



Modified Playing Rules for U9 (Buzzer Division)

The Ontario Government Laws state, "Team sports may only be practiced or played within the facility if they do not allow for physical contact between players or if they have been modified to avoid physical contact between the players."

It is important to recognize that the Ontario Government has permitted competition with the express understanding that rules have been modified to eliminate intentional physical contact. Playing the game of hockey without intentional physical contact represents a significant shift from traditional hockey, as such, it is the equal and collective responsibility of all participants (players, bench staff, officials) to create and adhere to the game play structure that eliminates intentional physical contact. Within the modified playing rules, game officials will encourage and promote continuous play to the greatest extent possible. Simply stated: Game officials will call the game as they see it with the focus of eliminating all intentional physical contact.

It is the expectation of the Ontario Hockey Federation that coaches are teaching and promoting during practice and games team tactics that eliminate all intentional physical contact and promote continuous play.

NO INTENTIONAL PHYSICAL CONTACT

Intentional physical contact is NOT permitted and must be avoided.

Accidental/incidental contact may occur

Lifting a player's stick to obtain the puck does not constitute intentional physical contact

When a scrum or gathering (2 or more participants) occurs with prolonged contact officials will not separate the players, they will communicate with them to disengage. Should the scrum continue, play will be stopped. The defensive team will be awarded possession of the puck and the attacking team will be forced to retreat. The official will blow the whistle a 2nd time when it is determined that the attacking team has sufficiently retreated. The attacking team will NOT be required to leave the zone, they will be required to back away from the puck and allow the defensive team to fully gain possession. If a puck gathering or scrum occurs in the neutral zone the defensive versus attacking team will be determined by the position of the puck relative to the centre red line (centre ice).

For all CYO games a Jack Gatecliff: Teams going onto the ice must remain in their dressing room until the teams who are finishing have left the ice and are back in their change room. This is to avoid a cluster of players and coaches in the small changeroom corridor.

COACHES MUST WEAR MASKS (COVERING MOUTH AND NOSE) AT ALL TIMES WHEN INSIDE THE FACILITY ON GAME DAY. NO EXCEPTIONS. This includes being on the bench during the game.

MANDATORY ALLIANCE RULES	CYO RULES
Pre-game on-ice warmup	2 minutes
Two periods (run time) of equal length	22 minute periods
Intermission / Break between periods	1 minute
Teams alternate ends between each period	CYO Home Team takes on the FAR bench (by Room 8 at Jack), therefore their goalie will start in the FAR end. Visitor Team takes the closest bench with their goalie closest to the rink entrance. "Near-Near/Far-Far". This allows for a Home team advantage in 2 nd period if the team wants to pull the goalie, goalie will be closer to the bench doors.
No faceoffs	Period 1 – Visitors have first possession Period 2 – Home team has first possession
No overtime / No shootout for tied games	
Any player that loses a glove must immediately retrieve the glove or leave the ice	
U9 games will have a minimum of 2 on-ice Officials. Paper game sheets will be used, and all penalty infractions tracked. Coaches are to fill out game sheets in advance of the game starting. Both coach, and trainer are required to sign.	

GAME ROSTER	
Maximum 9 participants	8 skaters and 1 goalie (2 lines of 4)
Modified Game Structure	4-on-4, full-ice
Both teams must start the game with a minimum of 5 players and a goalie, or 6 skaters (if no goalie)	All CYO teams are allowed as many spares (call-across) players as necessary to get to a full bench of either 8+1. Player choice is at coach's discretion however, teams must call from their sister cohort team first, then from the other teams in their bubble. Players cannot come from below, or from outside the bubble. Coaches will be given contact information for teams within their bubble. Players may play maximum 3 games per day per Alliance rules, including goalies. If a team does not have a goalie available for the game, or the goalie is late, they may start with an additional skater in place of the goalie.
Team Bench Staff – maximum 3 per bench	Every team must have 1 certified coach on the bench for a game, and 1 certified trainer. In the case where a trainer is not available, the 2 nd position may be held by a 2 nd certified coach or certified manager, but only if there is a trainer on the opposite bench willing to cover both teams during the game. At no point with a game be allowed to proceed without a trainer available between the two benches. Trainers are also available on the CYO's At Large roster.
Team Colours	Call-across players (spares) cannot wear the same jersey colour as the opposing team. Suggest coaches have spare practice jerseys in similar colours for call-across players. Jerseys must be fully laundered before being reused.

