



ICE CURFEW POLICY

**Keepers & Refs...
Please Read**

The Alltel Ice Den maintains a strict curfew policy relating to scheduled ice time. As a result, all non-championship hockey games are curfew games and confined to the start and end times listed on the Ice Den Master schedule. All non-curfew games must be pre-approved in writing from the Ice Den Executive Director – NO EXCEPTIONS.

To ensure that all games adhere to their allocated ice time, referees and scorekeepers must know, understand and implement the following:



CAHA HOUSE LEAGUE

All Teams (Mite – Bantam): a 4-minute warm-up will be put on the clock and started at the beginning of each game's scheduled ice time.

- 15 minute periods
- First two periods shall be stop time, 3rd period will be run time

Curfew Time:

The 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.

For example, after the 2nd period, if 24 minutes remains in the ice slot, 22 minutes of running time will be added to the time clock.

The game scorekeepers and the on-ice officials will be responsible for adjusting the time procedures during a game. The coaches of the teams playing should be advised of these adjustments prior to the start of the 3rd period.



NON-SYHL JR. COYOTES GAMES

70 min. Scrimmage Game

- 4 Minute warm up
- (3) 12-minute stop time periods
- (1) 30-second time out each team

75 min. Host Weekend Game

- 4 Minute warm up
- (3) 13-minute stop time periods
- (1) 30-second time out each team

90 min. Scrimmage Game

- 4 Minute warm up
- (3) 15-minute stop time periods
- (1) 30-second time out each team

120 min. Scrimmage or Host Game

- 4 Minute warm up
- (3) 20-minute stop time periods
- (1) 30-second time out each team

Running Time:

Typically, there is no running time during Jr. Coyotes games.

Curfew Time:

1. All Jr. Coyotes games are curfew games and must run on time. Therefore it may be necessary to adjust the time at the beginning of, or during the 3rd period.

2. Clock adjustments will be calculated using the following formula:

Total time left in the ice slot / 2 = time left in the 3rd period

For example, if there is 20 minutes left in the ice slot when the 3rd period begins, the clock operator should divide 20 by 2 and put 10 minutes on the clock



SONORAN YOUTH HOCKEY LEAGUE GAMES

Mite-Squirt-Pee wee Divisions= 1:10 time slots & 2 man Ref crews

- 4 Minute warm up
- (3) 12-minute stop time periods
- (1) 30-second time out.

Bantam-Midget Divisions= 1:20 time slots & 3 man Ref crews

- 4 Minute warm up
- (3) 14-minute stop time periods
- (1) 30-second time out.

Running Time will take place:

There is no running time during SYHL games.

Curfew Time:

1. All SYHL games are curfew games and must run on time. Therefore it may be necessary to adjust the time at the beginning of, or during the 3rd period.

2. Clock adjustments will be calculated using the following formula:

Total time left in the ice slot / 2 = time left in the 3rd period

For example, if there is 20 minutes left in the ice slot when the 3rd period begins, the clock operator should divide 20 by 2 and therefore put 10 minutes on the clock.

The decision to implement this formula will be at the discretion of the scorekeeper/timekeeper after consultation with the referees and/or rink facility personnel.



HIGH SCHOOL HOCKEY GAMES

All games will start with a 3-minute warm up before the start of the game and a 1-minute break between periods. The warm-up will begin at the scheduled time of the game and the timekeeper will not extend the warm-up period to allow for late players.

A late arriving player may join the game at any time as long as he/she was on the official team roster and on the scoresheet for the game. If the name was crossed off of the scoresheet, indication shall be made that the player was present at the game.

Game Rules:

1. AHSOA will follow all rules set by USA Hockey with the following exceptions.

1.1. Length of Game

1.1.1. Each Varsity and Junior Varsity game will consist of (1) 15-minute running time first period and (2) 15-minute stop-time periods for the second and third periods.

Curfew Time:

Normal curfew times of 75 minutes are in effect for all games. Games will go to running time when the amount of clock time equals that of the curfew time or there is a seven goal differential during the third period. Once running time begins, the teams will play the remainder of the game under the running time format.

1.1.2. There is one 30 second time out in regular season games. Timeouts cannot be used if the game is in running time. Timeouts cannot be used consecutively.