

中華民國冰球協會  
C 級 裁判 講習

講 義 手 冊



地點：新北市土城運動中心  
日期：111 年 10 月 26 - 28 日

# 中華民國冰球協會 111 年度 C 級冰球裁判講習會實施辦法

本計畫經中華民國體育運動總會 111 年 10 月 12 日體總業字第 1110002201 號函備查

- 一、依據：中華民國體育運動總會輔導特定體育團體建立運動裁判制度章則第二點辦理。
- 二、宗旨：推廣國內冰球（Ice Hockey）運動發展，培養國內裁判之養成，普及全民冰球基礎知識。
- 三、指導單位：教育部體育署、中華民國體育運動總會、國際冰球總會
- 四、主辦單位：中華民國冰球協會
- 五、協辦單位：新北市土城國民運動中心
- 六、講習日期：中華民國 111 年 10 月 26 日（三）至 10 月 28 日（五），共計三天。
- 七、講習地點：新北市土城國民運動中心(新北市土城區金城路二段 247-1 號)3 樓冰宮，室內課於武術教室。
- 八、參加對象及資格：
  - (一) 凡中華民國國民年滿 18 歲以上。
  - (二) 高級中等學校以上學歷，受運動專業訓練，並熟悉運動之教育訓練及競賽規則且品行端正愛好體育運動之人員。
- 九、參加人數：20 名為限。
- 十、報名辦法：
  - (一) 報名日期：即日起至 111 年 10 月 16 日(日)止(以 Google 表單時間為憑)。
  - (二) 報名連結：<https://forms.gle/H7nzLoohtAhUatPS6>，報名時需檢附相關審核資料，未依規定檢附資料者視同未報名成功。
  - (三) 需檢附 111 年 9 月 26 日後核發之警察刑事紀錄證明(良民證)；具外國籍者，應檢附原護照國開具之行為良好證明文件，皆於報到現場繳交正本。
  - (四) 於報名連結繳交 2 吋證件大頭照電子檔。
  - (五) C 級裁判講習報名費每人新台幣 3500 元。
  - (六) 增能研習報名費每人新台幣 1000 元，增能進修上課時間為 10 月 26 日-27 日。
  - (七) 報名費用請於 111 年 10 月 16 日(日)前匯入本會帳戶：
    - 銀行：台北富邦銀行 / 中崙分行
    - 帳號：00590102029552
    - 戶名：中華民國冰球協會謝俊煌
    - 請於報名連結註明匯款人帳戶末五碼及匯款日期
- 十一、報到時間：111 年 10 月 26 日（三）上午 08:40 - 08:50 於講習會場地報到。
- 十二、講習課程：請參照課程表(如附件)，課程若有調整，以實際上課為準。
- 十三、講習師資：中華民國冰球協會裁判委員會指派國際級、國家級教練講師、專項課程講師。
- 十四、及格標準：學科筆試 70 分以及術科場試 70 分。
- 十五、研習方式：
  - (一) 課程理論講授及現場演練。
  - (二) 測驗認證。
- 十六、附則：

- (一) 講習學員經測驗合格者，報請中華民國體育運動總會核發冰球 C 級裁判證。
- (二) 講習會期間大會提供中餐，住宿及交通由學員自理。
- (三) 講習會期間由承辦單位為參加學員、講師及工作人員投保活動場地意外傷害險。
- (四) 參加學員若需協會公假者，請於報名連結一併填寫相關資料，差旅費請向原服務單位申請報支。
- (五) 參加學員請於 111 年 10 月 26 日（三）上午 **08:50** 前辦理報到手續。
- (六) 參加講習學員資格由本會審核之，講習會之教材由本會統籌提供。
- (七) 需攜帶物品：指哨、球桿、冰球鞋、頭盔(正式比賽用半罩式為佳)、運動服、一般球鞋、個人文具用品。
- (八) 本次講習課程內容及方式比照 IIHF 國際冰球總會之講習審核，參加學員須全程參與，且須通過測驗始得核發證照，缺課者不得參加認證測驗，測驗不合格者可安排補測(補測費用為 1 千元)，再不合格者則視同本次講習測驗未通過，須重新報名參加。

十七、 相關規定依照「[特定體育團體建立運動裁判資格檢定及管理辦法](#)」以及「[中華民國冰球協會 111 年度辦理裁判資格檢定及管理實施計畫](#)」辦理。

十八、 若有任何疑問，請電洽中華民國冰球協會(02)8771-8908。

## 中華民國冰球協會 111 年度 C 級裁判講習會課程表

10/26(三)	10/27(四)	10/28(五)
08:40-08:50 報到	09:00-11:30 專項裁判實務 (技術操作及專項體 能)(冰場) 講師：尹安中、黃仁宏	09:00-11:30 術科技能測驗 (冰場) 講師：尹安中
09:00-11:30 專項裁判實務 (技術操作及專項體 能)(冰場) 講師：尹安中、黃仁宏		
午休		
12:50-15:10 冰球運動規則 講師：尹安中	12:50-14:20 專項運動紀錄方法 講師：尹安中	12:50-14:20 裁判心理學 講師：陳昱璋
15:20-16:50 專項裁判術語 (專項外語) 講師：尹安中	14:30-15:20 專項運動裁判技術 講師：尹安中	14:30-15:20 裁判職責及素養 講師：陳昱璋
17:00-17:50 性別平等教育 講師：楊孟容	15:30-16:20 專項運動裁判執法案 例 講師：尹安中	15:30-16:20 裁判倫理 講師：陳昱璋
	16:30-17:20 國家體育政策 講師：王凱立	16:30-17:20 綜合學科測驗 講師：尹安中

※課程若有調整，以實際上課為準。



## SECTION 6

### Positioning



## **An Understanding of the Two Official and Three Official Systems of Positioning**

Upon completion of this section you will be better prepared to:

- Work within the Two Official System;
- Understand the differences between the Two Official System and working as a linesman in the Three Official System;
- Understand and explain proper referee positioning in the Three Official System.

## Positioning

Good positioning enables the referee to be in the right position to make the proper call when required. Further to positioning, the referee must have a complete knowledge of the playing rules, be a good skater, in good physical condition and be able to display good judgement.

### End Zone Positioning

Good end zone positioning gives the referee in all different officiating systems:

- A better overall view of the play.
- A better view of the goal and goal line.
- Less chance of being caught behind the play on a fast break, thereby reducing unnecessary hard skating.
- Safer positioning from deflections of shots on goal.
- Players are more aware of the presence of the referee. This acts as a deterrent to any unnecessary activity.

Important points:

- Be at the net when needed.
- Stay out of the play.
- Keep all of the players in your field of vision, and not to turn back to the mid ice.

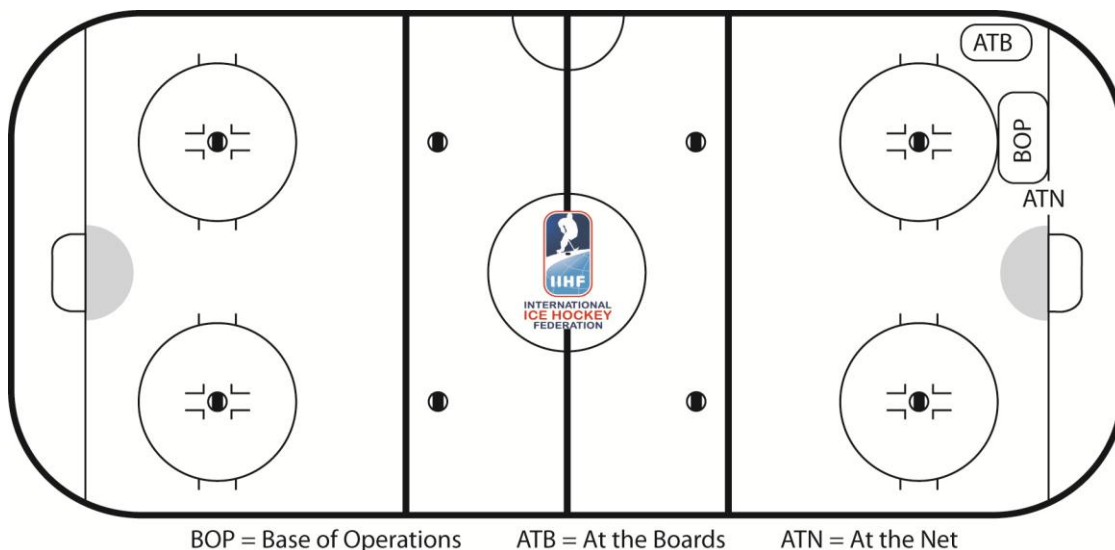


Figure 1

End zone positioning consists of three positions (Figure 1) and two manoeuvres (Figure 2) to help you to be in the best possible location.

The three positions are:

- **Base of Operations (BOP)**
- **At the Boards (ATB)**
- **At the Net (ATN)**

**Base of Operations** is the area located between the goal line and the face-off circle and between the **At The Boards** position and the nearest goal post. The objective of the referee is to be in the **Base of Operations** position as much as possible when the play is in the end zone.

**At the Boards** is a position 15 to 20 centimetres from the boards, halfway between the goal line and the face-off circle hash marks.

**At the Net** is the position anywhere around the net that gives the referee the best view to see if the puck has crossed the line, but ideally, at the corner of the net, 0.6 to 1 meter from the goal line. This gives the referee the best possible position to view the activity on and around the goal line and goal crease area.

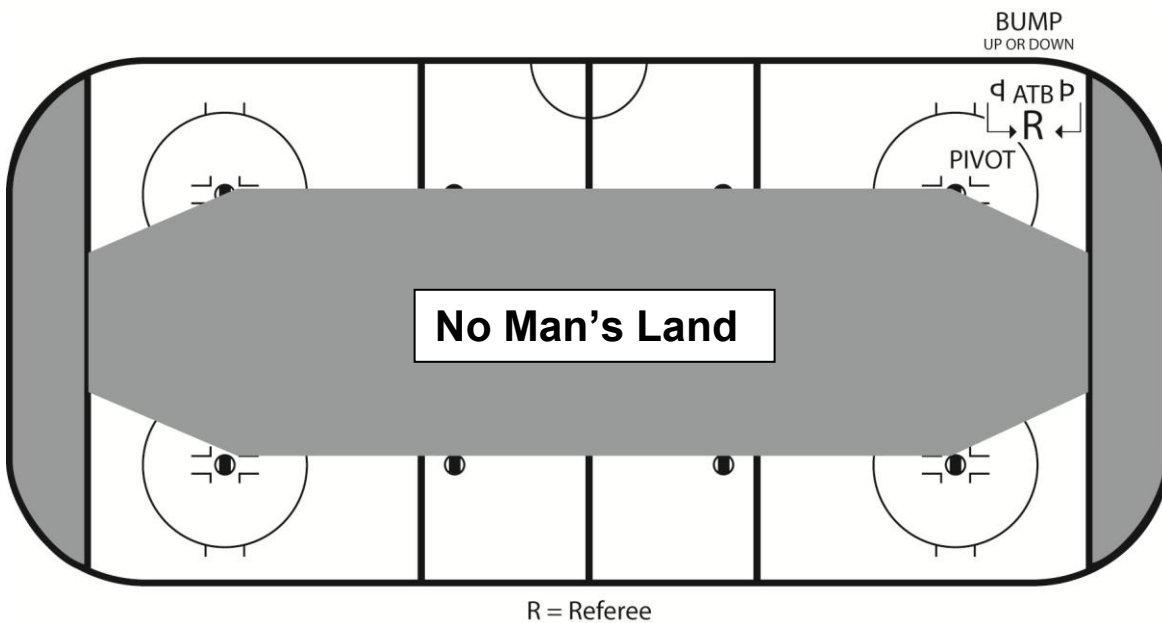


Figure 2

The two important manoeuvres are:

- **The Bump**
- **The Pivot** (Figure 2)



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**The Bump** is used when the play comes around the boards and in the direction of the referee standing at the **At the Boards** position. The referee will **Bump** away from the play (either up or down the boards) until he reaches either the hash marks or the goal line. At this point he will use the second manoeuvre, called **The Pivot**.

**The Pivot** consists of taking a stride out away from the boards, crossing under and skating backwards to the **At the Boards** position after the play has passed behind the referee. At this point the referee can follow the play either up the ice or watch as it continues in the end zone.

**Note:**

For experienced referees it is allowed to use the cross over move behind the net, to gain better position at the net and to stay away from the play. This is an exceptional procedure, and may take place only when the play dictates and it is safe.

When play is in progress and as it enters the end zone on the referee's side of the ice, the referee will enter the zone along the boards towards the **At the Boards** position. If the puck remains on his side of the ice, the referee will stay in or near the **At the Boards** position (Figure 3). The referee will stay in the **At the Boards** position until the play dictates that he moves.

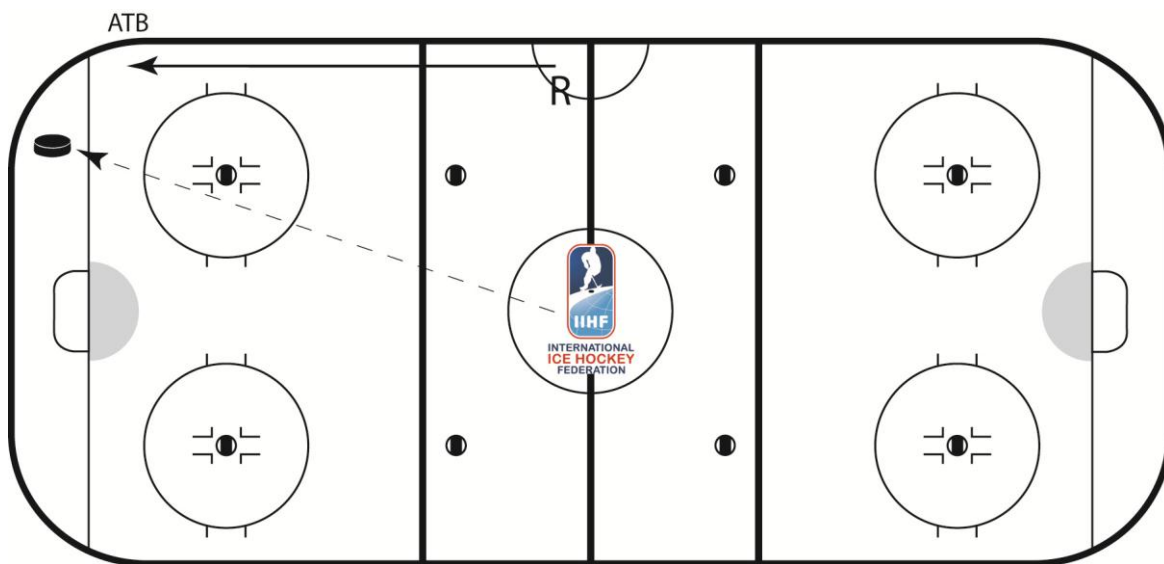


Figure 3

If the puck enters the zone on the opposite side of the referee, the referee will enter the zone along the boards and proceed from the **At the Boards** position to the **Base of Operations** position (Figure 4). If the net blocks the view of the puck in the far corner while in the **Base of Operations** position, it is advisable to take one step towards the face-off spot to improve the viewing angle. This can be done without entering into **No Man's Land** (Figure 2).

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The shaded area in Figure 2 is called **No Man's Land**. A good official never enters this area to avoid becoming involved in the play and becoming a factor in the eventual outcome of the play.

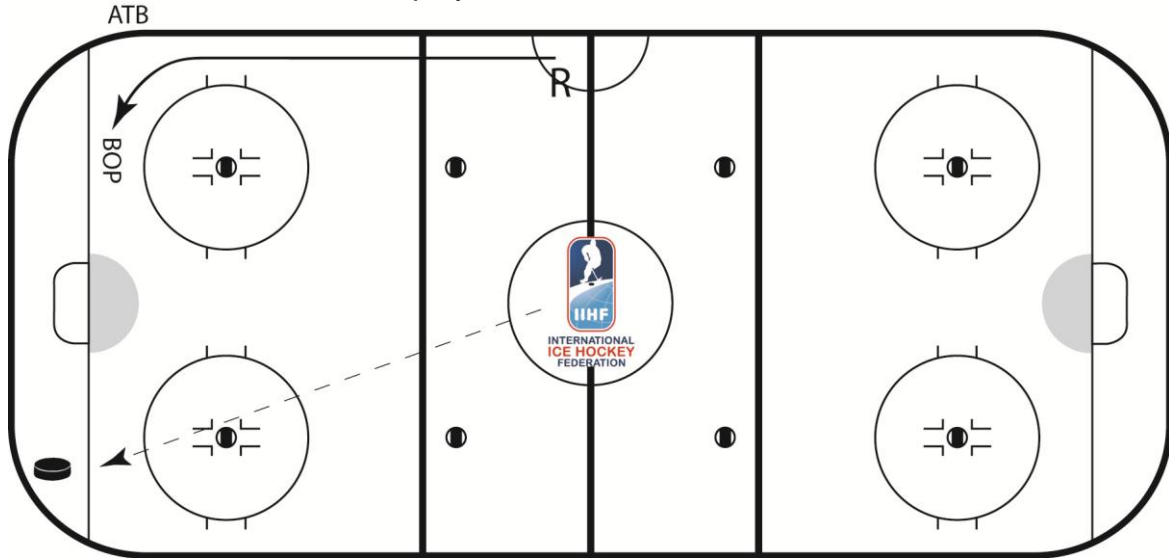


Figure 4

If the puck goes to the net area, the referee will also move into the **At the Net** position, to be in an excellent position to make the appropriate call.

Good referees never find themselves behind the goal line, unless they are at the **At the Net** position and it is the best angle to view the play. Try to avoid this situation by using the **Bump** and **Pivot** effectively.

End Zone positioning for a referee in the Three Official System is the same as in the Two Official System. Once the official enters the end zone, the use of the three positions (**Base of Operations**, **At the Boards** and **At the Net**) and the two manoeuvres (**Bump** and **Pivot**) are the same.

The ability to anticipate the play is very important to an official. This will allow the official to easily keep up with fast breaks and to quickly move to the **Base of Operations** position, out of the way of the play. Relax, anticipate the play and move only when the play warrants it. This will allow officials to be in a better position and also let them enjoy the game more.

## Two Official System - Referee

In this system, both of the officials will cover the entire ice surface at some point during the game.

The referee taking the face-off will retrieve the puck, skate back and take the face-off.

### General Guidelines

- Each referee covers the total ice surface. The coverage and position of the referee is dictated by what happens in the game.
- The referee in the end zone is in charge of the situations close to the puck carrier. The other referee covers situations close to the net and also away from the puck.
- As the play comes up the ice, the referee at the first blue line covers the red line and then the blue line before entering the opposite end zone. At the same time, the referee coming out of the other end zone takes up position at the blue line of the opposite end zone.
- When there is a stoppage of play in the end zone, the referee taking the face-off in the end zone can be either of the two referees. After taking the face-off, the referee will stay in that end zone.
- The responsibilities of the referees are flexible according to positioning. This way both referees will cover the entire ice surface.
- The referee at the blue line should try to never let the puck pass him in the neutral zone. If there is a situation where you are in the path of the players and the puck in the neutral zone, and then always move towards your blue line. In this procedure you should never be out of position. If the puck comes in your direction, you are in correct position. If the puck goes in the opposite direction, simply stop and follow play again, you are in position.
- Officials should **never climb the boards**. If you do, the puck will pass you, leaving you out of position and not able to call an offside at your blue line. Also, being on the boards puts you in a vulnerable position and the potential for personal injury is much greater.
- Officials should always be at, or just inside, their blue line prior to the puck and players. They cannot accurately call offsides if they are 3 to 6 metres from the line.
- The front official must be at the centre red line as the puck approaches in order to effectively call potential icings.

- When the puck is in the end zone, the back official must watch for fouls in front of the net. If the deep official is watching the play in the corner or along the boards, that official may not be able to watch the front of the net as well.
- **R1** and **R2** should never be on the same side of the ice.

## Positioning While the Play is in Progress

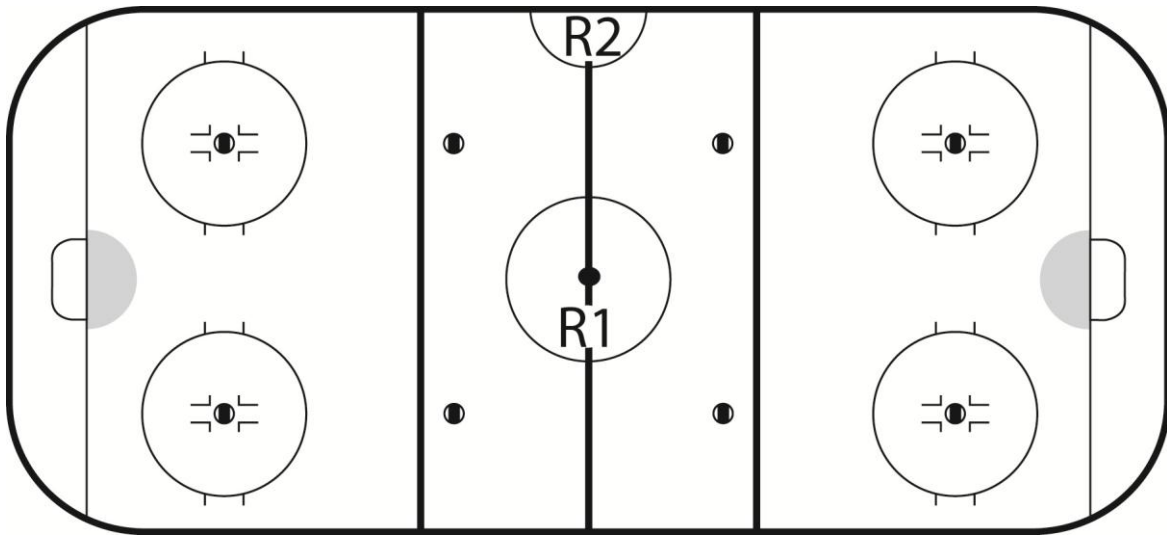


Figure 5

- To start the game or take a face-off at centre ice, the two officials should be positioned along the centre red line facing each other. The official taking the face-off **R1** should be facing the Scorekeeper's bench so that the timekeeper can start the clock when the puck is dropped (Figure 5).
- When the puck is dropped, **R2** must go with the puck, whether to the left or right. This will allow **R2** to be at the blue line as the puck crosses. In either case, note that **R1** has skated backwards to the boards after dropping the puck (Figure 6).

