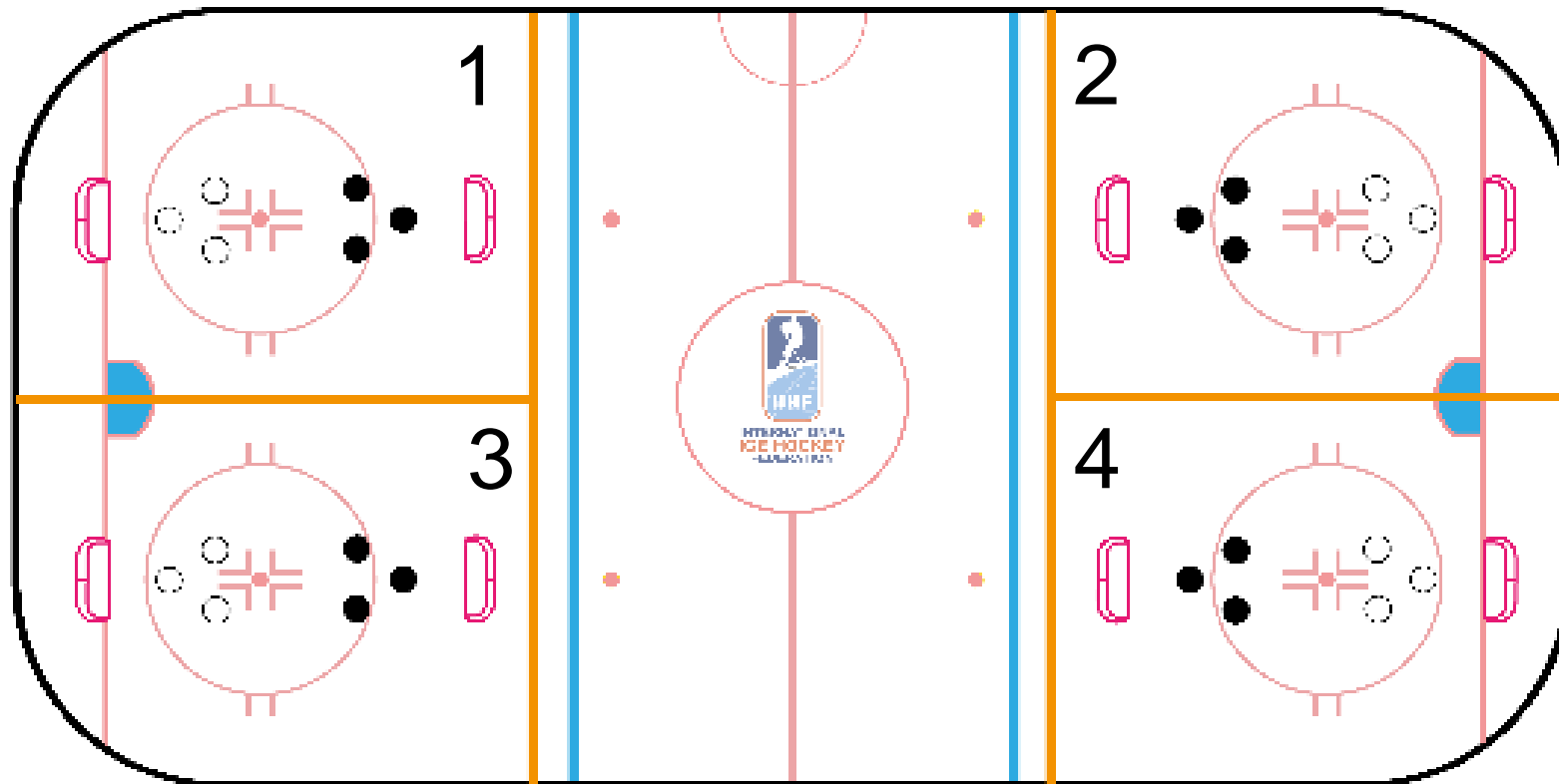# Module 8.2.1

Contribute

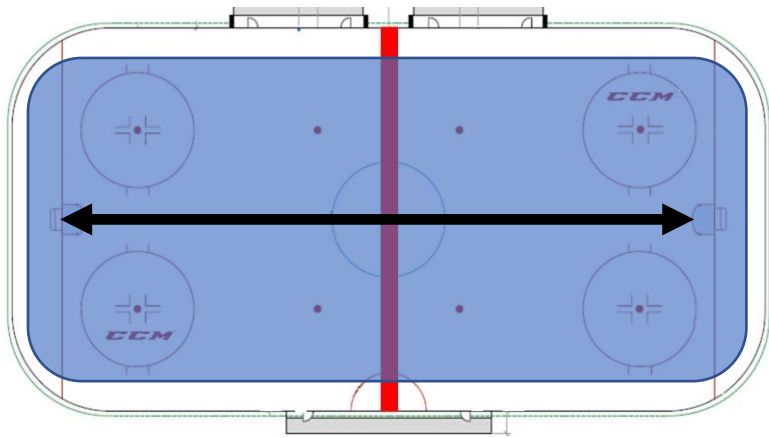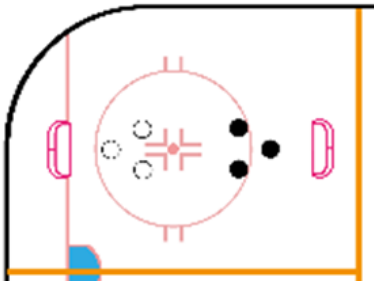## CAMPUS.RBIHF.be

M8.2.1 Special rules U8

U8 Playing area

- SCG + U8 : 3 vs 3 on 1/6 playing surface (15 x 20 m)

Small ice area, why?

