

ICE HOCKEY RUNNING TIME RULES

BY SPORTSANNOUNCING.COM

Most ice hockey organizations don't have set rules for running time when it comes to hockey games. While some local associations have rules that call for running time at a certain goal differential, here are some rules to implement to allow for rule consistency.

These rules are designed for proper game play, while also assisting in the running of the clock to help complete the game while allowing for fair play. These rules have been experimented with at various levels and tournaments.

- Running time begins when one team achieves a goal differential of ___ goals. Stop time will resume when the goal differential falls to fewer than ___ goals.
- The clock will stop when a goal is scored, or a penalty called. This allows for proper administration of goals and penalties. In games that featured running time in the past, we noticed teams would intentionally stall after a goal or penalty.
- The clock stops immediately on a goal, and starts when the puck is dropped.
- The clock stops when the official reports the penalty. While most scoreboard controllers can freeze penalty time, not all can so this allows for the clock operator to properly place time on the scoreboard. The clock should continue to run until the official stops to report the penalty as the official's crease. This will prevent teams from intentionally stopping the clock to attempt to further foul the opposition.
- If a penalty expires during a stoppage, the player must wait until the drop of the puck (for a player whose penalty affected on-ice strength) or must wait until the next whistle (for coincident or misconduct penalties). In the case of the latter, the player is to return to the ice at the first stoppage AFTER the designated time. This shall not apply to a current stoppage as the stoppage STARTED prior to the expiration of the penalty.
- The on-ice officials, at their discretion, may call for the clock to be stopped in the event of an injury, or an attempt by a team or coach to intentionally stall the game while keeping the clock running. It is suggested a bench-minor penalty for "delay of the game" be assessed in such a situation (USA Hockey Rule 633[a])
 - *With both teams on the ice, after the game has started, a team for any reason refuses to play after being ordered to do so by the Referee, the Referee shall warn the Captain and allow the team 15 seconds to resume play.*

A bench minor penalty for delay of game shall be assessed to the offending team who still refuses to start play and if the same team refuses to continue play, the Referee shall suspend the game and assess a match penalty to the responsible Team Official(s).

These rules are suggested as a supplement to existing rules governed by the league or association who adopts these rules.