

# EAHC 6U Rules & Regulations

## Mission

The goal of the EAHC 6U Division is to create a basic structure for participating EAHC organizations for their 6U players. Participation is not required but encouraged by all organizations with 6U programs (Pony, Atom, Mighty-Mites etc.). EAHC also strongly encourages participating organizations to communicate regularly with each other to maximize fundamental similarity across the League.

## General Regulations

6U participation must follow all age appropriate USAH and ADM guidelines. In the event a guideline does not exist, 8U rules are in effect.

## Administrative

- Participating organizations shall be required to pay an EAHC team fee of \$1 per participating team
- A 6U commissioner shall be appointed/provided/nominated for each season
- Organizations are required to collect and archive all registration information as 8U, both USAH and NYSAHA

## Players

EAHC 6U division shall consist of 1 level. Age eligibility is determined as 2 birth years following current season 8U, as set forth in the USAH rule book, and younger.

All EAHC 6U participants **MUST BE USAH REGISTERED**.

League Standings and Statistics **WILL NOT** be kept at the 6U level. In accordance with USAH/ADM guidelines, the focus of 6U hockey is fun and skill development, with zero emphasis on winning, or team/individual statistics.

## Teams

Team size should be 8-10 players, **NO** goalie(s). Teams without sufficient players should plan accordingly to bring substitute or alternate players to facilitate at least half line (2 player) line changes. Substitute players must follow and conform to all registration guidelines as a full time player(s).

## Equipment

- Playing area reduction equipment shall be utilized to comply with USAH & ADM guidelines, as well as any additional rules under Games.
- Nets should be of Pond Hockey type, either constructed by an Organization or party acting on their behalf, or purchased. Dimensions should be similar to those used by US Pond Hockey ([www.uspondhockey.com](http://www.uspondhockey.com)).

## Games

In lieu of scheduling individual games between teams, participating organizations shall each host one (1) "Jamboree", Nov-Feb. Sufficient ice shall be purchased to allow for all participating teams to have 50-60 minutes of Total playing time. Games shall be round-robin format, with teams rotating to play a minimum of 4 of the teams on the ice at the same time.

## Format

A game is defined as a **cross** ice event between 2 teams. It is expected that 3 games will be taking place simultaneously, each using one third (1/3) the overall rink surface. However, for clarity in regulations below, a game shall be defined as a single cross ice event. If only 2 games are taking place, the center area may be used for skill development by players waiting next shift.

- All 6U games shall be played cross ice (width/narrow dimension of ice surface)
- Cross-ice boards/bumpers/reduction material shall be placed 4' inside the Blue-Line to create 3 equal size (1/3's) playing area's
- Games shall be 4 Vs 4
- 1 coach from each team shall be on playing surface as official. Teams may agree to a single "official" if unanimous.
- Home team(s) shall be responsible for providing **Blue** pucks for each game.
- **No Goalies**

## Time Keeping

A time keeper shall provided by the host team. Game time shall be regulated by a single running clock for all games simultaneously.

- A warm up period should be provided consisting of 2-3 minutes
- The time keeper shall sound the horn every 2 minutes to indicate a line change.
- The clock should be set for the duration of each game with 1 minute between to allow teams to rotate to next game.
- Timekeeper shall be responsible for adjusting final game duration to match curfew clock.