Running Time Officials Script
Region 4 USA Hockey Games

Pre-Game Script for Officials

Curfew Running Time (both coaches):

Coach, this game is scheduled to end at ____. In order to keep the rink on time, and be respectful of everyone's busy days, Region 4 has adopted a Curfew Running Time rule. At the first whistle after the game clock has more time than the remaining ice time, the game clock will be set to the remaining ice time, and will not be stopped for any reason. There will be no time-outs if the game is in Curfew running time. We will notify you if the game enters curfew running time.

6-Goal Lead:

When speaking to the first coach:

You have the option, only if both coaches agree before the game, to use running time when there is a lead of 6-goals or more. This is the same running time rule used in WAHA playoffs and state tournaments.

Do you want to use running time for 6-goal leads?

When speaking to the second coach:

- If the first coach agreed to running time for 6-goal leads, use the same explanation and question as the first bench.

  Report back to the first coach if running time will be used for 6-goal leads or not.

- If not:

  Coach: The other team does not want to use running time for 6-goal leads, so there will be no running time except for the Curfew rule.

Time Keeper:

- Curfew Running Time:

  This game is scheduled to end at ____. In order to keep the rink on time, and be respectful of everyone's busy days, Region 4 has adopted a Curfew Running Time rule. At the first whistle after the game clock has more time than the remaining ice time, the game clock will be set to the remaining ice time, and will not be stopped for any reason.

  We will remind you at the start of the 3rd period.

  We will tell you when to start curfew running time. If you can keep track of the time and help us, that would be appreciated.

- 6-goal leads:

  If yes:

  > The coaches have agreed to use running time if there is a 6-goal lead (unless the game is already in Curfew running time). The clock will stop for goals and penalties, and if we tell you to stop the clock. If the lead is below 6 goals, the game will go back to stop time.

  If no:

  > The coaches have not agreed to use running time for 6-goal leads. There will be no running time unless the game needs Curfew running time.

Before the 3rd Period

1. Remind the clock operator about Curfew Running Time and what time the game ends, ask for their help watching the clock
2. Remind the coaches about Curfew Running Time, and that we will tell them if/when the game enters Curfew Running Time.

Start of Curfew Running Time

Time Keeper / Score Keeper:

> Please set the clock to ____ (remaining time in the ice slot). Do not stop the clock (unless necessary to put penalties on the board).

Players with penalties that expire during a stoppage of play need to wait in the penalty box until the puck drops.

Notify both benches:

"The game is now in curfew running time. The clock will not stop until the game ends."

Start of 6-Goal Lead Running Time

Time Keeper / Score Keeper:

Since there is now a 6-goal lead and the coaches agreed, we are now using running time. Please only stop the clock when a goal is scored, a penalty is called, or if we ask you to.

Players with penalties that expire during a stoppage of play need to wait in the penalty box until the puck drops.

Notify both benches:

"The game is now in running time because of the 6-goal lead. The clock will only stop for goals, penalties, and upon request by referees."