

# **Kansas City Amateur Hockey League Game Format for 8U Division**

## 1. Divisions

1.1 The 8U age group shall be divided into 3 divisions as follows:

- Red - Advanced/Competitive 8U players
- White - Intermediate/Experienced 8U players
- Blue - Beginner/Inexperienced 8U players

## 2. Nets

2.1 Red and White Division games will use intermediate or full size nets, playing "half ice" so that the nets will be set up "north and south." A bumper or other rink-divider should be placed along the center face-off line to catch the puck.

2.2 Blue Division games will use small nets, playing "cross ice" so that the nets will be set up "east and west."

## 3. Game Play Format

3.1 All divisions will have 4 teams on the rink at one time during a game. 2 teams will play one another on one end of the ice; 2 teams will play one another on the other on the opposite end of the ice. The teams will not switch ends of the ice during a single game.

3.2 Red and White Division will play 4-on-4, plus 1 goalie for each team. The goalies will wear full goalie gear.

3.3 Blue Division will play 3-on-3, with no goalies.

3.4 The teams shall not keep any type of official score of the game and there will be no official scorer.

## 4. Rosters

4.1 Each team should be comprised of enough players to constitute at least two, but no more than three, full lines of skaters, if possible. For Red and White teams, this would create a roster size of 9-13 players and for Blue teams a roster size of 6-9 players.

## 5. Warm-up

5.1 Each team will go to its half of the ice for a three (3) minute warm-up. Coaches must help set up dividers and nets during this time and will assemble and organize their team in order to be ready to start the first half of game play on time.

## 6. Length of Game and Individual Shifts

6.1 Each shift will last one minute and thirty seconds (1:30). A signal (scoreboard buzzer/horn) will be given at the end of each shift to clearly indicate the end of each shift. After eighteen (18) shifts (twenty-seven (27) minutes of clock time), the half will end and the opposing teams will switch ends (but remain on their original half of the ice) and switch sides on the bench.

6.2 Blue Division teams will not use the bench during game play and will not switch sides at halftime.

6.3 After a one minute break, the second half of play will begin.

## 7. Face Offs

7.1 Teams will line up for a faceoff at the beginning of each half of play.

7.2 Red and White Teams will line up for a faceoff prior to each shift. Coaches or referees on the ice will drop the puck as soon as the players are reasonably lined up on their own side of center ice, with the goal of having game play stopped for as brief of time as possibly.

7.3 No other faceoffs will take place during the game.

## 8. Line Changes

8.1 When the horn sounds, the players' on the ice must leave the puck where it lies.

8.2 For Blue games only, the puck will be free to play and "fair game" for the players entering the ice to begin their shift.

8.3 For Blue games only, in the event a player exiting the ice does not leave the puck where it lies, an on-ice official should return the puck to a more neutral location.

8.4 Any player who fails to leave the puck where it lies (and shoots the puck or clears it toward the opposing net) will be warned not to move the puck after the buzzer/horn. After one warning per offending player, and an explanation to the offending player by his/her coach, the offending player will miss his/her next shift on the ice for any repeat violation(s).

8.5 If a team is playing with less than two full lines of skaters, players that remain on the ice for a second consecutive shift must skate over to the team bench area and touch the boards before returning to play.

8.6 The door to the bench must remain fully closed until the horn/buzzer sounds indicating a line change.

## 9. Goalie Freezes the Puck

9.1 When a goalie freezes the puck the attacking team must retreat toward their own half of the ice.

9.2 The attacking team may not pursue the puck until the defensive team begins skating with the puck and/or attempts to pass the puck.

## 10. Goals

10.1 When a goal is scored the scoring team must retreat to their own half of the ice.

10.2 The scoring team may not pursue the puck until the other team begins skating with the puck and/or attempts to pass the puck.

## 11. Officials

11.2 U8 games will not utilize referees at the Blue and White levels. Referees may be used in Red games.

11.3 At the Blue and White Levels, each team is to provide one coach to serve as an on-ice official to call penalties and provide on-ice instructions for goals, puck freezes, and face-offs at the start of a half.

## 12. Coaches

12.1 Coaches are not to have sticks while on the ice and are not to touch the puck (in any way) except for faceoffs, to place a puck back in play that has gone over the rink divider, or to return the puck to a more neutral location if a player plays the puck after the horn/buzzer indicating a line change.

## 13. Penalties

13.1 Any player who commits an aggressive penalty (checking, tripping, boarding, cross-checking, head contact, slashing, etc.) must be warned by his/her coach upon his/her return to the bench and an explanation of the infraction given to the player by his/her own coach at that time. After receiving such a warning/explanation, the offending player will miss his/her next shift for any repeat violation(s).

13.3 In the event that a player commits an aggressive penalty with intent to injure another player, the player's on-ice coach must order the player to proceed directly to the bench regardless of how much time remains in the player's shift on the ice. At that time, the player's own coach should take the appropriate action as previously outlined in this paragraph.

13.4 In the event that a coach does not observe an aggressive penalty committed by his/her own player, but the opposing team's coach does observe such a penalty, the coach who observed such a penalty should discuss said penalty in ***a non-confrontational manner*** with a coach of the opposing team. At that point, the offending player's own coach must provide the offending player with a warning/explanation of the problem with the offending player's action as set forth in the paragraph above. ***At no time may a coach directly confront an opposing player on the bench or on the ice with regard to an aggressive penalty.***

13.5 Discipline for penalties shall be in the form of a "Three Strikes" rule as follows:

- Any player who:
  - (1) commits an aggressive penalty for which he/she is warned; and
  - (2) misses a shift on the ice due to his/her committing the same aggressive penalty again;

- (3) will then be removed from play for the remainder of the game if the same aggressive penalty is committed a third time and an explanation shall be provided to the offending player by the player's own coach.
- Any player who misses any three (3) total shifts on the ice due to his/her having committed any aggressive penalty (not required to be a repeated penalty of the same type) will be removed from play for the remainder of the game upon conclusion of the third missed shift and an explanation shall be provided to the offending player by the player's own coach.
  - Any player who for a third (3rd) time is immediately ordered to proceed to his/her own bench as the result of an aggressive penalty committed with intent to injure will be removed from play for the remainder of the game and an explanation shall be provided to the offending player by the player's own coach.