



# English Ice Hockey Association

## Rules of Competition for Under 11's

2017/18 Edition



**JUNIOR ICE**  
HOCKEY LEAGUE





BAUER

NO GOAL EVER COMES UNASSISTED.

OWN THE MOMENT

#OWNTHEMOMENT



Our 'Great Adventure' Sports Programme for kids is HERE!



JUNIOR LEAGUE  
MANAGEMENT COMMITTEE





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This version 17.01  
Edited by GA, Checked by FH  
On behalf of the EIHA Junior League Management Committee  
Published 1<sup>st</sup> September 2017

## Foreword

The JLMC has updated this Rules of Competition document for our Under 11 leagues for the 2017/18 ice hockey season. All amendments to the previous version (16.01) are in red text.

This document does not supersede or replace the EIHA Rules of Competition or In-House Rules, nor does it make redundant any of the administrative systems adopted or amended by the English Ice Hockey Association (the Association) for the current season. But rather this document is intended to set-out the mode of operation for the Under 11 leagues only.

Any errors, omissions, contradictions within this document should be reported to the JLMC Chair in the first instance. The JLMC has jurisdiction over the Rules of Competition for Under 11 leagues and as such any interpretation that may become necessary or is found to be required shall be that interpretation or clarification as determined by the JLMC.

In the event of any dispute arising from this document or its interpretation then the final decision will rest with the JLMC Chair at that time.

## 1.0 Team Strength

1.1 An U11 team will consist of 3 lines of players – a N/M (2 N/M if possible) plus an optional reserve player i.e. 15 players and net minder (2 N/M if possible – an optional reserve player)

1.2 A team with less than 16 players will forfeit the game although a challenge game will ensue (Scorer to mark on Note section of the EGS). The score will be recorded as 8-0 to the side with 16 players on game day.

1.3 A club will need 12 players registered at the start of the season to enter an U11 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.

1.4 If a Club has a large U11 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.

1.5 Team Officials 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. Note: It is not acceptable for a team to refuse to lend or borrow players from the opposing team. In the event that any team refuses to lend or borrow players it should be brought to the attention of the Chair of the JLMC

1.6 By 1<sup>st</sup> September 2017 each U11 team must have the minimum number of players registered 12 (twelve), 1 (one) of which must be an identified N/M. Players registered in the U9 age group and who have obtained their 7<sup>th</sup> birthday will be included when assessing whether the minimum number of players registered in a team.

1.7 Where a Registered U11 player's parent club has no U11 league team, a player can apply for dispensation to join a team at another club, but only in the U11 league

1.8 U11 Registered players are only permitted to be registered and play for one U11 team.

1.9 Where a Club has two U11 teams, any U9 registered players are permitted to play for either U11 teams and U9's.

## 2.0 Team Sheet

2.1 A Fixtures Live Generated Team Sheet must be supplied **together** with an **EIHA** official U11 Team List (Appendix 2A) to the Scorer by both teams without exception.

2.2 Failing to supply the required team sheets will result in the game being awarded to the non-offending team 8-0 and the game continues as a challenge game.

## 3.0 Game Sheet

An Electronic Game Sheet (EGS) must be completed by the Scorer and presented to the **on ice Official** for digital sign-off at the end of the game. The Note section on the EGS shall be used to record any changes or anomalies on the EGS.

## 4.0 Team Lines

4.1 The line allocated to each player is recorded in the Starting Line up Space on the game sheet (see Appendix C). The team coach will set the lines no later than 30 minutes prior to face off.

E.g. Wayne Gretzky 1

4.2 First Line starts the game

4.3 The basis of player allocation to playing lines should follow the following principles:

Line 1: the strongest line consisting of the most able players – generally the older players approaching the Under 13 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; **players that have reached the ability to train at u13 level or have been selected to attend conference trials are not permitted to play on this line.**

4.4 Lines must be clearly identifiable. Acceptable ways of identifying lines are:

- numbered shirts. Line 1:10 - 19, Line 2: 20 - 29, Line 3: 30-39. i.e. the first digit on every shirt identifies the player's line; or
- coloured arm bands, skull caps or bibs. The colours for these methods of identification are: Line 1: Red, Line 2:yellow, Line 3: Blue.

