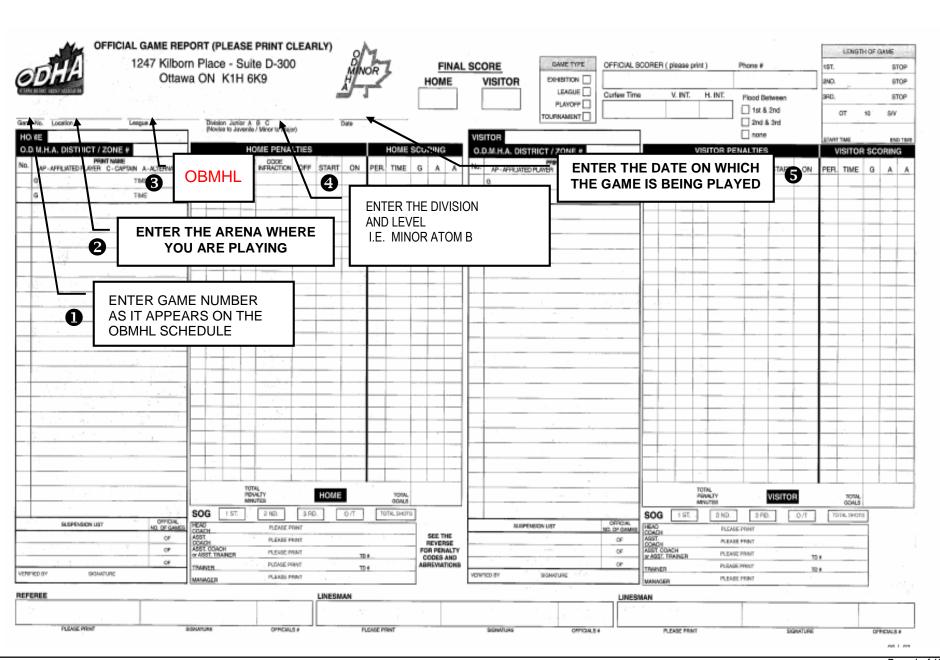
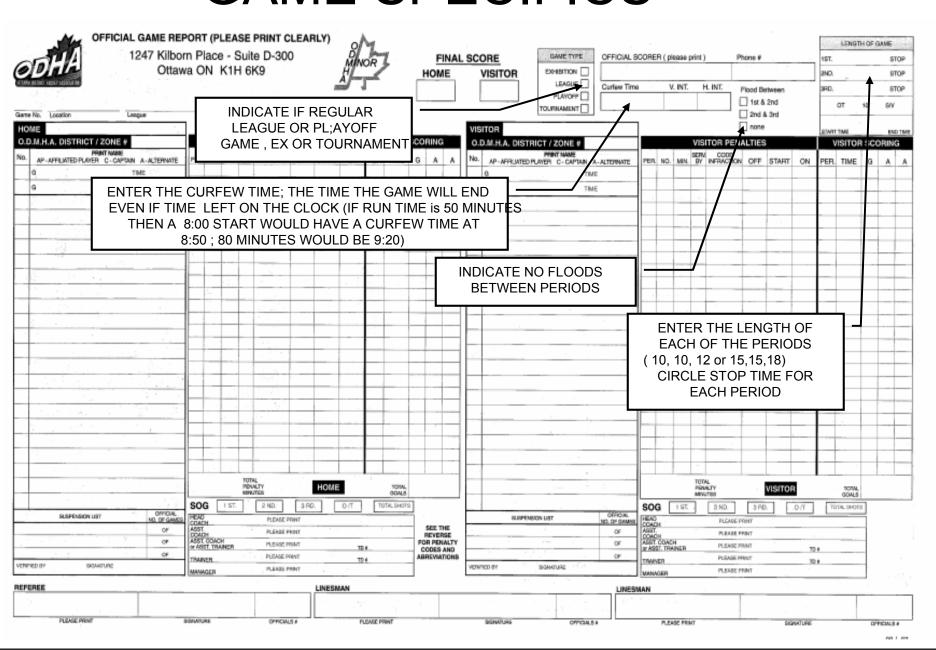
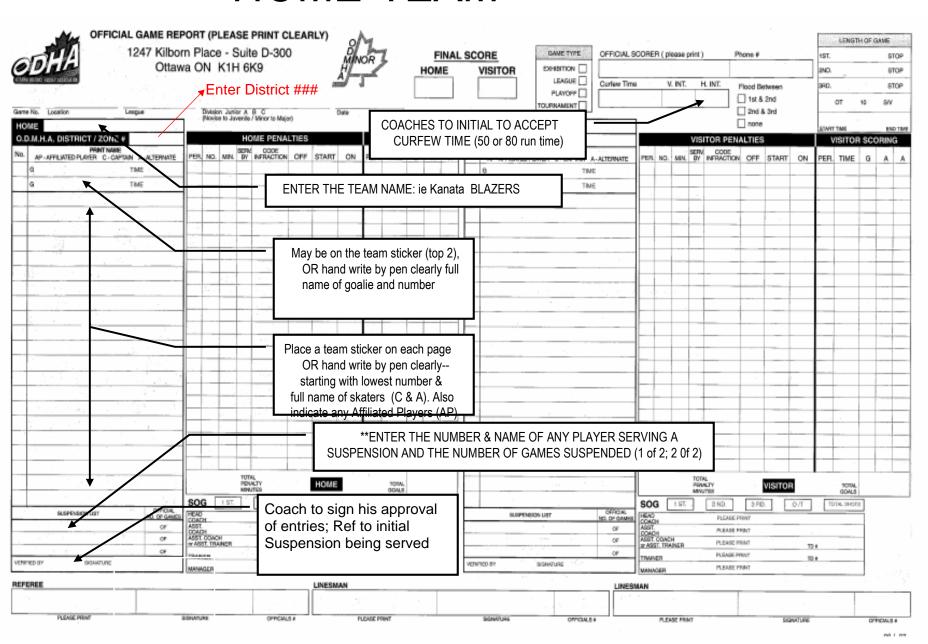
OBMHL: HOW TO COMPLETE GAME SHEETS



