



## Novice Program Implementation 2019-2020

### 1.0 General

- 1.1 Novice hockey is a two-year program.
- 1.2 No players registered at the IP level to may affiliate to any higher age classification during the current season.
- 1.3 Novice-aged players are NOT permitted to register with any higher age classification during the current season.
- 1.4 Affiliation is permitted between tiers of the Novice level as per Hockey Canada Regulations.
- 1.5 Novice players are NOT permitted to affiliate to higher age teams except for second-year players (i.e. 8-year old player) who may affiliate to higher age teams after January 15 of the current season.

### 2.0 Team Structure

- 2.1 Teams on a full sheet
  - 2.1.1 2 teams: 1 game with 2 teams and a practice; or two games (split-squads).
  - 2.1.2 3 teams: 1 game with 2 teams and a practice with 1 team.
  - 2.1.3 4 teams: 1 game with 2 teams and a practice with 2 teams; OR two games.

	Rules (Must Do)	Options (Can Do)
Two Teams: 1 Game, 1 Practice	Tier 1: 18 on roster; 16 skaters, 2 goaltenders.  Tiers 2-4: 9-13 on roster, rotate goalies. 1 official per game.	Tier 1: Assign or rotate goalies.
Two Teams: 2 Games (Split Squads)	Tier 1: 18 on roster; 16 skaters, 2 goaltenders  Tiers 2-4: 17 on roster. 1 official per game.	Tier 1: Assign or rotate goalies. Tiers 2-4: Vary roster size.
Three Teams: 1 Game, 1 Practice	Tier 1: 18 on roster; 16 skaters, 2 goaltenders.  Tiers 2-4: 9-13 on roster, rotate goalies. 1 official per game.	Tier 1: Assign or rotate goalies. Tiers 2-4: Vary roster size.
Four Teams: 1 Game, 1 Practice	Tier 1: 18 on roster; 16 skaters, 2 goaltenders.	Tier 1: Assign or rotate goalies.



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	Tiers 2-4: 9-13 on roster, rotate goalies. 1 official per game.	Tiers 2-4: Vary roster size.
Four Teams: 2 Games	Tier 1: 18 on roster; 16 skaters, 2 goaltenders.  Tiers 2-4: 9-13 on roster, rotate goalies. 1 official per game.	Tier 1: Assign or rotate goalies. Tiers 2-4: Vary roster size.

### 2.2 Tiering

2.2.1 Tier 1 plays inter-District. Games are managed by the AA League. Roster size is 16 skaters plus two goalies (assigned or rotational).

Districts may declare more than 1 Tier 1 team.

Minor Hockey Associations may not declare Tier 1 teams.

2.2.2 Tiers 2-4 play within the District or within Inter-District House Leagues. Games are managed by the Leagues within Districts. Roster size is recommended at 13 players (three sets of four skaters) plus a goaltender (rotational, not assigned). Minimum recommended roster size is nine; maximum is 13. Exceptions must be approved by the District Chair.

Proposed Tier	Age Group	Ice Utilization	Play
Tier 1	7/8	Half	Inter-District
Tier 2	7/8	Half	Intra-District or Inter-District House Leagues
Tier 3	7/8	Half	Intra-District or Inter-District House Leagues
Tier 4	7/8	Half	Intra-District or Inter-District House Leagues

### 2.3 Roster Sizes

2.3.1 Tier 1: 16 skaters plus two goalies for a total of 18.



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- 2.3.2 Tiers 2-4: 13 players to allow for 3 sets of 4 skaters plus a goaltender. Minimum roster size is 9, maximum roster size is 13; exceptions allowed based on local conditions and approved by the District Chair.

### **2.4 Goaltenders**

- 2.4.1 Tier 1: Assigned or rotational goaltenders
- 2.4.2 Tiers 2-4: Recommended no full-time goaltenders. All players rotate in development/regular season phase 1 (September-December). There can be limited full time goaltenders – limited rotation in regular season phase 2 (January-April).

