

AYH Mite House Game Day Plan

- The CIC's (Coaches in Charge) run the session, but head coaches have to share responsibility for running their games. CIC's will decide the order in which the teams play each other and rotate and communicate to all Head coaches prior to the start of the session.
- 1 set of Boards per ice unless games are on Olympic - please remember the short rectangular shafts go on the ends. **Don't try and jam the long pieces into the curved end boards.** Use the bungee cords and eyelets on the ends to keep the boards snug against the rink boards.
- Zamboni – will be scheduled in between all sessions but can be waived by CIC after he talks to the other coaches and confirms. Suggest breaking boards into 2 equal sections leaving the ends intact in between sessions. This stops them from falling over as you are moving them around.
- 5-8 min warm-up.
- 4 teams on each 60 min ice session = 2 simultaneous Half-ice games **CONTINUOUS CLOCK.**
- 3 games = 16 min each (**continuous clock**) - ok to have a parent volunteer to run the clock as long as they **keep it running** and know how to hit the buzzer.
- **REFEREES - CIC's and head coaches – meet with Referees before game and review these rules. Protest are strongly discouraged but it is Ok to remind referees on rules during game. Questionable Calls – both head coaches meet with referee & explain the rule then allow the referee to decide on whether or not to reverse their call. Referee has final say on all calls.**
- **Whistle and Face-off to start the game & restart play after every goal**
- **Whistle and possession start (free pass to teammate) after goalie freezes the puck**
- **Whistle and throw the puck into the center ice boards in between shifts (wait until all players are on the ice)**
- **Player Safety** – Rough play: 1st offense – referee stops play, skates with player to team bench and explains the issue to the coach and player together. 2nd offense – stop play and remove player from ice and they sit for a remainder of shift. If the 2nd offense was obvious and intentional the Head Coach can opt to sit the player for next shift as well. Be sure to explain to player what they did and try and keep it positive (suggest another way to handle themselves that will not result in a penalty).
- As much as possible - Reds play reds, whites play whites, blues play blues). **Avoid putting REDS and BLUES on the ice at the same time.** Use your White (yellow and green stickers) to fill in the gaps at each end of the skill set. **All players should get the same amount of ice time - regardless of the score.**
- Line changes (EVERYONE - Both games) based on the BUZZER SOUNDING. **The CIC has final say on the shift length (1 - 2 minutes). USA hockey recommends 60 second shifts for 8U.**
- **Keep SCORE.** We are NOT keeping track of W's and L's once the session is over. This is house hockey.
- Any extra time - add it to the last game.
- Hand-shake between each game (1-2 minutes). Don't forget the hand shake after the last game.
- I will send an email to parents telling them to stay away from the benches during the games. If parents wander over - the CIC's will be asked to politely ask the parents to go back to the bleachers (blame it on rink regulations - helmet/safety/etc.). If any issues - stop play until the parent leaves the bench area (I doubt we will need to do this).
- HEAD COACHES - bring your extra jerseys. We want to keep the games competitive. If a game get's too lopsided then switch players and or goalies to even things out. **This is NOT "everyone wins"**. The team in the lead at the time of the change is probably going to still win the game. We are promoting **EVERYONE IS CHALLENGED.**
- **HAVE FUN!**