# SECTION 6

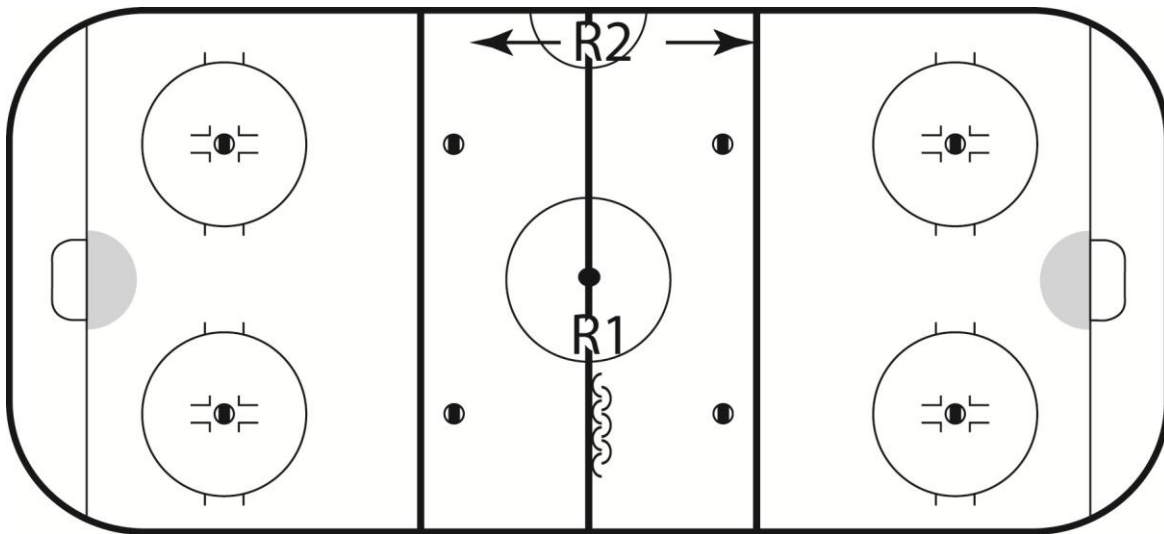


Figure 6

- As the puck moves into the end zone, **R2** must follow the play and take a position at the **Base of Operations** position. Meanwhile, **R1** will move up the boards and take a position one stride outside the blue line, at an appropriate angle to face the play. In these positions, **R2** can watch the play in the entire end zone and **R1** can watch for any offsides at the blue line and also watch the entire end zone play. **R1** will watch the play that is away from the puck. For example: a shot from the blue line, **R1** will continue to watch that player and any checking player while **R2** follows the puck and players as they go towards the net (Figure 7).

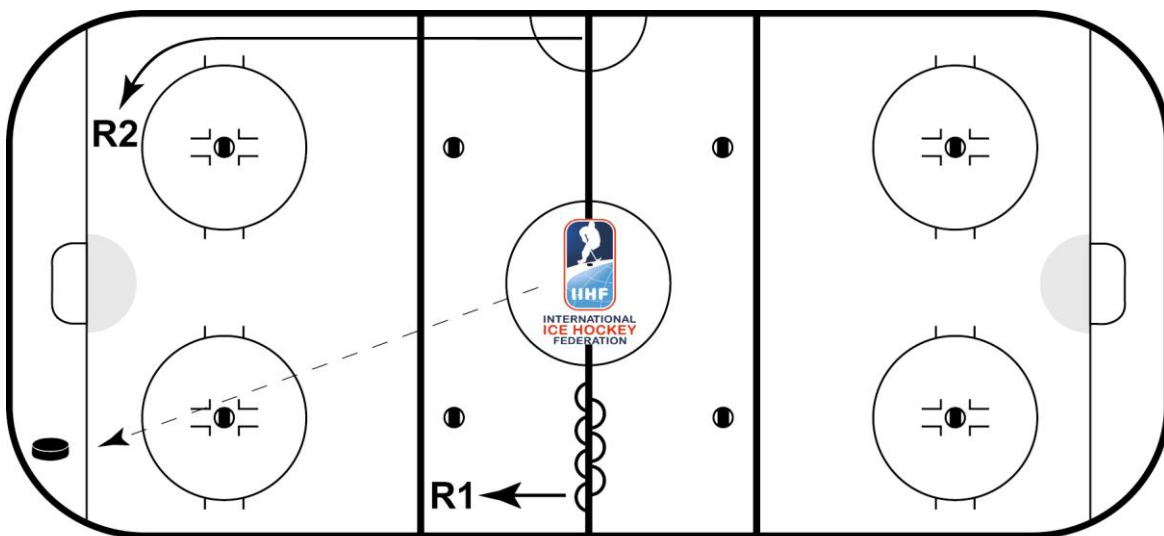


Figure 7

# SECTION 6

As the play moves towards **R2**, the official should anticipate the play and, if necessary, skate backwards to the **At the Boards** position (Figure 8).

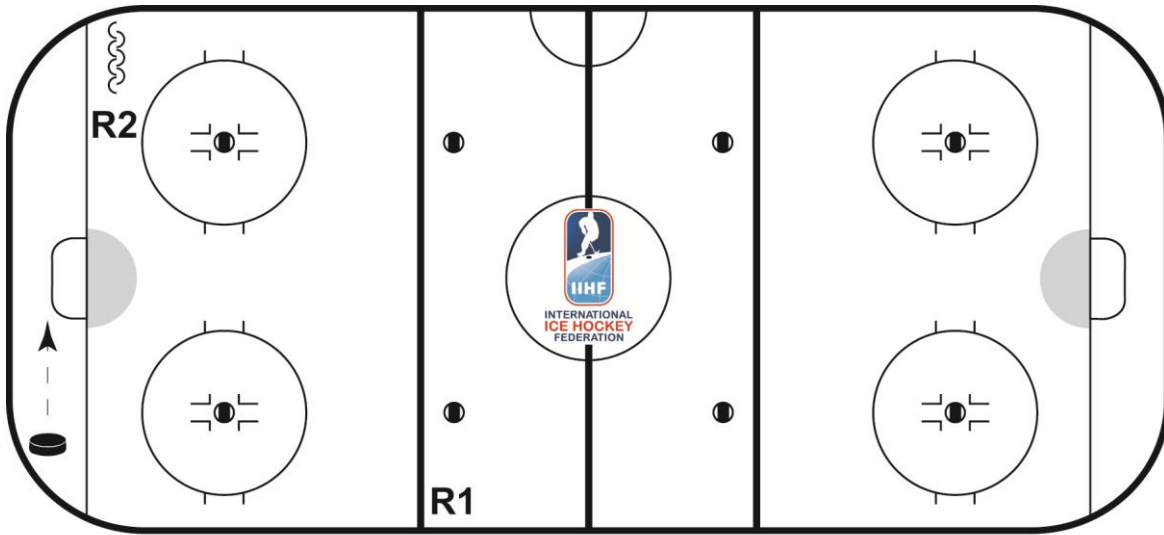


Figure 8

- The official positioned in the **At the Boards** position should keep all players in front and avoid player congestion that may develop in the corner.
- If the defending team gains control of the puck and starts to move out, **R1** must leave the blue line and be at the red line by the time the puck enters the neutral zone. At the same time, **R2** should be as close to the blue line as possible as the puck crosses into the neutral zone (Figure 9).

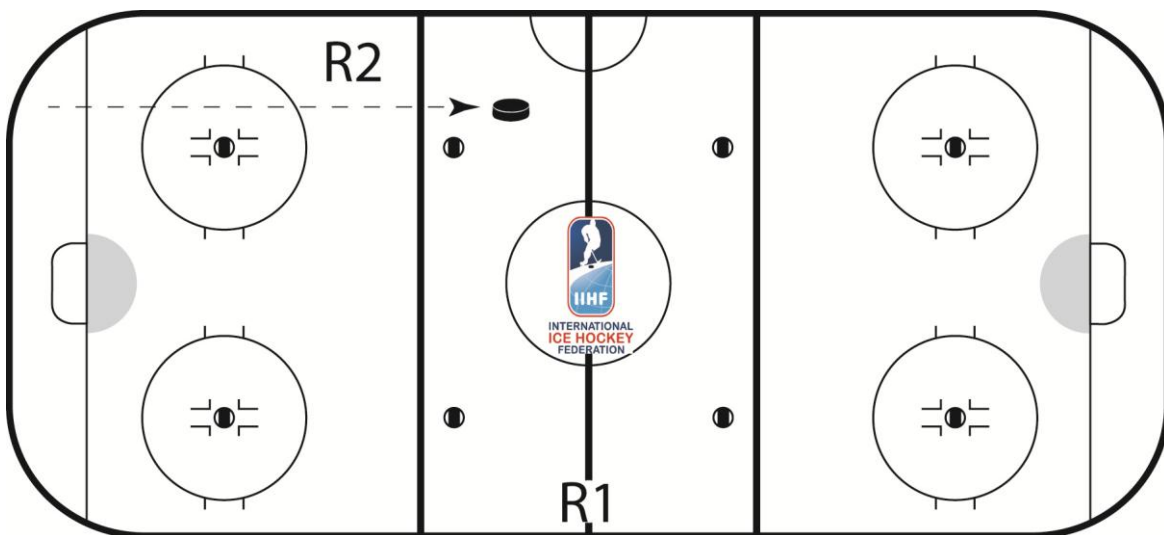


Figure 9

# SECTION 6



- When the puck is in the neutral zone in the vicinity of the centre red line, both **R1** and **R2** should be within 1.5 to 2 metres of their respective blue lines which will place them in a position to call any offsides that may occur at either blue line (Figure 10).

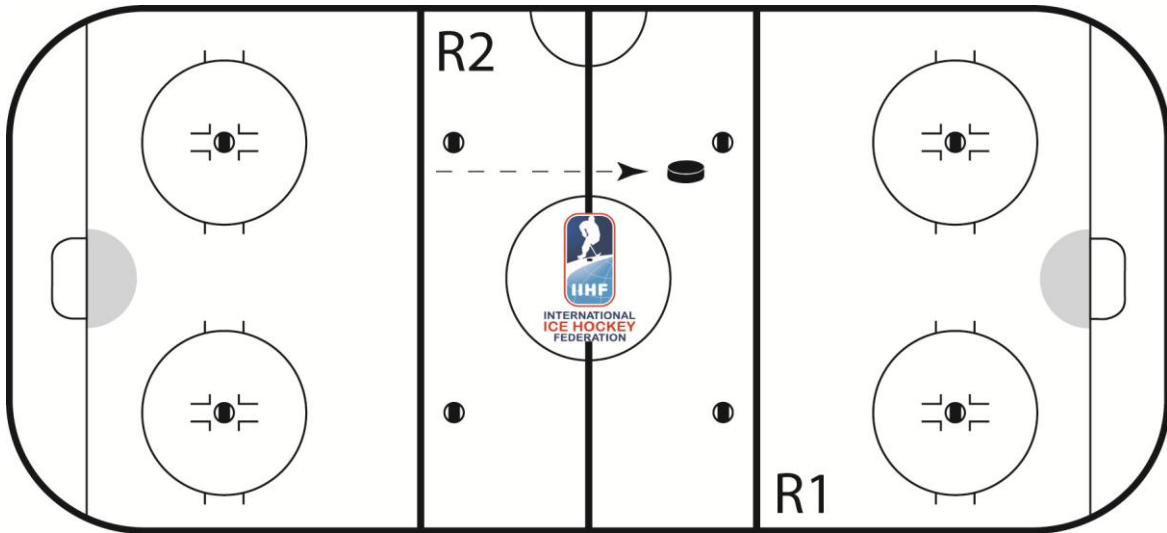


Figure 10

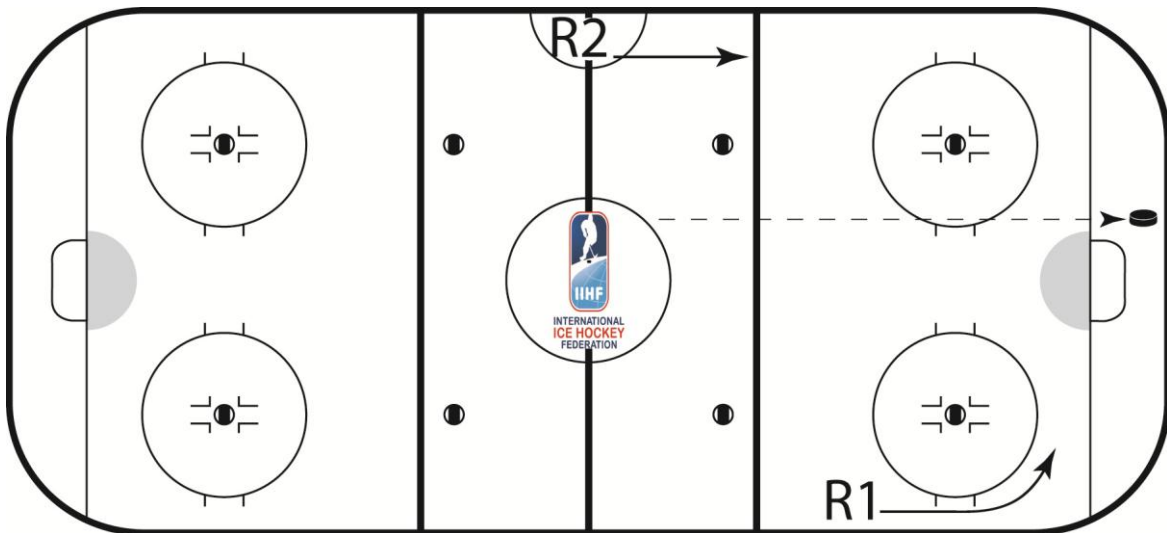


Figure 11

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- If the play continues to the right, **R1** must move up to the blue line to call offside, and then move in deep with the play. At the same time, **R2** must be at the red line by the time the puck crosses over the blue line and then move up to within one stride of the outer edge of the blue line as play goes deep into the end zone (Figure 11).

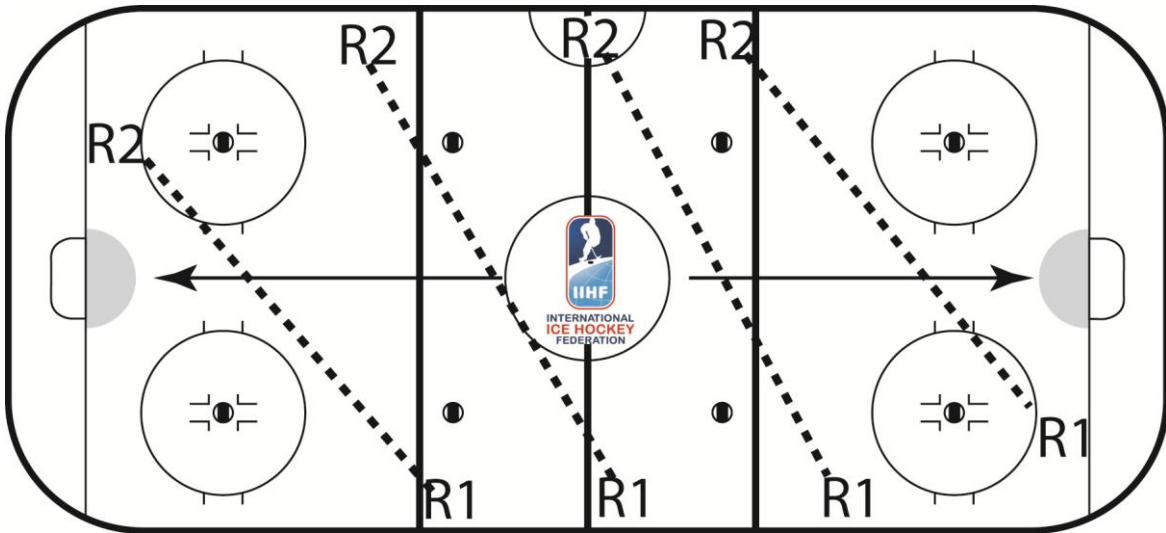


Figure 12

- If we summarize the movements of the two officials while play is in progress, it is easy to see that the officials are in a diagonal position relative to one another, **no further than one line apart** at all times. In this way they are in position to call offside plays, etc., regardless of where they occur on the ice surface (Figure 12).

### Positioning for Face-Offs

- All face-offs shall be conducted at the nine designated face-off spots, as indicated by the reason for the stoppage of play (Figure 13).
- All face-offs are taken by the official retrieving the puck, regardless of what side of the ice they are on.



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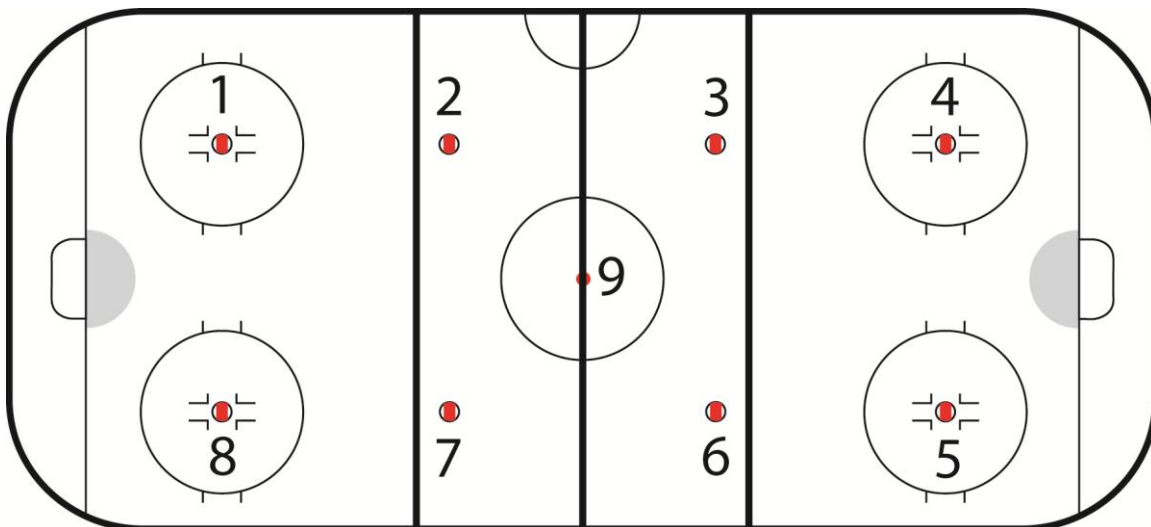


Figure 13

- For a face-off at centre ice face off spot, the two officials should be positioned along the centre red line facing each other. The official taking the face-off **R1** should be facing the Scorekeeper's bench so that the timekeeper can start the clock when the puck is dropped (Figure 14).

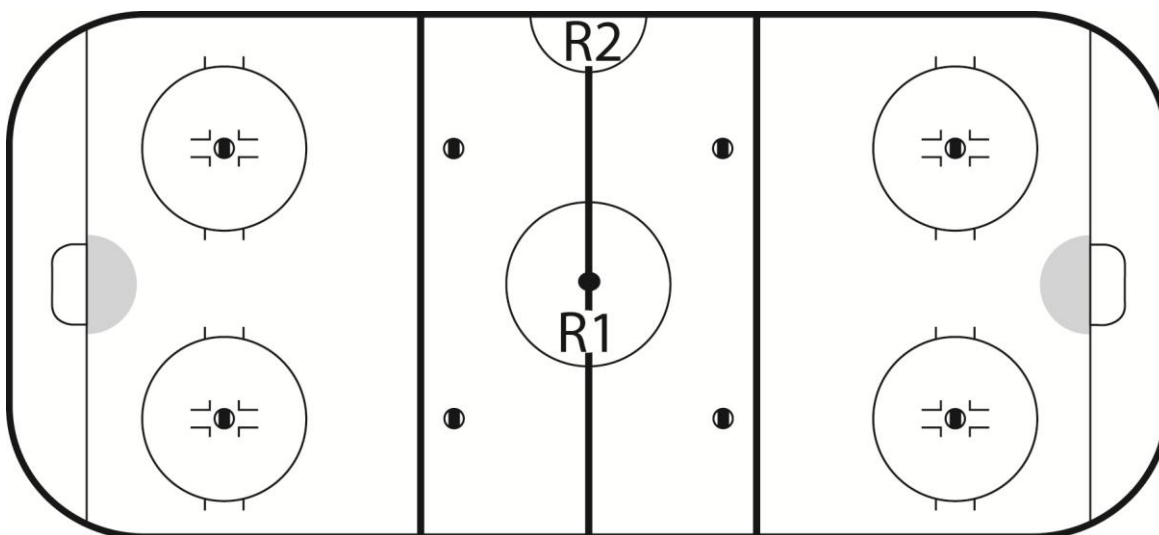


Figure 14

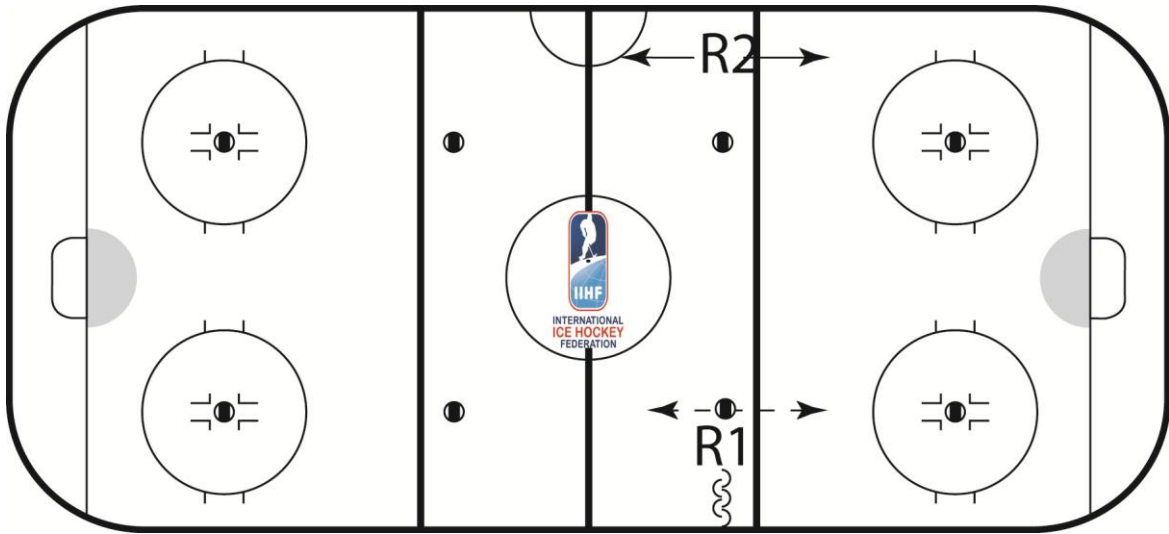


Figure 15

- When a face-off is at one of the four spots in the neutral zone, the official taking the face-off (in this case **R1**), should skate backwards to the boards, and immediately cover the near blue line. **R2** should be positioned directly opposite **R1** and must cover one stride outside the near blue line and follow the puck to the end zone, if necessary (Figure 15).

