



2019 ALLIANCE Hockey Championships: Minor Novice MD

Rules & Regulations

- All teams should be **prepared to play 15 minutes ahead** of the scheduled start times
- **Home team** will wear dark jerseys if available. It is the home team's responsibility to check prior to the game, it will also be the home team's responsibility to change jerseys if required.
- **Coaches please walk around the ice surface to your team bench**

Jamboree Format

- 1 team will consist of 18 skaters, split into 2 groups of 9 skaters (8 + 1 goalie)
- The 2 split groups will play the opposing team's 2 split groups (each **half-ice games**)
- Each team will play 4 games during the event

Game Format

- Two teams play a game utilizing the two halves of the ice with each team of 18 participants divided into two groups of 9
- Each team is required to dress two goaltenders, one for each half-ice game
- Each half-ice team will split their 8 players into 2 evenly skilled lines
 - E.g. Line: 2 A-skill level players, 2 B-skill level players
- When the buzzer sounds to end the first period, the visiting team (2 groups of 9) will switch ends and benches (so each group plays each other)
- Nets: using full-sized 6' x 4' hockey nets
- Pucks: using regulation size 5.5oz black pucks



Playing Rules

- 4 vs. 4, plus one goaltender for each team
- Teams (2 groups of 9) share the same bench
- On Ice: barriers set up across centre red line, nets set up on the centre circle (circle line as the goal line) and opposing goal line
- Warm-up: 3-minutes
- Game Length: 45-minutes total, two 22.5-minute periods
- Running time, no score kept
- Shifts: 75-second automatic buzzer to indicate the line change
 - If there are fewer than four players on the bench, the active player(s) designated to remain out must tag up at the bench prior to continuing play
- Face-offs: 2 during the game, one to start the first period and one to start the second period
- No offside or icing
- Change of Possession
 - On a Goaltender save or freeze, the official blows the whistle to indicate to the attacking team to back off and the defending teams get possession
 - On a goal, the team that scores will retreat. Referee blows whistle and points to the goal, the defending team gathers the puck and attacks
 - Puck out of play – the offending team backs off and official gives non-offending team a new puck
- Penalties
 - On a penalty, the referee raises their arm and blows the whistle signaling the change in puck possession. At the end of the shift, the referee informs the coach of the penalty called and the player it was assessed to. The offending player sits the next shift. Teams continue at even strength.