



CAHA 10U HALF-ICE GAME RULES – EFFECTIVE 9/1/21

- **JERSEYS** – Home teams wear light jerseys, Away teams wear dark jerseys unless teams agree otherwise.
- **DIVIDERS** – hard board dividers are used at the center red line to separate the ice into 2 sections.
- **FACEOFF DOT** – rinks are encouraged to paint a face-off dot 50 feet from the center red line and 42.5 feet from the end boards creating a center dot for 10U Half-Ice games. If this is not possible, a dot may be created using a large marker before each game.
- **NETS** – one net will be placed in the typical location and one net near the center face-off dot with approximately 11 feet from where the end line would be to the end boards. A crease is drawn with paint or a large marker for the net at approximately center ice. Net pegs will be used with both nets.
- **BENCHES** - Teams share benches and go out different doors. The home team is the team closest to the end boards and the away team will be closest to the red line/divider boards.
- **GAME FORMAT** - 4 v 4 plus goalies. Teams will not play with less than 3 skaters per side at any time.
- **TEAMS** – it is recommended that teams have 1 goalie and a maximum of 12 skaters. If the team has 2 goalies, the recommendation is 11 skaters with the goalie who isn't playing skating out as a player when they are not playing goal.
- **CLOCK** – all games consist of a minimum of 48 minutes (run-time only) divided into two (2) twenty-four (24) minute halves with 2 minutes between halves. *Associations have the option to use longer game times if they choose.* The clock does not stop for injury or penalties. The clock will apply to both games and each game will start at the same time. Teams will switch ends at the end of the first half. Teams do not switch benches.
- **WARM-UP** – there will be a 3-minute warm-up period
- **SCOREKEEPERS** – 2 scorekeepers will be required for each half-ice game since there will be 2 games going on at the same time. Both games will use USA Hockey scoresheet or GameSheet and the same clock. The game with the bench closest to the scoreboard will use that scoreboard for score and penalties. The other game will use a flip board for scores and the scorekeeper will keep time for penalties and alert the penalty box attendant when the penalty is up.
- **REFEREES** – 1 referee per game.
- **PENALTIES** – penalties will be run-time – 1:30 minute for a minor penalty, 5 minutes for a major penalty, and 10 minutes for a misconduct penalty.
 - Teams will use the penalty box on their side of the ice for all penalties. In other words, with 2 penalty boxes each game will use 1 penalty box shared by both teams on that half of the ice.
 - The Home team must supply a penalty box attendant in each penalty box.
 - After the penalty is called, there will be a face-off at center ice.
 - No team will play with less than 3 skaters at any time during the game.
 - Penalties will be handled by putting the offending player in the penalty box and ADDING a player to the other team to play 5v4. When the offending player comes out of the penalty box, the teams play 5v5 until the next whistle when they go back to 4v4.
 - If a team has 2 penalties called at the same time, both offending players go to the penalty box and the team on the power play will ADD a player AND the offending player will lose a player. Teams play 5v3.
 - If a team has 2 penalties called at different times, the first penalty will result in the team on the power play adding a player and teams play 5v4. When the 2nd penalty is called, the offending team loses a player and teams play 5v3. Teams will play 5v3 or 5v4 until penalties expire and go back to 4v4 on the next whistle.
 - With the exception that all penalties are run-time, all penalties will follow the same USA Hockey rules for multiple penalties, stacking penalties, misconducts, etc.
- **FACEOFFS** – every face-off will occur at center ice to start the game or second half, after a goal is scored, when a puck goes out of play, or after a penalty is called. The On Ice official has the right to make sure players are lined up properly before a puck drop.
- **STOPPAGE OF PLAY** - if the goalie covers the puck for a stoppage of play, the defending team gets the puck behind their net and the other team must retreat 10 feet away from the puck while the referee gives the puck to the defending team.
- **TIMEOUTS** – there are no timeouts for either team
- **ASSOCIATION OPTIONS** – Associations may opt to have longer games and hold face-offs at every stoppage of play (not encouraged). They may also adjust bench, scorekeeping, and timing processes to fit their needs.