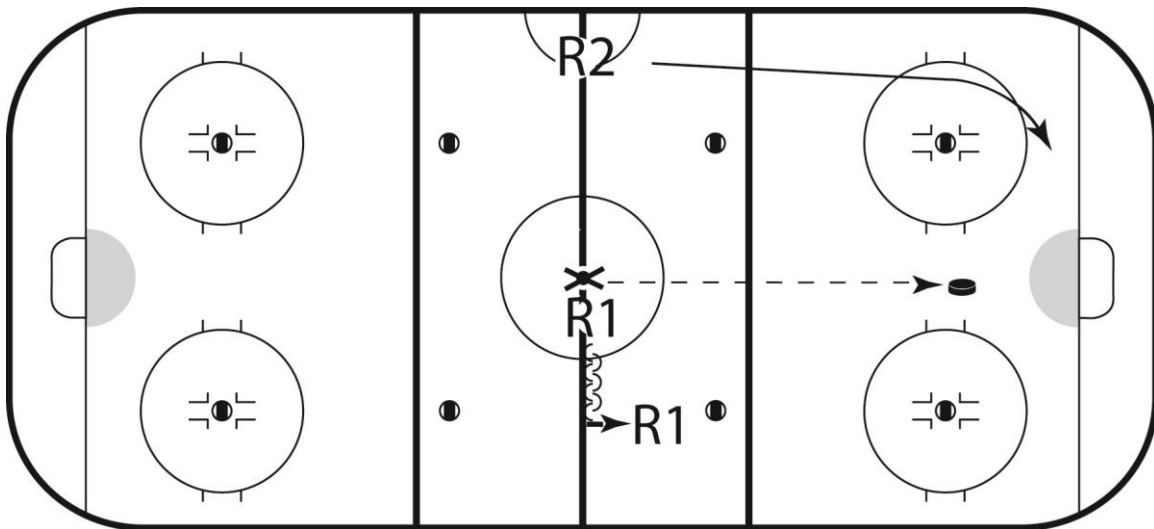


Figure 16

- For face-offs at the center ice face off spot in the neutral zone, when **R1** is taking the face-off, **R2** must be positioned opposite **R1** and move in either direction in order to cover the blue lines. If the puck goes into the end zone, **R2** must follow the puck to the end zone to the **BOP** position while **R1** covers the blue line (Figure 16).

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- When a face-off takes place at one of the end zone face-off spots, **R1** drops the puck and backs to the **At the Boards** position. If the puck stays deep, **R2** must remain in this area. **R2** is positioned at the blue line. Before the puck is dropped, **R2** will be positioned at the blue line two meters from the boards. If **R2** is screened from seeing the players positioned behind **R1**, who is dropping the puck, then **R2** may move further from the boards an appropriate distance to get a clear view (Figure 17). If **R2** observes a face-off violation, **R2** will blow the whistle and point in the direction of the team that committed the violation.

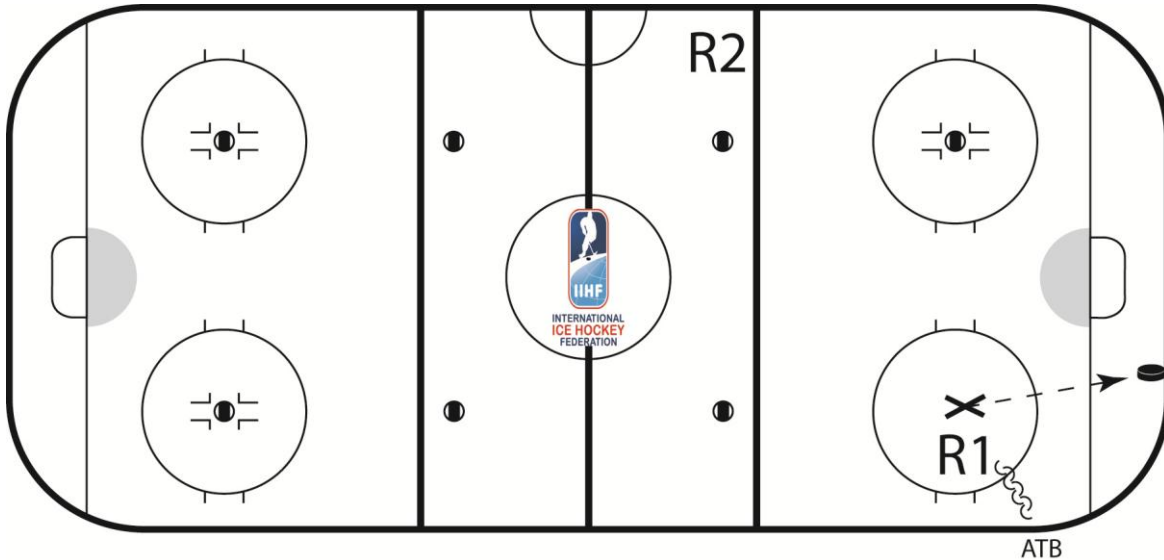


Figure 17

- If the play begins to move out of the end zone, **R1** must move quickly up the side boards to call plays at the blue line as the puck enters the neutral zone. **R2** must hold the blue line until **R1** is in the proper position to call an offside in the event that the puck is played back into the zone. When certain that the play is continuing to move forward, **R2** must move quickly to the centre red line in order to call a potential icing (Figure 18).

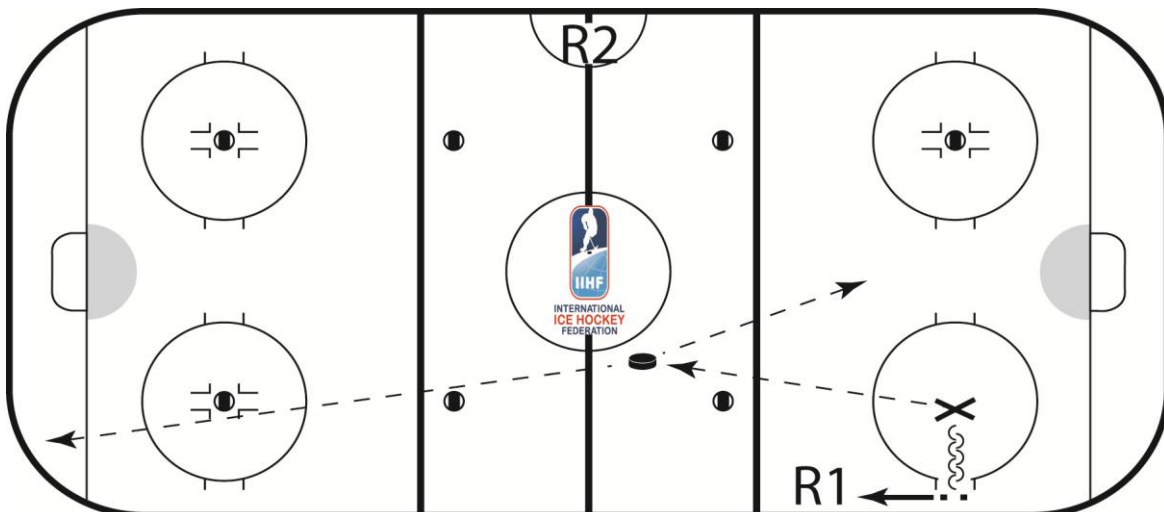


Figure 18

## Face-Offs Zone Changes

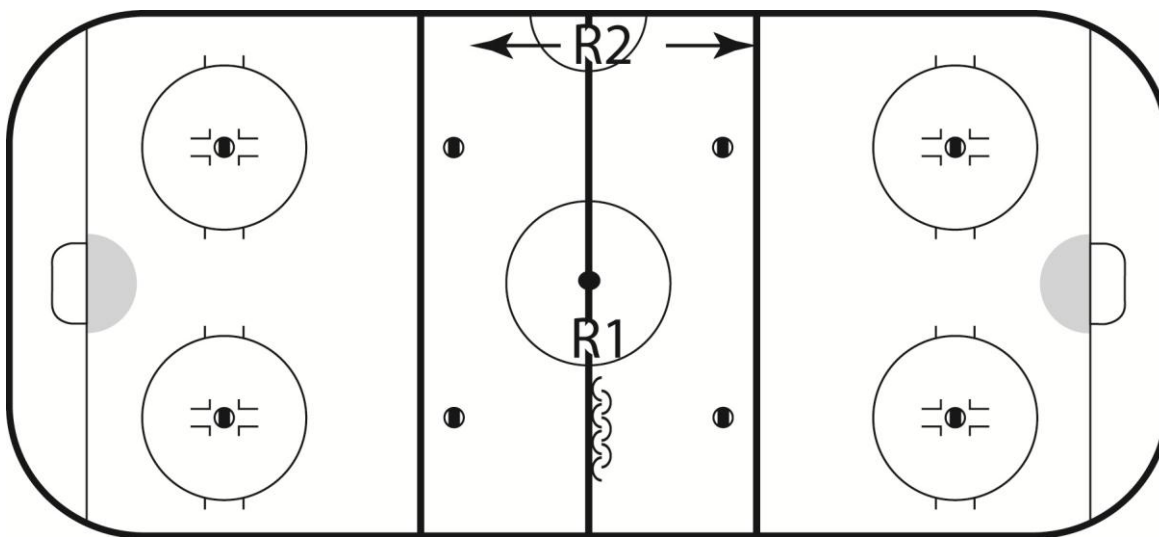


Figure 21

- To start the game or take a face-off at center ice, the two officials should be positioned along the centre red line facing each other. The official taking the face-off should be facing the Scorekeeper's bench so that the timekeeper can start the clock when the puck is dropped.
- When the puck is dropped, **R2** must go with the puck, whether to the right or left. This will allow **R2** to be at either blue line as the puck crosses the line (Figure 21).
- The officials will maintain their responsibilities for positioning until one of four things happens:
  - a stoppage of play,
  - a goal is scored,
  - a penalty is assessed,
  - the start of the next period.

### When a Goal is Scored

- When a goal is scored in **R1's** end, he will signal the goal and report it to the scorekeeper. **R2** will retrieve the puck and go to centre ice for the ensuing face-off. **R1** will take up position on the centre red line facing **R2**. Positioning and procedures are now the same as for the start of the game (Figure 22).

# SECTION 6

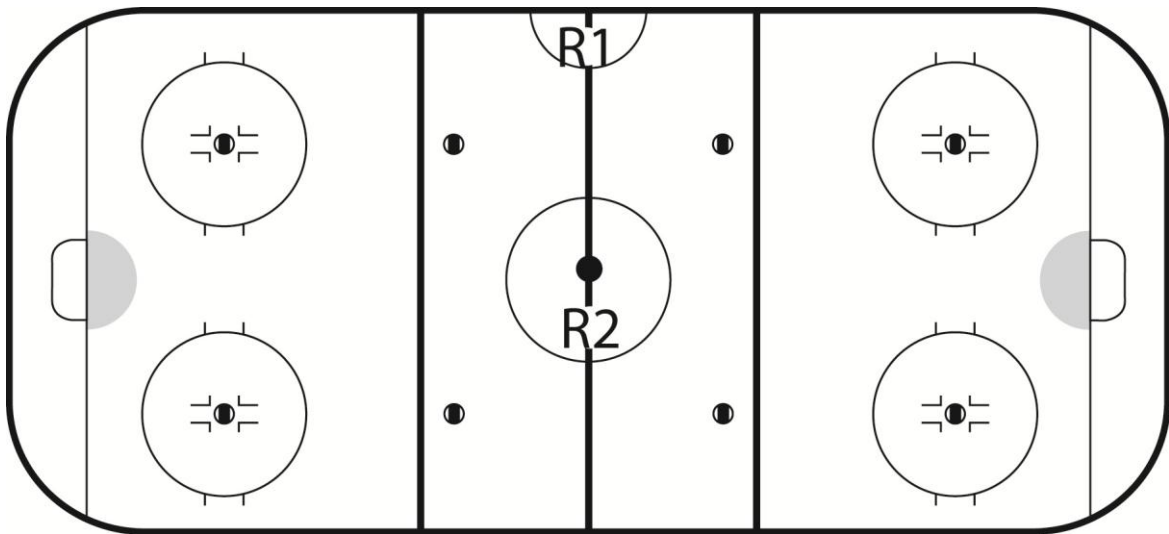


Figure 22

## When a Penalty is Assessed

- When a penalty is assessed, the official **R1** will assess the penalty and report it to the scorekeeper. **R2** will retrieve the puck and proceed to the face-off spot and take the face-off. The official who assessed and reported the penalty **R1** will take up a position outside the blue line or across from **R2** in the neutral zone, depending on where the face-off is to take place (Figure 23).

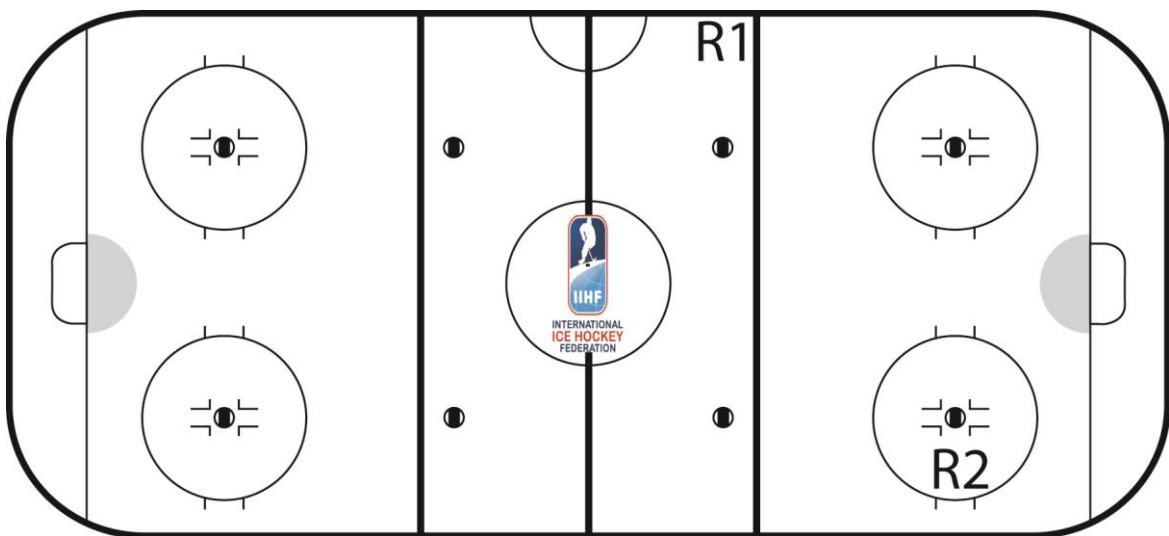


Figure 23

## Common Faults and Tips

- A common fault is the failure of the official responsible for the attacking zone to leave the zone quickly in pursuit of the play. A quick turnover in the neutral zone could result in a close offside call at this official's blue line and the official must be in position to make the call.
- When there is a stoppage of play at the net, to reduce the conflict between players, a tip for the official in the attacking zone is to move to the **At the Net** position immediately, but keep all players in full view. His presence and verbal communication will act as a deterrent to altercations after the whistle.
- How does the official in the end zone know when to retreat from the **Base of Operations** to the **At the Boards** position as the play moves towards him?  
If the puck carrier is an attacking player, you can hold your position a little longer as they will normally go to the net, and you can follow. If the puck carrier is a defending player, retreat to the **At the Boards** position immediately as this play generally goes up the boards.
- Upon a stoppage of play, the two officials' first priority should be to watch the players on the ice. If two players are standing talking and challenging each other, immediately be aware of potential trouble, move in quickly and move the players out before any serious problems occurs. If there is no potential trouble, one referee will proceed to the face-off position and the other referee will retrieve the puck, skate back and take the face-off.

## Three Official System - Referee

In the Three Official System, the referee is the person in charge of the entire hockey game and has the final decision in all situations.

The two linesmen come under the referee's jurisdiction and these three officials form the "on ice team". It is important that the referee give the linesmen as much support and backup as possible and that they work as a team both on and off the ice.

A good knowledge of proper positioning enables the referee to carry out his duties without interfering with the duties of the linesmen. It also enables the referee to avoid interfering with the flow of the play and the players, and in a position to make any necessary calls.

### Position of the Referee for Face-Offs

- The referee should take all face-offs at centre ice at the start of the game, at the start of each period, and after a goal has been scored. The linesmen should take all other face-offs during the course of the game.

# SECTION 6



- For a face-off at any of the four spots in the neutral zone, the referee should be positioned on the opposite side of the ice, about 1.5 metres inside the blue line and 1.5 to 3 metres out from the boards. From this position, if the play goes directly into the end zone, the referee is able to follow it quickly, and implement his “end zone positioning”. If, however, the play breaks out up the ice, the referee is far enough out from the boards to avoid collision with the linesman (Figure 24).

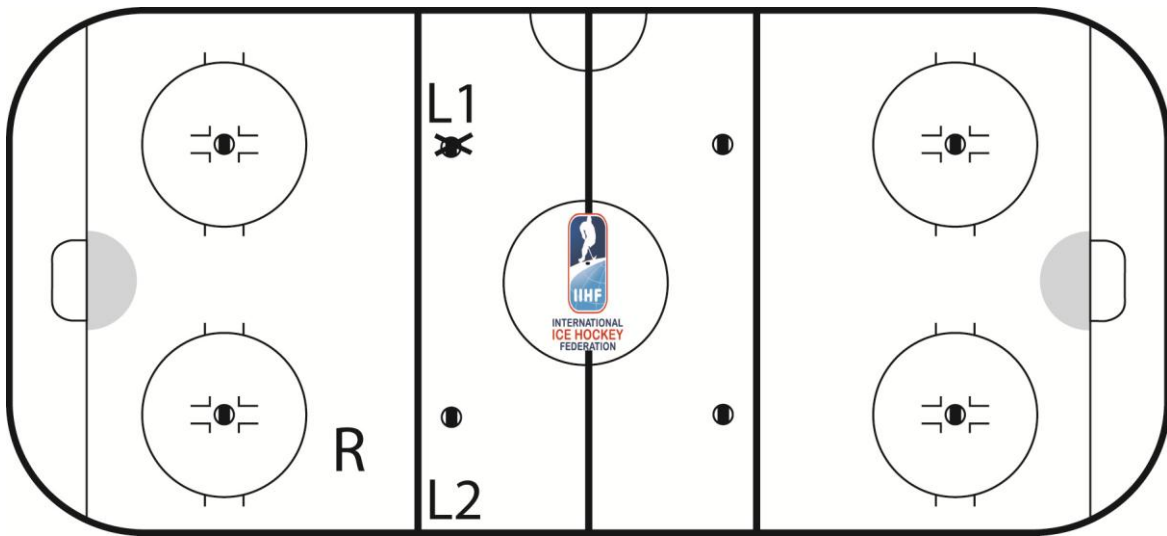


Figure 24

- For face-off at center face off spot in the neutral zone, the referee should be positioned on the side of the Scorekeeper's bench about three metres from the boards, and 1.5 meters metres from either side of the red line in order not to block the view for linesman. This will enable the referee to be on top of the play or to move in quickly in both directions while following the play up the ice. (Figure 25).

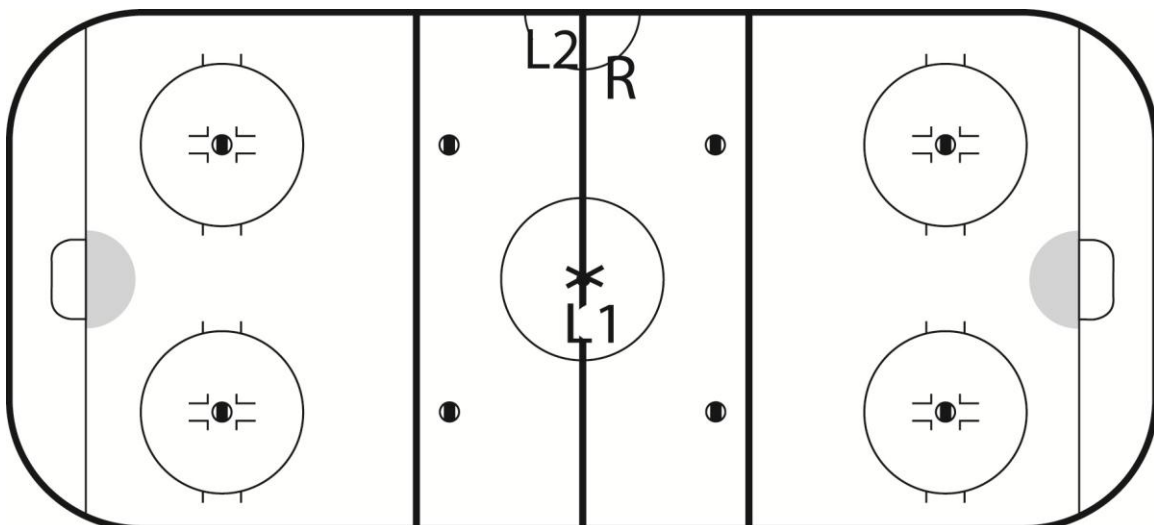


Figure 25

## SECTION 6

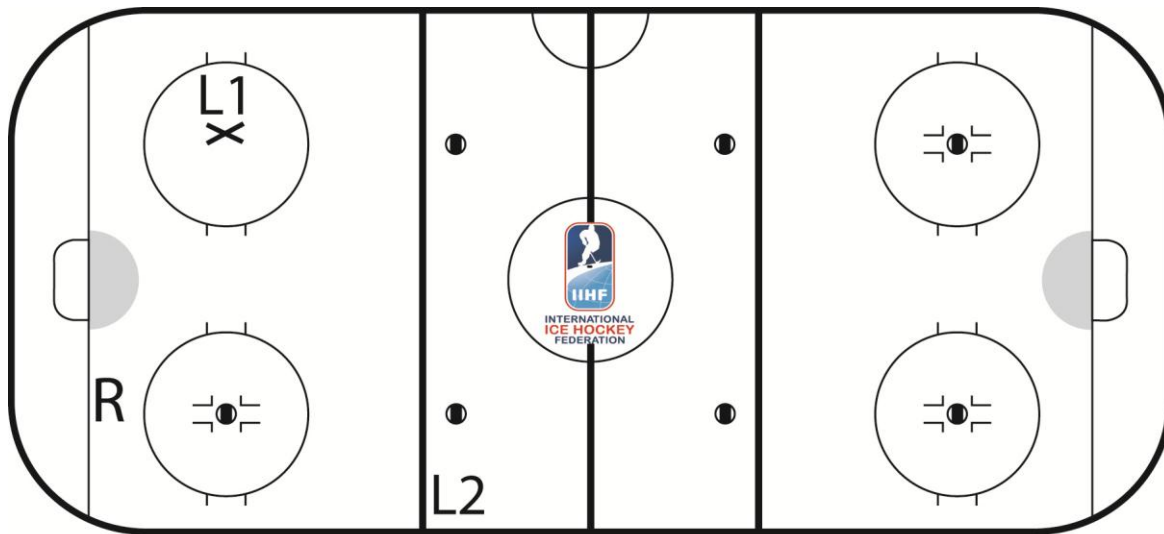


Figure 26

- When the face-off takes place at one of the end face-off spots, the referee should be at the **Base of Operations** position. From this position the referee will be ready for a close play at the net and have an excellent view of the goal line. Also, in this position the referee will not be in the way if a quick shot is taken at the net (Figure 26). The referee should avoid the area behind the goal line and the corners. If caught in these areas, the referee will lose mobility due to player congestion, will be screened by the net and too far behind the play should it break out of the zone quickly.
- If the center is removed from the face-off, the referee does not move over to the other side of the face-off. However the referee should warn the offending team that a second violation will result in a penalty being assessed. The linesman taking the face-off should give the referee time to issue the warning and get back to his proper position again.

