



GREATER VICTORIA MINOR BALL HOCKEY ASSOCIATION

"QUICK REFERENCE GUIDE FOR TIME KEEPERS & SCOREKEEPERS"

2020 SEASON



GAME FORMAT & TIMING

Peanut, Pup, Peewee, Minor *1hr time slots*	Major & Junior *1hr.15min time slots*
<p><u>"Warm up" – 3 minutes</u> Starts immediately at GAME START TIME</p> <p><u>"First Period" – Set clock to 20 minutes</u> * "Running time" period on clock – the clock is not stopped when referee whistles * 1 minute intermission between periods * Peewee & Minor teams only – teams will switch ends at end of first period</p> <p><u>"Second Period" – Set clock to 20 minutes</u> "Stop time" period on clock –stop clock at referee's whistle and re-start when ball is dropped on face-off</p> <p><u>"Last 2 Mins. of Game Slot Time" – Sound horn/buzzer</u> This signifies the end of the game and allows time for handshakes and teams to exit the floor.</p>	<p><u>"Warm up" – 3 minutes</u> Starts immediately at GAME START TIME</p> <p><u>"First Period" – Set clock to 20 minutes</u> * "Stop time" period on clock – stop clock at referee's whistle and re-start when ball is dropped on face-off * 1 minute intermission between periods * Teams will switch ends at end of first period</p> <p><u>"Second Period" – Set clock to 20 minutes</u> "Stop time" period on clock – stop clock at referee's whistle and re-start when ball is dropped on face-off</p> <p><u>"Last 2 Mins. of Game Slot Time" – Sound horn/buzzer</u> This signifies the end of the game and allows time for handshakes and teams to exit the floor.</p>

NO TIMEOUTS DURING THE GAME AT ANY LEVEL

REFEREES

4 MINUTE MINOR PENALTIES

Slashing, High Sticking & Cross Checking - this could also include at the Referee's discretion, the following: Head Butt, Head Contact, Spearing & Butt Ending.

The penalized player will sit the **full** 4 minutes of penalty time. The opposing team can score **one** power play goal, should this occur, the penalized team will return to full strength, but the penalized player would continue to sit the remaining penalty time as a misconduct penalty & return to the floor on the first stoppage of play after the expiry of the penalty.

GAME EJECTION PENALTIES

Should a player receive 3 separate penalties (4 min. penalties count as one penalty) in a game, they will be ejected from the game.

PENALTIES ASSESSED DURING 1ST PERIOD OF RUNNING TIME

When there is, a penalty assessed during run-time and no time left on the clock to finish penalty, then the penalty assessed shall be set up under the Stopped Time Penalties as noted below***

Should a goal be scored - Please ensure no player from either team returns to the floor (when serving penalties) when teams are playing at full strength (i.e. 4 on 4, 3 on 3).

TIMEKEEPERS

The wall clock shall be used for game start and end times. Should the wall clock not be functioning, then the clock on timekeeper's cellular phone shall be used BUT this must be stated to coaches on both teams at the start of the game. Should the scoreboard malfunction during the game, inform the referees at the next whistle so they can tell the coaches on both teams.

In Peanut and Pup divisions only, timekeepers are not to post any more than a 5- goal differential. Also, have a look above when penalties are assessed during 1st period of running time.

SETTING CLOCK - RUNNING TIME PENALTIES

2 Min. Minors: set clock for 3:00 minutes
4 Min. Minors: set clock for 6:00 minutes
5 Min. Major or Match: set clock for 7:30 minutes

SETTING CLOCK - STOPPED TIME PENALTIES

2 Min. Minors: set clock for 2:00 minutes
4 Min. Minors: set clock for 4:00 minutes
5 Min. Major or Match: set clock for 5:00 minutes

SCOREKEEPERS

Please ensure Referees print their name & sign the score sheet. The Senior Referee would take the white copy in case of "Suspensions only". The score sheet then goes to your team manager.