



GAMES, TOURNAMENT AND FESTIVAL PLAY

Many games will be played during the hockey season, which runs approximately from September through late-February. Each Association determines their home game guidelines.

NMAHA game guidelines are as follows:

<u>Division:</u>	<u>Class:</u>	<u>Warm Up:</u>	<u>Period length:</u>	<u>Curfew / Time Outs:</u>	<u>Overtime</u>	<u>Minor:</u>	<u>Major:</u>	<u>Game Misconduct / Match:</u>
Rec	6U-Mini 8U-Mite Cross-Ice	2 min	56-minutes - RUN clock 2-min. or 3-min. line changes HORN (Coach choice)	60-minutes / No Time Outs*	N/A	N/A	N/A	N/A
Rec	10U-Squirt	3-min	12-minute Stop clock Runtime in 3rd to stay under curfew	60-minutes / No Time Outs*	N/A	1-min.	3-min.	6-minutes / +3-minutes
Rec	12U-Pee wee	3-min	12-minute Stop clock Runtime in 3rd to stay under curfew	60-minutes / No Time Outs*	N/A	1-min.	3-min.	6-minutes / +3-minutes
Rec	14U-Bantam	3-min	13-minute Stop clock Runtime in 3rd to stay under curfew	60-minutes / No Time Outs*	N/A	1-min. 30-sec.	4-min.	8-minutes / +4-minutes
Rec USA Hockey as of 2024	16U-Midget1	4-min	15-minute Stop clock Runtime in 3rd to stay under curfew	75-minutes / No Time Outs* Non-curfew gets one 1-min. Time Out	Curfew: N/A Non-curfew: YET Allowed (NMAHA: 5-minutes 3v3)	2-min.	5-min.	10-minutes/ +5-minutes
Rec USA Hockey as of 2024	18U-Midget2	4-min	17-minute Stop clock Zam between 2nd/3rd periods Runtime in 3rd to stay under curfew	120-minutes / No Time Outs* Non-curfew gets one 1-min. Time Out	Curfew? N/A Non-curfew: YET Championship Only - full periods.	2-min.	5-min.	10-minutes/ +5-minutes

* No Timeouts in ANY time-limited (curfew) game – USA Hockey Rule #636(f).

NMAHA HOCKEY SCOREKEEPER INSTRUCTIONS

1. Get scoresheet from HOME Team Manager. Generally, the HOME Team will be on the left and the Visitor Team is on the right – but they could be switched. Ensure the **Home & Visitor Players roster sections** on each side are marked at the top and fully-completed (handwritten or sticker) along with the **Coach names** (CEP & level are nice, but not required). If not complete, do not accept until done by **both** Team Managers.

2. TOP-CENTER: If not done already, fill in game **LEVEL** (High School or House/Rec), **DATE**, **DIVISION** (10U, 14U, JV, etc.), **CURFEW** (in minutes), **ARENA**, **SURFACE** (Ice), & print your name as the **OFFICIAL SCORER**.

3. After the warm-up is completed, note the time the puck is dropped to **START** the game and put this time at the top-center of the form. Rec games **MUST** be completed within the curfew for the **END** time.

4. SHOTS ON GOAL (SOG): Work with the Timekeeper to count shots on the goalies for EACH period – usually on another sheet of paper, and remember they are reversed in the 2nd period. Double-check that each goalie's jersey number is in the Goalkeeping sections at the bottom left and right corners of the form.

A Shot On Goal (SOG) is any shot that would have gone into the goal if a goalie was not there. Shots going wide where the goalie misplays the puck INTO the net are a SOG (and a goal). Shots going wide where the goalie catches/controls the puck or misses it entirely & shots that hit the post/crossbar & bounce away are **NOT** a SOG.

The number of saves should be equal to the number of shots minus the number of goals for the opposing team. Do this for each goalie at the bottom-left and bottom-right of the form. Note that some teams will change goalies between periods & this should be annotated as well.

5. SCORING: All scoring will be reported by referees. For example, a ref will come to the score box and say “goal, white (color refers to team's jersey color), #3, assisted by #12.” Mark the period, the time on the clock, the number of the player who scored, the number(s) of the player(s) who assisted, and the type of goal. The types of goals are at the bottom of the scoresheet (EV-even strength, PP-power play, SH-shorthanded, EN-empty net, EA-extra attacker, PS-penalty shot). At the end of the game, cross out unfilled lines so nothing can be added to or changed on the score sheet.

6. PENALTIES: All penalties will be reported by referees. For example, a ref will come to the score box and say “two minute penalty, #60 white, for slashing.” Mark down the period, player's jersey number, the offense, the length of the penalty, the time they came off the ice, and the time they went back on the ice (that could be less than the length of the penalty if a goal is scored). After the game, cross out unused lines similarly to the goals.

7. BETWEEN PERIODS: Update the SOG sections at the bottom corners for each goaltender and update the Scoring by Periods section in the middle – some prefer to do this after the game from the Scoring sections.

8. After the game, write the END time if not done already. Then block unused sections out (goals & penalties). **The referees will complete & sign off** on their part and return it unless discipline is required. Put your name as the official scorer & have **EACH Head Coach sign under their name to confirm the game results**.

Additional tips - write clearly and press hard enough to go through to all copies.

When marking times (goals, penalties) - you can either use the time remaining on the clock, or the time lapsed by calculating that from the time remaining but be consistent throughout the score sheet.

When player numbers are reported for goals, if the coaches see something different than the refs (i.e., refs say #60 assisted, but the coach says it was #61), communicate that to the refs. Refs will typically go with what the coaches saw for that as they recognize the players better, but the ref is the official, so if there is a discrepancy, only put on the score sheet what the ref reports.