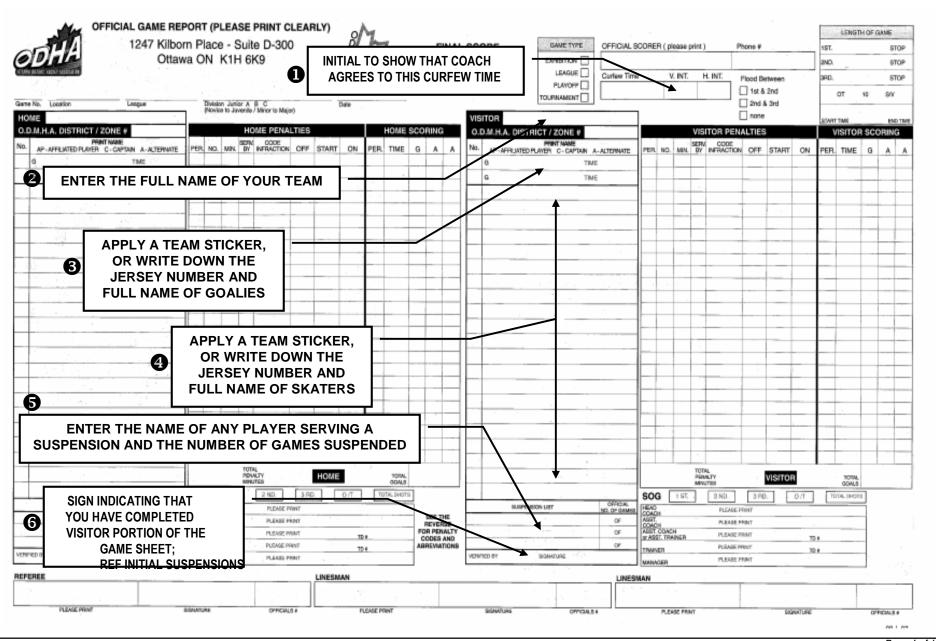
GAME SPECIFICS



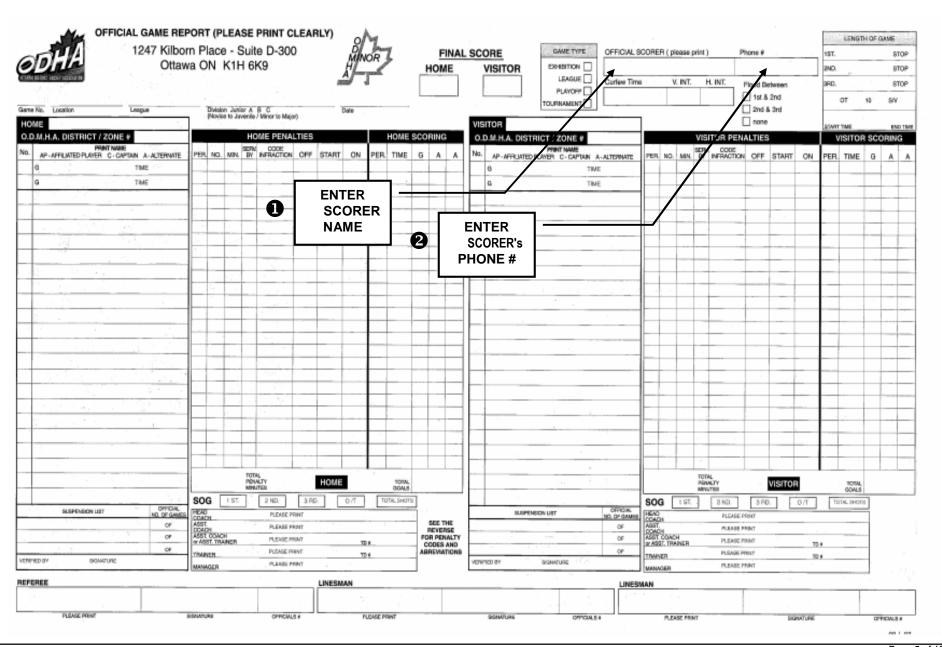
HOME TEAM



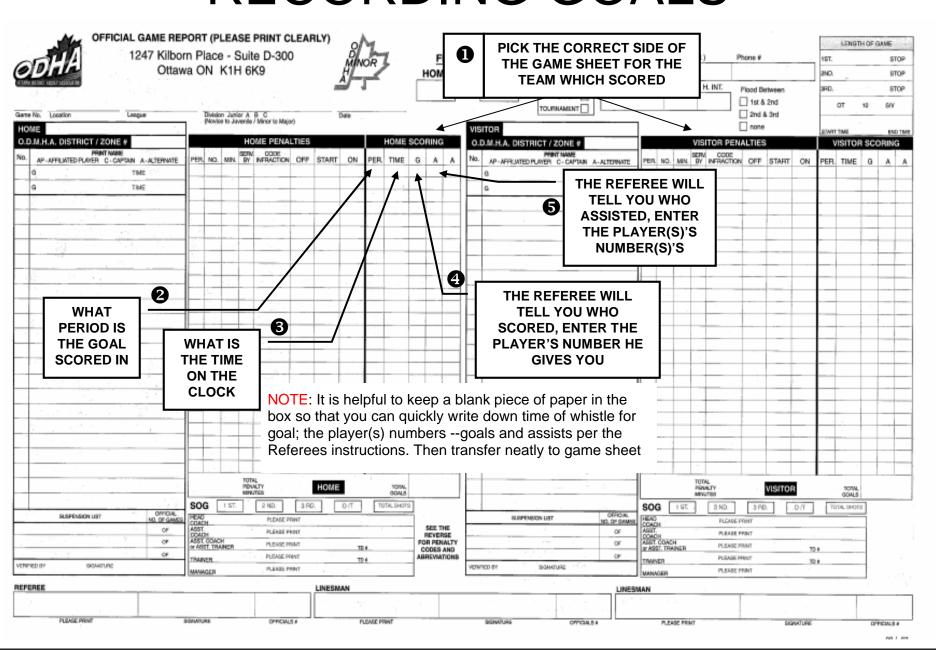
VISITORS



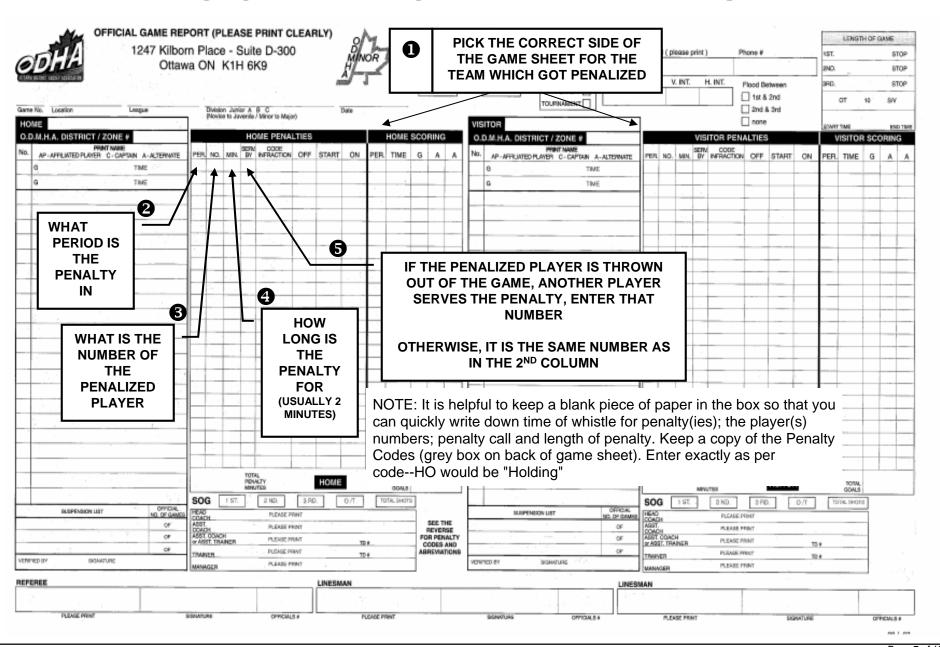
