

Referee L1

Module 8.2.3

2025 2026

On-Ice official
Level 1



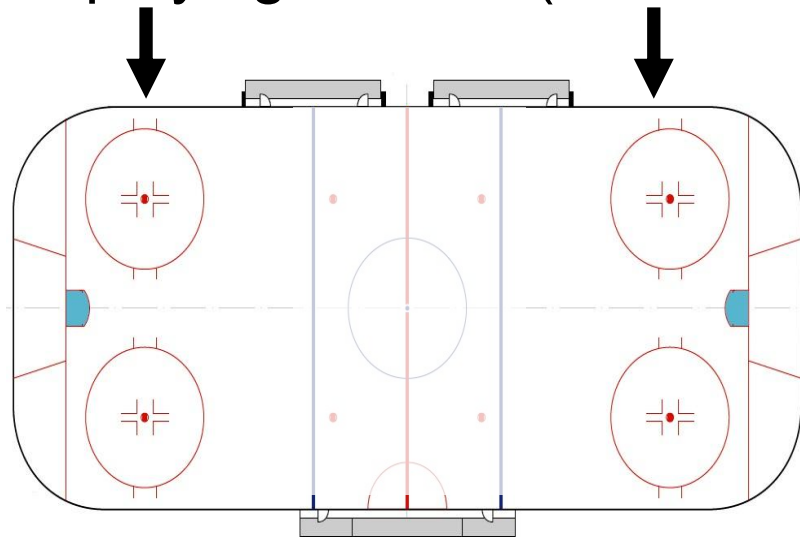
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M 8.2.3 Setup and playing formats U12

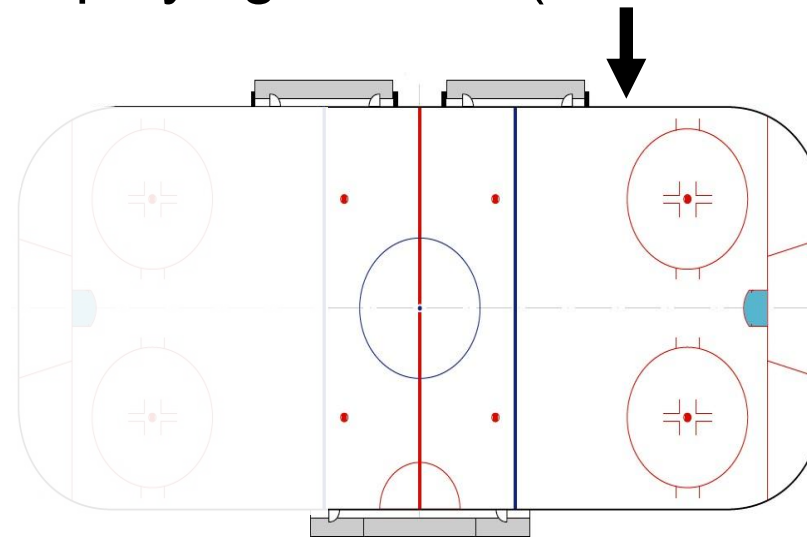


U12 Playing area

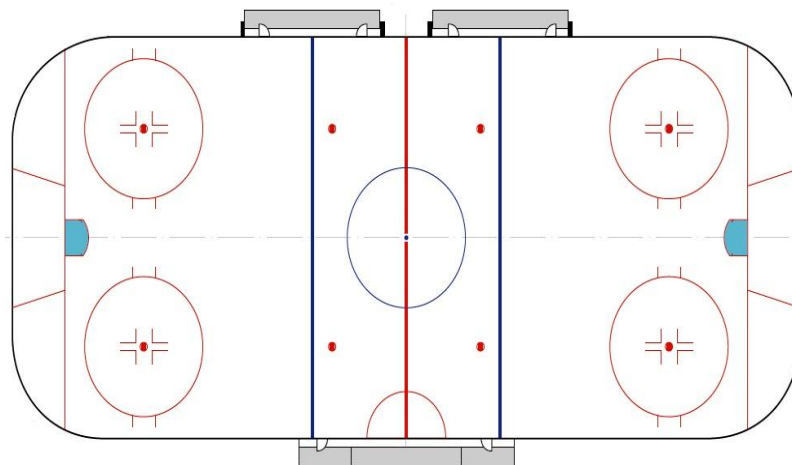
1/3 playing surface (20m x 30m)



