



GTHL POLICY

League Games

Approved by:	Board of Directors	Date Approved:	March 2026
		Date Effective:	Immediate
Responsibility of:	(a) General Manager (b) Referee Working Group	Date of Last Revision:	October 2025
		Date Initially Issued:	October 2023

Introduction

This policy shall also be known as the “GTHL Games Policy”.

Definitions

Definitions of “Head Coach”, “On-ice Official”, “Organization”, “Team” and “Team Official” are as outlined in GTHL Regulations.

Policy

1. The League’s game schedule will be posted on the GTHL website and will specify each game’s date, starting time, and arena location.
2. A game may start before the scheduled starting time, but only when both Teams consent.
3. No game may start more than 15 minutes before the scheduled starting time.
4. The playing time for all games shall be stop-time, except as provided in Section 13 below.
5. Game times for each age group and division are as follows:

Division	“AAA”	“A” & “AA”
U10	12 – 12 – 12	12 – 12 – 12
U11	12 – 12 – 15	12 – 12 – 12
U12	12 – 12 – 15	12 – 12 – 12
U13	10 – 15 – 15	10 – 15 – 15
U14	10 – 15 – 15	10 – 15 – 15
U15	15 – 15 – 15	15 – 15 – 15
U16	15 – 15 – 15	15 – 15 – 15
U17 and U18	15 – 15 – 20	15 – 15 – 15
U21	15-15-15	



GTHL POLICY

League Games

6. For pre-game warm-ups, three (3) minutes will be posted on the game clock, except five (5) minutes will be posted for U21 games.
7. The Game Officials and Teams shall be at ice level at game time and the Game Officials will order the timekeeper to start the game clock for the warm-up period as soon as both nets are pegged and available for the Teams to begin their warm-up. Teams must not enter the ice surface unless and until the Game Officials have entered the ice surface, and it will be the responsibility of the Team Officials to ensure compliance by their Teams. Game Officials are expected to be ready before the scheduled game time so that, if the Teams are ready, they will be available to permit the Teams to enter the ice surface. Should the League find that Teams and/or Game Officials are not acting reasonably, the League will take any necessary disciplinary action. Both the Teams and Game Officials are encouraged to get the game underway as expeditiously as possible.
8. Team Officials are not permitted to walk on the ice surface before, during, or after a game unless the arena does not provide direct access to the players' bench, or they are invited by a Game Official to attend to an injured player.

Any Team Official who violates this rule during or after the game will be assessed a GM 99 Game Misconduct Penalty, which carries an automatic one (1) game suspension.

If the violation occurs before the game begins, the Team Official involved will be assessed a Game Ejection penalty.
9. Pucks used in the warm-up period are not permitted on the ice until the Game Officials have properly pegged the nets and advised the Team(s) that it is safe to start their warm-up with pucks.

It is the Game Officials' responsibility to report to the GTHL when Teams do not comply with this policy. Teams will be notified after the warm-up that a report will be filed to the GTHL office. Any violation of this section will be subject to the penalties outlined below.
10. When two (2) minutes have of the warm-up elapsed, or four (4) minutes for U21 games, a Game Official will stand at centre ice and blow the whistle to let the Teams know they have one (1) minute to get to their benches and get their starting lineup to centre ice. The game clock shall keep running throughout the whole three (3) minutes, or five (5) minutes for U21, at the end of which time the buzzer will sound. If one Team is, or both Teams are, not lined up and ready to start the game, the Team that is least ready to begin shall be assessed a delay of game penalty. Game Officials have no discretion when assessing this penalty and are directed to do so in every instance that a violation occurs.



GTHL POLICY

League Games

11. At the end of the warm-up period, the timekeeper shall then set the game clock to the appropriate first-period length for the age group concerned.
12. Once the starting lineups are finally ready, the referee will drop the puck at centre ice to start the game.
13. From the start of the third period onward, if the game clock shows a five-goal spread, or more, at any time, the game shall be running time. If the spread in the score reverts to a three-goal difference, the game will return to stop time unless the score becomes a five-goal spread again, in which case the running time will resume.
14. Should a Club or Team wish to use a facility's sound system to play music during a game, they may do so provided the following criteria are met:
 - There is no interference with the timekeeper or the duties they are required to perform.
 - The person responsible for the music acts appropriately and respectfully towards the On-ice Officials and the players involved in the game.
 - The noise level is maintained at a reasonable level.
 - The music is only played before and after the game, as well as during stoppages of play.

Please note that if any of the above requirements are violated, or if other issues arise, permission may be revoked at any time.

Penalties for any breach of Section 9

- (a) The first infraction by a Team under the policy shall result in the Organization being fined \$250.
- (b) For a second infraction by the same Team, the Head Coach shall be suspended from all hockey activity for two (2) weeks or a minimum of 3 games and the Organization shall be fined \$250.
- (c) For a third infraction by the same Team, the Head Coach shall be suspended from all hockey activity for one (1) month and the Organization shall be fined \$250.

If the Team's Head Coach did not participate in a game where a breach occurred, the Team Official acting as the head coach for the game will be the person held responsible for the breach and against whom the suspension will apply.