### Positioning While Play is in Progress

Positioning for the referee in the Three Official System is basically the same as for the Two Official System, with a few variations.

The referee in this system has the responsibility of calling penalties for infractions anywhere on the ice. The referee will not call offsides or icings; these are the responsibility of the linesmen. If a call is very obvious and the linesmen have been blocked out, then the referee may stop the play. This type of call would only be the odd exception.

- After conducting the face-off at centre ice, it is imperative that the referee get back towards the boards as quickly as possible, because while the referee is in the middle of the ice, part of the ice and some of the players will be behind the referee's back. Good positioning means keeping all of the players in front of you (Figure 27).



# SECTION 6

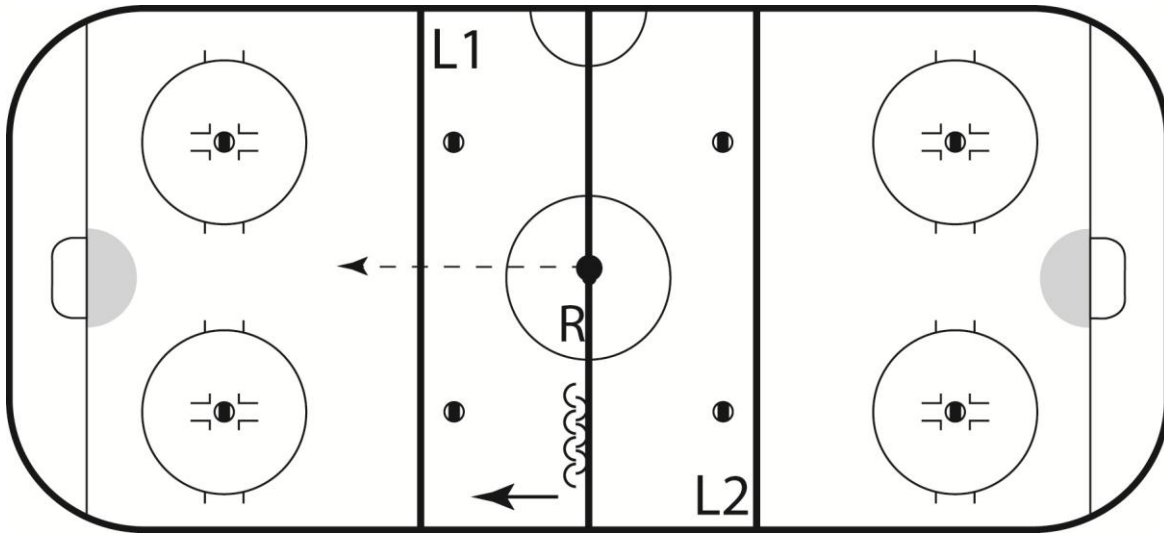


Figure 27

- How does the referee get back to the boards after a face-off? Does the referee skate backwards along the centre red line to the boards? The answer to both of those questions will vary depending upon the direction of the puck after the face-off. If the puck remains in the centre ice area, the answer to the second question is yes, providing the puck is in front of the referee. Common sense dictates that the referee will not skate to the boards when the puck is behind him. If the puck goes into the end zone, the answer is no, as the referee must follow the play. This means that the referee should angle towards the end and side boards and remain within proper range of the play.

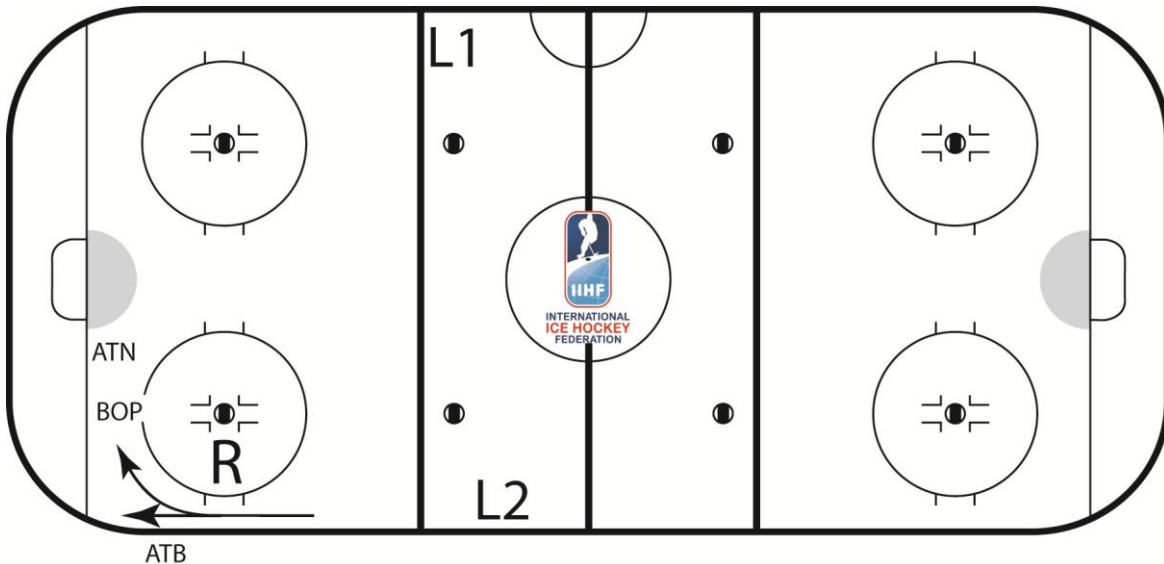


Figure 28

## SECTION 6



### Note:

For experienced referees it is allowed to use the Cross over move behind the net, to gain better position at the net and to stay away from the play. This is an exceptional procedure, and may take place only when the play dictates and it is safe.

- As the play moves into the end zone, the referee should follow the play at these distances: 6 to 8 metres behind the play if the puck is on the opposite side of the ice, and 8 to 10 metres behind the play if the puck is on the same side of the ice. This will provide the referee with a good perspective of all the players. Also, if the puck suddenly changes possession and the play start out in the opposite direction, the referee will have sufficient room to avoid interfering with the play. If the play does go deep into the end zone, the referee should assume the “end zone positioning” as described earlier in this section (Figure 28).

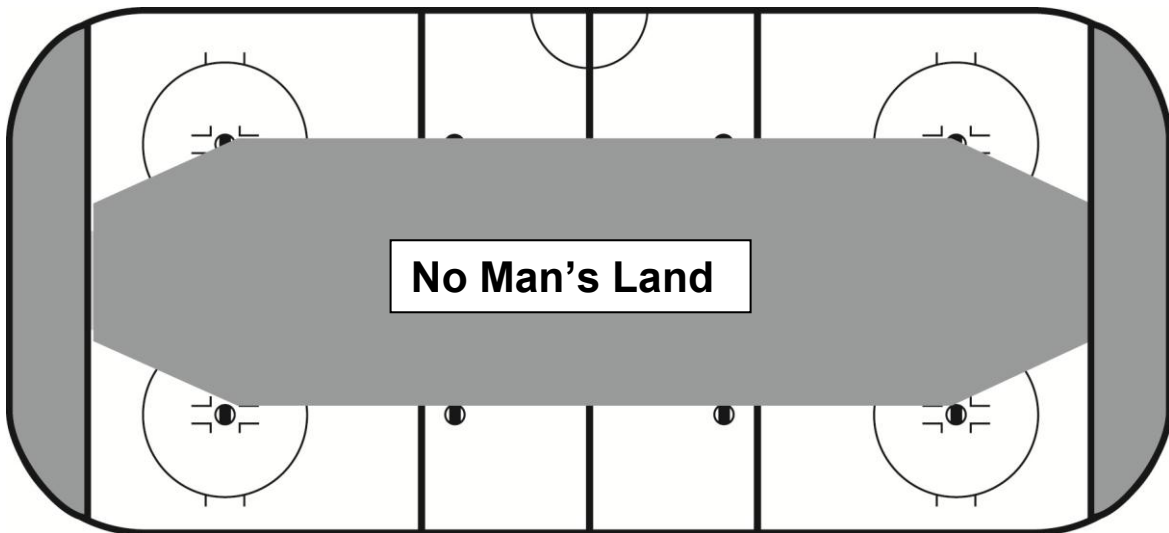


Figure 29

- The referee skating up the ice should be in the white area only. The shaded area is **No Man's Land** and should not be used by the officials, nor should they cross over from one side of the ice to the other side while play is in progress (Figure 29). They can move over at a stoppage of play, depending on the location of the face-off, and for a face-off at centre ice.

### Note:

For experienced referees it is allowed to move behind the goal line when the play dictates, using the No Man's Lands space. Immediately when the play does not demand this move, the referee should move back to the normal procedure.

# SECTION 6

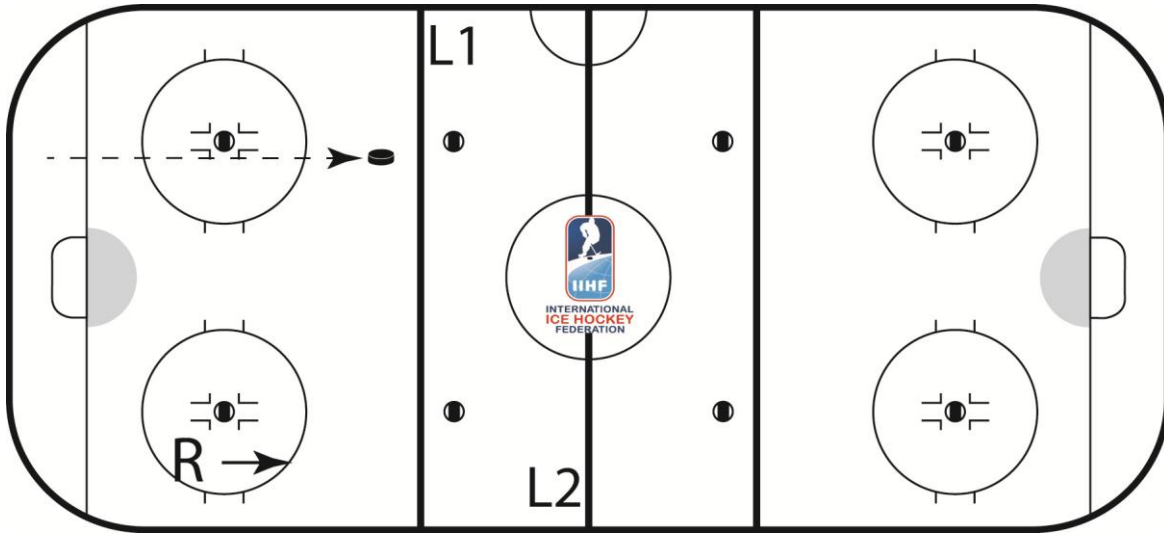


Figure 30

- If the defending team gains possession of the puck, the referee must be prepared to move out of the end zone with the play. When the puck is on the opposite side of the ice, the referee should be 2 to 4 metres from the boards and 6 to 8 metres behind the play (Figure 30). If the puck is on the same side of the ice, the referee should be 1 to 1.5 metres from the boards and follow 8 to 10 metres behind the play (Figure 31).

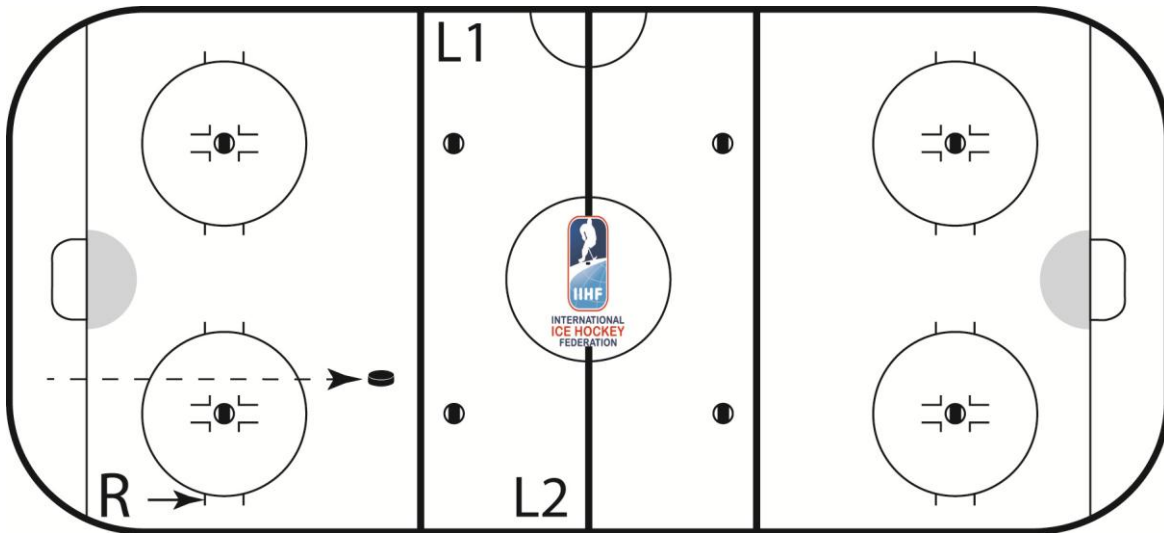


Figure 31

# SECTION 6



- When the puck is on the same side of the ice, the referee must stay near the boards to ensure the following:
  - no player gets behind the referee,
  - the referee does not interfere with the play,
  - if the referee is going to get hit by a player, contact should be against the boards for protection.
- When play is in the end zone, the referee will utilize the “end zone positioning” as described earlier in this section.
- As play moves into the neutral zone and approaches the far blue line, the referee should remain close to the side boards if the puck is on the same side of the ice and roughly 8 to 10 metres behind the play. This will enable the referee to keep all players in view. If the puck changes direction and starts coming back, the referee will be able to get out of the way of the players. However, if the play is on the other side of the ice, the referee should move out 6 to 8 metres behind the play. In this position the referee will have sufficient time to move back if the play comes back. As the play moves into the end zone, the referee can establish his “end zone positioning” based on the location of the play.

### Common Faults and Tips

- A common fault for referees is their failure to move out of the attacking zone in pursuit of the play if there are opposing players straggling behind. Follow the play, glance back several times and rely on your linesmen to communicate with those players and to keep you informed of any problems that may occur.

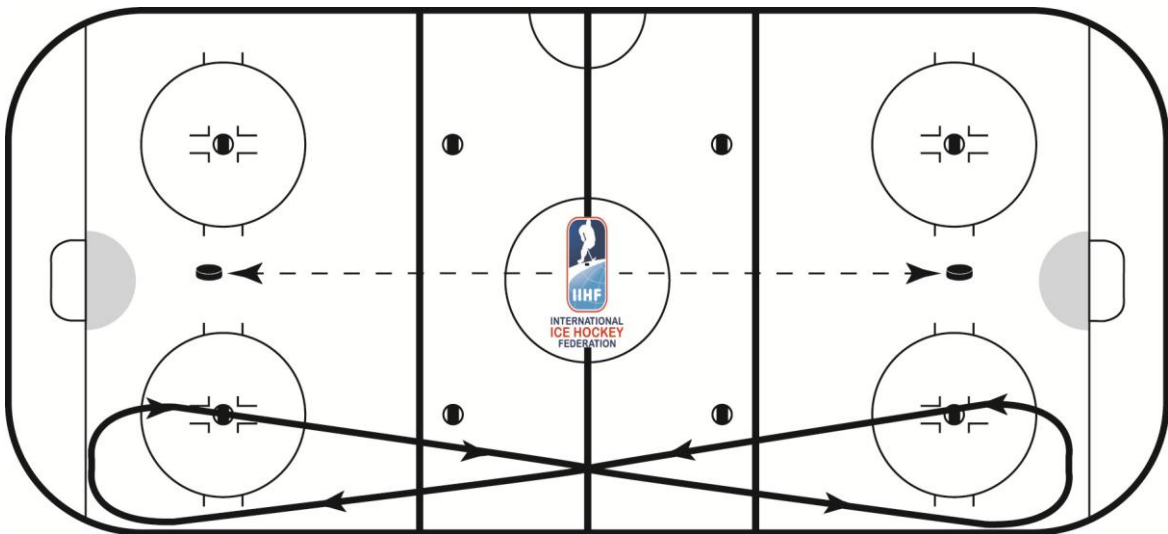


Figure 32

- To reduce the number of stops and starts, and to maintain excellent position while play is in progress, try to maintain a “figure 8” pattern of positioning by using tight turns (Figure 32).
- Many altercations occur in the area around the net. Once play has stopped the referee should move to a position of not more than three metres from the net but with all players and both benches in full view. Your presence and verbal communication will deter any actions and you will have a good view of any altercation or players leaving the benches.

## Three Official System - Linesmen

Most of the face-offs are conducted by the linesmen. The linesman who is conducting the face-off should retrieve the puck. Upon the stoppage of play, the two linesmen should watch the players on the ice as their first priority. If two players are standing talking and challenging each other, they should be immediately aware of this potential trouble, move in quickly and move the players out before any serious trouble occurs. If there is no potential trouble, one linesman will proceed to the position for the face-off and the other will retrieve the puck, skate back and take the face-off.

### Positioning While Play is in Progress

- They should always be in position to call the play.
- They should be at their blue line (or slightly inside the blue line), establishing the best position to have an unobstructed view down the line. This is called “Working the Line” as the puck crosses the line. They should not straddle the line.

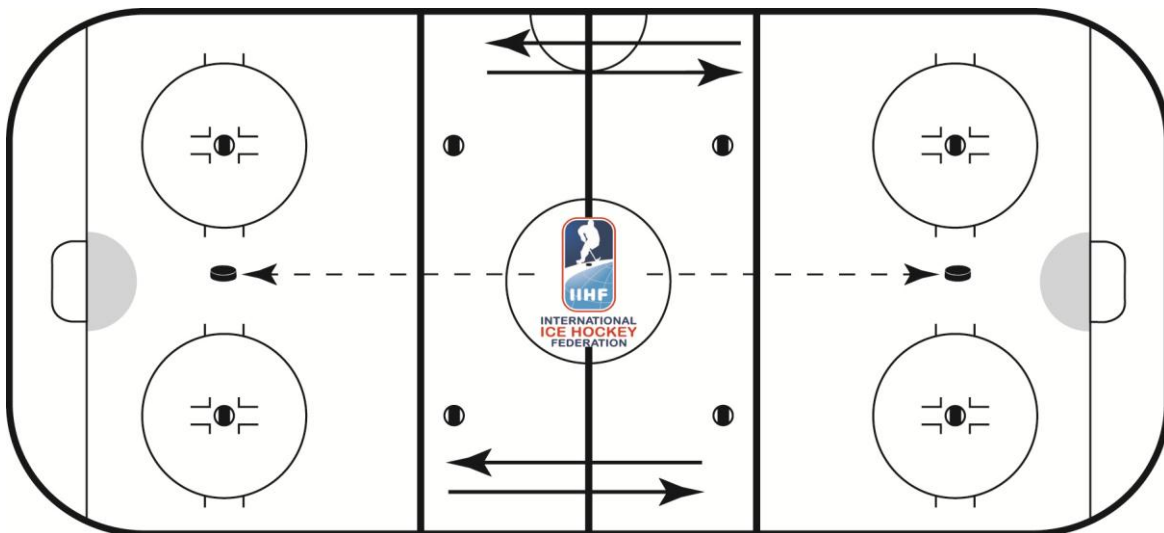


Figure 33

- They should work from the blue line to a position about midway between the centre red line and the other blue line (Figure 33).
- The back linesman must **ALWAYS** position himself so that he is at the same level as the deepest offensive player in order to cover his blue line in case of a fast break, long pass situation.

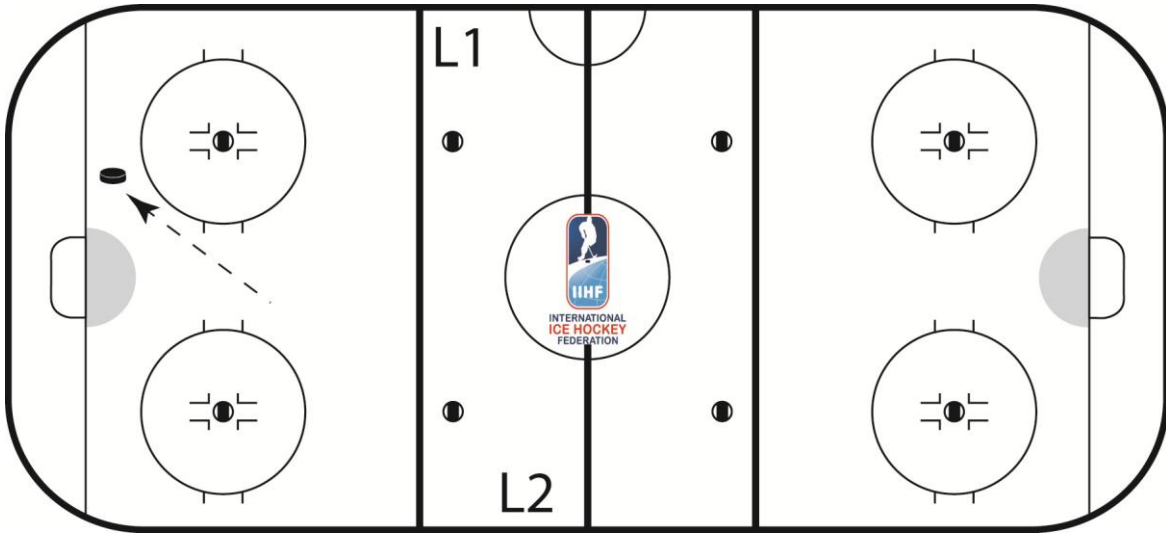


Figure 34

- When play is in the end zone, the front linesman **L1** should be one stride outside the blue line, turn the body at 45 degree angle to view the entire end zone while the other linesman **L2** should be midway between this blue line and the centre red line on the opposite side of the ice (Figure 34).

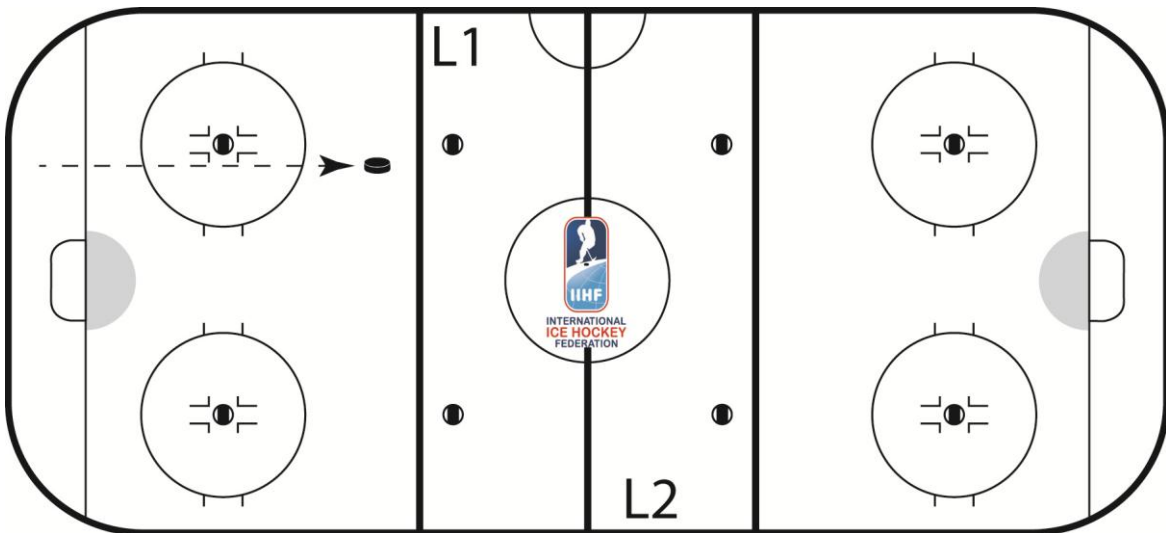


Figure 35

## SECTION 6



- When the defending team gains possession in their end zone, **L2** should anticipate the play coming out of the end zone and move back to the red line. In these positions, **L1** and **L2** now have both blue lines covered. (Figure 35).