Small ice vs full ice

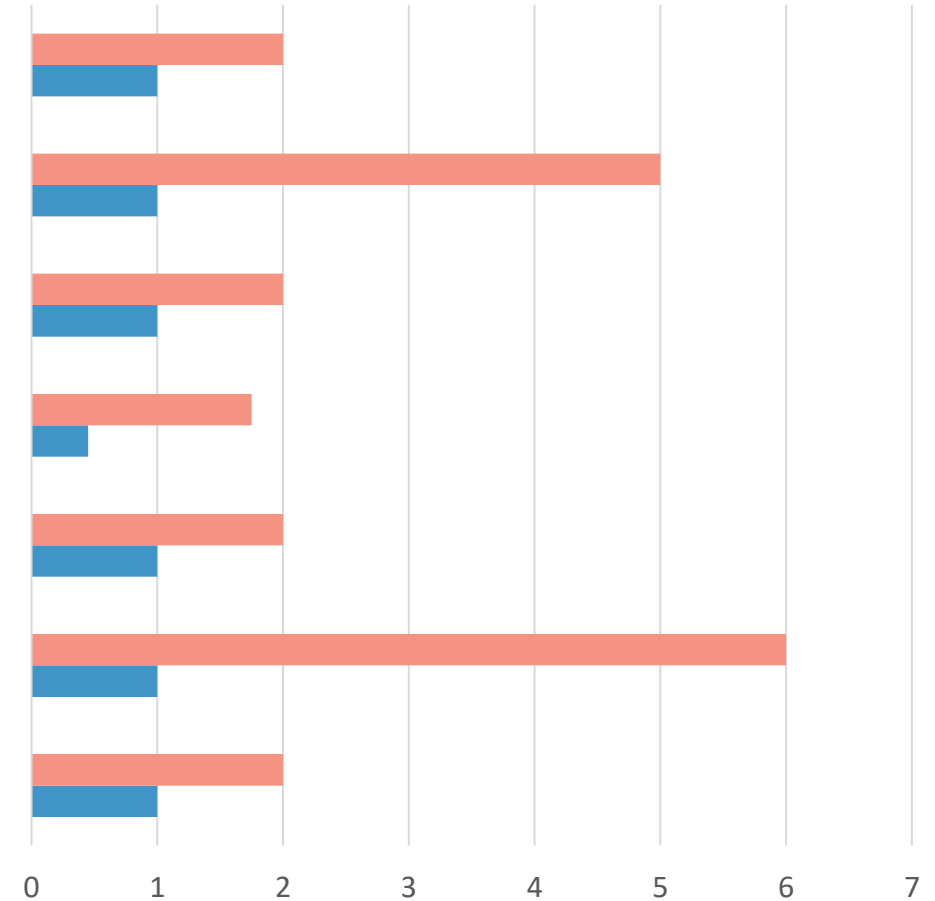

Changes of direction per player

Pass recieved per player

Pass attempts per player

Shots per minute on goalie

Puck touches per player

Player shots on goal

Puck Battles / body contact

0   1   2   3   4   5   6   7

■ Small ice   ■ Full ice

Goal frame and goal crease

- normal sized goal frame (122cm x 183 cm)
- to be used when playing **with goaltenders**.
- The goal crease should be outlined for all categories using the normal size frame
- The Goal crease and goal line is to be drawn with a suitable "ice marker"

Goal frame and goal crease

- It is recommended to use nets of different sizes. Goal nets of the same size should be used on the same playing field. There is also the possibility to play without goaltenders, if there are **no goaltenders** and small nets of the same size are used

U8 Playing area

- ✓ Field dividers
- ✓ Blue Puck 120-135 gr
- ✓ Nets, Ice

Excluding equipment

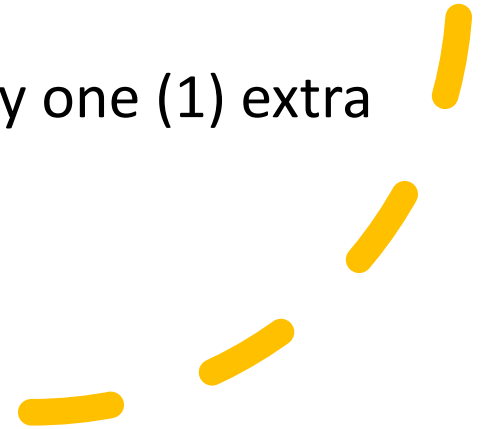- ✓ Neck & throat protector
- ✓ Helmet chin strip

Framework for U8 – 3vs3 on 1/6 surface

Rule 1 : Teams

1.1 Player

- Each team plays with three **(3) skaters** and one **(1) goaltender** per playing surface.

- If the game is played <u>without goaltenders</u>, each team will still play with **3 skaters**.

- The goaltender **can never be replaced** by one (1) extra skater.

Framework for U8 – 3vs3 on 1/6 surface

Rule 1 : Teams

