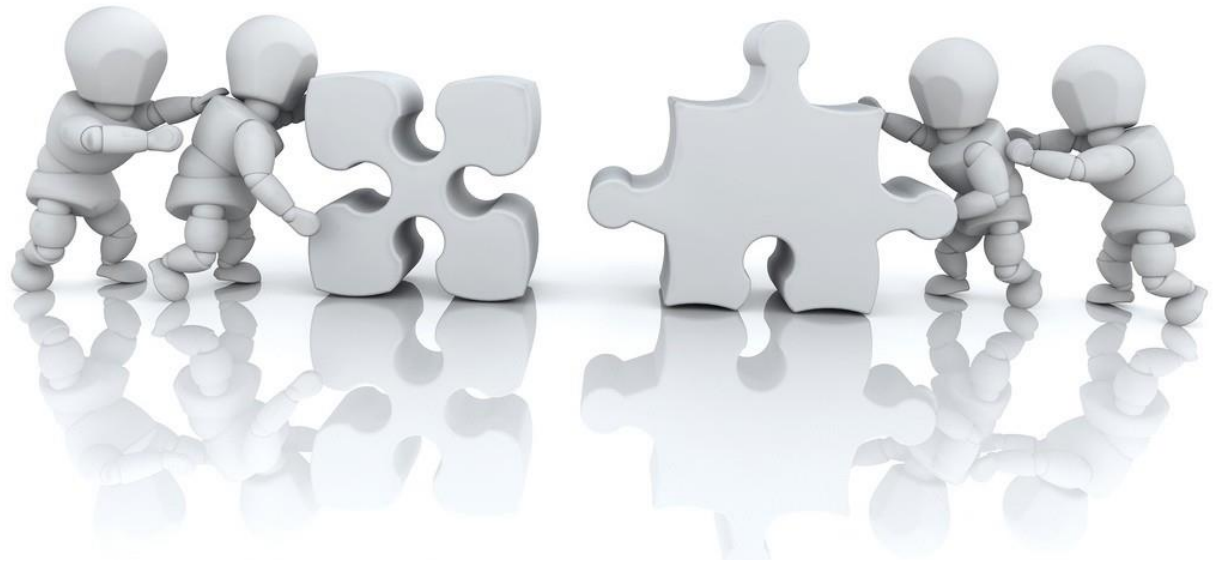


Module 8.2.2

Contribute



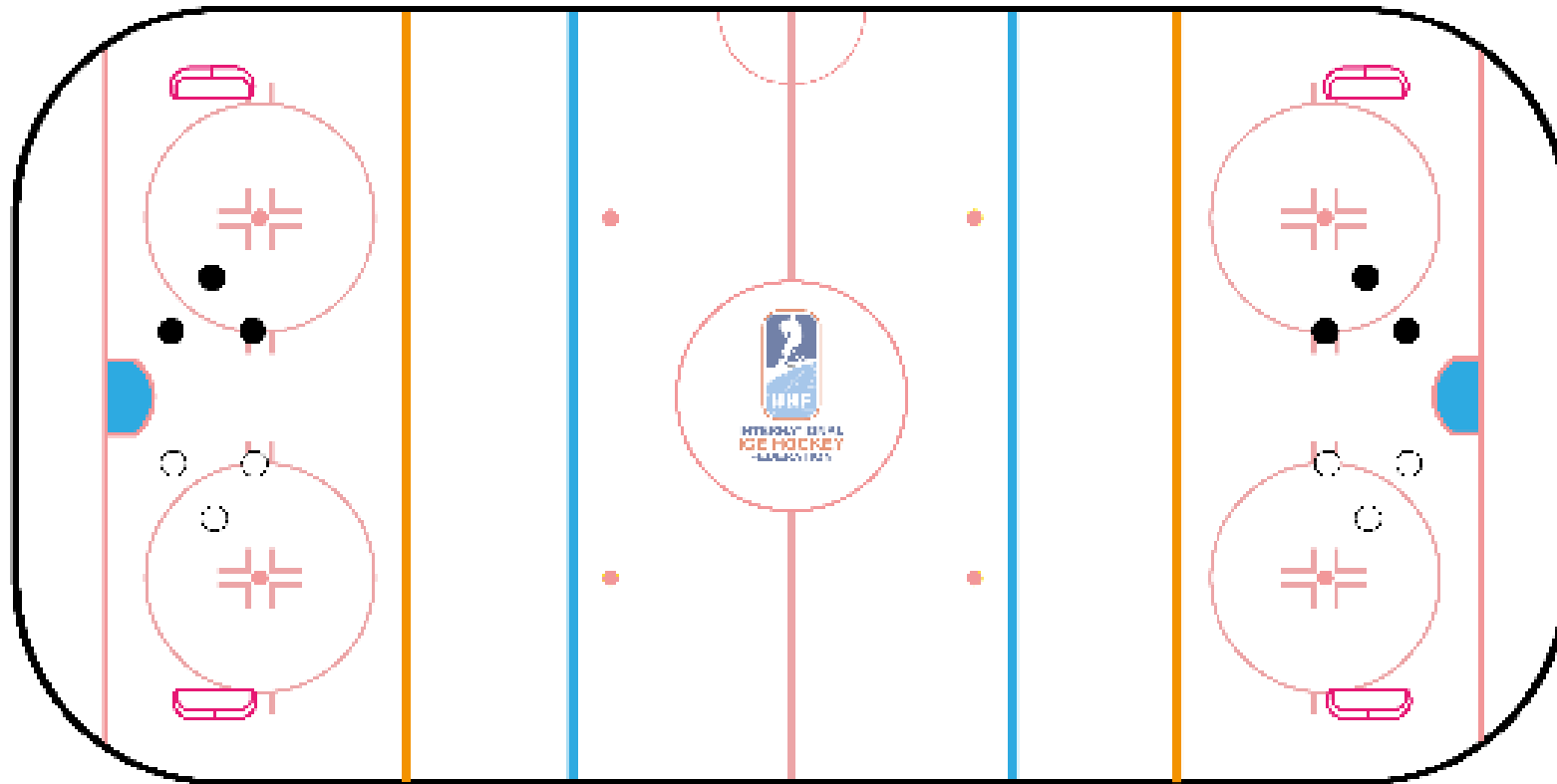
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M8.2.2 Special rules U10



