

# TIMEKEEPER RULES - 2009

- WARM UP TIME: 3 MINUTES
- BUZZ WARNING AS ZAMBONI LEAVES ICE
- START THE CLOCK AS 1<sup>st</sup> PLAYER GETS ON THE ICE
- A GAME CONSISTS OF THREE (3) PERIODS OF TEN (10) MINUTES STOP TIME
- NO TIME-OUTS ALLOWED
- MERCY RULE APPLIES WHEN THERE IS A SEVEN (7) GOAL DIFFERENTIAL AT ANY POINT DURING THE GAME - SWITCH TO RUNNING TIME UNTIL THE END OF THE GAME OR 7-GOAL DIFFERENTIAL IS ELIMINATED
- IF, DURING A GAME, AN INJURY OCCURS WHERE PLAY IS STOPPED, THE CLOCK WILL BE KEPT OFF UNLESS TOLD OTHERWISE BY THE REFEREE
- TEAMS SHAKE HANDS AFTER THE GAME – PLAYERS MUST TAKE THEIR GLOVE OFF
- HUSTLER AWARDS ARE PRESENTED AFTER THE GAME, PLAYERS ARE TO LINE UP AT THEIR RESPECTIVE BLUE LINES

# TIMEKEEPER RULES - PLAYOFFS

- AFTER THE WARMUP, TEAMS LINE UP AT THEIR RESPECTIVE BLUE LINES FOR THE NATIONAL ANTHEM
- OVERTIME PERIOD AND SHOOTOUT
  - IN THE CASE OF A TIE AT THE END OF REGULATION TIME:
    - A 5-MINUTE STOP TIME 4-ON-4 OVERTIME PERIOD
    - IF STILL TIED:
      - THREE PRE-SELECTED SHOOTERS (UNLESS MAJOR PENALTY REQUIRES CHANGE) FROM EACH TEAM AND THE GOALIES
      - NO ONE ELSE OTHER THAN REFEREES CAN STAY ON THE ICE
      - ONE SHOOTER FROM EACH TEAM SHOOT SIMULTANEOUSLY
    - IF STILL TIED:
      - THE SAME SHOOTERS SHOOT AGAIN, IN THE SAME ORDER UNTIL THE SCORE IS NO LONGER TIED (SUDDEN DEATH)
  - NOTE: TEAMS DO NOT CHANGE ENDS FOLLOWING REGULATION PLAY NOR BETWEEN THE OVERTIME PERIOD AND THE SHOOTOUT