



English Ice Hockey Association

Under 10's Development Rules

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1.1. Rules for U10 Development Leagues. In-House

A full Under 10 league was introduced by the EIHA in the 1995/96 season. To enable all those below the age of ten to play a number of changes to the standard rules of junior games applies. The special rules detailed below will enable all below the age of ten to play against those of similar ability and capability.

The aim of Under 10 hockey

- To develop and allow younger players within the game to play against those of similar ability level

Many players will need guidance and advice from both the coaches and officials, at this young age priority must be giving the player's time on the puck. Officiating at an Under 10 game will give officials the opportunity not only to build their own knowledge but also help them gain experience in interpersonal skills and help to mould the players of the future in their understanding of the game – its rules and standards of behaviour. The players will pick up the reactions and enthusiasm of all involved with U10 ice hockey and it is hoped encourage them in the way they learn to play the game. While we will all agree that the U10's should play to the rules, we need to ensure that players also learn to have fun, ensuring that as many players as possible take part, that while they are on the ice they spend as much time as possible with the puck in play and that we do not waste valuable ice time waiting for line changes, off sides and icings. What follows are a set of rules that will take sometime for everyone to get used to, if we want to see ice hockey in England progress we need to do this NOW, I can already hear the sceptics say "this will not work" "its not hockey" rest assured if everyone buys into this and uses it as it is meant to be used we will produce some of the fastest, quickest and skilful young players this country has ever seen.

The challenge my friends is to make this work and ensure the 3 lines you have at U10's are given the opportunity to play at U12's, 14's, 16's and so on, this is the only way we will keep not only the players but the parents that fund their children's hockey interested and coming back for more. It's a huge challenge for everyone but more so to the coaches than anyone else, we all know they can make this work so we all have to give them every assistance we can.

1.1.1. Team Sheet

The line allocated to each player is recorded in the Starting Line Up Space on the game sheet (see Appendix C)

e.g. Wayne Gretzky 1

First Line starts the game

Line 1: the strongest line consisting of the most able players – generally the older players approaching the Under 12 age group

Line 2: An intermediate line of those players who have been playing for a while and are generally more physically capable in their skating ability

Line 3: Predominately less experienced players– those new and the younger players

A player will only play on the line to which they have been assigned and their name should not appear on any other line. Please ensure that players only play on their allotted line.

A player can play on another line with the agreement of the opposition team in only exceptional circumstances e.g. injury

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In case of injury players may only play UP A LINE – not down. i.e. 1st line players can only play on the first line – 2nd line can play up to 1st – 3rd line can play up to 2nd or 1st.

A club will need 12 players registered at the start of the season to enter an U10 team, and 16 players for a league game. Teams with less than 16 players will play their games as challenges, and may borrow players from the team they are playing.

An U10 team will consist of 3 lines of players – a net minder (2 if possible) plus an optional reserve i.e. 15 players – net minder (2 if possible – an optional reserve)

A team with less than 16 players will forfeit the game although a challenge game will ensue (please mark on game sheet)

If a Club has a large U10 squad it is expected that they will have a rota for players to be included in the team – selection by taking turns rather than ability – Any team that has less than the 16 players will where ever possible borrow players from the opposing side, it is essential as many players as possible experience taking part in these games. Teams should ensure they talk to each other prior to the weekend of the games to ensure they are both aware how many players they have available, **it is not acceptable for a team to refuse to lend or borrow players from the opposing team.**

If only one net minder is taken another player must be nominated in case of injury

·A net minder will not be called off the ice for tactical purposes e.g. when penalty is called or to put an extra player on the ice

If a player plays on another line outside of the conditions above then a penalty will be awarded against that player on the line which they where incorrectly iced – that line plays short as within normal rules

The team coach will set the lines no later than 30 minutes prior to face off

If a player has consistently and clearly been played on an incorrect line to gain an advantage then a complaint can be made to the EIHA. A deposit of £50 must accompany the complaint – this will be returned in the event of the complaint being upheld. An appeal against a decision may be made but the club in the event of the appeal being unsuccessful must meet associated costs.

