



2025 Hockey Regina Evaluations

EVALUATION SCRIMMAGES – TIMEKEEPER PROCEDURE

Timekeepers are representatives of Hockey Regina. As an organization Hockey Regina has an objective to professionally deliver evaluations that are fair, transparent, and value driven. It is expected that all those providing services to the delivery of HRI 2025 Evaluations will lean into this objective, conducting themselves with professionalism, integrity and respect to all.

Scrimmage Structure

Scrimmages for Hockey Regina Evaluations are 45 minutes in length, unless otherwise noted. Where 45 minutes in length, players are provided a 3-minute warm up with pucks. 2 minutes are then utilized to collect the pucks and for officials and players to set up at center ice. Pucks will be stored in the timekeeper box. There are **no score OR penalties** for evaluation scrimmages.

Periods

Periods are determined by the number of goalies being evaluated. See the chart below for the length of periods and procedure for goalies. There will be **no intermissions** during the scrimmages. The procedure for goalies is to be communicated to the Bench Volunteers. Bench Volunteers will also receive this procedure and should be familiar with it.

# of Goalies (total - on both teams)	Length of Period	Goalie Process (Communicate to bench volunteers)
2	20 minutes	Goalie "A" and Goalie "B" shall each play a period in each net
3	13 minutes	Goalie "A" and Goalie "B" shall start the game, with Goalie "C" on the bench. Each goalie should play one period in each net and one period on the bench
4	20 minutes	Goalie "A" and "B" shall share one net (one period each) and Goalie "C" and "D" shall share the other net (one period each)
5	13 minutes	Goalie "A" and "B" shall share one net (one goalie shall play 2 periods and other one period)* and Goalie "C", "D" and "E" shall share the other net (one period each)
6	13 minutes	Goalie "A", "B" and "C" shall share one net (one period each) and Goalies "D", "E" and "F" shall share the other net (one period each)

In five goaltender situations, the team shall play two scrimmages and the alternate goalie will receive two periods in that game

Shifts

U11 Scrimmages: U11 scrimmages will feature 2-minute (120 second) shifts. The game will be run-time, and the timekeeper will buzz the clock at 2-minute intervals. At each buzz of the clock the officials will have a faceoff at center ice to start the new shift, the clock does not stop during the player change-over.

U13 Scrimmages: U13 scrimmages will feature 90 second shifts. The game will be run-time, and the timekeeper will buzz the clock at 90 second intervals. At each buzz of the clock the officials will have a faceoff at center ice to start the new shift, the clock does not stop during the player change-over.

U15/U18 Scrimmages: U15 and U18 scrimmages will be run time, and players will change on the fly. Bench volunteers should encourage players to take no more than one-minute shifts.

Setting the Clock

Set the Period Time:

ALL TIMERS MUST BE STOPPED, before entering a time. If not stopped, press **STOP**

1. Press **Game Time**
2. Enter **Minutes** value on keypad
3. Press **Enter**
4. Enter **Seconds** value on keypad
5. Press **Enter**
6. Enter **Hundtreths of Seconds** on keypad
7. Press **Enter**

Once the period is set, as required based on the scrimmage format prescribed by the age division and goalie procedure:

- Press **Run** to begin the clock.
- Press **Horn** to sound the buzzer.
- Press **Stop** to stop the clock.

Repeat all above steps, beginning at “**Set the Period Time**” at the beginning of each period.

Scoreboard Controller (Time Clock)

