



HOCKEY CALGARY  
**EVERYONE'S**  
**GAME**

**INTRO TO HOCKEY**  
**RESOURCE GUIDE 2025-26**



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# Intro to Hockey

The future of hockey lies with today's youth.

Because of this, Hockey Canada and Hockey Alberta have developed age appropriate programming to encourage the growth of foundational skills for young players in hockey. Minor hockey associations and coaches lead the implementation of the U7 and U9 programs with the assistance of volunteers, parents and others associated with hockey. The programming must provide opportunities for a wide range of people to get involved to improve the quality of the hockey experience through sound instruction and enjoyable play.



How a player gets his/her initial taste of hockey is crucial. Their first four years of hockey must be a positive experience full of fun and excitement. If the beginner has fun and develops some basic skills and builds confidence, there is a good chance they will go on to enjoy hockey for life.

Effective for the 2019-20 season and beyond, U7 and U9 hockey in Alberta will run under the title **Intro to Hockey**. The goals and objectives of **Intro to Hockey** programming are to:

- Teach the **basic skills** of hockey so players can enjoy the game,
- Assist in the development and enhancement of **physical literacy and basic motor patterns**
- Deliver a program that is **age appropriate** for the size, skill and age of the players,
- Encourage the aspects of **fitness, fair play and co-operation** while having **fun** playing the game.

A minor hockey association's programming at the **Intro to Hockey** level will serve as an important building block upon which the entire minor hockey association is built. Youngsters at every level of play benefit from getting the "right start" in the game.

## GROUPING OF PARTICIPANTS

**Intro to Hockey** participants can be split into single birth years or into a 2-year age category.

Division Name	Age as of Dec. 31
U7 Jr. Timbits	5-year olds
U7 Sr. Timbits	6-year olds
Combined U9	7- and 8-year olds

Hockey Calgary will operate U7 Jr. and Sr. Timbits categories and a Combined U9 category for the 2024-25 season.

## PRACTICE ENVIRONMENT

Full Ice Practice: 2-3 teams on ice

PRACTICE FORMAT	
Energizer Drill	Engage players through a fun game or unstructured drill to start.
3-5 Station Setup	Focus on technical skill development by utilizing circuits & continuous drills.
Finisher Drill	Fun small area game, relay race or high energy activity to finish.

When splitting up players for station work in practices, separate based on skill so all players can be challenged, allowing coaches to progress & regress drills as needed based on the skill set of each group.

### **What does age appropriate mean for hockey?**

Implementing a deliberate age appropriate program at the **Intro to Hockey** level will give the best experience to all kids and families involved.

A wide variety of materials are available on the Hockey Canada and Hockey Alberta websites:

<https://www.hockeycanada.ca/en-ca/hockey-programs/coaching/under-7>  
<https://www.hockeycanada.ca/en-ca/hockey-programs/coaching/under-9>  
<https://www.hockeyalberta.ca>



## **Rationale for Intro to Hockey Programming**

### **Hockey Canada – Long Term Player Development Model**

Parents and coaches need to think long term and not worry too much about children being the best player on the ice in Initiation and U9 hockey. Putting young players in a competitive environment to early will

compromise the child's development. Children should only be placed in to competitive situations that suit their skill level and abilities. Parents and coaches must be realistic about what children should be able to do all age levels. The Hockey Canada's Long Term Player Development strategy is very important.

***"You have to be able to make plays in pretty small areas. The more you practice in small spaces the better off you are."***

**- Sidney Crosby  
Canadian National Men's Team**

It is important to understand and appreciate the benefits of cross ice and half ice hockey and why Hockey Canada has a national policy ensuring all Initiation and U9 level hockey is played in smaller, modified spaces.

- Increased emphasis on skating skills including agility, balance, coordination and quickness.
- The number of puck battles increases significantly.
- Puck control and puck protection skills are enhanced resulting in more confidence.
- The fundamentals of skating, puck control, passing, and shooting are reinforced.
- Less time and space increase the frequency and speed of making hockey decisions.
- A more challenging environment offered to improve ice awareness and elevate hockey sense.
- Increased intensity of competition results through the progressive skill improvement of players.
- The increase in incidental body contact requires players to play with their heads up and acquire spatial awareness.
- Players improve in the areas of contact confidence and body contact.

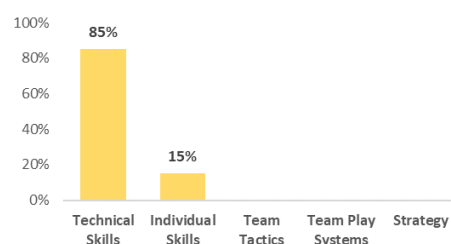
### [Hockey Canada LTPD Model](#)

## FUNdamentals 1 & 2

### FUNdamentals 1 (U7 Timbits)

The focus is on the development of physical literacy. Fundamental movement skills should be mastered, motor development emphasized, and participation in many sports/activities is encouraged. For optimal skill acquisition, the basic hockey skills of skating and puck control are introduced through the Initiation Program. FUN competitions are also introduced in a team environment. Learn all fundamental movement skills and build overall motor skills. Skill development in the FUNdamentals stage should be well-structured, positive, and FUN!

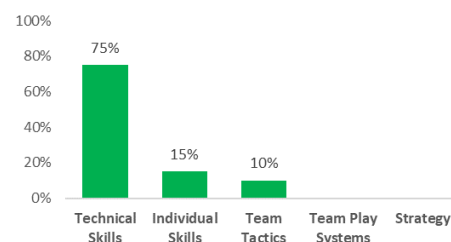
The skill of skating speed can be developed quickly with players this age. Coaching should focus on developing skating speed in repetitions of less than 5 seconds. The ABC's of agility, balance and coordination should be emphasized through the teaching of skills and small games to emphasize the ABC's. Ensure that the skills the player acquires during the FUNdamentals stage will benefit them when they engage in recreational activities, enhancing their quality of life and health. Hockey Canada recommends in the early stages of FUNdamentals that players spend 85% of their time on the introduction and development of technical skills.



### FUNdamentals 2 (U9)

During this period players continue to develop motor skills and coordination. Practices sessions should be held twice a week during the season. Ongoing participation in compatible sports is strongly encouraged. The U9 Skills Program is designed to promote the continued development of physical literacy, fitness, and the basic skills required to play hockey.

Ensure that the skills the player acquires during the FUNdamentals stage will benefit them when they engage in recreational activities, enhancing their quality of life and health. Hockey Canada recommends in the early stages of FUNdamentals that players spend 75% of their time on the introduction and development of technical skills as well as begin to focus on team tactics.



### Player Development Pyramid

- **Technical Skill** – fundamental skills that are required to play the game. (skating, shooting, passing)
- **Individual Tactic** – action by one player using one or a combination of technical skills to create an advantage or take away the advantage of an opponent. (1 vs. 1)
- **Team Tactic** – collective action of two or more players using technical skills and / or individual tactics to create an advantage or take away the advantage of an opponent. (3vs2)
- **Team Play System** – a pattern of play in which the movement of all players is integrated in a coordinated fashion to accomplish an offensive or defensive objective. (2-1-2 forecheck)
- **Strategy** – the selection of team play systems in order to impose upon the opposition, the style of play and tactics which will build on the coach's, team strengths and neutralize those of the opponent while at the same time taking advantage of the opponent's weaknesses.

#### PLAYER DEVELOPMENT PYRAMID





## Child Development

### FUNdamentals – How they Learn

To educate and support associations in how children learn let's take a look at a report prepared by Madelaine Halle for the Montreal University on children ages 5-7 years old.

### Motor and Perception Motor Skills

Children aged 5 years old tend to have difficulties in terms of the mechanical effectiveness of their movements and also in terms of combining movements like running and jumping, or running and throwing. Skating is not considered a basic skill but rather a specialized one. It requires control of such skills as running and balance, both barely mastered at this age.

Dexterity and eye-limb coordination improves at this age, but is still not very good. It will take them many repetitions to adjust. The 5-year old's can tell their right from left, only if they have practiced. They are conditioned to know the difference but have yet to understand it.

Children aged 7 years old begin to understand what right and left means in the environment: the right side of the ice, the left boards, etc. 5-year olds are already identified as right or left-handed, although in some cases their skill level is virtually equivalent.

Children aged 5 to 7 have just begun to see the link between an action and its result: shooting in a certain way will produce a certain result. They cannot structure their space such as moving half the length of ice or leaving one third of the ice free. They will try to do it, approximate it, because they don't really understand the exact value of numbers and fractions very well.

Motor development depends on experience but also on the child's physical and neuro development: the most developed are thus not necessarily the most skillful. Amongst children, there is a very large variation in motor skills, between motor activities like throwing and running, and between body segments such as upper and lower body skills. Accordingly, a 6-year-old child might be able to skate very well but shoot poorly, or control their right skate very well but their left one poorly. They need time to carry out instructions and need many repetitions to stabilize a movement and outside information to improve.

### Cognitive Development

Children 5 to 7 years old decide to act solely on the basis of how things look. They can evaluate only one criterion at a time; they are either fast or accurate, but rarely intentionally both at the same time. Children aged 5 years old have a very hard time reversing things, doing an action or movement and repeating it in the opposite direction. They are still highly influenced by things that occur simultaneously, which are then considered cause and effect: I don't play well because my coach is watching me. Generally, they feel their point of view is right and much better than others' point of view, including the coach's.

### Emotional Development

They hardly have two opposing feelings at the same time, like being disappointed with their own performance but pleased with that of their team. They have global self-esteem: they are either good or not good at all.

### Social Development

They recognize authority mainly on the basis of social status: father, coach. They have their own understanding of justice: everyone should be getting the same treatment. Their friendships begin to be based on trust and reciprocity.

Never: Assume they have bad intentions.

Avoid: Presenting too much information at one time and hurrying them.

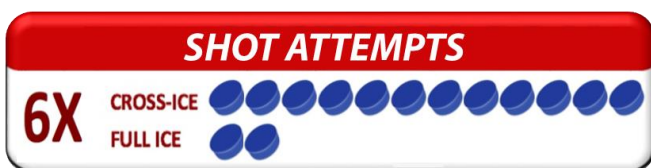
Do: Give instructions with concrete benchmarks, visual, auditory or kinesthetic reference points; ask them to repeat your instructions in their own words.

## Benefits of Half Ice Games



### *Small spaces equate to more engaged in the play:*

- All players are close to the play at all times and have much more opportunity for puck touches.
- Regardless of the skill level or the ability of each player, their opportunities to be engaged in the play increase by double when the playing areas is smaller.



### *A very large difference between full ice and small areas:*

- There are 6 times as many shots on goal or at goal in a cross-ice or half ice game.
- Players are closer to the puck at all times and the puck finds its way to the net much more often.
- Goalies are more engaged and feel a bigger part of the game.



### *Shrinking the playing surface increases offense:*

- Players are much closer to the nets, skate shorter distance from goal to goal, and have increased opportunities for offensive play.
- Goalies are forced to make more saves thus increasing their development



### *More of a team game is apparent:*

- In the smaller area games, players are observed passing and attempting to pass the puck more often. This results for two reasons:
  - All players are close enough to pressure the puck more frequently.
  - Teammates are in close support of the puck carrier at all times.



