

## . Rules of Play for CAHA House League Games:

. All Teams – a four-minute warm-up will be put on the clock and started at the beginning of each game’s scheduled ice time.

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### Mites–Bantams:

• 12 minute periods (Squirt – Bantam)

• 10 minute periods (Mites)

• First two periods shall be stop time

• Third period shall be running time as time permits. This means the time remaining in the ice slot shall be placed on the game clock and running time shall be utilized. However, to allow for time-outs and the post-game handshake, 2 minutes will be subtracted from the total time. (ex: after the 2nd period, if 24 minutes remains in the ice slot, 22 minutes of running time will be added to the time clock).

• In the event of an injury, the clock will be stopped in the 3rd period only if the player remains on the ice and the referee determines the injury is serious enough to stop the clock to allow for proper medical attention.

Due to time limitations however, once play is ready to resume, the clock may need to be re-set in order for the game to conclude within the allotted time. If so, the scorekeeper will determine the proper time remaining in the game, inform the referees, and set the game clock accordingly.

• Teams will be allowed (1) :30 second time out per game. A time-out will stop the clock in running time of the 3rd period

4. The game shall be deemed terminated when:

**a. The time as indicated on the game clock runs to completion prior to the time allotted by the schedule.**

**b. The time allotted by the schedule has been consumed irrespective of the time remaining on the game clock.**

**. The CAHA Scorekeepers will be responsible for adjusting the time procedures during a game. The referees and the coaches of the teams playing should be advised of these adjustments.**