

Hockey Edmonton – MINOR Novice Game Logistics

Game logistics:

- 4 referee system (2 referees per side);
 - Referees will be paid \$15.00 each, in cash, before game (split between two teams) – **DO NOT pay for referees who do not attend.**
- Blue pucks only;
- Place net at bottom of circle to enable the middle circle ice marking to be used as the goal line;
 - **Nets MUST NOT be pegged;**
- No position specialization, no full-time goalies – **40% maximum rule;**
- Line matching is encouraged to ensure like-minded skill levels are playing against each other (coaches' option – coordinate with other team). It is encouraged, however not required to switch teams at half-time;
- **Home Team** parent/volunteer will operate scorekeepers' box/game report;
 - 1.5-minute auto horn for shift length;
 - If auto horn is not available, scorekeeper will have to manually use horn every 90 seconds.

Game Report:

- Only major penalties will be recorded on game report;
- Team rosters **MUST** be indicated on game report;
- Goalies **MUST** be indicated on game report.

RAMP – Game Report upload:

Home team:

- Login to the website via the admin login;
- Ensure you have already entered your roster (This is done once and saved, it can be edited later);
- Go to the "League Games" section on your dashboard and click the green button next to the game you are looking to enter information for;
- Check the Game is finished box;

- Check off each player listed on the game sheet as having played;
- Enter goalie information in respective field;
- Enter any major penalties and include all information required (number of players, offence, etc.);
- Upload a PDF version of the game report as well as a PDF of any incident reports;
- This must be completed within 48 after your game finishes.

Away team:

- **After 48 hours**, game information **MUST** be entered/uploaded. Following the same previous steps until clicking on "League Games." From there you will click the orange button to verify. Verify all the entered information is correct. If yes, change verification status to "Verified." If no, change the verification status to "has errors" and make note of specifically what errors have appeared.

Game/Playing Rules:

- Please visit Hockey Alberta website for all game rules ([CLICK HERE](#)).
 - **Team Format:** Two Team model;
 - **Ice Orientation:** Half Ice;
 - **Rink Dividers:** Optimal: foam dividers or board divider system;
 - **Centre Net Placement:** Place net at bottom of circle to enable the middle circle ice marking to be used as the goal line. This allows for a buffer to prevent pucks from crossing into the other playing surface;
 - **Game Format:** 4 vs. 4 plus goalie;
 - **Game Length:** Two 24-minute halves;
 - **Game Warm Up:** 3 minutes;
 - **Face-Off Dot:** Draw a face-off dot in the middle of each half ice rink;
 - **Nets:** Regulation (4' x 6');
 - **Puck:** Blue Puck (4 oz.);
 - **Score Kept:** No scores, no standings;
 - **Benches:** Teams share benches (special instructions below for arenas);
 - **Positional Play:** No position specialization, no full-time goalies – every player takes a turn;
 - **Line Matching:** Encouraged to ensure like-minded skill levels are playing against each other;
 - **Game Sheets:** Hockey Edmonton Half-ice Game Report;
 - **Face-Offs:** Start of game and second half;

- **Off-Side & Icing:** None;
- **Puck Out of Play:** Drop new puck to non-offending team;
- **Goaltender Freezes Puck:** Offending team backs off and goalie gives puck to a teammate to resume play;
- **Goal is Scored:** Scoring team backs off and goalie pulls puck out of his net and gives to teammate to resume play;
- **Novice Shift Length:** 1.5 minutes; buzzer is set to 1.5 min intervals, on buzzer players leave puck, go to bench and new players enter the ice and continue to play;
- **Novice Goalie Equipment:** Yes, please note: 2 sets will be required for 2-game model;
- **Novice Officials:** 1 or 2 per game – both are acceptable;
- **Penalties:** Only applicable for Novice Hockey. Referee puts arm up to signal penalty, if offending team has the puck it is a change of possession as indicated by the referee. At buzzer at the end of the shift the referee tells the coach what the penalty was and who got it. Offending player misses next shift, team still plays full strength.

Divider System Setup:

- Arena attendant will push divider system trolley to ice surface door;
- A minimum of two coaches per team **MUST** be available to setup divider system across center-ice line;
- Coaches **MUST** wear skates and helmet to setup divider system;
- **Normally**, multiple games will be occurring consecutively at arenas. Teams/Coaches **MUST** work together to coordinate a plan to assemble, move, or disassemble dividers based upon arena ice schedule that day.
 - First game team's set-up dividers;
 - Second game teams move dividers after first game for Zamboni and reassembles after flood;
 - Third game teams do the same after game 2, etc.;
 - Last game teams move the dividers after second last game for Zamboni and reassembles after flood. They also disassemble and put away.

Arena & Team Setup Instructions

Covered players bench gate contingency plan order:

- 1.) Away team utilizes penalty box;
- 2.) Away team uses spare arena gates, spare seats/benches will be provided for away team;
- 3.) Staggered team lineup out of the gate, allow players to exit players bench first.

1. Castle Downs Arenas (Arenas A & B):

- a. No special instructions, teams will utilize both players benches;

2. Clareview Recreation Centre (Arenas A & B):

- a. Home team will utilize both players benches;
- b. Away team will utilize both arena gates, located beside players benches;
 - i. Spare seats/benches will be provided for away team;

3. Callingwood Twin Arenas (Arenas A & B):

- a. No special instructions, teams will utilize both players benches;

4. Terwillegar Community Recreation Centre (Arenas A, B, C, D):

- a. Home team will utilize both players benches;
- b. Away team will utilize both penalty boxes;

5. The Meadows Community Recreation Centre (Arenas East & West):

- a. Home team will utilize both players benches;
- b. Away team will utilize both arena gates, located beside players benches;
 - i. Spare seats/benches will be provided for away team;

EFHL INTERLOCK ARENAS: Divider setup/game procedures may vary:

6. Stu Barnes Arena – Spruce Grove:

- a. No special instructions, teams will utilize both players benches;

7. Ken Nichol Regional Recreation Centre (Arenas 1 & 2) – Beaumont:

- a. No special instructions, teams will utilize both players benches;

8. Ardrossan Arena East – Strathcona:

- a. Both teams will utilize players benches;
- b. Staggered team lineup out of the gate, allow players to exit players bench first;

9. Sherwood Park Sports Centre Shell – Sherwood Park:

- a. No special instructions, teams will utilize both players benches;

10. Sprite Arena within Millennium Place – Sherwood Park:

- a. Home team will utilize both players benches;
- b. Away team will utilize both arena gates, located in corners of arena;
 - i. Spare seats/benches will be provided for away team;