

U9 – DEVELOPMENT PHASE

SEPTEMBER 2 – OCTOBER 31

TEAM FORMAT:	Two-Team Model	GAME FORMAT:	4-v-4 plus Goaltenders
GAME LENGTH:	Determined by League	OFFICIALS:	1 or 2 Officials
WARM UP:	3 Minutes	SCORE KEPT:	No
PUCKS:	Blue/Black pucks		
PENALTIES:	<ul style="list-style-type: none">• Referee puts arm up to signal penalty call.• Once the offending team has the puck, whistle is blown.• Referee explains to the coach what the penalty was and who received it.• Offending player goes to bench and misses next shift.• Teams play full strength.		



U9 – FIRST SEASON

NOVEMBER 1 – JANUARY 9

GAME LENGTH:	Determined by League	GAME FORMAT:	5-v-5 plus Goaltenders
WARM UP:	3 Minutes	OFFICIALS:	2 Official System
PUCKS:	Black pucks	SCORE KEPT:	Yes
PENALTIES:	<ul style="list-style-type: none">• Penalty is assessed• Player goes to the players bench and is ineligible to return until one-minute of playing time has passed.• Teams play even strength• Penalty is recorded, one-minute on penalty clock, player can be placed back in rotation after one-minute has been served.		



U9 – SECOND SEASON

JANUARY 10 – END OF SEASON

GAME LENGTH:	Determined by League	GAME FORMAT:	5-v-5 plus Goaltenders
WARM UP:	3 minutes	OFFICIALS:	2 Official System
PUCKS:	Black pucks	SCORE KEPT:	Yes
PENALTIES:	<ul style="list-style-type: none">• Regular full-ice game play rules will be in effect.• Including Power Play/Penalty Kill.		