### *Short quick passes find their mark:*

- In smaller spaces, more passes are attempted and most of these passes are 5 to 10 feet in length.
- When passes are shorter, accuracy improves, and players tend to have more success receiving the pass.
- Players also start to understand the importance of puck possession.



### *Two goaltenders for each team play in each game:*

- With teams splitting for two half-ice games, each team will dress and play two goaltenders
- Goaltender rotation will ensure that each player will have multiple opportunities throughout the season to play in goal
- Cost effective option for players at this age to experiment with all positions



### *Over double the ice time per player:*

- Full-ice format gives players between 9-11 minutes on ice per game
- Half-Ice format gives players 24 minutes of ice time per game
  - 8 players play instead of 5
  - 90 second buzzer monitored shifts ensures equal ice time
  - Limited face-offs, rules, and stoppages ensures more time spent playing hockey

The Intro to Hockey Program provides children the opportunity to learn fundamental movement and fundamental sport skills in a quality sport program tailored just for them. The program maximizes ice utilization through the use of Teaching Stations, Cross-Ice and ½ ice Hockey, and Small Area Games. More puck touches mean more skill development and more fun! In this environment, a player's activity, skill and love for the game increases!

- ✓ Better Ice Utilization
- ✓ More players active during ice session
- ✓ Increased competition for all players
- ✓ Fun for All



*"Scaling down is important and the research shows that when children are more actively engaged, they touch the puck more often, have the puck on their stick longer, and are interacting with one another to a greater extent."*

- **Dr. Stephen Norris**  
Consultant to Hockey Canada

## Hockey Alberta Skating Study

The best players in hockey are constantly changing direction to evade their opponent and create space.



	Cross Over	Stride	Cross Over to Stride Ratio
Average NHL Player	1	13	1:13
Top 25 NHL Player	1	4	1:4
Connor McDavid	1	2	1:2

- NHL's No. 1 skill isn't top speed; it's the ability to **change speeds** and **accelerate quickly**.
- **Cross Ice / Half Ice** trains players to skate the game, rather than simply skating fast in straight lines.
- Effective skating is a combination of **turns, pivots, stops, starts, transitions, lateral movement, and change of direction**.

*"The flat out use of maximum speed in hockey simply doesn't happen very often. What does happen is that you have to be adjusting, changing, going forward, backward, lateral, always turning and moving toward the puck: that's agility skating... smaller areas generate more stops, starts and turns."*

**Dr. George Kingston**  
Former NHL and Team Canada Head Coach



# U7 TIMBITS OPERATIONS MANUAL 2025-26

(2019 AND 2020 BORN PLAYERS)

## Overview

The U7 Timbits Program (Timbits Program) is a partnership between Tim Hortons, Hockey Canada, Hockey Alberta, and Hockey Calgary that focuses on skill development and the FUNDamentals of hockey for children aged 5 and 6.

This grassroots hockey program is the first step in a player's hockey career with an emphasis on the FUNDamentals of the game stressing the importance of fun! The Timbits Program provides an opportunity for players to meet new friends while gaining a firsthand experience in the game of hockey. The coaches who partake in the Timbits program are encouraged to gain coaching knowledge through coach clinics.

Due to sponsorship from Tim Hortons, Hockey Calgary is able to run the TIMBITS program for **U7** Program level children aged 5 to 6. With the support from Tim Hortons, Hockey Calgary is able to:

- Purchase jerseys;
- Host TIMBITS Festivals & Jamborees;
- Purchase pucks;
- Provide players with a TIMBITS Medal;
- Supply water bottles to various tournaments;
- Host educational sessions for coaches;
- Operate a learn to play hockey program for prospective TIMBITS players.



## Objectives

- Provide a positive environment for learning the FUNDamental skills of hockey
- Create a safe environment for players to experience the sport
- Incorporate physical literacy, fair play, co-operation and FUN into the sport
- Stimulate interest & desire to continue playing hockey
- Develop basic hockey skills
- Increase opportunities for players to touch the puck
- Develop self-esteem through a sense of achievement
- Teach the basic rules of hockey

## Program Guidelines

- All practices should utilize stations and informal games are to be cross-ice
- The Blue Lightweight (4 oz.) puck will be the official puck, we also recommend the use of tennis balls, soccer balls, rubber chickens and other items to create a fun atmosphere

*Decrease the space, increase the pace*

- Players should be grouped based on appropriate skill level to allow for appropriate development
- Practice Structure
  - 10 minutes FUN warm up (games/tag/keep away/etc.)
  - 40 minutes of individual skill development - Skating, stickhandling, passing, shooting, agility
  - 10 minutes – cross-ice games
- All practices should be upbeat, high energy and most importantly FUN
- Game Operations:
  - No scorekeepers are needed, timekeepers can be used to signal shift changes
  - Officials: The use of officials is not permitted.
  - Goalies: No goalie equipment is used in formal games



## Timbits Split

U7 Jr. Timbits – Generally 1st Yr. Players  
All beginner players aged 5 & 6

U7 Sr. Timbits – Generally 2nd Yr. Players  
5 & 6 year olds based on skill level

Associations should ensure that in each of the Jr. and Sr. Timbit categories, the skill levels among all teams are equally balanced. Tiering is not allowed in U7 Timbits Hockey.

## Timbits Jamboree

Each year Hockey Calgary host the Timbits Jamboree. This event is a celebration of Timbits hockey and its attributes. The Timbits Jamboree is a family orientated day where families can enjoy the success of the season.

## The Four Pillars of a Solid Foundation

### PLAYERS

- Exposure to a FUN philosophy that creates learning opportunities
- Focused more on informal games/drills rather than competing in games

### PARENTS

- To become an active participant rather than an idle observer
- Complete Hockey Canada's Respect in Sport online course (1 parent per household)

### COACHES/INSTRUCTORS

- Trained parent volunteers in Hockey Canada Coach Level 1 Program
  - (Mandatory one coach/instructor holds certification, but Hockey Calgary encourages all coaches/ instructors to take the course)
- Mentor other instructors new to the program
- Complete Hockey Canada's Respect in Sport online course (All instructors)
- Complete Hockey Canada's Safety in Sport online course (1 per team)

### ADMINISTRATORS

- Conduct seminars to provide all information to effectively run the Timbits program and provide consistency within the Hockey Calgary Timbits Program

## Special Rules Governing Timbits

- All teams must adhere to the U7 Timbits Operations Manual Format
- No team will name a captain or an assistant captain for games
- Coaches are permitted to use **up to 33% of their practice** time to play informal games within their association if their association permits



## U7 Seasonal Structure

### 1. SEASONAL STRUCTURE (# OF GAMES/TOURNAMENTS PERMITTED)

#### U7 Jr. Timbits – Generally 1<sup>st</sup> Year Players

- Informal games until November 29<sup>th</sup>
- **Game Maximum for U7 Jr. Timbits is 16** ‘formal-modified’ games up until Feb 23 and **20 total** ‘formal-modified’ games from Sept-Mar
  - This includes **8 Hockey Calgary scheduled games**, and any additional exhibition and tournament games. **NO EXCEPTIONS.**
- **Tournament /Jamboree Maximum for U7 Jr. Timbits 2** (HC Jamboree Excluded)
  - Only 1 Tournament/Jamboree can be **out-of-town\*\***
  -

#### U7 Sr. Timbits – Generally 2<sup>nd</sup> Year Players

- Informal games until November 15<sup>th</sup>
- **Game Maximum for U7 Sr. Timbits is 18** ‘formal-modified’ games up until Feb 23 and **24 total** ‘formal-modified’ games from Sept-Mar
  - This includes **8 Hockey Calgary scheduled games**, and any additional exhibition and tournament games. **NO EXCEPTIONS.**
- **Tournament /Jamboree Maximum for U7 Sr. Timbits 3** (HC Jamboree Excluded)
  - Only 1 Tournament/Jamboree can be **out-of-town\*\***

#### U7 Jr. Timbits - Age: 5 (2020 born)

Prep/Eval & Development Phase Sept 8 - Nov 27			Game Play Phase Nov 28 - Feb 22			End-of-Season Phase Feb 23 - Mar 31		
12	16-22	0	12	16-24	10-12	5	2-4	4-6
Weeks	Practices	Games	Weeks	Practices	Games	Weeks	Practices	Games

Total Practices: 40-50

Total Cross-Ice Games:

16 game max up until Feb 22

20 game max season total (Sept-March)

Maximum 2 Tournaments/Jamborees (HC Jamboree Excluded)

Only 1 Tournament/Jamboree can be **out-of-town\*\***

#### U7 Sr. Timbits - Age: 6 (2019 born)

Prep/Eval & Development Phase Sept 8 - Nov 13			Game Play Phase Nov 14 - Feb 22			End-of-Season Phase Feb 23 - Mar 31		
10	14-18	0	14	18-28	10-14	5	2-4	6-10
Weeks	Practices	Games	Weeks	Practices	Games	Weeks	Practices	Games

Total Practices: 40-50

Total Cross-Ice Games:

18 game max up until Feb 22

24 game max season total (Sept-March)

Maximum 3 Tournaments/Jamborees (HC Jamboree Excluded)

Only 1 Tournament/Jamboree can be **out-of-town\*\***

#### U7 Jr. & Sr. Timbits

- **\*\*Out-of-Town** is defined as any rink outside of the Hockey Calgary Boundaries and the 16 additional rinks identified to be in close proximity to Calgary. The reason for this limit is to help reduce the incremental costs associated with traveling to tournaments (hotels, food, gas, etc.)
- **Hockey Calgary Timbits Jamboree does not count towards any of the game limits**
- Any Timbits game hosted by a Hockey Calgary team/association must be played in a **Cross-ice format** (board to board, blueline down or between blue lines). However, teams are **permitted to play in a half-ice** (goal line to redline) in games or jamborees hosted by other Minor Hockey



**Associations** provided they are sanctioned by Hockey Alberta. **Full ice games are not permitted.**  
(Rink diagrams found below in Game Play Section)

### Out-of-Town Definition

- Any rink inside of Hockey Calgary Boundaries and any of the following rinks will be considered 'in-town' for the purposes of the 'Out-of-town' count

