

# OWHL Ref/Time Keeper Updates - 2025-2026

Taken from the [2025-2026 OWHL Rules & Regulations](#)

## Section 9 – Officials

- a) All on-ice officials must be Hockey Canada certified for this season and should be registered with the OWHA.
- b) Feedback regarding on-ice officials go to [officiating@owha.on.ca](mailto:officiating@owha.on.ca).
- c) It is recognized that there is currently a shortage of certified officials in some areas of Ontario. As such, games may proceed with fewer than the ideal number of on-ice officials. For example, games normally scheduled with 3 officials may be officiated by 2 officials. In exceptional circumstances, 1 official may work the game with agreement of the official and with written approval from both teams. Once the agreement has been made, a game cannot be protested on the basis of having one official for the game.
- d) At all times, associations and coaches are to be in control of themselves and their teams and support fair play for all involved.
- e) It is the responsibility of every association, team, and participant to always treat officials with respect. When an official is wearing a green armband, they are a young person learning and contributing to the game. Minimum suspensions may be increased at any time and special attention will be paid to any violations against green armband officials.
- f) All officials must be currently certified and provide their OWHA (or Hockey Quebec) referee number or certification number along with their name to the timekeeper so that this can be entered on the RAMP Electronic Gamesheet App.
- g) All officials MUST use RAMP Electronic Gamesheet for their games. The games must be signed off by the official with 24 hours of the game being played and they must complete incident and penalty reports where applicable.
- h) Officiating Systems:
  - 1. In U18AA, the 4-official system is recommended; however, games may proceed with the 3-official or 2-official system where officials are not available. Referees officiating the 4-official system must be qualified to do so. OWHA Officiating Coaches are available to work closely with Officiating Assignors to determine suitability of assigned officials.
  - 2. In U13AA, U15 AA, U15 A, U18 A, U18 BB, U22 A, the 3-official system is recommended; however, games may proceed with the 2-official system where officials are not available.
  - 3. All other divisions will utilize the 2-official system. 2-official system games must not be cancelled due to a shortage of officials as a result of scheduling 3-official and 4-official system games at higher levels.
- i) In all games, the officials will use the fast face-off procedure. The puck shall be put into play at the indicated start time of the game regardless of whether both teams are lined up in face off position.
- j) Officials are to be on-ice at game time and are to order the clock started for a three (3) minutes warm up period as soon as both nets are pegged and available for the teams to begin their warmup. Once the game clock has started, the officials shall initiate the Fair Play procedures. When two minutes have elapsed, a game official will blow the whistle to let the teams know they have one minute to get to their benches and get their starting line up to centre ice. If teams fail to be ready a delay of game penalty is to be assessed.

## Section 11 – Starting Games Times

The following guideline for Regular Season and Playoff game start times must be followed unless alternate arrangements are mutually agreed upon by both teams:

- Monday to Friday game start times must be such that starting travel time from the visiting centre is no earlier than 5:00 p.m.
- Sunday to Thursday game start times must be such that allowing for a reasonable postgame change period, the visiting team arrives home no later than:
  - U9 – 9:00 p.m.
  - U11/U13/U15 – 10:30 p.m.
  - U18/U22 – 11:30 p.m.

## Section 12 – Game Lengths

Teams in the OWHL-SOUTHERN Divisions and Categories to follow:

- a) All League games including Championship games shall consist of three (3) stop time periods of ten, ten, twelve (10-10-12) OR fifteen, fifteen, flood, fifteen (15-15-Flood-15) as designated for that division.
  - The following divisions will play 10-10-12
    - All U9
    - All U11
    - U13 A, BB, B, C
    - U15 BB, B, C
    - U18 B, C
  - The following divisions will play 15-15-Flood-15
    - All Senior
    - All U22
    - U18 AA, A, BB
    - U15 AA, A
    - U13 AA
- b) All League games are STOP TIME. Running time is not allowed and, if used, the game will be replayed at the cost of the home team.
- c) No time outs are allowed in regular season games. If a team request a time out during a regular season game, the team may be fined \$500.00 and the coach will be suspended for one game.
- d) The number of regular season games will be standardized.

