



TWO TEAMS – Two Half-Ice Games Model

HUNTSVILLE u9 FESTIVAL Jan 12-14, 2024

Our goal is to provide a fun hockey development experience for all participants, we are so excited to host your little hockey stars! Understanding that each association may not follow the exact format we will follow the rules below, however, should coaches agree prior to the start of the game adaptations may be made to improve and enhance the overall experience.

Player Surface Set-up

The game play format used in U9 festival half-ice hockey is the Two-Team Game Play Model. This model is built on two teams playing one another in two halves. Each team is divided into two units, small teams unable to play 2 ½ ice will play 1 ½ ice.

**based on your team numbers some teams will be playing 2 ½ ice teams (Barrie, Central York), some teams only have 1 ½ ice team and are combined for 2 ½ ice teams (Huntsville 1, Huntsville 2, North Bay, Ennismore). Master schedule designates “L” left-side ½ ice and “R” right side to identify which ½ of the ice each team will be playing one.

Game Set-up and Flow

Two-Team, Two-Game Model

- Each team will be divided into two units of players, each with a goaltender. Smaller numbers allow for players to double-shift to ensure there are always four players on the ice. Coaches must make sure all players take turns double-shifting.
- Each team has two goaltenders, one for each half of the ice. This allows for two larger teams playing each other in two halves. If the two teams are balanced, one team's unit can switch at half time to play against the other opposing unit at coaches' discretion.
- In each half, the centre-ice spot should be marked to indicate where the face-off will take place. This is to be established at the midpoint between both nets.
- Teams will share the player benches, with each team using the gate closest to their net.
- The score clock will be used to keep time for both games simultaneously.
- The home team shall defend the two ends of the rink, while the visiting team shall defend the centre-ice nets. After the first half, the visiting team switches ends and switches benches so players can play against the other half of the opposing team.
- No score is kept.

Half-ice Game Play Rules

- Hockey Canada Playing Rules are followed except as stated below.
- 4-on-4 (plus a goaltender in full goalie equipment)
- Game format: two periods with a run-time clock, 3min warm-up, 2 20min run time periods.
- One official per game.
- Timed buzzer for line changes every 2 minutes:
 - Game does not stop; players change on the fly at buzzer/whistle.
 - If there are fewer than four players on the bench, the active player designated to stay out for the following shift must return to the bench area prior to continuing play.
 - On the buzzer/whistle, players must relinquish control of the puck immediately and vacate the ice. The new players enter the ice. Failure to relinquish control of the puck or new players entering the ice surface prematurely may result in a penalty (see below).
 - Incidental contact may happen, but body-checking is not permitted.
 - No icing or offside.
 - Face-offs to start each half.
 - Change of possession:
 - Continuous play – when whistles lead to a change in puck possession, the official will signal the attacking players to back off three metres. Once the attackers have moved back, play may resume as soon as the possession team has control of the puck.
 - Goaltender freezes the puck – the official blows the whistle to indicate the attacking team backs off three metres and the defending team gets possession.
 - Puck shot out of play – the offending team backs off three metres and the official gives the non-offending team a new puck.

Penalties:

- Minor penalties are noted, with the official briefly raising their arm to indicate a penalty will be assessed. At the conclusion of the shift, the official notifies the team of the infraction and the number of the offending player.
- If the offending team controls the puck, the official blows the whistle and calls for a change of possession; the non-offending team is given a three-metre cushion.

- The offending player will sit out the next shift, but the team will play even strength.
- Should an infraction occur that would normally require a player to be ejected from the game (game misconduct, match penalty, gross misconduct), the player will be removed for the remainder of that game. Even under these circumstances, teams will not play shorthanded and no game incident report will be required.

Fair and Equal Ice Time

- All players should have the same opportunity to contribute, regardless of skill or ability. A coach's responsibility is to develop all players. Shortening of the bench in an attempt to win games is not permitted. All players and goaltenders should receive fair and as close to equal as possible ice time.

Medals will be award after the last game to all participants.

HAVE FUN!!!