

Procedure for Ending Games - (5 minute / 2 minute Method)

When there are five minutes remaining in the assigned ice slot and there are two minutes or less remaining in the hockey game, the game shall be completed by playing out the remaining time to a conclusion of no time remaining. (See example #1)

When there are five minutes remaining in the assigned ice slot and there are in excess of two minutes remaining in the hockey game, the game clock shall be set for 2:00. These two minutes of stop time shall be played to a conclusion of no time remaining using the final five minutes of the ice slot. The referee shall direct the timekeeper to set the clock at 2:00 at the stoppage of play which occurs as near as possible to five minutes of remaining ice time. (See example #2)

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 at anytime, and because the extenuating circumstances for the stoppage prevent 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 extenuating 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 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.

The foregoing procedure shall apply to all LEAGUE games in the Hockey Edmonton's "BB" program in the categories of U18, U15, U13, U11 where stop time is employed as the normal timing procedure.

Examples:

1. Ice slot ends at 19:45. At 19:40 there are two minutes or less remaining in the hockey game. Continue play in order that the game will end at or before 19:45.
2. Ice slot ends at 19:45. At 19:40 there are 5 minutes and 21 seconds remaining in the game. Set the clock to 2:00 and continue play in order that the game will end at or before 19:45.

Playoff Overtime Procedures

- a) The teams will not change ends for the overtime period.
- b) To commence overtime:
 - The face-off will be at center ice, and
 - Each team will place three players and one goaltender on the ice to commence the 5 minute overtime period.
- c) Overtime shall be:
 - Stop time and 5 minutes in length with the first goal scored ending the game.
 - Play will be 3 on 3 for 5 minutes with the penalty exceptions below.
 - If still tied after 5 minute overtime games will move to a shoot-out.
 - Three players will be selected for each team for shoot out and all three players for each team will receive a penalty shot.
 - If still tied after the first three rounds of shoot out, sudden death shoot out until a winner is determined.
 - All players on the team must shoot prior to a player being permitted to shoot twice during shoot-out.
 - Any player issued a game misconduct, match penalty, gross misconduct, game ejection or who has not fully served a misconduct penalty is not eligible to shoot.

1.12.6 Penalties in Overtime

- a) Any penalties that are not served during regulation time will continue into overtime and must be served in their entirety.
- b) During overtime, if a team takes a penalty, the format will move to 4 on 4 with the offending team reduced to three players. If a second penalty is taken, the format will move to 5 on 5 with the offending team reduced to three players.