



## DIVISION 1 & 2: HALF-ICE PLAY

Hockey Canada developed the half-ice program to ensure that a child's early experiences with hockey are delivered in a safe and positive experience. The program enables participants to become contributing members of a team effort, develop self-confidence and experience a sense of personal achievement.

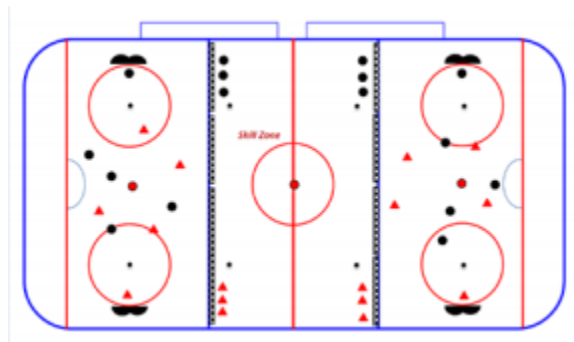
The rules for half-ice game play have been created to maximize player engagement by increasing opportunities to interact with the puck and other players. All players benefit from increased puck touches, scoring chances, quick transitions and passing plays in half-ice hockey.

We believe these modifications will benefit every player in Division 1 and 2, regardless of skill level. We ask everyone to approach this change with an open mind and a positive manner. We welcome your feedback to assist us as we evaluate our half-ice program; please contact your Division Coordinator or any member of the board.

***Half-ice play is MANDATORY for all Division 1 teams for the entire 2018/19 season.***

***Half ice play is MANDATORY for all Division 2 teams until Christmas. In January 2019, Division 2 teams will switch to full ice play.***

***Due to the increased ice size at the Gary W. Harris Canada Games Centre at Red Deer College, all games for Division 1 and 2 teams will be played in half-ice format for the entire season.***



### Playing Rules

- Rink set-up:
  - Goal nets are set-up cross-ice, placed midway between the blue line and goal line.
  - Two sets of barriers at the blue lines with a space in between at the neutral zone.
    - Spare players can wait in the neutral zone for their shift. The neutral zone may also be used as a one on one coaching area for players that would benefit from extra help in between shifts.
    - Coaches may also choose to have extra players wait on the bench.
  - You may need to use a combination of cones, coaches and parent helpers if boards are not available.
- 4 vs. 4 format (4 players and a goalie for each team)
- 15 minute warm-up

- Game length – 40 minutes (2 x 20 minute halves)
- Shift length – two minutes in duration with an automatic buzzer or whistle sounding to indicate players change. The clock continues to run throughout the 40 minutes.
- Players change on the fly.
  - If there are fewer than four players on the bench, the active player designated to stay out for the following shift must tag up at the bench prior to continuing play.
- There will be two face-offs during the game:
  - The first face-off will start the game.
  - The second face-off will start the second half.
- No score is kept.

## Shifts

- Player shifts are recommended to be two minutes in length. A buzzer or whistle will sound to signal line changes.
- On the buzzer/whistle sounds, players must relinquish control of the puck immediately and vacate the ice. The new players enter the ice immediately.

## Change of Possession

- Goaltender freezes the puck or a goal is scored– the coach blows the whistle to indicate the attacking team backs off to mid-ice and the defending team gets possession
- Puck shot out of play – the offending team backs off and the coach/official gives the non-offending team a new puck.

## Penalties

- Minor penalties are noted. At the end of the shift, the coach explains to the offending player the reason for the infraction.
- If the offending team controls the puck after the infraction, the coach blows the whistle and calls for a change of possession; the non-offending team is given room to play the puck (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 or gross misconduct), the player will be removed from the remainder of that game. Even under these circumstances, teams will not play shorthanded and no game incident report will be required.