1.2 Coach/Team leader

- Each team shall have at **least 1 Coach/Team leader** per playing surface who is responsible for his or her players.

- The Coach/Team leader is responsible for leading/ coaching his players

and

- to help restore and position the boards/dividers if moved during the game.

Framework for U8 – 3vs3 on 1/6 surface

Rule 2 : Game leaders

2.1 Game Leader

- For each game, the organizing club shall appoint 1 game leader who oversees one game.

- The game leader should be (at least) 1 Coach/Team leader from the home and/or the away team or an Official Level 1 referee who's educated for this type of framework.

- It is recommended that each playing surface has two (2) game leaders, i.e., 1 from each participating team.

Framework for U8 – 3vs3 on 1/6 surface

Rule 2 : Game leaders

2.2 The game leader's duties and responsibilities

• The Game leader is responsible to assure that the game is played in compliance with the framework of the games

and

• should have contact with the team's coaches/team leaders, during the game, if something occurs with the players or with the playing surface and its equipment.

Framework for U8 – 3vs3 on 1/6 surface

Rule 2 : Game leaders

2.3 Game leader's equipment

Each Game leader must minimal be equipped with:

- A whistle
- **Helmet** with half visor
- Skates
- (Extra pucks for each game can be put on top of each Goal)
- For safety and visibility, Full referee equipment is advised.