<u>City/Town</u>	<u>Rink Name</u>	<u>Address</u>	<u>Distance from Calgary</u>
Chestermere	Chestermere Regional Community Association	201 W Chestermere Dr, Chestermere, AB	24 KM
Airdrie	Ron Ebbesen Twin Arena	200 East Lake Crescent NE, Airdrie, AB	33 KM
Airdrie	Genesis Place	800 East Lake Blvd NE, Airdrie, AB	33 KM
Airdrie	Plainsmen Arena	320 Centre Ave E, Airdrie, AB	36 KM
Cochrane	Cochrane Arena	609 4 Ave N, Cochrane AB	37 KM
Cochrane	Spray Lakes Sawmills Family Sports Centre	800 Griffin Rd E, Cochrane AB	39 KM
De Winton	Scott Seaman Sports Rink	32156 AB-552, De Winton, AB	40 KM
Indus	Indus Recreational Centre	225155 Range Rd 281A, Indus, AB	41 KM
Okotoks	Murray & Piper Arena	99 Okotoks Dr, Okotoks, AB	45 KM
Okotoks	Okotoks Centennial Arenas	204 Community Way, Okotoks, AB	47 KM
Crossfield	Pete Knight Memorial Arena	920 Mountain Ave, Crossfield, AB	51 KM
Strathmore	Strathmore Family Centre Arena	160 Brent Blvd, Strathmore, AB	55 KM
Diamond Valley	Oilfields Regional Arena	611 3 St SW, Diamond Valley, AB	63 KM
Morley	Stoney Tribal Hockey Arena	Morley, AB T0L 1N0	63 KM
Carstairs	Carstairs Memorial Arena	2100 AB-581, Carstairs, AB	68 KM
High River	Bob Snodgrass Recreation Complex	228 12 Ave SE, High River, AB	68 KM

## 2. COACH REQUIREMENTS

Coaches at the Intro to Hockey level are required to have the following certification:

- Coach 1 – Intro to Coach – 1 coach per 10 players - **teams will need 2 certified coaches**
- Respect in Sport (Activity Leader (different from parent edition)) – required for all coaches
- Safety Program – 1 team official for each team

## 3. TEAM SELECTION/EVALUATIONS

- U7 Timbits teams are **evenly balanced** and are **not tiered** and therefore evaluations will be done to ensure skill levels are spread among each team
- Each Association will sort players based on the procedures and protocols that are in place for their specific association
- Evaluation for U7 players must be done on ½ ice format
- It is recommended that Associations incorporate more than just game play into their sorting process

## 4. ROSTER SIZE

Timbits will play 2 or 3 cross-ice 4 vs 4 games plus a player acting as a “goalie” simultaneously, therefore 8 skaters & 2 “acting goalies” are required. HC recommends a roster size of **18 players** (with a range of 17 – 20).



## 5. ESSO MINOR HOCKEY WEEK

Timbits teams do not participate in Esso Minor Hockey Week. Instead, Hockey Calgary runs the famous **Timbits Jamboree** each year in March as a celebration to close out the season. We encourage Timbit players to attend Esso Minor Hockey Week in January as spectators. Hockey Calgary looks forward to their involvement in the long-standing event starting in U9.

## 6. TOURNAMENT/JAMBOREES

The playing of 'Tournaments/Jamborees' is an important part of hockey culture, team building, and fun of hockey playing experience. Hockey Calgary encourages teams and associations to continue to operate and attend these events while staying within the 'Maximum Game' guidelines as presented.

If hosting or operating a tournament please ensure that **no score kept**, and therefore **no winners or losers determined** throughout the event, therefore the traditional 4 team event with the top 2 teams playing in the final will not work.

- HC recommendations are as follows:
  - 4 team tournament - 3 game event – each team plays each team once
  - 5 team tournament - 4 game event – each team plays each team once
- **Entire schedule must be completed in advance of the start of the tournament**

## 7. TIMBITS GAME REQUESTS AND TOURNAMENT SANCTIONS

To submit a request for either an exhibition game or to participate in a tournament you will need a Hockey Calgary user account. Once logged in submit either the "Play an Exhibition Game" or "Play in a Tournament" form under the ADMIN tab, whichever is appropriate.

To host a tournament the host team must follow the Hockey Calgary Tournament Sanction process found on our website at [www.hockeycalgary.com](http://www.hockeycalgary.com). Once the sanction request has been filled out, Hockey Calgary will sanction the tournament if it falls within the guidelines stipulated within this manual. All tournament rules are to follow the guidelines stated in this manual.

**No tournaments or exhibition games will be sanctioned before:**

- **November 28<sup>th</sup> for Jr. Timbits**
- **November 14<sup>th</sup> for Sr. Timbits**

## 8. EQUIPMENT

### Pucks

- **'Blue Pucks' will be utilized for all Timbits games.**

### Nets

- Smaller sized nets 3' x 4' foot are mandatory where available.

### Boards & Bumpers

- Due to the game play format (described below in Game Play Section), bumpers should be used split between the two blue lines
- Hard Boards should not be used
- **PLEASE NOTE:** Not all rinks are equipped with bumpers. Please talk to your Association to find out whether the rink has bumpers, request permission from owner prior to usage.

## U7 Game Play

As mandated by Hockey Canada and Hockey Alberta, Intro to Hockey is not permitted to play on a full-ice format. U9 hockey (ages 7 and 8) plays on a half-ice format, while U11 hockey (ages 9 and 10) plays on a full-ice format. In order to create a natural progression from Timbits to U9 to U11, Hockey Calgary has mandated that all Timbit Hockey games will be played on a **Cross-Ice Format** (board to board, blueline down). This playing area is approximately 75% of a half-ice format.

### 1. GAME PLAY

- Games will be played split squad in a **Cross-Ice Format** (board to board, blueline down)
  - Half orange vs. half green at one end, and the other half of orange & green at the other end
  - Teams will kneel on the blue lines rather than use the benches
- 4 vs. 4 format plus 2 'acting goalies' (no goalie equipment)
- "Acting goalies" transition from "acting goalie" to 'player' after their shift
  - Alternate 'Goalie' Option – teams may choose to have a player play in 'goal' for half of a half (12 minutes), then switch to a new player for the 2nd half of a half (12 minutes)
- In rare instances when a team does not have enough players to play two separate 4 vs. 4 games, 3 vs. 3 can be used (See Appendix III)

#### Primary Option:

The Game Play format is referred to as the **Two – Four Team Game Play Model** (see Figure 1). This model is built to allow two Timbit teams playing one another in two zones, while allowing for a '**Developmental Zone**' in the neutral zone. Both teams will be divided into two units.

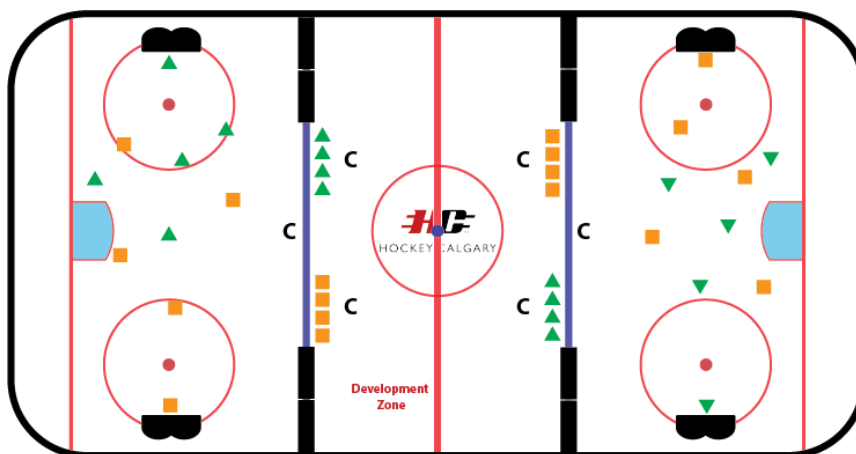


FIGURE 1: Two-Four Team – Two Cross-Ice Game Model

#### Secondary Option:

The Game Play format is referred to as the **Three – Six Team Game Play Model** (see Figure 2). This model is built to allow three Timbit teams playing one another in three zones. All three teams will be divided into two units.

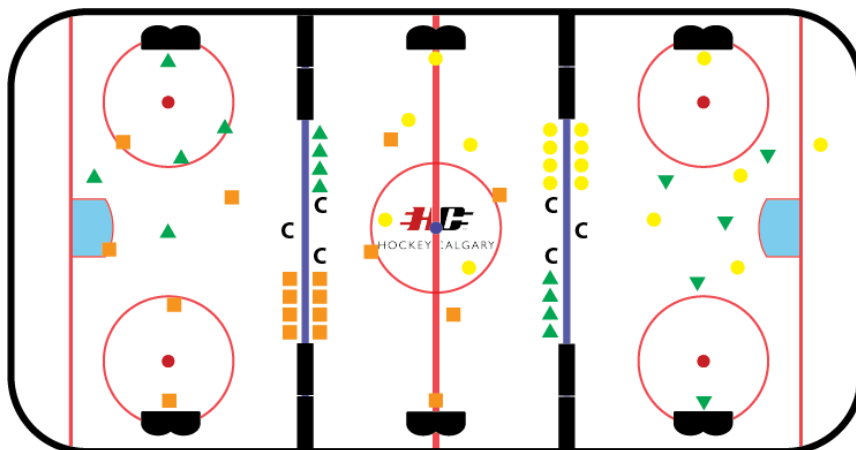


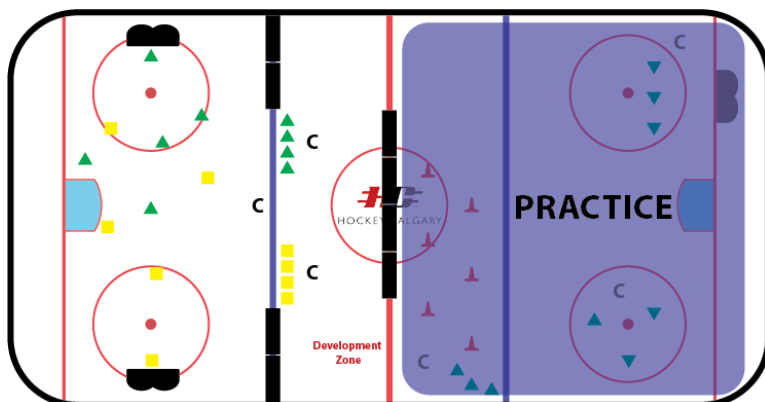
FIGURE 3: Three – Six Team – Three Cross Ice Game Model

**Note:** Mini teams will need to be equally balanced to ensure appropriate competitive balance when teams switch their opponent after the 1<sup>st</sup> half.

### Rare Instances:

When 1 team has a smaller team composition, the ice is still divided in zones, but only one half will be used for game play. The other half can be used as a practice surface for players to rotate through during the ice session (see Figure 2).

**FIGURE 2: Two Team – One Cross-Ice Game Model – with Practice:**



**All Formal Games including tournament games hosted by Hockey Calgary Teams, will only be permitted to be played in a Cross-Ice Format (board to board, blueline down).** However, teams are permitted to play in a half-ice (goal line to redline) in games or jamborees hosted by other Minor Hockey Associations provided they are sanctioned by Hockey Alberta. **Full-ice games are not permitted.**

## 2. GAME SET UP

- Cross-ice game will be played from boards to boards, blueline down at each end. Or from boards to boards in all three zones when using the Three – Six Team Game Play Model.
- Bumpers to be used



## 3. BOARDS/BUMPERS SET UP

- Set up/flood transition/tear down of Bumpers is the responsibility of the coaches, not referees or arena staff (unless otherwise indicated)
- **2 coaches from the home team and 1 coach from the away team** will be responsible
- **Certified and registered coaches** will be the only personnel permitted on the ice for board handling
- **Coaches will be required to wear helmets when handling bumpers on the ice**

## 4. GAME PLAY OVERVIEW

- Two face-offs during the game
  - One to start the game, and one to start the second half
- No official score will be posted
- No off-sides, No icing
- **Blue Pucks**
- The main score clock is used as the **time keeping device** for both games simultaneously
- **Coaches on the ice with skates.**

## 5. SHIFTS/LINE CHANGES

- Shifts will be 1.5 minutes. Buzzer will sound to signal to players to change.
- Resting players will take a knee on the blueline while they await their next shift



- When the buzzer/whistle sounds, players must relinquish control of the puck immediately and skate towards the blue line (players kneeling area) **with the exception of the 'acting goalie' who transitions to 'player' for the next shift**
- 4 new skaters enter the game surface area
  - 3 as 'players'
  - 1 as 'acting goalie'
- **Tag Up Rule:** If there are fewer than 4 players on the bench, the active player designated to stay out for the following shift must tag up at the bench prior to racing to the play the loose puck.

