



U10, U12 and U16 Full-Ice 4 v 4

Players Benches

- The player benches will be used.
- Players must ensure physical distancing on the bench.
- Bench staff (coaches and trainers) must be limited to a maximum of three (3)
- Bench staff must ensure physical distancing on the bench.

Officials

- Two officials and one timekeeper/scorekeeper.
- Only the timekeeper may be permitted in the timekeeper box.
- Officials must ensure physical distance from coach/players when discussing any calls.
- Timekeeper box, controller device, clock and seat will be disinfected before the first game and after each subsequent game prior to use by Barrie or Innisfil staff.

Game Play

- Maximum of four (4) skaters and a goalie per team on the ice.
- Only three (3) players from each team can be in either free play zone at one time.
- Game time will consist of two (2) twenty (20) minute run time periods. Games will end when the Zamboni buzzer sounds regardless of the time left on the game clock.
- Teams will be given three (3) minutes to warm-up, which will start when the Zamboni doors are closed and will be given one (1) minute between periods.
- Teams will not switch ends between periods. Teams must defend the end of the ice closest to their players' bench.
- Teams are not permitted to pull the goalie at any point during the game.
- When a goal is scored, officials will notify the timekeeper/scorekeeper and ring goes back to center ice for a free pass.
- No player or official, with the exception of the goalkeeper, is permitted to pick up or touch the ring with their hands. Rings shall be placed in the appropriate spot by the players, using their stick, as directed by the officials.
- The maximum number of goals any one player is permitted to score per game is three (3) if their team is winning or four (4) if their team is losing or tied.

Penalties

- Athletes will not serve any penalties and can remain on the ice.
- Penalty shots will instead be awarded to the non-offending team immediately at the first stoppage in play.
- All players, with the exception of the goalkeepers and the player taking the penalty shot, will be asked to move to the boards on the opposite side of the benches, while maintaining social distancing.
- If the penalty involves an offence against a specific player, that player will be awarded the penalty shot.

- If the penalty does not involve an offence against a specific player, the non-offending team may select the athlete to take the penalty shot on behalf of the team.
- One penalty shot will be awarded to the non-offending team for each minor penalty.
- Two penalty shots will be awarded to the non-offending team for each major penalty.
- If a player incurs more than 10 minutes of penalties, they will be ejected from the game.
- Official will notify the scorekeeper of team, player number and type of infraction.

Playtime and Shifts

- Each team shall use one bench gate for players to enter and one bench gate to exit to the ice.
- U10 division will use the three (3) minute buzzer.
- U12 and U16 age groups may make substitutions on the fly.

Contact Modifications

- Players must be a stick length away from the player they are marking anywhere on the ice surface. This includes prior to play and while setting up for a free pass.
- If a player is in possession of the ring the opposing player is permitted to check the players stick as long as they do not make contact with the actual player. Defensive players are encouraged to guide the player with ring to the outside by taking the lane away without contact.
- Players from both teams are encouraged to stay off the boards to ensure flow of the game continues and contact is prevented.
- Violations of these rules should be treated the same as any other rule violation, with the non-offending team being awarded the ring in the zone the violation took place.
- Officials will be instructed to stop play quicker than normal should the ring not be moving. This includes driving the triangle.