

PIHL CURFEW GUIDE

CURFEW PROCEDURES

1. The point of curfew shall be identified by the PIHL Game Coordinators at the start of the ice slot
 - a. This generally relates to the time the referees enter the ice surface and the designated duration of the game (not necessarily the scheduled time for the ice slot)
 - b. The curfew time could also be recognized by the use of an additional “curfew clock” in the rink, of which is set and controlled at the scorer’s table
2. Any rink with the use of a visible curfew clock should have the horn disabled on that clock
 - a. In the event that the horn cannot be disabled, the Game Coordinators shall stop the curfew clock with 15-20 seconds remaining, allowing ample time to ensure the clock is stopped while still remaining within a range that clearly does not allow enough time for play to be resumed after a stoppage
 - b. If the curfew clock expires and its horn unintentionally goes off during play, the referees shall stop play immediately as a preventative/safety measure and deem the game to be curfewed at that time
3. The curfew time should only be adjusted if an extenuating circumstance results in an extended delay
 - a. Examples of this would be a serious injury requiring the arrival of paramedics, a rink issue that requires prolonged time to fix, or a power outage that interrupts the game
 - b. The referees and Game Coordinators make the determination to adjust the curfew clock; the coaches shall not determine this action
4. No timeouts are permitted within 3 minutes of the curfew point or any time thereafter
 - a. The Game Coordinators shall assist in communicating when a timeout cannot be honored

CURFEW POINT

1. The game is curfewed at the first naturally-occurring stoppage after the point of curfew is reached or exceeded
 - a. The horn is not sounded nor does the referee stop play only because of curfew being reached; the game continues until a normal stoppage takes place (puck out of play, icing, offsides, etc.)
 - b. No game can continue beyond this point for any reason (ice available, close game, insistence by coaches, etc.) except for the instances cited in #6 below
2. If a Varsity game is tied at the exact point of curfew, the game is NOT curfewed and continues until the end of regulation (not applicable to Junior Varsity or Middle School)
 - a. If someone scores during this extended time, the game is still played to completion of regulation time
 - b. If the game remains tied through the end of regulation, a standard overtime/shootout is played in its entirety, also without a curfew
 - c. This only happens when a Varsity game is **tied**, no other instance applies
3. The “point of curfew” shall be considered the exact moment the curfew is met – either via the expiration of the curfew clock or the time-of-day clock showing the designated curfew time – and not at the stoppage for which a curfew can be enacted
 - a. This distinction specifies that if the next stoppage is a tie-breaking goal, the game shall continue with extended time since the score was technically still tied at the “point of curfew”
4. Overtime (Varsity only) cannot be curfewed under any circumstance since that always constitutes a tied game, even if the curfew clock has expired before the overtime period begins
 - a. A curfew clock should not be active during the overtime, regardless of any remaining time, since overtime cannot be curfewed

CURFEW SCENARIOS

- S1:** A Junior Varsity game is tied with 3 minutes remaining in the 3rd period and 2 minutes remaining until curfew. The play continues without a stoppage until there are 25 seconds left in regulation time. By this point, the time of curfew has been exceeded. Is it acceptable for the teams to agree to finish the final 25 seconds?
- A1:** No, once the time of curfew has been surpassed in a Junior Varsity (or Middle School) game, the game is curfewed at the next stoppage, regardless of the score or time remaining.
- S2:** Middle School Team A is leading Middle School Team B, 3-2, late in the third period and with a curfew visibly imminent on the rink's curfew clock in the corner. Team B pulls its goaltender with 1:05 minute remaining and has established control of the puck in the Team A zone. With 48 seconds remaining, the rink's curfew clock hits zero and sounds a buzzer, as the timekeeper failed to stop that clock. Should the referee allow the game to continue?
- A2:** No, the game is judged to be completed at that point. If the referee does not stop the play – either by blowing the whistle or holding both palms in the air facing outward – the game runs the risk of injury because one player has “let up” while another has not, or an unfair goal may be scored as the result of the distraction. The game cannot be resumed (at any level) with a face-off because the point of curfew has already been surpassed.
- S3:** Varsity Team Red is tied, 3-3, with Varsity Team Blue when a puck-out-of-play causes a stoppage with 2:26 left to play. The Game Coordinator indicates that the point of curfew has been surpassed at this moment. How should the situation be handled?
- A3:** The referees shall continue the game normally until the end of regulation, regardless of whether a team scores a goal. If the score remains tied at the end of regulation, overtime is played normally and without a curfew.
- S4:** Varsity Team North is tied with Varsity Team South with 2:43 left in regulation time. At this moment, the rink's curfew clock expires and a horn sounds. How should this situation be handled by the referees?
- A4:** The referees should stop the game in order to prevent an unexpected collision or an unfair goal. The game must then be resumed with a last-play face-off since a tied game cannot be curfewed at the Varsity level.
- S5:** Varsity Team Pittsburgh and Varsity Team Erie are tied at 5-5. With 3:16 left in regulation, the scorekeeper stops the rink's curfew clock with it showing 8 seconds remaining. The next stoppage comes at 2:51 left to play as the result of Erie scoring a goal. Should the game be curfewed?
- A5:** No, this game is continued through at least the end of regulation time. The “point of curfew” would have happened at 3:08 (3:16 minutes the 8 seconds of remaining curfew time). The game is not curfewed at 3:08 because of two reasons: there is not a stoppage of play and, more importantly, the game is tied. Therefore, the policy is enacted immediately that any Varsity game tied at the point of curfew must be played to completion. This means the game is continued normally with Erie leading, 6-5. If Pittsburgh scores in the final 2:51 to tie the game, overtime is played, as well. If Pittsburgh is unable to tie the game (including if Erie scores again), the final buzzer for regulation time marks the end of the game.
- S6:** Varsity Team One and Varsity Team Two are tied at 5-5 in the third period. With 1:44 left in regulation, the “point of curfew” is reached. The next stoppage comes at 1:21 when Varsity Team One scores a goal to make the score 6-5. At 0:58, Varsity Team One scores again to take a 7-5 lead. Varsity Team Two pulls its goaltender and scores at 0:32 and again at 0:11 to tie the game, 7-7. The final 11 seconds of regulation are played without a goal, but Team Two scores just 18 seconds into overtime to win, 8-7. Varsity Team One is mad because it felt that the game should have been curfewed at several instances. Does Team One have grounds to protest?
- A6:** All of the curfew rules were applied correctly in this situation. The score was tied at the “point of curfew” in a Varsity game, so the game is to be played out until a final outcome is naturally determined. The fact that a two-goal lead was established by Team One is irrelevant, and overtime is required of all tied Varsity games. Team One can still protest the game under the PIHL protest procedures – there is not a rule to prohibit that – but their argument will not be upheld because all rules were applied correctly.