## 6. DEVELOPMENTAL ZONE

- The 'Developmental Zone' has been added to allow opportunities to provide **individual instruction** and attention to players. Players and coaches will use the zone to varying levels. Some players will simply enjoy kneeling, taking a rest, drinking some water, and cheering on their teammates, while other's may require some individual coaching.
- **The 'Developmental Zone' is designed for coaches to:**
  - Look for and address 'coachable moments' in games (ex. Coach notices a player's passing is not accurate. Coach can take the player after their shift, correct the error, and execute a couple of repetitions within the 90 second rest)
  - Run an individual activity for a player who isn't tired, who needs an increased challenge, or who has trouble sitting still
- **The 'Developmental Zone' is NOT designed for Coaches to:**
  - Run full drills/activities between shifts
  - Grab each or a single player after every shift to work on skills
  - Over coach
- Documentation, guides, and examples of effective use of the 'Developmental Zone' will be formed by Hockey Calgary and circulated prior to the start of formal games.

## 7. CHANGE OF POSSESSION

- Goaltender freezes the puck – Puck shot out of play – Goal is scored
- Coach signals to the attacking team to back off 3 meters and defending/non-offending/conceding team gets possession
- **The goal is to keep the game moving with limited stoppages**

## 8. OFFICIALS/PENALTIES

- The use of Officials is **not permitted in Timbits**
- No penalties are to be called, but for teaching purposes, coaches can agree to have infracting player miss for their next shift. **Play will continue at even strength.**

## 9. LENGTH OF GAME

Typical time slots for Timbits ice times are 60 minutes but from time to time 75-minute time slots are allocated. For Timbits the Games will be continuous play, and operate as follows:

### 60 Minute Ice Slot

- 5 Mins. - Warm Up/Set Up
- 24 Mins. – Period #1
- 3 Mins. – Rest/Change Ends
- 24 Mins. – Period #2
- 3 Mins. – Shake Hands/Move Bumpers

### 75 Minute Ice Slot

- 5 Mins. - Warm Up
- 30 Mins. – Period #1
- 3 Mins. – Rest/Change Ends
- 30 Mins. – Period #2
- 3 Mins. – Shake Hands

- Teams will warm up at one end of rink 'with their own team', when it comes time to start play the coaches will assign ½ of their team and 2 coaches to the other end to begin the game play

### **Injury Time Outs**

- The game clock is being utilized to run games at both ends of the arena, therefore when there is an injury timeout at 1 end the game clock will continue to run. This is the only time the game will not be continuous.
- During an injury time out players are asked to move away from the incident, take a knee and wait for direction from the official

## 10. LINE SELECTION

- Coaches are permitted, but not required, to split their mini teams into A and B rosters to ensure like abilities play together
  - **NOTE:** Consultation should be done with the opposing coach ahead of time
  - **NOTE:** in cases like these, teams do not switch ends at the half-way point.
- It is the expectation of HC and the member Association that the lines (players at each end) will change each game, and that the same players are not always playing together. A select few Top and bottom players may remain on A and B rosters throughout most of the year, however, the major of players (in the middle) should rotate though rosters frequently.



## 11. GAME SHEETS

- Not necessary in Timbits



# U9 DEVELOPMENT LEAGUE

## GUIDE 2025-26

(2017 AND 2018 BORN PLAYERS)

### U9 Development League (U9DL) Overview

The U9 Development League (U9DL) is a partnership between Hockey Calgary and its community associations in which they operate the U9 age category as a skills-based age category. The U9DL focuses on skill development and the fundamentals of hockey for kids aged 7 and 8. The purpose of this league is to address the need for more skill development in the U9 age group. Our goal is to provide a positive environment for learning the fundamentals of hockey, and to stimulate interest and desire to continue playing the game of hockey.

The U9DL is a league in which the associations promote coach, parent, official and player education during the season. Each player will be evaluated fairly within each association and placed on a team where they are best suited. Associations are limited to when and how many games they can play. As a result, players will practice more and play fewer games to increase their skills before playing full ice games compared to that of other divisions.

### Special Rules Governing All Levels of U9

- All teams must adhere to the U9 Development League format
- All Positions (defense, forward & goaltender) must be rotated equitably throughout the season in practices, exhibition, tournament, seeding, and regular season games
- No team will name a captain or an assistant captain for games
- Coaches are permitted to use **up to 33% of their practice** ice time to scrimmage if their association permits

## U9 Seasonal Structure

### 1. **NEW** GAME FORMAT SUMMARY

- Seeding and League Games
  - Sept 1 – Jan 14: **Half-Ice**
  - Jan 15 – Feb 28: **Three-Quarter Cross-Ice**
- Esso Minor Hockey Week: **Half-Ice**
- Exhibition and Tournament Games
  - Sept 1 – Jan 14: **Half-Ice**
  - Jan 15 – Jan 31: **Half-Ice or Three-Quarter Cross-Ice**
  - Feb 1 – Mar 31: **Half-Ice or Three-Quarter Cross-Ice or Full-Ice\***
    - Teams will be permitted to play a **maximum of 8 Full-Ice Games**
      - Full-Ice games must adhere to the playing rules found [HERE](#)

### 2. SEASONAL STRUCTURE (# OF GAMES/TOURNAMENTS PERMITTED)

Game Maximum for U9 is **28 Games** up until Feb 23, and **35 total games** from Sept-Mar.

- 6 Games Seeding (HC Scheduled)
- 10 Games Regular Season (HC Scheduled)
- 2 Games EMHW (HC Scheduled)
- 3 Tournament/Jamboree Maximum (approximately 9-12 games)
- Exhibition Games (approximately 2 games)

U9 - Ages 7-8 (2017/2018 born)					
Prep, Evaluation, Development Phase Sept 2 - Oct 17		Regular Season Phase Oct 18 - Feb 22		End of Season Phase Feb 23 - Mar 31	
8-10 Practices	Exhibition Games	26-32 Practices	18 Scheduled Games	4-8 Practices	Tour. /Jamb. Games
Total Practices: 40-50					
Total Cross-Ice Games: 28 game max up until Feb 22					
35 game max season total (Sept-March)					
Maximum 3 Tournaments/Jamborees (excluding EMHW) Only 2 Tournaments/Jamborees can be <b>out-of-town**</b>					

**Total Tournament/Jamboree Maximum will be 3 Tour./Jamb..**

- **No tournaments to be scheduled prior to end of seeding round.**

**\*\*Out-of-town Tournament/Jamboree Maximum will be 2 Tour./Jamb..**

- Out-of-Town is defined as any rink outside of the Hockey Calgary Boundaries and the 16 additional rinks identified to be in close proximity to Calgary. The reason for this limit is to help reduce the incremental costs associated with traveling to tournaments (hotels, food, gas, etc.)
- Any rink inside of Hockey Calgary Boundaries and any of the following rinks will be considered 'in-town' for the purposes of the 'Out-of-town' count

City/Town	Rink Name	Address	Distance from Calgary
Chestermere	Chestermere Regional Community Association	201 W Chestermere Dr, Chestermere, AB	24 KM
Airdrie	Ron Ebbsen Twin Arena	200 East Lake Crescent NE, Airdrie, AB	33 KM
Airdrie	Genesis Place	800 East Lake Blvd NE, Airdrie, AB	33 KM
Airdrie	Plainsmen Arena	320 Centre Ave E, Airdrie, AB	36 KM
Cochrane	Cochrane Arena	609 4 Ave N, Cochrane AB	37 KM



Cochrane	Spray Lakes Sawmills Family Sports Centre	800 Griffin Rd E, Cochrane AB	39 KM
De Winton	Scott Seaman Sports Rink	32156 AB-552, De Winton, AB	40 KM
Indus	Indus Recreational Centre	225155 Range Rd 281A, Indus, AB	41 KM
Okotoks	Murray & Piper Arena	99 Okotoks Dr, Okotoks, AB	45 KM
Okotoks	Okotoks Centennial Arenas	204 Community Way, Okotoks, AB	47 KM
Crossfield	Pete Knight Memorial Arena	920 Mountain Ave, Crossfield, AB	51 KM
Strathmore	Strathmore Family Centre Arena	160 Brent Blvd, Strathmore, AB	55 KM
Diamond Valley	Oilfields Regional Arena	611 3 St SW, Diamond Valley, AB	63 KM
Morley	Stoney Tribal Hockey Arena	Morley, AB T0L 1N0	63 KM
Carstairs	Carstairs Memorial Arena	2100 AB-581, Carstairs, AB	68 KM
High River	Bob Snodgrass Recreation Complex	228 12 Ave SE, High River, AB	68 KM

### 3. COACH REQUIREMENTS

Coaches at the U9 level are required to have the following certification:

- Coach 1 – Intro to Coach – 1 coach per 10 players - **teams will need 2 certified coaches**
- Respect in Sport (Activity Leader (different from parent edition)) – required for all coaches
- Safety Program – 1 team official for each team

### 4. TEAM SELECTION

#### Evaluations

- Each Association will evaluate based on the procedures and protocols that are in place for their specific association
- Evaluation for U9 must be done on ½ ice format
- It is recommended that Associations incorporate skills and game play into their evaluation process

### 5. ROSTER SIZE

U9 will play 2 – ½ ice 4 vs 4 games with goalies simultaneously, therefore 8 skaters & 2 goalies are required on the ice at all times. HC recommends a roster size of **18 players** (range of 17 – 19). Please note that all 'U9' teams within an Association must start the season within 1 player of each other.

### 6. TIERING

There will be 4 tiers of U9 Hockey within Hockey Calgary. Association's may be required to have multiple teams within specific tiers. Hockey Calgary has developed a seeding grid which all Associations will be required to comply with (**see appendix I**).

### 7. RESEEDING

As in the past there will be a reseeding process performed in early December. While score won't be shown visually, scorekeepers will keep a tally on the game sheet solely for the purposes of reseeding. **The score will need to be internally kept for the Seeding round only.** In addition, League Governors, League Chairs and Associations will lead the process, but input will be required from teams. Process is as follows:

- The team (in coordination with their association, and the age category coordinator), will be required to 'Request' to be re-seeded, prior to November 15. If there is no 'request' there will be no review, unless it is deemed by HC that a teams is vastly over or under matched.



