



HOCKEY CALGARY

### TIME KEEPER BULLETIN

- 1 The HOME team will be the top team in each draw.
  - o The Home team will supply the timekeeper and the Visiting team will supply the scorekeeper. Time and Scorekeepers should position themselves in the time box at least five minutes before the scheduled start of the game to familiarize themselves with the equipment and rules posted.
- 2 Set the clock for a 3 minute warm up and start the clock at the scheduled start time, regardless of whether or not the teams are on the ice.
- 3 If the teams are not on the ice at the scheduled start time, sound the horn to alert them.
- 4 All games must start on time with the following game format being observed:

<b>GAME FORMAT</b>	
<b>GAME LENGTH</b>	<b>PERIOD LENGTH</b>
1 hour permit	12, 15 & 15 minute stop time periods
1 ¼ hour permit	15, 15 & 15 minute stop time periods
1 ½ hour permit	15, 15 & 20 minute stop time periods
1 ¾ hour permit	15, 20 & 20 minute stop time periods (flood/scrape at the discretion of the Arena Staff)
2 hour (or more) permit	20, 20 & 20 minute stop time periods (flood/scrape at the discretion of the Arena Staff)
<b>NOTE: There will be a three (3) minute warmup before each game</b>	

- 5 **NO GAME WILL EXCEED THE PERMIT TIME.** If undue delays occur for any reason and the game cannot be completed within the permit time, the following procedure must be followed:
  - o At the first stoppage of play when time reaches five (5) minutes left on the permit, the timekeeper will notify the referee
  - o At this stoppage in play the clock will be reset to two (2) minutes and the remainder of the game completed with stop time
- 6 It is the timekeeper’s responsibility to place a check beside each shooter as they shoot during the shootout. No player may shoot twice until every shooter that is eligible has shot.



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## **Tie Breaking Procedures - Round Robin Games (Shootout)**

During Esso Minor Hockey Week round robin games, if after regulation time the game remains tied, the teams will proceed to a shootout. The rules governing the actual shot will be the same as Hockey Canada's Official Rules 2010 – 2011 Rule 4.9 Penalty Shot.

The shootout procedure shall be as follows:

1. The ice will not be re-surfaced prior to the shootout.
2. The Teams will not change ends for the shootout.
  - a) The Home Team has the option to shoot either first or second.
  - b) The teams shall alternate shots.
3. Three (3) players from each team shall participate in the shootout and they shall proceed in such order as the Coach selects. All players are eligible to participate in the shootout unless they are serving a ten minute misconduct or have been assessed a game misconduct, gross misconduct or match penalty.
4. Once the shootout begins, the goalkeeper cannot be replaced unless he/she is injured. No warm up shall be permitted for a substitute goalkeeper.
5. Each team will be given three shots, unless the outcome is determined earlier in the shootout. After each team has taken three shots, if the score remains tied, the shootout will proceed to a "sudden victory" format.
  - a) Sudden victory is achieved by each team sending one additional shooter, should one team score and the other not a winner will be declared. If both shooter's score or both shooter's miss then each team will send another shooter to participate until one team has scored and one has not.
  - b) No player may shoot twice until everyone who is eligible has shot.
6. Regardless of the number of goals scored during the shootout portion of overtime, the final score recorded for the game will give the winning team one more goal than its opponent, based on the score at the end of overtime.
7. If a team declines to participate in the shootout procedure the game will be declared as a shootout loss for that team.
  - a) If a team declines to take a shot it will be declared as "no goal".

**SHOOTOUT WILL NOT BE USED FOR EMHW FINAL GAMES**



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## Tie Breaking Procedures – Final Games (Overtime)

### Final Games are Overtime

1. To commence overtime, each team will place five players. (ie: in the first overtime each team is permitted 5 players – this may be 5 skaters and no goaltender or 4 skaters and a goaltender). The teams will not change ends for the overtime period, and the time clock will be set for two minutes. ALL OVERTIME PERIODS WILL BE STOP TIME. Teams may change on the fly at any time.
2. Goaltenders may be removed at any time during overtime and replaced with another skater.
3. At the end of each two (2) minute increment, the horn will sound and both teams will remove one player from the ice. This process will continue until each team is reduced to three players (ie: in the second overtime each team is permitted 4 players – this may be 4 skaters and no goaltender or 3 skaters and a goaltender). Once each team has been reduced to three players (ie: in the third overtime each team is permitted 3 players – this may be 3 skaters and no goaltender or 2 skaters and a goaltender) the clock will be set for a six (6) minute period and play will continue.
4. If the six-minute period has expired and the game remains tied, a further ten (10) minute period will be played with 3 players – this may be 3 skaters and no goaltender or 2 skaters and a goaltender.
5. If a game is still tied at the end of the maximum permit time (regulation time plus the overtime as permitted by Hockey Calgary plus any extra time allowed by the arena staff) a subsequent “overtime only” game will be scheduled by Hockey Calgary. In the “overtime game” the teams will begin the overtime format from the beginning (a two minute period playing 5 players on 5 (including the goaltender) as described above) until a goal is scored. The President or Vice President may revise this format prior to the “overtime game” being scheduled.
6. The face off will occur at center ice at the beginning of each overtime period.



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## Penalties During Playoff Overtime

- (a) Penalties incurred in regulation time and not completely served will carry forward into overtime, and will be completed in overtime unless the game is ended.
- (b) A “time” penalty call in any of the overtime periods will result in a penalty shot(s) being awarded to the non-offending team for each time penalty called. A “time” penalty is defined as a two (2) minute minor, five (5) minute major penalty and/or a five (5) minute match penalty where a player(s) would make his/her team short handed. If a 10 minute misconduct, game misconduct or gross misconduct penalty is called without an associated “time” penalty, the player will either sit in the penalty box (in the case of a 10 minute misconduct) or leave the ice and retire to the dressing room (in the case a Match penalty, Game Misconduct or Gross Misconduct).
- (c) If both teams receive a time penalty or penalties on the same stoppage of play then each team will take a penalty shot(s) with the home team shooting first. In the case of multiple penalties being assessed to both teams, a penalty shot will be awarded to the non-offending team for each time penalty called against the offending team. The teams will shoot one shot each until all time penalties have been accounted for. If the teams are still tied after all penalty shots have been taken, overtime will continue.
- (d) Players who have been assessed a “time” penalty in overtime will not serve the time duration of their penalty. If however, the penalty they incur carries a game misconduct or game ejection they must leave the ice surface and retire to the dressing room for the remainder of the game.
- (e) The player who has been fouled will take the penalty shot unless he/she has been injured. If the fouled player is injured or if the referee cannot determine a specific fouled player, any eligible player on the non-offending team may take the penalty shot.
- (f) Any player who is ejected from a play-off game is not eligible to participate in the overtime periods of the play-off game or in the “overtime only” game as described in [Community Rule 23](#) above, if required.
- (g) The “overtime only” game is considered a continuation of the original play-off game and does not count on its own as a game for the purposes of suspensions served.



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