

Who has the beeper (20 second timer) & when is it used?

Reference: Rule 6 (Technical Fouls) – Section 5 (Illegal Procedure)

Article 6 (Delaying the Game) – When it is a team delay, the penalty shall be assigned to the in-home. Delaying the game shall be the consuming of more than 20 seconds:

- a. At the start of the game or a period, 20 seconds to begin when the official blows the whistle to summon the players to position 20 seconds before game time, or after one minute and 40 seconds have elapsed between the first and second or third and fourth periods, or after nine minutes and 40 seconds have elapsed between the second and third periods.
the bench-side official has the beeper
- b. After the expiration of a time out, 20 seconds to begin when the official blows the whistle to summon the players to position after one minute and 40 seconds of a team's charged time-out; or after an injured player has been removed from the game; or whenever play is ready to be resumed after an official's suspension of play.
the bench-side official has the beeper
- c. After a goal has been scored, 20 seconds to begin when the official at the center line has possession of the ball.
the off or non-faceoff official has the beeper
- d. After a time-serving penalty has been assessed, 20 seconds to begin when the official assessing the penalty has notified the scorer.
the bench-side official has the beeper
- e. After a side-line out of bounds ball, 20 seconds to begin when the ball is in possession of a player or official at the out-of-bounds spot;
the bench-side official has the beeper
- f. For the adjusting of equipment, 20 seconds to begin when the adjusting of equipment begins.
the official closest to the player in question has the beeper

The proper mechanic for the official who is activating his beeper is to raise one arm straight up into the air, then simultaneously pump arm while turning on your beeper.