Rule 3 : Playing time

Game Timing U8

- ✓ 1 period of 15 min
- ✓ Buzzer: on start @ 00.00
- ✓ Buzzer: Every 90sec.* (line changes)
- ✓ Buzzer: After 15 min. (end of game)
- ✓ Running Time

*In case games with different age categories on de same ice surface, it is allowed to adapt the line changes time (60 or 90 sec), on de category with the greatest number of players.

Rule 3 : Playing time

Game Timing U8

playing should never be stopped

unless:

- ✓ A major injury occurs at one of the playing surfaces
- ✓ A major problem arises with the playing surface/ice

- **Rule 4 : Starting up the game**

- **Start of the game** - Generally, when the game is to be started, the main objective is to get started **as quickly and safely as possible**. The game should be started either by:

✓ **Face-off**: Two players line up against each other for a face off at the center of the playing surface and with the remaining players in the team behind their teammate.

✓ **Start-up**: The game leader uses a new puck that is dropped in one of the two drop zones* behind each goal.
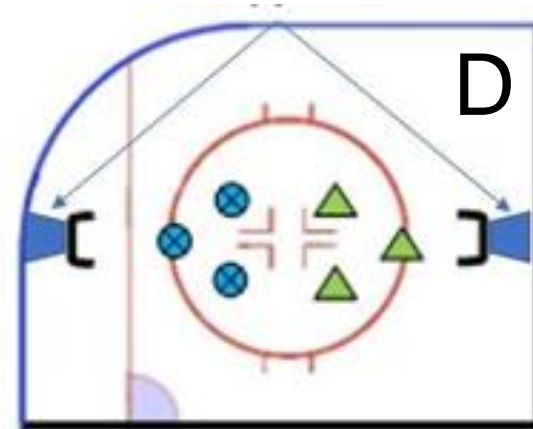
Face-off
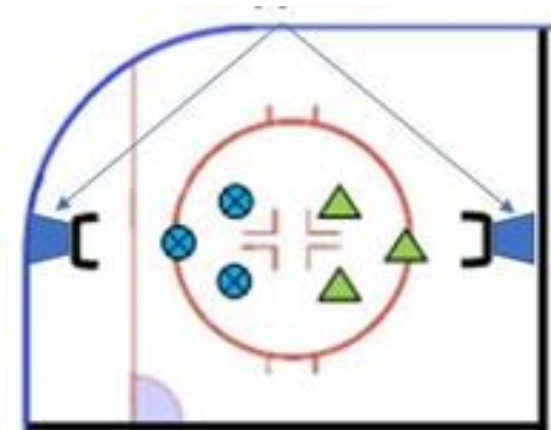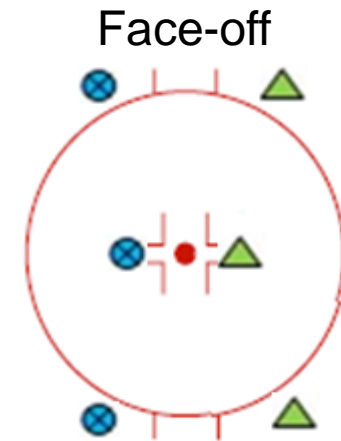
*Drop zones

- **Rule 4 : Starting up the game**

4.1 Stoppage after a goal is scored
  When a goal has been scored,
  ➤ the team that scored should immediately move towards its own goal
  ➤ and give the opponents an opportunity to obtain puck possession and start playing from, their **drop** zone.
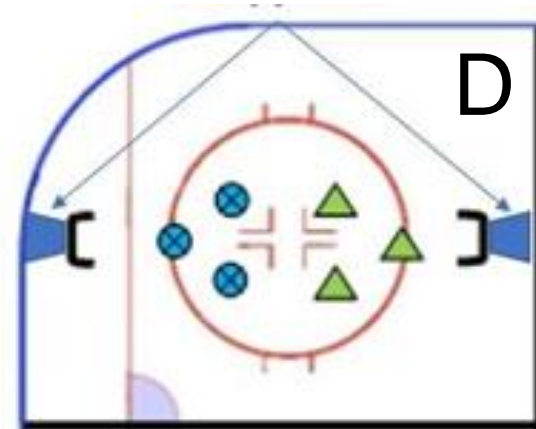 ➤ When the team started to play the puck, the opponents can attack

