Evaluation Process: Game Play

1. Each evaluation game ice slot will be 60 minutes in duration. Games will start with a 4 minute warm up. U12 and up warm up: 2x full-ice laps followed by each team participating in a half- ice horseshoe drill at their respective ends. U10 warm up: 1x full-ice lap, followed by a breakaway shooting drill from their respective blue lines. Players are reminded to return rings to the lineup during warm-up as quantity may be limited. There will be a 1 minute half- time. Teams will not change ends at half-time. All games will have 2 x 27 minute run-time periods. Games will be 5 on 5 with 3 on 3 play used as needed.

2. If there are 2 goalies at an age division they will change teams at the half time (this will give each goalie 1x 27 min. session with each team). If there are 3 goalies at an age division they will rotate every 9 minutes (this will give each goalie 2x9 min. sessions with each team and 2x9 min. sessions on the bench). If there are 4 goalies at an age division they will rotate every 13 minutes (this will give each goalie 1x 13 min. session with each team and 2x13 min. sessions on the bench). Goalies will have to change on the fly during game play according to rotation times when there are more than 2 goalies in attendance. Goalies will rotate in a clockwise direction. Starting goalies will be randomly selected by Evaluation head prior to the first ice-time and then rotated.

3. Shifts will be timed using a 60 second buzzer. U10 will use a 90 second buzzer as needed. Line changes will be fluid on the buzzer. The bench helpers do not need to wait for players to get off the ice prior to allowing new players on the ice. Bench helpers will attempt to open their respective gates simultaneously. Players will enter the ice from the gate nearest to center ice and return to the bench at the gate nearest to their own goalie. Players will need to keep their heads up!

4. Players will line up in sequential pinnie order. Position rotation will be assigned by bench parent at center ice. The position rotation will be assigned as follows to the next 5 players on the ice: Center, Forward, Forward, Defence, Defence. Players must stay in order. If they are unable to get on the ice for any reason they will skip shifts until they are able to rejoin the lineup in the correct pinnie order. Bench helpers are not allowed to coach the players. They are to clearly notify the next on- ice shift of their positions. Bench helpers are responsible for ensuring the players are entering the ice in the correct (sequential) pinnie order and lining the players up on the bench correctly. Only at the U10 level a bench helper may remind a player which end of the ice their position is allowed into, for example: you are defence and are only allowed in the end with your own goalie but are not allowed into the end with the other team's goalie).

5. Each evaluation game will have one on- ice referee or on -ice facilitator. During game play whistles and down-time will be avoided. A center ice free pass will only be utilized at the start of the game and at the start of the second period. Teams will alternate possession of this free pass. When the buzzer sounds for a shift change the players will be asked to leave the ring where it lies, if necessary the referee/facilitator will put the ring into play during line changes. After every goal a new ring will be put into play toward center-ice by the referee who will call out "new ring" and then retrieve the alternate ring from the net. Goalies are advised not to retrieve the ring from the net. For minor infractions (crease violations, blue line infractions, 4 in the zone…) the referee will raise their hand to show evaluators that an infraction has occurred but game play will remain ongoing. For major infractions (penalties) the referee will blow her whistle to stop play and indicate the pinnie number to the evaluators of the player receiving the penalty and then the referee will put the ring back into play with an attempt made to give possession to the other team.