HC in conjunction with League Governors and League Chairs will have the final decision on all reseeding requests.

- Upon receiving request, the League Governor and League Chair will watch the team, discuss with association and make recommendation

## 8. ESSO MINOR HOCKEY WEEK

As per Hockey Canada, there will be no official score posted or recorded at the Intro to Hockey level, and thus, no winners and losers declared. Therefore, Hockey Calgary U9 teams will not participate in a Tournament style EMHW. However, the following will take place:

- All 'U9' teams will be scheduled 2 games for the event
- The 2 games will be scheduled on the 1<sup>st</sup> weekend of EMHW
- HC will make an effort to schedule North Division Teams vs. South Division Teams. Please note that due to the number of teams in each the North and South divisions, this will not be guaranteed
- No champion declared, all players will receive a EMHW gift (ie. hat, t-shirt etc.)

## 9. TOURNAMENT/JAMBOREES

The playing of 'Tournaments/Jamborees' is an important part of culture, team building and fun of hockey playing experience. Hockey Calgary encourages teams and associations to continue to operate and attend these events while staying within the 'Maximum Game' guidelines a presented.

If hosting or operating a tournament please ensure that **no score kept**, and therefore **no winners or losers determined** throughout the event, therefore the traditional 4 team event with the top 2 teams playing in the final will not work.

- HC recommendations are as follows:
  - 4 team tournament - 3 game event – each team plays each team once
  - 5 team tournament - 4 game event – each team plays each team once
- **The entire schedule must be completed in advance of the start of the tournament**

## 10. GOALTENDER ROTATION (SEE APPENDIX II)

- Each team will be required to dress 2 goaltenders per game. Therefore, the opportunity for each player to 'try goalie' will be increased.
- The coach/manager is required to set up a goaltender rotation
- All teams are required to maintain a goaltender rotation form, and is subject to review by a HC representative
- All players are to be given the opportunity to play goal
- If a player does not wish to play goal they must follow the rules on the goaltender rotation form, (**see appendix II**)
- **NOTE:** You may not move to the next Rotation until all the boxes either have a date or a parent signature. If a player plays goal out of rotation unexpectedly, enter the date(s) he/she plays goal in each "Rotation". This player cannot play goal again until all other players catch up in the Rotation. **There are no exceptions for tournaments or EMHW.**
- There is no pulling of goaltenders permitted to allow for an additional skater

## 11. EQUIPMENT

### Pucks

- Prior to January 15 inclusive - **'Blue Pucks' will be utilized for all U9 games in Calgary and hosted by a Calgary team.** Teams are permitted, in a sanctioned tournament or exhibition game hosted by another LMHA, to use black pucks.
- After January 15 - Blue or Black pucks – both coaches must agree in order to use black pucks. The default puck if both coaches cannot agree is the Blue puck



### Nets

- Smaller sized nets (3' x 4' feet) are Mandatory where available. All 'home rinks' should be equipped with small nets.

### Boards & Bumpers

- Thanks to the generous support of the Flames Foundation, almost all rinks that will host seeding and league games will be equipped with the hard boards system. The hard boards help to increase the 'game like feel' in a half-ice environment.
- HC will ensure to schedule all U9 games at facilities that have the board system
- **NOTE:** Not every set of boards belongs to Hockey Calgary, and the use of boards for Tournaments and Exhibition games requires the permission of the of the applicable owner. Please refer to the list below highlighting the locations and ownership of the boards.

Location	Association	Owner
Frank McCool	Wolverines	Hockey Calgary
Acadia Rec	Wolverines	Wolverines
Bowness	Bow River	Hockey Calgary
Trico 1	Bow Valley	Bow Valley
Crowfoot	Raiders	Hockey Calgary
ECTAS Blue	GHC	GHC
Max Bell 2	GHC	Hockey Calgary
FCA Gold	Glenlake/Trails West	Glenlake/Trails West
FCA Red	Glenlake/Trails West	Glenlake/Trails West
Cardel 2	Knights	Hockey Calgary
Lake Bonavista	Knights	Hockey Calgary
Huntington Hills	McKnight	Hockey Calgary
Crowchild Red	NWW	NWW
Crowchild Blue	NWW	Hockey Calgary
West Hillhurst	NWW	NWW
Vivo West	Raiders	Hockey Calgary
Cardel 1	Southwest	Hockey Calgary
Springbank Red Dutton	Springbank	Hockey Calgary
Springbank Joe Phillips	Springbank	Springbank
Optimist	Trails West	Hockey Calgary

## U9 Game Play – Two-Four Model

(Seeding/League/EMHW games until January 15 inclusive)

### 1. TEAM SET UP

**Two – Four Team Game Play Model** (see Figure 1). Two U9 teams playing one another in two halves. Both teams will be divided into two units, each team is required to have two goaltenders, one for each half-ice game.

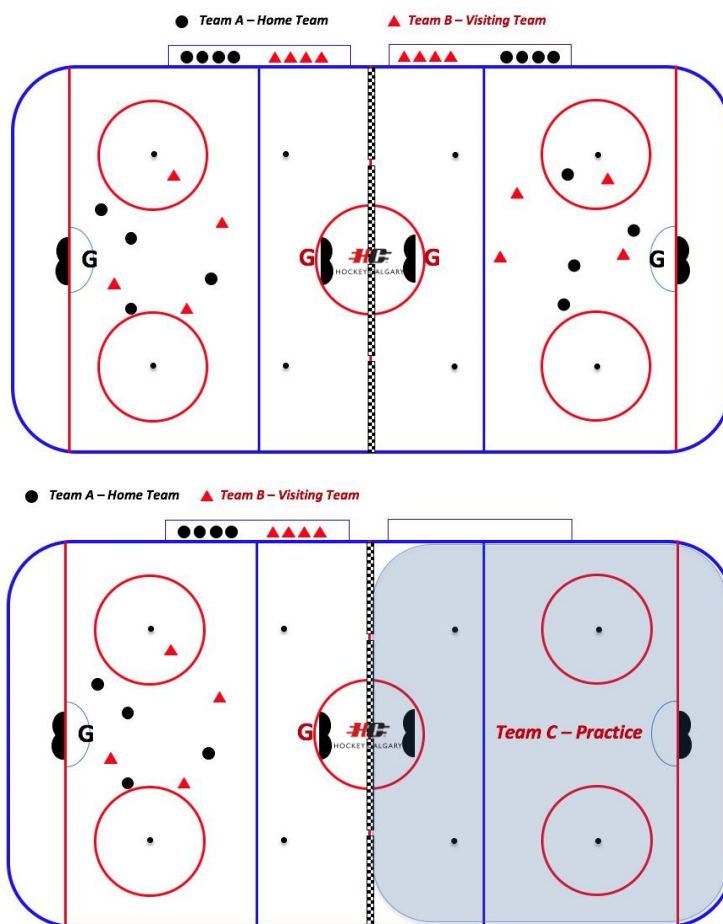
**FIGURE 1: Two Team – Two Half Ice Game Model:**

In rare instances when 1 team has a smaller team composition, the ice is still divided in halves, but only one half will be used for game play. The other half can be used as a practice surface for players to rotate through during the ice session (see Figure 2).

**FIGURE 2: Two Team – One Half Ice Game Model – with Practice Sheet:**

HC will schedule 2 teams for game slots

- Games will be played split squad, ie. Half red vs. half blue at one end, and the other half of red and blue at the other end. At the mid-point of the ice session the **'visiting' team** will switch ends and switch benches, so players can play against the other half of the opposing team
- Teams will share the respective player benches with each team using the gate closest to the net they are defending.
- 4 vs. 4 format – each team with a goaltender for each ½ ice game (4 total goaltenders)
- In rare instances when a team does not have enough players to play two separate 4 vs. 4 games, 3 vs. 3 can be used ([See Appendix III](#))



### 2. HALF-ICE GAME FORMAT GRID (LESS THAN FULL ROSTERS)

From time to time throughout the season, we can expect less than full rosters to be available at specific games. This is not ideal, and will come with very little notice. When both teams have similar sized rosters this will not pose a problem, the challenge will be when 1 team has a full roster and the other is significantly reduced. HC has devised a grid for coaches to follow should these situations arise ([See Appendix III](#))

## 3. **NEW** HALF-ICE ROSTER FORMATION

- **Note:** This is for the Half-Ice, Two-Four Gameplay model only
- Hockey Calgary will identify the format for balancing rosters for Seeding, Regular Season, and EMHW games
- There will be two formats
  - Evening Balanced rosters (two mini teams of equal caliber)
  - Modified A/B rosters (modified top half/bottom half)
- Schedule
  - Seeding Games
    - Sept 1 – Nov 30: **Evenly Balanced**
  - League Games and EMHW
    - Dec 1 – Jan 14: **Modified A/B**
  - Exhibition and Tournament Games
    - Sept 1 – Nov 30: **Evenly Balanced**
    - Dec 1 – Mar 31: **Evenly Balanced or Modified A/B**
      - Both coaches must agree in order to operate Modified A/B. Evenly Balanced is the default formation.
- **Rationale and Coaches Guide for Forming Modified A/B Rosters – [CLICK HERE](#)**

Weekend	Format	Date Sat	Date Sun	Season Component	Roster Creation
Weekend 1	Half-Ice	27-Sep-25	28-Sep-25	Pre-Season	
Weekend 2	Half-Ice	04-Oct-25	05-Oct-25		
Weekend 3	Half-Ice	11-Oct-25	12-Oct-25		
Weekend 4	Half-Ice	18-Oct-25	19-Oct-25	Seeding Round	Evenly Balanced
Weekend 5	Half-Ice	25-Oct-25	26-Oct-25	Seeding Round	Evenly Balanced
Weekend 6	Half-Ice	01-Nov-25	02-Nov-25	Seeding Round	Evenly Balanced
Weekend 7	Half-Ice	08-Nov-25	09-Nov-25	Seeding Round	Evenly Balanced
Weekend 8	Half-Ice	15-Nov-25	16-Nov-25	Seeding Round	Evenly Balanced
Weekend 9	Half-Ice	22-Nov-25	23-Nov-25	Season Break	
Weekend 10	Half-Ice	29-Nov-25	30-Nov-25		
Weekend 11	Half-Ice	06-Dec-25	07-Dec-25	Regular Season	Modified A/B
Weekend 12	Half-Ice	13-Dec-25	14-Dec-25	Regular Season	Modified A/B
Weekend 13	Half-Ice	20-Dec-25	21-Dec-25	Regular Season	Modified A/B
Weekend 14	Half-Ice	27-Dec-25	28-Dec-25	Winter Break	
Weekend 15	Half-Ice	03-Jan-26	04-Jan-26	Regular Season	Modified A/B
Weekend 16	Half-Ice	10-Jan-26	11-Jan-26	EMHW	Modified A/B
Weekend 17	3/4 Cross	17-Jan-26	18-Jan-26	Regular Season	Evenly Balanced
Weekend 18	3/4 Cross	24-Jan-26	25-Jan-26	Regular Season	Evenly Balanced
Weekend 19	3/4 Cross	31-Jan-26	01-Feb-26	Regular Season	Evenly Balanced
Weekend 20	3/4 Cross	07-Feb-26	08-Feb-26	Regular Season	Evenly Balanced
Weekend 21	3/4 Cross	14-Feb-26	15-Feb-26	Regular Season	Evenly Balanced
Weekend 22	3/4 Cross	21-Feb-26	22-Feb-26	Regular Season	Evenly Balanced
Weekend 23	Any	28-Feb-26	01-Mar-26	Post Season	
Weekend 24	Any	07-Mar-26	08-Mar-26		
Weekend 25	Any	14-Mar-26	15-Mar-26		
Weekend 26	Any	21-Mar-26	22-Mar-26		