SCOREKEEPER PRE-GAME PORTION



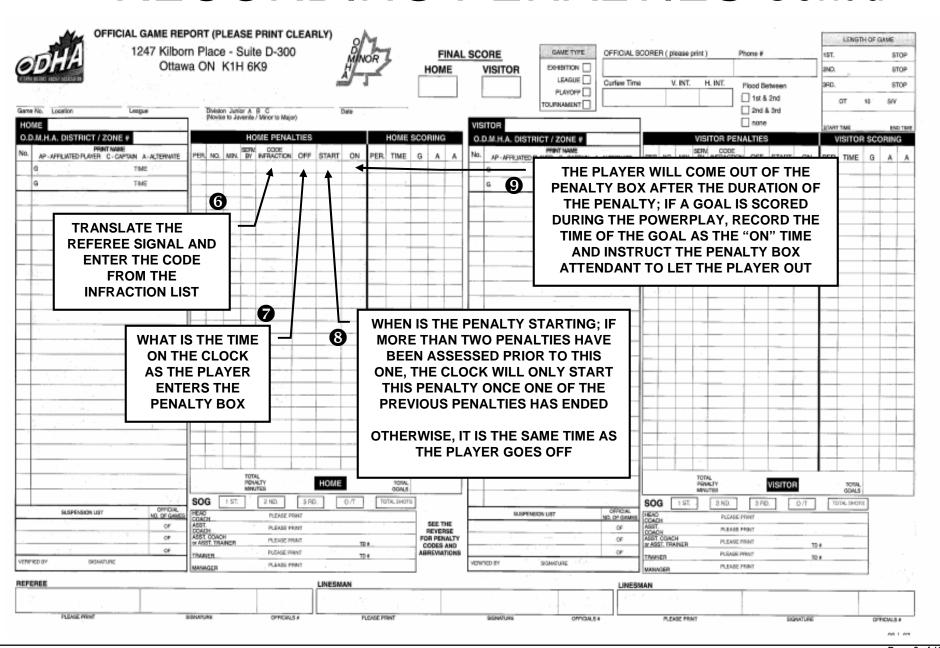
RECORDING GOALS



RECORDING PENALTIES



RECORDING PENALTIES-Cont'd



COMMON INFRACTION CODES

- BOARDING BDG
 - BUTT ENDING BUTT
 - CROSS CHECKING CC
 - CHECKING FROM BEHIND CFB
 - ELBOWING ELB
 - HOOKING HKG
 - HOLDING HO
 - HIGH STICKING HS
 - INTERFERENCE INT
 - ROUGHING RO
 - SLASHING SL
 - TOO MANY PLAYERS TMP
 - TRIPPING TR
 - UNSPORTSMANLIKE CONDUCT USC

