



Greater Springfield League 6U Games

Coaches Instructions

- If necessary, share the locker room with another team
- At least one coach from each team will be in skates and a helmet to help out on the ice and move bumpers
- Coaches are responsible for setting up the bumpers on the blue lines
- Bumpers will be moved, by the coaches, without disconnecting them, to allow the Zamboni to clean the ice
- Bumpers will be removed and put away, by the coaches, after the last 6U game

General Rules

- Bumpers will be placed on both of the blue lines and players will use the benches. Teams may have to share the same door for entering and exiting the ice surface.
- Mini size nets will be used
- Nets will be placed off of the side boards (Not on the goal line) with room for players to skate behind the net.
- Three games (with 6 teams) will be played at once; a coach from each team will be allowed on the ice
- Games will be played cross-ice
- There will be a 3 minute warm up
- Teams can use temporary paint or markers to outline the crease and a center line
- After a goal the official will give puck possession to the scored upon team
- After a goal the scoring team will skate half way back (across the center line if there is one) into their zone prior to turning back to fore-check to give the other team a chance to move the puck
- When the buzzer sounds (2 minute intervals) the player with possession of the puck will pass the puck towards the end boards (where the net usually is) and the teams will change lines
- Games will be played 3-on-3 without a goalie.

Officials and Timekeepers:

- There will be no referees at the game. Coaches will act as official.
- There will be no face-offs except to start the game.
- Official does not need to call player penalties, but rather helps instruct players as to the rules.
- For any flagrant infractions, situations which could result in injury, or repeated penalty situations to one player, the official will escort that player to the coach for further instruction and/or discipline, if needed.
- The official should carry multiple pucks to keep the play going quickly. There should not be any delay in the game while the official goes to retrieve a puck.
- The official can stop the game to restore order, call a penalty on a coach, or eject a fan
- The timekeeper will set the clock for 50 minutes at the start of the hour to allow time for teams to shake hands and the bumper to be moved for the Zamboni at the end of the game
- The timekeeper will sound the buzzer every 2:00 minutes for line changes during the game until time expires