



HOCKEY CALGARY

# House League In-Game Resources

2024-2025



## Contents

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

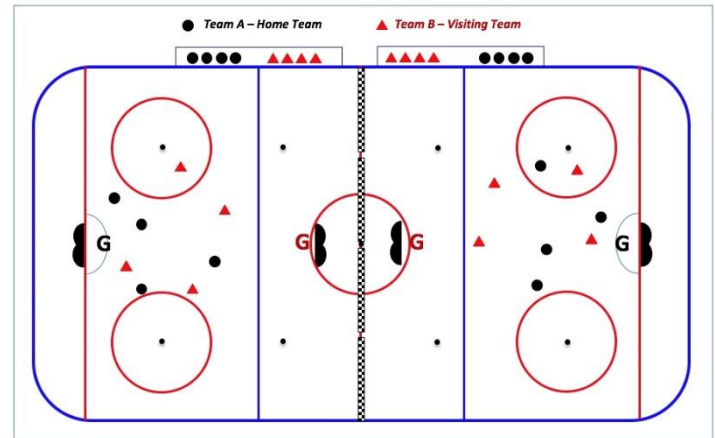
## Game Play Guidelines – U9

### 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:

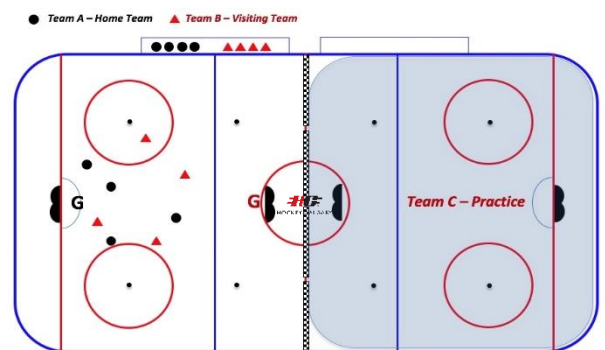
- HC to schedule 2 teams for game slots
  - Games will be played split squad, ie. Half red vs. half blue at one end, and the other half of red and blue at the other end. At the mid-point of the ice session the **'visiting' team** will switch ends and switch benches, so players can play against the other 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.

**\*Home Team provides game sheets\***

1. Time Keeper - responsible for setting up the time clock and making sure the buzzer goes every 90 seconds (see Buzzer Shift cheat sheet)
2. Score Keeper - responsible for watching game and filling out the game sheet as necessary

- Goals are not marked and score is not kept
- Minor penalties are not recorded
- Once all pre-game information is recorded, the score keeper only remains in the box to assist the time keeper and make any Major or Match penalties recorded by the referee
- **ONLINE ENTRY:** When prompted for 'Total Goals' please input 0-0

## 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.



HOCKEY CALGARY

## 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





HOCKEY CALGARY

## Game Play Roster Grid - U9

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



**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.

## 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. 75-minute time slots will utilize period lengths of 15-15-15. 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.

**\*Home Team provides the game sheet\***

There should be 2 people in the Time-Keeper's Box:

3. Time Keeper - responsible for setting up the time clock and displaying the score and penalties
4. Score Keeper - responsible for watching game and filling out the game sheet

**NOTES:**

- Goals are marked by the player's number. Assists are not recorded. Example: when a visiting player scores from game 1 put a check mark in the visiting teams' column for Game 1 - not specific to any player
- Please let the officials know when any one player has scored 3 times in a single game
- After the game is over, count the number of goals in the columns and put a total number at the bottom
- Penalties:
  - All penalties are to be recorded
  - Fields to be filled out are:
    - **Per** – which period the penalty occurred in
    - **No.** - player number
    - **Serv.** - player serving the penalty (most often the penalized player)
    - **Min** - penalty length (ex. 2 min)
    - **Off** – at what time on the game clock did the player enter the penalty box
    - **Start** – at what time on the game clock did the penalty start counting down (most often same as Off)
    - **On** – at what time on the game clock did the player exit the penalty box

12

MAX BELL ARENA 1111 BARLOW TRAIL SE CALGARY AB T2E 6S2 PHONE (403) 245-5773 [www.hockeycalgary.com](http://www.hockeycalgary.com)

[illegible]