NOTE: KEEP A COPY OF THE BACK OF THE GAME SHEET HANDY TO REFERENCE THE INFRACTION CODES. ONLY ENTER THE CODES, NOT THE PENALTY. i.e Enter BDG in CODE not BOARDING.



MATCH

Flat part of hand patted on head.



SPEARING (SP)

A jabbing motion with both hands thrust out directly in front of the body.



INTERFERENCE (INT)

Crossed arms with closed fists stationary in front of the chest.



KNEEING (KNE)

Slapping either knee with the palm of the hand whilst keeping both skates on the ice.



PENALTY SHOT (PS)

Arms crossed above head, giving signal of stoppage in play.



CHARGING (CHG)

Rotating clenched fists around one another in front of the chest.



CHECKING FROM BEHIND (CFB)

A forward motion of both arms, with the palms of the hands open and facing away from the body, fully extended from the chest at shoulder level.



ELBOWING (ELB)

Tapping either elbow with the other hand.



HOLDING (HO)

Clasping either wrist with the other hand in front of the chest.



CROSS CHECKING (CC)

A forward motion with both fists clenched extending from the



HIGH STICKING (HS)

Holdings both fists clenched, one immediately above the other at the height of the shoulders.



SLASHING (SL)

A chopping motion with the edge of one hand across the opposite forearm.



ROUGHING (RO)

Fist clenched and arm extended out of the side of the body.



HOOKING (HKG)

A tugging motion with both arms, as if pulling something from in front of the stomach.



BUTT ENDING (BUTT)

A cross motion of the forearms, one passing under the other.



BOARDING (BDG)

A cross motion of the forearms, one passing under the other.



TRIPPING (TR)

With both skates on the ice striking right leg with the right hand below the knee.

7. OBMHL: TIMING OF GAMES + TIMEKEEPING RULES

- a) **TIMEKEEPERS:** The Home Team must provide competent timekeeper(s) for all "B" League game and playoff games and must be clearly identified with contact number on the game sheet.
- b) **TIMEKEEPERS/SCORER:** Must ensure all suspensions currently in force will be clearly shown on the game sheet and initialled by the **REFEREE PRIOR** to the **BEGINNING** of the game. In addition, ALL **AFFILIATED PLAYERS** must be clearly identified on the game sheet marked as "AP".
- c) The timekeeper/scorer must ensure that any stop-time left over at the end of the game, is clearly noted on the game sheet.
- d) The timekeeper/scorer records goals and assists as instructed by the referee.
- e) The timekeeper/scorer records all penalties assessed by the referee in the correct manner, using the abbreviations shown on the back of the game sheets.
- f) The timekeeper/scorer will ensure that the buzzer to end the game is sounded as soon as the correct stop time for the third period has expired or immediately after the running time limit for the game has elapsed, whichever comes first.
- g) The timekeeper/scorer records the end time of the game on the game sheet.
- h) The timekeeper/scorer ensures that the game sheet is signed-off by the referee and linesmen prior to distribution of game sheets.
- i) **TIMEKEEPER RULES:** Timekeepers must enter the start and end time of each game on the game sheet. The start time is the same as the scheduled game time unless a delay has occurred. The timekeeper must also record any unused stop time if a period or game is terminated by running time. The timekeeper is additionally responsible for monitoring running time with a stopwatch & or wristwatch that has the same capability as a stopwatch. The stopwatch or wristwatch once started must not be stopped if there is no run time clock available.
- j) The stopwatch or wristwatch or run-time clock is started at the scheduled game time; this clock is started at the warm-up. The timekeeper must sound the buzzer at least 30 seconds prior to the end of the warm-up to prepare the teams for the start of the game.
- k) After the warm-up, the timekeeper/scorer enters the applicable stop time on the clock and re-starts the GAME clock for the first period as soon as the referee drops the puck and then times the game strictly in accordance with the official time chart. The running time remains in effect from the start of the warm-up.
- I) TIMING: ARENA CLOCKS are considered the official timepiece for determining the scheduled start and end of all OBMHL League and playoff games.
- m) WARM-UP: A three 3 minute warm-up will commence at the scheduled START TIME of the game.
- n) TIME OUTS: Are NOT permitted in any "B" league regular season or play-off game.

