

Overtime/ 3 on 3 rules

Edited Sept 21/17

O/T only starts if there is sufficient time to complete the O/T, if not the game ends in a Tie. See the Appendix below regarding the timeline for each game of a doubleheader.

O/T will be 3 minutes, straight time, Sudden death with no faceoffs, except to start O/T.

There will be Whistles for a goaltender freezing the puck, offsides and penalties, but the puck goes to the defending team and the opposition simply clears the zone and play continues.

Goalies stay in the same end as the benches.

No timeouts allowed at the end of regulation or during O/T.

A game with body checking allowed will remain that way during the O/T.

Penalties being served at the end of regulation including those given out with no time left in regulation will be zero'd so that O/T always starts 3 on 3; the player with time remaining in their penalty will stay in the box and is not available for the entire O/T.

Penalties called during O/T will be for the entire O/T and the offending player will go to the box and the non-offending team adds a player making it 4 on 3 and so on for additional penalties.

If an injury occurs that needs the trainer to go on the ice; the clock will be stopped only if time allows.

Major penalties will be written up at the end of the game like normal.

APPENDIX; Timelines for finishing each game of a Double Header

To account for the 3 floods spread over 2 games & the different times that the initial flood happens at different arenas the following will dictate when a game must be finished by.

The first game gets 1 hour and 25 minutes from the start of the fresh ice. The second game then gets the next 1 hour and 25 minutes.

Examples

Rankin Arena 6pm game time

6pm fresh clean ice

6-7:25 for game #1

7:25-8:50pm for game #2

8:50-9pm ice resurfacing as per the arena policy

City rinks 6pm game time

6-6:10pm ice gets resurfaced

6:10-7:35pm for game #1

7:35-9pm for game #2

City Rinks 6:30pm game time

6:30-6:40 ice gets resurfaced

6:40-8:05pm for Game #1

8:05-9:30pm for game #2

A game starting early doesn't change when it must end, therefore giving that game extra time to finish. If we start late for any reason, just move the time back according to when we start on fresh ice, then apply the 1 hr and 25 min rule to know when your block ends.

When the number of minutes on the game clock equals the minutes remaining to finish the game on time, the clock will then be run straight time during exhibition and regular season games.

The above rules are for double headers, and it is expected that single games are self explanatory as to what time you must be completed keeping in mind the Rankin flood is the last 10 minutes of your iceblock.

The reason this is necessary is that we must finish within our allotted times. We are allowed to run over during playoffs but not all season long. It is a balance between shortening the length of each period, causing many games to end early, which is a waste of money when games end too early, and having to finish a game under straight time. Some games will have to finish straight time, and some will finish early, that's inevitable. This rule is just to help manage it fairly to all.