

Minor Official Pointers 2013-2014

(Turn over for instructions on how to run the clock)

Clock (Home) – provide one adult to run the clock.

Warm-up/Period Length/End of Game

- Allow a 5 minute warm-up period before the game which starts when both teams on ice
- Period length - Squirts - play 3 – 12 minute stop time periods
 Peewee - play 3 – 12 minute stop time periods
 Bantam B2 & C – play 3 – 12 minute stop time periods (changed 1-1-12)
 Bantam A & B1, Jr Gold/U16 – play 3 – 15 minute stop time periods
 U10/U12/U14 – play 3 – 13 minute stop time periods
 (Note: if U14 ice time is 90 minutes they may play 3 – 15 min stop periods)
- 1 minute between periods
- If a 5 goal differential exists in the third period, running time will begin. If the differential becomes less than 5 goals, stop time will resume.
- No overtimes or timeouts during regular season play
- If an injury occurs during a game and the 60-minute time limit is reached, the game is over.
- The game is over when the third period is completed, the arena manager declares the ice time is over or when 60 minutes has elapsed from the beginning of the warm-up, whichever occurs first.

Penalties

- Minor penalties = 2 minutes
- Major penalties = 5 minutes
- Misconduct penalty = 10 minutes
- Player ejection occurs after 5 penalties or at the on-ice officials discretion (D2 change in 2011-2012)
- Only minor and major penalties should be displayed on the clock
- Concurrent penalties are not displayed on the clock
- The official scorekeeper should record the penalty time and notify the timekeeper.
- The penalty time record should be maintained separately from the arena clock and should include “in” and “out” time. (Tracked on score sheet)

Release Information for Concurrent Penalties

Players serving concurrent penalties do not leave the box until the puck drops during the first stoppage of play after their time expires.

Release Information for Multiple/Delayed Penalties (from USA Hockey Official Rules)

If a third player is given a penalty while two players of the same team are serving non-coincidental penalties, he shall proceed to the penalty bench immediately and may be replaced by a substitute on the ice. However, the penalty time of the third player shall not begin until the first such penalty has expired.

When either team has three players serving penalties at the same time under this rule and a substitute is on the ice to replace the third penalized player, no players may return to the ice upon expiration of their penalty following a stoppage of play.

However, if the penalized team is entitled to have more players on the ice as a result of expired penalties, the Penalty Timekeeper shall permit the player(s) to return in the order in which their penalty has expired. When the penalties of two players of the same team expire at the same time, the Captain shall designate which player will return to the ice first.

Clock Instructions at Polar or Tartan

(Turn over for other Minor Official Pointers)

To Set Time

- Turn on (on back of clock)
- Press SET MAIN CLOCK
- Enter time in one-hundredths of a minute (5 for warm-up, correct period time for level of play, 1 for in between periods).
- Press ENTER
- Use START button upon drop of puck and STOP button on whistle.
- Horn will automatically sound when time expires, press the STOP button to stop the horn

To Set Penalties

- Press PLAYER PENALTY (for either the home or away team)
- Press ENTER
- Enter the player's jersey number
- Press ENTER, ENTER (press enter twice in a row)
- Two minutes should automatically show up on the clock
- If it is a major penalty, press PLAYER PENALTY, then press ENTER, enter the jersey number, press ENTER, put 5 minutes on the clock press ENTER
- During coincidental penalties you do not put the time on the clock. The players are released from the box at the next whistle following the end of their 2 minutes.

NOTE: If for some reason the penalty doesn't go up on the clock, don't sweat it. Just note the time and have the penalty box official let the player out in 2 minutes.

IMPORTANT – If penalty on clock at end of period

- If there is a penalty on the clock at the end of a period, press DISABLE penalty clock.
- Set clock for 1 minute rest period
- When rest period is over, press ENABLE penalty clock.
- Set clock for the next period (see above)

To Clear Penalties

- Press PLAYER PENALTY
- Press the UP ARROW key until the penalty you need to remove shows up on the display
- **NOTE:** If multiple penalties, check the player number and time remaining to make sure you remove the correct penalty
- Press the CLEAR button
- Press the ENTER button

End of game

- Clear the clock and
- Set up 5 minutes for next game's warm-up or
- Turn clock off, lock it up and return key to office