

OFF-ICE OFFICIALS: Competent off-ice officials ie PENALTY BOX ATTENDANT must be provided by the home & visiting team for all games. **Note:** No appeal on the timing of the game will be heard if the teams have no **PENALTY BOX ATTENDANT** during the entire game.

NOTE: Penalty box attendants are not timekeepers or scorekeepers.

1. TIMING OF GAMES + TIMEKEEPERS, RULES TO TIMEKEEPING

(SEE PIE CHARTS FOR TIMING OF GAMES)

- a) **TIMEKEEPERS:** The Home Team must provide fully trained timekeepers for all “AA” & “A” league, playoff games. Timekeepers must have completed the timekeepers training course provided by the ODMHA, AND THE “AA” & “A” league.
- b) **TIMEKEEPERS:** Must ensure all suspensions currently in force will be clearly shown on the game sheet and initialled by the **REFEREE PRIOR** to the **BEGINNING** of the game. In addition, ALL **AFFILIATED PLAYERS** must be clearly identified on the game sheet.
- c) **TIMEKEEPER RULES:** Timekeepers must enter the start and end time of each game on the game sheet. The start time is the same as the scheduled game time unless a delay has occurred. The timekeeper must also record any unused stop time if a period or game is terminated by running time. The timekeeper is additionally responsible for monitoring running time with a stopwatch & or wristwatch that has the same capability as a stopwatch. The stopwatch or wristwatch once started must not be stopped unless the game is scheduled for extended ice.
- d) The stopwatch or wristwatch is started at the scheduled game time and the clock is started for the 3-minute warm-up. The timekeeper must sound the buzzer at least 30 seconds prior to the end of the warm-up to prepare the teams for the start of the game.
- e) After the 3-minute or 5-minute warm-up (applies to 110 - 2 hour games), the timekeeper/scorer starts the time clock for the first period as soon as the referee drops the puck and then times the game strictly in accordance with the official time chart.
- f) The timekeeper/scorer must ensure that any stop-time left over at the end of each period and in particular the third period, is clearly noted on the game sheet.
- g) The timekeeper/scorer records goals and assists as instructed by the referee.
- h) The timekeeper/scorer records all penalties assessed by the referee in the correct manner, using the abbreviations shown on the back of the game sheets.
- i) The timekeeper/scorer will insure that the buzzer to end the game is sounded as soon as the correct stop time for the third period has expired or immediately after the running time limit for the game has elapsed, whichever come first.
- j) The timekeeper/scorer records the end time of the game on the game sheet.
- k) The timekeeper/scorer ensures that the game sheet is signed-off by the referee and linesmen.
- l) **Timing: ARENA CLOCKS** are considered the official timepiece for determining the scheduled start and end of all “AA” & “A” league and playoff games.
- m) **Warm-up: A three 3 or 5 minute warm-up** will commence at the scheduled START TIME of the game. When 2 or 4 minutes of **RUNNING TIME** have elapsed, the timekeeper will sound the buzzer. This will allow the teams to prepare and position themselves for the start of the game. Note: Referee (s) have been instructed and will have the authority as well as the full backing of the league to call a delay of game penalty if it is deemed a team is not in position at the proper time.
- n) **Time outs:** Are **NOT** permitted in any “AA” or “A” league or play-off game.
- o) **RUNNING TIME “AA” & “A”:** (see pie charts) & extended ice rules for 110 minute games: Pie Charts will be followed in both “AA” & “A” divisions at all times. 110 minute playing time rules will be followed at all times see rule 11. Rule 7e applies for all divisions. (3 or 5 minute warm-up)

Minor Atom “A” Major Atom “A” Minor Peewee “A”: Periods are 10–10–10 playing time required 50 minutes

Major Atom “AA”: Periods are 12 – 12 - 12 playing time required 60 minutes.

Minor Peewee “AA” & Major Peewee “AA” & “A”: Periods are 15 – 15 - 18 playing time required 80 minutes.

Minor Bantam “AA”: Periods are 15 – 15 - 18 playing time required 80 minutes.