G

D

- **Rule 4 : Starting up the game**

4.2 Stoppage after an <u>infraction</u>
When an infraction happens in the game
➢ The Game Leader shall give the offending team the puck by dropping it into their drop zone.

D

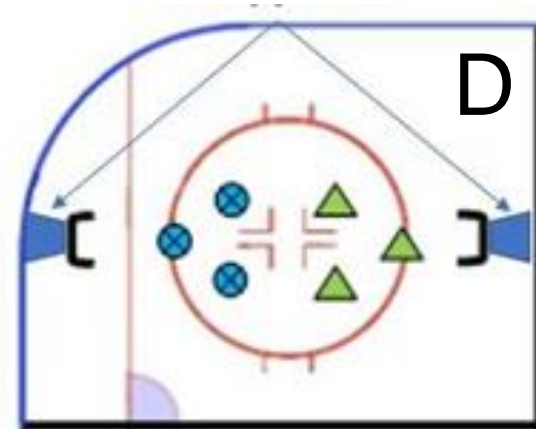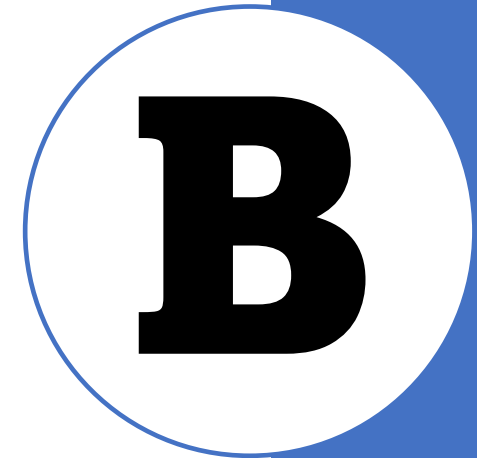- **Rule 4 : Starting up the game**

4.3 Stoppage after goaltender <u>blocking</u> the puck
if the goalie blocks the puck, the game leader blows the whistle and **drops** a new puck into the box.
  ➢ The attacking team should immediately move towards their own goal
  and
  ➢ When the other team started to play the puck, the opponents can attack.

B

D

- **Rule 4 : Starting up the game**

4.4 Stoppage after that the puck is <u>out</u> of the playing surface
If the puck is pushed off the court,
➤ the game leader should blow the whistle
and
➤ give non-offending teams puck possession by dropping
  the puck in their **drop** zone.
If the puck hits the safety net around the rink and bounces
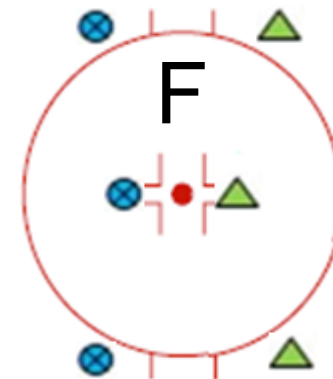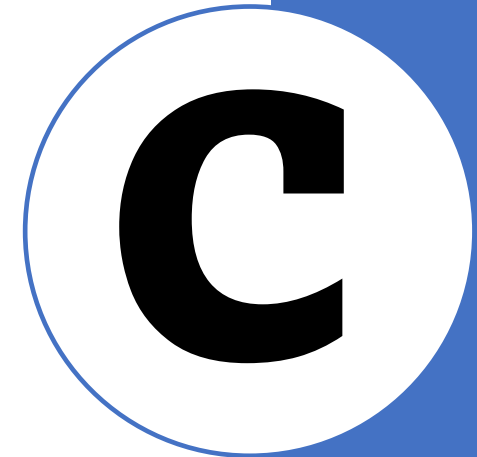back onto the playing surface, the game should **not be stopped**.