## Section 13 – Electronic Game Sheets

- a) Electronic game sheet data is collected, and any falsification of data will result in suspensions and may impact insurance coverage. It is important that the game sheet data be entered accurately both during and as soon as the game has been completed. Teams only have 24 hours from the start time of the game to enter the details of the game into the electronic gamesheet. Game Codes are deactivated 24 hours after the game start time.
- b) The on-ice officials must review the data entered into the electronic game sheet via the code they have been provided and sign off on the game as soon as possible following the end of the game and within 24 hours from the start of the game.
- c) It is the responsibility of the team that assigns the game officials to ensure that all officials sign off of the electronic gamesheet. Failure to follow this process will result in fines being levied to the association.
- d) It is the responsibility of the home team to provide the game codes to other parties (visiting team, officials, and timekeeper). Both the home and visiting team must access the electronic game sheet, via their respective code, to select the players and staff for that particular game at least fifteen minutes prior to the scheduled game time.
- e) All teams must use the RAMP Game sheets for all League games. Failure to do so is a \$500.00 fine per game payable to the OWHA.
- f) If any players on your team have different sweater numbers for home and away, then please modify the appropriate numbers via the RAMP game sheet app. You DO NOT have to name your starting line-up. With the exception of goalie, player positions are not necessary. The option to identify your C's and A's is available through the game sheet app by selecting the player's name and choosing their role.

## Section 16 – Curfews

- 1. All League games are expected to start at their designated starting times. Curfews will be allowed for all regular season games if both teams have agreed prior to the start of the game.
- 2. All League games shall consist of three (3) stop time periods as designated for that division. (Refer to Section 12 – Game Lengths)
- 3. In order to maximize the ice time, players are to warm up and complete their pre-game cheer prior to getting on the ice. A three (3) minute warm up will start each game.

4. All League games are STOP time. Running time is not allowed.
5. All Regular season games played must have a curfew notice showing on the RAMP Electronic Game sheet. When a team creates a game through the RAMP Game Portal, after all the game details are entered, in the NOTES box, please enter the Curfew information. This information will show on the RAMP Gamesheet APP in the game details just above the game codes.
  - a. In arenas where there is a curfew, the notification will state "CURFEW" and a specified time of day" (e.g. CURFEW 10:20 p.m.). The game must stop at the specified time.
  - b. All game officials (referee(s) & timekeepers) must be notified of the curfew as well. They will be able to see this information via the RAMP Game sheet app on the game details page.
  - c. The actual start time of the game is to be recorded by the timekeeper. For the purpose of the time of day, the arena clock will be the official time piece. In the case of no time-of-day clock being present, the referee(s) will designate, prior to the start of the game, what the official time piece will be and advise both coaches of such a decision.
  - d. It will be the responsibility of the timekeeper to sound the end of game horn when the official time piece reaches the designated curfew time, and the game will be considered over at that point. Under no circumstances is the game to continue past the designated curfew time.
  - e. If a team wishes to protest a curfew, the Protest process (see Section 8) must be followed.
6. Games that must be curfewed due to a serious injury that requires medical assistance to be called or due to a serious mechanical equipment failure in the arena that makes playing dangerous or impossible are permitted to be ended even if the electronic game sheet says no curfew. The referee makes this decision.
7. If the game cannot be completed, the OWHL will review and make the final and binding decision of the outcome.

#### **Section 17 (Home and Away Jersey Colors)**

Home teams will wear dark colored jersey and visiting team will wear light.

**NOTE:** For the 2025/2026 season, home teams have the option of wearing light jerseys. If they choose to wear light jerseys at home, they must notify the visiting team when the games are scheduled.