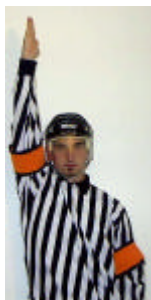


Les gestes d'arbitrages

Le geste d'arbitre doit être interprété de manière **juste** et **claire**. Il faut avoir dans l'idée que votre signe soit vu de tous, "même des spectateurs".

Gestes de pénalités

Signaler une
pénalité



Donner la prison,
puit pointer le
joueur fautif et faite
le geste



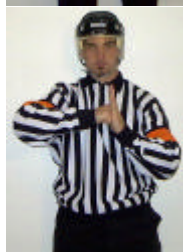
Trébucher



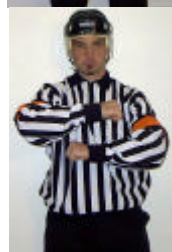
Coup de genoux



Charge



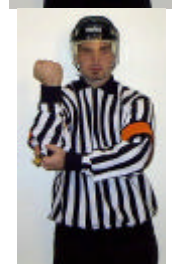
Charge incorrecte



Crosse haute



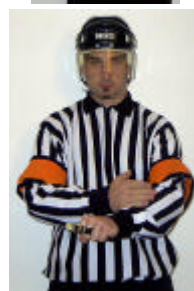
Coup de coude



Obstruction

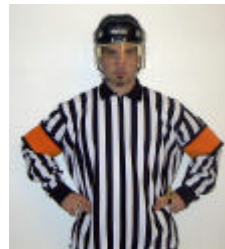
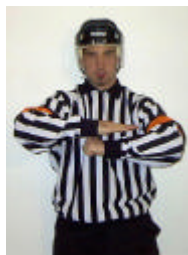


Cinglage



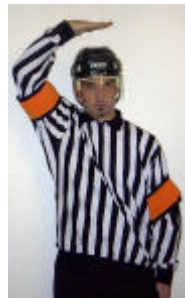
Gestes de pénalités (suite)

(six pouces)



Méconduite

Picage



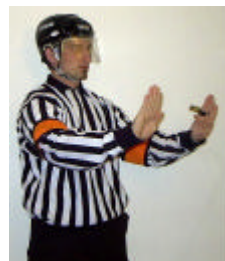
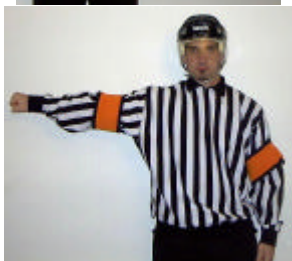
Pénalité de match

Accrocher



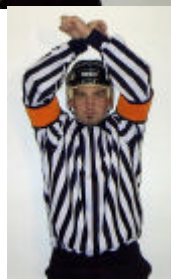
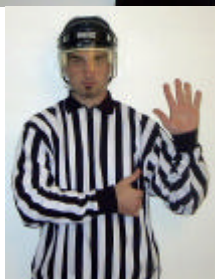
Charge avec la crosse

Dureté



Charge dans le dos

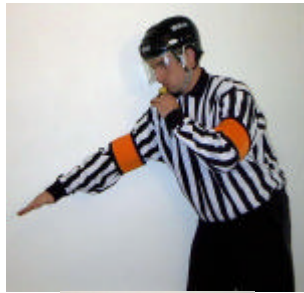
Surnombre



Tir de pénalité

Gestes du jeu

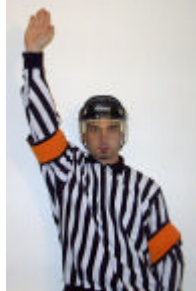
But accorder



Refus



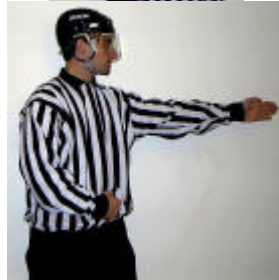
Changement
(paume de la
main vers le
bang)



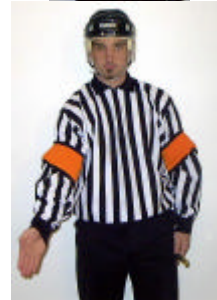
Signal un hors
jeu différer ou
un départ de
dégagement
interdit



Hors jeu



Passe à la
main



dégagement
interdit