O

D
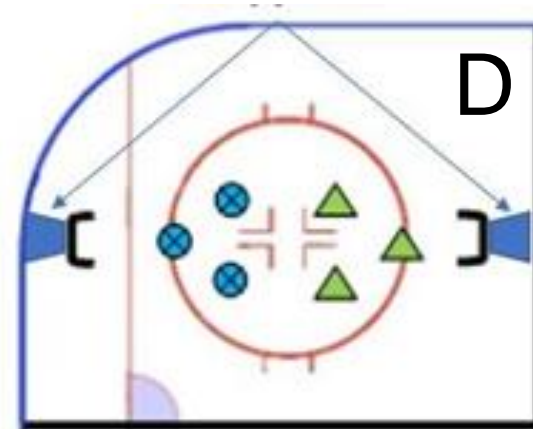
- **Rule 4 : Starting up the game**

4.5 Stoppage for conducting player <u>changes</u>
Once a player change has been conducted,
➢ the game leader shall conduct a **face** off at center ice.
➢ All players should be behind the conducting player at the face off.
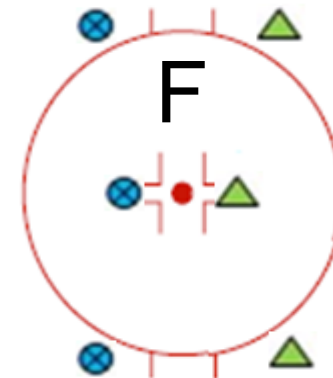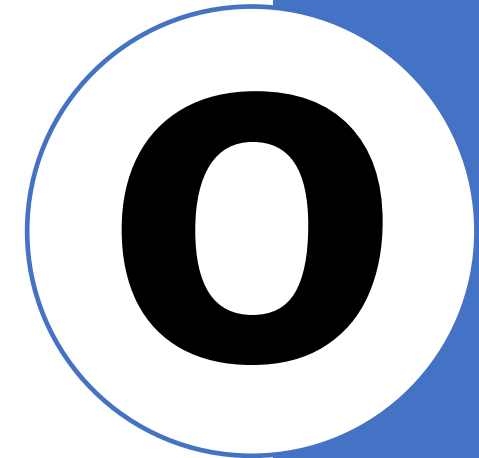All playing surfaces should start at the same time.

C

F

- **Rule 4 : Starting up the game**

4.6 <u>Other</u> stoppages
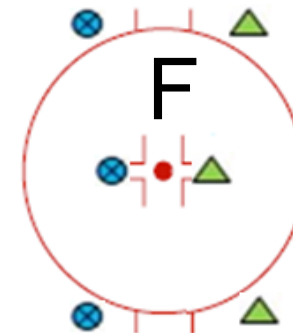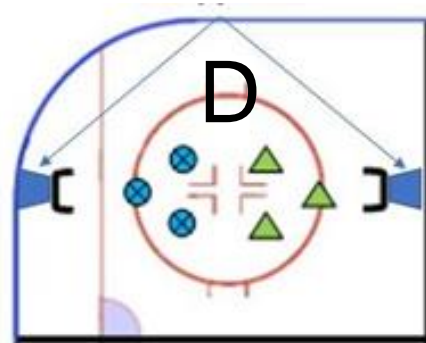If the game is stopped for any reason not mentioned before,
 ➢ the game leader should conduct a **face** off at center of the playing surface.

- **Rule 4 : Starting up the game**

The Game Leader stops the game by blowing the whistle when:

Goal scored   D

Infraction   D

Blocking the puck by the goalie   D

Out of the playing surface (puck)   D

Change of players   F

Other stoppages   F

D

F

Rule 5 : Physical contact

5.1 Allowed physical contact

- A player should be using its **stick to play the puck** and conquer puck possession from an opponent.

- Physical contact may occur between players in the games and is okay if the contact is not of a character described under 5.2.