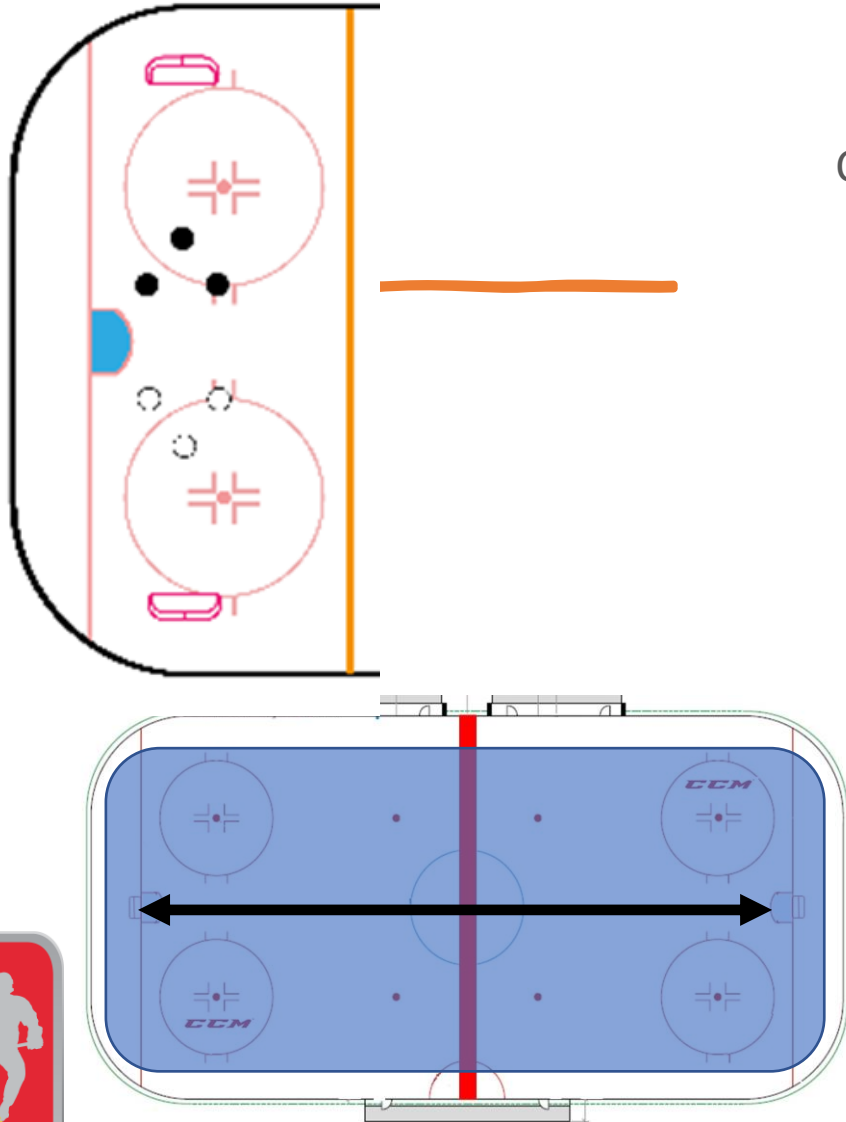
U10 Playing area

1/4 playing surface (15m x 30m)



Small ice area, why?