Major Bantam & Minor & Major Midget “AA”: Periods are 15 -20 – flood – 20 playing time require 110 Minutes of playing time

- p) **DELAYED GAMES:** If, for any valid reason i.e.: bad weather, arena staff, injury in previous game, etc. the start of the game is delayed, the lost time will be taken from the first period. The first period ends at the same running time mark as if there had been no delay. However, the game end time can be extended if an agreement is reached between coaches, the arena staff and/or a home association official. Both coaches must indicate their awareness of the delay and/or extension (including) acceptance or rejection) by signing the game sheet prior to the start of play. The game must be played and the “AA” & “A” League will make a ruling as to its outcome. It is the Timekeepers responsibility to insure that any changes to the published start time is duly noted on the game sheet. If a game starts late, and no agreement has been reached to change the official start time and end time, then the game must end at the originally scheduled time.
- q) **CLOCK FAILURE:** If the arena time clock fails, the referee must consult with the timekeeper to ensure that a stopwatch or wristwatch with stop capabilities is used to complete the timing of the game. (See timekeeper rules) If stop time cannot be recorded, the game will use running time with an adjustment to the penalties. Two (2) minute penalties become three (3); five (5) becomes seven (7). Ten (10) minute penalties will remain ten (10) minutes. Should the clock fail at any time during the penalty, the remaining time will be multiplied by 1.5 and served at running time under the appropriate penalty rule.

SEE PIE CHARTS FOR TIMING OF GAMES

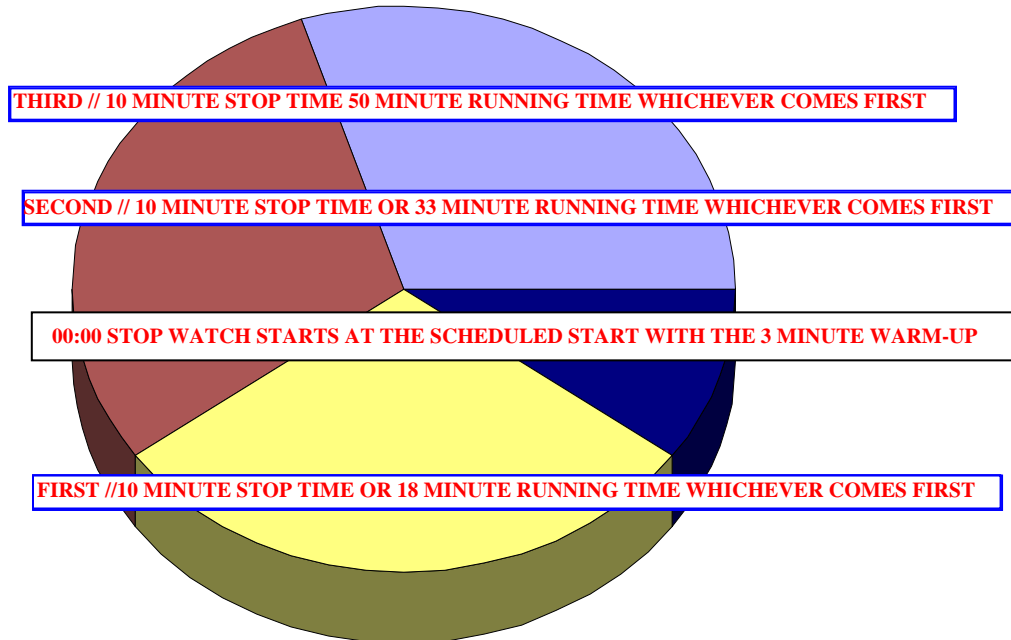
2. PIE CHART: 50 MINUTE CHART

Minor Atom "A" Major Atom "A" & Minor Peewee "A"

****THE STOPWATCH STARTS AT THE SCHEDULED STARTING TIME AND STOPS AT THE SCHEDULED ENDING TIME AT NO TIME DOES THE STOPWATCH STOP TOTAL LENGTH OF GAME IS 50 MINUTES INCLUDING WARM-UP.

TOTAL LENGTH OF GAME IS 50 MINUTES INCLUDING, WARM-UP.