#### 4. GAME SET UP

- ½ ice game will be played from the goal line (at one end), to the center line
  - The net at center ice will be put on the **center faceoff circle**
- For the most part, when games are played back to back, **floods will occur every 2 games**
- Boards or Bumpers to be used

#### 5. BOARDS/BUMPERS SET UP

- Set up/flood transition/tear down of boards is the responsibility of the coaches, not referees or arena staff (unless otherwise indicated)
- Set up/flood transition/tear down or bumpers **will require 3-4 coaches**
- **2 coaches from the home team and 1 coach from the away team** will be responsible
- **Certified and registered coaches** will be the only personnel permitted on the ice for board handling
- **Coaches will be required to wear helmets when handling boards on the ice (skates are recommended)**
  - While **skates are not mandatory for set up**, they make the handling of boards **significantly easier**. Recommended that minimum 2 coaches are wearing skates on the ice while handling boards.
- **NOTE:** please consult with rink staff for bumper/board set up as some rinks have made accommodations to have their staff set up boards



#### 6. GAME PLAY OVERVIEW

- Two face-offs during the game
  - One to start the game, and one to start the second half
- No official score will be posted
- No off-sides, No icing
- Pucks:
  - Sept 1 – Jan 14: **Blue Pucks** are mandatory
  - Jan 15 – Mar 31: Blue or Black pucks – both coaches must agree in order to use black pucks. The default puck if both coaches cannot agree is the Blue puck
- The main score clock is used as the **time keeping device** for both games simultaneously
- 1 official at each end, plus a mentor official for developmental purposes. In most cases, the mentor will be an off-ice official, but at times may be on the ice for shadowing purposes
- **A maximum of 2 coaches per team will be permitted on each bench.** There will only be a maximum of 4-5 players on each bench so this should be sufficient for communication to players.

#### 7. SHIFTS/LINE CHANGES

- Shifts will be 1.5 minutes (90 seconds) in length. Buzzer will sound to signal to players to change.

- When the buzzer/whistle sounds, players must relinquish control of the puck immediately and vacate the ice. The new players enter onto the ice surface immediately.
- Failure to immediately relinquish control of the puck at the buzzer or new players entering the ice surface prematurely will result in a change of possession
- **Tag Up Rule:** If there are fewer than 4 players on the bench, the active player designated to stay out for the following shift must tag up at the bench prior to racing to the play the loose puck. **This is enforced by the coaches, not the officials.**

## 8. CHANGE OF POSSESSION

- Goaltender freezes the puck – Puck shot out of play – Goal is scored
- The official signals to the attacking team to back off 3 meters and defending/non-offending/conceding team gets possession
- Penalty (see below)

## 9. PENALTIES

- Penalties shall be called in accordance with the Hockey Canada Officiating Program (HCOP) standard of play, within a learning environment where new officials are learning the application of the rules
- On a penalty call, the official will raise their arm and blow the whistle **immediately** signaling a penalty has been called. The official will conduct a change in possession and signal to the offending team to back off 3 meters. **The official will do their best to make the player aware of the infraction.** However, at the conclusion of the 90 second shift, the official will approach the bench and communicate to the coach what the penalty was for and who was the infracting player.
  - **The infracting player will miss their next shift**
  - **Play continues at even strength**



## 10. LENGTH OF GAME

Typical time slots for the U9 Age Category are 60 minutes but from time to time 75-minute time slots are allocated. For U9 the Games will be continuous play, and operate as follows:

### 60 Minute Ice Slot

- 5 Mins. - Warm Up/Set Up
- 24 Mins. – Period #1
- 3 Mins. – Rest/Change Ends
- 24 Mins. – Period #2
- 3 Mins. – Shake Hands/Move Bumpers

### 75 Minute Ice Slot

- 5 Mins. - Warm Up
- 30 Mins. – Period #1
- 3 Mins. – Rest/Change Ends
- 30 Mins. – Period #2
- 3 Mins. – Shake Hands

- Teams will warm up at one end of rink 'with their own team', when it comes time to start play the coaches will assign ½ of their team and 2 coaches to the other end to begin the game play
- Please note the minimum amount of ice time a player should receive (when a full roster is available) is 24 minutes, an increase from an average of 9 – 11 minutes in a full ice U9 game



#### Injury Time Outs

- The game clock is being utilized to run games at both ends of the arena, therefore when there is an injury timeout at 1 end the game clock will continue to run. This is the only time the game will not be continuous.
- During an injury time out players are asked to move away from the incident, take a knee and wait for direction from the official
- Once the injured player is removed the game will continue with a face-off at center ice, and play continues from that point

### 11. LINE SELECTION

- Coaches are required to balance their players at each end, so they are close to equal
- You are **NOT** permitted to put all of your top players at one end, and all your weaker players at the other end. The tiering system will hopefully have removed any large disparity in talent
- It is the expectation of HC and the member Association that the lines (players at each end) will change each game, and that the same players are not always playing together

### 12. GAME SHEETS

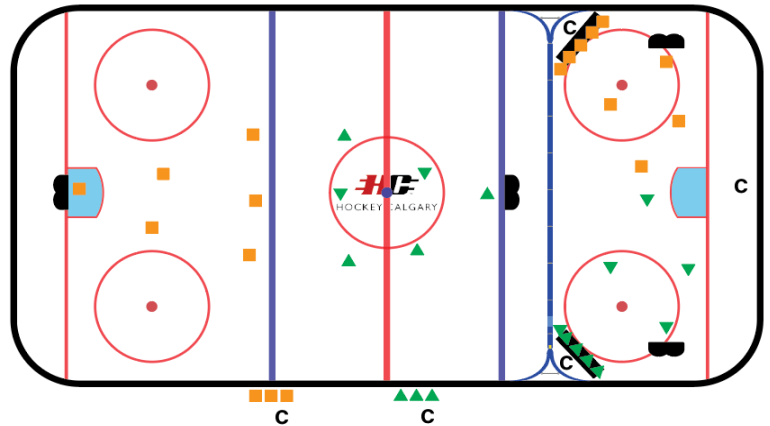
While there will be no official score shown on a scoreboard, an internal score for each half-ice game will be kept for reseeding purposes. U9 specific game sheets will be used in order to track all players who participate in the game as well as to tally the score. Game Sheets can be picked up from your Association. ([See Appendix V](#)).

## U9 Game Play – Three-Quarter Cross Ice Model

(All League Games after January 15)

### 1. **NEW** TEAM SET UP

- Coaches will split their roster into **3 evenly numbered and evenly balanced** mini teams
  - Ex. Team has 18 players, 2 participate as goalies, 16 players split into 3 mini teams (5, 5, and 6)
- For each period, coaches will place 1 mini team in the cross-ice competition zone and 2 mini teams in the three-quarter competition zone
  - Each mini team must play 1 period in the cross-ice competition zone and 2 periods in the three-quarter competition zone



Three Quarter – Cross Ice Game

### 2. THREE-QUARTER CROSS-ICE GAME FORMAT GRID

From time to time throughout the season, we can expect less than full rosters to be available at specific games.

- If a team has 16 players or less, they will have at least 1 mini team with only 4 players (excluding goalie). In this event, coaches should rotate an additional player in the cross-ice zone to ensure there are at least 5 players (excluding goalie) in the cross-ice zone for each period. Some players may play 2 periods in the cross-ice competition zone under these circumstances
- Game Format Grid - [See Appendix IV](#)

### 3. GAME SET UP

- $\frac{3}{4}$  ice game will be played from the goal line (at one end), to approximately 8 ft past the far blue line, and not past the tops of the in-zone face-off circles
  - On net will be placed on the goal line and the other net on the far blue line.
- Cross Ice game will be played from the tops of the in-zone faceoff circles down.
- For the most part, when games are played back-to-back, **floods will occur every 2 games**
- Boards or Bumpers to be used
  - If available, set up 1 bumper in each corner of the Cross Ice Game to act as a bench for players to sit on
  - In absence of Bumpers, coaches can use a bingo dabber to draw/outline the bench area for resting players

### 4. BOARDS/BUMPERS SET UP

- Set up/flood transition/tear down of boards is the responsibility of the coaches, not referees or arena staff (unless otherwise indicated)
- Set up/flood transition/tear down or bumpers **will require 3-4 coaches**



- **2 coaches from the home team and 1 coach from the away team** will be responsible
- **Certified and registered coaches** will be the only personnel permitted on the ice for board handling
- **Coaches will be required to wear helmets when handling boards on the ice (skates are recommended)**
  - While **skates are not mandatory for set up, they make the handling of boards significantly easier.** Recommended that minimum 2 coaches are wearing skates on the ice while handling boards.
- **NOTE:** please consult with rink staff for bumper/board set up as some rinks have made accommodations to have their staff set up boards

## 5. LENGTH OF GAME

Typical time slots for the U9 Age Category are 60 minutes but from time to time 75-minute time slots are allocated. For U9 the Games will be continuous play, and operate as follows:

### 60 Minute Ice Slot

- 5 Mins. - Warm Up/Set Up
- 24 Mins. – Period #1
- 3 Mins. – Rest/Change Ends
- 24 Mins. – Period #2
- 3 Mins. – Shake Hands/Move Bumpers

### 75 Minute Ice Slot

- 5 Mins. - Warm Up
- 30 Mins. – Period #1
- 3 Mins. – Rest/Change Ends
- 30 Mins. – Period #2
- 3 Mins. – Shake Hands

### **Injury Time Outs**

- The game clock is being utilized to run games at both ends of the arena, therefore when there is an injury timeout at 1 end the game clock will continue to run. This is the only time the game will not be continuous.
- During an injury time out players are asked to move away from the incident, take a knee and wait for direction from the official
- Once the injured player is removed the game will continue with a face-off at center ice, and play continues from that point

## 6. WARM-UPS

- The Home team will warm up in the  $\frac{3}{4}$  ice zone and will not shoot pucks towards the cross-ice zone
- The Away team will warm up in the cross-ice zone

## 7. GAME PLAY OVERVIEW – BOTH SIDES

### **Shifts/Line Changes**

- Shifts will be 1.5 minutes (90 seconds) in length. Buzzer will sound to signal to players to change.
- When the buzzer/whistle sounds, players must relinquish control of the puck immediately and vacate the ice. The new players enter onto the ice surface immediately.
- Failure to immediately relinquish control of the puck at the buzzer or new players entering the ice surface prematurely will result in a change of possession



- **Tag Up Rule:** If there are fewer than 4 players on the bench, the active player designated to stay out for the following shift must tag up at the bench prior to racing to the play the loose puck. **This is enforced by the coaches, not the officials**

**Change of Possession**

- Goaltender freezes the puck – Puck shot out of play – Goal is scored
- The official signals to the attacking team to back off 3 meters and defending/non-offending/conceding team gets possession

**Other**

- **Blue or Black pucks** – both coaches must agree in order to use black pucks. The default puck if both coaches cannot agree is the Blue puck
- No official score will be posted
- No off-sides, No icing
- The main score clock is used as the time keeping device for both games simultaneously.