Small ice vs full ice



Changes of direction per player

Pass recieved per player

Pass attempts per player

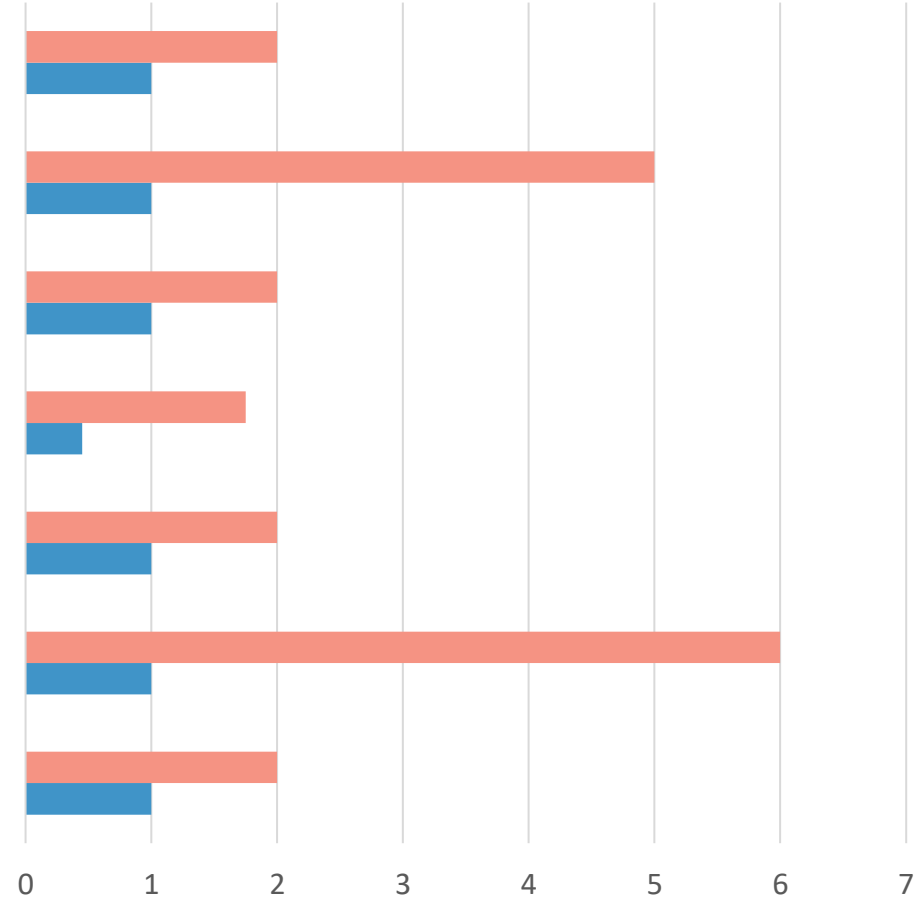
Shots per minute on goalie

Puck touches per player

Player shots on goal

Puck Battles / body contact

Small ice Full ice



Goal frame and goal crease

- normal sized goal frame (122cm x 183 cm)
- to be used when playing **with goaltenders**.
- The goal crease should be outlined for all categories using the normal size frame
- The Goal crease is to be drawn with a suitable “ice marker”



Goal frame and goal crease

- It is recommended to use nets of different sizes. Goal nets of the same size should be used on the same playing field. There is also the possibility to play without goaltenders, if there are **no goaltenders** and small nets of the same size are used





U10 Playing area



- ✓ Field dividers
- ✓ Blue Puck
- ✓ Ice marker
- ✓ Nets, Ice



Excluding equipment

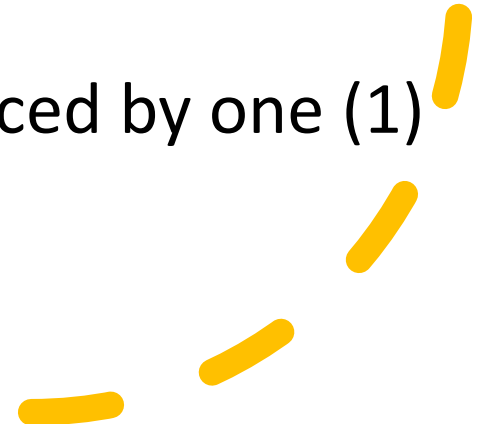
- ✓ Neck & throat protector
- ✓ Helmet chin strip



Framework for U10 – 3vs3 on 1/4 surface

Rule 1 : Teams

- **1.1 Player**
- Each team plays with three **(3) skaters** and one **(1) goaltender** per playing surface.
- If the game is played without goaltenders, each team will still play with **3 skaters**.
- The goaltender can never be replaced by one (1) extra skater.



Framework for U10 – 3vs3 on 1/4 surface

Rule 1 : Teams



1.2 Coach/Team leader

- Each team shall have at **least 1 Coach/Team leader** per playing surface who is responsible for his or her players.
- The Coach/Team leader is responsible for leading/ coaching his players

and

- to help restore and position the boards/dividers if moved during the game.



Framework for U10 – 3vs3 on 1/4 surface

Rule 2 : Game leaders



2.1 Game Leader

- For each game, the organizing club shall appoint 1 game leader who oversees one game.
- The game leader should be (at least) 1 Coach/Team leader from the home and/or the away team or an Official Level 1 referee who's educated for this type of framework.
- It is recommended that each playing surface has two (2) game leaders, i.e., 1 from each participating team.



Framework for U10 – 3vs3 on 1/4 surface

Rule 2 : Game leaders



2.2 The game leader's duties and responsibilities

- The Game leader is responsible to assure that the game is played in compliance with the framework of the games

and

- should have contact with the team's coaches/team leaders, during the game, if something occurs with the players or with the playing surface and its equipment.



Framework for U10 – 3vs3 on 1/4 surface

Rule 2 : Game leaders



2.3 Game leader's equipment

Each Game leader must minimal be equipped with:

- A whistle
- **Helmet** with half visor
- Skates
- (Extra pucks for each game can be put on top of each Goal)
- For safety and visibility, Full referee equipment is advised.



Rule 3 : Playing time

Game Timing U10

- ✓ 1 period of 15 min*#
- ✓ Buzzer: on start @ 00.00
- ✓ Buzzer: Every 60sec.* (line changes)
- ✓ Buzzer: After 15 min. (end of game)
- ✓ Running Time



#As long as we keep a multiple of 60- or 90-seconds game timing is allowed to be adapted as needed

*In case games with different age categories on de same ice surface, it is allowed to adapt the line changes time (60 or 90 sec), on de category with the greatest number of players.



