

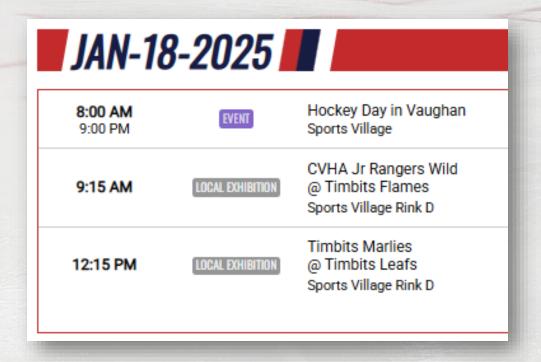
U9 Full Ice Programming 2024-2025 Season

Goal of the Program

- To introduce our CVHA hockey players to the full ice game of hockey and prepare them for U10 hockey next year.
 - Rules
 - Positioning
 - Line Changes
- For every player to get exposed to every position, including goalie.
 Once players have played different positions they can settle into a position if that doesn't prevent others from playing positions.
- The same opportunity to contribute, regardless of skill and ability.



HOCKEY DAY IN VAUGHAN (HDIV)



 HDIV will feature full ice games for all U9 teams at the Sports Village on Saturday, January 18, 2025.



GAME PLAY

Warm-Up: 2min

1st Period: 12min

2nd Period: 12min

Periods are running time

3rd Period: 12min

Players do not go on the ice till the Zamboni doors are closed fully and the referees give the go ahead!

Shifts — 2 min. automatic buzzers; timekeeper will hold clock between shift changes as long as we are running on time. Please be organized with who is going on next and coming off!

No scores or standings are posted on the website, but scores are shown on the score clock. Differences of more than 5 goals are not shown.



Positions and Line Control

- EVERY PLAYER SHOULD PLAY BOTH FORWARD AND DEFENCE AT SOME POINT!
- Please make sure that every player rotates through the different positions from week to week fairly. It is meant to expose players to all positions and isn't to be dictated by the player or parent!
- Same Positions All Game. If a player starts on defense, they remain on defense all game.



LINE CONTROL

U9 - BUZZER SYSTEM

CVHA LINE CONTROL SHEET BUZZER GAMES

Line control sheets MUST be filled out and given to the convenor, or head coach of the opposing team prior to the start of the

TEAM: CVHA CANADIENS ARENA: Al Pal West DATE: Jan.15, 2023

FORWARDS:

			F4						
2	6	8	3	7	5	4	9		

Example: Required rotation with 8 forwards (same rule applies with any combination)

1st Shift 2nd Shift 3rd Shift 4th Shift 5th Shift 6th Shift 7th Shift 8 Shift

 1st Shift
 2nd Shift
 3rd Shift
 4th Shift
 5th Shift
 6th Shift
 7th Shift
 8 Shift

 1,2,3
 4,5,6
 7,8,1
 2,3,4
 5,6,7
 8,1,2
 3,4,5
 6,7,8

DEFENSE:

D1			D4		D6	D7	HP
13	11	15	16	14			

Example: Required rotation with 5 defense (same rule applies with any combination

1st Shift 2nd Shift 3rd Shift 4th Shift 5th Shift 6th Shift

PERIOD 1								PERIOD 2					
	F	F	F	D	D	F	F	F	D	D			
12:00	2	6	8	13	11	8	3	7	15	16			
10:00	3	7	5	15	16	5	4	9	14	13			
8:00	4	9	2	14	13	2	6	8	11	15			
6:00	6	8	3	11	15	3	7	5	16	14			
4:00	7	5	4	16	14	4	9	2	13	11			
2:00	9	2	6	13	11	6	8	3	15	16			

PERIOD 3									
	F	F	F	D	D				
12:00	7	5	4	14	13				
10:00	9	2	6	11	15				
8:00	8	3	7	16	14				
6:00	5	4	9	13	11				
4:00	2	6	8	15	16				
2:00	3	7	5	14	13				

APPROVED LINE U	APPROVED LINE UP COMBINATIONS					
Skaters	Forward + Defense					
16	10F + 6D or 9F + 7D					
15	9F + 6D					
14	8F+ 6D or 9F + 5D					
13	8F + 5D					
12	7F + 5D					
11	7F + 4D or 6F + 5D					
10	6F + 4D					
9	6F + 3D or 5F + 4D					
8	5F + 3D					

NOTES

- 1. Players arriving late must be placed at the end of the rotation. If the game has started, the player misses a turn
- Teams caught using lines other than the above examples, or shifting unfairly, may forfeit the game and be brought before the CVHA Disciplinary Committee.
- 3. Goalies are not to be pulled at any time in U9 hockey.

