

EAHC Red White & Blue (U8) A/B Guidelines

The Guidelines below may be adjusted during the season to enhance the player's enjoyment of the game. Changes will be posted on the Empire website and sent to coaches and managers as they occur.

1. Scheduling Entity Composition:

- a. **RWB A:** Primarily 2nd / 3rd year House players
- b. **RWB B:** Primarily 1st year House players (players should have completed at least one year of some type of "Learn to Skate", "Initiation" or Beginner program)
- c. Organizations should use skill evaluations to place players on A or B
- d. Red White & Blue (RWB) will consist of U8 players only. Squirt aged players may not play down on RWB teams. U8 RWB players may not play up or "sub" on Squirt teams.
- e. Each Scheduling Entity consists of 18 to 30 players (suggested - optimal is 20 to 26) although smaller or larger Scheduling Entities may be formed depending on an organization's U8 registration.
- f. The number of RWB scheduling entities will be determined by the organization. An organization may have, for example, players on 2 USA Hockey rosters of 13 each (2x13=26) due to the USA Hockey roster limit of 20, but for scheduling purposes, they will be combined into 1 "Scheduling Entity".

2. **Game Format:** Two half-ice games will be played on one sheet of ice. Both the Home and Away Scheduling Entities will split their players into two teams. With sufficient players, the games will be played as 5 on 5 plus goalie between a Home team and an Away team. If there are not enough players, 4 on 4 may be played.

3. **Scheduling Entity Game Procedures:** When splitting a scheduling entity into two teams for games, balance the skill/ability of the players to make the two teams approximately equal.

- a. **Coaches Discretion:** Coaches of opposing teams are encouraged to discuss team composition before the game, to decide how to balance the levels of play for the day. Coaches *may* decide to play lower skill players on half of the ice and higher skill players on the other half of the ice.
- b. At games, Scheduling Entities may bring additional RWB players from other RWB team(s) in their organization, to fill the benches.
- c. RWB A players may not play in RWB B games. RWB B players may "sub" in RWB A games an unlimited number of times but only if less than 22 players are available for the A games.

4. **Scheduling:** Games will be scheduled in the traditional fashion between Scheduling Entities, for example Webster 1 vs. Perinton 1.

5. **Referees:** There will be 1 referee per game (two referees will be scheduled per game ice sheet). When a penalty is called, the wronged player gets a penalty shot. Face offs are only performed at the start of the game, and at line changes. After a goal, frozen puck or at the discretion of the referee, the referee tosses the puck into a nearby corner and play resumes.

6. **Timekeeping / Scoring:** Line changes are made every 1.5 minutes on a buzzer. Home team provides a timekeeper to stop the clock every 1.5 minutes for line changes. Except for these timed stops, play will be continuous, with no periods, through to the end of the ice curfew. There will be no official scorekeeping during the game.

7. Empire League Considerations:

- a. The Empire League season will consist of 14 games with no end of season playoffs.
- b. No team standings, scorekeeping and no player stats will be compiled.