Rule 3 : Playing time

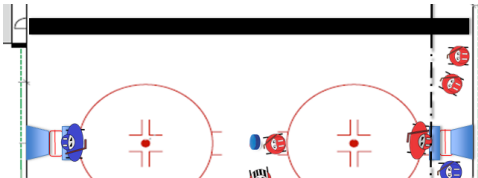
Game Timing U10

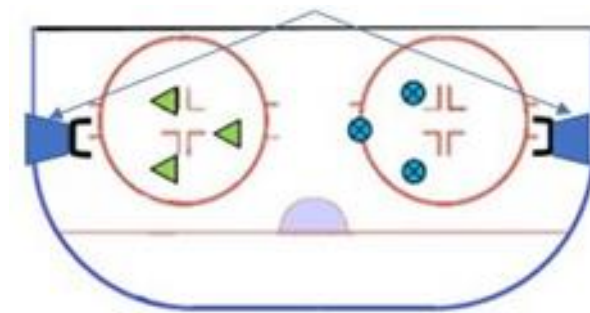
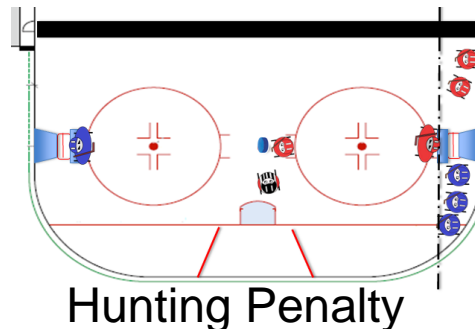
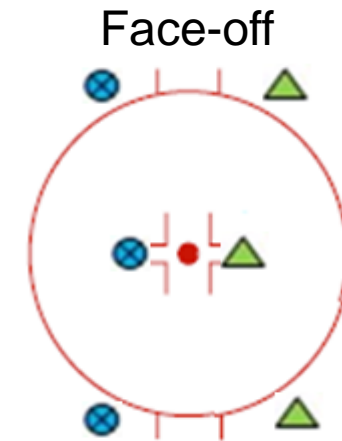
playing should never be stopped
unless:

- ✓ A major injury occurs at one of the playing surfaces
- ✓ A major problem arises with the playing surface/ice



