

COMPETITIVE LEAGUE TIMING RULES

LEAGUE	Warm-up	1st		2nd		3rd	
		Stop	Running	Stop	Running	Stop	Running
Minor Atom 'B'	3	10		10		12	50
Minor Atom 'A'	2	10	18	10	33	12	50
Major Atom 'B'	3	10		10		12	50
Major Atom 'A'	2	10	18	10	33	12	50
Major Atom 'AA'	3	12	21	12	39	12	60
Minor Peewee 'B'	3	10		10		12	50
Minor Peewee 'A'	2	10	18	10	33	12	50
Minor Peewee 'AA'	3	15	28	15	53	18	80
Major Peewee 'B'	3	10		10		12	50
Major Peewee 'A'	3	15	28	15	53	18	80
Major Peewee 'AA'	3	15	28	15	53	18	80
Minor Bantam 'B'	3	15		15		18	
Minor Bantam 'AA'	3	15	28	15	53	18	80
Major Bantam 'B'	3	15		15		18	
Major Bantam 'AA'	3	15		20		20	110
Minor Midget 'B'	3	15		15		18	
Minor Midget 'AA'	5	15		20		20	110
Major Midget 'B'	3	15		15		18	
Major Midget 'AA'	5	15		20		20	110

'B' League Games - there is no time limit for each period. DO NOT sound buzzer if running time ends.

'A' and 'AA' Games - "Running" time for each period denotes the time on the stopwatch, which is started at the start time of the game, and DOES NOT STOP. Sound buzzer when running time limit is reached.

All 110 minute games have a flood between 2nd and 3rd period.

No stopwatch is used for 110 minute games.