

YELLOWKNIFE MINOR HOCKEY ASSOCIATION

TIME KEEPING DUTIES

POLICIES AND PROCEDURES

Approved: 23 August 2007

1.0 INTRODUCTION

Time keepers are a key component of the effective management of a game. It is often assumed that these duties should be undertaken by the on-ice officials YKMHA but such a situation is neither efficient or effective. Qualified time keepers make a significant contribution to the management of a game by ensuring that players serve their allotted times, the game sheets are properly completed and the on-ice officials are able to focus on their assigned tasks. The Referee Association and YKMHA have agreed on the following standards:

- 1.0 The Home Team must provide a competent time keeper for each game. There should not be more than two timekeepers in the box.
- 2.0 If a non-adult registered player of the Association would like to run the clock, they must be under the direct supervision of an adult, and be the only non-adult in the Time Keepers box. In this instance, two adults are still allowed.
- 3.0 Timekeepers are required to sign the game sheet in the appropriate space provided.
- 4.0 If there are no time keepers for a game, the officials reserve the right to cancel the game.
- 5.0 Clock instructions for both rinks are available on the web site and are posted beside each clock.
- 6.0 All regular League games shall be "run time." There shall be no stop time regardless of the score.
- 7.0 Special "stop time" rules may be applied to the final games in a playoff or tournament. If so, these instructions will be issued in advance of the event.
- 8.0 During run time, all minor penalties are to be 3:00 minutes in duration, and majors are to be 7:00 minutes in duration.
- 9.0 All run time penalties will start at the time when the drop of the puck resumes play after the stoppage of play when the penalty was assessed. For example, if a minor penalty is called at 15:30 of a game, and the on ice official drops the puck to resume play at 14:45, the penalized player can return to play at 11:45, unless a power play goal has been scored by the opposition.
- 10.0 In the case of a major penalty, the run time duration will be 7:00 minutes. If a player is ejected, the penalty will be marked on the board, the penalized team will play short handed and a substitute player will take the place of the ejected player in the penalty box.