

# Hockey Alberta Referees' Council

## North Zone Rate Sheet

### *Edmonton Federation BB Program 2009-10 Season*

<u>Category</u>	<u>League</u>	<u>Fee/Split</u>	<u>Playoff</u>	<u>Fee/Split</u>
Midget BB	\$105	43/31/31	\$115	49/33/33
	\$84	42/42	\$92	46/46
	\$67		\$74	
Bantam BB	\$68	30/19/19	\$77	35/21/21
	\$58	29/29	\$62	31/31
	\$46		\$50	
Pee Wee BB	\$68	30/19/19	\$77	35/21/21
	\$54	27/27	\$58	29/29
	\$40		\$46	
Atom B	\$51	21/15/15	\$58	26/16/16
	\$38	19/19	\$46	23/23
	\$30		\$36	
Novice B	\$32	16/16	\$34	17/17
	\$26		\$28	

#### Federation Contacts:

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South West	Gary Greenough	780-913-0249
North West	Duncan MacDougall	780-439-3824
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Edm. Girls	Karen Kost	780-686-3571

#### Notes:

- Each category vertically lists three game fees for; three man system, two man system, and one man system, respectively.
- The listed playoff rates apply to ALL playoff games in ALL categories.
- For other rates (i.e. tournament and exhibition games) consult your assignor. Exhibition rates will be adjusted based on length of ice slot in accordance with provincial rate maximums.
- Rules:
  - As per CHA rulebook
  - There will be NO TIMEOUTS in Edmonton Federation Hockey League or Playoff games.
  - Use the 5 minute/2 minute procedure to end all games where time is insufficient.
  - In atom and novice categories periods are 12-12-12. Ice slot: 60 minutes.
  - In peewee, bantam, and non-contact categories periods are 15-20-20. Ice slot: 90 minutes.
  - In the midget category periods are 20-20-20 with two floods. Ice slot: 135 minutes.
  - No between period scrapes in any category except midget.
  - All penalties, except minor, bench minor, penalty shot and game ejection penalties must be reported. Use the game report form available from the arena attendant, or use the back side of the top copy (white) of the game sheet. Call your assignor or district coordinator to report a serious write-up.
- NON-CONTACT CATEGORY: CHA Rule 6.2b is applicable. Any player receiving a third minor penalty shall be assessed a game misconduct penalty. No player can score more than three goals; the timekeeper shall inform the referee who in turn shall inform the coach. Slap shots are not permitted; play shall be stopped and the face-off will be in the defending zone of the offending team. The two official rate for Bantam / Peewee is \$58.00 (\$29/\$29) and for Bantam / Midget the two official rate is \$68.00 (\$34/\$34).

# Edmonton Federation BB Program

## ***Procedure for Ending Games (5 minute / 2 minute Method)***

When there are five minutes remaining in the assigned ice slot and there are two minutes or less remaining in the hockey game, the game shall be completed by playing out the remaining time to a conclusion of no time remaining. (See example #1)

When there are five minutes remaining in the assigned ice slot and there are in excess of two minutes remaining in the hockey game, the game clock shall be set for 2:00. These two minutes of stop time shall be played to a conclusion of no time remaining using the final five minutes of the ice slot. The referee shall direct the timekeeper to set the clock at 2:00 at the stoppage of play which occurs as near as possible to five minutes of remaining ice time. (See example #2)

Any penalties which are being served or any delayed penalties shall continue to be served in the last two minutes of the game in accordance with the appropriate Hockey Canada penalty time procedures. As an example, when the clock is set at 2:00, a player has served 40 seconds of a minor penalty, such player will serve the remaining 1 minute and 20 seconds. The penalty would expire with 40 seconds remaining in the game unless the opposing team scored prior to the expiration of the penalty. If the penalty created a manpower advantage, then the penalty would expire with the scoring of a goal.

If play is stopped at anytime, and because the extenuating circumstances for the stoppage prevent resumption of play prior to there being less than five minutes remaining in the assigned ice slot, then play shall not be resumed. If such extenuating circumstances develop during the reset 2:00 or the final two minutes of game time, then the game would end when the assigned ice slot expires. Such conditions would prevail when there is a serious injury where the injured player cannot be removed from the ice, when there is a facility equipment failure or when other such extenuating circumstances exist.

The foregoing procedure shall apply to all LEAGUE games in the EMHA's "BB" program in the categories of Midget, Bantam, Pee wee, Atom and Novice where stop time is employed as the normal timing procedure.

### Examples:

1. Ice slot ends at 19:45. At 19:40 there are two minutes or less remaining in the hockey game. Continue play in order that the game will end at or before 19:45.
2. Ice slot ends at 19:45. At 19:40 there are 5 minutes and 21 seconds remaining in the game. Set the clock to 2:00 and continue play in order that the game will end at or before 19:45.

## **Minor Hockey Week Overtime and Playoff Overtime Procedures**

1. Overtime is played to sudden victory. Teams may remove goalkeepers at any time except when defending a penalty shot. Teams may change "on the fly" at any time. To commence overtime, each team will place six (6) players (one player may be a goaltender) on the ice. The teams will not change ends. The clock will be set for one (1) minute. Overtime shall be stop time.
2. Overtime shall be played in one (1) minute increments. At the end of one (1) minute, the horn will sound and each team will remove one player from the ice. Play will be resumed **immediately** at the nearest face-off spot to the place where play end when the horn sounded. The timekeeper will stop the clock and sound the horn after each one (1) minute increment until the teams are each reduced to two (2) players (one player may be a goaltender) on the ice.
3. Once each team has been reduced to two players, the clock will be set to six (6) minutes. There will be no further reductions to the number of players on the ice and the one (1) minute periods will end. Time will continue until the six (6) minute period has expired unless one team scores a goal. If still tied at the end of the six (6) minute period, consecutive ten (10) minute periods will be played with two players per team (one player per team may be a goaltender) until a winner is determined. To commence play in each ten (10) minute period, the face-off will be held at the centre ice spot.
4. No time outs are permitted.
5. Penalties incurred in regulation time and not completely served in regulation time, shall carry over into the overtime period and will be completed in overtime unless the game is ended.
6. Time penalties, incurred and not expired, which may leave a team short or short-handed during the overtime when a team is reduced to two players will result in penalty shot(s) being awarded to the non-offending team for each unexpired time penalty. If due to time penalties, a team is reduced to two (2) players and another time penalty is incurred, the offending team will serve the most recent penalty and a penalty shot(s) will be awarded the non-offending team for each unexpired time penalty. At no time will a team be required to have less than two (2) players on the ice. Should each team have an unexpired time penalty when the teams are reduced to two (2) players, a penalty shot will be awarded each team. The team with the least time to serve will shoot first (if this cannot be determined, the home team will shoot first). Each team must shoot. If the teams are still tied the overtime will continue. If multiple time penalties remain, a penalty shot will be awarded for each unexpired time penalty until all penalty shots have been taken. All penalties incurred with two (2) players on the ice shall result in awarding of penalty shots in lieu of time penalties.