## 8. THREE-QUARTER GAME

**Number of Players**

- 5v5 – teams will still be split in even numbers for both games (some players will double shift and receive slightly more ice time in the Three-Quarter Game)

**Face-Offs**

- Face-off to start each half
- Face-off after each goal

**Referees**

- Both Referees will work the Three-Quarter game allowing them to develop and work on positioning in a 2-official system

**Positions**

- Coaches are permitted to identify Defense/Forwards for the Three-Quarter game. However, players must rotate between these positions. Focus in these games should not be on positioning and systems, but rather to allow players to experiment and applying the concept of 'support' in a more traditional 5v5 setting.

**Penalties**

- On a penalty call, the official will raise their arm and blow the whistle immediately signaling a penalty has been called. The official will instruct the player to proceed to their bench and exit the playing area. The official will conduct a change in possession and signal to the offending team to back off 3 meters. A new player will replace the infracting player and play will continue at even strength (5v5). At the conclusion of the shift, the player who replaced the infracting player will remain on the ice for another shift.

## 9. CROSS ICE GAME

**Number of Players**

- 3v3 – teams will still be split in even numbers for both games (players will receive slightly more ice time in the Three-Quarter Game)

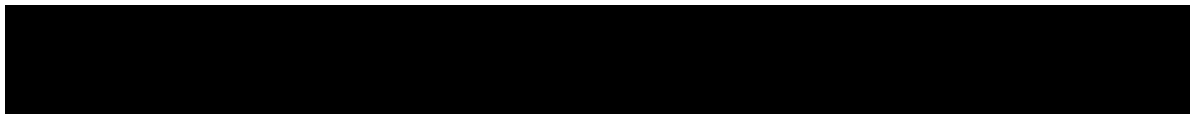
**Face-Offs**

- Two face-offs during the game - one to start each game/half

**Coaches**

- Coaches on ice must wear skates and a helmet

## Three-Quarter Cross Ice Model Benefits



[Click here for an Infographic](#)

## U9 Game Play March Full-Ice Option

Starting March 1, teams are permitted, but not required, to play a **maximum of 4 full-ice games**.

- Games must follow all Hockey Alberta and Hockey Calgary rules pertaining to U9 Full-ice Gameplay
  - 60 Minute Ice Slot
    - 5 Mins. - Warm Up/Set Up
    - 24 Mins. – Period #
    - 3 Mins. – Rest/Change Ends
    - 24 Mins. – Period #2
    - 3 Mins. – Shake Hands/Move Boards
  - 5v5 plus a goaltender
    - Only 1 goaltender is permitted to dress for a game
  - Face-off to start each half
    - Optional face-off after each goal
  - Blue or Black pucks – both coaches must agree in order to use black pucks. The default puck if both coaches cannot agree is the Blue puck
  - No official score will be posted
  - No off-sides, No icing
  - The main score clock is used as the **time keeping device** for both games simultaneously.
  - Shifts will be 1.5 minutes (90 seconds) in length.
    - A maximum of 5 coaches per team will be permitted on each bench.
    - When the buzzer/whistle sounds, players must relinquish control of the puck immediately and vacate the ice. The new players enter onto the ice surface immediately.
  - Small nets are recommended.
  - Penalties
    - On a penalty call, the official will raise their arm and blow the whistle immediately signaling a penalty has been called. The official will instruct the player to proceed to their bench and exit the playing area. The official will conduct a change in possession and signal to the offending team to back off 3 meters. A new player will replace the infracting player and play will continue at even strength (5v5). At the conclusion of the shift, the player who replaced the infracting player will remain on the ice for another shift.

## U9 Role of the Official

### 1. EXPECTATIONS

U9 is an introductory level for all officials. Typically, officials range in age from 13 – 14 years old. They are learning the game and U9 ½ Ice allows officials to learn the basics of officiating before moving into more advance levels of the game. At this level of hockey, we are focusing on building confidence in the following areas:

- Face-offs: Learning to drop the puck on a dot consistently
- Foundational Positioning: Learning to move around the net as the play moves
- Skating: Moving up and down the ice with the players
- Penalties: Learning the basics on signaling a penalty
- Communication: positive interactions with players, coaches, and other officials
- Spatial awareness and establishing good sightlines
- Making decisions such as goals and minor infractions

The U9 ½ Ice program allows officials to experience the game and focus on the key skills without the pressure of calling off-sides and icings. Once confidence is built at this level and skills become habit, our officials move onto U11 where the competition level and expectations are increased.

This format also provides an excellent opportunity for senior officials to mentor newcomers by evaluating them from the stands or shadowing them on the ice. The ability to mentor officials assists in preparing these officials for full ice games in a two (2) or three (3) official system.

**Fun Stats:** When U9 was full ice, there was an average of 1.8 penalties per game. 49% of all penalties were the same infraction: **tripping**.

### 2. HOW YOU CAN HELP

Positively support our officials as they learn the game. **Almost 50% of officials do not return following their first or second year on the ice.** By building confidence and positive experiences, we can encourage officials to stay in the game, learn fundamentals, and continue to grow their knowledge and capability. Thanks in advance for your support!

### 3. FACE-OFFS

There is one face-off location, located half-way between the goals. Coaches and arena staff may mark the centre face-off dot with a temporary marking for game play purposes.

### 4. FROZEN PUCKS, STOPPAGES, AND GAME FLOW

The line change procedure does not require a stoppage of play. The referee blows the whistle to indicate a change of possession when:

- a goaltender freezes the puck, the puck leaves the playing area, or a penalty is called

In the case of a goalie freezing the puck, the official awards possession of the puck to the goalie's teammate and the attacking team is required to back off 3 metres. In the case of a puck shot out of play, the official awards a new puck to the non-offending team and the team committing the offence is required to back off 3 metres.

## 5. GOALS

When the puck enters the goal, the official will blow the whistle and signal a goal, retrieves the puck from the net and allows the team that was scored on to take possession of the puck. The team that scored backs off 3 metres.

## 6. PENALTIES

Penalties will be called in accordance with the Hockey Canada Officiating Program (HCOP) standard of play, within a learning environment where new officials are learning how to apply the rules.

Minor penalties are called by the official using proper penalty procedure:

- Raising the arm to indicate a penalty
- **Blowing the whistle immediately** – offending team does not need to have possession
- Signaling the offending player and the applicable penalty
- Proceed with change of possession – offending team backs off 3 metres.

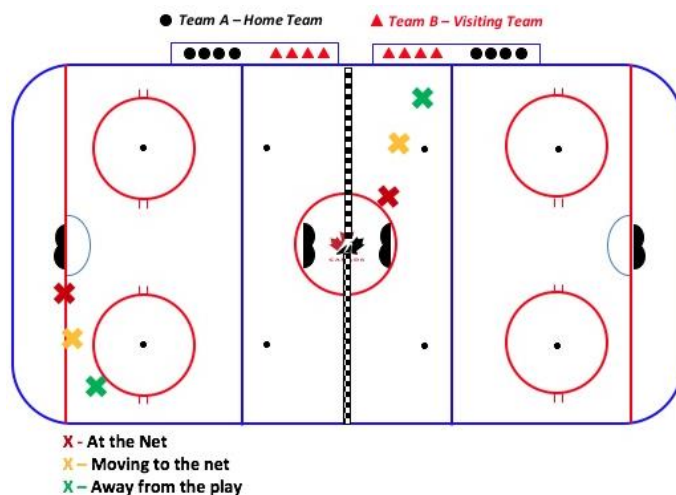
Unlike traditional rules, the offending player will not be required to serve a time penalty for minor penalties. At the end of the shift, the official will also notify the coach about the infraction and the number of the offending player. The offending player is required to sit out next shift, but the team will play even strength (4 on 4).

Should an infraction occur that would normally require a player to be ejected from the game (e.g. Game Misconduct, Match penalty or Gross Misconduct), then the player will be removed from the remainder of that game. Even under these circumstances teams will not play shorthanded and no game incident report will be required.

## 7. POSITIONING

Foundational positioning principles will be used. The concept of the “cone” should be reserved for when full ice play begins. Under the half ice structure, approximate positioning should be used to get the official comfortable with proximity to the goal (see Figure 4). Officials should follow the play approximately 2 – 3 metres behind the puck carrier. They should remain about 1 metre from the boards or playing area perimeters.

Officials are encouraged to move towards the net on goal situations and away from play towards the boards as play comes close allowing players to pass by at a safe distance



*Figure 4: End Zone Positioning of the Official*

## 8. MENTORSHIP PROGRAM

Beginning in 2019-20, CZRC and Hockey Calgary partnered to run a U9 Officials Mentorship program. The program, which was heavily emphasized in the first half of the season, scheduled a senior level referee (Mentor) at approximately 75% of U9 League games. The mentor was tasked with helping our young officials to gain confidence with positioning, calling penalties, talking to coaches and players, and their overall knowledge of the game. The program was a resounding success and will continue in the future.



## Frequently Asked Questions

**1. *How will player development be affected if there are no offside or icing called during game play?***

The game play model is a 4 vs 4 model on half ice. Learning offside and icing will come in time, but the primary focus on age-appropriate training and programming needs to be on skill development in the areas of skating, puck control, pass receiving and shooting. Concepts like offside, icing, positional play and face-offs (which are mental skills) can be introduced when players move to the full ice game play model in the transition to Atom hockey.

**2. *Are teams permitted to identify a full-time goaltender?***

All players should have an opportunity to play goal and all players should rotate through the goalie position throughout the season. The Hockey Canada Long Term Player Development philosophy encourages a wide range of skill development at a young age and focusing on a single position may limit a child's opportunity to practice skills in all areas.

**3. *What is the difference between a Jamboree and a Tournament?***

A jamboree is designed to engage players in a fun environment and is the coming together of several teams to play one another. Games will be competitive, but the emphasis is on fun and fair play.

A tournament is defined as a schedule of games played among three (3) or more teams, which follows an interlocking schedule and leads to an eventual winner. Tournaments are not recommended for Intro to Hockey.

**4. *Is there a need to draw the crease in for the net situated in the neutral zone?***

No. Each net should be placed just inside the centre circle which will provide a small marking to aid the goaltender with positioning in front of the net. The centre circle line will be used as the goal line for the neutral zone net.

**5. *What are the advantages of practicing in small areas and playing half-ice games?***

Small spaces equate to more engagement in the play, and activity for young players. Through small area station-based practices and half ice games, players are closer to the play and have much more opportunity to be engaged in the game. Regardless of the skill level or the ability of each player, opportunities to be engaged in the play double when the playing area is smaller. The NHL Analytics research illustrated that all skill areas of the game increased substantially when players played in small spaces more suited to their age and skill level.

