

CVHA LINE CONTROL SHEET NON 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. Delays may result in a 2min delay of game penalty.

TEAM: _____ ARENA: _____ DATE: _____

FORWARDS:

| F1 | F2 | F3 | F4 | F5 | F6 | F7 | F8 | F9 | F10 |
|----|----|----|----|----|----|----|----|----|-----|
| | | | | | | | | | |

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

| |
|--|
| |
|--|

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 |

| APPROVED LINE UP COMBINATIONS | |
|-------------------------------|-----------------|
| Skaters | Forward+Defense |
| 18 | 11F + 7D |
| 17 | 10F + 7D |
| 16 | 9F+7D or 10F+6D |
| 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 |

These are the only approved line up combinations permitted.

EQUAL ICE TIME FOR ALL PLAYERS, REGARDLESS OF SKILL LEVEL!!!!

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 for a meeting to discuss their actions.
3. Goalie may only be pulled in the final 3 minutes of the game. **You can put on any player from the next shift.**
4. Shifts should be 1m to 1m15s. It is the responsibility of the coach to ensure players adhere to this.
5. A player that starts on defense or forward, may not change positions during the game, unless a player doesn't play or is removed from the game, and then the correct combination of forwards and defence must be followed.

| SHIFT | F | F | F | D | D | SHIFT | F | F | F | D | D |
|-------|---|---|---|---|---|-------|---|---|---|---|---|
| 1 | | | | | | 19 | | | | | |
| 2 | | | | | | 20 | | | | | |
| 3 | | | | | | 21 | | | | | |
| 4 | | | | | | 22 | | | | | |
| 5 | | | | | | 23 | | | | | |
| 6 | | | | | | 24 | | | | | |
| 7 | | | | | | 25 | | | | | |
| 8 | | | | | | 26 | | | | | |
| 9 | | | | | | 27 | | | | | |
| 10 | | | | | | 28 | | | | | |
| 11 | | | | | | 29 | | | | | |
| 12 | | | | | | 30 | | | | | |
| 13 | | | | | | 31 | | | | | |
| 14 | | | | | | 32 | | | | | |
| 15 | | | | | | 33 | | | | | |
| 16 | | | | | | 34 | | | | | |
| 17 | | | | | | 35 | | | | | |
| 18 | | | | | | 36 | | | | | |