

LEAGUE GAME TIMES

Edmonton (GELC) and Red Deer (RDLA)

Novice and Tyke	3 x 15 Minute Periods – 3 rd Period Stop Time
Peewee	3 x 15 Minute Periods – 3 rd Period Stop Time
Bantam	3 x 20 Minute Periods – 3 rd Period Stop Time
Midget	3 x 20 Minute Periods – 3 rd Period Stop Time
Junior Tier II	3 x 20 Minute Periods – Stop Time
Junior Tier I	3 x 20 Minute Periods – Stop Time

Calgary (CDLA)

1 hour games	1 st and 2 nd Periods 12 Minutes – 3 rd Period 15 Minutes Stop Time
1 1/4 hour games	3 x 15 Minute Periods – Stop Time
1 1/2 hour games	1 st and 2 nd Periods 15 Minutes – 3 rd Period 20 Minutes Stop Time
1 3/4 hour games	3 x 20 Minute Periods – Stop Time
2 hour games	3 x 20 Minute Periods – Stop Time

NOTE:

Once in stop-time mode, should there be a difference of 6 goals, the clock shall be run in straight time. Once the goals drop to 4 goals, the clock shall be changed back to Stop Time. This rule has been adopted by the GELC and CDLA, but not the ALRA.

These rules do not apply to major lacrosse (i.e. Tier I and Tier II Junior).

When to Stop the Clock

In Junior Tier II and below, the clock shall be stopped for any **dead ball**. A dead ball is defined as a stoppage in the game for a penalty, a goal, a time out, or an injured player. For any other stoppage in play (a possession call, for example), the clock shall continue to run.

In Junior Tier I, the clock shall be stopped for **any stoppage in play**, whether it is a dead ball or not.

Shot Clock

The shot clock will be in effect for the leagues of Novice and up.