### **2.5 Team Formation (Tiers 2-4)**

- 2.5.1 Each Association operating Intra-District House Leagues or participating in an Inter-District House League within HEO Minor shall be assessed the following team ratings:
- 2.5.1.1 Leagues operating at only one skill level shall be given an overall rating of 'Tier 3'. Each team in that Association shall be considered a 'Tier 3' team for the purpose of competition in tournaments or exhibition games outside of their District.
- 2.5.1.2 Leagues operating at more than one skill level may follow a 20-60-20 split when dividing their teams into Tiers 2, 3 and 4. Leagues with participation of more than one Association may direct each Association to use this chart to submit teams for league play. These Tier levels will be considered for the purpose of competition in tournaments or exhibition games outside of their District.
- 2.5.1.3 Where some Leagues can only support Tier 2 and 3 teams, the upper levels can be increased up to a 40-60 split. The Tier 3 level is maintained at a minimum of 60 % level

### **3.0 Season Structure**

- 3.1 Two phases are recommended; September - December and January – April.
- 3.2 First phase a combination of development and half ice games — with games occurring in two-week intervals (Hockey Canada nomenclature: Development and Regular Season phases).
- 3.3 Second phase is a continuation of the Regular Season phase with games occurring weekly. MHAs may wish to rebalance Tier 2-4 teams at the beginning of the second phase.
- 3.4 MHAs may wish to re-open registration between phases one and two to capture players coming from Young Sens or First Shift programs, or late interest players.



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3.5 Year end tournament or jamboree recommended.

### **4.0 General Playing Rules**

The rules for half-ice novice game play focus on player development by maximizing opportunities to touch the puck, interact with other players, and make plays.

- 4.1 4 vs 4 player format and one goaltender for each team.
- 4.2 Each team must have two goaltenders, one for each half of the ice.
- 4.3 Three-minute warm-up.
- 4.4 Rink set-up: one set of barriers or two sets of barriers with a space in between for spare players.
- 4.5 Game length – 50 minutes in total (46 minutes post warm-up). This may vary if Associations schedule multiple blocks of ice time.
- 4.6 Two 23-minute halves.
- 4.7 Shift length – 90 seconds in duration with an automatic buzzer or whistle sounding to indicate player change. The clock continues to run through the 23-minute half.
- 4.8 Both games synchronized, and officials work together to ensure that happens.
- 4.9 Players change on the fly at the buzzer or whistle.
- 4.10 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.
- 4.11 Two face-offs during the game.
  - 4.11.1 The first face-off will start the game.
  - 4.11.2 The second face-off will start the second half.

### **5.0 Shifts**

- 5.1 Player shifts are 90 seconds in length. A buzzer or whistle sounds to signal line changes.
- 5.2 On the buzzer/whistle sounds, players must relinquish control of the puck immediately and vacate the ice. The new players enter the ice immediately.
- 5.3 Failure to immediately relinquish control of the puck or new players entering the ice surface prematurely may result in a penalty for the offending team.

### **6.0 Change of Possession**

- 6.1 Goaltender freezes the puck – the official blows the whistle to indicate the attacking team backs off and defending team gets possession.
- 6.2 Puck shot out of play – the offending team backs off and the official gives the non-offending team a new puck.



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### **7.0 Officiating**

7.1 One official per game. Coaches/Trainers must remain on the bench.

### **8.0 Penalties**

8.1 Minor penalties are noted with the official briefly raising their arm to indicate a penalty will be assessed. At the end of the shift, the official notifies the coach of the infraction and the number of the offending player.

8.2 If the offending team controls the puck after the infraction, the official blows the whistle and calls for a change of possession; the non-offending team is given room to play the puck (three-metre cushion).

8.3 The offending player will sit out the next shift, but the team will play even strength.

8.4 Should an infraction occur that would normally require a player to be ejected from the game (game misconduct, gross misconduct or match penalty), the player will be removed from the remainder of that game. Even under these circumstances, teams will not play short handed.

8.5 For major penalties assessed to players and bench staff, the HEO Minor Code of Discipline will apply.

### **9.0 Scoring**

9.1 Game scores will not be recorded. Game sheets may be used to capture major penalties to players or bench staff in-game.

### **10.0 Out-of-Branch Tournaments**

10.1 Teams will be permitted to participate in out-of-Branch tournaments (requiring travel permits) if the tournament games are played on half-ice.