

Game Time Management:

Tournament play will often cause problems for scheduling due to the level of penalties, injuries, or overtime. These new game time management rules are based on a proactive time management approach and will help to maintain the competitive aspects of the final minutes of our games while allowing officials to address time concerns directly and collaborate with coaches on specific situations to get schedules back in sync. To do this, coaches and officials must be aware of the actual time it takes to play each quarter or half. **Quarters should take approximately 15 minutes to play, a half approximately 35.** If teams are starting the second half more than 45 minutes after the initial start time, the game is likely going beyond the allotted time and these rules will allow officials to reasonably recover time.

An example of situations where officials should be proactive and adjust is when a first half takes more than 35 minutes to play prior to the half time break or when a game is starting late due to a time and subsequent overtime. In these cases, the official may have to consider one of the following scenarios.

- **When a game has reached the halfway point and it is likely to go over the end of the time slot, the officials may cut the quarters to 7 or 8 minutes stop time** at the start of each quarter in the second half. They may also shorten the half time though we prefer not too.
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- **If a game must start late by more than 10 minutes due to previous games running over time, officials can run stop time for 8 minutes in the first two quarters instead of 9 minutes.** In this situation, if the time has not been recovered due to further in game timing issues such as penalty or injuries, the maximum the officials can do in is cut 1 minute per quarter in the second half. This should be cut prior to the start of the quarter but can be done in quarter in the first three quarters but only prior to the start of the 4th quarter.
- The only exception is as follows: **If a game is near or past the scheduled finish time and the coach that is behind on the scoreboard, is behind significantly, the officials may approach the coach and run straight time without that coach's approval.** Straight time can be run in this situation for more than the last 3 minutes and cannot be requested by the officials if the game will finish within the scheduled window.
- These are the only time management options open to officials without further approval of the tournament organizer and the teams involved except where specified.