- Roll players through the lines, you are NOT making lines or matching Forwards and Defense!
- Follow the APPROVED LINE UP COMBINATIONS as they are the only approved combos! You can't deviate.
- Please use the line control sheets and just fill them in before your game. This way it is super easy to know who is going on each shift and makes everything EQUAL!!!!!
- See example to the left on how to fill out the line control sheet. Forward and Defense lines run independent from one another!

NO PULLING GOALIES!



LINE CONTROL

U9 - BUZZER SYSTEM
CVHA 2022-2023 Season

CVHA LINE CONTROL SHEET BUZZER GAMES

Line control sheets MUST be filled out and given to the convenor, or head coach of the opposing team prior to the start of the game.

 FORWARDS:
 F1
 F2
 F3
 F4
 F5
 F6
 F7
 F8
 F9
 F10

 2
 6
 8
 3
 7
 5
 4
 9
 9

Example: Required rotation with 8 forwards (same rule applies with any combination)
1st shift 2nd shift 3rd shift 4th shift 5th shift 6th shift 7th shift 8 shift

DEFENSE:

	D1	D2	D3	D4	D5	D6	D7	11 /
Г	13	11	15	16	14	///	///	

GOALIE 1

Example: Required rotation with 5 defense (same rule applies with any combination)

1st Shift 2nd Shift 3rd Shift 4th Shift 5th Shift 6th Shift

12 34 51 23 45 12

		PER	IOD 1	- /				PERIOD 2		
	F	F	F	D	D	F	F	F	D	D
12:00	2	6	8	13	11	8	3	7	15	16
10:00	3	7	5	15	16	5	4	9	14	13
8:00	4	9	2	14	13	2	6	8	11	15
6:00	6	8	3	11	15	3	7	5	16	14
4:00	7	5	4	16	14	4	9	2	13	11
2:00	9	2	6	13	11	6	8	3	15	16

2.00				13	11				
	PERIOD 3								
	F	F	F	D	D				
12:00	7	5	4	14	13				
10:00	9	2	6	11	15				
8:00	8	3	7	16	14				
6:00	5	4	9	13	11				
4:00	2	6	8	15	16				
2:00	3	7	5	14	13				

APPROVED LINE UP COMBINATIONS					
Skaters	Forward + Defense				
16	10F + 6D or 9F + 7D				
15	9F + 6D				
14	8F+ 6D or 9F + 5D				
13	8F + 5D				
12	7F + 5D				
11	7F + 4D or 6F + 5D				
10	6F + 4D				
9	6F + 3D or 5F + 4D				
8	5F + 3D				

NOTES:

- 1. Players arriving late must be placed at the end of the rotation. If the game has started, the player misses a turn.
- Teams caught using lines other than the above examples, or shifting unfairly, may forfeit the game and be brought before the CVHA Disciplinary Committee.
- 3. Goalies are not to be pulled at any time in U9 hockey.

- Using 13 skaters as an example, you would have to run 8F and 5D!
- The 8 forwards rotate independently of the 5 D.
 - 8 Forward Shift Rotation:

1-2-3

4-5-6

7-8-1

2-3-4

5-6-7

8-1-2

Etc....

5 Defence Shift Rotation:

1-2

3-4

5-1

2-3

4-5

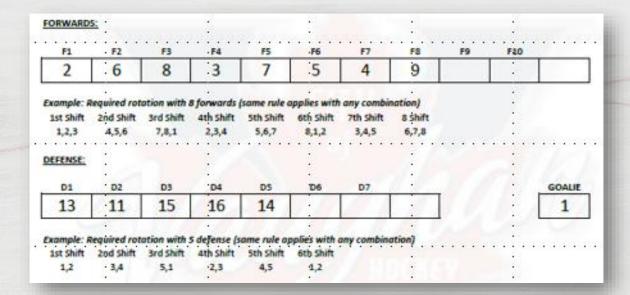
1-2

Etc...



LINE CONTROL

TIPS



- When forming your line control, do not put your strongest players one after another. You want to even out your players as best as possible so that you don't for example have your weakest against their strongest or vice versa!
- Make sure on the bench you CALL
 OUT which players are next, and line
 up them accordingly. Players WILL
 100% not pay attention and just go out
 whenever! You must pay attention
 every line change!!

