

Rules Committee Proposed PNAHA 10U Half Ice Rules  
Committee Conference Call – Thursday October 18, 2019 at 7:00 pm

Here is what the rules committee came up with for PNAHA 10U Half Ice Rules from our call

### **Proposed PNAHA 10U Half Ice Rules**

For 75 Minute Ice Slots (Typically Rep):

- 2 x 33 min halves
- No Timed Shifts
- 4 Minute Warm Up
- 4 on 4 full strength
- First Half: 33 min (run time).
- 2 min break
- Second Half 33 min half (run time).
- if the second half begins with the less than 33 minutes remaining in the ice session, shorten to fit the time.
- 1 time-out (if playing conditions allow in Championship games only)
- 2 officials per game

For 60 Minute Ice Slots (Typically a C/House Slot):

- 2 x 24 min halves
- No Times Shifts
- 4 Minute Warm Up
- 4 on 4 full strength
- 24 min half (Run Time).
- 3 min break
- 24 min half (Run time).
- if the second half begins with the less than 24 minutes remaining in the ice session, shorten to fit the time.
- 1 time-out (if playing conditions allow in Championship games only)
- 2 officials per game

#### **Penalties:**

Rep games:

- All minor penalties will be 1 minute in length. When a penalty is called, play is blown dead after the offending team gains control. The official will report the offense to the scorekeeper. The offending player goes directly to the player bench. The offending player will not be allowed to participate for 1 min. During this 1 minute, the offending player's team will play shorthanded 4 on 3. Faceoff will occur at the dot nearest to the puck when play was stopped. If a team takes another penalty during their shortage, another 1 minute shortage will concurrent tack and play will resume 5 on 3. If more penalties are taken during the 5 on 3 by the team short, penalties will the stack. If a penalty is taken while you are on the power play. Play will resume 4 on 3. If another penalty is taken by the power play team, play will then play 3 on 3. This will make an effort so no team is playing with less than 3 players. When players are released, play will continue 4 on 3, 4 on 4, 4 on 5 and then 5 on 5 until the next stoppage of play. Play will then resume 4 on 4. We will comply with USA Hockey playing rules that if a player takes 5 penalties in a game, they will then receive a game misconduct.

House games:

- When a penalty is called, play is blown dead after the offending team gains control. The official will report the offense to the scorekeeper. The offending player goes directly to the player bench. The specific player that has been fouled will take a penalty shot from the center dot. If there is not a specific player has not been fouled, the captain of the non-offending team will pick a player that is on the ice at the time of the infraction. Both teams will start from the non-offending team's net. At the official's whistle, both teams will chase the player taking the penalty shot. If there is a goal scored, play will stop, the goal will be reported and a faceoff at the center dot will take place. If a goal is not scored, and the goalie does not have control of the puck, play will continue. If a goal is not scored and the goalie has control of the puck, the faceoff will take place at the nearest dot. We will comply with USA Hockey playing rules that if a player takes 5 penalties in a game, they will then receive a game misconduct.

**Center Dot:**

- Each facility will add a center dot
- Dot will be centered from goal line and red line and center from side board to side board.
- Creating a center ice dot for all half ice game

**Frozen Pucks/Pucks out of play:**

- Frozen pucks and pucks out of play will result in a faceoff at the nearest of the 5 faceoff dots.

Here are some future discussion points:

- I propose stacking penalties if a second penalty occurs. The second penalty doesn't start until the first one is done and teams remain 4 on 3. I think this will keep the flow of the game going.
- What do we do with major penalties?

Thank you,  
Robby Kaufman