

December 1, 2023

To: To the Attention of All CAHL Member Associations

Re: Drop Clock process and rationale

With the recent complaints and concerns around drop clock, here is an update on how it works, the procedure to follow when using Drop clock and outcomes if it is done incorrectly.

Drop Clock Rationale

With the available ice almost fully scheduled in the facilities that CAHL games are played at it should not be a surprise that being on time is important. While injury stoppages and facility delays are not often an issue, for the most part almost all of our games are completed within their allotted time including almost all of the 90 minute and 105 minute games.

Should this not happen and drop clock is used, the primary reasons are:

- Teams not ready to go on the ice when the scheduled ice time starts
- Teams not starting the game warm up time when the scheduled ice time starts
- Too long of breaks in between periods on the ice or in the dressing room
- Too many game interruptions due to penalties
- Too many game interruptions from Coach interactions with the On Ice Officials
- An injury delay causes a game stoppage while waiting for assistance or the Ambulance
- A facility issue where the ice was not ready when the game was supposed to start.
- Times when a Facility schedule already behind and then the facility operators want to restore the schedule in a game that did not cause the schedule issue.

How does the Drop Clock Procedure work?

All Association Members of the CAHL must declare before the beginning of the season if they are a Drop Clock Association. If you did not do that submission by the deadline, then you are not allowed to drop the clock.

Until all of the regular season teams understand each other's facilities requirements, Managers should communicate to their opponents they are a drop clock community or not. If that has been completed, the following procedure must be used.

For the games, should drop clock be required the following procedure must be used and properly recorded.

When 5:00 minutes of real time is left in the scheduled game time slot; the On-Ice Officials in a Drop Clock Association will at the next available stoppage in play direct the Timekeeper that the drop clock will proceed, then have the clock changed to 2:00 minutes left in the game playing time.

Both benches are to be notified that it has happened and the game sheet will reflect the times used for that decision.

NOTE: if the game start time is late already due to other reasons before the scheduled game starts, then the end or length of the game is also moved later to allow for a finish time that matches the required time for the game to be played.

What you should not do?

- Visiting teams cannot be impacted by a drop clock scenario that they were not part of causing the delay. If the game starts late due to reasons not caused by the visiting team involved, then the game length must be honored by the home team and facility.
- Dropping the clock during the regular season for an advantage. Should any team start to delay the game to force the drop clock to come into effect for an advantage there is the potential for the complaints to be submitted/reviewed and could result in sanctions taken as mentioned below.
- Home teams should never refuse to drop the clock. If you are a drop clock community and you should be using the drop clock to maintain the schedule at all times, not just when you are winning the game.
- No drop clock is allowed for playoff games in any age division. All associations must schedule adequate time to allow three 20-minute stop time periods and enough time for overtime for all playoff games. This applies to all associations including those that drop clock during regular season play.

Consequences

Failure to follow the drop clock regulations can have a variety of outcomes.

• Failure to properly complete the two sections of the game sheet shown here, will result in actions being taken up to and including fines. If this is not properly completed, it may be impossible to determine if the regulations were properly followed. That would leave the home team unable to defend the procedure was followed as intended as we would only be able to follow what is recorded on the game sheet in these sections.

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Tier:	1 2	3 4	4 5	6	78	9	Referee
Tiering	Xover	League	Playoff	Tourn.	Ex.	Prov.	Linesman
Div.:	Nov	Atom	n PV	V	Ban	Mid	Linesman
Arena:							Timekeeper
Date:							Scorekeeper
W/U star	t;	AM/PM	/ Gam	e start		AM/PM	Penalty Keeper
Clock dr	op:	AM/PM	/ Gam	e end:		AM/PM	Other

- As per Game Regulation 7 f, the game may be declared invalid and rescheduled
- Should any issues or advantages to be identified outside of the drop clock procedures, then CAHL Policy Manual section 19, with Game Regulations sections 8 (League Code of Conduct), 11 (Protests) and 13 (Appeals) may be used to resolve this disagreement process.

Please let me know if you have any questions, comments or concerns about drop clock regulations.

Thank you,

Terry Suium

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