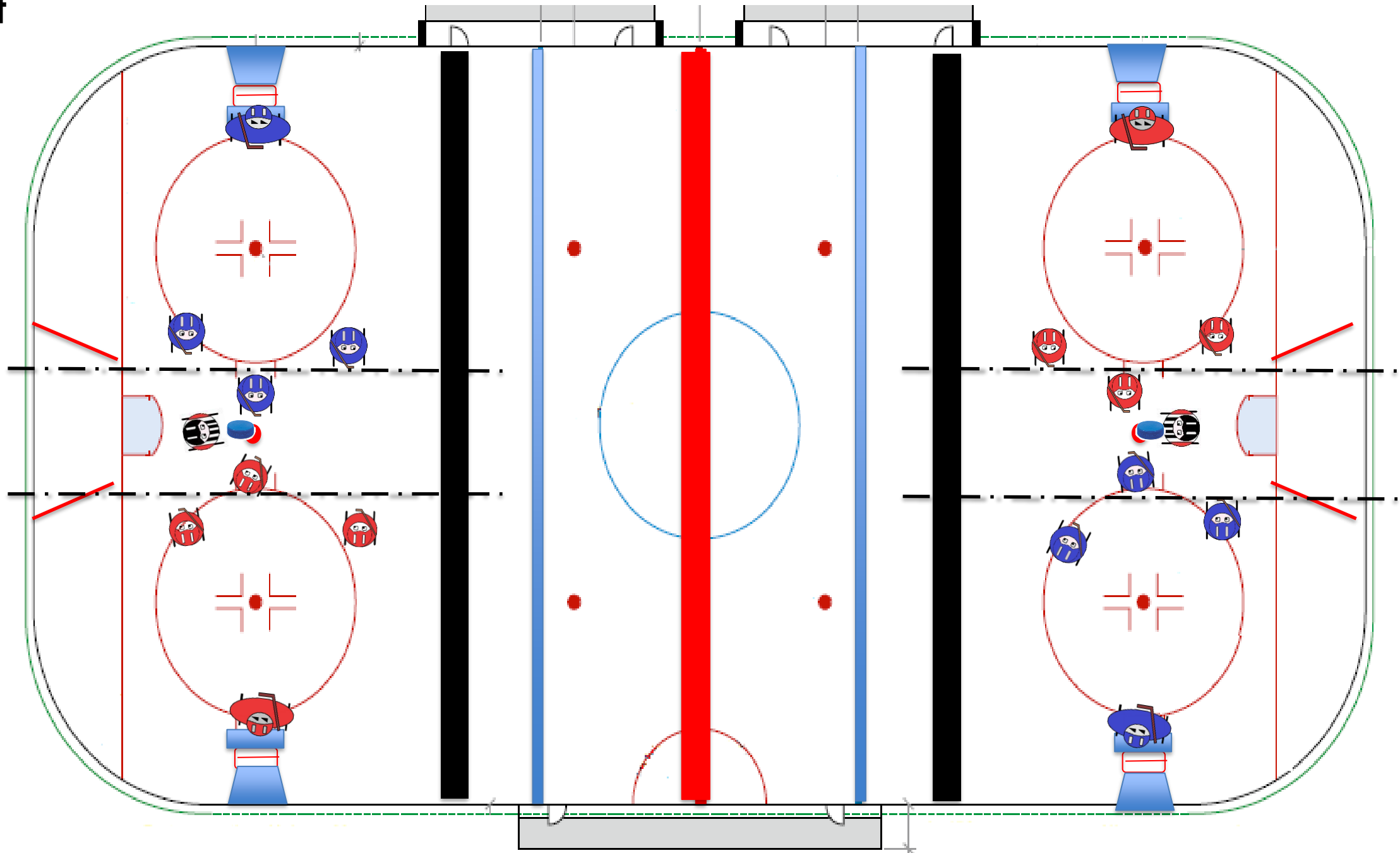
- **Rule 4 : Starting up the game**

- **Start of the game** - Generally, when the game is to be started, the main objective is to get started **as quickly and safely as possible**. The game should be started either by:
 - ✓ **Face-off**: Two players line up against each other for a face off at the center of the playing surface and with the remaining players in the team behind their teammate.
 - ✓ **Start-up**: The game leader uses a new puck that is dropped in one of the two drop zones* behind each goal.
 - ✓ **Hunting penalty**:
- 
- A diagram of a curling rink showing the start of play. The rink is divided into two halves by a center line. Each half has a red circle (the house) and a blue circle (the guard). A red player is positioned in the red circle on the right side, and a blue player is positioned in the blue circle on the left side. A red puck is shown in the red circle on the right side, and a blue puck is shown in the blue circle on the left side. The diagram illustrates the start-up play where the game leader drops a puck in one of the two drop zones behind each goal.

