

**FOR POWELL RIVER MINOR HOCKEY GAMES, PLEASE FOLLOW THE POLICY BELOW.**

**THANK YOU**

**GAMES**

The arena/rink (wall) clock shall always take precedence. Coaches/Managers must make sure that before the start of the game they know which clock is being used by the timekeepers as the wall clock, and what time the ice rental period ends and the teams need to leave the ice. All games will be concluded two minutes before the end of the rental ice slot to allow the Players to shake hands before leaving the ice. Timekeepers shall run the clock as follows:

1 hour Games:

Warm- up:	5 minutes	Running Time
1 <sup>st</sup> Period:	15 minutes	Running Time
2 <sup>nd</sup> Period:	15 minutes	Running Time
3 <sup>rd</sup> Period:	20 minutes	Running Time

1 hour 15 minute Games:

Warm- up:	5 minutes	Running Time
1 <sup>st</sup> Period:	15 minutes	Running Time
2 <sup>nd</sup> Period:	20 minutes	Running Time
3 <sup>rd</sup> Period:	20 minutes	Stop Time

(or the wall clock, less 2 minutes, whichever comes first)

1 hour 30 minute Games:

Warm- up:	5 minutes	Running Time
1 <sup>st</sup> Period:	15 minutes	Stop Time
2 <sup>nd</sup> Period:	15 minutes	Stop Time
3 <sup>rd</sup> Period:	20 minutes	Stop Time

(or the wall clock, less 2 minutes, whichever comes first)

