

Time Clock Operation - 2010/2011 Season

Pre-Game

- Set clock for 4 minutes. Press 'Set Clock' enter 400, press 'Enter'
- Use buzzer to notify refs and teams when Zamboni door is closed. Start clock at the game's scheduled start time.
- When 1 minute left, referee will blow whistle for players to head for bench.
- After buzzer goes off, set clock to 12 minutes –see below for level specific period lengths.
- Press 'Set Clock' enter 1200, press 'Enter'
- Make sure the time appears on the main scoreboard
- If not press 'Enter' again

Game play

- Referee will look at both goalies then time keeper –you must acknowledge him so he can drop the puck
- START CLOCK on puck drop - STOP CLOCK on whistle.

Between periods

- Set time to 1 minute, press 'Start'
- When buzzer goes off, set time to 12 minutes (proper period length) and wait for referee to start

Penalty occurs, one team only, minor infraction

- STOP clock
- When find out which team has the offense
- Press that teams 'Penalty' button for home or away team
 - Entering player number: Press 'Enter'; type in player #, press 'Enter' –
 - Enter penalty time, press **1:30** – hit 'Enter'
- Start clock on puck drop

Penalty occurs on player from both teams

- Do not put anything on the scoreboard
- Only score sheet has infraction recorded

Major penalty occurs (checking from behind)

- This is called a "10 –1:30" because one player spends 1:30 minutes in Penalty Box, The other player spends 10 minutes (the one actually caught) – the 10 minutes starts AFTER the 1:30 minute penalty expires.
- Put 1:30 minute penalty on the scoreboard, treat as a minor penalty

Penalty expands two periods

- Push the 'stop penalty' button – write down how much time remains
- If you forget; look at score sheet – it will have the time of the infraction
- Set clock to 1 minute and start
- If penalty time does not stop, wave to the fans, they will let you know
- When the buzzer goes off, set the time clock, then push the penalty button, push 'Enter' twice, then manually enter the correct time

If all else fails and you can't figure it out!!!

- Again wave to crowd cause they will be shouting your name or something like that
- Tell the referees and BOTH coaches when the player will be released

Filling out Score sheet

Enter data before game starts

- Have both teams fill out roster
- Enter team names (City, Level, Color; i.e. “Minnetonka 10U White”), Rink, Date, Time and Level of Play
- Indicate if District 6 game or not
- Enter your name

Entering data during game

- **Enter penalties**
 - Player number
 - Home or Away,
 - Time of infraction on score board
 - Duration
 - If offsetting or 10-minute, wait until actual time players leave the box
 - Name of penalty – always hard to hear the ref, but ask the player they know
- **Enter Goals**
 - Player number
 - Home or Away
 - Time of goal
- **Enter shots on goal**
 - During period, use scratch paper
 - End of each period add the shots
 - If it lists saves, do not include goals
 - If it lists shots, include the goals
 - Enter goalie number – if switch make note on score sheet
 - Enter goals per period

Enter data at end of game

- Total scores for each period
- Enter fair play point if earned
- TIME LEFT ON CLOCK if hour clock expires before game clock
- Sign the form
- Draw a line through all the lines to indicate no entries
- Have referee sign – give copies to both teams, if referee wants one they take it

Rules of the Penalty Box

One player penalty, minor infraction

- Open door no more than 5 seconds before time up, let player out when time expires

Offsetting penalties (one player from each team on SAME penalty infraction)

- Players do NOT leave until FIRST whistle AFTER their time has expired
- Note the time will not be on the scoreboard, you must use the time of infraction from score sheet
- You will get some grief about this, but do not let them out

10-1:30 major Penalty

- **Player serving the 1:30-minute portion**
- When time on scoreboard expires, send out
- **Player serving 10-minute portion**
- Players do NOT leave until FIRST whistle AFTER their time has expired
- Note the time will not be on the scoreboard, you must use the time of infraction from score sheet
- You will get some grief about this, but do not let them out

General Rules

District games

- All periods are stop time, see below for durations – verify with referee for upper levels
- All 3 periods will be the same time
- If the third period ends. **Game Over!**
- Fill out sheet as above
- If time runs out on the hour clock – GAME OVER!!!! Blow the buzzer
- Enter time remaining in the period on score sheet

12 occurrences of penalties – running time for rest of game!! Regardless of period!!

- 2 players getting offsetting penalties counts as one not two

Scrimmages

- Talk to BOTH coaches how they want to handle this, also verify with referee, usually
- First 2 periods 12 minutes
- Third period options
 - Running time: match the hour clock
 - Stop time: use 5 minutes less than the hour clock
 - I will even drag out the last 5 minutes to match the hour clock
 - If it looks like time will run out, leave clock running
- Off-ice officials are:
 - Visiting team scorekeeper
 - Home team timekeeper

General Rules

Fair Play points given unless:

- If one or more of the coaches is assessed a Game Misconduct or Match Penalty.
- If one or more of a team's parents or fans are ejected from the game by the referee
- If the team exceeds the following penalty minute thresholds during a game's regulation time:
 - Jr. Gold/16U all levels 16 minutes
 - Bantam all levels 14 minutes
 - Peewee all levels 12 minutes
 - Squirt all levels 10 minutes
 - Girls 19U all levels 14 minutes
 - Girls 14U all levels 12 minutes
 - Girls 12U all levels 10 minutes
 - Girls 10U all levels 8 minutes

All games are 3 periods with stop time. However, in the event a team is winning by six or more goals, the third period will be running time until such time that the goal differential is less than six.

Game times and ice resurfacing are as follows:

<u>Level</u>	<u>Minutes Per Period</u>	<u>Maximum Minutes Per Game</u>	<u>Resurface</u>
Junior Gold A	14	90	After 2nd Period or Every Other Period if Back to Back
Junior Gold B	14	90	After 2nd Period or Every Other Period if Back to Back
Jr. Gold-16U	14	90	After 2nd Period or Every Other Period if Back to Back
Bantam A	14	90	After 2nd Period or Every Other Period if Back to Back
Bantam B1	14	75	After Each Game
Bantam B2	12	60	After Each Game
Bantam C	12	60	After Each Game
Peewee A	14	75	After Each Game
Peewee B1	12	60	After Each Game
Peewee B2	12	60	After Each Game
Peewee C	12	60	After Each Game
Squirt A	12	60	After Each Game
Squirt B	12	60	After Each Game
Squirt C	12	60	After Each Game
19U	14	90	After 2nd Period or Every Other Period if Back to Back
14U	14	90	After 2nd Period or Every Other Period if Back to Back
12U A	14	75	After Each Game
12U B	12	60	After Each Game
10U	12	60	After Each Game