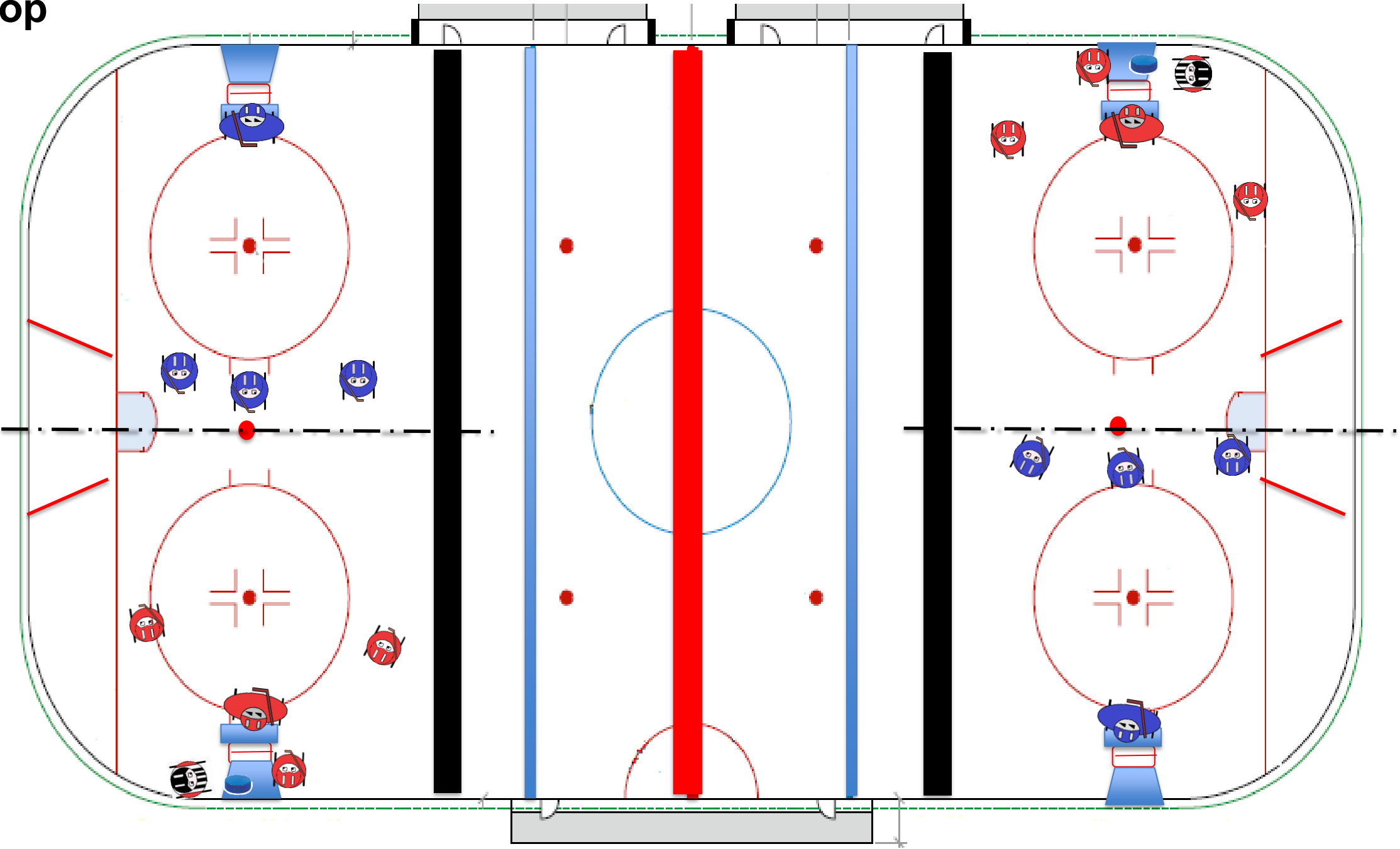


*Drop zones

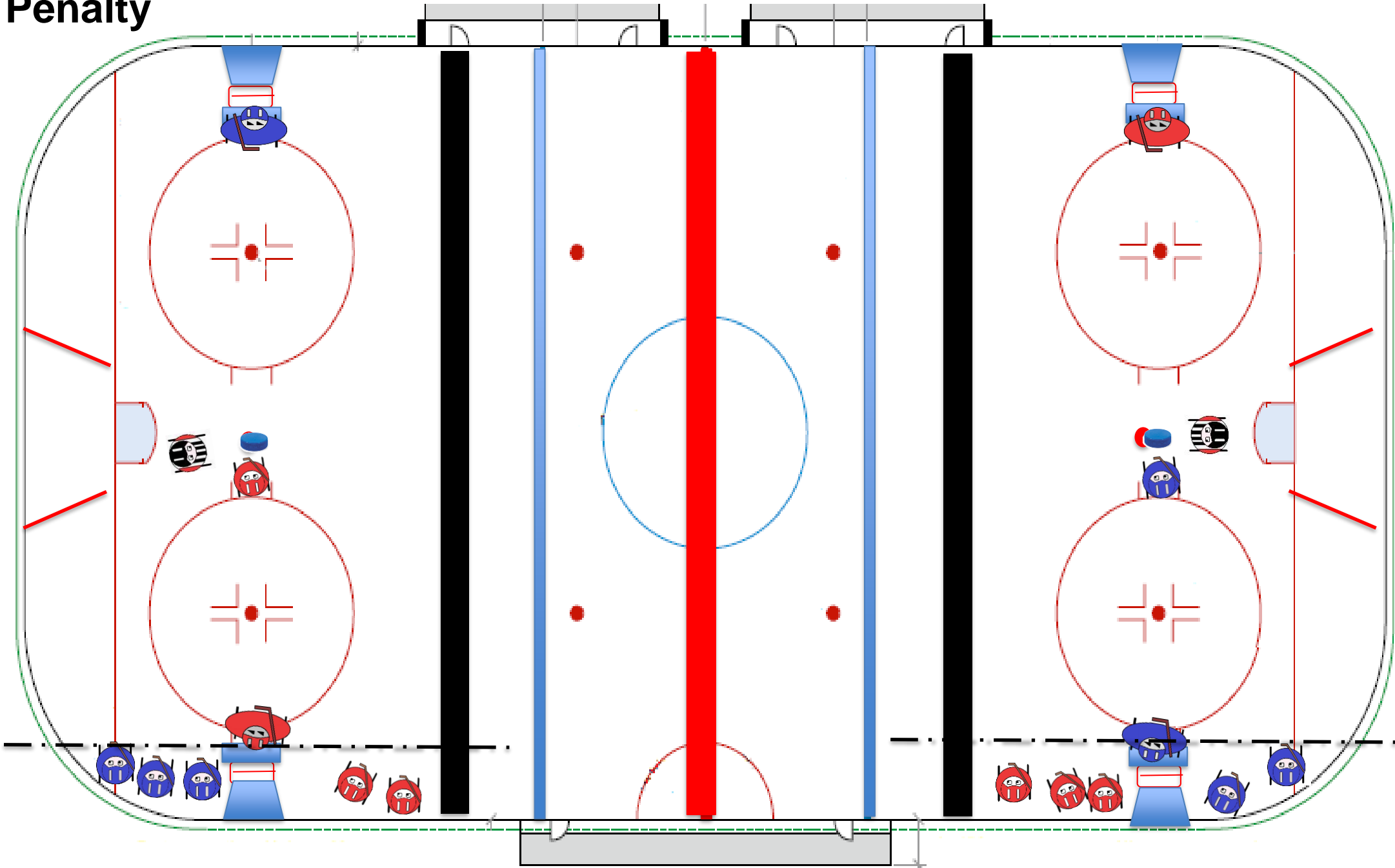




Puck Drop



Hunting Penalty

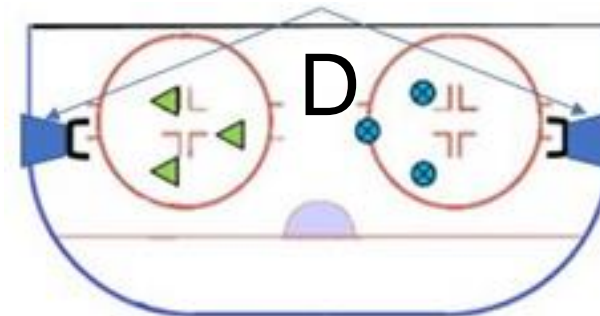


- **Rule 4 : Starting up the game**

4.1 Stoppage after a goal is scored

When a goal has been scored,

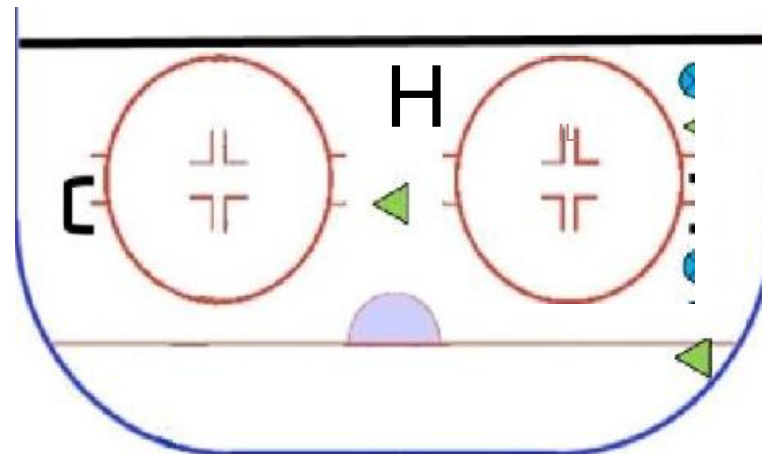
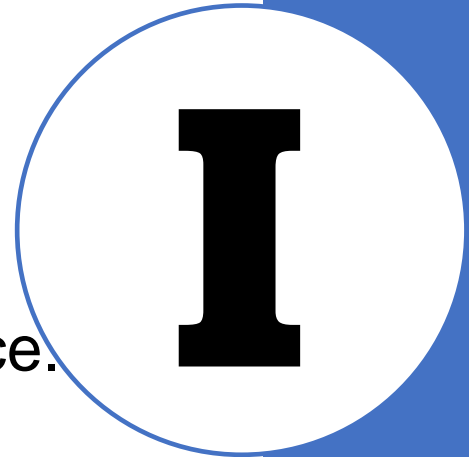
- the team that scored should immediately move towards its own goal
- and give the opponents an opportunity to obtain puck possession and start playing from, their **drop** zone.
- When the team started to play the puck, the opponents can attack