At no time, ever, may a non-CYO registered player (skater or goalie) be allowed to participate in a CYO sanctioned activity, game, or practice.

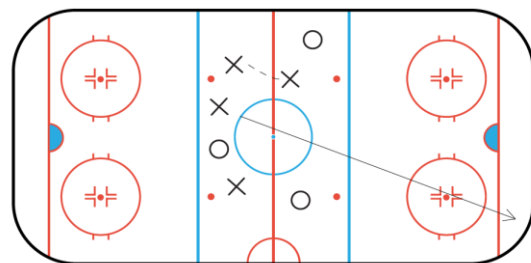
LINE CHANGES – BUZZER DIVISION	
Line Changes – BUZZER DIVISION	2 minute shifts (timekeeper will sound the horn to notify shift change). Clock does not stop. Regardless of the team in possession of the puck when the buzzer sounds, the defending team will always be given possession of the puck at the buzzer. It will be the position of the puck relative to the centre red line (centre ice) that will determine defending and attacking teams. The defending team will be allowed to gain full possession of the puck before the attacking team can apply pressure. The official will monitor this and will blow the whistle if a puck gathering or puck scrum occurs.
Designated bench entry and exit doors	Players shall use designated entry/exit doors. Change by coming off the ice through the defensive doors and go on the ice through the forward doors. Standard CYO rotation rules apply for all games all levels. All players WILL be allotted equal ice time.

GOALS – NO SCORE SHOWN ON THE CLOCK	
Goals result in a change of possession. The attacking team must retreat and allow the team that was scored against the opportunity to play the puck. If this does not occur, the official may blow their whistle and signal the opposing team to provide more space.	
No contact between players to celebrate goals.	
Goal Cap	3 goal cap per player, per period (6 goals per game).
Mercy Rule	If a team is down (trailing) by 5 goals or more, they may put one (1) more player on the ice to obtain a 'man advantage' until the point where they have caught up to a 4 goal differential, at which point the extra player must return to the bench.
Pulling the Goalie	The goalie may only be pulled in the last 2 minutes of the game, or on a delayed penalty call.

GOALIE FREEZES THE PUCK	
When the goaltender freezes the puck, the attacking team must retreat and allow the team that froze the puck the opportunity to play the puck. If this does not occur, the official may blow their whistle and signal the opposing team to provide more space.	

ICING	
Icing the puck results in a change of possession. The official will blow the whistle, we recommend that the official also verbally identify the icing infraction (yell icing).	
The team that iced the puck must all retreat back across the center RED LINE (center ice). Once all the players from the team that iced the puck are back across the red line, they must WAIT until the other team has regained puck possession and uncontested control before applying pressure.	

Icing: Icing the puck results in a change of possession. The official will blow the whistle, we recommend that the official also verbally identify the icing infraction (yell icing). The team that iced the puck must all retreat to the center red line (center ice). All players from the team that iced the puck must simultaneously make contact with the center red line AND allow the other team to regain puck possession and uncontested control before they can return to the offensive side of the ice.



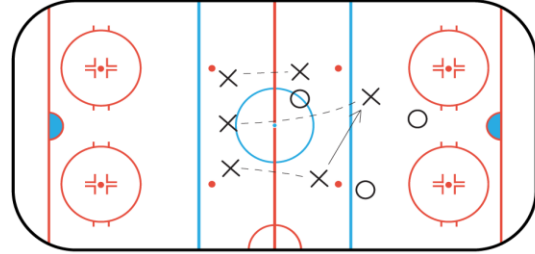
Team X ices the puck, Official will blow whistle and yell "icing." Team X must retreat to centre Ice red line.

OFFSIDE

Offsides will work as normal (tag-up with the blue line).

However, if the official is required to blow the whistle there will be no faceoff. In these cases, all players from the team that was offside must retreat back across the RED LINE (center ice), and the puck given to the defending team. Once the offside team has all tagged up across the red line, they may resume pressure.

Offside: Offside will result in a change of possession. The official will blow the whistle, we recommend that the official also verbally identify the offside infraction (yell offside). All players from the team that was offside must retreat to the centre red line (center ice). All players from the offside team must simultaneously be in contact with the center red line before they can return to the offensive side of the ice.