4.5 A player will only play on the line to which they have been assigned and their name should not appear on any other line. In the interests of fair play, Coaches and Managers should ensure that players only play on their allocated line. **See also rule 15.3**

4.6 A player can play on another line with the agreement of the opposition team in only exceptional circumstances e.g. injury **See also rule 15.3**

4.7 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.

4.8 If only one net minder is **included on the team sheet then** another player must be nominated in case of injury.

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

4.10 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 were incorrectly iced and that line then plays short-handed as within normal rules.

## 5.0 Game Duration

5.1 The Game will consist of 3 periods of 16 by 1 minute 20 second shifts with 3 minute period breaks.

5.2 Minimum Game time required 1hr 15 min.

## 6.0 Penalties

The Administration and Management of penalties as awarded by the Match Officials is the responsibility of the Home Team. The administration of penalties is equally important in terms of the game itself as well as being an important aspect of a players' development. Players need to be able to sit-out any awarded penalties in a penalty box as far as is reasonably practicable. Clubs need to make adequate provision within their game day procedures to be able to administer and manage penalties in support of the Match Officials and using the following rules:

6.1 Any penalty incurred is to be served by the offending player. Any outstanding time will **carried** over to the next 1 minute 15 second shift. The game scorer is to keep a record of time and advise when penalty is completed

6.2 Any penalties awarded 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 **Official** 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 **Official** will ensure play continues. **(Penalty box to be vigilant to watch for the referees signal of penalty)**
- 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+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 **and the reserve player may take the ejected players place without altering any lines.**

- Match penalty. The player is removed from the remainder of the game. Nobody should be placed in the box to serve the 5 minutes **and the reserve player may take the ejected players place without altering any lines.**
- 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.

6.3 Co-incident penalties are not feasible and will be disregarded

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

6.5 The scorer will assist the **on ice Official** 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.

It is recommended that an optional reserve **player is included in the team** otherwise the third line could play shorthanded!

## 7.0 Team Staff

Maximum team staff will be 5 with the minimum the minimum being **one EIHA trained Level 2 coach plus one of either and EIHA trained Level 1 coach or EIHA qualified and registered Team Manager.**

## 8.0 Face-Offs

8.1 To start game and new periods face off at centre-ice. First Line starts the game and new periods.

8.2 Players will change on the fly at the sound of the buzzer.

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

## 9.0 Line Changes

9.1 The buzzer sounds; the puck is left where it is and **without any intervention from any player or Official** play recommences from that spot following the line change.

9.2 Players who gain an advantage or teams who appear to deliberately move the puck to gain an advantage will be warned by the **on ice Official**. Should this continue then a minor penalty for unsportsmanlike behaviour should be awarded against the offending team.

9.3 The players will not change ends each period but defend the same goal for all period, home team has preference. I.e. they will defend the goal nearest their team bench

## 10.0 Net Minders

10.1 Net Minders do not change ends at the end of each period

10.2 Frozen puck by net minder: In the event of a dead puck, the Official will blow his whistle and shout eg. “reds\* **OUT reds 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 at which point the attacking team resumes play. Infringements by defending team to be dealt with as rule 12.2 or 12.3.

*\* - figuratively speaking dependant upon shirt colours of teams concerned.*

10.3 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.

## 11.0 Icing

There will be no Icing calls.

## 12.0 Off Side

12.1 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 Official will blow his whistle and shout eg. “reds **OUT reds 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 **at which point the attacking team resumes play.**

12.2 It is extremely important that the defending team bring the puck back into play as quickly as possible in the event that a team is deliberately holding the puck up in the defensive zone after being instructed to bring it out by the official a 1 minute delaying the game penalty can be awarded against the defending team.

12.3 Notwithstanding rule 12.2, if the attacking team does not retreat in to the neutral zone as quickly as possible and is considered to be deliberately holding in the defensive zone after being instructed to “get out” by the Official then a 1 minute delaying the game penalty can be awarded against the attacking team.



### 13.0 Timekeeping

13.1 The line change buzzer can be a pre-recorded audio app or downloaded from the EIHA website

13.2 The game clock is to be used but to assist with penalties (due to clock settings for shift timings), a minimum of two stop watches are required to be on the off ice officials bench.

13.3 It should be noted that in the event of an injury or the need to stop the clock for any reason the CD, or other such shift-timing App, should be paused on instruction of a TIME OUT sign from the Official.