- Always print out and bring extra copies of your line control sheets and fill them out only once everyone has shown up in case players are missing.
- You should ALWAYS have 3 copies...
 One for your Coach running the Forward door, one for your Coach running the Defense door, and one for you as Head Coach to oversee and jump in when necessary.



Treatment of Game Officials

Referees, Timekeepers, Convenors

As coaches, our role is to be role models for our players and set the example of how to treat officials with respect!

- Please remember that our officials are also learning and will make mistakes, just like players and coaches!
- Some of our officials are just teenagers and learning to be a referee and timekeeper for the first time. Please be patient with them and remember you are the adult in this situation and to act accordingly!
- There is zero tolerance for any yelling or abuse towards a game official.
- Please review the next slide "MALTREATMENT RULES" and understand that there are severe penalties for players and coaches who verbally or physically abuse a game official, player or coach.



MALTREATMENT RULES

Hockey Canada Section 11

- Challenging or disputing calls with the referee. MINOR or MISCONDUCT or GM
- Disrespectful language or gestures directed to the referee or any other individual. MISCONDUCT
- Obscene, profane or threateningly abusive language, gestures or actions towards any person.
 GROSS MISCONDUCT
- Discrimination based on race, religion/faith/beliefs, age, sex, marital or family status, genetic characteristics, disability, etc...
 GROSS MISCONDUCT
- Any threatening action, deliberate touching, holding, pushing, striking, etc... to any official. Match Penalty

Hockey Canada is committed to contributing to the physical, psychological, social, and spiritual health of individuals of varying abilities, backgrounds, and interests. Hockey Canada firmly believes that only when sport environments are safe and inclusive can these values be realized. Maltreatment includes volitional acts that result in harm or the potential for physical or psychological harm. Maltreatment in all its forms is a serious issue that undermines the health, well-being performance and security of everyone associated with the game of hockey and is incompatible with the core values that lie at the heart of Canadian sport. Participants in Hockey Canada's programming should have the reasonable expectation that it will be in an environment that is accessible, inclusive and is free from all forms of Maltreatment.

Team officials shall always be responsible for their conduct and that of their players. They must endeavour to prevent disorderly conduct before, during or after the game, on or off the ice and any place in the rink. The Referee may assess penalties to any team officials for failure to do so and shall report the individual(s) by completing a Game Incident Report including full details and submitting the Report to the appropriate Member or League delegate.

Respect Towards Players, Coaches and Officials

This is intended to be an overview of the minimum calls that can be made, please read Section 11 in the Hockey Canada rule book for more details (linked above through the GTHL website) or searchable online.



GAME PLAY

GENERAL

Penalties: Player sits for the remainder of the shift in the penalty box.

Offsides and icing: Referees will be lenient so please have patience and don't argue calls.

Faceoffs: will occur for all stoppages in play as per regular game play.

Switching ends: Teams do not switch ends each period.

Hurry Up Face-offs: Referees are being instructed to drop the puck if 3 players are at the face-off in order to save time.

Period Length: 3x12min periods with 2min automatic buzzers.

Coaches on the ice: 1 (one) coach per team may be on the ice to assist with positioning, face-offs, offsides, line changes, etc... Coaches should be helping BOTH TEAMS! Helmets must be always worn while on the ice!



3 GOAL RULE

3 GOAL RULE:

Each player will be allowed to score up to a maximum of 3 goals per game.

A player will be allowed to continue to score if at any point in the game their team is trailing, until a tie is achieved. That player cannot score to put the team ahead if they already have 3 goals.

For example:

RED 5 BLUE 3

- Red player #99 has 3 goals in the game and so does Blue player #97
- Red player #99 may not score again as they are winning.
- Blue player #97 may score 2 more goals to tie the game as they are losing but may not score to put them ahead.



PENALTIES

- Penalties are called, and the player sits for the remainder of the shift.
 - As a coach, your role is to educate the player as to what the penalty was and what they should or shouldn't do.
 - We want to stress that respect for referees is crucial.
- Please do not tell a player "Oh that wasn't a trip!" You need to educate
 them on self-control and responsibility and WHY that was a penalty. This
 is a learning experience for them, and they rely on you to explain it to
 them! Don't get upset with the player if they take a penalty but look at it
 as a teaching moment!
- Remember, referees may miss calls or not call something, that is no reason to ever yell at a referee. That may result in suspensions.
- The player will only sit for the remainder of their shift, and then come out of the box.



