

Hockey Alberta Referees' Council

Edmonton Federation BB Program

Procedure for Ending Games that are Running Late (5 min./2 min. Method)

When there are five minutes remaining in the assigned ice slot and there are more than two minutes remaining in the hockey game, the game clock shall be set for 2:00. These two minutes will be played stop time to the end of the game clock. The referee shall direct the timekeeper to set the clock to 2:00 at the first stoppage of play which occurs as near as possible to five minutes of time remaining in the ice slot.

Any penalties which are being served or any delayed penalties shall continue to be served in the last two minutes of the game in accordance with the appropriate Hockey Canada penalty time procedures. As an example, when the clock is set at 2:00, a player has served 40 seconds of a minor penalty, such player will serve the remaining 1 minute and 20 seconds. The penalty would expire with 40 seconds remaining in the game unless the opposing team scored prior to the expiration of the penalty. If the penalty created a manpower advantage, then the penalty would expire with the scoring of a goal.

If play is stopped because of extenuating circumstances (injury where the player cannot be removed from the ice) and this circumstance prevents resumption of play prior to there being less than five minutes remaining in the assigned ice slot, then play shall not be resumed. If such circumstances develop during the reset 2:00 or the final two minutes of game time, then the game would end when the assigned ice slot expires. Such conditions would only prevail when there is a serious injury where the injured player cannot be removed from the ice, when there is a facility equipment failure or when other such extenuating circumstances exist.

This procedure shall apply to all **LEAGUE** games in the Hockey Edmonton's "BB" (Federation) program in the categories of Midget, Bantam, Peewee, Atom and Novice where stop time is employed as the normal timing procedure.

Playoff Overtime Procedures

1. Overtime is played to sudden death victory. Teams may remove goalkeepers at any time except when defending a penalty shot. Teams may change "on the fly" at any time. To begin overtime, each team will place six (6) players (one player may be a goaltender) on the ice. The teams will not change ends. The clock will be set for one (1) minute. Overtime shall be stop time.
2. Overtime shall begin play in one (1) minute increments. At the end of one (1) minute, the horn will sound and each team will remove one player from the ice. **Play will be resumed immediately at the nearest face-off spot to the place where play ended when the horn sounded.** The timekeeper will stop the clock and sound the horn after each one minute increment until the teams are each reduced to two players (one player may be a goaltender) on the ice.

3. **Once each team has been reduced to two players, the clock will be set to six (6) minutes. The face-off will be at the closest face-off spot to where the play ended when the horn sounded. There will be no further reductions to the number of players on the ice and the one (1) minute periods will end.** Time will continue until the six (6) minute period has expired unless one team scores a goal. If still tied at the end of the six (6) minute period, consecutive ten (10) minute periods will be played with two players per team (one player per team may be a goaltender) until a winner is determined. **To commence play in each ten (10) minute period, the face-off will be held at the centre ice spot.**
4. **There are NO time outs permitted – at any time** (regulation, overtime – no time outs).
5. **Penalties incurred in regulation time and not completely served in regulation time, shall carry over into the overtime period** and will be completed in overtime unless the game is ended.

IMPORTANT – Penalties when teams have been reduced to two players

6. **Time penalties, incurred and not expired, which may leave a team short or short-handed during the overtime when a team is reduced to two players, will result in a penalty shot being awarded to the non-offending team for each unexpired time penalty.**

If due to time penalties, a team is reduced to two (2) players and another time penalty is incurred, (this might happen if they are reduced to 3 on 3 and they take a penalty and then another penalty), the offending team will serve the most recent penalty and a penalty shot will be awarded the non-offending team for each unexpired time penalty. At no time will a team be required to have less than two (2) players on the ice. (This means the newest penalty goes into the box and a penalty shot is awarded for the player already in the box who will now come out of the box). If the player who is serving the newest penalty is still in the box when the teams are reduced to 2 on 2, then a penalty shot is awarded for that penalty and that player will come out of the box so the team will have their two players on the ice.

Should each team have an unexpired time penalty when the teams are reduced to two (2) players, a penalty shot will be awarded to each team. The team with the least time to serve will shoot first (if this cannot be determined, the home team will shoot first). Each team must shoot.

If multiple time penalties remain, a penalty shot will be awarded for each unexpired time penalty until all penalty shots have been taken. All penalties incurred with two (2) players on the ice shall result in awarding of penalty shots in lieu of time penalties.

If the teams are still tied the overtime will continue.