

CODE OF CONDUCT (COACHES/SPECTATORS)

Coaches, players and spectators must never verbally abuse an official from the bench, on the ice or from the stands. Anyone that is identified as doing such will be removed from the arena without question.

LOCATION (Levels 4,3&1)

St. Croix Valley Recreational Center
1675 Market Drive
Stillwater, MN 55082

Lumberyard Hockey and Sports Center
1650 Washington Avenue
Stillwater, MN 55082

GAMEPLAY

- Score will not be kept
- 3:00 Warm Up
- Two 25:00 halves
- 1:00 intermission
- 2:00 for handshake

Level 3 and 4

- 5 v 5, full ice plus a goalie; intermediate nets to be used
- Each team to provide one coach on ice to facilitate fair play
- Offsides and icing will be called; teams are encouraged to play within the spirit of the game
- Scored Goal: Scoring is not kept – the coach will assist players in scooping the puck out of the net; the scoring team should back up to the center of the ice
- Puck Frozen by Goalie: Offensive players must clear the zone (behind the blue line) before attacking; all players must tag up before any attacking player re-enters the zone
- Penalties are not called. If a coach observes a penalty, the infraction should immediately be explained. Coaches may remove a player from the ice if a penalty is flagrant and/or dangerous and immediately replace them with a teammate for the remainder of the current shift.
- Line changes differ between Level 3 and 4
 - **Level 3: Buzzer every 1:30** (players must leave puck where it is and skate off the ice; first infraction is a warning, second results in a penalty shot)
 - **Level 4:** All changes will be **on the fly**

Level 2

- 4 v 4, half ice plus a goalie; intermediate nets to be used
- Each team to provide one coach on ice to facilitate fair play
- Scored Goal: Players must tag up; all players must tag up before any attacking player re-enters the zone
- Puck Frozen by Goalie: Offensive players must clear the zone (behind the blue line) before attacking; all players must tag up before any attacking player re-enters the zone
- Buzzer every 1:30; 22:00 halves when played at Lumberyard

Level 1

- 3v3 cross ice plus rotating skater as goalie; intermediate nets to be used
- Each team to provide at least one coach one ice to facilitate and coordinate fair play and assist in team movements
- Four 18:00 mini games, buzzer every 1:30, 4:00 transition time between games

Please contact mitedirector@stillwaterhockey.net for any questions!