Rule 5 : Physical contact

5.2 Not allowed physical contact

A not allowed physical contact is a contact that occurs when a player;

1. Uses his body to stop the opponent without playing the puck with the stick. (interference)
2. Tackles an opponent with the body or any part of his equipment (tripping)
3. Jumps in too a player (charging)
4. Pushes a player (roughing)
5. Hits a player or try to hit a player with the stick or hands (slashing / roughing)

Rule 5 : Physical contact

5.2 Not allowed physical contact

A not allowed physical contact is a contact that occurs when a player;

6. Trips a player with his stick or body (tripping, clipping)
7. Hits a player against the boards (boarding)
8. Holds an opponent with his body or hands (Holding)
9. In any way plays dangerously (recklessly endangerment, high stick, spearing, but-ending, kicking…)
10. Hits or tackles an opponent when the player does not have the puck (interference, late hit)
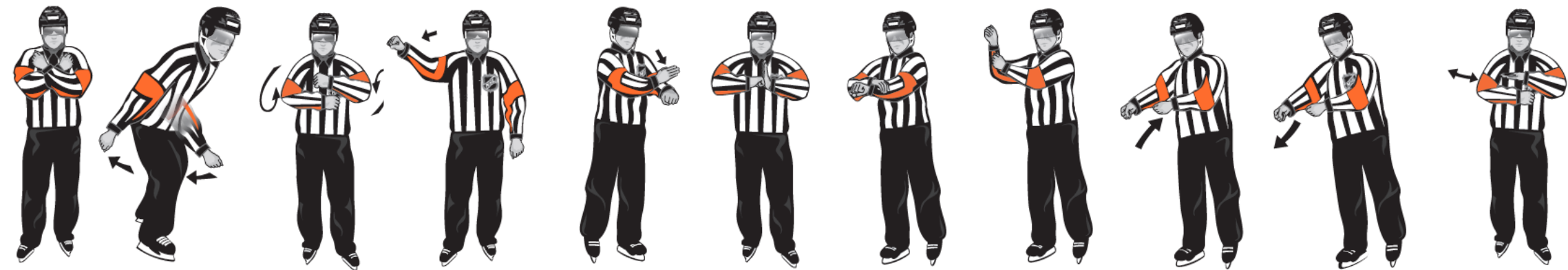
Rule 6 : Player not following the framework

If a player is making (not allowed) physical contact as described in 5.2,
➢ plays in a dangerous or reckless manner,
or
➢ through conduct or language does not live up to the spirit of fair play and respect,

the game leader shall blow the whistle and stop play and point at the fouling player.
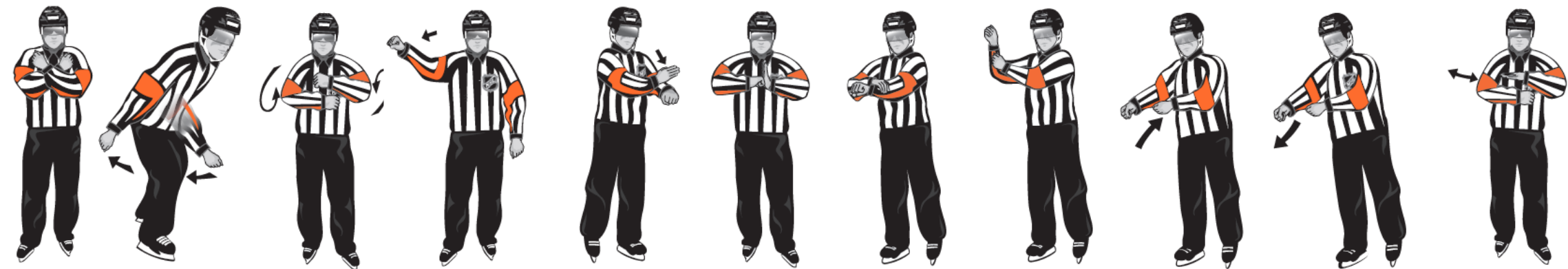
Rule 6 : Player not following the framework

➢ The Game Leader shall give instructions in direct connection with the offence to the offending player.

