



Red White and Blue Game Format 2011 / 2012 Season

OVERVIEW:

Lakeland Hockey Association has fully implemented the ADM (American Development Model) practice model and the USA Hockey Red, White, and Blue game format for our 2011 - 2012 Mini Mite and Mite Divisions.

Mini Mites and Mite games are entirely restricted space game format (no exception). Any visiting team who is playing within Lakeland arena must adhere to these rules and follow the cross/half ice format as defined within these rules. Any Lakeland team classified as an ADM team and travels outside of Lakeland arena must adhere to cross ice/ half ice game format. At no time may a Lakeland team classified as an ADM team play full ice games.

This document is intended to provide the guidelines and rules for Red White and Blue restricted space hockey played at Lakeland. These rules are not optional and coaches should not deviate from this format without prior written approval from the Executive Board of Directors. Any team visiting are expected to follow this format and the rules outlined by Lakeland Hockey Association. Referees have been informed to run games in this way.

GAME FORMAT:

- There will be a maximum of two games running at the same time on opposite ends of the ice. The same game clock will be used for both games. No scores will be posted on the electronic scoreboard, only time.
- Where available scores may be kept manually by the teams through the use of other media.
- Both games will have one Ref / Official on the ice for a specific game.
- During cross ice games the center ice area (between the two blue lines) is a transition and warm up area. This area will allow the players to rest if needed, setup puck handling drills for those who don't. The idea is to have no players standing idle for the entire hour.
- When the zamboni exits the ice surface and the doors are closed a 5 minute warm-up period will begin. This will be used to for coaches to setup the playing area and get their team ready to start the game.
- Games will consist of two (2) eighteen minute running time periods with a 1 minute break in between periods.
- Individual shifts are 90 seconds in duration. The buzzer will sound after each 90 second shift and the clock will stop for 15 seconds allowing players to change. During the 15 second change the official will retrieve the puck and proceed to "center half ice". The timekeeper will start the clock at the 15 second mark to start each shift regardless if players are lined up or not.
- In the event of an injury the clock will stop when the official blows the whistle. This does not extend the curfew clock.
- Players will be divided into multiple lines depending on team size. Both head coaches must agree to the number of players per line at the start of the game. Options are 5 on 5, 4 on 4, or in rare cases 3 on 3.
- Team lines will compete against the opposing team based on comparable skill level. The top skilled players will be on the RED LINE. The third line will be the BLUE LINE consisting of the teams WEAKEST players. The second, or middle, line will be the WHITE LINE consisting of the players that fall into the MIDDLE category in ability. The WHITE LINE is also the "fill" line in case of absenteeism.
- Where team size only allows for 2 lines we will utilize a RED and Blue line format.

- Every effort must be made to rotate players through the fill line to insure fairness for all players. Coaches who fill down into the White line must fill up into the White line the following shift.
- Players can switch between lines from week to week based on the coach's discretion.
- When a goal is scored, the referee will retrieve the puck and drop it at center ice as quickly as possible.
- There are no coaches allowed on the playing surface. Only Referee and players.
- Teams will only dress one goalie per game. Each player should be given the opportunity to play goalie rotating through all players.
- There are no penalties but infractions will be pointed out by the Referee and coaches are expected to manage accordingly to teach players the proper conduct of play.

TIME KEEPER

The time keeper is critical in managing the time and keeping the game moving. Failure to follow these guidelines will result in the curfew clock expiring and the game not completing. The following format should be utilized to keep the game on track.

Immediately following the Zamboni exiting the ice the time clock will start to countdown from 5:00. This will show the warm-up time remaining. At the 1:00 minute mark the time keeper shall sound the buzzer to signify to the coaches they have 1 minute remaining. At this time coaches need to bring their players in and prepare them to start the game.

After the warm-up time has expired on clock the timekeeper will reset the game clock to 18:00 for the first period. Coaches have 15 seconds to have their teams in position and ready following the expiration of the warm-up clock.

The time keeper will stop the clock and sound the buzzer every 90 seconds. Teams have 15 seconds to change their lines. Time keeper will start the clock after 15 seconds regardless if players are in position or not. During each period the time keeper will stop the clock and sound the buzzer at these times;

1.	18:00	Start
2.	16:30	Shift change
3.	15:00	Shift change
4.	13:30	Shift change
5.	12:00	Shift change
6.	10:30	Shift change
7.	9:00	Shift change
8.	7:30	Shift change
9.	6:00	Shift change
10.	4:30	Shift change
11.	3:00	Shift change
12.	1:30	Shift change
13.	0:00	End of period/game