

DPYH Spring Hockey - Clock/Music Guidelines (2021)

Overview - DPYH spring hockey is intended to be a fun session of “organized pond hockey” for kids to play the game in a care-free environment. Adjustments will be made to ensure fun and competitive environment for all players. Clock operator expectations focused on ensuring games progress

- Mites:
 - Ice time from 5:30 - 6:20 (Monday)
 - Allow 3-5 minutes for kids to get on ice and coaches setup temporary black barriers
 - Start with 12 minute run time periods, blowing horn in 90 second intervals to allow for shift change
 - 1 minute break in between periods (or as needed by coaches)
 - 3rd period can be moved to 15 minutes if time allows (or coaches can chose to do shoot-out or something “fun”
 - Coaches to determine if they would like music playing during games at Mite level (may not want it to provide guidance to players)
 - Goalies anticipated, but can use “little nets” if needed
- Squirts:
 - Ice time from 6:30 - 7:35 (Monday)
 - 5 min warm-up (can start early if teams/goalies appear ready)
 - 15 min run time periods / 90 second break between periods / clock stop for injuries, etc. – shootout or extended play if time allows
 - Coaches to determine if music played (or want to be able to provide on-ice guidance)
 - Coaches recommended to be “on ice” in order to support positioning of players
 - This will be first opportunity for many players who just completed Mite hockey, and will need guidance on off-sides, player positioning, etc.
 - Officiating - Mix of current accredited PeeWee & Bantam aged officials, partnered with players not yet accredited but interested in becoming referees
 - Allows for coaches to focus on individual player guidance
 - Bench coaches or parent assistance likely needed for opening doors
 - Face-offs after goals scored (to be altered by coaches if desired to speed game play)
- PeeWee
 - Ice time from 5:30 - 6:35 (Wednesdays)
 - 5 min warm-up (can start early if teams/goalies appear ready)
 - 15 min run time periods / 90 second break between periods / clock stop for injuries, etc. – shootout or extended play if time allows
 - Music played on rink entire time
 - Officiating - Mix of current accredited Bantam & High School aged officials, partnered with players not yet accredited but interested in becoming referees
 - Allows for coaches to focus on individual player guidance

- Bench coaches or parent assistance likely needed for opening doors
- Face-offs after goals scored (to be altered by coaches if desired to speed game play)
- Bantams
 - Ice time from 6:45 - 7:50 (Wednesdays)
 - 5 min warm-up (can start early if teams/goalies appear ready)
 - 15 min run time periods / 90 second break between periods / clock stop for injuries, etc. – shootout or extended play if time allows
 - Music played on rink during entire time
 - Officiating - Mix of current accredited High School aged officials, partnered with players not yet accredited but interested in becoming referees
 - Players jump boards or open doors themselves
 - 1 coach on each bench to monitor teams and address any injuries
 - No shoulder checking - Hip checks only (reminder of scrimmage aspect)
 - Face-offs after goals scored (to be altered by coaches if desired to speed game play)