Timing Chart

Timing Rules			
Level	Running Time	Warm-up	Stopped Time
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Novice - U9			
House League	50 minutes	2 minutes at start	Two 23 minute running time periods,
(Tier 2, 3, 4)		of each period	with interval buzzer every 90 seconds
Comp. B	50 minutes (major/U9)	3 minutes	10-10-12
Comp. A	50 minutes (major/U9)	3 minutes	10-10-12
Atom — U10/U11			
House League	50 minutes	3 minutes	10-10-running time (remaining time
(Tier 2, 3, 4)			until curfew minus 2)
Comp. B	50 minutes (minor/U10, major/U11)	3 minutes	10-10-12
Comp A.	50 minutes (minor/U10, major/U11)	3 minutes	10-10-12
Comp. AA	50 minutes (minor/U10)	3 minutes	10-10-12
	80 minutes (major/U11)		15-15-18
Peewee — U12/U13			
House League	50 minutes	3 minutes	10-10-running time (remaining time
(Tier 2, 3, 4)			until curfew minus 2)
Comp. B	50 minutes (minor/U12, major/U13)	3 minutes	10-10-12
Comp. A	50 minutes (minor/U12)	3 minutes	10-10-12
	80 minutes (major/U13)		15-15-18
Comp. AA	80 minutes (major/U13)	3 minutes	15-15-18
Comp. AAA	90 minutes (major/U13)	3 minutes	15-15-20
Bantam — U14/U15			
House League	50 minutes	3 minutes	10-10-running time (remaining time
(Tier 2, 3, 4)			until curfew minus 2)
Comp. B	80 minutes (minor/U14, major/U15)	3 minutes	15-15-18
Comp. A	80 minutes (minor/U14, major/U15)	3 minutes	15-15-18
Comp. AA	80 minutes (minor/U14)	3 minutes	15-15-18
	110 minutes (major/U15)	5 minutes	
Comp. AAA	110 minutes (minor/U14, major/U15)	5 minutes	15-20-20
	Midge	t — U16/U18	
House League	50 minutes	3 minutes	10-10-running time (remaining time
(Tier 2, 3, 4)			until curfew minus 2)
Comp. B	80 minutes (minor/U16, major/U18)	3 minutes	15-15-18
Comp. AA	110 minutes (minor/U16, major/U18)	5 minutes	15-20-20
Comp. AAA	110 minutes (major/U18)	5 minutes	15-20-20
Juvenile — U21			
House League	80 minutes	3 minutes	15-15-18 *

^{*} If both teams agree, the game can be switched over to running time at any point in the game regardless of the goal differential