

**RIGHT: FANS AT THE ICE BOX** take in the action during the game last Saturday night. The Ice Box has been sold out for every home game during the Stars' inaugural season. (Photo by Ryan Soderlin)  
**BELOW: GOALTENDER NICK KALWINSKI** takes a moment to gather his thoughts before last Saturday's game. (Photo by Scott Bruhn)



## Stars' fans lack knowledge, not enthusiasm

STARS from page 1

Kessler said. "After watching a couple periods of this stuff, you can see they're really bashing heads in there." The two friends showed their excitement during the game, which later ended in a 5-4 Lincoln victory after a shootout — the second in two nights. Bashing heads may be the biggest attraction hockey holds for most Stars fans, though. Unlike Myer and Kessler, few fans apparently grasp the finer points of the game. A general lack of game knowledge hangs above the arena like a cloud, descending every time a more-detailed event occurs on the ice. "Where's the goalie?" fans scream as Stars goaltender Jason Braun skates off the ice as a delayed penalty is called (some don't know play will stop when the opposing team touches the puck). "What's offside mean?" fans wonder when the linesman stops play after a player glides into the attack zone before the puck does (some don't know

the puck must enter the attack zone before a player does). "Why doesn't that goal count?" a few ask after a player shoots into an empty net after it has been dislodged from its footings (some don't know play stops when the net is moved from its set position in the crease). Even simple terminology mystifies some of the 4,321 fans packing the sold-out Coliseum, known as the Ice Box. A group of younger fans, ranging from 9-to-11-years-old, hurl a barrage of demands and insults at the players. "Shoot the ball!" they yell to a player on point during a power play. They cry out their disapproval as the puck is stolen by the short-handed Huskies. "Hit him!" one of the boys shouts as two players get into a scuffle early in the second period. "Stab him with your hockey cleat!" But the boys are more concerned with watching the Stars win instead of using the correct terminology.

Marc Suderman, the starting center for the Stars, said he thought enjoying the game was all any of the fans needed to do for now. "The lack of knowledge is to be expected," Suderman said. "It's a new team in a new town, and it'll take them a while to learn the ins and outs of the game." Unlike many of his Lincoln fans, Suderman is no stranger to hockey. Born and reared in Regina, Saskatchewan, the 18-year-old Star has been playing amateur hockey for most of his life. After two years with the Pat Canadians, Regina's version of the Stars, he and defenseman Chad Mazurak made their way to Lincoln to play in the USHL. "It's moving from one capital city to another, but I haven't regretted it yet," Suderman said. "The fans down here are unbelievably supportive for a