1.1.2. Line Identification

Players MUST wear plastic team bands for the duration of the game:

- Line 1: Red
- Line 2: Yellow
- Line 3: Green

When a club orders new shirts for the U10 team the following numbers should be used:

- Net minders 1 – 9
- Line 1 10 – 19
- Line 2 20 – 29
- Line 3 30 – 39

The first digit refers to the line the player plays on. When all Clubs have achieved this there will be no requirement to wear coloured bands.

1.1.3. Game Duration

The Game Option 1 will consist of 2 periods of 27 by 1.15 minute shifts with 2 minute period break. Minimum Game time required 1hr 15min

Or

The Game Option 2 will consist of 3 periods of 18 by 1.15 minute shifts with 2 minute period breaks.

Minimum Game time required 1hr 30min

As there are very few stoppages the game time should be as stated. Which format you choose should be made clear at the start of the season to the fixture secretary.

- First Line starts the game
- Players will change on the fly.

1.1.4. Penalties

Penalty incurred to be served by that player. Any outstanding time will carry over to the next 1 minute 15 second shift– game scorer to keep a record of time and advise when penalty is completed

Penalties will be half the usual duration – penalty box officials to take the opportunity to explain why the penalty was given to the player

- 2 minutes will become 1 minute to go onto the stop watch - play will not stop when a penalty is called the second referee will collect the offending player and escort them to the penalty box, the penalty will start as soon as the player enters the penalty box, during this time the first referee will ensure play continues.
- 10 minute will become 5 minutes to be served by the offending player
- 2 + 10 penalty will become 1+5. The offending player serves both penalties at the same time.
- 2+2 + 10 penalty will become 1+5. The offending player serves both penalties at the same time.
- 5 + Game penalty. The player is removed from the remainder of the game. Nobody should be placed in the box to serve the 5 minutes
- Match penalty. The player is removed from the remainder of the game. Nobody should be placed in the box to serve the 5 minutes.
- It should be noted that when a penalty is being served on the third line, the coaches must ensure that only the correct number of players go out for that shift and any rotating players are not just added to the line and 5 players sent out.

Co-incidental penalties are not feasible and will be disregarded

A one minute penalty for playing on wrong line (unless for reasons given above) – infraction may be called to the attention of the referee by the captain or team coach of the non offending team

The scorer will assist the referee in checking the playing numbers of those on the ice

N.B. Once a team gets new shirts with numbers as indicated above they do not need to wear colour bands

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It is recommended that an optional reserve is taken otherwise the third line could play short handed!

1.1.5. Time Outs

Each team is entitled to one time out in accordance with IIHF rules.

1.1.6 Team Staff

Will consist of minimum one Level 2, one Level 1 and one Qualified Team Manager

1.1.7 Face Offs

To start game and new periods face off as normal for shift changes players will be positioned at the team bench ready to change on the fly. The referee will restart each shift by throwing the puck into the centre face off circle so the puck lands at the furthest edge of the face off circle away from the player's bench. The 2nd referee will retrieve the first puck from the ice.

To restart the game after a goal has been scored play does not stop, the 2nd referee will retrieve the puck from the net while the 1st referee will skate to the centre face off circle once two opposing players are in the face off circle the 1st referee will drop the puck in the general location of the two players ensuring one does not gain advantage over the other.

1.1.8 Line Changes

Player will change on the fly on the buzzer, restart as in 1.1.7, rinks that have no gates on player benches will position benches in front of the team bench, or the players will stand at the team bench on the ice they should not interfere with play and a small temporary barrier should be placed around the benches similar to cross ice. The players will not change ends each period but defend the same goal for all period, home team has preference.

1.1.9 Net Minders

There are two options when changing net minders.

Option 1 if the net minder is to be changed every shift they should stand in the corner of the rink nearest their goal, they should not interfere with play, when the line is changed he / she will skate to the goal, the first net minder will not leave the goal until the replacement is in position.

Option 2 if the net minder is to be changed intermittently they should be at the team benches, when the change occurs they should be the first players to leave the bench on the next line change, the net minders will swap, the first net minder will not leave the goal until the replacement is in position.

