

Hockey Alberta Referees

North Region Rate Sheet

Edmonton Federation Hockey League (EFHL)

2019-20 Season

Category League and Playoff Rates

Midget BB	\$146	(58/44/44)	Tiers 1-6	- EGMA
	\$116	(58/58)		- EGMB
	\$ 85			
Bantam BB	\$116	(48/34/34)	Tier 1-3	
	\$100	(50/50)	Tier 4-6	- EGBTA,B
	\$65			
Peewee AA/BB	\$115	(47/34/34)	AA	
	\$110	(44/33/33)	Tier 1	
	\$88	(44/44)	Tier 2-6	
	\$65			
Atom	\$64	(28/18/18)		
	\$60	(30/30)	Tiers 1-6	
	\$45			
Novice	\$40	(20/20)	Tiers 1-6	

Notes:

- For other rates (i.e. tournament and exhibition games) consult your assignor.
- Rules as per Hockey Canada Rule Book.
- NO TIMEOUTS** in league or playoff games.
- Game Formats (All stop time)
Midget: Ice slot 135 minutes
 - 3 twenty min periods - 2 floodsBantam/Peewee: Ice slot 90 min
 - 15-20-20 - no floodsAtom/ Novice: Ice slot 60 minutes
 - 13-13 -13 - no floods
- Use the 5 minute/2 minute procedure to end the third period when time of ice slot is insufficient.
- Body Checking allowed in Midget Tier 1-3 and Bantam Tier 1-3.

Late / Early Games:

Each official will receive an additional \$10 for any games scheduled to end after 11 PM or starting before 7 AM or starting before 5 PM on weekdays (Monday to Friday inclusive). The 5 PM weekday charge does not apply to days when school is not in session.

Recreational (Non-checking) League (HERL):

Hockey Canada Rule 6.2b is applicable. Any player receiving a third minor penalty will be assessed a game misconduct penalty. No player can score more than three goals; the timekeeper shall inform the referee who in turn shall inform the coach. Slap shots are not permitted; play shall be stopped and the faceoff will be in the defending zone of the offending team.

The two-official fee for: Bantam is \$90 (45/45); Midget is \$110 (55/55).
 The one official fee for: Bantam is \$80; Midget is \$80.

Edmonton Federation Hockey League Contacts

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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 any time, 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 Midget, Bantam, Pee wee, Atom and Novice 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

1. Overtime is played to sudden victory. Teams may remove goalkeepers at any time except when defending a penalty shot. Teams may change "on the fly" at any time. To commence 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 be played 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 in the same zone where the play ended when the horn sounded. The face-off spot considered nearest, must be in the same zone as the zone in which the play ended. 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. 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 center ice spot.
4. No time outs are permitted.
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.
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 penalty shot(s) 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, the offending team will serve the most recent penalty and a penalty shot(s) 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. Should each team have an unexpired time penalty when the teams are reduced to two (2) players, a penalty shot will be awarded 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 the teams are still tied the overtime will continue. 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.

Minor Hockey Week Overtime Procedures

Minor Hockey Week overtime procedures are IDENTICAL to playoff overtime procedures EXCEPT

1. After the four one-minute intervals have been finished, to begin the six-minute interval the faceoff will return to the center ice spot.