

# 2019-2020 Novice Competitive Proposal

## Proposed League Options

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### Teams (as of August 7, 2019)

Carleton Place

Clarence Rockland

Cornwall

Gloucester Cumberland

Kanata

Kemptville

Nepean

Ottawa

Russell

### Proposed 2019-20 Novice Competitive Program

League	2019-20 Program
League	Ottawa District Women's Hockey Association
Tiering	Novice Competitive
Number of Games	24 League games following seasonal structure in figure 1 below
Roster Size	Recommended minimum of 10, maximum of 18
Tryouts	As per Hockey Canada guidelines
Goalies	Assign or rotate Goalies

League	2019-20 Program
Season Structure (figure1)	Development Phase ... September 16 – October 21 <ul style="list-style-type: none"> <li>● 12 Practices</li> <li>● 2 half Ice Games</li> <li>● 1 Jamboree/tournament</li> </ul> Regular Season Phase ... October 21 – January 14 <ul style="list-style-type: none"> <li>● 24 practices</li> <li>● 14 half ice games</li> <li>● 1 Jamboree/tournament</li> </ul> Transition Phase (Full Ice Games) ... January 15-March 29 <ul style="list-style-type: none"> <li>● 6-8 practices</li> <li>● 8 Full Ice Games</li> <li>● 1 Full Ice jamboree/tournament</li> <li>year-end jamboree/tournament</li> </ul>
Playoffs	As per OWHA policy no playoffs for the novice division
Game Length	<ul style="list-style-type: none"> <li>● 3 min warmup</li> <li>● 2 Halves (23 min)</li> <li>● After January 15 regular full ice hockey rules (for teams with some 8yr old novice players)</li> </ul>
Shift Length	<ul style="list-style-type: none"> <li>● 60 sec shifts change on buzzer</li> <li>● After January 15 regular full ice hockey rules (for teams with some 8yr old novice players)</li> </ul>
Change of Possession	<ul style="list-style-type: none"> <li>● Face off start of each half</li> <li>● Goalie freezes the puck – blow whistle</li> <li>● Puck shot out of play – non-offending team new puck</li> <li>● Penalties – non-penalized team gets possession</li> <li>● After January 15 regular full ice hockey rules (for teams with some 8yr old novice players)</li> </ul>
Officiating	<ul style="list-style-type: none"> <li>● ½ Games - 1 official</li> <li>● After January 15 full ice - 2 officials (for teams with some 8yr old novice players)</li> </ul>
Penalties	<ul style="list-style-type: none"> <li>● Minor penalty – Noted by official to coach player will skip a shift (still 4 on 4)</li> <li>● Major penalty – removed from remainder of that game (still 4 on 4)</li> <li>● After January 15 regular full ice hockey rules (for teams with some 8yr old novice players)</li> </ul>
Scoring	<ul style="list-style-type: none"> <li>● Scores not recorded</li> <li>● After January 15 regular full ice scores kept but goal scorer not recorded</li> </ul>
Tournaments/ Jamborees	<ul style="list-style-type: none"> <li>● Limited to 3 Tournament/Jamborees and a year-end jamboree / tournament</li> </ul>

## Proposed Seasonal Structure

<b>SEASONAL STRUCTURE</b>			
<i>Weeks</i>	<b>September to October 21</b>	<b>October 22 to January 14</b>	<b>January 15 to March 29</b>
<b>Phase</b>	<b>Development Phase</b>	<b>Regular Season Phase</b>	<b>Transition Phase</b>
<b>Ice Set-up</b>	<b>Half Ice Games</b>	<b>Half Ice Games</b>	<b>Full Ice Games</b>
<b>Balance</b>	<b>25% of the Season</b>	<b>50% of the Season</b>	<b>25% of the Season</b>
<b>Volume</b>			
<i>Weeks (26)</i>	<b>6 Weeks</b>	<b>12 Weeks</b>	<b>8 Weeks</b>
<i>Practices (42)</i>	<b>12 Practices</b>	<b>24 Practices</b>	<b>6-8 Practices</b>
<i>Games (24-30)</i>	<b>2 Games</b>	<b>14 Games</b>	<b>8 Games</b>
<i>Jamborees/Tournaments (3)</i>	<b>1 Jamboree</b>	<b>1 Jamboree</b>	<b>1 Jamboree</b>

*Fig.1 Novice Program Proposal*

## Rules for Half Ice Novice Game Play

The rules for half-ice novice game play have been created to maximize player engagement by increasing opportunities to interact with the puck and other players.

A simplified version of the game allows younger players to focus on elements of the game they enjoy most.

### Playing Rules

- 4 vs. 4 player format
- Each team is required to have one goaltender
- Three-minute warm-up

### Rink set-up:

- One set of barriers
- Game length – 50 minutes
- Two 23-minute halves
- Shift length – 60 sec in duration with an automatic buzzer or whistle sounding to indicate players change. The clock continues to run throughout the 23-minute half
- If two games playing both games are synchronized
- Officials work together to keep the games synchronized

- If there are fewer than four players on the bench, the active player designated to stay out for the following shift must tag up at the bench prior to continuing play
- There will be two face-offs during the game:
  - The first face-off will start the game.
  - The second face-off will start the second half.

## **Shifts**

- Player shifts will be 60 seconds in length. A buzzer or whistle will sound to signal line changes. On the buzzer/whistle sounds, players must relinquish control of the puck immediately and vacate the ice. The new players enter the ice immediately.
- Failure to immediately relinquish control of the puck or new players entering the ice surface prematurely may result in a penalty (see below) for the offending team.

## **Change of Possession**

- Goaltender freezes the puck – the official blows the whistle to indicate the attacking team backs off and defending team gets possession.
- Puck shot out of play – the offending team backs off and the official gives the nonoffending team a new puck.

## **Penalties**

- Minor penalties are noted with the official briefly raising their arm to indicate a penalty will be assessed. At the conclusion of the shift, the official notifies the coach of the infraction and the number of the offending player.
- If the offending team controls the puck after the infraction, the official blows the whistle and calls for a change of possession; the non-offending team is given room to play the puck (three-metre cushion).
- The offending player will sit out the next shift, but the team will play even strength.
- Should an infraction occur that would normally require a player to be ejected from the game (game misconduct, match penalty or gross misconduct), the player will be removed from the remainder of that game. Even under these circumstances, teams will not play shorthanded and a game incident report will be required and sent to the OWHA.

