

# Game Procedures – USA Hockey Games – On-Ice and Off-Ice Officials

## Off-Ice Officials Please Warn The On-Ice Officials When The Ice Is Almost Ready

Knock on the locker room door and let the On-Ice Officials know that ice is almost ready (officials cannot always tell from the officials locker room); this will help ensure that the game starts on time.

## Score Sheet

- Have the score sheet ready for the On-Ice officials.
- Have the rosters, coaches (including CEP information), and game details (date, start time, location, etc.) complete. The On-Ice officials have to request the information from the benches if it is incomplete.
- Indicate if the game is a league game or non-league game (this affects the rules); write down the game number for league games.
- Do not cross players off rosters until after the game.
- Indicate any player or coach sitting out a Game Misconduct, Match Penalty, or other suspension.
- After the game do not cross out any unused space on the score sheet (for example in the area for penalties); let the On-Ice officials do this.

## Five Minute Rule

- If there is a stoppage of play within the last 5 minutes of the scheduled ice time and there is more than 2:59 on the game clock, the game clock is to be set to 2 minutes plus the number of seconds currently on the clock. Both benches must be notified why the clock is being changed.
- On-Ice officials are to make sure that both benches understand this rule before the game begins.
- It is the responsibility of the on-ice officials to be aware of this situation but the off-ice officials can assist them with this in the event that the on-ice officials have not noticed the time.
- If there is a stoppage of play and the scheduled ice time has expired, the game is to be terminated immediately.
- This rule does not apply in playoffs or tournament games.

## Timeouts

By the USA Hockey definition of games with a curfew, almost all USA Hockey games have curfews. No timeouts are allowed in games with curfews. Exceptions are playoff games, tournament games, WCHSHL (High School) league games (only league games), and AAA (Tier I) games (if they buy extra ice).

## Running Time

There is no running time based on goal differential. WAHA has not adopted running time for non-league games. The R4HC does not have running time in league games except for the WCHSHL (High School) league (and then only for league games). Exceptions are playoff games and tournament games.

## Extra Time

If the game is a non-league game and there is sufficient time remaining in the ice slot, the third period may be increased in length to use the ice. The officials must ask both benches and if either bench is opposed, no additional time will be added to the third period. Time must be added before play starts in the third period. The length of the period may not be more than 20 minutes. The Five Minute rule will still apply.

## Length of Ice Block – Scheduled Ice Time

The length of the ice block is determined by the length of time specified when the officials were requested. If officials were requested for 75 minutes, the ice ends after 75 minutes—no exceptions except playoffs and tournaments. It does not matter if the ice is unused after the requested length—the ice time is not to be extended.

## Anchoring the Nets

The goal nets should always be anchored for Peewees and U12 Girls and above. For Mites, Squirts, and U10 Girls the preference is to anchor the nets; if either coach objects to the nets being anchored at the lower age levels, then they should not be anchored. Under no circumstances should water be used to freeze the nets in place.