



CAROLINE OUELLETTE GIRLS HOCKEY CELEBRATION



SPECIFIC RULES U9

The Caroline Ouellette Girls Hockey Celebration is governed by the rules of Hockey Canada, Hockey Quebec and its own regulations. The operating procedures for the Caroline Ouellette Celebration were developed in partnership with the Hockey Quebec governance department.

TEAM REGISTRATION

Before your first game, your team has to present themselves to the Caroline Ouellette Girls Hockey Celebration registrar the following documents:

- Game sheet of the team's last 5 games or games played to date if less than 5.
- Team registration form T112.
- Official team roster T-112 must be sent to the Girls Hockey Celebration organization before December 10 at celebrationhockey@gmail.com

Teams formed from individual registrations for the Celebration are not required to abide by these rules.

VISITING & HOME TEAMS

- Each team was assigned One Home Game and One Away Game. The 3rd game has been assigned randomly by the Girls Hockey Celebration.
- Color of the jersey:
 - The home team wears the dark colored jersey.
 - The visiting team wears the light colored jersey.
- Exception: When playing against the Mini-Canadienne and Mini-Stars or teams named to honor an Olympian(U13-AAA), you will have to wear a different color jersey than that team. These teams only have one game jersey.

U9 TOURNAMENT FORMAT

- Three Divisions: CCM, BFL Canada and Tim Hortons
- Three games in the preliminary round. A fourth game based on rankings.
- Game Four will be determined based on the rankings from the preliminary games.
- For each of our CCM, BFL Canada, and Tim Hortons Divisions:
 - The first-place team from Pool A will face the first-place team from Pool B. This game will be the division final.
- The other games will be determined as follow:
 - Second-place team from Pool A versus the second-place team from Pool B.
 - Third-place team from Pool A versus the third-place team from Pool B.
 - Fourth-place team from Pool A versus the fourth-place team from Pool B.

GENERAL RANKING & POINTS SYSTEM

Win	3 points
Tie Game	1 point
Loss	0 point

GAME PROTOCOL AND SPECIFIC GAME RULES U9

- The games are played half-ice.
- All the games are played 4 vs 4 with one goalie per team.
- The game protocol will be as follow:
 - Warmup: 2 minutes
 - 1st period: 21 minutes
 - Pause for the team to switch side: 1 minute
 - 2nd period: 21 minutes
- Time on ice is 90 seconds. A buzzer will announce the players' substitutions.
- Time will be played in a continuous fashion throughout both 21 minute periods.
- At the sound of the buzzer, players must immediately leave the puck and leave the ice. The referee gets the puck and positions herself at the closest faceoff dot.
 - If a team has seven players or less, the player(s) designated to remain on the ice for the next shift must still go back to their team bench before returning to play.
- No goalie may be removed in favor of a 5th attacker.*
- **Exception:** If a goalie must leave the game temporarily or for the remainder of the game, the team may:
 - Play with a 5th skater without the privileges of a goalie, or
 - Have a skater take on the goalie position with the minimum required equipment (helmet with throat protector and a goalie stick). The player may choose to use goalie gloves at her discretion. The game will not be stopped to make this change. The designated player can put on the equipment at their team's bench and join the game at the start of a shift.

FACE-OFF

- Each period begins with a face-off at center ice.
- At the end of a shift, players must immediately release the puck and leave the ice. The referee will retrieve the puck and position themselves at the nearest face-off dot. Refer to Figure two for the different zones and face-off positions.
- As soon as one player from each team arrives, the official will drop the puck. The remaining players join the play as soon as they leave the bench.

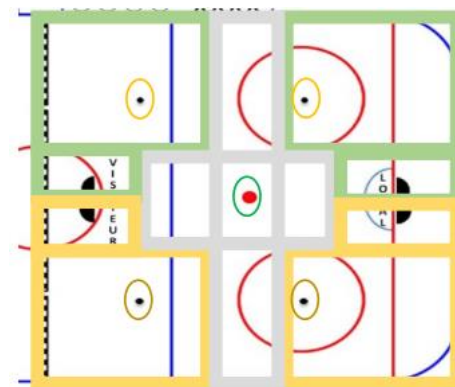


Figure 2 : Positionnement des mises en jeu

STOPPAGE OF PLAY AND CHANGE OF POSSESSION

When a goaltender freezes the puck or after a goal, the referee blows the whistle to indicate to the offensive team to back up, and then the defensive team takes possession of the puck behind the net. The team may move forward upon the referee's whistle. The opposing team must wait for the first play before applying pressure on the player. A pass behind the net is not considered a first play.

