

AHF Parity Game Timing Procedures

- The HOME and AWAY TEAM are responsible to provide a clock operator and ENTER the game information into Time to Score. This is the same process as the regular season (More information below)
- Teams should be ready to take the ice at start time
 1. Games will not start early.
 2. Home Team will wear light jerseys. Please communicate with the other team as some teams will only have 1 set of jerseys
 3. Please bring your own warm up pucks
 4. There will be an ice cut after EVERY game
- Game Timing
 1. Teams will play (2) 20 minutes halves
 1. Teams will get 3 minutes to warm up
 2. Games are (2) 20 minute RUN time halves
 3. The clock will stop for injuries
 4. 00:00 Game Ends
 5. Game can end in a tie & NO HANDSHAKE
- Penalties
 1. Minor Penalties: 1:00
 2. Major Penalties: 3:00 & Player is ineligible to participate for the remainder of Parity
 3. 10 Minute Misconducts: Ejected from that game
 4. Match Penalties: Reviewed by the league
- Scorekeeping
 1. Rosters
 1. League is not requiring USA Hockey Official rosters to be submitted to the league and inputted into Time to Score
 1. It is the team's responsibility to ensure all players have a valid USA Hockey number. (25-26 and/or 26-27 accepted)
 2. Rosters will NOT be loaded into Time to Score for parity event
 1. Each team will have fake roster in Time to Score
 2. **Home and Away Team managers** are responsible for SCORE CLOCK and Time to Score
 1. Time to Score Login:
 2. Ipads will be at the front desk of each rink or in the scorekeeping box
 1. Please select the "add all players" button on the roster page
 2. Each team will have a "Place Holder" roster in TTS
 3. Make sure to **close** game once it is completed
 3. Goals and penalties need to be recorded in TTS
 1. A "place holder" player will get credit for the goal and minor penalties
 4. Penalties- will not be recorded in Time to Score
 1. Major/Match penalties need to be emailed to bmacnicol@blackbearsportsgroup.com & kkeiper@atlantichockeyfederation.com with the following:
 1. Name of player
 2. Offense
 3. Time during game