

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: _____ ARENA: _____ DATE: _____

FORWARDS:

LINE 1			LINE 2			LINE 3		
F1	F2	F3	F4	F5	F6	F7	F8	F9

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:

LINE 1		LINE 2		LINE 3		GOALIE
D1	D2	D3	D4	D5	D6	

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	F	D	D
14:00										
12:00										
10:00										
8:00										
6:00										
4:00										
2:00										

PERIOD 3					
	F	F	F	D	D
14:00					
12:00					
10:00					
8:00					
6:00					
4:00					
2:00					

APPROVED LINE UP COMBINATIONS	
Skaters	Forward + Defense
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. Goalie may only be pulled in the final 2min shift of the game. **You can any player from the 6:00 min shift.**