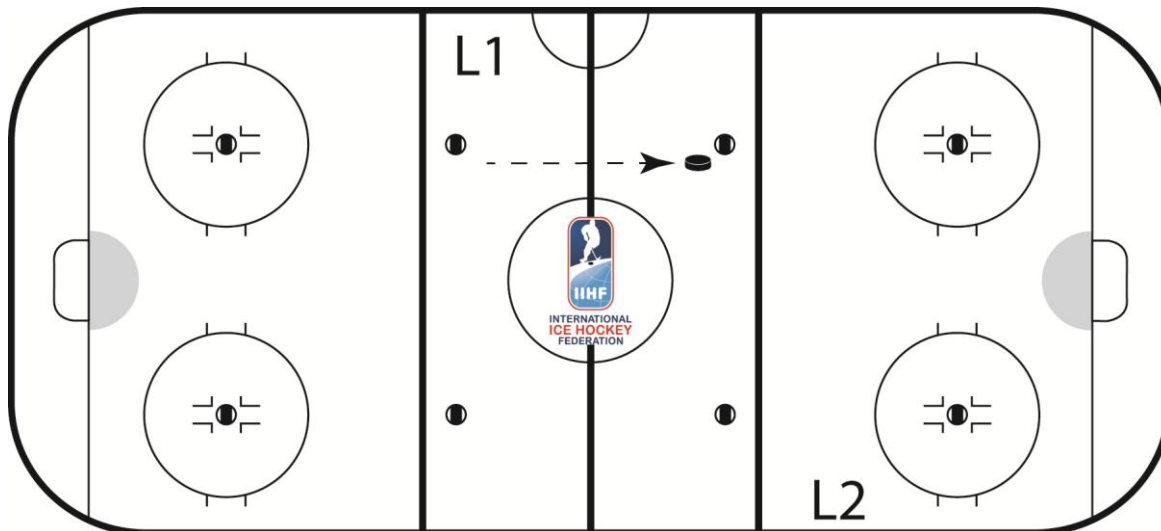


Figure 36

- Linesman **L1** must observe attacking players behind the play as the play leaves the end zone and be able to get back to the blue line in time to make a call if the play changes direction. After the puck crosses the blue line, **L2** will move to the attacking blue line and be in position to call a potential offside at that line (Figure 36).

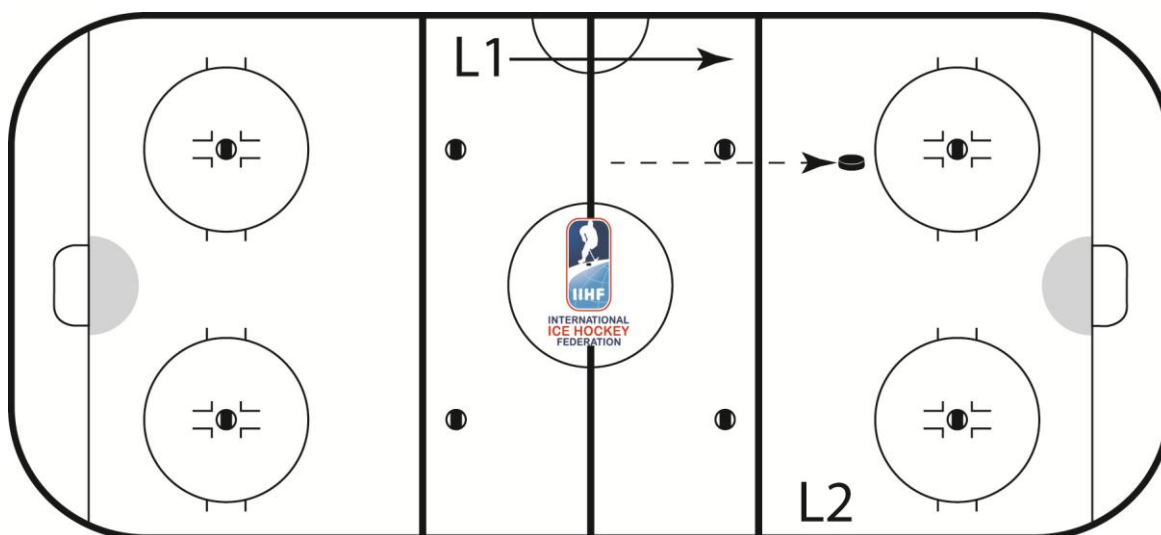


Figure 37

- When the puck approaches the blue line, **L2** must be at the line while **L1** should move up to a position midway between the centre red line and blue line.

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- Both linesmen should always be at their blue line and in correct position **before** the puck, on any potential offside play at the blue line (Figure 37).
- When the puck comes out of the end zone, the procedure for positioning is then reversed for each official.

### Positioning for a Face-Off

- Face-offs will be taken by the linesman retrieving the puck.
- The linesman not taking the face-off must hold and cover the line of the linesman taking the face-off.

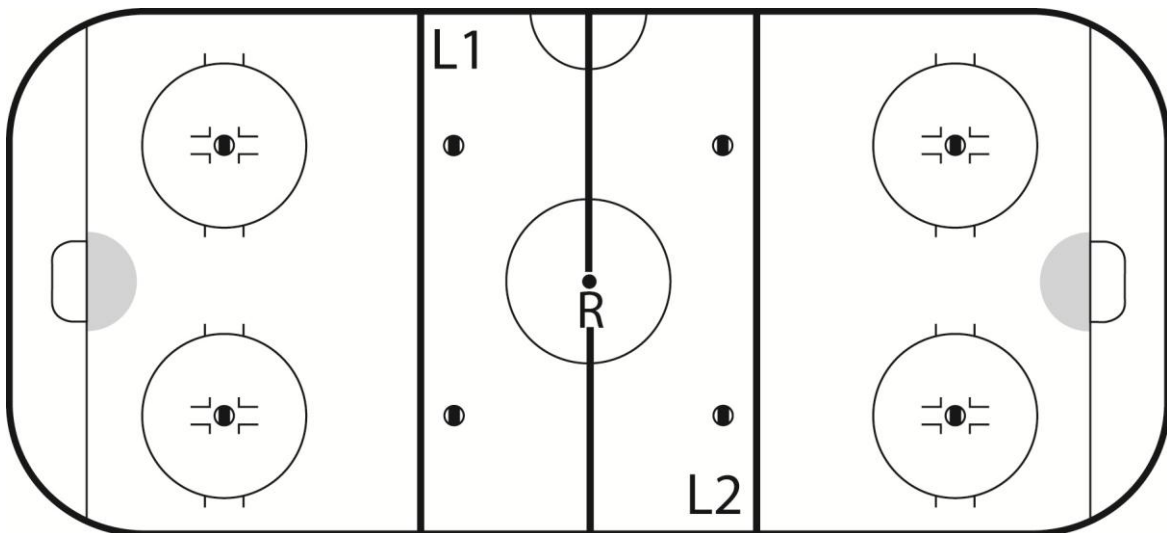


Figure 38

- When the referee is taking a face-off at centre ice, the two linesmen should be on opposite sides of the ice against the side boards, just outside the blue line (Figure 38).
- After a goal has been scored, the linesman on the side of the player's bench will take up a position close to the bench of the "Happy" team.



# SECTION 6

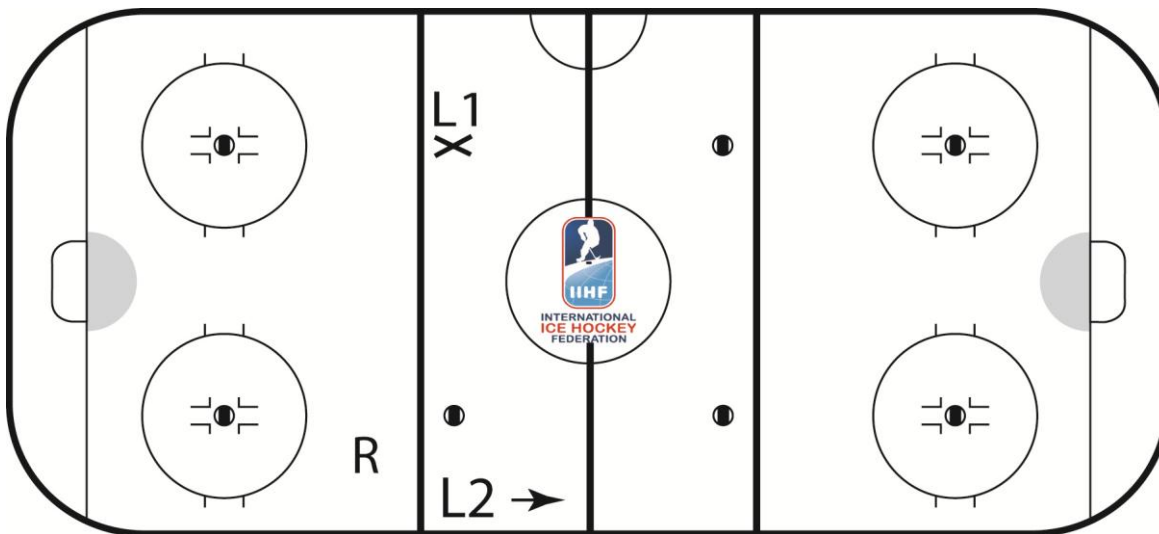


Figure 39

- For a face-off at the face-off spots in the neutral zone, **L2** must always follow the play and cover the attacking blue line, as **L1** is always taking up his position as back linesman between the blue line and the red line (Figure 39).

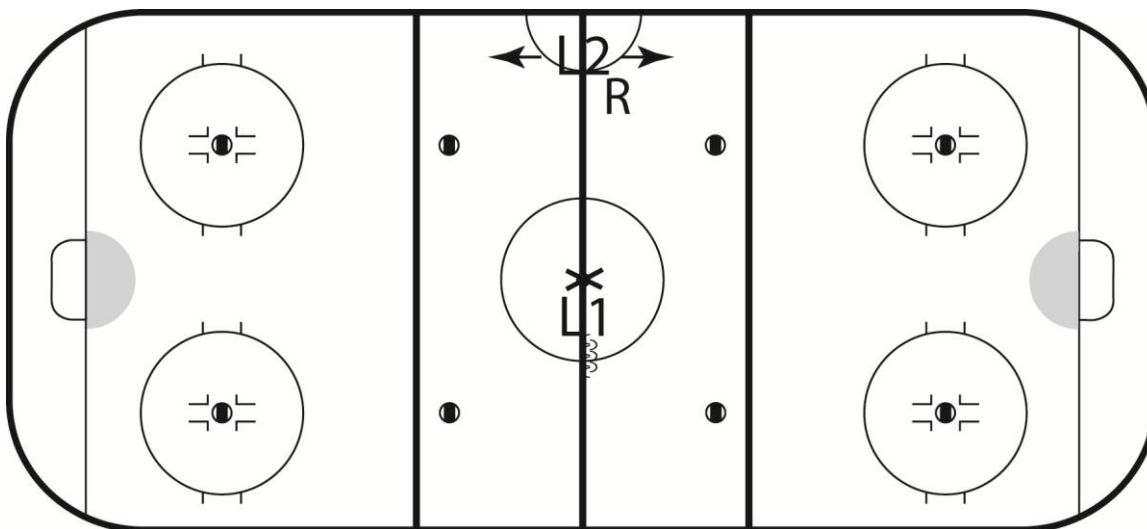


Figure 40

- For the face-off in the center face off spot, the two linesmen should be positioned along the centre red line facing each other. The linesman taking the face-off **L1** should be facing the Scorekeeper's bench so that the timekeeper can start the clock when the puck is dropped. **L2** positioning on the side of the Scorekeeper's bench is responsible for all lines in case **L1** is trapped in the middle of the ice. (Figure 40).

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- When the face-off is at an end face-off spot, **L2** should be positioned one stride outside the blue line on the opposite side of the ice. If **L2** is screened from seeing players positioned behind **L1**, who is conducting the face-off, then **L2** may move off the boards an appropriate distance to get a clear view. If a player is encroaching, **L2** will blow the whistle and point out which team caused the **face-off encroachment**. **L1** will then remove the offending team's centre player and conduct the face-off with a new centre from the offending team. Before conducting that second face-off, the linesman must wait until the referee will make warning to the offending team and will get back to his proper position. After the puck is dropped, **L2** will move back to the side boards and take a position one stride outside the blue line. **L2** will remain there and **L1** will then move out midway between the centre red line and blue line. (Figure 41)

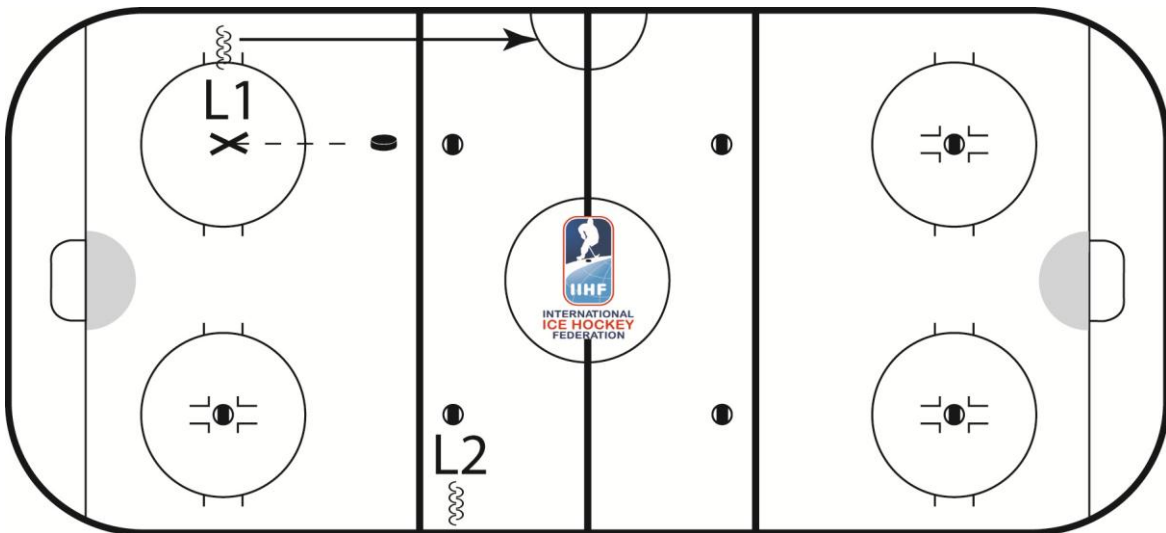


Figure 41

- Both linesmen should work as a team, always aware of what is going on and knowing where the other linesman is at all times.
- They should always be alert and ready to cover each other's lines if one linesman should fall or be trapped out of the play.
- They should always be prepared to cover for the referee if he falls or gets trapped out of the play. If this happens the linesman may have to enter the end zone and practice the "end zone positioning" until the referee gets back into position.
- Working as a team, along with the referee, they should have complete control of the hockey game.

## Common Faults and Tips

- A common fault of the linesman on a stoppage of play at the net is a slow reaction to the whistle, or a pre-occupation with retrieving the puck. Anticipate the whistle and rush immediately to the area in front of the net or the area of high player concentration to deter any potential altercation. You can retrieve the puck later.
- Linesmen should set as their standard for positioning to be at the blue line before the play crosses the line. To reach the line at the same time as play crosses the line does not give for an opportunity to view the full ice surface and watch as play develops up ice.

## One Referee - One Linesman System

In the Three Official System, the referee is the official in charge of the game. In the event that one of the three officials is unable to appear, or due to sickness or injury is unable to finish the game, the following procedures should be followed (officials should be aware of the policy in their National Association):

- If the referee is unable to continue or appear, the two linesmen shall work the two official system, as described earlier in this section.

**OR**

- If the referee is unable to continue or appear, one of the linesmen shall assume the duties of the referee. This system shall be known as the one referee - one linesman system. The selection of which linesman will assume the duties of the referee would normally be done by the referee, however, this may not always be possible.
- Where there is a game supervisor or referee supervisor, it becomes their responsibility, in discussion with the referee, to decide whether to use one linesman as a referee or change to the two official system.

If a linesman is selected as the referee, in most instances, the linesman will be the most senior of the two.

- Should one of the linesmen be unable to continue or appear, the referee and the remaining linesman shall work the one referee - one linesman system, as described earlier in this section.

**OR**

- Should one of the linesmen be unable to continue or appear, the referee and the remaining linesman shall work the one referee - one linesman system.

## SECTION 6

Note:

- *The one referee - one linesman system should be used as the exception rather than the rule. If used, it should only be in upper level games where the consistency of the referee is of the utmost importance.*
- *Should another official be available in the arena or nearby, that individual should be encouraged to replace the missing linesman (provided this individual is qualified to officiate at the level of hockey being played).*

### Positioning and Procedures (One Referee - One Linesman System)

- The referee is responsible for all end zone face-offs, while the remaining linesman shall be responsible for all neutral zone face-offs.
- For icing calls, normally the referee will be the back official and would indicate that a potential icing is in effect by extending the arm at shoulder level and pointing up ice by using a pumping motion. This is done until the front official (linesman) either blows the whistle to indicate icing or until the icing is washed out. If icing is called, the referee will proceed to the face-off spot and prepare to conduct the ensuing face-off.

*Note: The referee must be careful not to raise the arm for icing. This could cause confusion for the players, coaches and spectators who may think that a penalty is about to be assessed. The key in this situation is to communicate well with your partner, using eye contact, signals and verbal communication.*

- The referee must also be prepared to call offside at the blue line. This would happen when the referee is pursuing the play through the neutral zone and there is a sudden change in possession that would make it impossible for the linesman to go from one blue line to the other to make an accurate call. The referee must be prepared to make a call in these situations.

*Note: The referee must not raise the arm for delayed offside. Verbal instructions must be used in this situation. Calling out "Offside" will be effective in ensuring that the attacking players are aware that they must clear the zone. Once the linesman reaches the blue line, and using effective communication with the referee, the linesman can take over this call at the blue line and the referee can resume the necessary end zone positioning.*

- The referee in this system must also assist with altercations. Otherwise, the remaining procedures for the referee and linesman remain unchanged from those outlined in the Three Official System.

## One Referee System

In the event that one of the two officials is unable to appear, or due to sickness or injury is unable to finish the game, the following options are suggested (officials should be aware of the policy in their National Association):

- Appoint a replacement official (if available) and continue using the two official system.
- If possible, appoint a player from each of the competing teams to act as a linesman and the remaining official shall become the referee in a three official system. Both teams must be in full agreement with this option.
- Continue the game using one official. This is not highly recommended, although, in reality, it is often less costly than suspending the game and having it replayed. In lower levels of hockey, this is highly recommended as the first option.
- Officials should always report on the game sheet the circumstances surrounding an official not appearing or unable to finish a game.

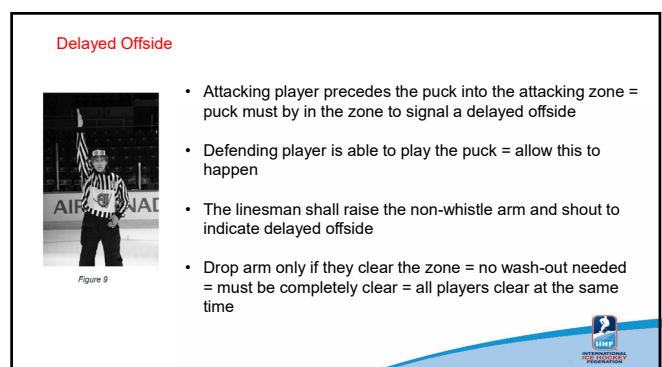
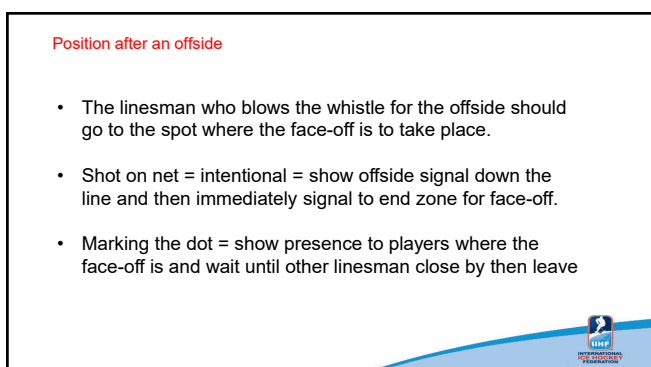
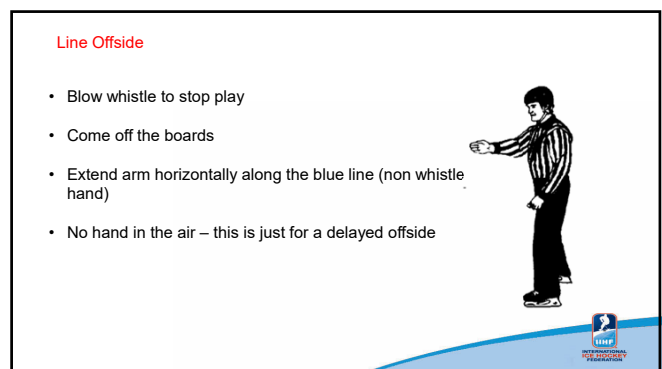
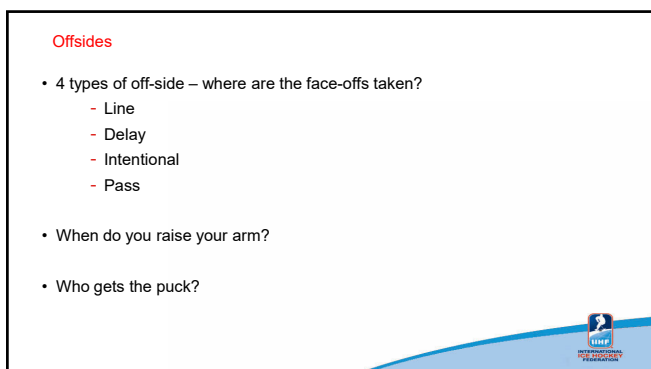
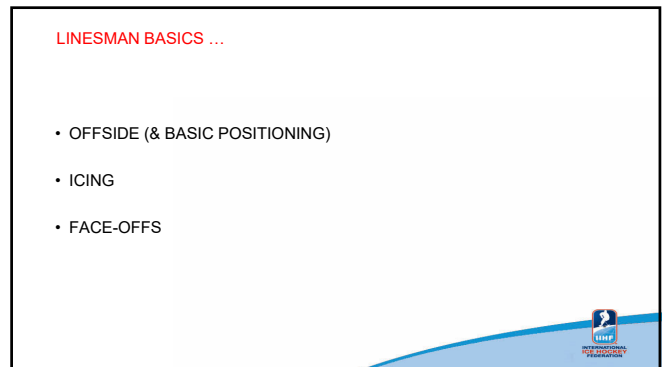
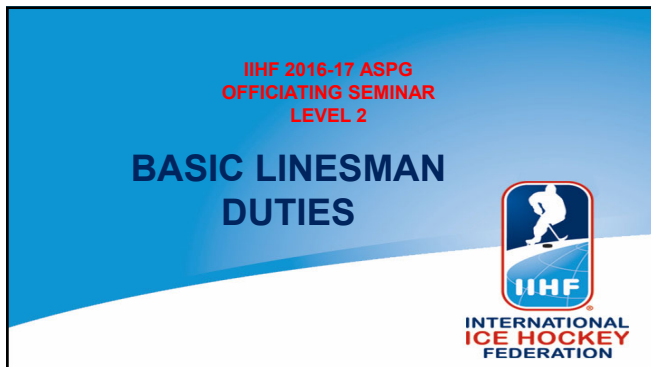
*Note: National Associations must give specific directions to their officials with respect to the procedures they are to follow when officials are unable to appear or become sick or injured.*



## SECTION 6

### Summary

Positioning is an important element in becoming a good official. You must understand and perform the procedures outlined in this section to allow you to make the correct call. Each official from every country must become familiar with the IIHF Official's Development Program positioning and procedures to ensure consistency when applying these skills.



