"Play on" - The Ultimate Key To Game Flow

If a player commits a loose-ball or line violation technical foul, goalie interference or crease violation and an offended player may be disadvantaged by an immediate suspension of play, an SDCLOA official shall verbally and visually signal play-on and withhold the whistle until advantage has been lost or completed

Play on ends when

- Offended team gains possession
- In the case of a crease violation when goaltender has possession until goalie completes outlet pass or outlet pass proves unsuccessful, or leaves crease
- When offended team commits a violation or penalty
- When the offended team has lost its opportunity to gain possession and continue play

Note: A Play-on should last no longer than the amount of time it takes to say "play on".

- Do not say "play on" and then let ball bounce or roll around for several seconds
- Drag the "Play oooonnnnn" for the purpose of allowing the offended team a reasonable opportunity to gain possession
- Do not say "play on" multiple times. One play on per play on

Play-on scenarios

- Face offs withhold, hold, push at 'X', restraining line violations
- Open field pushes, holds, interference while ball is loose
- Crease loose in crease, possession in crease, loose in front
- Loose ball during clearing attempt clearing team offended, clearing team commits offense

- Loose ball during 10-second advance advance team offended, advance team commits offense
- Offside ball is loose
- Substitution violation
- Conduct foul
- Stalling (silent play on)

Quick Whistle Situations (no play on)

- Any time defended team has zero opportunity to gain possession
- Any time the offending team may have an immediate opportunity to gain possession –
 especially in front of crease
- Any time the offended team will not gain an advantage heading out of bounds, falls down, or is surrounded by offending team players
- Any time offended team has been put in position of danger restraining line at a face off, surrounded by offending team defenders
- Stalling no quick possession (advantage lost)
- Goaltender interference no quick possession (advantage lost)