

## 8.0 FAIR ICE POLICY

	U-10	U-12		U-14		U-16		U-19	
Game Type	Regional	Regional	Provs	Regional	Provs	Regional	Provs	Regional	Provs
<b>League Development Games (1<sup>st</sup> part of the season)</b>	<b>E</b>	<b>E</b>	<b>E</b>	<b>E</b>	<b>D1</b>	<b>E</b>	<b>D1</b>	<b>E</b>	<b>D1</b>
<b>League Competition (2<sup>nd</sup> part of the season)</b>	<b>E</b>	<b>E</b>	<b>E</b>	<b>D1</b>	<b>D1</b>	<b>D1</b>	<b>D1</b>	<b>D1</b>	<b>D1</b>
<b>Tournaments/ Regionals/ Provincials</b>	<b>E</b>	<b>D1</b>	<b>D1</b>	<b>D1</b>	<b>D1</b>	<b>D1</b>	<b>D2</b>	<b>D1</b>	<b>D2</b>

**8.1 EQUAL (E):** Is defined as equal ice-time every game to the best of the coach, allowing for the uncertainty in the frequency in stoppages of play

### 8.2

**GOALTENDERS:** Goaltenders have the option of changing at half-time of each game or playing full games as long as they have equal game time throughout a season and/or tournament. Goaltenders are restricted to a one game differential throughout the season or tournament. The championship game in a tournament is excluded from this definition. **FOR GOALTENDERS ONLY.** Coaches may play either goaltender. There is an expectation that throughout the season, each player will have accumulated approximately the same amount of ice time, to the best abilities of the coach.

**8.3 DISCRETION 1 (D1):** Is defined as equal ice time every game, however, there is the ability for a coach to use select players in the last 2 minutes of regulation time, overtime and any situation that does not require 5 skaters vs. 5 skaters.

**8.4 DISCRETION 2 (D2):** Is defined as the ability for a coach to use players anytime during the game as they decide.

Any grievances should be addressed to the home association.