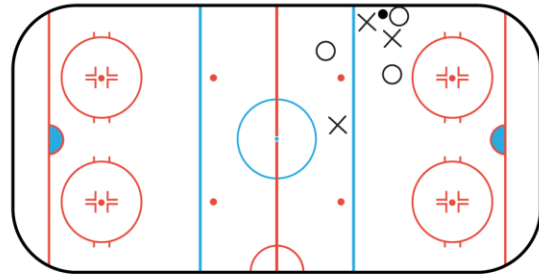


Team X is offside, Official will blow the whistle and yell "...,offside". Team X players must: retreat to centre ice red line.

PUCK SCRUM

When a scrum occurs (2 or more participants), officials will tell players to separate, or blow the whistle and stop play. In both situations the puck will be given to the defending team, and the offenders will be required to move back far enough to give the defending team to gain full and uncontested possession.

Puck Gathering or Scrum: When a scrum or gathering (2 or more participants) occurs with prolonged contact officials will not separate the players, they will communicate with them to disengage. Should the scrum continue, play will be stopped. The defensive team will be awarded possession of the puck and the attacking team will be forced to retreat. The official will blow the whistle a 2nd time when it is determined that the attacking team has sufficiently retreated. The attacking team will NOT be required to leave the zone, they will be required to back away from the puck and allow the defensive team to fully gain possession. If a puck gathering or scrum occurs in the neutral zone the defensive versus attacking team will be determined by the position of the puck relative to the centre red line (centre ice)



Here the whistle is blown and the X players must retreat from the O player. The official will blow the whistle to signal for the X players to retreat and then blow it a 2nd time to signal the resumption of play.

Modified Playing Rules

All Major Penalties, Gross Misconduct Penalties and Match Penalties will be applied in accordance with current Hockey Canada playing rules.

For modified playing rules involving intentional physical contact, the game official will provide one warning to BOTH TEAMS on account of the first minor penalty involving intentional physical contact, any subsequent minor penalty from this list will result in immediate removal from competition. **An individual player does not require an individual warning prior to removal, the warning will be directed at the head coach.** It is the responsibility of the head coach to manage their team and relay the warning.

The following minor penalties have been modified to align with the elimination of intentional physical contact.

Penalties that do not involve intentional physical contact, in the divisions permitted to deliver modified ice programming, will be handled in the same manner as traditional modified ice programming per the Hockey Canada Player Pathways. Specifically, penalty shots will not be awarded, however, the official will notify the coach of the offending team. It is expected that the coach takes the opportunity as a teaching moment and communicates directly with that individual.

INFRACTION	RULE #	RULE	APPLICATION	RATIONALE
Boarding and Body-Checking	6.2(a)	A Minor penalty for Boarding or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty, based upon the degree of violence of the impact with the boards, shall be assessed any player who body-checks, cross-checks, charges or trips an opponent in such a manner that causes the opponent to be thrown violently into the boards. If a player is injured a Major penalty and a Game Misconduct penalty must be assessed. A Match penalty could also be assessed under this rule.	Automatic removal from game following warning.	Conscious decision to engage physical contact.
Boarding and Body-Checking	6.2(b)	In divisions of U13 and below and female hockey, a Minor penalty for Body-checking or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed any player who, in the opinion of the Referee, intentionally body-checks, bumps, shoves or pushes any opposing player. If a player is injured, a Major penalty and a Game Misconduct penalty must be assessed. When the offensive player is skating towards the defensive player, the defending player may not hit the offensive player by going in the opposite direction to that player. The body contact must be as a result of the movement of the offensive player. There must be no action where the offensive player is pushed, checked or shoved into the boards. Where, in the opinion of the Referee, accidental contact has taken place, no penalty shall be assessed. A Match penalty could also be assessed under this rule.	Automatic removal from game following warning.	Conscious decision to engage physical contact.
Charging	6.3(a)	A Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty based on the degree of violence shall be assessed to any player who runs or jumps into or charges an opponent. If injury results, a Major penalty and a Game Misconduct penalty shall be assessed.	Automatic removal from game following warning.	Conscious decision to engage physical contact.
Checking from Behind	6.4(a)	A Minor penalty and a Game Misconduct penalty or a Major penalty and a Game Misconduct penalty, at the discretion of the Referee, based on the degree of violence of the impact , shall be assessed any player who intentionally pushes, body-checks, crosschecks while in motion or otherwise hits an opposing player from behind, anywhere on the ice. If a player is injured, a Major penalty and a Game Misconduct penalty must be assessed. A Match penalty could also be assessed under this rule.	Automatic removal from game <u>without</u> warning.	Conscious decision to engage physical contact.
Head Contact	6.5(a)	In minor and female hockey, a Minor penalty shall be assessed to any player who accidentally contacts an opponent in the head, face or neck with their stick or any part of the player's body or equipment.	Notify Head Coach	Key word: accidental
Head Contact	6.5(b)	In minor and female hockey, a double Minor penalty or a Major and a Game Misconduct penalty, at the discretion of the Referee and based on the degree of violence of impact, shall be assessed to any player who intentionally contacts an opponent in the head, face or neck with their stick or any part of the player's body or equipment.	Automatic removal from game following warning.	Conscious decision to engage physical contact. Key word: intentional