### 14.0 On Ice Game Officials

14.1 Two EIHA registered Officials will be allocated however 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 if required.

- It should be noted that the 1st Official should carry with them at least two game pucks 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 player's bench or on top of the goals and made available to the Officials.

### 15.0 Mercy Rule & Integrity of the Game

15.1 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 with a line being drawn under the last goals scored.

15.2 Any of the following can take place:

- players can be swapped in the teams,
- goalies can be swapped
- teams can stay as they are,
- it is important that the game continues to the end.

15.3 In the interests of Fair Play, the integrity of the U11 League Competition is largely determinable by the approach to the competition that is adopted by the Coaches and Administrators of the game at Club level. The role of Match Officials is to administer the game on the ice. It is the role of Coaches to allocate players to the correct lines for the ability of the players concerned and to maintain the integrity of the competition. Where a Coach or Administrator seeks to gain an advantage for his/her team by rotating players across lines to play his/her stronger players against the opposition's weaker players then this should be brought to the attention of the Match Officials by the Head Coach of the opposition team.

15.4 Notwithstanding the provision of rule 4.10, persistent (more than one occurrence) infringements of rule 4.10 may result in the offending team's Head Coach being reported to the JLMC Chair for Breaches of the Coaches Code of Conduct in bringing the game into disrepute which could result in disciplinary action being taken against the Coach(es) and deduction of points against the team.

## **16.0 Player/Goalie Statistics**

No Player or Net Minder Stats will be recorded. Online EGS will be adjusted after the Fixtures has been played

## **17.0 National Finals**

First place teams in North, Midlands, South East and South West will attend the Nationals Finals and take part in a semi-final, and Bronze Medal or Final subject to the results of the semi-finals.

## **18.0 Duration of Season.**

The start and finish times of the U11's League 1<sup>st</sup> September 2017 to 6<sup>th</sup> May 2018

**Appendix A – Team Sheet**
**English Ice Hockey Association Official U11 Team Sheet**

Date: \_\_\_\_\_ Time: \_\_\_\_\_  
 Competition: \_\_\_\_\_ Venue: \_\_\_\_\_  
 Home Team: \_\_\_\_\_ Team Colours / Home: \_\_\_\_\_  
 Away Team: \_\_\_\_\_ Team Colours / Away: \_\_\_\_\_

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

A reserve net minder can play in case of injury and / or change with a line as long as play is not held up e.g. a young net minder 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 shorthanded! 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: -

**Appendix B – Shift Plan**
**Under 11's Development League Hockey Shift Schedule  
 3 Minute Period Breaks at Team Benches**

Period 1			Period 2			Period 3		
00.00	1 <sup>st</sup>	Shift 1	16.00	1 <sup>st</sup>	Shift 13	32.00	1 <sup>st</sup>	Shift 25
01.20	2 <sup>nd</sup>	Shift 2	17.20	2 <sup>nd</sup>	Shift 14	33.20	2 <sup>nd</sup>	Shift 26
02.40	3 <sup>rd</sup>	Shift 3	18.40	3 <sup>rd</sup>	Shift 15	34.40	3 <sup>rd</sup>	Shift 27
04.00	1 <sup>st</sup>	Shift 4	20.00	1 <sup>st</sup>	Shift 16	36.00	1 <sup>st</sup>	Shift 28
05.20	2 <sup>nd</sup>	Shift 5	21.20	2 <sup>nd</sup>	Shift 17	37.20	2 <sup>nd</sup>	Shift 29
06.40	3 <sup>rd</sup>	Shift 6	22.40	3 <sup>rd</sup>	Shift 18	38.40	3 <sup>rd</sup>	Shift 30
08.00	1 <sup>st</sup>	Shift 7	24.00	1 <sup>st</sup>	Shift 19	40.00	1 <sup>st</sup>	Shift 31
09.20	2 <sup>nd</sup>	Shift 8	25.20	2 <sup>nd</sup>	Shift 20	41.20	2 <sup>nd</sup>	Shift 32
10.40	3 <sup>rd</sup>	Shift 9	26.40	3 <sup>rd</sup>	Shift 21	42.40	3 <sup>rd</sup>	Shift 33
12.00	1 <sup>st</sup>	Shift 10	28.00	1 <sup>st</sup>	Shift 22	44.00	1 <sup>st</sup>	Shift 34
13.20	2 <sup>nd</sup>	Shift 11	29.20	2 <sup>nd</sup>	Shift 23	45.20	2 <sup>nd</sup>	Shift 35
14.40	3 <sup>rd</sup>	Shift 12	30.40	3 <sup>rd</sup>	Shift 24	46.40	3 <sup>rd</sup>	Shift 36