o) RUNNING TIME OBMHL

In order to maintain uniformity throughout the league and be mindful of arena schedules, the following must be adhered to. It is the responsibility of every participating Association in the B League to educate and inform their volunteers.

Atom & Peewee:

All games will consist of two (2) ten minute STOP TIME periods, and one (1) twelve minute STOP TIME period (third) with 1 minute running time interval between periods. The running clock shall be set for fifty (50) minutes and started at the beginning of the time slot. If the clock cannot be started at the beginning of the time slot then it shall be adjusted to the remaining time left in the slot and started immediately. Once started the running clock shall not be stopped. The game ends whenever the first of the following happens: the third period ends, the running clock expires, or the arena staff ends the time period. All rinks should have a visible clock that shows the running time

Bantam & Midget:

All games will consist of two (2) fifteen minute STOP TIME periods, and one (1) 18 minute STOP TIME period (third) with 1 minute running time interval between periods. The running clock shall be set to 80 minutes when the ice is ready or adjusted to the time available. Once started the running clock shall not be stopped. The game ends whenever the first of the following happens: the third period ends, the running clock expires, or the arena staff ends the time period. All rinks should have a visible clock that shows the running time.

- p) **DELAYED GAMES**: If, for any valid reason i.e. bad weather, arena staff, injury in previous game, etc. the start of the game is significantly delayed, the game end time can be extended if an agreement is reached between coaches, the arena staff and/or a home association official. Both coaches must indicate their awareness of the delay and/or extension by initialling the game sheet start time/end time prior to the start of play. At the discretion of the two head coaches, they can modify the 3 minute warm-up and the 1 minute running time intervals. The game must be played and the "B" League will make a ruling as to its outcome. It is the Timekeepers responsibility to ensure that any changes to the published start time is duly noted on the game sheet in the event there is a disagreement and a formal protest is lodged. If a game starts late, and no agreement has been reached to change the official start time and end time, then the game must end at the originally scheduled time
- q) **CLOCK FAILURE**: If the arena time clock fails, the referee must consult with the timekeeper to ensure that a stopwatch or wristwatch with stop capabilities is used to complete the timing of the game. (See Section 7: Timekeeping Rules) If stop time cannot be recorded, the game will use running time with an adjustment to the penalties. Two (2) minute penalties become three (3) minutes in length; five (5) minute penalties becomes seven (7). Ten (10) minute penalties will remain ten (10) minutes. Should the clock fail at any time when there is a penalty, the remaining time will be multiplied by 1.5 and served at running time under the appropriate penalty rule. (ie. Player A has 1:14 remaining in penalty when the clock fails. Upon game restart the penalty time will be set for 1:51 of running time.)
- r) **GAME COMPLETED**: A regular season game is considered completed if a minimum of one-half of the allocated stop time OR run time has been completed during regular season play. In playoffs, a game is considered completed if two periods of stop time or run time have been completed.

ATOM & PEEWEE: Season = 16 minutes STOP or 25 minutes RUN; Playoff = 20 minutes STOP or 34 minutes RUN

BANTAM & MIDGET: Season 24 minutes STOP or 40 minutes RUN; Playoff=30 minutes STOP or 54 minutes RUN

NOTE: Causes for ice to be "unavailable for play" include power failures, unsafe ice, serious injury, etc. The timekeeper must note the stop times at the occurrence of the interruption, and the time it was cleared. A major altercation resulting in interruption of the game is not considered as justification for the application of this rule.