2/3 playing surface (40m x 30m)

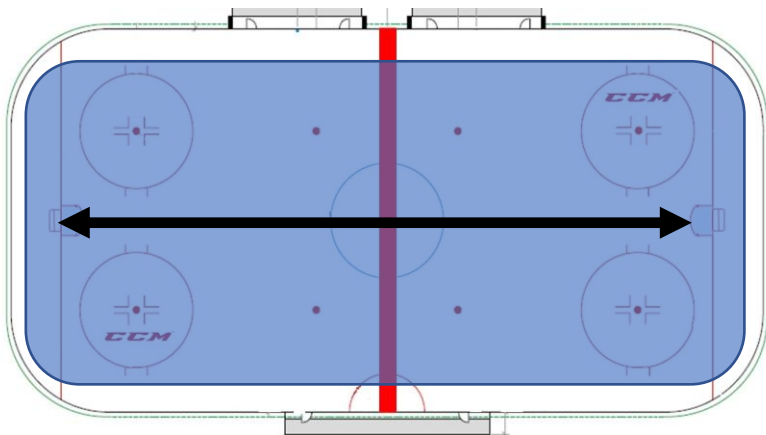
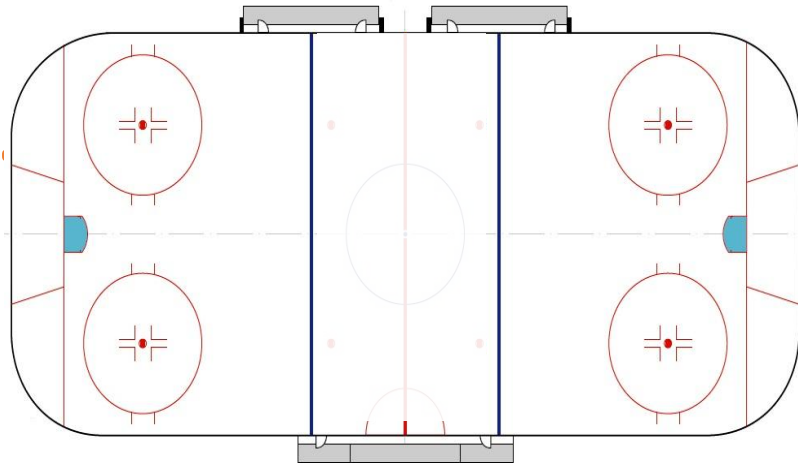


Full ice



Small ice area, why?