### Intentional Offside

- If an attacking player, prior to clearing the zone, deliberately plays the puck or checks a defending player who is attempting to advance the puck.
- If there is a shot on net = would have gone in if the goaltender was not there to save it = timing if delay when shot but hits the goaltender after the delay is down this is still considered intentional
- While the delayed offside is in effect, the attacking team cannot score a goal.



### Offside Pass

- Player proceeds the puck into the zone and then receives a pass.
- Face-off = where the pass originated
- Front linesman blow offside and signal face-off position back from where pass originated = coordinate with partner who knows better where the face-off is and who should get the puck



### Position for Offside

What do we mean by working the Blue Line?

In your groups, discuss and be ready to feedback to group

It must demonstrate some scenarios of good and bad techniques



### Working the line

- Be at the blue-line before play crosses the line
- Be on the critical edge of the line = 2 reasons (puck hit and better angle)
- As back linesman watch for the attacking team's defending players to start moving and take this as a sign to move back and beat the play to the other blue-line
- Return to position outside blue-line immediately after play crosses the line



### Coordinating with partner

- When to switch = when it is safe to do so = when your partner releases the line = when you can't be in the best position to see the offside
- Come off the boards depending on which side of the ice the puck is
- Eye contact and good communication with partner across the ice



### Icings

- Determining factor ...
- Whistle and signal procedure
- Awareness of player changes





#### ✓ Delayed Offside / Hybrid Icing / Rule 83

- If a skater who is trying to nullify an icing call advances over the attacking blue line before the puck, creating a delayed offside, icing will be called as per hybrid icing rules. If the linesman determines the skater who is offside would be first to touch the puck, an offside will be called.



#### Face-Offs

- Encroachment responsibilities
- Fair drop
- 5 seconds
- Ejecting/changing centre



#### ✓ Faceoff Procedures / Rule 58

- When the faceoff is at the centre-ice faceoff spot, the skater of the visiting team must place her stick on the ice first.
- When the faceoff is in the defending half of the ice, the skater of the defending team must place his stick on the ice first followed immediately by the skater of the attacking team.



#### IIHF Game Procedures

##### Face-Off Procedures

- At conclusion of line change procedure, Linesperson dropping the puck will blow whistle to indicate players have up to five seconds to get into position for the face-off.
- Failure to line-up properly results in the centre being removed from the face-off – this does not start a new five seconds.
- A slow line change causing players to not be in the vicinity of the face-off after five seconds is not a face-off violation – it is a line change violation subject to warning / penalty assessment by the Referee



## HOW TO TAKE A FACE-OFF

### □ PROPER FACEOFF STANCE

- Body position should be square to the dot and players
- Feet should be shoulder width apart with knees slightly bent
- Upper body should be bent slightly forward with shoulders back (do not look down over the faceoff dot!)
- Keep your head and eyes up at all times
- Puck is held just below waist line in upright position
- Puck should be shown to players taking the face off
- Whistle hand should be in placed at your side



## FACEOFF STANCE



## CONDUCTING A FACEOFF

### □ STEPS FOR CONDUCTING FAIR FACEOFFS

- The official conducting the faceoff should be at the spot and ready before the players are in positions
- The official conducting the faceoff shall blow the whistle upon the completion of the line change procedure
- Make sure the players behind you and then the players in front of you are positioned legally (partner can help!)
- Make sure the players taking the faceoff and their sticks are positioned legally
- Once all players are correctly positioned, get into proper faceoff stance and drop the puck in the middle of the faceoff spot
- "Push" the puck to the ice ensuring the puck lands flat on the ice



## AFTER THE FACEOFF

### □ ONCE THE PUCK IS DROPPED

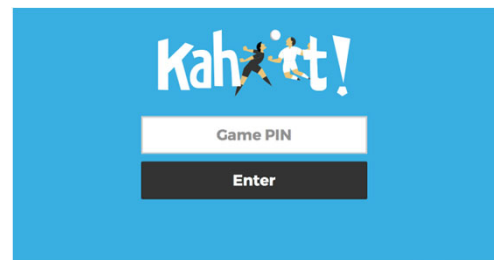
- Keep your knees bent and be ready for any potential contact from players battling for the puck
- Look behind you to see the position of the players there, if any
- Find a safe skating lane which enables you to get back to the boards and away from the players
- Take your position in the appropriate location depending on where the faceoff takes place
- Get to this location as quickly as possible

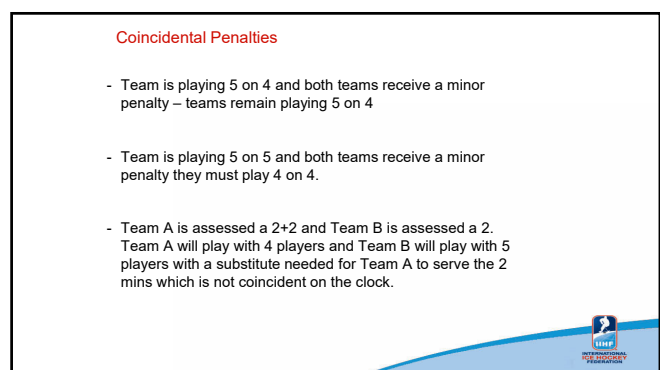
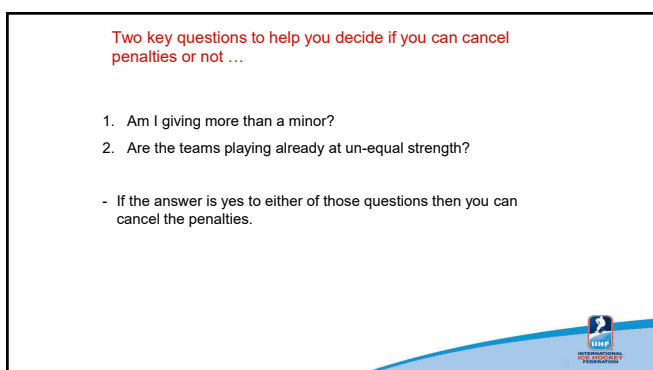
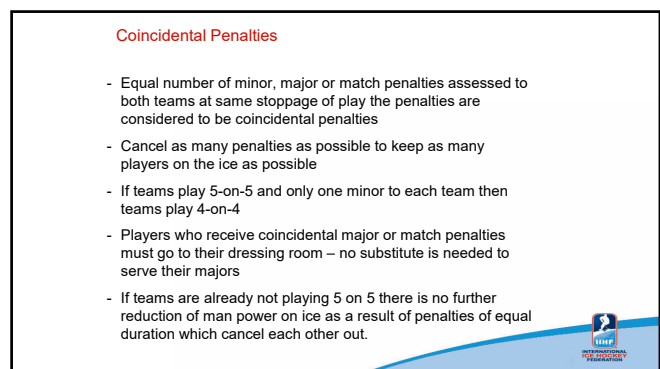
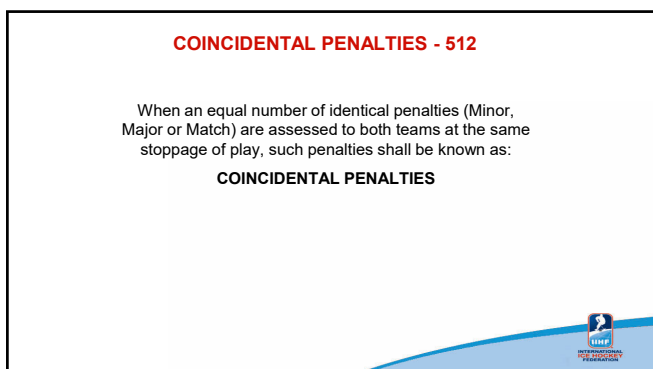
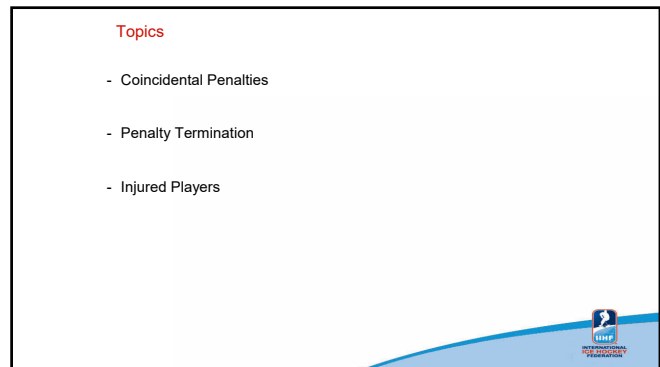
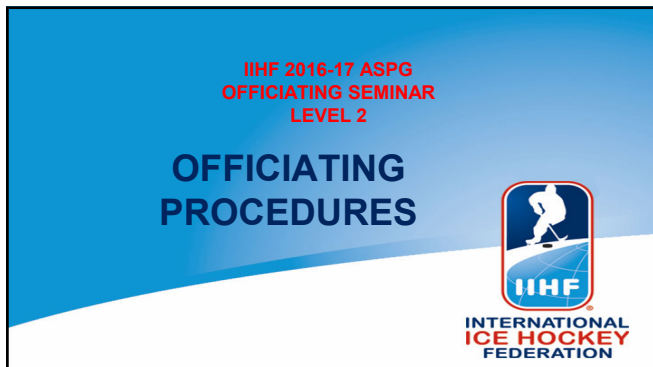


## Questions?



## Go to [www.kahoot.it](http://www.kahoot.it)





**COINCIDENTAL PENALTIES - 512****Interpretation**

1. Cancel as many penalties as possible.
2. Cancel penalties to avoid putting a substitute in the penalty bench.
3. Cancel penalties to return as many players to the ice as possible

**COINCIDENTAL PENALTIES - 112**Team ATeam B

A6 – 2 minutes at 3:00    B 11 - 2 minutes at 3:00

**ANSWER:**

At 3:00 both team play 4 on 4

**COINCIDENTAL PENALTIES - 112**Team ATeam B

A6 – 2 +2 minutes at 3:00    B 11 - 2 minutes at 3:00

**ANSWER:**

- At 3:00 teams play 4 on 5
- Team A must place a substitute for A6 in Penalty box.
- The minor to B11 and one Minor to A6 cancel out

**COINCIDENTAL PENALTIES - 112**Team ATeam B

A6 – 2 minutes at 3:00    B 11 - 2 minutes at 3:30  
A9 – 2 minutes at 3:30

**ANSWER:**

- At 3:00 teams play 4 on 5
- At 3:30 teams play 4 on 5
- Minors to A9 and B11 cancel out

**COINCIDENTAL PENALTIES - 512**Team ATeam B

A6 – 2 minutes at 3:00    B 11 – 2+2 minutes at 4:00  
A9 – 2+2 minutes at 4:00

**ANSWER:**

- At 3:00 teams play 4 on 5
- At 4:00 teams play 4 on 5
- Double Minors to A9 and B12 cancel out

**COINCIDENTAL PENALTIES - 112**Team ATeam B

A6 – 2 minutes at 3:00    B 11 - 2 minutes at 3:30  
A9 – 2 minutes at 3:30  
A7 – 2 minutes at 3:30

**ANSWER:**

- At 3:00 teams play 4 on 5
- At 3:30 teams play 3 on 5
- Minors to A9 or A7 (captain's choice) and B11 cancel out



### COINCIDENTAL PENALTIES - 512

**Team A**                                      **Team B**  
 A6 – 2 minutes at 3:00                  B 11 – 2+2 minutes at 3:30  
 A9 – 2 minutes at 3:30

**ANSWER:**

- At 3:00 teams play 4 on 5
- At 3:30 teams play 4 on 4
- Minor to A9 cancels out on Minor to B11
- Substitute for Team B to serve one of B11 Minors



### COINCIDENTAL PENALTIES - 512

**Team A**                                      **Team B**  
 A6 – 2+10 minutes at 3:00              B 11 – 2+10 minutes at 3:00

**ANSWER:**

- At 3:00 both team play 4 on 4
- Substitute for **BOTH** Teams who will return at 5:00
- A6 and B11 return to the ice on the first stoppage after 15:00



### COINCIDENTAL PENALTIES - 512

**Team A**                                      **Team B**  
 A6 – 5+GM at 3:00                          B 11 5+GM at 3:00

**ANSWER:**

- At 3:00 both team play 5 on 5
- **NO** Substitute - **BOTH** A6 and B11 are out of the game



### COINCIDENTAL PENALTIES - 512

**Team A**                                      **Team B**  
 A6 – 2 minutes at 3:00                      B 11 5+GM at 3:30  
 A9 – 5+GM at 3:30

**ANSWER:**

- At 3:00 both team play 4 on 5
- Majors to A9 and B11 cancel out
- **NO** Substitute - **BOTH** A6 and B11 are out of the game



### COINCIDENTAL PENALTIES - 512

**Team A**                                      **Team B**  
 A3 -2+2 minutes at 3:00                  B8 2 + 5 + GM at 3:00  
 A5 -2 minutes at 3:00                      B9 5 minutes + GM at 3:00  
 A7 -5 minutes + GM at 3:00

**ANSWER:**

- At 3:00 both team play 4 on 4
- Majors plus GM to A7 and A5 penalties cancel out with B8
- A7, B8 and B9 are out of the game
- Substitute for B9 serves Major penalty and returns at 8:00



### Coidental Penalties – TEAM CHALLENGE

A28 - 2 mins at 31.24 (due to expire at 33.24)

A39 - 5mins+GM at 32.08 (due to expire at 37.08)

Q1: What is the on ice strength for each team at 32.08?

A25 - 2 mins + GM at 32.31

A8 - Match penalty (automatic 5 mins) at 32.31

B19 - 2+2 mins + 10 misconduct at 32.31

Q2: What is the on ice strength for each team at 32.31?

Q3: When does the 5 min start for player A8?

Q4: Is a substitute needed for B19?

Q5: When does the substitute serving A39 5min return to the ice?

Q6: When does the substitute serving A8 5min return to the ice?



### Coincidental Penalties – TEAM CHALLENGE

- At 32.08 Team A has 3 on ice, team B has 5 on ice.
- At 32.31 teams play Team A 3 on ice and Team B has 4 on ice. This is because one minor for B19 cancels with the minor for A25 - all other penalties are not of equal number so cannot cancel and must go on the clock (one minor for B19 and the 5 min served by a substitute for A8). The existing penalty to A28 puts Team A with 3 skaters. The B19 minor which cannot be cancelled with anything puts Team B with 4 skaters.



### Coincidental Penalties – TEAM CHALLENGE

- At 33.24 A28 cannot return to the ice until the first stoppage after this penalty expires because this is when the 5 min for A8 begins
- Yes a substitute is needed for B19 to serve one minor penalty that could not be cancelled off. The substitute for B19 returns to ice at 34.31
- Substitute for A39 returns at 37.08
- Substitute for A8 returns at 38.24



### Penalty Termination

- A goal is scored against a team with more than one penalised skater ... who comes out?
- A delayed minor penalty is signalled to a team which is already short-handed by a minor – which penalty is washed out by the goal?
- A delayed minor penalty is signalled to a team which is short-handed by a major – which penalty is washed out by the goal?



### IIHF Game Procedures

#### Injured Player

- The game will not be stopped unless there is an apparent serious injury. (still allow an immediate scoring opportunity)
- When there is a possible injury, the doctor may enter the ice immediately after play has been stopped.



### Questions?





IIHF Officiating Standard

### GENERAL POLICY

The IIHF maintains that the IIHF Officiating Standard **is not a ZERO TOLERANCE** policy in the assessment of the penalties ...



So what do we call then?

### PENALTY ASSESSMENT CRITERIA GOLDEN RULE

- **O** – Obvious; It is clear that the infraction has been committed.
- **B** – Benefit; One team benefits from the infraction.
- **I** – Injury; An injury results, or could result from the infraction.



### GUIDELINES

- ✓ If you miss a penalty – you miss it. Do not balance up or try to make it up
- ✓ If you are not sure or don't get a good angle: Do not call it!
- ✓ Avoid calls that have no impact or influence on play or player
- ✓ The focus is mostly on puck or puck carrier. Don't forget the the other players.
- ✓ Penalize infringements
  - that you see,
  - not those you did not see
  - not that you expect to happen
  - Not those that you think that happened



### RESTRAINING FOULS

- ✓ Hooking
- ✓ Holding
- ✓ Interference



#### Danger zones

- Stick parallel to the ice
- Stick between legs opponent
- Free hand
- Pinning at the boards



### RESTRAINING FOULS

- ✓ Loss of speed, loss of puck, loss of control of the puck, loss of balance
- ✓ Imped progress
- ✓ Diminished space
- ✓ Restricting possibility to pass or shoot or receive a pass
- ✓ Not playing the puck but the opponent



### DANGEROUS ACTIONS

There are **no changes** in the IIHF Officiating Guidelines and IIHF policy concerning dangerous types of actions such as:

- Checking to the head and neck area
- Checking from behind
- Low hits

IIHF Game Officials will apply the rules in the IIHF Rule Book and penalize all of these actions listed above.

Also, for clarification, if the player, in the process of checking his opponent drives his shoulder, hand, forearm or hands with the stick in an upwards action in order to make a check to the head or neck area, this action should be classified as CHECKING TO THE HEAD AND NECK AREA and penalized accordingly.



### BATTLE IN FRONT OF THE NET

The player is allowed to:

- ✓ Use his body strength to move an opposing player
- ✓ Use the shaft of the stick to move or direct an opposing player but not in a cross-checking action

The player is not allowed to:

- ✓ Knock down the opponent not in control of the puck
- ✓ Grab the jersey and pull down the opposing player
- ✓ Place the stick between the legs "twisting" him or impeding a player's movement
- ✓ Cross Check the opponent
- ✓ Slash the opponent's legs ("Chop")

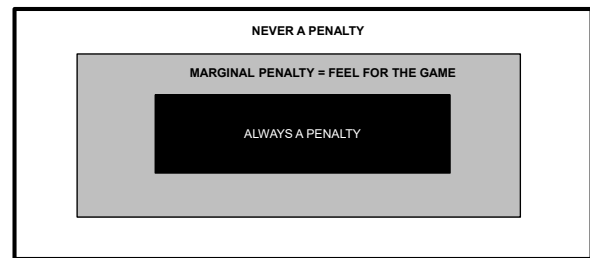


### IIHF OFFICIATING STANDARD

Maintaining and controlling the standard at which officiating operates allows the IIHF and its member national associations and their leagues to bring the game of ice hockey to a level where the **skills of the players**: goalkeepers, defensemen and forwards **determine the outcomes of games** plus **promotes a strong image** of our sport for the fans, media, spectators and the promotion of our sport for more people to participate.



What is feel for the game?

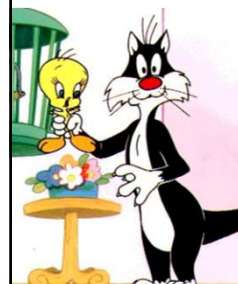


What is game management?

- Game management does not mean ignoring clear penalties
- Be aware of the type of game and the way the teams are playing
- Think about timing, type and frequency of penalties
- Know when to communicate and when it will not help
- Using common sense and empathy in situations
- Be consistent and fair in your rule interpretation and application
- Setting an early standard can make for an easier game later on
- Get the impact penalties and not the cheap penalties



What is game management?



Squeeze the bird too tight, you can kill it;

Hold on to the bird too loosely and it will get away.





Questions?



## 性別平等教育 -相處時自主，接觸時尊重



國立體育大學學務處  
諮商輔導暨校友服務中心  
楊孟容

參照運用教育部體育署編製「各級教練及裁判講習性別平等教育議題課程」之公版簡報檔。

## 學務處諮商輔導暨校友服務中心主任 楊孟容

- ✳ 內政部家庭暴力及性侵害防治委員會性侵害及性騷擾防治種子師資
- ✳ 教育部校園性侵害、性騷擾或性霸凌事件調查專業素養人才
- ✳ 教育部校園性侵害或性騷擾調查專業人員課程推薦講員/授課講師
- ✳ 教育部性別平等教育師資人才
- ✳ 桃園市政府性別人才資料庫專家學者
- ✳ 財團法人婦女權益促進發展基金會性別主流化人才

## 人人生而自由、平等 性別平等是國際法定人權

- ✳ 所有的人類，**不論其性別，都有發展個人能力、從事其專業和作出選擇的自由**，不受任何陳舊觀念、僵化的性別角色和偏見的限制。
- ✳ 法律不能使人人平等，但是在法律面前人人是平等的。

以基本人權為本，理解每個不一樣的運動員。



我是一個重要的人  
與任何人同等重要，  
無需加上任何條件，  
我是一個重要的人，  
不容爭辯。

—奇瑪曼達阿迪契  
尼日利亞作家

## 特定體育團體建立 運動裁判資格檢定及管理辦法

- ✳ 107年5月28日以臺教授體部字第1070017696B號令訂定發布。
- ✳ 第十二條 裁判應遵守下列**工作倫理規範**：
  - 1) **謹守專業倫理，發揮運動競賽及運動教育之價值**。
  - 2) **秉持專業、公正、公平及熱誠，使運動競賽之賽程或比賽順利進行**。
  - 3) **熟悉裁判技術內容及比賽規則，定期參加相關進修活動**。
  - 4) **對運動員不得有性騷擾之行為**。

## 特定體育團體建立 運動裁判資格檢定及管理辦法

### 第十三條

- ✳ 持有裁判證人員，有下列情事之一者，由特定體育團體註銷其裁判證，且三年內不受理其申請檢定：
  - 1) 申請檢定文件、資料不實。
  - 2) 取得裁判證後，有第四條規定情形之一。
  - 3) **違反前條規定，且情節重大**。
  - 4) 轉讓、出借或出租裁判證予他人使用。

## 校園相關性別事件，事實認定論及「情節重大」之定義與判斷基準

教育部106年7月26日臺教學(三)字第1060092113號函釋。

- 1) **行為人**：與被害人之**關係**(是否直接指導)、犯後態度、過往有無類似行為經學校調查屬實及處置告誡後**再犯**。
- 2) **被害人**：被害人年齡(成年、**未成年**或年幼)、被害人**身心狀況**是否無法應變或反抗。
- 3) **行為侵害之法益**：如被害人身分、人數、被害人所受影響、被害人受害之狀況(程度)、侵害之結果是否發生等。
- 4) **行為態樣**：行為動機、目的、手段、侵害次數多寡、侵害時間長短、侵害之時間點(於個別指導時、上課時或**其他時間**)、是否由權力較大之一方主動、**是否利用權勢或職務上之機會**、是否違反被害人之意願、是否壓抑或無視被害人反抗繼續加害。
- 5) **其他**：對法秩序所生之危害、其影響程度、範圍等因素。

### 請認清 今日體育教學、運動訓練 現場的考驗

**過去可以，不表示今天沒問題!!**  
尤其是面對有主見與挑戰力的新世代

宜蘭體操教練驚爆性騷選手：「我也是這樣長大」

社會對教育工作者有越來越高的專業要求，  
任何言行舉止，謹慎、謹慎、再謹慎，  
一旦被斷章取義，將承受最大傷害。

※請認清宜蘭縣政府了...