INFRACTION	RULE #	RULE	APPLICATION	RATIONALE
Head Contact	6.5(c)	In minor and female hockey, any player incurring three head contact penalties that do not meet the criteria of a Major and a Game Misconduct or a Match penalty shall be assessed a Game Ejection.	Any player receiving 3 accidental penalties under 6.5(a) shall be assessed a Game Ejection.	
Kneeing	6.6(a)	A double Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty based upon the degree of violence of impact shall be assessed to any player who makes initial contact with their opponent's knee.	Automatic removal from game following warning.	Conscious decision to engage physical contact.
Fighting and Roughing	6.6(c)	A Minor penalty shall be assessed any player who, having been struck, shall retaliate with a blow or attempted blow. Should such a player continue to retaliate, they shall be assessed a Major penalty and a Game Misconduct penalty.	Automatic removal from game following warning.	Conscious decision to engage physical contact.
Fighting and Roughing	6.6(l)	A Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed to any player who is guilty of unnecessary rough play.	Automatic removal from game following warning.	Conscious decision to engage physical contact.
Fighting and Roughing	6.6(m)	A Minor penalty or, at the discretion of the Referee, a Major and a Game Misconduct penalty shall be assessed to any player who, in the Referee's judgment, makes deliberate physical contact with an opponent after the whistle.	Automatic removal from game following warning.	Conscious decision to engage physical contact.
Holding	7.1(a)	A Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed to any player who holds an opponent with their hands, stick or in any other manner. If the penalty assessed is for holding the stick, a Minor penalty for Holding the Stick shall be recorded and announced.	Automatic removal from game following warning. Excludes Holding the Stick	Conscious decision to engage physical contact.
Interference/ Protection of the Goaltender	7.3(a)	A Minor penalty for Interference or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty based on the degree of violence of impact , shall be assessed to any player who: (1) interferes with or impedes the progress of an opponent who is not in possession of the puck, or (2) deliberately knocks a stick out of an opponent's hand, or (3) prevents an opponent who has lost or dropped their stick from regaining possession of it.	Follow rule as written if deemed intentional physical contact: Automatic removal from game following warning.	Conscious decision to engage physical contact.
Interference/ Protection of the Goaltender	7.3(b)	A Minor penalty for Interference with the Goaltender shall be assessed to a player who, by means of their stick or body, interferes with or impedes the movements of the goaltender by actual physical contact. The penalty should be announced as Interference with the Goaltender.	Automatic removal from game following warning.	Conscious decision to engage physical contact.
Tripping	7.4(a)	A Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed to any player who trips an opponent. If injury results, a Major penalty and a Game Misconduct penalty shall be assessed.	Follow rule as written if deemed intentional physical contact: Automatic removal from game following warning.	Conscious decision to engage physical contact.
Tripping (slew foot)	7.4(b)	A double Minor penalty or Match penalty, at the discretion of the Referee based upon the degree of violence of impact with the ice, shall be assessed to any player who slew-foots an opponent. Slew footing occurs when one player uses a leg or a foot to knock or kick an opposing player's feet from under them, or pushes another player's upper body backward with an arm or elbow and at the same time, with a forward motion of their leg, knocks or kicks that player's feet from under them. An automatic Match penalty shall be assessed to any player who injures an opponent with a slew foot.	Automatic removal from game following warning.	Conscious decision to engage physical contact.

OHF Members are required to track game ejections for intentional physical contact and have the authority to impose supplementary discipline to repeat offenders.