

Delay of game and length of game:

CFBSA allows a 10 minute delay (U5-U10) and 15 minute delay (U11-U19) to start a game if a team (s) does not have enough players to start play at scheduled game time. We should play 4 equal periods or 2 equal halves so to allow the 50% playing time.

At game time you move to the center circle and start the clock. The team (s) has 10/15 minutes to field the minimum number of players to play. If one or neither team can field a team we abandon the game and document on the Game Report.

If you get the minimum number of players to play after you started the clock you play 4 equal periods or 2 equal halves for the game.

To determine the length of each period/halve follow the below formula. You should advise the coaches before the game if periods/halves have to be adjusted to accommodate equal periods/halves.

Examples below:

1) U8 Game

Game total 48 minutes (4 x 12 minute periods) Game starts 8 minutes late so **each period would be 10 minutes long.**

You take the total time scheduled to play (48), subtract the 8 minutes before you had enough players and then divide by 4. The formula is $48-8/4=10$.

2) U10 Game

Game totals 50 minutes (2 x 25 minute halves). Game starts 10 minute late so **each half would be 20 minutes long.**

You take the total time scheduled to play (50), subtract the 10 minutes before you had enough players and then divide by 2. The formula is $50-10/2=20$.

3) U12 Game

Game totals 60 minutes (2 x 30 minute halves). Game starts 10 minute late so **each half would be 25 minutes long.**

You take the total time scheduled to play (60), subtract the 10 minutes before you had enough players and then divide by 2. The formula is $60-10/2=25$.

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