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1.2 A team with less than 16 players will forfeit the game although a challenge game will ensue (Scorer to mark on Note section of the EGS). The score will be recorded as 8-0 to the side with 16 players on game day.

1.3 A club will need 12 players registered at the start of the season to enter an U11 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.

1.4 If a Club has a large U11 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.

1.5 Team Officials 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. Note: It is not acceptable for a team to refuse to lend or borrow players from the opposing team. In the event that any team refuses to lend or borrow players it should be brought to the attention of the Chair of the JLMC

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4.1 The line allocated to each player is recorded in the Starting Line up Space on the game sheet (see Appendix C). The team coach will set the lines no later than 30 minutes prior to face off.

E.g. Wayne Gretzky 1

4.2 First Line starts the game

4.3 The basis of player allocation to playing lines should follow the following principles:

Line 1: the strongest line consisting of the most able players – generally the older players approaching the Under 13 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; **players that have reached the ability to train at u13 level or have been selected to attend conference trials are not permitted to play on this line.**

4.4 Lines must be clearly identifiable. Acceptable ways of identifying lines are:

- numbered shirts. Line 1:10 - 19, Line 2: 20 - 29, Line 3: 30-39. i.e. the first digit on every shirt identifies the player's line; or
- coloured arm bands, skull caps or bibs. The colours for these methods of identification are: Line 1: Red, Line 2:yellow, Line 3: Blue.

4.5 A player will only play on the line to which they have been assigned and their name should not appear on any other line. In the interests of fair play, Coaches and Managers should ensure that players only play on their allocated line. **See also rule 15.3**

4.6 A player can play on another line with the agreement of the opposition team in only exceptional circumstances e.g. injury **See also rule 15.3**

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## 5.0 Game Duration

5.1 The Game will consist of 3 periods of 16 by 1 minute 20 second shifts with 3 minute period breaks.

5.2 Minimum Game time required 1hr 15 min.

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10.2 Frozen puck by net minder: In the event of a dead puck, the Official will blow his whistle and shout eg. “reds\* **OUT reds 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 at which point the attacking team resumes play. Infringements by defending team to be dealt with as rule 12.2 or 12.3.

*\* - figuratively speaking dependant upon shirt colours of teams concerned.*

10.3 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.

## 11.0 Icing

There will be no Icing calls.

## 12.0 Off Side

12.1 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 Official will blow his whistle and shout eg. “reds **OUT reds 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 **at which point the attacking team resumes play.**

12.2 It is extremely important that the defending team bring the puck back into play as quickly as possible in the event that a team is deliberately holding the puck up in the defensive zone after being instructed to bring it out by the official a 1 minute delaying the game penalty can be awarded against the defending team.

12.3 Notwithstanding rule 12.2, if the attacking team does not retreat in to the neutral zone as quickly as possible and is considered to be deliberately holding in the defensive zone after being instructed to “get out” by the Official then a 1 minute delaying the game penalty can be awarded against the attacking team.

### 13.0 Timekeeping

13.1 The line change buzzer can be a pre-recorded audio app or downloaded from the EIHA website

13.2 The game clock is to be used but to assist with penalties (due to clock settings for shift timings), a minimum of two stop watches are required to be on the off ice officials bench.

13.3 It should be noted that in the event of an injury or the need to stop the clock for any reason the CD, or other such shift-timing App, should be paused on instruction of a TIME OUT sign from the Official.

### 14.0 On Ice Game Officials

14.1 Two EIHA registered Officials will be allocated however 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 if required.

- It should be noted that the 1st Official should carry with them at least two game pucks 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 player's bench or on top of the goals and made available to the Officials.

### 15.0 Mercy Rule & Integrity of the Game

15.1 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 with a line being drawn under the last goals scored.