- **Rule 4 : Starting up the game**

4.2 Stoppage after an infraction

- When an infraction happens in the game
- the game leader should indicate a “**Hunting** penalty” *
- to start the game again.
- The pre-allocated player (the player that was infringed)
- puts the puck on and lines up at center of the ice surface.
- All other players in both teams line up behind the goal behind the penalty shooter.



- **Rule 4 : Starting up the game**

4.3 Stoppage after goaltender blocking the puck

if the goalie blocks the puck, the game leader blows the whistle and **drops** a new puck into the box.

- The attacking team should immediately move towards their own goal and
- When the other team started to play the puck, the opponents can attack.

B



- **Rule 4 : Starting up the game**

4.4 Stoppage after that the puck is out of the playing surface

If the puck is pushed off the court,

- the game leader should blow the whistle
and

- give non-offending teams puck possession by dropping the puck in their **drop** zone.

If the puck hits the safety net around the rink and bounces back onto the playing surface, the game should **not be stopped**.



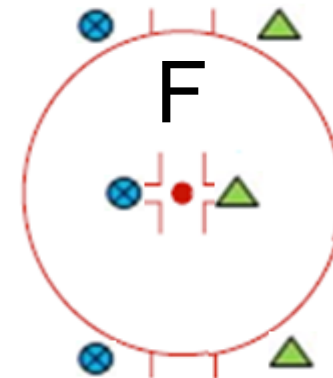
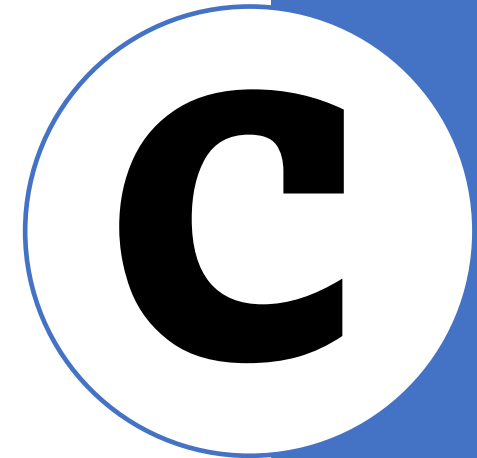
- **Rule 4 : Starting up the game**

4.5 Stoppage for conducting player changes

Once a player change has been conducted,

- the game leader shall conduct a **face** off at center ice.
- All players should be behind the conducting player at the face off.

All playing surfaces should start at the same time.

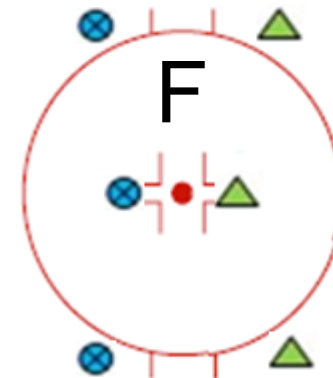
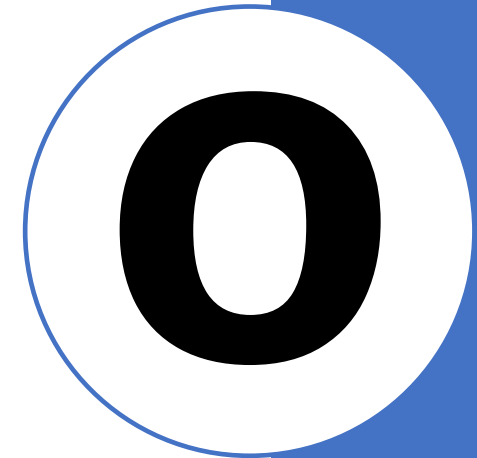


- **Rule 4 : Starting up the game**

4.6 Other stoppages

If the game is stopped for any reason not mentioned before,

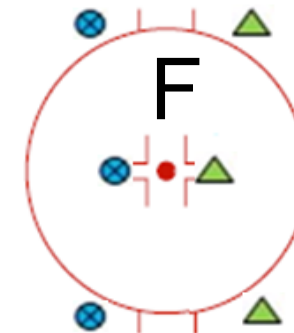
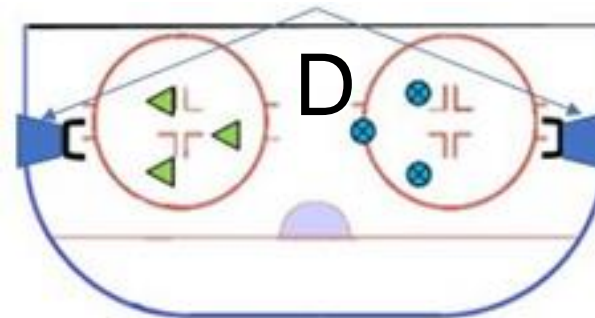
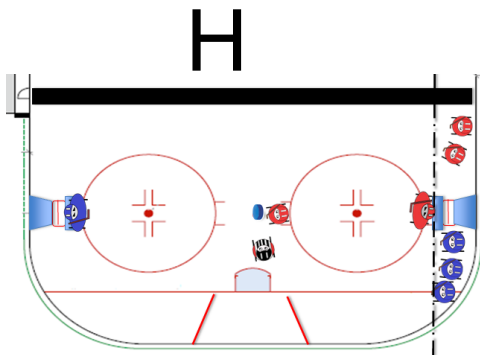
- the game leader should conduct a **face** off at center of the playing surface.



