



2010 – 2011 Season

GETTING THE GAME STARTED & COMPLETED ON TIME

- Tyke, Novice Rep, Novice House, Atom House, Pee Wee House, Bantam House, and Midget House games have **50 minutes** of ice time to complete their games.
- Atom Rep, Pee Wee Rep, Bantam Rep, and Midget Rep have **80 minutes** to complete their games.

Adhering to the following practises will maximize the amount of ice time for the game:

- All players, Coaches, and game officials should be ready and waiting, before the ice resurfacing has been completed.
- **NEW – All regular season and playoff games, in both the Rep League and District League, will begin with a running start.**
- As soon as the “Zamboni” doors are closed, all game officials (i.e. on-ice officials as well as the timekeeper/scorekeeper) should “hit” the ice. The teams should follow immediately after.
- Four minutes will be added to the start of the first period. For example, the first period of a Novice house game will start with 14:00 minutes on the clock. The first period of an Atom Rep game will start with 18 minutes on the clock.
- As soon as it safe for the players and on-ice officials to step on the ice, the clock will begin running, even if none of the teams are on the ice.
- The on ice officials should “peg” the nets immediately. Do not wait until the end of the warm up to do this. The four extra minutes includes the time for the on-ice officials to peg the nets and the players to receive an adequate warm up.
- The referees should do the "fair play initiative" handshakes, with the coaches, as soon as possible; not once the warm up is over.
- If the on-ice officials have things that they want to communicate to the coaches, they should do it prior to the “flood” being completed.
- 1:00 minute prior to the official start of the first period the horn will be sounded warning the teams to get ready for the opening faceoff.
- The warm up includes the time to do team cheers or pep talks.



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- Each team must have their players lined up for the opening faceoff **prior** to the clock reaching the official start of the first period.
- If the teams are not lined up for the opening faceoff, the clock will **continue to run**. **The clock will stop at the first stoppage of play after the opening faceoff.**
- **If a team is unreasonably delaying the start of the game, the referee may assess a delay of game penalty.** Please do not let it come to this; it is everybody's responsibility to get the games started on time.
- At the end of the first and second period, the break should only be thirty (30) seconds.
- In the NDHL, the teams shake hands at the end of the game.

If players, coaches, and game officials are efficient, it will go a long way to getting the games completed on time and maintaining the credibility of the game and the league.

In the event that a game is “running long”, at the discretion of the referee, the flood can be eliminated. This is not a negotiation between the on-ice officials and the coaches. The referee will make the decision and inform the coaches.

Games will not change to straight time in the middle of the game. If the allotted ice time runs out, before the game time runs out, then the game is over and the score is considered final. There are no appeals to the NDHL or NOHA because the game ended before the game time was completed.

Your cooperation is appreciated.

Have a safe and fun season!