15.2 Any of the following can take place:

- players can be swapped in the teams,
- goalies can be swapped
- teams can stay as they are,
- it is important that the game continues to the end.

15.3 In the interests of Fair Play, the integrity of the U11 League Competition is largely determinable by the approach to the competition that is adopted by the Coaches and Administrators of the game at Club level. The role of Match Officials is to administer the game on the ice. It is the role of Coaches to allocate players to the correct lines for the ability of the players concerned and to maintain the integrity of the competition. Where a Coach or Administrator seeks to gain an advantage for his/her team by rotating players across lines to play his/her stronger players against the opposition's weaker players then this should be brought to the attention of the Match Officials by the Head Coach of the opposition team.

15.4 Notwithstanding the provision of rule 4.10, persistent (more than one occurrence) infringements of rule 4.10 may result in the offending team's Head Coach being reported to the JLMC Chair for Breaches of the Coaches Code of Conduct in bringing the game into disrepute which could result in disciplinary action being taken against the Coach(es) and deduction of points against the team.

## **16.0 Player/Goalie Statistics**

No Player or Net Minder Stats will be recorded. Online EGS will be adjusted after the Fixtures has been played

## **17.0 National Finals**

First place teams in North, Midlands, South East and South West will attend the Nationals Finals and take part in a semi-final, and Bronze Medal or Final subject to the results of the semi-finals.

## **18.0 Duration of Season.**

The start and finish times of the U11's League 1<sup>st</sup> September 2017 to 6<sup>th</sup> May 2018



**Appendix A – Team Sheet**
**English Ice Hockey Association Official U11 Team Sheet**

Date: \_\_\_\_\_ Time: \_\_\_\_\_  
 Competition: \_\_\_\_\_ Venue: \_\_\_\_\_  
 Home Team: \_\_\_\_\_ Team Colours / Home: \_\_\_\_\_  
 Away Team: \_\_\_\_\_ Team Colours / Away: \_\_\_\_\_

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

A reserve net minder can play in case of injury and / or change with a line as long as play is not held up e.g. a young net minder 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 shorthanded! 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: -

**Appendix B – Shift Plan**
**Under 11's Development League Hockey Shift Schedule  
 3 Minute Period Breaks at Team Benches**

Period 1			Period 2			Period 3		
00.00	1 <sup>st</sup>	Shift 1	16.00	1 <sup>st</sup>	Shift 13	32.00	1 <sup>st</sup>	Shift 25
01.20	2 <sup>nd</sup>	Shift 2	17.20	2 <sup>nd</sup>	Shift 14	33.20	2 <sup>nd</sup>	Shift 26
02.40	3 <sup>rd</sup>	Shift 3	18.40	3 <sup>rd</sup>	Shift 15	34.40	3 <sup>rd</sup>	Shift 27
04.00	1 <sup>st</sup>	Shift 4	20.00	1 <sup>st</sup>	Shift 16	36.00	1 <sup>st</sup>	Shift 28
05.20	2 <sup>nd</sup>	Shift 5	21.20	2 <sup>nd</sup>	Shift 17	37.20	2 <sup>nd</sup>	Shift 29
06.40	3 <sup>rd</sup>	Shift 6	22.40	3 <sup>rd</sup>	Shift 18	38.40	3 <sup>rd</sup>	Shift 30
08.00	1 <sup>st</sup>	Shift 7	24.00	1 <sup>st</sup>	Shift 19	40.00	1 <sup>st</sup>	Shift 31
09.20	2 <sup>nd</sup>	Shift 8	25.20	2 <sup>nd</sup>	Shift 20	41.20	2 <sup>nd</sup>	Shift 32
10.40	3 <sup>rd</sup>	Shift 9	26.40	3 <sup>rd</sup>	Shift 21	42.40	3 <sup>rd</sup>	Shift 33
12.00	1 <sup>st</sup>	Shift 10	28.00	1 <sup>st</sup>	Shift 22	44.00	1 <sup>st</sup>	Shift 34
13.20	2 <sup>nd</sup>	Shift 11	29.20	2 <sup>nd</sup>	Shift 23	45.20	2 <sup>nd</sup>	Shift 35
14.40	3 <sup>rd</sup>	Shift 12	30.40	3 <sup>rd</sup>	Shift 24	46.40	3 <sup>rd</sup>	Shift 36