Small ice vs full ice



Changes of direction per player

Pass recieved per player

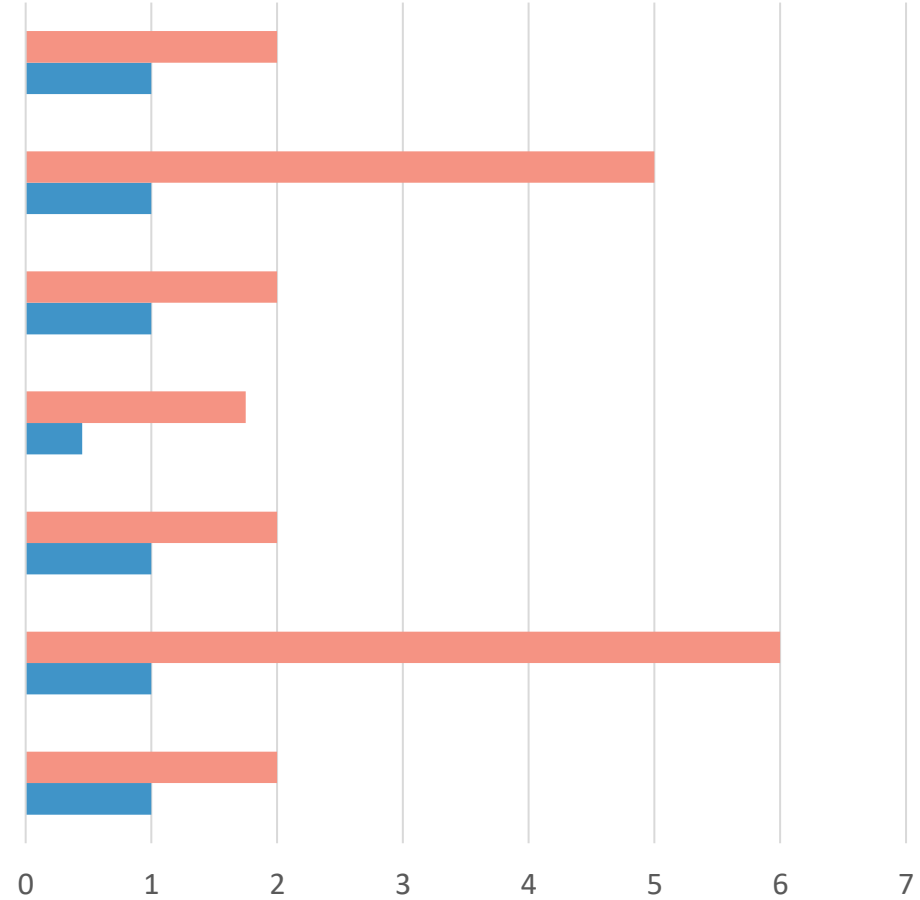
Pass attempts per player

Shots per minute on goalie

Puck touches per player

Player shots on goal

Puck Battles / body contact



Small ice Full ice



Goal frame and goal crease

- normal sized goal frame (122cm x 183 cm)
- to be used when playing with goaltenders.
- The goal crease should be outlined for all categories using the normal size frame
- The Goal crease is to be drawn with a suitable “ice marker”



U12 Playing area

- Field dividers
- Black Puck 156-170 gr
- Nets, Ice



Framework for U12 – 3vs3 on 1/3 surface

From start season
until 31st of december

Rule 1 : Teams

1.1 Player

- Each team plays with three **(3) skaters** and one **(1) goaltender** per playing surface.
- If the game is played without goaltenders, each team will still play with **3 skaters**.
- The goaltender **can never be replaced** by one (1) extra skater.



Framework for U12 – 4vs4 on 2/3 surface

From start season
until 31st of december

Rule 1 : Teams

1.1 Player

- Each team plays with four **(4) skaters** and **(1) goaltender** per playing surface. one
- If the game is played without goaltenders, each team will still play with **4 skaters**.
- The goaltender **can never be replaced** by one (1) extra skater.



Framework for
U12 – 5vs5 Full
ice

Off –side

NO Icing

IIHF - Rulebook

From 1st of januari
until end season

Rule 1 : Teams

1.1 Player

- Each team plays with five **(5) skaters** and **(1) goaltender** per playing surface. one
- If the game is played without goaltenders, each team will still play with **5 skaters**.
- The goaltender **can never be replaced** by one (1) extra skater.



Framework for U12 – X vs X on different surfaces

Rule 1 : Teams



1.2 Coach/Team leader

- Each team shall have at **least 1 Coach/Team leader** per playing surface who is responsible for his or her players.
- The Coach/Team leader is responsible for leading/ coaching his players

and

- to help restore and position the boards/dividers if moved during the game.



Framework for U12 – X vs X on different surfaces

Rule 1 : Teams

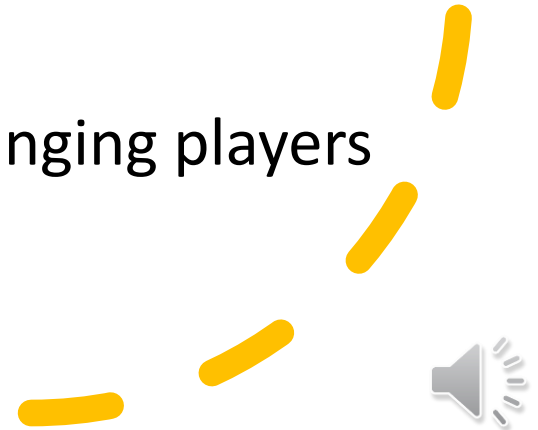
1.3 Player changes

The coach/Team leader of each team in a game is responsible for overseeing the player changes procedure in the game.

