



U9 MD – 2022-23 Season

Resource Guide



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

Each team will consist of a minimum 16, maximum 17 players per team. Associations tier their top 16-17, 8-year-olds 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, 2022
- ✓ U9 MD League will be reviewed at the ALLIANCE Hockey Structure Meeting

1: Development Phase – September 6th, 2022 to October 18th, 2022

- Prep Phase: September 6th to September 17th, MHA must offer 4 prep skates focused on skill development
- Evaluation Phase: September 17th to September 30th. Must offer all players 3 skates
- Development Phase: October 1st to October 18th
- Locally scheduled exhibition matchups (4 maximum)

2: Regular Season Phase (Half Ice) – October 19th, 2022, to January 8th, 2023

- League game play against other Associations begins
- 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 maximum of three Jamboree/ Festival style).

3: Regular Season Phase (Full Ice Transition) – January 9th, 2023 to March 26th, 2023

- 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 10th to March 16th)
- Coaches need to continue to work of skill development throughout the Full-Ice transition
- Four festivals/ tournaments throughout the season. During the Full Ice Phase maximum of two tournaments.

4: MD Championship Phase (Full Ice) – April 13-16, 2023, St. Catharines, ON

- 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 (may change as season dictates)
- **Tiers may change as the season progresses

U9 Tier 1 Divisions		
West	Central/ East	
North London Nationals 1	Brantford 99ers	Burlington Jr Raiders 1
Oakridge Aeros 1	Hamilton Huskies	Cambridge Hawks Black
Sarnia Sting 1	Waterloo Wolves 1	Kitchener Jr Rangers 1
Stratford Warriors		Woodstock Jr Navy Vets
West London Hawks 1		



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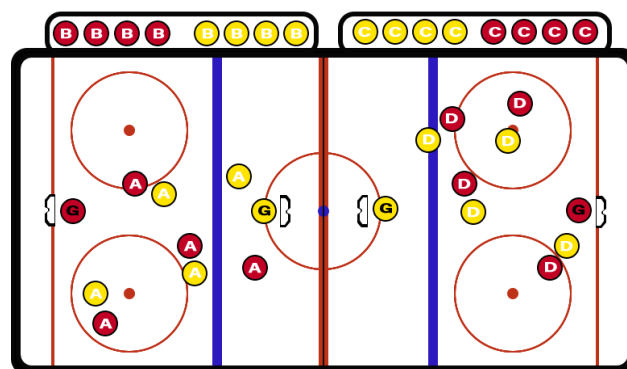


U9 Tier 2 Divisions	
West	Central/ East
London Bandits Black	Burlington Bulldogs
North London Nationals 2	Kitchener Jr Rangers 2
Oakridge Aeros 2	Kitchener Jr Rangers 3
Sarnia Sting 2	Waterloo Wolves 2
West London Hawks 2	

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 1st 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.
- 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



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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 enters 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: <https://hockeycanada.ca/en-ca/hockey-programs/coaching/novice>