MINOR ATOM "A" MAJOR ATOM "A" MINOR PEEWEE "A" 50 MINUTE RUNNING TIME- 30 MINUTE STOP TIME



Legend

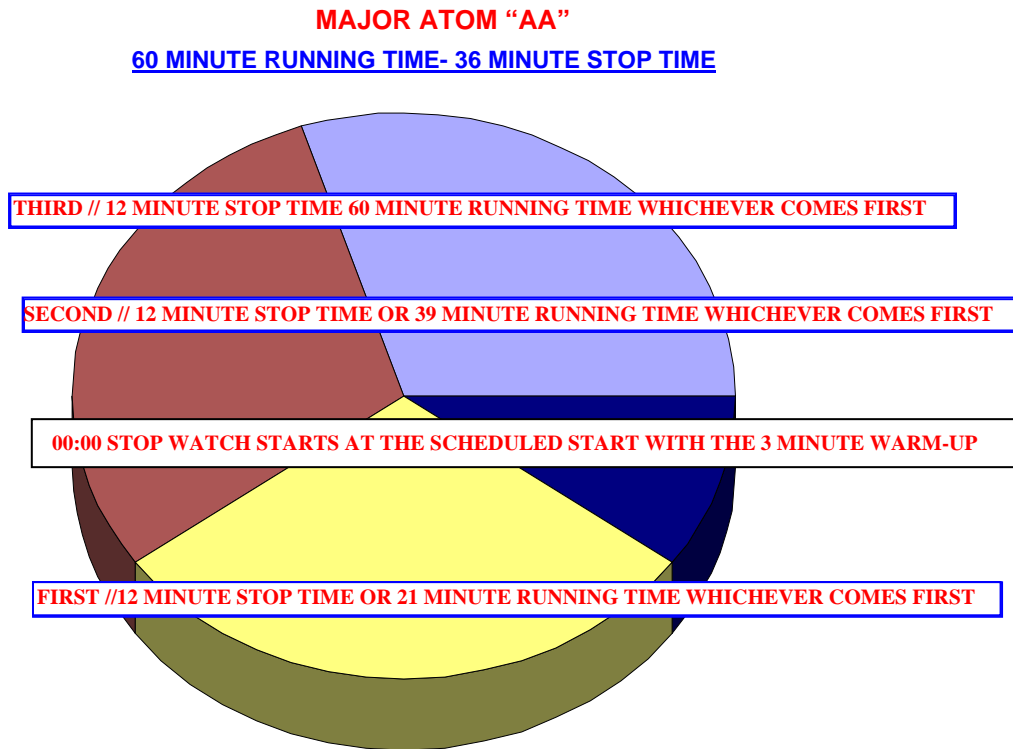
- THIRD PERIOD
- SECOND PERIOD
- FIRST PERIOD
- 3 MINUTE WARM-UP// 00:00 STOP WATCH STARTS AT THE SCHEDULED START OF GAME START

3. PIE CHART: 60 MINUTE CHART

MAJOR ATOM "AA"

****THE STOPWATCH STARTS AT THE SCHEDULED STARTING TIME AND STOPS AT THE SCHEDULED ENDING TIME AT NO TIME DOES THE STOPWATCH STOP TOTAL LENGTH OF GAME IS 60 MINUTES INCLUDING WARM-UP.

TOTAL LENGTH OF GAME IS 60 MINUTES INCLUDING, WARM-UP.



Legend

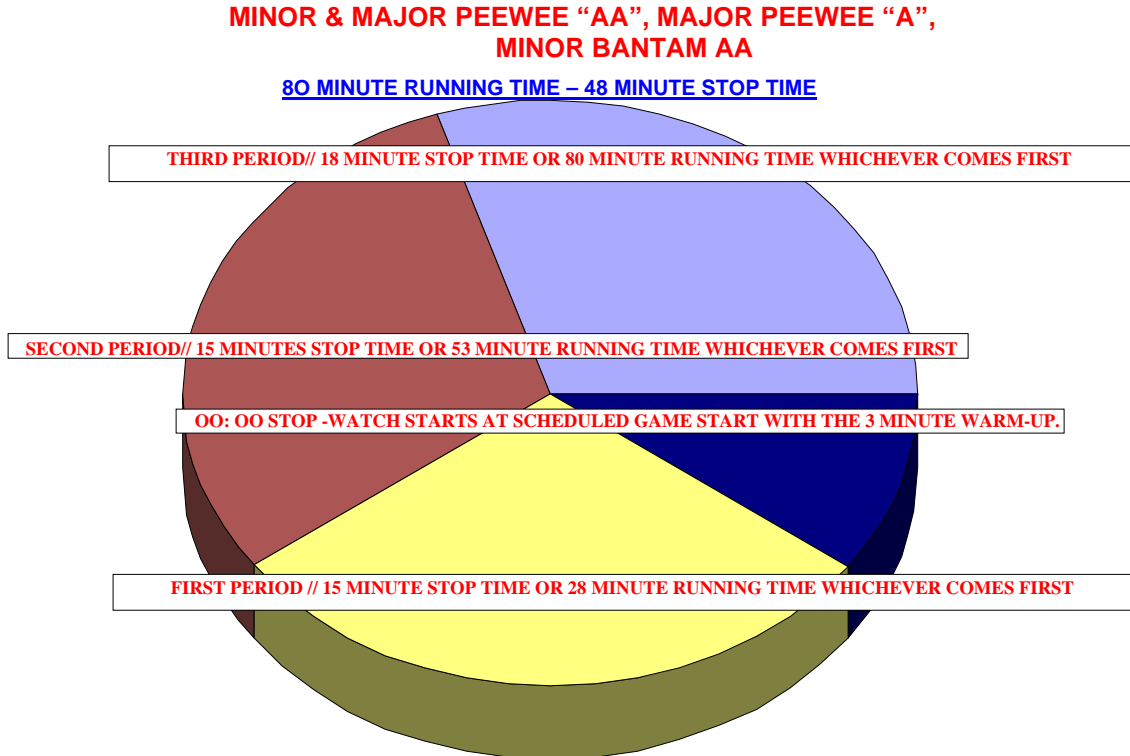
- THIRD PERIOD
- SECOND PERIOD
- FIRST PERIOD
- 3 MINUTE WARM-UP// 00:00 STOP WATCH STARTS AT THE SCHEDULED START OF GAME START