**6. *What are the dimensions of a half-ice hockey game?***

The average dimensions of a regular ice surface in Canada are 200 feet by 85 feet. The half-ice playing surface can be a maximum of 100' by 85' if the dividers are placed at the centre red line. In a study conducted by Hockey Alberta, the half-ice playing surface illustrated the same stride distance for a child as relative to the full sheet of ice for an adult.

**7. *Is it a requirement to use a Blue Puck and what are the advantages?***

For the 2021-22 season the Blue Puck will be used for Initiation and U9 age categories. The regulation Black Puck weighs 6 ounces. The Blue Puck weighs 4 ounces. Scaling down all aspects of practice and game play for players 8 and under is very beneficial. The blue puck is an appropriate weight in relation to the height and



weight of these young players. Use of the Blue puck will promote proper mechanics in shooting, passing, and carrying the puck. Black pucks are permitted to be used in U9 games/jamborees hosted by non-Hockey Calgary teams.

**8. *Should players and/or teams be tiered?***

Grouping of players of like ability can be a very important principle for setting up young players for success and enjoyment. The focus of the Intro to Hockey model is player development. It is important in both station-based practices and in half-ice game play that players be grouped by similar ability levels when possible or necessary.

Hockey Calgary will be implementing a 4-tier system in U9.

**9. *Do the officials in U9 have to wear the full officiating uniform?***

If officials are working games in the U9 Half Ice Model, all officials on the ice need to wear the minimum of an officiating jersey with Hockey Alberta crest, black pants and a black CSA approved helmet with a CSA approved half visor.

**10. *How does the official or coach keep game flow and not lose time on shifts when a puck goes out of play?***

Officials and Coaches are encouraged to keep additional pucks in their pockets in the event a puck is shot out of play. The official will provide a new puck to the non-offending team and play will resume.

## U11 Transition Plan

Hockey Calgary recognizes the importance and assisting players in their transition from U9 to U11. Player's can learn many full ice concepts during U11 prep skates and at the beginning of their U11 season. However, some transitional/full-ice concepts can be introduced to players towards the end of their 2<sup>nd</sup> year of U9 to help assist with a smooth transition to full-ice game play.

Some concepts (like rule adjustments) are more suitable to be introduced at the beginning of the U11 hockey season during the prep skates that are a key component of the U11 Player Pathway. While other concepts can be introduced in prior to the end of the winter hockey season. A sample list of important concepts to assist in U11 Transition can be found below:

- Stoppage/Start of Play – Foundations of Full Ice Gameplay
- Spatial Awareness – Defensive and Offensive Zone Concepts
- Rule Adjustment – Offside and Icing
- Maintaining Game Flow – Changing on the Fly

**Hockey Calgary's U11 Transition plan includes the following 4 components:**

- **In-Season** transition
  - Three-Quarter Cross-Ice
- **End-of-season** transition – Beginning in the 2026-27 season, all member clubs will operate transition skates at the end of the season for graduating U9 players.
  - Open to all graduating U9 players (including House League) – Optional registration
  - No additional fees
  - Minimum 3 sessions
    - Ice times will include teaching and cannot exclusively be gameplay
  - Take place anytime between Feb 1 - April 14 of the playing season
- **Spring-Season** transition
  - Optional and additional fee programming operated by some member clubs
- **Pre-Season** U11 Pathway Skates Transition
  - 2-4 Pathway or Prep skates in the fall prior to the start of evaluations

# Appendix

## APPENDIX I – U9 TIERING

### U9 SEEDING GRID 2025-26 SEASON

TEAMS	DIV 1	DIV 2	DIV 3	DIV 4	TOTAL
2 Teams		1		1	2
3 Teams	1		1	1	3
4 Teams	1	1	1	1	4
5 Teams	1	2	1	1	5
6 Teams	1	2	2	1	6
7 Teams	2	1	2	2	7
8 Teams	2	2	2	2	8
9 Teams	2	2	3	2	9
10 Teams	2	3	3	2	10
11 Teams	3	2	3	3	11
12 Teams	3	3	3	3	12
13 Teams	3	3	4	3	13
14 Teams	3	4	4	3	14

#### NOTE:

1. Teams from Girls Hockey Calgary will be seeded after evaluations are complete at the discretion of Hockey Calgary.
2. Based on final registration HC reserves the right to make small changes to the grid to balance the # of teams per division, or add/delete divisions, in order that leagues run effectively.

**Hockey Calgary**

## U9DL GOALTENDER ROTATION FORM

**TEAM:**

[illegible]

**INSTRUCTIONS FOR USE:**

- 1 As soon as you receive your team list from your Association, write the names of your players in the first column.
- 2 Enter the date each player is selected to play goal in column "Rotation 1". If any player does not want to play goal, their parent must sign in the box beside his/her name.
- 3 Once all boxes in "Rotation 1" either have a date or a parent signature you may proceed to "Rotation 2" and follow the same process as described above.
- 4 You may not move to the next Rotation until all the boxes either have a date or a parent signature. The only exception is during Esso Minor Hockey Week (EMHW) - if a player plays goal out of rotation, enter the date(s) he/she plays goal in each "Rotation". Once EMHW is over, this player can not play goal again until all other players catch up in the Rotation.
- 5 If a player does not want to play goal in one Rotation, he/she may still choose to play goal in later Rotation.
- 6 This form must be available for review by Hockey Calgary representatives at all times.

## APPENDIX III – HALF-ICE GAME FORMAT GRID

It is the expectation of Hockey Calgary that teams will arrive at the scheduled game time with a full or close to full roster and ready to play. In these cases, all games will be played 4 vs 4 and there will be no reason to utilize the following grid.

This grid will be utilized when 1 or both teams have less than the optimal amount of players. Coaches will need to work together to ensure players are maximizing their ice time.

- If both teams have more than 14 players (12 skaters), the 4 vs 4 model at both ends of the arena will always be used.
- When any 1 team has less than 14 players (12 skaters), the grid will be incorporated as per below.
- It is our hope that this will be on very rare instances

# of Players (including goalies)										
Home Team # of Players		19/18	17	16	15	14	13	12	11	10
Visiting Team # of Players	19/18	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 one side, half of 18 player team prac.	4 vs 4 one side, half of 18 player team prac.
	17	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 one side, half of 17 player team prac.	4 vs 4 one side, half of 17 player team prac.
	16	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 One Side & 3 vs 3 One Side	4 vs 4 One Side & 3 vs 3 One Side	4 vs 4 one side, half of 16 player team prac.	4 vs 4 one side, half of 16 player team prac.
	15	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 One Side & 3 vs 3 One Side	4 vs 4 One Side & 3 vs 3 One Side	4 vs 4 one side, half of 15 player team prac.	4 vs 4 one side, half of 15 player team prac.
	14	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides
	13	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 One Side & 3 vs 3 One Side	4 vs 4 One Side & 3 vs 3 One Side	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides
	12	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 One Side & 3 vs 3 One Side	4 vs 4 One Side & 3 vs 3 One Side	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides
	11	4 vs 4 one side, half of 18 player team prac.	4 vs 4 one side, half of 17 player team prac.	4 vs 4 one side, half of 16 player team prac.	4 vs 4 one side, half of 15 player team prac.	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides
	10	4 vs 4 one side, half of 18 player team prac.	4 vs 4 one side, half of 17 player team prac.	4 vs 4 one side, half of 16 player team prac.	4 vs 4 one side, half of 15 player team prac.	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides

## APPENDIX III – THREE-QUARTER CROSS-ICE GAME FORMAT GRID

It is the expectation of Hockey Calgary that teams will arrive at the scheduled game time with a full or close to full roster and ready to play. In these cases, the Three-Quarter competition zone will be player 5v5 and the Cross-Ice competition zone will be player 3v3.

The following grid will be used to determine the amount of players per mini-team, per competition zone, and the format (3v3, 4v4, 5v5).

Your Team's Players	Opposing Teams Players	Goalies	Mini Team 1	Mini Team 2	Mini Team 3
19	15-19	2	6	6	5
18		2	6	5	5
17		2	5	5	5
16		2	5	5	4*
15		2	5	4*	4*
14	15-19	2	4*	4*	4*
	12-14	2	4*	4*	4*
13	12-19	2	4	4	3**
12	12-19	2	4	3*	3*
11	12-19	1	10		
10	12-19	1	9		
9	12-19	1	8		

Legend	Three-Quarter Zone - 5v5 Cross-Ice Zone - 3v3	
	Three-Quarter Zone - 4v4 Cross-Ice Zone - 3v3	
	Three-Quarter Zone - 5v5 Cross-Ice Zone - Practice or SAG for 1 team	
	*	Add an additional player from other mini team when this mini team is in the cross-ice zone.
	**	Add an additional player from each of the other mini teams when this mini team is in the cross-ice zone.

## APPENDIX IV – U9 GAME SHEET

**Game Details:** Don't forget to fill out this information

**Officials:** Confirm with the Officials that you have the correct information

**Visiting Team's Players List**

**Home Team's Players List:** Tip: create/print team labels - remember to cross off any player who is not playing and the reason why

**Home Team's Coach Information:** Tip: include coach information on team label

**Home Team Coach Survey**

**HOCKEY CALGARY**  
MAX BELL ARENA 1111 BAYVIEW TRAIL SE CALGARY AB T2E 6S2 PHONE (403) 245-5177 www.hockeycalgary.com

**Novice Official Game Report**

**GAME DETAILS**

HOME TEAM: **COFFEE** VISITING TEAM: **TEAL**

DATE: **11/11/2020** DIVISION: **U9**

TYPE OF GAME: **REGULAR** LEAGUE: **TEAL** TOURNAMENT/INTERVIEW: **NO**

COACHES: **COFFEE: [Name]** **TEAL: [Name]**

REFEREE #1: **[Name]** REFEREE #2: **[Name]**

SCOREKEEPER: **[Name]** TALLY SHEET: **[Name]**

HOME TEAM SUMMARY

W	L	T	P	OT
1	0	0	0	0

HOME TEAM GOALS: **1** VISITING TEAM GOALS: **0**

**Penalties:** Only Major (5 min) penalties are recorded

**Transfer Totals:** Scorekeepers transfer the total goals from the tear away goal tally sheets onto main scoresheet. Numbers in the corner of the boxes on the tear away sheets correspond with the numbers on the main scoresheet.

**Right Game 1st Half:** Tally the Home team and Visiting team goals. Add total in boxes marked '3' & '4'.

**Right Game 2nd Half:** Tally the Home team and Visiting team goals. Add total in boxes marked '7' & '8'.

**Left Game 1st Half:** Tally the Home team and Visiting team goals. Add total in boxes marked '1' & '2'.

**Left Game 2nd Half:** Tally the Home team and Visiting team goals. Add total in boxes marked '5' & '6'.

**Scorekeeper's Tear Away Tally Sheets**

**1st Half**

Home Team Goals	Visiting Team Goals
1	0

**2nd Half**

Home Team Goals	Visiting Team Goals
0	0

**Total**

Home Team Goals	Visiting Team Goals
1	0