

## TimeKeeper

The timekeeper is responsible for the operating the clock at all home games.

The scorekeeper and the timekeeper will be required to be present in the Mount Press Box. Please observe the rule that we are limited to a maximum of 3 people in the box.

Do not buzz the teams to enter the ice until the zamboni worker has shut the doors. As soon as both teams are on the ice the timekeeper should begin a 3-minute warm up period. If one team takes the ice and the other remains in the locker room the timekeeper should sound ('buzz') the horn as a courtesy to let them know the ice is ready. If they do not respond they should be buzzed a second time and the warm-up clock is then started.

It is important that the timekeeper knows if the game being played is a state league or a scrimmage game. Also, if there is a game played after your game it is important to know whether it is a state league or an exhibition game. State league games cannot be played with 'running time' to offset the length of the game. Exhibition games must use 'running time' in the third period if stop-time would extend the game beyond their scheduled ice time. The timekeeper should commence running time at the point remaining game time equals the remaining scheduled ice time. If for some reason the timekeeper does not commence running time, the game should be ended at the end of the allotted ice time.