Please see STARS on 8

## Hockey Terms

- ASSIST**-Point awarded to a player helping to set up a goal, usually the last one or two players to touch the puck.
- BACKCHECKING**-Skating backward to own goal to carry out a defensive assignment.
- BODYCHECKING**-Placing a body in the way of an oncoming opponent in a legal manner as to impede further motion.
- BOX**-A defensive formation of four teammates in a rectangle in front of the goaltender.
- BREAKAWAY**-A play in which the puck-carrier rushes to the opposing goal with no defensive players between him and the goaltender.
- BREAKOUT**-A play that clears the puck out of a team's defensive zone.
- BLIND PASS**-Passing the puck without looking.
- CENTERING**-Passing the puck from the edges of the goal to a player in the slot.
- CLEARING PASS**-Passing the puck from a team's defensive end or from in front of the goaltender.
- CREASE**-The four-by-eight foot semicircular zone in front of the goal. May only be occupied by the goaltender.
- DEKE**-A motion or series of motions that tricks an opposing player into moving out of position.
- DEFLECTION**-A shot or pass that hits a man or equipment and goes astray. Often done intentionally to attempt to score.
- DIGGER**-A hard-skating player who sticks with the puck action until he assumes control.
- DRAW**-On faceoffs, succeeding in getting the puck to a teammate.
- DROP PASS**-Freezing the puck so a trailing teammate may retrieve it.
- EVEN STRENGTH**-When both teams are playing with the same number of players.
- EXTRA ATTACKER**-The extra player on the ice when a team pulls its goaltender.
- FACEOFF**-A free puck dropped between two opposing players to start or resume play.
- FLIP PASS**-A wrist motion on the stick to lift the puck over an opponent or his stick.
- FLOATER**-Also known as a "sleeper." A player from the offensive team who sneaks into the center zone behind the attacking defensemen.
- FORECHECKING**-Checking opponents in their defensive zone.
- FREEZING**-Intentionally jamming the puck against the boards or with a skate in order to stop play.
- FULL STRENGTH**-Having five players plus a goaltender on the ice at once.
- GARBAGE GOAL**-A goal scored on an empty net, or when the goaltender is out of position.
- GIVE-AND-GO**-A play in which a player passes to a trailing teammate, who then shoots on goal.
- GOAL JUDGE**-Person assigned to signal the referee when the puck goals into the net.
- HANGER**-A player who gets behind the opponent's defense in the neutral zone, or an opponent stationing themselves behind the goaltender.
- HAT TRICK**-Three goals scored by the same player in the same game. A true hat trick occurs when one player scores three goals in a row.
- HEADMANNING**-Passing the puck ahead to a leading teammate.
- LINESMAN**-On-ice official in charge of calling offsides.
- LINE CHANGES**-Substituting players. During a line change, some or all of the players may be replaced.
- ON-THE-FLY**-Making a line change while play is going on.
- ONE-TIMER**-A play in which a player passes the puck to a teammate, who in turn shoots the puck as soon as it reaches the stick.
- OPEN ICE**-A section of the ice that has no opponent on it.
- OVERLOADING**-Placing one or two players in a designated area.
- PENALTY SHOT**-An unimpeded free shot on goal from mid-ice by a player who has been fouled on a breakaway.
- POINT**-A defenseman on offense inside the blue line.
- POKE-CHECKING**-Checking by jabbing a player with the stick. May not be done in an attempt to injure the opposing player.
- POWER PLAY**-A situation in which one team has more players on the ice than the other because of a penalty.
- PULLING THE GOALIE**-Taking the goaltender out of the game in favor of having an extra attacker on the ice. Because the goal is undefended, the maneuver is usually attempted only during the final moments of a close game in a last-ditch effort to score.
- REBOUND**-A shot that bounces off the goaltender or his equipment.
- REFEREE**-The official with sole authority and control of the game.
- SAVE**-The goaltender stopping the puck at the goal.
- SCREEN**-A play in which one player blocks the view of another, opposing player. Usually involves a player blocking the view of the opposing goaltender to increase the chances of scoring.
- SHORT-HANDED**-When a team is playing with less players than the opposition because of a penalty.
- SLOT**-An area in front of the crease defined by a rectangle 30 to 40 feet deep.
- SPLITTING THE DEFENSE**-When a player successfully carries the puck between two defensemen.
- SPOT PASS**-Passing to a certain location on the ice instead of a player.
- SWEEP-CHECKING**-Attempting to stop the puck by laying out on the ice and sweeping the ice with the stick. Usually done in the defensive zone to stop a shot on goal.
- TRAILER**-A player who follows a teammate ready to receive a drop or backhand pass.
- WRIST SHOT**-A shot in which the puck is propelled by a snapping of the wrist.

## Penalties

- MINOR PENALTY**  
Any player, other than the goaltender, is sent off the ice to the penalty box for two minutes, during which time no substitution is permitted.
- MAJOR PENALTY**  
Any player, other than the goaltender, is sent off the ice to the penalty box for five minutes, during which time no substitution is permitted. The referee must decide whether or not an attempt to injure the player fouled was made by the offending player, warranting a major penalty call.
- MISCONDUCT PENALTY**  
Any player, other than the goaltender, is sent off the ice to the penalty box for ten minutes, during which time a substitution is permitted.
- MATCH PENALTY**  
The intentional attempt by a player to injure an opponent results in that player's dismissal for the rest of the game. A substitution is permitted after ten minutes if the guilty player injured the opponent, and after five minutes if the player failed in his attempt.
- DELAYED PENALTY**  
During a delayed penalty, the referee allows play to continue until the team that has committed the foul regains control of the puck. During the interval between when the foul is committed and the offending team regains control of the puck, the opposing team may pull their goaltender to allow an extra attacker to take the ice.

- BOARDING**-Violently thrusting an opponent into the boards by checking, elbowing or tripping.
- CHARGING**-Deliberately moving more than two strides to skate into or check an opposing player. (A major penalty if inflicting injury.)
- CROSS-CHECKING**-Thrusting the stick across an opponent's head or body with no part of the stick on the ice. (A major penalty if inflicting injury.)
- ELBOWING**-Using an elbow to impede or strike an opponent.
- HIGH-STICKING**-Checking an opponent with the stick raised above shoulder-height. (A major penalty if inflicting injury.)
- HOLDING**-Grabbing or wrapping arms and stick around an opponent to impede movement.
- HOOKING**-Using the curved blade of the stick to impede an opponent's movement.
- INTERFERENCE**-Impeding the movement of a player not in possession of the puck.
- KNEEING**-Using a knee to impede or strike an opponent.
- ROUGHING**-Deliberately attempting to do an opponent possible bodily harm. (A major penalty if inflicting injury.)
- SLASHING**-Swinging a stick in a slashing motion to impede or harass an opponent. (A major penalty if inflicting injury.)
- SPEARING**-Thrusting a stick at an opponent in a bayonet-style fashion whether contact is made or not. (A major penalty if inflicting injury.)
- TRIPPING**-Causing an opponent to trip or fall by using any part of the body or equipment.