

ADM Game Setup and Management

Pre-Game setup is the responsibility of the rink staff and coaches.

This involves proper placement of borders

Red - 1/2 ice game, borders down center red line; Play 4-on-4 with a goalie.

White- 1/2 ice game, borders down center red line; Play 4-on-4 with a goalie.

Blue - cross-ice game, borders on blue line; Play 3-on-3 with rotating players as goalie.

Referees are involved in Red and White games only, none in Blue games.

If 2 games on the rink at the same time, there will be 1 referee on each side. This could be both Red, both White or 1 Red and 1 White games at the same time.

Referee should refer to color level - Red, White and Blue to determine correct goalie outfitting as follows:

Red - Full- Dressed Goalie

White - Full-Dressed Goalie or Partial Dressed Goalie/Player (Leg Pads & Goalie Stick)

Blue - No dressed goalies required

Coaches and Scorekeeping as follows:

Red - No on-ice Coaches, Scorekeeping up to 6 goal differential, none thereafter

White - No on-ice Coaches, no Scorekeeping

Blue - On-ice Coaches permitted, no Scorekeeping

Clock time:

There shall be 2 - 20 minute halves with a 1 minute rest between halves.

Horn shall be sounded every 2 minutes and clock stops until started by referee whistle in Red and White levels. Continue running clock in Blue level with horn every 2 minutes.

Red and White levels:

Referee raises arm at the horn, holds for 10 second player change, then lowers arm and blows whistle to start play and clock.

Referee to either leave the puck where last played or pick up the puck at the horn and throw it out near last play after 10 seconds.

Face-offs shall only be at the start of the game and start of second half.

Penalties: Referee shall monitor game for obvious penalties such as tripping/hooking, pushing/roughing or any illegal stick work.

Player penalty: Involves removal of the player to the player bench for the remainder of the 2 minute set/shift with no player substitution for that team. Referee to escort the player to the bench with attention paid to not disturb the action of the game.

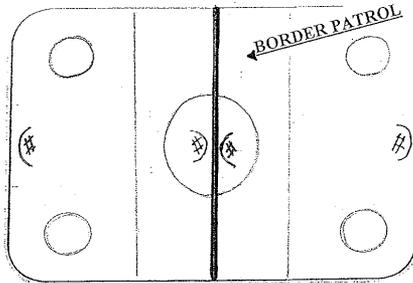
Goalie saves/goals: Referee to blow whistle if puck covered by goalie or goal is scored. Instruct goalie to throw the puck to the side and continue play until horn sounds and shift ends. Referee should assist taking the puck out of the net if needed and throw the puck to the side to continue play.

Handshake shall take place at the end of the game.

Note: All above procedures are recommended but judgment should be applied in situations to allow for the best developmental experience. Referees and coaches should work together to keep the game fun, yet under control.

HALF ICE GAME SET-UP

RED & WHITE DIVISION



BLUE DIVISION