- Players are not allowed to enter the playing surface and participate in the game until the other player has entered the changing area

and

- have made a clap/bump with the changing players hand indicating the change



Framework for U12 – X vs X on different surfaces

Rule 2 : Referee



2.1 Referee

- For each game, the organizing club shall appoint 1 referee who oversees one game, or 2 referees on full ice
- The Referee should be (at least) 1 Coach/Team leader from the home and/or the away team or an Official Level 1 referee who's educated for this type of framework.
- It is recommended that each playing surface has two (2) referees, i.e., 1 from each participating team.

Framework for U12 – X vs X on different surfaces

Rule 2 : Referees



2.2 The referees' duties and responsibilities

- The referee is responsible to assure that the game is played in compliance with the framework of the games
- and
- should have contact with the team's coaches/team leaders, during the game, if something occurs with the players or with the playing surface and its equipment.



Framework for U12 – X vs X on different surfaces

Rule 2 : Referees



2.3 Referees' equipment

Each Referee must minimal be equipped with:

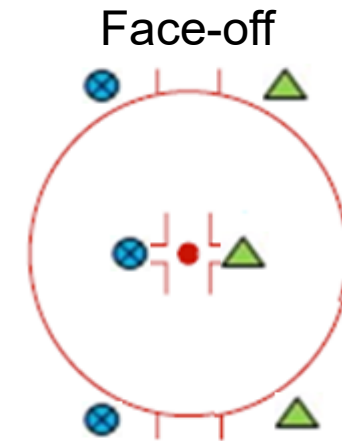
- A whistle
- **Helmet** with half visor
- Neck protection
- Skates
- (Extra pucks for each game can be put on top of each Goal)
- For safety and visibility, Full referee equipment is advised.
- **FULL ICE = FULL Referee EQUIPMENT**



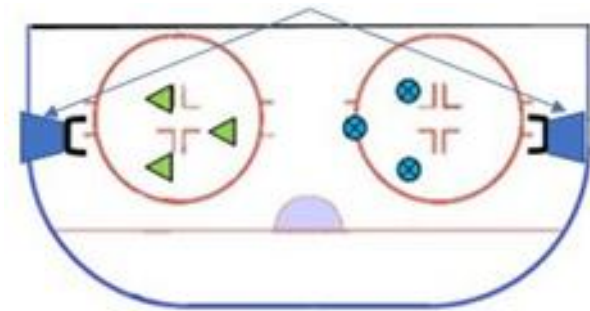
- **Rule 4 : Starting up the game**

- **Start of the game** - Generally, when the game is to be started, the main objective is to get started **as quickly and safely as possible**. The game should be started either by:

- ✓ **Face-off**: Two players line up against each other for a face off at the center of the playing surface and with the remaining players in the team behind their teammate.

