

## 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.

Non-Buzzer Line Control  
CVHA 2023-2024 Season

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					