

Clock Operator Expectations

*****Show up 10 min before start of the game to make sure everything is ready**

Warmups – 3 minutes (starts at beginning of ice time)

Period 1 & 2 – 17-minute periods all run time expect for a penalty is stoppage time.

Time between periods – 1 minute

Period 3 - The 3rd period length will be determined setting the time to 5 minutes less than the remaining arena clock time. The final (3) minutes of the 3rd period will be stop time.

- Running time is used whenever there is 6 goal differential occurs in the third period, if a penalty occurs during this time the clock is stopped for officials to enter the penalty then run time continues.

Injuries – Clock is only stopped at the discretion of the referee.

Time Outs – NOT ALLOWED

*****Remember you are part of the referees when you operate the clock & gamesheet. It is expected you remain neutral during the game to respect the visiting team.**

Gamesheet Operator Expectations

*****Show up 10 min before start of the game to make sure everything is ready**

- Take the BYHA Gamesheet training located at <https://www.byha.org/gamesheet> this will show you everything you need to do.
- Gamesheet should be ready with coaches have signed off on the rosters before starting the game.
- Add start of the game to gamesheet when the puck is actually dropped for period 1.
- Listen to the refs on what they ask to add to gamesheet during the game. If they call the wrong jersey try and correct it with what everyone is seeing if possible but ensure penalties follow with who is in the box.

*****Remember you are part of the referees when you operate the clock & gamesheet. It is expected you remain neutral during the game to respect the visiting team.**

If you have questions ask Jenn or Greg for help!