



Novice (7-8) Half-Ice Perspective of Officials

Note: This document is based on the full Hockey Manitoba document with a focus on officials.

Division of the Ice

The ice will be divided into two parts: a half-ice game and a half-ice development zone. Referees are only concerned with the half-ice game.

Basic Rules

These are basic rules regarding the format and structure for Novice half-ice games:

- The half-ice game will be played 4 vs. 4 (skaters) and 1 goalie from each team
- Games are 2 x 24-minute periods (teams switch ends after 1st period)
- The visiting team defends the net on the center red line in the 1st period
- Officials will “draw” a faceoff dot in the approximate middle of the ice for all face-offs at the beginning of each 2 minute shift
- Each team has 8 players in the Game Zone at all times (4 on-ice, 4 on the bench)
- The remaining players are in the Development Zone Shifts
- Shifts are 2 minutes running time; continuous play within each shift
- Buzzer is sounded to signify a shift change every 2 minutes, clock always runs.
- A face-off will take place at the start of every shift at the “drawn” face-off dot.
- After a 4-shift segment (8 minutes), players in the game switch with the players in the development zone.
- There are NO icing or offside calls. Keep score, but do not track goals and assists. Goalies may only be pulled in the last shift of any game.

What happens for puck out of play, goalie freezing puck or goal scored?

- Puck shot out of play: blow whistle, offending team backs off, non-offending team gets possession;
- Goalie freezes puck/Goal Scored: Official blows whistle, attacking team backs off and defending team gets possession
- In all cases, "backing off" will require the offensive team to move back to the ringette line (or top of circles). The defensive team must wait for the official to indicate they can begin their attack, and must start with the puck on or behind their goal line. Both teams resume play on the officials' signal.

What happens for penalties?

- Follow standard delayed penalty procedures (goalie can't be pulled on delay)
- Official stops play, identifies offending player, escorts player to penalty bench.
- The 2nd official gives possession to non-offending team.
- The penalty is the remaining shift time or a goal against the short-handed team.
- Remember, calling penalties in Half-Ice hockey is chaotic because the kids usually just keep going once they are given the puck. Do your best, remove the offending player, and get back into the play.