



# U9 MD – 2023-24 Season

## Resource Guide



Hockey Canada & Ontario Hockey Federation recommend tiering for U9 programming to meet the mandate set by Hockey Canada for the 2019-20 Season.

Each team will consist of a minimum 16, maximum 17 players per team. Associations tier their top 16-17, 8-year old's and place them onto a team. Those 16-17 players would then be divided into **BALANCED** skill-based lines; with like-skilled players from each team playing against each other.

### Seasonal Structure

- ✓ Associations submit their Team registration by May 31, 2023
- ✓ U9 MD League will be reviewed at the ALLIANCE Hockey Structure Meeting

#### 1: Development Phase – September 5<sup>th</sup>, 2023 to October 18<sup>th</sup>, 2023

- Prep Phase: September 5<sup>th</sup> to September 15<sup>th</sup>, MHA must offer 4 prep skates focused on skill development.
- Evaluation Phase: September 16<sup>th</sup> to September 29<sup>th</sup>. Must offer all players 3 skates.
- Development Phase: September 30<sup>th</sup> to October 18<sup>th</sup>
- Locally scheduled exhibition matchups (4 maximum)

#### 2: Regular Season Phase (Half Ice) – October 19<sup>th</sup>, 2023, to January 7<sup>th</sup>, 2024

- League games against other Associations begin.
- Matchups to be set by ALLIANCE Hockey & games scheduled by the local Association.
- Important that Coaches continue to focus on skill development during practice sessions.
- Four festivals/ tournaments throughout the season. During the Half Ice Phase there are maximum of three Jamboree/ Festival style.

#### 3: Regular Season Phase (Full Ice Transition) – January 8<sup>th</sup>, 2024, to March 31<sup>st</sup>, 2024

- Continue league play against other associations (Tier two divisions)
- Matchups to be set by ALLIANCE Hockey & games scheduled by the local Association.
- **NO games** to be schedule during **March Break** (March 9<sup>th</sup> to March 15<sup>th</sup>)
- Coaches need to continue to work on skill development throughout the Full-Ice transition.
- Four festivals/ tournaments throughout the season. During the Full Ice Phase there are a maximum of two tournaments.

#### 4: U9 MD Championship Phase (Full Ice) – TBD

- All teams will qualify for the ALLIANCE MD/ BB Championships in St. Catharines.
- Teams will be placed into Tier 1, 2, 3 based off league play

U9 Tier 1 Division	
West	East/ Central
London Bandits	Brantford 99ers
North London Nationals	Burlington Bulldogs Red
Oakridge Aeros	Burlington Jr Raiders
Sarnia Sting	Cambridge Hawks
Stratford Warriors	Hamilton Huskies
West London Hawks	Kitchener Jr Rangers Red



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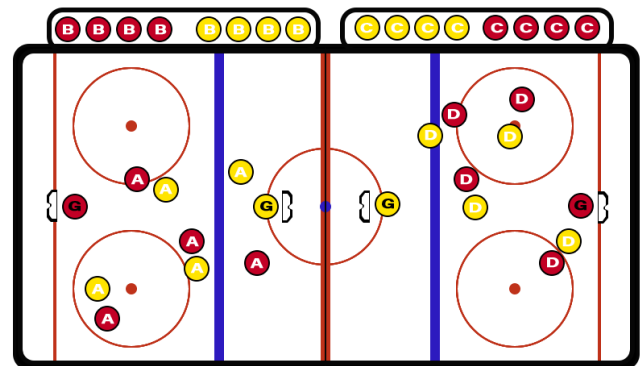
	Waterloo Wolves
	Woodstock Navy Vets

U9 Tier 2 Divisions	
West	East/ Central
North London Nationals 2	Burlington Bulldogs White
Oakridge Aeros 2	Kitchener Jr Rangers Blue
Sarnia Sting 2	Kitchener Jr Rangers White
West London Hawks 2	St. Catharines CYO
	Waterloo Wolves Black

## League Games

### Format

- Two teams play a game utilizing the two halves of the ice with each team of 16-17 participants divided into two groups of 8-9
- Each team is required to dress two goaltenders, one for each half-ice games
- Rationale for 16-17 players is for the transition of full ice, 9F, 6D, 1 or 2 goalies.
- A game will consist of two 22.5-minute periods with 90 second buzzers for lines to switch and a face-off to begin each period
- When the buzzer sounds to end the first period, the visiting team (2 groups of 8) will switch ends and benches (so, each group plays each other)
- Players will be on the ice every other shift = 50% of the time



### Playing Rules – Half-Ice

- 4 vs. 4, plus one goaltender per group
- Each team is required to have two goaltenders, one for each half of the ice
- Teams (2 groups of 8) share the same bench
- Three-minute warm-up prior to the start of the 1<sup>st</sup> period
- On Ice: barriers set up across the centre red line, nets set up on the centre circle with centre circle as the goal line. If you have extra Barriers recommended stack up behind the net.
- Game Length: 45-minutes total, two 22.5-minute periods
- Clock: run-time, no score is kept
- Net Size: Regular Size
- Black Puck, 6 oz.



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- There will be two face-offs during the game; one to start the first period and one to start the second period
- Paint a dot in the centre of the half-ice game for a face-off (recommended)
- No offside or icing

#### Shifts

- Shift Length: 90-second shifts with the automatic buzzer to indicate the player change
- Players change on the fly
  - If there are fewer than four players on the bench, the active player designated to stay out for the following shift must tag up at the bench prior to continuing play. Make sure that all players get the chance, not just one player always double shifting.
- At the buzzer, players must relinquish control of the puck immediately and vacate the ice. The new line of players enter the ice immediately

#### Change of Possession

- On a Goaltender save or freeze, the official blows the whistle to indicate to the attacking team to back off and the defending team gets possession.
- Puck shot out of play – the offending team backs off and the official gives the non-offending team a new puck.
- If the puck goes out of play, Referee drops a new puck (non-offending team starts play)
- On a goal, the team that scores back off. Referee blows whistle and points to the goal, the defending team then gathers the puck and attacks.

#### Penalties

- On a penalty, the referee raises their arm and blows their whistle signaling the change in puck possession. At the end of the shift, the referee informs the coach of the penalty called and the player it was assessed to. The offending player sits the next shift. Teams continue to play at even strength.

[Hockey Canada U9 Half-Ice Games Video](#)