1.1.10 Icing

There will be no Icing calls.

1.1.11 Off Sides

Play will NOT be stopped for off sides or dead pucks e.g. the goalie freezes the puck. In the event of an Off Side or dead puck, the Referee will shout "**OUT OUT**" and the attacking team will clear the defensive zone and wait in the neutral zone until the defending team clear the blue line with the puck.

1.1.12 Game Clock

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There will be no game clock, minimum four stop watches required one for game time, three for penalties, a nominated person from the visiting team will share the off-ice officials duties or be in the penalty box to ensure the timings are carried out in fair and equitable way.

1.1.13 On Ice Game Officials

In the event Referees are unavailable, each team should ensure that at least one of their coaches has skates available to officiate and take on the role of the game officials.

- It should be noted that the officials should carry with them at least two game pucks each to enable the restart of the game to be carried out as quickly as possible e.g. when a goal is scored the 2nd official retrieves the puck from the goal, while the 1st official skates to the centre circle to drop the puck. Prior to the game commencing the officials will decide who will retrieve the puck and who will restart the game. Spare pucks should be stored at the players bench and made available to the officials.

1.1.14 Mercy Rule

When a team is winning by 8 (**eight**) goals the score will be recorded as e.g. 8 - 0 or 2 -10 or 12 – 4 and so on. At this point the score will be removed from the scoreboard, no more goals will be added to the game sheet. Any of the following can take place, players can be swapped in the teams, goalies can be swapped or teams can stay as they are, it is important that the game continues to the end to ensure as many players as possible have the chance to participate.

1.1.15 League Standings.

At the end of the season in the event any of the top three teams are tied on points and none of the traditional methods of splitting the teams can be applied the two teams tying will play a one off playoff game to decide their league position, in the event this game is tied at the end it will go into a game winning goal competition to determine the winner. To determine which venue the game will be played at, it will be the first team to put the earliest date and time forward to the relevant fixture secretary.

1.1.16 National Finals

First and second place teams in both North and South will attend the Nationals Finals and take part in a semi final, third / fourth or Final subject to the results of the semi finals.

1.1.17 Duration of Season.

The start and finish times of the U10's Development League will be determined by the YMC and issued on an annual basis.

1.1.18. Period of Registration.

To aid the development and procurement of **NEW** Under 10 players the registration period will be 1st August to 30th April in any one season

1.1.19. Review Period

These in house rules will commence for season 2008 / 09 and be reviewed at the end of that season, there after they should be reviewed every 2 years to ensure they remain current and viable.

2 APPENDICES

2.1. Appendix A Approved U10 Team List

English Ice Hockey Association Official U10 Team Sheet

Date:

Time:

Competition:

Venue:

Home Team:

Team Colours / Home:

Away Team:

Team Colours / Away:

1 - 9	Netminders (play in numbers 1 - 9)	Name in Full	Licence number

A reserve netminder can play in case of injury and / or change with a line as long as play is not held up e.g. a young netminder can play with third line.

10 - 19	Line 1 (play in numbers 10 - 19 or with red bands) - only play Line 1 - First Line starts game		

First line is the strongest line consisting of most able players - generally older players approaching U12 age group

20 - 29	Line 2 (play in numbers 20 - 29 or with yellow bands) - play Line 1 in case of injury		

Line 2 is an intermediate line of those players who have been playing for a while and are generally more physically capable in their skating ability.

30 - 39	Line 3 (play in numbers 30 - 39 or with green bands) - play Line 1 or 2 in case of injury		

Optional reserves **Line 3** Is predominately for less experienced.