- **Rule 4 : Starting up the game**

The Game Leader stops the game by blowing the whistle when:

Goal scored	D
Infraction	H
Blocking the puck by the goalie	D
Out of the playing surface (puck)	D
Change of players	F
Other stoppages	F



Rule 5 : Physical contact



5.1 Allowed physical contact

- A player should be using its **stick to play the puck** and conquer puck possession from an opponent.
- Physical contact may occur between players in the games and is okay if the contact is not of a character described under 5.2.

Rule 5 : Physical contact

5.2 Not allowed physical contact

- A not allowed physical contact is a contact that occurs when a player;
 1. Uses his body to stop the opponent without playing the puck with the stick. (interference)
 2. Tackles an opponent with the body or any part of his equipment (tripping)
 3. Jumps in too a player (charging)
 4. Pushes a player (roughing)
 5. Hits a player or try to hit a player with the stick or hands (slashing / roughing)



Rule 5 : Physical contact

5.2 Not allowed physical contact

- A not allowed physical contact is a contact that occurs when a player;

6. Trips a player with his stick or body (tripping, clipping)
7. Hits a player against the boards (boarding)
8. Holds an opponent with his body or hands (Holding)
9. In any way plays dangerously (recklessly endangerment, high stick, spearing, but-ending, kicking...)
10. Hits or tackles an opponent when the player does not have the puck (interference, late hit)



Rule 6 : Player not following the framework

If a player is making (not allowed) physical contact as described in 5.2,

➤ plays in a dangerous or reckless manner,

or

➤ through conduct or language does not live up to the spirit of fair play and respect,

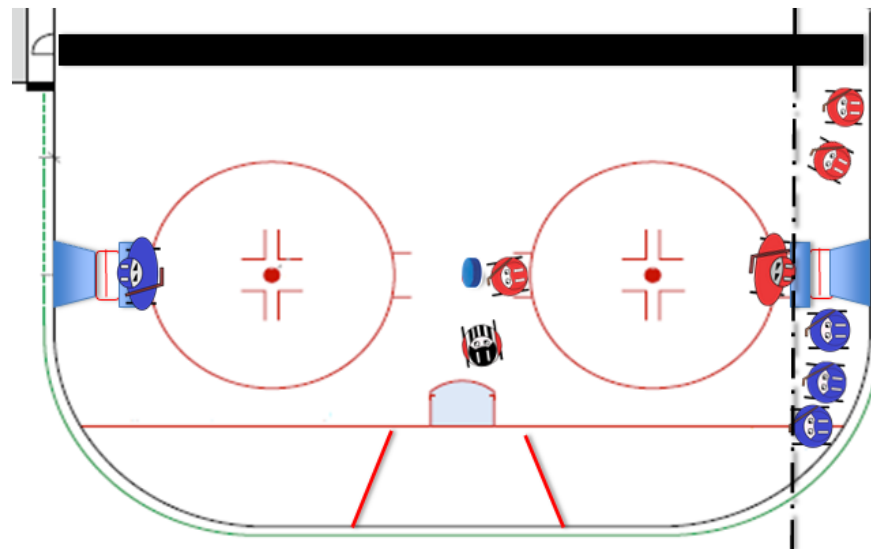
the game leader shall blow the whistle and stop play and point at the fouling player.



Rule 6 : Player not following the framework

The player that was fouled are awarded a penalty shot that is carried out as a “hunting penalty”.

- The penalty taker takes a position with the puck on the center of the playing surface and
- the remaining players stand next to the goal frame behind the player conducting the shoot.



Rule 6 : Player not following the framework

When the game leader blows the whistle,

- it is signaled that the penalty taker can start his penalty shot and
- the players behind can start following the player and puck.
 - If the penalty taker is **not scoring** the play continues.
 - If the penalty taker **scores** on the penalty shoot the team that was scored against should take the puck and start up in their dropping zone.



Rule 6 : Player not following the framework

The **game leader** is the (only) one who determines whether the player is not playing accordingly to the framework

And

The **game leader** is responsible for removing players from the game who repeatedly play in a dangerous and disrespectful way.



Rule 7 : Goals

7.1 Scoring a goal

The game leader should indicate the scoring of a goal

- if a player plays the puck with his stick and the puck **crossed the goal line completely**

(goal line can be drawn with the same marker we draw the crease)





Goals DO NOT need to be reported or recorded with a time/score keeper.



Goal: The puck is completely over the line, not on the line

Rule 7 : Goals

7.2 Disallowed goal

A goal **cannot** be allowed if:

- ✓ The skater uses the stick **above the shoulder height**
- ✓ The skater makes **contact** with or **runs over the goaltender**
- ✓ The skater uses something **other than his stick** to score
- ✓ The **goal frame** is moved **out of position**



Module 8.2.2

Contribute



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M8.2.2 Special rules U10