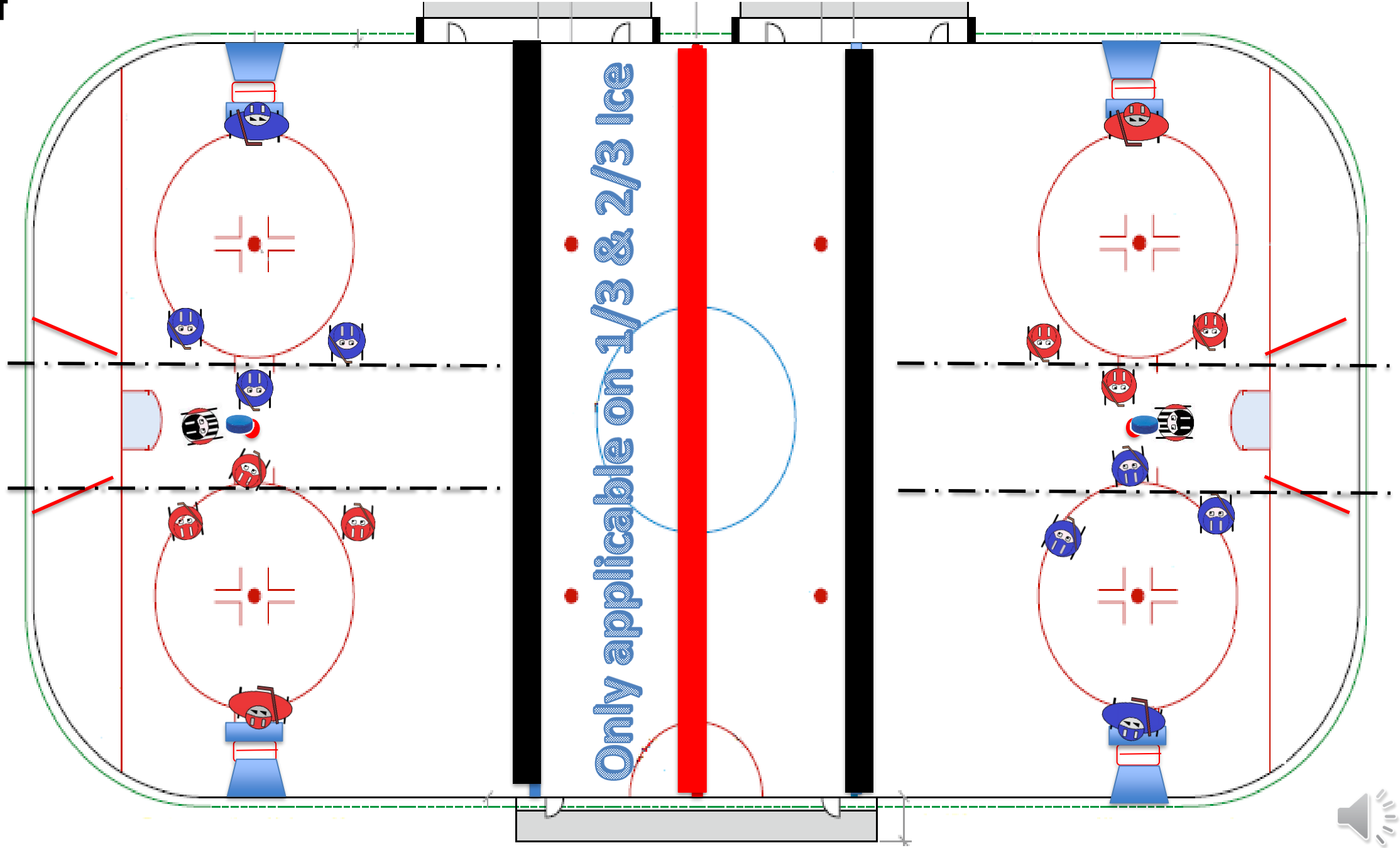


- ✓ **Start-up**: The game leader uses a new puck that is dropped in one of the two drop zones* behind each goal.