SCORES

 The purpose of U9 full ice games is to develop players in understanding the rules, positioning and game play of full ice hockey for U10 and up.

IT IS NOT TO FOCUS ON SCORES AND POINTS!

- Please remember, we have not balanced the teams (as we do in U10 and up as they play full ice from the start of the season) and have formed them for the most part based on initial assessments at the beginning of the year. This means teams will not be equal!
- We do not post the scores of the games on the website but will be posting them on the scoreboard. We only post a spread of 5 goals.
- Please work with your team to work on passing and game play if you are winning by a large margin. If you have a player scoring all the time, work with them to pass and set up their teammates!
- Communicate with your parent group to be respectful of the other team if you are up by a lot of goals! Just like we teach our players not to celebrate goals if they are up by a lot, parents need to also be respectful. Cheering loudly when you scored the 10th goal in a 10-1 hockey game is not appropriate.
- Win or lose, this is your chance as coaches to educate your players on sportsmanship!

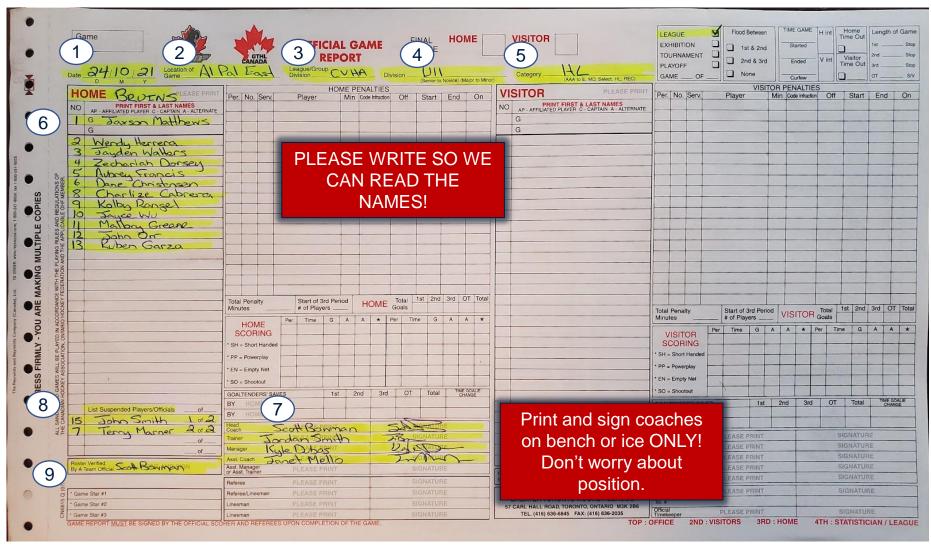


COACHES ON THE ICE

- One coach only per team may go on the ice for the first few weeks of full ice games. Your Convenor will communicate when you are no longer allowed.
- The purpose is to help players line up at face-offs and position themselves on the ice.
- You should not get involved in the play and make sure to get out of the way. Let the players learn themselves for the most part, with some guidance from the coach!
- You can guide them on offsides by instructing them to come back out of the zone on delayed offsides as most players tend to just zone in on the puck and not hear the referee or others!
- Assist in ensuring they get off the ice quickly on the buzzer and your new line getting to the face-off quickly!
- The referees are the ones that control what happens on the ice. You are simply there to help your players and at no time should interfere with the refs. RESPECT all calls by the referees whether or not you agree with them!
- YOU MUST WEAR A HELMET ON THE ICE!!!!



HOW TO FILL OUT A GAME SHEET – HOME TEAM IS RESPONSIBLE FOR BRINGING IT!



YELLOW HIGHLIGHT IS WHAT YOU NEED TO FILL OUT ON THE GAME SHEETS!

Both HOME and AWAY must email/txt full image of game sheet to the Convenor IMMEDIATELY following game!



Summary

- Full ice games to begin Sunday, January 19, 2025
- We need your help to ensure teams get on the ice in time, line up quickly, don't take extra time between periods and leave the ice promptly so we can stay on time and not have to reduce the game play.
- Follow line control so that everyone gets equal play time.
- Make sure players are ready to go on and not waste time!
- ONE coach only may be on the ice per team, and you are there to help players with position and offside! We will remove coaches after several weeks.
- HAVE FUN! The kids are going to be super excited to play!!!!

