

This email is primarily for the scorekeepers however I want all OIA employees to be knowledgeable on our OAHL rules and game procedures. For OAHL games the scorekeeper 'runs the show'. The refs are contracted by the OAHL- they do not operate the league so it is up to us to administer the game procedures.

**To clarify existing procedures:**

- Games are (3) 15 minute stop time periods.
- Each game is preceded by a 4 minute warmup period.
- Regular season games ending in a tie are decided by a shootout. It is a 5 player per team format. After 5 players from each team shoot the team with the most goals wins. If the teams are still after 5 players each then the shootout goes to one player rounds in a sudden death format. Each team gets one shooter per round until one team scores and the other does not. **Important- No player may shoot twice until every eligible player has shot.**
- Players that are serving a penalty at the end of regulation are not permitted to participate in the shootout.
- We use the RED line for icing - NOT blue line.
- Only officially rostered players are allowed to participate. If you notice a non-rostered player on the ice please alert an OIA employee and note it on the scoresheet.

Revised and new procedures:

- If at any point during a game the score differential is **8** goals or greater (ex. 9-1, 8-0, 12-4) then the game goes to running time. However, during running time if the score differential becomes less than 8 goals the game goes back to stop time. The old score differential was 6 goals so please digest this and remember it when the time comes. **One exception to the running time rule: the clock should be stopped in the event of an altercation or injury that causes an unreasonably long stoppage in play.**
- All players must wear the same color jersey as their teammates and it must have a number on it. It does not have to be exactly the same jersey but must be very similar in color. We will have numbered practice jerseys available if a player needs to borrow a jersey to comply with the rule.