



NIPISSING DISTRICT HOCKEY LEAGUE

U9 Tier 1 and Tier 2 Programs South Division

Teams

- Teams will be rostered in the fall, start of the playing season.
- Associations may form Tier 1 and/or Tier 2 League Teams based on players ability.
- Teams will be made up of 12 skaters and 1 or 2 goalies.

Game Rules until January 16th. Modified Ice Format

- 1) - The game is made up of two components, game zone and development zone.
- 2) - The game zone cannot be longer than 100 feet.
- 3) - Tier 1 and Tier 2 teams will be made up of 12 skaters and 1 or 2 goalies, Tier 2 teams have flexibility based on player numbers.
- 4) - Each team will have 3 lines of 4 skaters, if possible, tiered by ability.
- 5) - Each line will spend 2 periods in the game zone and 1 period in the development zone.
- 6) - Period #1 - each team's line 1 & 2 are in the game zone. Both line 3's are in the development zone.
 - Period #2 - each team's line 1 & 3 are in the game zone. Both line 2's are in the development zone.
 - Period #3 - each team's line 2 & 3 are in the game zone. Both lines 1's are in the development zone.
- 7) - Prior to the game starting, coaches will have to identify their top 4, middle 4 and bottom 4 and establish a line rotation, thus the team's top 4 will play against the other team's top 4. The middle 4 will play against the other team's middle 4 and the bottom 4 will play against the other team's bottom 4.
- 8) - Games are based on team's playing line vs line (ability vs ability). If a team is short players the coach should not play players from his top line against the opponents third line. Coaches will need to act honorable in the spirit of the game.
- 9) - The home team is responsible for running the development zone with at least one helper from the visiting team.
- 10) - If a team has more or less players for a game, they will send more or fewer players into the development zone. There should only be 2 lines of 4 players for each team in the game zone.
- 11) - Teams will share one bench in the game zone, with each team using the



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opposite door. In the development zone both teams use one bench and the same door.

12) - Teams will play 4 on 4, with 1 or 2 referees and 1 time keeper.

13) - There will be a 3-minute warm up.

14) - There will be 3 – 10-to-15-minute periods. (Depending on set up time)

15) - There will be a face-off at centre of ice to start the game and to start every period.

16) - The buzzer sounds every 60 seconds and players change on the fly, play stops and players leave the puck where it is and go to their bench. Play resumes immediately as new players take to the ice.

17) - When the puck goes out of bounds the offending team backs away, referee drops new puck to non-offending team.

18) - When the goaltender saves and holds the puck the shooting team backs away on the referee's whistle, the goalie then passes to his own team mate.

19) - When a goal is scored the referee blows whistle, signals good goal. The scoring team backs away, defending team removes puck from the net and immediately starts on attack.

20) - Referees and Penalties,

Associations may use a one man system, however in Tier 1 its recommended to use a two man system with a combination of one junior and one more experienced referee that has the ability to call Hockey Canada-OHF penalties.

Procedure

-When the infraction takes place, the referee whistles the play dead, calls/signals the penalty and takes the player or players to the penalty box.

-the time keeper stops the clock when the whistle blows, the penalty will be the time remaining on the clock for that players shift plus one minute. The time keeper then documents the infraction on the score sheet.

-thus, the player misses the time remaining on his/hers shift plus one minute and stays in the penalty box until his/her next shift.

Example: Referee calls the penalty at 30 seconds remaining on the players shift. The penalty will be the total of the remaining time of the player's shift 30 seconds plus 1-minute, totaling minute1:30 in the penalty box.

-the teams will always play 4 on 4 thus the team receiving the infraction will have to put another player on the ice for the remaining time on the clock.

-the non-offending team will gain possession in their own zone and begin play on the Referee's whistle.

-time keeper starts the clock again on the Referee's whistle.



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-at the next buzzer lines change the player that was put out to balance the lines 4 on 4 will stay on the ice and will be joined by his other line mates for their shift.

-next buzzer lines change, the player is released from the penalty box and rejoins his original line on the ice.

-game continues 4 on 4.

Game Rules after January 15th.

- 1) -Teams will now play Full Ice Games.
- 2) -Teams play 5 on 5 with 2 referees and a time keeper.
- 3) -There will be a 3-minute warm up.
- 4) -There will be 3 – 10-minute periods.

League Information

Tier 1 and Tier 2 Division

- Tier 1 division will be made up of Teams within the NDHL
- Tier 2 divisions will be made up of the East, Central, and West division.
- Tier 1 teams play a maximum of 16 Modified Ice games and 8 full ice games.
- Tier 2 teams play a maximum of 12 Modified Ice games and 8 full ice games.
- Tier 1 division has their own end of season Jamboree, Tournament Style
- Tier 2 division East, Central and West will have their own Jamboree, Tournament Style.