



September 24, 2004

SUBJECT: CAHA 2004-05 HOUSE GAMES TIME CLOCK PROCEDURES
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THE FOLLOWING PROCEDURE IS TO BE USED FOR ALL CAHA GAMES.

**THE FIRST AND SECOND PERIODS WILL BE 12 MINUTES STOP TIME.
THE THIRD PERIOD WILL BE RUNNING TIME WITH THE TIME SET AT THE BEGINNING
OF THE THIRD PERIOD BASED ON THE PHYSICAL TIME REMAINING FOR THE GAME.**

Please use the following procedure for all House league games given the fact that we are under curfew by the building and that games must always START on time and FIINSH on time. Every attempt should be made to get back on schedule if possible if you start late.

START TIME:

Please note on the score sheet, next to the date, the scheduled START time. This is important as the CURFEW TIME is exactly 60 minutes later. For example a 3:10 p. m game must end before 4:10 p. m, including time to shake hands and move the nets for the Zamboni.

WARM-UP

Every effort must be made to start the warm-up period at the listed start time for the game, regard less of the fact that the teams are yet to be on the ice. The warm-up period will be for three (3) minutes, but it must start at the listed time. If the teams are late getting onto the ice, the result will be that the warm-up will be reduced.

FIRST AND S ECOND PERIODS:

These will always be twelve (12) minutes of stop time with a one (1) minute break in between the first and second, and second and third periods.

THIRD PERIOD

This is where most of the confusion originates but it is actually quite simple. In our example of a 3:10 p.m. game which must end at 4:10 p.m., in order to set the clock for the third period, this is the method to follow.

- 1) After the one minute break has expired between the second and third period, check the wall clock and see what the time is. Remember that the game must end at 4:10 less one minute to shake hands. Determine how much time is between what the wall clock says and 4:09. If it is 3:45 p. m then the length of the third period would be 4:09 – 3:45 which is 24 minutes.
- 2) Set the time clock to 24:00 minutes and when the puck is dropped, turn in on.
- 3) No further adjustments are required until the final buzzer sounds.

Note:

- a) No time outs are allowed in House games.
- b) In the case of an injury, and the clock is stopped, when play resumes the same curfew rules apply and the remaining time would have to be reset as in step 1-3.