

NOVICE (8 YEARS OLD) | SEASONAL STRUCTURE

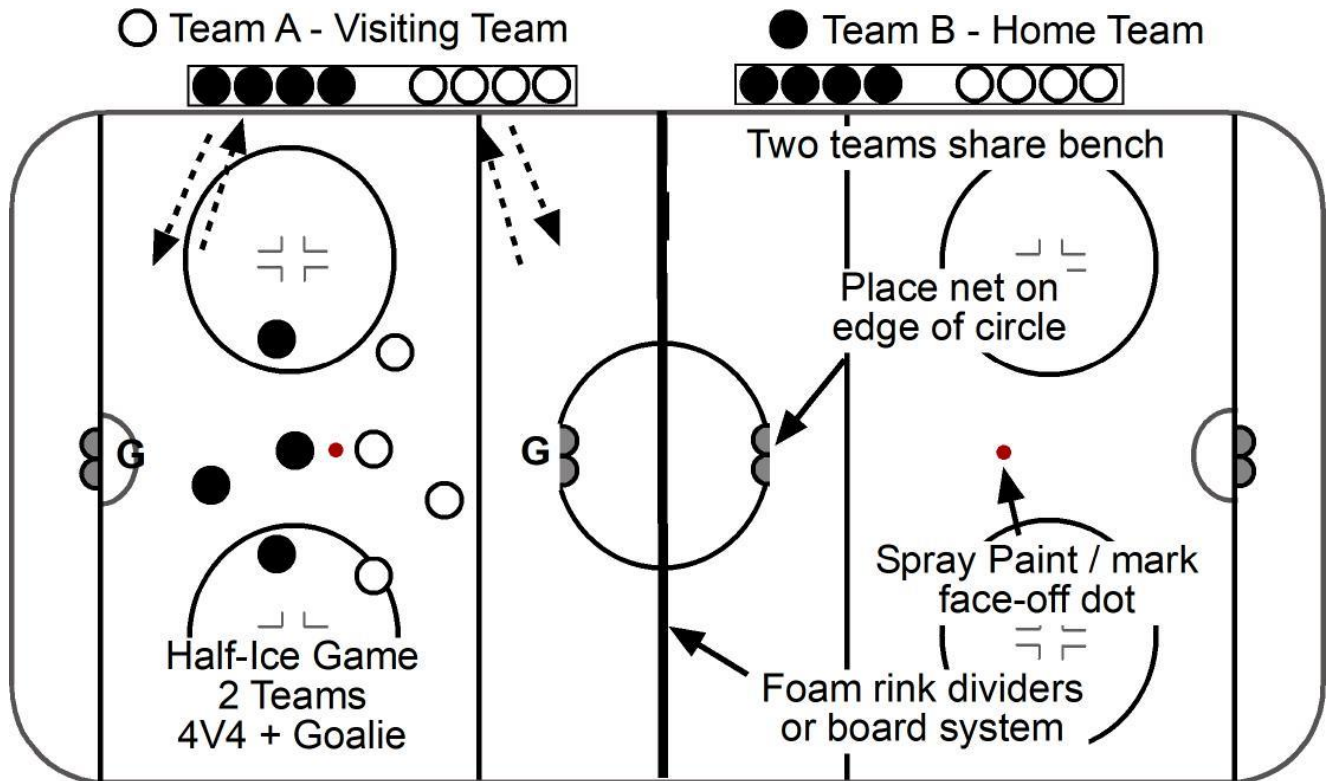
Effective 2019-20



MONTHS	September - October	November - January	January - March
PHASE 28 weeks	Development Season 8 Weeks	Regular Season 12 Weeks	Transition Season 8 Weeks
VOLUME 52 practices 24-30 games 3 jamborees/ tournaments	16 Practices Hockey Canada Curriculum Station-based 75% technical skills	22 Practices Hockey Canada Curriculum Station-based 75% technical skills	14 Practices Hockey Canada Curriculum Station-based 75% technical skills
	4 Games Half-Ice	12-18 Games Half-Ice	8 Games Full Ice after January 15 th
PLAYOFFS	Jamborees (before Jan. 15 th) or Tournaments (after Jan. 15 th) in any combination up to a maximum of 3 total. Maximum 12 games. This does not include playoffs.		
PLAYOFFS	No elimination series. End of season is March 31 st .		
FACTORS	4:1 Practice to Game 5:1 Player to Coach	2:1 Practice to Game 5:1 Player to Coach	2:1 Practice to Game 5:1 Player to Coach
TIERING	Tier players of similar skill. All tiers allocated the same number of practices and games. All tiers work on same skills.		
POSITIONAL PLAY	Rotate all players through all positions. No Full-Time goalies – every player takes a turn in goal.		

NOVICE (8 YEARS OLD) | GAME FORMAT • HALF-ICE

Effective 2019-20



TEAM FORMAT:	Two Team Model	GAME FORMAT:	4 V 4 plus Goaltenders
GAME LENGTH:	Two 22 Minute halves (44 minutes)	OFFICIALS:	1 or 2 per game Both are acceptable
WARM UP:	3 minutes	SCORE KEPT:	Before January 15 th : None After January 15 th : Regulation
PUCKS:	Black (6 oz.)	BENCHES:	Teams share benches until January 15 th
RINK DIVIDERS:	Optimal: Foam rink dividers or board system		
FACE-OFF DOT:	Spray paint or draw face-off dot in the middle of each Half-Ice Rink		
NETS:	Small (3' x 4') or Regulation (4' x 6') – both are acceptable Place nets on edge of centre circle using the line of the circle as the goal line.		

NOVICE (8 YEARS OLD) | GAME PLAY GUIDELINES • HALF-ICE

Effective 2019-20

FACE-OFFS:	Start of Game & Second Half	OFF-SIDE & ICING:	None
SHIFT LENGTH:	<ul style="list-style-type: none"> • Buzzer is set to 1:00 minute shift length intervals. • On buzzer, players leave puck where it is and go to bench • Referee will direct players to “leave puck” • Players on bench come on the ice and continue to play • If there are fewer than 4 players on the bench, the active player designated to stay out for the following shift must tag up at the bench prior to racing to play the loose puck • Both games synchronized through officials 		
PUCK OUT OF PLAY:	<ul style="list-style-type: none"> • Referee drops new puck to non-offending team 		
GOALTENDER FREEZES PUCK:	<ul style="list-style-type: none"> • Team that shot the puck backs off • Referee blows whistle to indicate shooting team to back off and call out possession of team that now gets the puck • Goaltender gives puck to a teammate to begin play the other way 		
WHEN GOAL IS SCORED:	<ul style="list-style-type: none"> • Referee blows whistle to signal goal • Scoring team backs off to let the team that was scored on retrieve the puck out of the net • Play resumes with team that was scored on going on offense 		
PENALTIES:	<ul style="list-style-type: none"> • Referee puts arm up to signal penalty call • If offending team has the puck it is a change of possession as indicated by the Referee and puck goes to the other team • At the buzzer at the end of the shift the referee tells the coach what the penalty was and who go it • Offending player misses next shift, team still plays full strength 		