And

➢ Give the opposing team the puck and start playing from their drop-zone.

Rule 6 : Player not following the framework

The **game leader** is the (only) one who determines whether the player is not playing accordingly to the framework

And

The **game leader** should have a good connection with both **Coaches/Team leaders** and **communicate** in all situations.

The **game leader** is responsible for removing players from the game who repeatedly play in a dangerous and respectless way.

Rule 7 : Goals

7.1 Scoring a goal
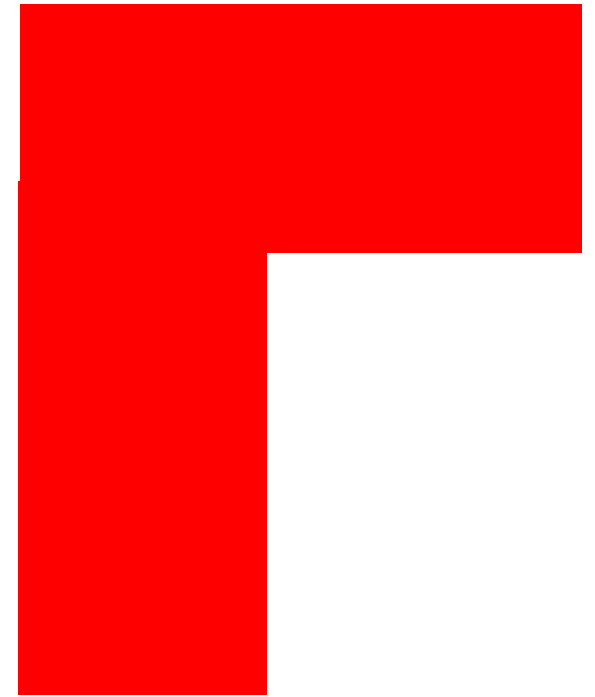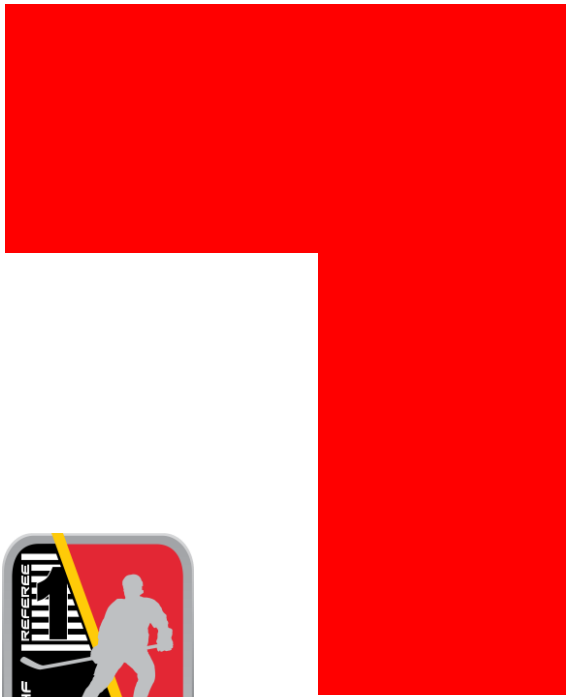
The game leader should indicate the scoring of a goal

➢ if a player plays the puck with his stick and the puck **crossed the goal line completely**

(goal line can be drawn with the same marker we draw the crease)

Goals DO NOT need to reported or recorded with a time/score keeper.

Goal: The puck is completely over the line, not on the line

Rule 7 : Goals

7.2 Disallowed goal

A goal **cannot** be allowed if:

- ✓ The skater uses the stick **above the shoulder height**
- ✓ The skater makes **contact** whit or **runs over the goaltender**
- ✓ The skater uses something **other than his stick** to score
- ✓ The **goal frame** is moved **out of position**

Module 8.2.1

Contribute

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M8.2.1 Special rules U8