When the puck is sent out of play, the offending team must back up, and the referee provides a puck to the other team to resume play.

GOALS DIFFERENTIAL

- No score is displayed on the scoreboard for all U9 games.
- In the case of a game where there is a difference of seven goals or more:
 - The winning team will be awarded a maximum goal differential of +7 at the end of the game.

SPECIFIC RULES CONCERNING PENALTIES - NEW ADDITIONS 2024-2025

Coaches are expected to encourage respect for the rules and sportsmanship, and to educate players on the penalties committed. Coaches are also expected to collaborate with officials to ensure the smooth running of the games.

- Minor penalties are signaled by the official according to the usual procedure. The game is stopped, and the puck is given to the non-offending team to resume play where the game was stopped.
- When the official deems the action to be neither intentional nor dangerous, the offending player will not be penalized.
- When the official deems the action to be intentional and/or dangerous, the offending player must be sent to her team's bench for the remainder of the current shift. The team may replace the offending player on the ice. The official does not need to wait for the replacement before resuming the play.
- Any penalty for slashing, roughing, checking, or head contact will be considered dangerous and intentional. Any penalty for tripping, hooking, or interference is left to the official's discretion.
- In all cases, penalties are recorded on the player's game sheet by the off-ice official.
- Any player who receives her third minor penalty in a single game will be removed from the game for the remainder of the game.
- Officials may notify the coach when a player reaches her second penalty, but this warning is not mandatory for the application of a sanction related to a third penalty for the same player.
- If an infraction that typically warrants a player's ejection is committed (such as a major misconduct, match penalty, or gross misconduct), the offending player is removed from the rest of the game, and the prescribed suspension will apply.
- If a goal is scored during a delayed penalty, the penalty will be counted against the offending player if deemed dangerous or intentional.

SHOOTOUT: SEMI-FINAL & FINAL - REF.: 9.6.2

- A. After each tournament game, if there is a tie between the two teams, the coach will send one player to attempt to score against the opposing goalie. The coach does not need to inform the officials of the order of the three players.

If there is still a tie after this first round, the coach will designate one player at a time to participate in the shootout.

All players, except the goalie, must participate in the shootout before any player can go a second time.

- B. A player who was in the penalty box at the end of the overtime period is eligible to participate in the shootout.
- C. The shootout will proceed as follows:
- a. The receiving team has the choice of determining whether or not they begin the shootout.
 - b. Once the choice is made, the designated team sends its first player to attempt to score against the opposing goalie. Then, the first player from the other team does the same, and so on, until all three players from each team have completed one round.
 - c. The coach's choice does not dictate the order in which the players must approach center ice to take their shot.
 - d. The rules for penalty shots apply.
 - e. Shots are taken alternately, and no simultaneous shots on both goalies are allowed.
 - f. The team that scores the most goals in this complete round is declared the winner.
- D. When a second or third round is necessary to break the tie, the order of players is at the coach's discretion and may not follow the order of the first round. Thus, in each round, all players who finish the game must participate in the shootout before any player can go again.
- E. The game ends when the tie is broken, after one player from each team has taken a shot on goal.

TIE-BREAKER (ref.: article 9.8 – Hockey Quebec administrative rules)

It is important to know that for each tiebreaker, the objective is to identify the best team(s).

Every criterion has the goal to eliminate one or many teams until the objective is reached, which is to determine the best team(s).

If there is a tie in the ranking between two or more team, all these team are subject to the following points:

- For each criterion, only the teams tied are kept until only one criterion determines the first team.
- When the first team has been identified or eliminated, a second tiebreaker must be restarted with the tied teams from the first criterion to determine the second team if necessary and so on.
 - A. The highest number of points.
 - B. The highest number of victories.
 - C. Fewest goals against.
 - D. Most goals for.
 - E. By random draw.

OFFICIALS

The Girls Hockey Celebration is committed to the development of hockey officials and the Celebration serves as a development and coaching event for our young officials in Quebec.



It should be noted that during some games, it could have a mentor or a shadow on the ice to supervise the officials. They could intervene if necessary, otherwise, they will be present only for the supervision of the officials.

Be patient and respectful.

Please share this information with your coaches, players and parents.

HAPPY CELEBRATION!

