



CVHA Full Ice Programming

2025-2026 Season

SCHEDULES

- U8 Board Games will be going on immediately before, so the ice should be ready well before your start time.
- Your team must be ready to go on time; we need to minimize delays!
- No flood between the two games. Teams in the second game, be ready to go a bit early in case.

JAN-11-2026		
9:05 AM -10:00 AM	PRACTICE	Walt Ortho Bruins Practice Al Palladini West (B)
11:40 AM	LOCAL GAME	Toronto Pro Leafs @ Walt Ortho Flyers Garnet Arena
12:50 PM	LOCAL GAME	CVHA Blackhawks @ Walt Ortho Rangers Garnet Arena

FULL ICE GAMES

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.



FULL ICE GAMES

Positions and Line Control

- Same Positions All Game. If a player starts on defense, they remain on defense all game and vice versa.



U9 FULL ICE GAMES

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.

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

FORWARDS:

F1	F2	F3	F4	F5	F6	F7	F8	F9	F10
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
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	D2	D3	D4	D5	D6	D7	GOALIE
13	11	15	16	14			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
1,2	3,4	5,1	2,3	4,5	1,2

	PERIOD 1					PERIOD 2				
	F	F	F	D	D	F	F	D	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 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.
2. 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!**



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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
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- 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

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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 Defence 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.



FULL ICE GAMES

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.



FULL ICE GAMES

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. A player takes a penalty with 15s left in the 2min shift, they only serve the 15s and then come out and go back on the bench.

EQUAL ICE TIME



U9 FULL ICE GAMES

COACHES ON THE ICE

- **One coach only per team should be on the ice to help!!**
- 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!
- The goal is to remove the coaches for the start of February!
- YOU MUST WEAR A HELMET ON THE ICE!!!!

EQUAL ICE TIME



FULL ICE GAMES

GAME PLAY

Summary

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 run time 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!

EQUAL ICE TIME

