

6-1.05 – “Mercy Rule”

For all NDHL games, both regular season and playoffs, should a five (5) goal differential occur at any time in the third period, the game will go to “running time”, and will continue as such until the game clock runs out, or a goal differential of less than five (5) is regained, at which point “stop time” will resume. If a goal differential of five (5) should recur, “running time” will resume again. Otherwise, the game clock will only be stopped by an on-ice (i.e.: referee), or off-ice (i.e.: timekeeper) game official, or a team called time out.

6-1.06 – “Mercy Rule” Off-Ice Officials (Timekeepers) Direction

For all NDHL games, both regular season and playoffs, the maximum goal spread to be shown on the score clock shall not exceed a five (5) goal differential.

Additionally, consistent with the NOHA Operations Manual 7.1 Policies and Procedures, clause e) of Regulation 7.0 Games, when penalties are served in straight time, a minor penalty shall be three (3) minutes straight time, a major penalty shall be seven (7) minutes straight time and a misconduct shall be twelve (12) minutes straight time. If a penalty commences during the straight-time period, the full penalty shall be served straight time. However, in the event of an undue delay, the on-ice game official (i.e.: referee), shall have the authority to have the clock stopped.