4. PIE CHART: 80 MINUTE CHART

MINOR & MAJOR PEEWEE “AA” & MAJOR PEEWEE “A”
MINOR BANTAM AA - 80 MINUTE GAME

******THE STOPWATCH STARTS AT THE SCHEDULED STARTING TIME AND STOPS AT THE SCHEDULED ENDING TIME AT NO TIME DOES THE STOPWATCH STOP.**

TOTAL LENGTH OF GAME IS 80 MINUTES INCLUDING, WARM-UP.



Legend

- THIRD PERIOD
- SECOND PERIOD
- FIRST PERIOD
- 3 MINUTE WAR-UP// O: OO STOP Watches START AT SCHEDULED TIME OF GAME START

See next page for 2 Hour or 110 playing minute Ice Rules.

This rule applies to Major Bantam & Minor & Major Midget “AA” 110 Minute games

Minor Bantam may submit 2hr or 110-minute ice under the following rules

5. PLAY 110 MINUTE GAME = 2 HOURS OF ICE

- a) Major Bantam & Minor & Major Midget “AA” PLAY 110 minute games and need not identify such on the game sheet. Minor Bantam Associations who submit 110 minute ice slots must follow the 110 minute game rules listed. See B. All rules listed in 110-minute games are in force.

- b) **Once a 110-minute time slot is identified, the rules below must be followed:** Teams & or Associations who do not comply will be fined and or disciplined at the discretion of the “AA” & “A” League Executive.
- c) **A 5 - minute warm-up rule 7 – (M) & rule 7. (E)** With the first period 15 minutes stop time, and the second & third period 20 minute stop time.
- d) During 2 hour or 110 minute ice slots, floods are **MANDATORY** and will be at the end of the second period. **Exception** to mandatory flood rules; Dual ice pad arenas; floods will be permitted at the end of the first period due to zamboni restrictions. This may only be applied if arena staff indicates that you will have a delay with a flood at the end of the second period. If no conflict occurs then the mandatory flood will be at the end of the second period.
- e) The stopwatch **IS NOT** used in **110 MINUTE** games. The game will be played in its entirety or to the duration of the **110 MINUTES**.
- f) Players returning to the ice for commencement of the third period will go directly to the bench without a warm-up. The teams must be ready to step onto the ice when the zamboni leaves the ice. Referees have been given instructions and the league backing to apply a delay of game penalty if a team or team (s) are late returning to the ice.

6. COMPLETED GAME

Game Completed: A game considered completed if a minimum of one-half of the allocated stop time has been completed during regular season play. In playoffs, a game is considered completed if two periods of stop time have been completed.

NOTE: Causes for ice to be “unavailable for play” include power failures, unsafe ice, serious injury, etc. The timekeeper must note the stop times at the occurrence of the interruption, and the time it was cleared.

A major altercation resulting in interruption of the game is not considered as justification for the application of this rule.