### 身體界線

每個人對自己身體周圍，都會有一種**勢力範圍**的感覺!!

界線不是製造對立，而是找回彼此的**尊重**

- ★ 每個人的身體部位，能夠允許別人靠近或接觸的限度。
- ★ **會因對象、時間、年齡、性別、個性、情境、成長經驗的不同而異。**
- ★ 不要懷疑與挑戰他人對身體界線的尺度，**只要不是對方自願，就沒有權力去侵犯另一個人的身體。**
- ★ 不管多親近的人，利用什麼樣的理由，都不能隨意碰觸。


### 您是您的身體的主人

- ★ 教導選手、運動員：**自己的感覺最重要，要拒絕接受讓自己不舒服的動作**，無論對方是任何人，包括正在教你這件事情的人在內。
- ★ 身體自主權的重點是「**相信自己**」，**不但要「相信自己的感覺」，而且要相信「自己一定會有感覺」!**

直覺上的感受  
代表自我防衛機制的啟動

### 面對有心的試探或無心的越界， 有觀察力覺察風險，有應變力迴避危險， 有記憶力描述事件。

- 1) 我有沒有覺得哪裡怪怪的?
- 2) 我的感覺是?
- 3) 我可以怎麼做?
- 4) 我可以怎麼讓別人知道?



覺察

➡

辨識

➡

反應

➡

求助

★ **性騷擾之認定，應就個案審酌事件發生之背景、工作/學習環境、當事人之關係、行為之言詞、行為及相對人之認知等具體事實為之。**

首重	兼顧	衡酌
被害人的主觀感受	客觀認定標準	事發情境
<ul style="list-style-type: none"> <li>• 不受歡迎的 (unwelcome)</li> <li>• 不經同意/違反意願的 (unwanted)</li> </ul>	<ul style="list-style-type: none"> <li>• 合理受害人檢驗標準</li> <li>• 參採專家鑑定結果</li> </ul>	<ul style="list-style-type: none"> <li>• 行為人的心智狀態</li> <li>• 事件發生時的環境或情境</li> </ul>

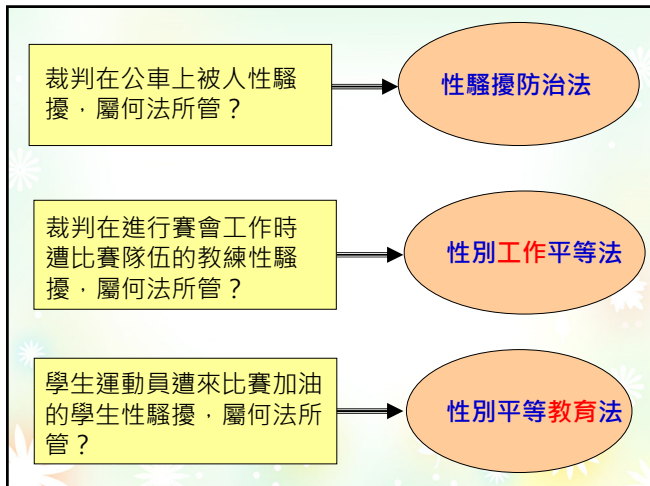


	保障工作權	保障教育權	保障人身安全
	性別工作平等法 (簡稱：性工法) 勞動部	性別平等教育法 (簡稱：性平法) 教育部	性騷擾防治法 (簡稱：性騷法) 衛生福利部
人	求職者、受雇者受到任何人(如：同事、客戶、主管)	事件雙方之一方為學校教職員工生， <b>另一方為學生</b>	不符合左列二法規範之關係的任何人
時	<b>求職或執行職務時</b>	沒有特定限制	任何時間
事	敵意環境性騷擾、交換式性騷擾	敵意環境性騷擾、交換式性騷擾	敵意環境性騷擾、交換式性騷擾、性騷擾罪

## 校園性侵害性騷擾或性霸凌防治準則 (民國108年12月4日修正)

### ★ 第9條第2項

- 一、**教師**：指專任教師、兼任教師、代理教師、代課教師、教官、**運用於協助教學**之志願服務人員、**實際執行教學**之教育實習人員及**其他執行教學或研究**之人員。
- 二、**職員、工友**：指前款教師以外，固定、定期**執行學校事務**，或運用於協助學校事務之志願服務人員。
- 三、**學生**：指具有學籍、學制轉銜期間未具學籍者、接受進修推廣教育者、交換學生、教育實習學生或研修生。



## 教育專業倫理

- ★ 《校園性侵害性騷擾或性霸凌防治準則》的第三章**校內外教學及人際互動注意事項**。
- ★ 進行校內外教學活動、執行職務及人際互動時，應**尊重性別多元及個別差異**。
- ★ 執行教學、指導、訓練、評鑑、管理、輔導或提供學生工作機會時，在與性或性別有關之人際互動上，**不得發展有違專業倫理之關係**。發現其與學生之關係有違反前項專業倫理之虞，**應主動迴避或陳報學校處理**。
- ★ **應尊重他人與自己之性或身體之自主**，避免不受歡迎之追求行為，並不得以強制或暴力手段處理與性或性別有關之衝突。

## 再提醒.....

### 性別平等教育法第2條第1項第5款

- ★ **性霸凌**：指透過**語言、肢體或其他暴力**，對於他人之**性別特徵、性別特質、性傾向或性別認同**進行貶抑、攻擊或威脅之行為且非屬性騷擾者。



- ★ 如：嘲笑陽剛味重的女性、捉弄陰柔氣質的男性、發表歧視同志族群(含LGBT)之言論。

## 何者是容易構成運動場上性別事件？

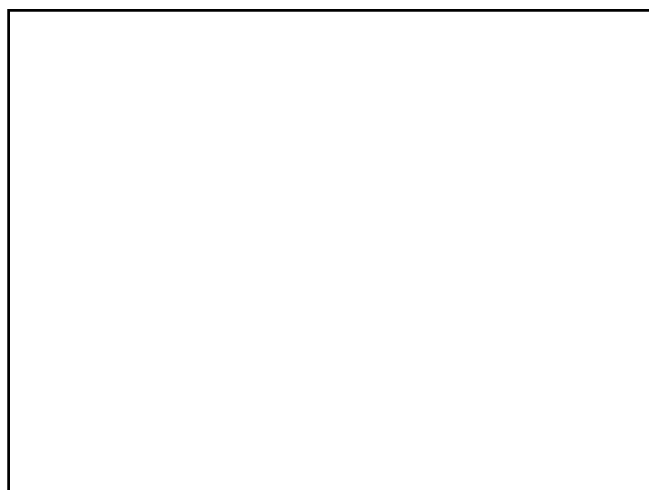
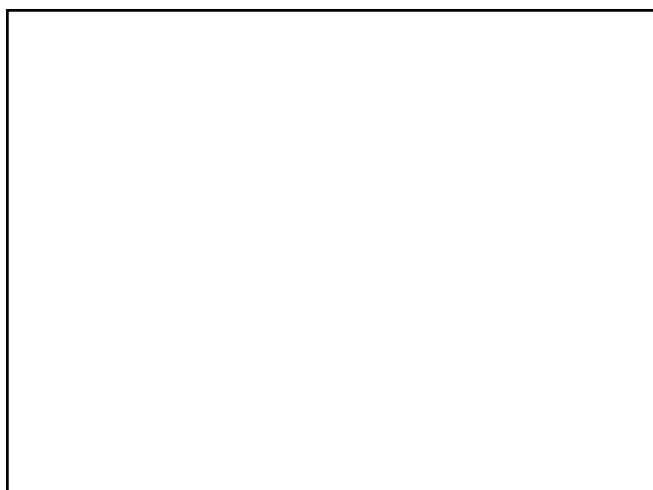
- 1) 說：妳是「豪爽」女人，一定會讓男人「好爽」。
- 2) 說：乃(奶)哥，你的胸部真是偉大，看得起才摸你喔。
- 3) 對男生說：你真的很娘娘腔耶! 娘炮!!
- 4) 對女生說：妳真的很男人婆耶!
- 5) 跟著開玩笑的人一起叫選手/運動員的綽號「勃雞(勃起的小雞)、波霸奶茶、太平洋、聖母峰。

### 何者是容易構成運動場上性別事件？

- 1) 說：那是你/妳們男生/女生應該要做的事情。
- 2) 說：身為一個男生，你怎麼這麼沒力？
- 3) 說：妳沒胸、沒屁股，誰要看，找個奶大的來！
- 4) 在白板上寫下激勵字句：承諾就像○你娘，你敢說但不敢做。

### 何者是容易構成運動場上性別事件？

- 1) 配合選手的聊天尺度，直接定論或開玩笑某人變胖是跟砲友未婚懷孕的事情。
- 2) 捏選手的臉：我好想吃蘋果喔！(綽號是小蘋果)。
- 3) 與選手/教練之間亦師亦友，在與選手/教練打鬧時，搔癢選手/教練的腰部、腋下。
- 4) 維護規則精神，確立比賽價值。





111 中華民國  
冰球協會講習

國家體育政策  
國立體育大學休閒產業經營學系  
教授兼主任 王凱立

## 自我介紹

雙叉道自黃樹林中分出，  
遺憾我不能同時走兩條路，  
我選擇人跡較少的一條，  
自此面對截然不同的前途。

~ 佛洛斯特 (ROBERT FROST)



運動管理

## 近年重要的運動產業議題



- 運動場館
- 運動贊助
- 運動科技

## 運動場館議題

- 技擊運動訓練館設置及輔導要點<sup>1</sup>

教育部體育署為保障及維護技擊運動訓練館活動參與者之權利及安全，落實消費者保護法第四條及同法其他相關規定，特訂定本要點。

技擊運動訓練館之設置、輔導及管理，除消費者保護法另有規定者外，直轄市、縣（市）訂有自治法規者，從其規定；未訂定者，適用本要點之規定。

## 運動場館議題

- 技擊運動訓練館設置及輔導要點<sup>2</sup>

本要點之適用對象，為直轄市、縣（市）政府轄內因教授、訓練技擊運動所設之訓練館、道館、教學館、學習館及其他名稱之場、館（以下併稱技擊運動訓練館）。

前項技擊運動，包括跆拳道、空手道、柔道、拳擊、角力、泰國拳、踢拳道、柔術、克拉術及其他類似之運動。

## 運動場館議題

- 技擊運動訓練館設置及輔導要點<sup>3</sup>

設置技擊運動訓練館，應具有教練、設施與設備及教材，並符合下列規定：

- 教練：擔任指導工作之教練，應具備特定體育團體或全國性單項運動協（總）會核發之合格有效教練證。
- 設施、設備：至少有合法使用之建物、適當之消防、衛生與安全設施與設備、訓練器材、運動傷害或其他急救藥品、浴廁及更衣室。
- 教材：應依活動參與者年齡、學習級別（初階、中階、高階），訂定授課內容。

前項各款規定內容或細項，由各直轄市、縣（市）政府或第四點第一項之體育（總）會或其下設之相關委員會訂定並認定之。

## 台北市運動場館業與運動服務業輔導管理自治條例

- 第四條
- 業者之營運，應依主管機關公告之格式及內容申請核准登記後，始得為之。
- 前項營運申請，其申請程序、應檢具文件、核准字號格式及其他應遵行之事項，由主管機關公告之。
- 於本條自治條例公布施行前已開始營運之業者，應於本條自治條例施行日起一年內，依第一項規定，向主管機關申請核准登記。
- 業者登記內容如有變更，業者應自事實發生之日起十五日內，向主管機關辦理變更登記。
- 業者停業或歇業時，應自事實發生後三十日內，報請主管機關備查。

## 台北市運動場館業與運動服務業輔導管理自治條例

- 第五條
- 業者應確認於其所營之運動場館或運動服務中從事運動指導、訓練之教練具政府機關、國際性或全國性體育運動團體、大專校院核發之合格有效教練證或指導員證照。
- 第八條
- 運動場館業應依其提供之運動設施及設備種類及特性，訂定維護、修繕及保養等管理計畫。
- 運動場館業於營運期間，應按前項管理計畫內容定期進行檢查；經通報或自行發現顯有危害安全情事者，應立即公告停止使用並修繕，於修繕完成後方得開放使用。
- 前二項管理計畫及其定期檢查、修繕之相關紙本或電磁紀錄資料，應保存至少二年，以備查驗。

法規	說明
<b>國民體育法</b> <b>第3條</b> 本法用詞，定義如下： 三、體育專業人員：指受運動專業教育或訓練，經中央主管機關檢定合格，發給證書，以其專業知能或技術從事特定運動業務之人員。 <b>第10條</b> 中央主管機關應建立體育專業人員之進修及檢定制。	中央主管機關檢定合格發給證書 法規明定者：救生員、國民體適能指導員、運動防護員、山城嚮導、潛水指導人員、漆彈活動指導員、無動力飛行運動專業人員
<b>國民體育法施行細則</b> <b>第4條</b> 本法第十條所定體育專業人員之範圍如下： 一、救生員、國民體適能指導員、運動防護員、山城嚮導、潛水指導人員、漆彈活動指導員、無動力飛行運動專業人員。 二、其他以其專業知能或技術從事特定運動業務之人員。	

運動教練執業	國民體育法	體育團體檢定、授證
<b>第3條</b> 本法用詞，定義如下： 四、運動教練：指受運動專業訓練，並熟悉運動之教育訓練及競賽規則，經體育團體檢定、授證，從事運動指導、訓練之人員。 五、運動裁判：指受運動專業訓練，並熟悉運動競賽規則，經體育團體檢定、授證，從事賽會執法之人員。 <b>第10條</b> 特定體育團體應加強推動下列全部或部分業務並訂定計畫及建立標準作業流程： 一、建立運動教練及運動裁判之資格檢定、授證及管理制度。 二、辦理運動教練、運動裁判及工作人員之研習或在職進修。 三、建立運動教練、選手遴選制度、培訓計畫並積極培訓優秀運動選手。 <b>第11條</b> 運動教練與運動裁判之資格檢定、授證、管理及其他應遵行事項之規定，由中央主管機關定之。		

專任運動教練	國民體育法	法定。依教育人員任用條例之規定
<b>第11條</b> 專任運動教練之任用，依教育人員任用條例之規定；其資格、待遇、服勤、職責、解聘、停聘、不續聘、申訴、福利、進修、成績考核、獎懲、年資晉薪及其他權益事項之辦法，由中央主管機關定之。專任運動教練之退休、撫卹、離職、資遣等事項，依教育人員相關規定辦理。專任運動教練任用滿三年，經專任運動教練績效評量委員會評量其服務成績不通過者，不予續聘。績效評量委員會之組成及審核相關規定由中央主管機關定之。		

高風險運動	國民體育法	包括體育專業人員、運動教練或安全人員
<b>第12條</b> 為加強安全管理及維護參加者之權益，各機關、機構、學校、法人及團體辦理高風險體育活動時，應經活動場地在主管機關或直轄市、縣（市）主管機關許可；其運動種類、規模、經費之許可、廢止與撤銷、安全設施或措施、體育專業人員、運動教練或安全人員之設置、醫療衛生、保險、管理及其他應遵行事項之辦法，由中央主管機關定之。 直轄市、縣（市）主管機關得依前項辦法規定，訂定自治法規。	目前中央訂有： 1. 高空彈跳活動及其經營管理辦法 2. 溯溪活動及其經營管理辦法 3. 登山活動及其經營管理辦法 4. 攀岩活動及其經營管理辦法 5. 潛水活動及其經營管理辦法 6. 射擊活動及其經營管理辦法 7. 馬術活動及其經營管理辦法 8. 賽車活動及其經營管理辦法 9. 航空運動及其經營管理辦法 10. 航空運動及其經營管理辦法 11. 航空運動及其經營管理辦法 12. 航空運動及其經營管理辦法 13. 航空運動及其經營管理辦法 14. 航空運動及其經營管理辦法 15. 航空運動及其經營管理辦法 16. 航空運動及其經營管理辦法 17. 航空運動及其經營管理辦法 18. 航空運動及其經營管理辦法 19. 航空運動及其經營管理辦法 20. 航空運動及其經營管理辦法 21. 航空運動及其經營管理辦法 22. 航空運動及其經營管理辦法 23. 航空運動及其經營管理辦法 24. 航空運動及其經營管理辦法 25. 航空運動及其經營管理辦法 26. 航空運動及其經營管理辦法 27. 航空運動及其經營管理辦法 28. 航空運動及其經營管理辦法 29. 航空運動及其經營管理辦法 30. 航空運動及其經營管理辦法 31. 航空運動及其經營管理辦法 32. 航空運動及其經營管理辦法 33. 航空運動及其經營管理辦法 34. 航空運動及其經營管理辦法 35. 航空運動及其經營管理辦法 36. 航空運動及其經營管理辦法 37. 航空運動及其經營管理辦法 38. 航空運動及其經營管理辦法 39. 航空運動及其經營管理辦法 40. 航空運動及其經營管理辦法 41. 航空運動及其經營管理辦法 42. 航空運動及其經營管理辦法 43. 航空運動及其經營管理辦法 44. 航空運動及其經營管理辦法 45. 航空運動及其經營管理辦法 46. 航空運動及其經營管理辦法 47. 航空運動及其經營管理辦法 48. 航空運動及其經營管理辦法 49. 航空運動及其經營管理辦法 50. 航空運動及其經營管理辦法 51. 航空運動及其經營管理辦法 52. 航空運動及其經營管理辦法 53. 航空運動及其經營管理辦法 54. 航空運動及其經營管理辦法 55. 航空運動及其經營管理辦法 56. 航空運動及其經營管理辦法 57. 航空運動及其經營管理辦法 58. 航空運動及其經營管理辦法 59. 航空運動及其經營管理辦法 60. 航空運動及其經營管理辦法 61. 航空運動及其經營管理辦法 62. 航空運動及其經營管理辦法 63. 航空運動及其經營管理辦法 64. 航空運動及其經營管理辦法 65. 航空運動及其經營管理辦法 66. 航空運動及其經營管理辦法 67. 航空運動及其經營管理辦法 68. 航空運動及其經營管理辦法 69. 航空運動及其經營管理辦法 70. 航空運動及其經營管理辦法 71. 航空運動及其經營管理辦法 72. 航空運動及其經營管理辦法 73. 航空運動及其經營管理辦法 74. 航空運動及其經營管理辦法 75. 航空運動及其經營管理辦法 76. 航空運動及其經營管理辦法 77. 航空運動及其經營管理辦法 78. 航空運動及其經營管理辦法 79. 航空運動及其經營管理辦法 80. 航空運動及其經營管理辦法 81. 航空運動及其經營管理辦法 82. 航空運動及其經營管理辦法 83. 航空運動及其經營管理辦法 84. 航空運動及其經營管理辦法 85. 航空運動及其經營管理辦法 86. 航空運動及其經營管理辦法 87. 航空運動及其經營管理辦法 88. 航空運動及其經營管理辦法 89. 航空運動及其經營管理辦法 90. 航空運動及其經營管理辦法 91. 航空運動及其經營管理辦法 92. 航空運動及其經營管理辦法 93. 航空運動及其經營管理辦法 94. 航空運動及其經營管理辦法 95. 航空運動及其經營管理辦法 96. 航空運動及其經營管理辦法 97. 航空運動及其經營管理辦法 98. 航空運動及其經營管理辦法 99. 航空運動及其經營管理辦法 100. 航空運動及其經營管理辦法	地方政府得訂定自治法規

運動產業人才	<p><b>運動產業發展條例第11條</b></p> <p>各中央目的事業主管機關得依運動產業發展需要，委託或輔導補助民間機構訂定運動產業人才職能基準並促進國際相互承認，以作為民間單位人才培訓、延攬及能力鑑定之參考。</p> <p>前項委託或輔導補助之對象、資格條件、審核基準、申請程序、核定機關及其他相關事項之辦法由各中央目的事業主管機關定之。</p>	<p>透過職能基準之訂定，培育運動產業人才</p> <p>教育部體育署刻正輔導相關單位建置「運動活動企劃人員」、「體育行政管理人員」、「幼兒體育指導員」與「運動中心經理人職能基準。並已完成「職業棒球運動經紀人職能基準」</p>
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## 台北市運動場館業與運動服務業輔導管理自治條例

- 第十三條
 

主管機關得視業者之種類及性質，定期或不定期進行調查。

主管機關進行前項調查時，得要求業者提供相關文件、資料，業者不得規避、妨礙或拒絕。

主管機關於調查完成後，得公開其經過及結果。
- 第十四條
 

主管機關得委託同業公會或體育運動團體，定期對業者進行評鑑。

前項評鑑結果優良之業者，主管機關得頒發優良業者證明或標章，以供消費者辨識。

前項優良業者證明或標章之樣式，由主管機關公告之。

第一項評鑑結果，如發現業者提供之服務有損害消費者生命、身體、健康或財產之虞者，主管機關應依前條之規定進行調查。

## 台北市運動場館業與運動服務業輔導管理自治條例

- 第十五條
 

主管機關得於機關網站設置專區，公告下列事項：

  - 一、經主管機關核准登記之運動場館業或運動服務業業者名稱，及其地址、電話、負責人姓名、教練姓名及其證書級別。
  - 二、其他業者申請核准登記之資訊。
  - 三、主管機關依第十三條調查之經過及結果。
  - 四、主管機關依第十四條定期評鑑之結果。
- 第十六條
 

