and his opponent, player Lough, leave their players' bench during a line change. While enroute to the face-off spot, two of their team-mates begin to fight - Cairns jumps Jones and several punches are traded by these lightweights). Player Black and Lough pair off, talk about the weather and watch the tilt with glee. Order is restored without further incident. SRD.

Black and Lough did not leave the bench during a fight. They cannot be assessed penalties under this section. They should probably be given Misconducts for not going to their bench or a designated neutral zone during a fight.

4. The teams are playing 5 on 4 when, suddenly, players Callon and McGhie begin to fight. During this fight player MacChesney leaves his players' bench and ends up fighting with the other teams "extra" player. MacChesney commits no other infractions of the rules. SRD.

Callon and McGhie: Major & GM (fight)

MacChesney: Double Minors & GM (first to leave bench during a fight) + Major & GM (fight) + GM (another fight same stoppage)

"Extra" player: Major & GM (fight) +GM (another fight same stoppage)



5. Play is stopped because players Crawford and Domi begin to fight. Eventually, Domi “turtles” but Crawford continues to pummel Domi! Player Lowe, his team’s enforcer, jumps off her players’ bench and starts pounding on Crawford. Crawford immediately turtles, Domi leaves for repairs and Lowe is eventually subdued by both linesman. SRD.

Crawford: Major & GM (fighting) + Minor (aggressor)

Domi: Major & GM (fighting)

Lowe: Double Minors & GM (1st to leave bench during a fight) + Major & GM (fighting) + (at Referee’s discretion, Minor for aggressor) + GM (intervening in a fight)

6. Players Haag and Sutherland drop their gloves and square off in preparation to fight. Haag throws the first punch, which Sutherland adroitly avoids. Sutherland throws a few punches of his own. Hickox, a teammate of Sutherland, is concerned that Sutherland good looks (which are considered a national treasure!) might be adversely affected if Haag is allowed to land one “on-the-button”. Therefore, Hickox leaps over the boards, from his traditional place at the end of his players’ bench which has the fewest slivers. Being a “lover, not a fighter”, Hickox simply steps between Haag and Sutherland as a sort of peacemaker before any more punches are thrown. However, Haag lands a couple of good ones on the side of Hickox’s melon before the linesmen intervene.

Haag: Major + GM (fighting with Sutherland) +, at referee’s discretion: 1. Major + GM (fighting with Hickox) + 2. Minor (instigator) + 3. GM (another fight same stoppage)

Sutherland: Major + GM (fighting)

Hickox: Double Minor & GM (1st to leave players bench during fight) + GM (intervening in a fight)

7. Madman player Whiting has been sent to his dressing room after receiving (among other things) a Game Misconduct. Play commences but quickly degenerates and a fight erupts. Whiting leaves the dressing room and jumps on the ice wearing nothing but his skates, pants, and white-tape-on-the-bridge-of-the-nose black plastic eyeglasses. He is quickly intercepted by two of his team-mates who escort him off the ice without further incident. SRD regarding Whiting.

Whiting: Gross Misconduct (travesty of the game – coming onto the ice after being ejected from the game) + Double Minors & GM (first onto the ice during a fight)

Editors Note: The Gross Misconduct (assessed under Rule 4.7(b)) is easy to justify...once a player has been “tossed” and is physically removed from the ice (no matter where that may be – dressing room, hallway, near the exit gate, etc.,) and then returns to the ice it is considered a travesty of the game. Rule 9.5 has evolved to apply to anyone who comes ONTO THE ICE from OFF THE ICE. So, no matter where a player comes from OFF THE ICE, if he is the FIRST to do so, he will be assessed a double Minor + GM under Rule 9.5(b) and/or (c). Rule 9.5 Situation 17 covers all possibilities. Be sure to observe the key words “penalized” and “non-penalized”. Notice also the significance of the phrase, “dressing room (or after having been escorted off the ice to go to the dressing room)” in Situation 17 (1).