



HOCKEY CALGARY

**House League
In-Game Resources**

2022-2023



Contents

U9	3
Game Play Guidelines – U9	3
Game Sheet Instructions - U9	6
Time Keeper Instructions - U9	7
U9 BUZZER GRID	8
Game Play Roster Grid - U9	9
Extra Goaltender Rotation Form – U9	10
U11/U13	11
Game Play Guidelines – U11/U13	11
Game Sheet Instructions - U11/U13	12
Extra Score Sheet	13

U9

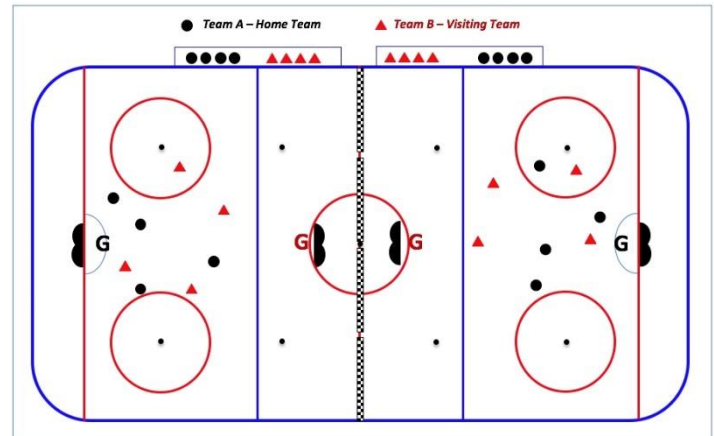
Game Play Guidelines – U9

GAME PLAY GUIDELINES/RULES

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 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.

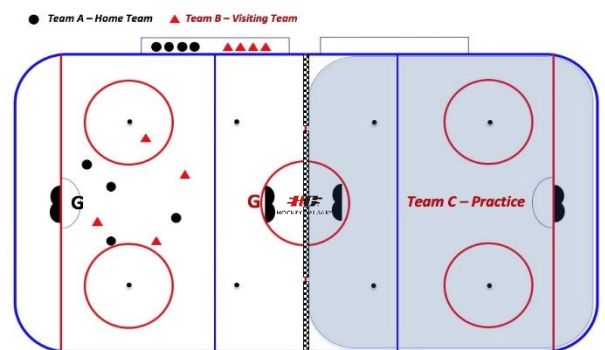
FIGURE 1: Two Team – Two Half Ice Game Model

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).



Game Play for U9 will follow the ½ ice model and be played as follows:

- HC to 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)
- 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
- Two face-offs during the game
 - One to start the game, and one to start the second half
- The main score clock can be used as the **time keeping device** for both game simultaneously
- No off-sides, No icing
- 1 official at each end



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** (with a range of 17 – 19).

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

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

BOARDS/BUMPER SET-UP

- 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
- 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 of 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)**

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.**

LINE SELECTION

- Coaches are required to balance their lines (players at each end), so they are as close to equal as possible
- You are **NOT** permitted to put all of your top players at one end, and all your weaker players at the other end.
- 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

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)

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**

INJURY TIMEOUTS

- 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.

GOALTENDER ROTATION

- The coach/manager is required to set up a goaltender rotation
- 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,
- There is no pulling of goaltenders permitted to allow for an additional skater

EQUIPMENT**Pucks**

- **'Blue Pucks' will be utilized for all U9 games**

Nets

- Smaller sized nets 3' x 4' foot 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 or in rare circumstances, the bumper system
 - **NOTE:** It is not the referee's responsibility to set up bumpers/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

**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, but the games must go on. 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

GAME SHEETS

Game sheets are an important record of who was on the ice and what occurred during the game. These game sheets must be uploaded to Hockey Calgary's Website following each game.

Time Keeper Instructions - U9

1. Place 3 minutes on the clock for warm up
2. Place 24 minutes on the clock for each half. Press the buzzer every 90 seconds for shift change. See time grid below for guide of when to press the buzzer.

OR

3. If the arena game clock is capable of setting the clock to automatic run 90 second shifts, there will be 16 total shifts per half.

NOTES:

- The score is not to be displayed on the scoreboard
- 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. Continue to use the buzzer for shift changes and the stopped game will resume when ready.

ICE SLOTS:

60 Minute Ice Slot

3 Mins. - Warm Up

24 Mins. – Period #1

5 Mins. – Rest/Change Ends

24 Mins. – Period #2

3 Mins. – Shake Hands/Move Bumpers

If there are 5 minutes left in your scheduled ice time but there is more than 5 minutes left on the time clock, drop the time clock to 2 minutes or allow one more 90 second shift. This makes sure you have 3 minutes to shake hands and remove boards/bumpers before the Zamboni is on the ice.

U9 BUZZER GRID

60 Minute Ice Slot

1:30 (90 second Shifts)
24:00
22:30
21:00
19:30
18:00
16:30
15:00
13:30
12:00
10:30
9:00
7:30
6:00
4:30
3:00
1:30
0:00

Game Play Roster Grid - U9

# of Players (including goalies)	Home Team # of Players	18	17	16	15	14	13	12	11	10
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	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
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	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
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	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
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.	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
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.	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

U11/U13

Game Play Guidelines – U11/U13

Game Play will be full ice, with the target length of game being a 60-minute ice slot. Period lengths will be 13-13-13 with the 'drop clock' (See below) process being utilized. Please see more details in Hockey Calgary Regulation Book.

- viii. No game will exceed the permit time. If undue delays occur for any reason and the game cannot be completed within the permit time, the following procedure will be followed:
- a) At the first stoppage of play after time reaches 5 minutes left on the permit, the timekeeper will notify the referee.
 - b) At this stoppage of play the clock will be reset to 2 minutes and the remainder of the game completed with stop time.