主管機關得安排學者及業界專家對業者提供諮詢與輔導，並得定期與不定期辦理運動產業發展相關會議、展覽或其他推廣活動，協助本市運動產業之發展。

## 運動贊助

- 運動產業發展條例第26條：營利事業合於下列之捐贈，得依所得稅法第三十六條第一款規定以費用列支，不受金額限制：
  - 一、捐贈經政府登記有案之體育團體。
  - 二、培養支援運動團隊或運動員。
  - 三、推行事業單位本身員工體育活動。
  - 四、捐贈政府機關及各級學校與設置運動場館設施或運動器材用品。
  - 五、購買於國內所舉辦運動賽事門票，並經由學校或非營利性之團體捐贈學生或弱勢團體。

前項實施辦法及其他相關事項，由中央主管機關會同財政部定之。
- 衍生 **個人贊助運動員** 的議題 → 群眾募資？贊助？捐助？誰對誰的捐助？

## 個人贊助

- 運動產業發展條例**26-1**

中央主管機關為培養支援運動員，得設置**專戶**，辦理個人對運動員捐贈有關事宜。

個人透過前項專戶對中央主管機關認可之運動員之捐贈，於申報所得稅時，得依下列規定作為列舉扣除額：

  - 一、未指定捐贈特定之運動員者，為對政府之捐贈，全數作為列舉扣除額。
  - 二、指定捐贈特定之運動員，視同對所得稅法第十一條第四項規定之教育、文化、公益、慈善機關或團體之捐贈，依同法第十七條第一項第二款第二目之一規定作為列舉扣除額。

個人符合前項所得稅列舉扣除之金額，不計入遺產及贈與稅法之贈與總額。

第一項專戶之設置、資金之收支、保管、運用、分配、查核及監督、第二項運動員之認可、受贈資金之用途、個人列舉扣除之範圍、減除方法、應附之證明文件及其他相關事項之辦法，由中央主管機關會同財政部定之。

## 贊助/捐助款用途

- 個人捐贈運動員專戶與所得稅列舉扣除實施辦法**第10條**：
  - 一、選手營養費。
  - 二、教練指導費。
  - 三、課業輔導費。
  - 四、運動科學支援費。
  - 五、運動防護費。
  - 六、訓練器材裝備費。
  - 七、參賽報名費。
  - 八、移地訓練費。
  - 九、選手零用金。
  - 十、參賽旅運費。

前項第二款所定教練，指依特定體育團體建立運動教練資格檢定及管理辦法檢定通過之教練。

運動員應依第一項支出用途，列明於第三條第三項計畫之經費需求及用途中。



### 營利事業捐助職業/業餘運動(1)

- 中央主管機關為促進職業或業餘運動業及重點運動賽事之發展，得設置**專戶**，辦理營利事業捐贈有關事宜。
- 營利事業透過前項專戶對中央主管機關認可之職業或業餘運動業之捐贈，於申報所得稅時，得在**捐贈金額新臺幣一千萬元額度內**，按該金額之**百分之一百五十**，自其當年度營利事業所得額中減除。但營利事業與受贈之職業或業餘運動業間具有**關係人身分者**，在前開限額內，僅得按其捐贈金額**百分之一百**，自其當年度營利事業所得額中減除。
- 營利事業透過第一項專戶對經中央主管機關**專案核准之重點職業或業餘運動業**，及經**中央主管機關公告之重點運動賽事主辦單位之捐贈**，於申報所得稅時，得**全數**按捐贈金額之**百分之一百五十**，自其當年度營利事業所得額中減除，不受前項新臺幣一千萬元額度及但書之限制。

### 營利事業捐助職業/業餘運動(2)

- 中央主管機關依第一項規定設置專戶接受營利事業依前二項規定之捐贈，每年累積金額以新臺幣三十億元為限，並得於該總額限度內，針對不同運動種類及受贈對象訂定收受捐贈金額之上限。
- 第一項專戶之設置、資金之收支、保管、運用、分配、查核及監督、第二項職業或業餘運動業之認可、受贈資金之用途、關係人範圍、減除方法、應附之證明文件、第三項重點職業或業餘運動業專案核准之要件及範圍、前項得收受捐贈之種類、受贈對象及金額上限之規定及其他相關事項之辦法，由中央主管機關會同財政部定之。
- 第二項及第三項得減除營利事業所得額之施行期間，對職業運動業之捐贈自中華民國一百一十年十二月七日修正之本條文施行日起十年，對業餘運動業及重點運動賽事主辦單位之捐贈，自中華民國一百一十年十二月七日修正之本條文施行日起五年。

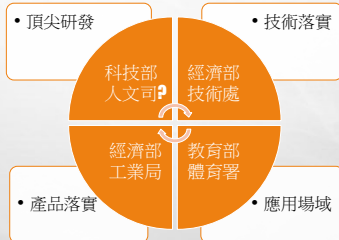
### 營利事業捐助職業/業餘運動(3)

- 營利事業捐贈職業或業餘運動業與重點運動賽事專戶及捐贈費用加成減除實施辦法**3**。
- 下列國內運動事業，得依本條例第二十六條之二第二項規定，向本部申請認可為職業或業餘運動業：
  - 職業運動業：
    - 依公司法或人民團體法成立，於商業登記或組織章程中，載有從事職業運動或運動表演等事宜，並實際舉辦職業聯賽之職業運動聯盟。
    - 經營參與職業運動聯盟主辦之職業聯賽隊伍之營利事業、法人。
  - 業餘運動業：
    - 經本部核准辦理企業聯賽之特定體育團體。
    - 經營參與經本部核准辦理之企業聯賽隊伍之營利事業、法人、大專校院或地方政府。

### 營利事業捐助職業/業餘運動(4)

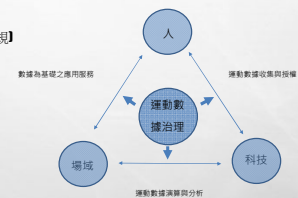
- 第15條**
- 本專戶支出用途，以符合下列規定者為限：
  - 專門從事運動賽事之**選手報酬**。
  - 教練指導費。
  - 運動科學支援費。
  - 運動防護費。
  - 訓練器材裝備費。
  - 參賽報名費。
  - 移地訓練費。
  - 參賽或聯賽期間旅運費。
  - 場地租借費。
  - 裁判費。
  - 相關保險費。
  - 場地維護費。
  - 選手退役輔導費。
  - 因應特殊傳染性疾病防疫措施衍生費用。
  - 其他經本部指定之支出用途。受贈對象應依前項支出用途，列明於第六條第二項第三款計畫之經費需求及用途。

### 運動科技



### 數位發展部

- 運動手環
- 運動數據治理平台【技術、管理、法規】
- 運動數據增值
- 科技融入賽事



### 運動數據的種類

生理	體適能	動作	人機互動	運動表現
<ul style="list-style-type: none"> <li>身高</li> <li>體重</li> <li>心跳</li> <li>血壓</li> </ul>	<ul style="list-style-type: none"> <li>心肺</li> <li>肌力</li> <li>柔軟度</li> <li>身體組成</li> </ul>	<ul style="list-style-type: none"> <li>姿勢</li> <li>角度</li> <li>幅度</li> <li>次數</li> </ul>	<ul style="list-style-type: none"> <li>強度</li> <li>頻率</li> <li>使用量</li> <li>種類</li> </ul>	<ul style="list-style-type: none"> <li>羽球</li> <li>桌球</li> <li>籃球</li> <li>游泳</li> </ul>

micro ← 尺度 → macro  
高 ← 靈敏性 → 低

2022/12/1

### 運動數據收集方式

- 生理**
  - 傳統器材
  - 健康促進軟硬體
- 體適能**
  - 健康促進軟硬體
  - Inbody, 科技體適能相關檢測裝置
- 動作**
  - 人工監督判斷
  - 影像辨識、骨架關節分析
- 人機互動**
  - 內建感測模組
  - 外掛感測模組
- 運動表現**
  - 計分系統
  - 影像辨識

12/1/2022

### 從個人角度看運動數據測量動機

健康管理		運動歷程		成就
生理	體適能	動作	人機互動	運動表現
<ul style="list-style-type: none"> <li>身高</li> <li>體重</li> <li>心跳</li> <li>血壓</li> </ul>	<ul style="list-style-type: none"> <li>心肺</li> <li>肌力</li> <li>柔軟度</li> <li>身體組成</li> </ul>	<ul style="list-style-type: none"> <li>姿勢</li> <li>角度</li> <li>幅度</li> <li>次數</li> </ul>	<ul style="list-style-type: none"> <li>強度</li> <li>頻率</li> <li>使用量</li> <li>種類</li> </ul>	<ul style="list-style-type: none"> <li>羽球</li> <li>桌球</li> <li>籃球</li> <li>游泳</li> </ul>

micro ← 尺度 → macro  
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### 其他利害關係人

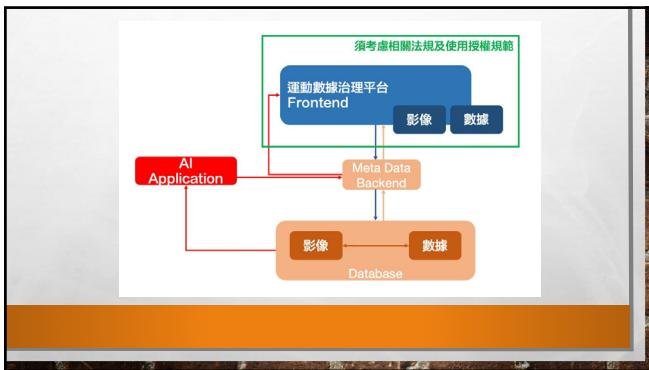
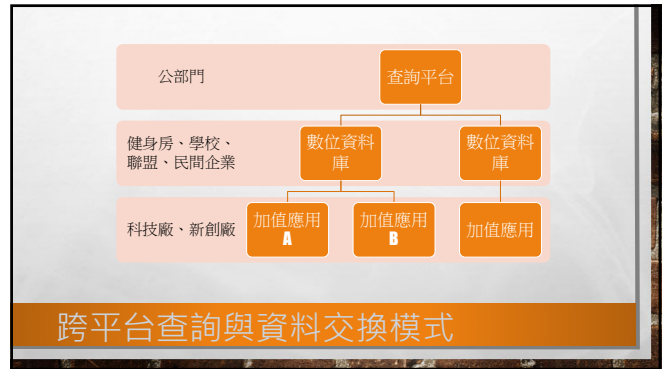
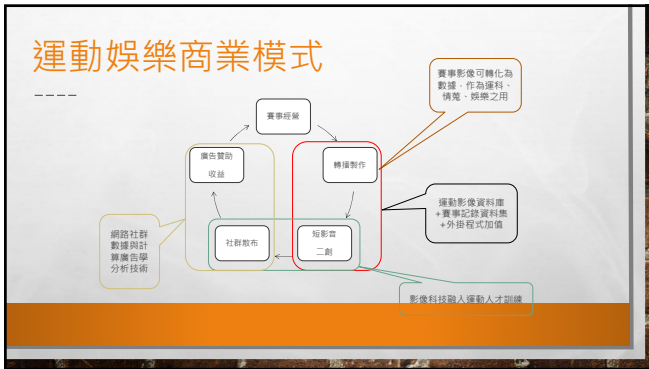
- 健康管理**
  - 醫院、保險公司、衛福部
- 運動歷程**
  - 健身房、教練、企業、體育署
- 成就**
  - 賽事主辦方、媒體

12/1/2022

### 目前健身房運動數據商模

- 設備廠商Inbody檢測儀，健身房以此吸引消費者掏錢買課程
- 企業替員工付費至健身房運動，健身房協助提供員工運動履歷，使評鑑為運動優質企業
- 政府補助健身房進行科技體適能測驗
- 政府補助健身房購買/租賃智慧化設備，並辦理賽事使消費者嘗試使用

### 健身房運動數據增值



### 思考自己可以扮演甚麼角色

- ### 其他運動產業重要議題
- 運動遊程/地方創生
  - 紓困/運動消費 (動滋券)
  - 信用保證與利息補貼
  - 我是運動創業者/運動產業加速器
  - 職業運動議題
  - 運動設施之土地管理/建築管理/商業管理議題

### Q & A




**Chinese Taipei Ice Hockey Federation**  
中華民國冰球協會  
111年度C級裁判講習

**裁判心理學 & 裁判職責與素養**

Oct 28, 2022  
Brett Chen IIHF Officials




2022/12/1



# Who are you?




# 裁判心理學




### Challenging physically *and* mentally

- 裁判工作是有壓力的，或壓力非常大，而壓力非常大的裁判生理上有頭痛、肌肉緊張及高血壓等病症，甚至造成焦慮以致降低注意力，引發心跳率及呼吸頻率的變化，導致疲勞與耗竭
- 害怕失敗、害怕處理不當或不適任、無法控制場面
- 穩定的情緒狀態及良好的抗外界干擾能力是良好裁判應具備的素質之一
- 關注的焦點除了運動員的人格、動機、注意力、侵略性、心理處置策略



### Challenging physically *and* mentally

- 壓力的來源為：誤判、教練和球員的挑釁、重要他人在場
- 如何建立應付風格、情境估量和使用接近或避免之應付策略的一致性時發現：裁判員顯示一致迴避不接近的應付風格，察覺壓力與接近有正相關，與迴避有負相關  
@Kaissidis-Rodafinos&Anshel&Porter ( 1997 )
- 壓力的主要構成因素為：害怕身體受傷害、言語攻擊、比賽壓力、時間壓力、誤判 @Goldsmith&Williams ( 1992 )
- 認知焦慮及身體焦慮有其不同的先決條件和不同影響運動表現的方式  
@Davidson & Schwartz,1976 ; Martens et al.,1990 )



### Challenging physically *and* mentally

- 身體焦慮被認為是對競爭情境的情境性反應，根據研究顯示身體焦慮會隨比賽的接近而逐漸升高 ( @Burton,1988 ) 。  
@Eysenck ( 1982 ) 曾指出認知焦慮可能降低注意力
- 也可能引起提昇認知與身體努力的動機。這些認知焦慮促進與減弱運動表現的觀點在運動心理學一系列的研究中已被驗證 ( @Jones,Hanton,&Swain,1994 ; Jones,Swain, & Hardy,1993 )
- 裁判是規則的代言執行者，裁判經常面臨所可能感受的壓力，而執法不誤判、不漏判，維持競賽的公平、公正，是稱職裁判的基準



### Challenging physically *and* mentally

- 裁判執法，誤判、漏判是造成教練、選手爭議的主要根源，所以裁判技術的最終目標就是達到不發生誤判、漏判的境界
- 害怕失敗是裁判造成焦慮的主因不是沒有道理的。而萬一發生執法上的錯誤，比賽還要繼續進行，因此面對發生誤失後的繼續執法情境、心理上的狀態也是密切關係著執法的表現
- **優秀的人：**  
越優秀的人，他犯的錯就會越多，因為他會想嘗試新的事物。



## 裁判職責與素養



### Preparation of the Game



Pre-Discussion, Study & Alignment

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## What you have to prepare for the Referee

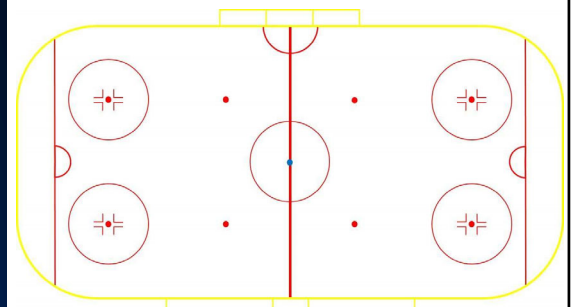


### What should the Referee prepare?

- A referee sweater
- A pair of black pants
- A whistle
- A black helmet
- A visor
- **That is only the beginning stage...**



### Positioning for the rink & the game



**What should Referee do**

- 良好的觀察力和能夠將競賽規則同賽場觀察到的具體活動迅速地加以比較
- 發現運動員的競賽活動和動作同比賽規則之間的差異，及時作出準確的判斷
- 裁判員還要有較廣的注意範圍，能適當地分配注意。如同時注意到雙方運動員的活動；在群體球類競賽中不僅注意到持球人的動作，還能發現無球運動員的犯規動作
- 穩定的情緒和公正的體育道德感也是裁判員所必須具備的心理品質
- 裁判工作只服從比賽規則，裁判員不因政治、信仰、國籍、民族、宗教、性別等因素以及某種利害而影響判決的公正性；也不因觀眾鼓譟、運動員抗議而改變自己正確的判決

**Responsibilities of the Game Official**

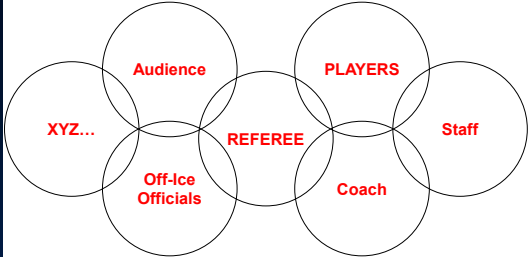
- Skating hard to maintain a clear view of the action
- Make the quick or even instantaneous decisions
- Remember the rules of the game
- Confidence
- Be decisive
- Shoulder many other responsibilities
- Enthusiasm...Passion
- On-ice positioning
- Skating skills
- Signals, Penalty calling, Plus off-ice sessions

**Communicate well**

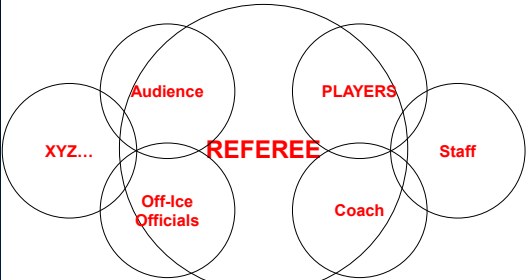


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**The relationships connection with Referee**



**- You are an official**



**You are the authority figure on the ice.**


**Summary & Conclusion**

- **態度：**  
別試圖改變自己，因為成功的機會很小。但是，要努力改善自己的工作態度。
- **預測未來：**  
The best way to predict the future is to create it.
- 你只能盡一切努力建立起自己的績效紀錄，而這也是增進別人信任及支持的唯一條件
- 工作者的首要責任，便是確定你可以把自己所有的潛能都發揮出來，而這都是為了你自己  
《彼得·杜拉克：使命與領導》





### Referee sharing – Q&A

- From the Player view
  1. [Things You Want to do to a Referee](#)
  2. [ILLEGAL HOCKEY PLAYS](#)
- From the Referee view
  1. [NHL: Suspensions \[Part 10\]](#)
  2. [Best of Wes McCauley](#)



### - Start Dropping the Puck




Thanks you for your attention



**Chinese Taipei Ice Hockey Federation**  
中華民國冰球協會  
111年度C級裁判講習

**裁判倫理**

Oct 28, 2022  
Brett Chen IIHF Official





裁判倫理的概論 - 國民體育法

第 12 條  
裁判應遵守下列工作倫理規範：

- 一、謹守專業倫理，發揮運動競賽及運動教育之價值。
- 二、秉持專業、公正、公平及熱誠，使運動競賽之賽程或比賽順利進行。
- 三、熟悉裁判技術內容及比賽規則，定期參加相關進修活動。
- 四、對運動員不得有騷擾之行為。

(@[全國法規資料庫](#) 法規名稱：特定體育團體建立運動裁判資格檢定及管理辦法)




誤判是比賽的一部分

- 只要有裁判角色的運動競賽，就會有誤判，這是個事實，沒什麼好討論的。降低誤判率，看來也是道德的應然，因為都說是「誤」了，人當然有責任減少錯誤。但有時當改革派意圖以科技方式或其他技術減少誤判率，甚至取消、降低裁判的權威時，就會碰到強大的阻力，並收到一句類似下述的「聖旨」


「誤判是比賽的一部分。」或說「裁判也是比賽的一部分。」

(@[沒人知道的運動倫理學 \(十三\)](#)：裁判與比賽的一部分)




裁判執法之公平競爭與道德倫理特質

- 裁判負責著比賽能否完全按照規則來進行，必須徹底了解所有相關的法令與規則來進行，並且依最新的定義來執行它。裁判必須要有自我控制的能力，而勇氣、友誼與執著等特質，對裁判執法的效果都有重要的影響，他的權威和力量有助於公平競爭原則的提昇(黃英哲，1993)
- 競技運動一定會有競爭性，在競技運動的過程當中，無外乎就是為了最終目標---求勝，但是在求勝的過程當中，除了展現自我技術，團隊合作與求勝企圖心之外，必定也會產生違例、犯規與個人情緒等行為偏差等問題，就必須靠相關規則、規範與道德倫理來修正。



公平競爭與道德倫理特質

- 子曰：「君子無所爭，必也射乎！揖讓而升，下而飲，其爭也君子。」  
八佾：孔子說：「君子沒有可爭的事情。要爭的話，就像是射箭比賽：賽前互相行禮，賽後互相致敬。」
- 道德倫理特質則是來自於運動員在基礎教育時期和人格的養成，這也是形成另一種無形的約束力量，透過藉由運動競賽而學習到所謂的倫理道德



公平競爭與道德倫理特質

- 競技運動中的道德倫理觀點，也就是相對應競賽規則的出現，規則除了是為了讓比賽更有制度與秩序外，也強調運動員的運動道德、倫理與精神。
- 為什麼在所有世界、全國、城市甚至是學校的比賽中要有運動員宣誓，這樣的宣誓也就是不斷的在提醒著，不單是運動員要遵守運動道德、倫理與精神，同等於裁判員也是，必須在公平、公正、公開的情況下，讓比賽是在機會平等下分出勝利。





#### 運動家精神與遊戲家精神

"RESPECT YOUR PLAYERS. RESPECT YOUR OPPONENT.  
RESPECT THE OFFICIALS. RESPECT THE PARENTS.  
RESPECT YOUR COACHES. RESPECT THE RULES."  
  
"RESPECT THE GAME."



#### 公平競爭與道德倫理特質

- 蔣澎龍曾經說過，人生不可能把把都贏，輸球只是人生中一小件事情，而輸球的經驗更加珍貴、更加刻骨銘心，先學會輸球，才是贏球的基礎，也就像我們運動的最終目的一樣，必須靠個人一步步達成階段性的目標來完成最後的目的。
- 裁判員也是一樣，如何在道德倫理的基礎架構上，從踏進球場大門的那一刻起，就是尊敬自己的腳色和身分，用相同的標準、認真負責的態度去面對每一場執法，每一次吹哨，進而從中一次又一次的累積經驗，將每一趟的執法過程，不論對與錯完全吸收下來



#### Unsportsmanlike conduct & Embellishment Penalty

- Unsportsmanlike conduct Penalty
  1. [Dillon And Lemieux Unsportsmanlike Conduct Penalty](#)
  2. [Sam Morin vs Brendan Lemieux \(3/25/21\)](#)
- Embellishment Penalty
  1. [Brock McGinn's Embellishment Penalty](#)
  2. [NHL: Embellishment Penalties/Fines Part 3](#)



Thank you for your attention