New and younger players - it is advisable to have an optional reserve otherwise Line 3 may have to play short handed! Optional reserve can replace player in case of injury and/or play in rotation on Line 3

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Bench Officials

Name	Position	Licence Number	Signature

Referees Comments: -

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2.2. Appendix B Game Format

**Under 10's Development League Hockey Shift Schedule
Option 1 Requires 1hr 15min Minimum Game Time
2 Minute Period Break At Team Benches**

Period 1				Period 2		
00.00	1 st	Shift 1		33.45	1 st	Shift 28
01.15	2 nd	Shift 2		35.00	2 nd	Shift 29
02.30	3 rd	Shift 3		36.15	3 rd	Shift 30
03.45	1 st	Shift 4		37.30	1 st	Shift 31
05.00	2 nd	Shift 5		38.45	2 nd	Shift 32
06.15	3 rd	Shift 6		40.00	3 rd	Shift 33
07.30	1 st	Shift 7		41.15	1 st	Shift 34
08.45	2 nd	Shift 8		42.30	2 nd	Shift 35
10.00	3 rd	Shift 9		43.45	3 rd	Shift 36
11.15	1 st	Shift 10		45.00	1 st	Shift 37
12.30	2 nd	Shift 11		46.15	2 nd	Shift 38
13.45	3 rd	Shift 12		47.30	3 rd	Shift 39
15.00	1 st	Shift 13		48.45	1 st	Shift 40
16.15	2 nd	Shift 14		50.00	2 nd	Shift 41
17.30	3 rd	Shift 15		51.15	3 rd	Shift 42
18.45	1 st	Shift 16		52.30	1 st	Shift 43
20.00	2 nd	Shift 17		53.45	2 nd	Shift 44
21.15	3 rd	Shift 18		55.00	3 rd	Shift 45
22.30	1 st	Shift 19		56.15	1 st	Shift 46
23.45	2 nd	Shift 20		57.30	2 nd	Shift 47
25.00	3 rd	Shift 21		58.45	3 rd	Shift 48
26.15	1 st	Shift 22		60.00	1 st	Shift 49
27.30	2 nd	Shift 23		61.15	2 nd	Shift 50
28.45	3 rd	Shift 24		62.30	3 rd	Shift 51
30.00	1 st	Shift 25		63.45	1 st	Shift 52
31.15	2 nd	Shift 26		65.00	2 nd	Shift 53
32.30	3 rd	Shift 27		66.15	3 rd	Shift 54

**Under 10's Development League Hockey Shift Schedule
Option 2 Requires 1hr 30min Minimum Game Time
2 Minute Period Breaks At Team Benches**

Period 1			Period 2			Period 3		
00.00	1 st	Shift 1	22.30	1 st	Shift 19	45.00	1 st	Shift 37
01.15	2 nd	Shift 2	23.45	2 nd	Shift 20	46.15	2 nd	Shift 38
02.30	3 rd	Shift 3	25.00	3 rd	Shift 21	47.30	3 rd	Shift 39
03.45	1 st	Shift 4	26.15	1 st	Shift 22	48.45	1 st	Shift 40
05.00	2 nd	Shift 5	27.30	2 nd	Shift 23	50.00	2 nd	Shift 41
06.15	3 rd	Shift 6	28.45	3 rd	Shift 24	51.15	3 rd	Shift 42
07.30	1 st	Shift 7	30.00	1 st	Shift 25	52.30	1 st	Shift 43
08.45	2 nd	Shift 8	31.15	2 nd	Shift 26	53.45	2 nd	Shift 44
10.00	3 rd	Shift 9	32.30	3 rd	Shift 27	55.00	3 rd	Shift 45
11.15	1 st	Shift 10	33.45	1 st	Shift 28	56.15	1 st	Shift 46
12.30	2 nd	Shift 11	35.00	2 nd	Shift 29	57.30	2 nd	Shift 47
13.45	3 rd	Shift 12	36.15	3 rd	Shift 30	58.45	3 rd	Shift 48
15.00	1 st	Shift 13	37.30	1 st	Shift 31	60.00	1 st	Shift 49
16.15	2 nd	Shift 14	38.45	2 nd	Shift 32	61.15	2 nd	Shift 50
17.30	3 rd	Shift 15	40.00	3 rd	Shift 33	62.30	3 rd	Shift 51
18.45	1 st	Shift 16	41.15	1 st	Shift 34	63.45	1 st	Shift 52
20.00	2 nd	Shift 17	42.30	2 nd	Shift 35	65.00	2 nd	Shift 53
21.15	3 rd	Shift 18	43.45	3 rd	Shift 36	66.15	3 rd	Shift 54