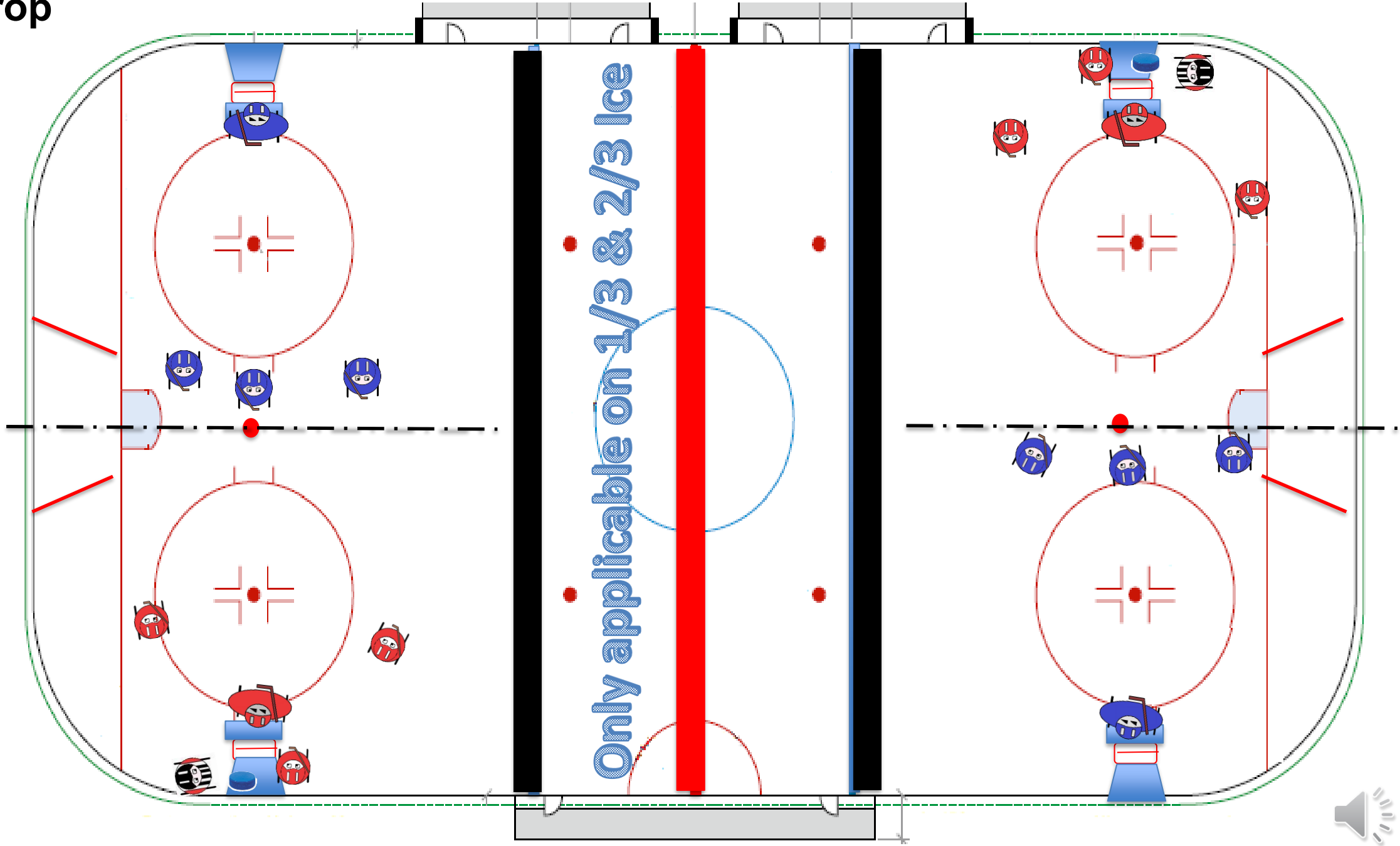


*Drop zones

Face-off



Puck Drop



Only applicable on 1/3 & 2/3 Ice

- **Rule 4 : Starting up the game**

4.1 Stoppage after a goal is scored

When a goal has been scored,

- the team that scored should immediately move towards its own goal
- and give the opponents an opportunity to obtain puck possession and start playing from, their **drop** zone.
- When the team started to play the puck, the opponents can attack



- **Rule 4 : Starting up the game**

4.2 Stoppage after an infraction

- When an infraction happens in the game
- The game Referee impose the penalty
- The player take place in players' bench
- The punished team plays shorthanded until the end of the next shift
- We restart the game with a face off

I

Only applicable on 1/3 & 2/3 Ice

- **Rule 4 : Starting up the game**

4.3 Stoppage after goaltender blocking the puck

if the goalie blocks the puck, the game leader blows the whistle and **drops** a new puck into the box.

- The attacking team should immediately move towards their own goal and
- When the other team started to play the puck, the opponents can attack.

B



Only applicable on 1/3 & 2/3 Ice

- **Rule 4 : Starting up the game**

4.4 Stoppage after that the puck is out of the playing surface

If the puck is pushed off the court,

➤ the referee should blow the whistle
and

➤ give non-offending teams puck possession by dropping
the puck in their **drop** zone.

If the puck hits the safety net around the rink and bounces
back onto the playing surface, the game should **not be stopped**.



- **Rule 4 : Starting up the game**

4.5 After player changes –

No signal will be given to indicate a player change.

Skaters will do changes during game time as indicated in 1.3.



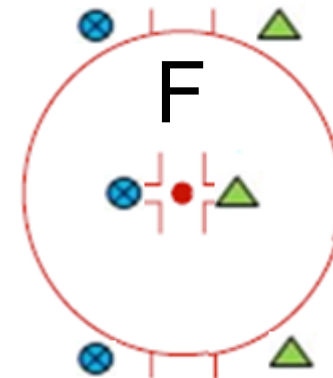
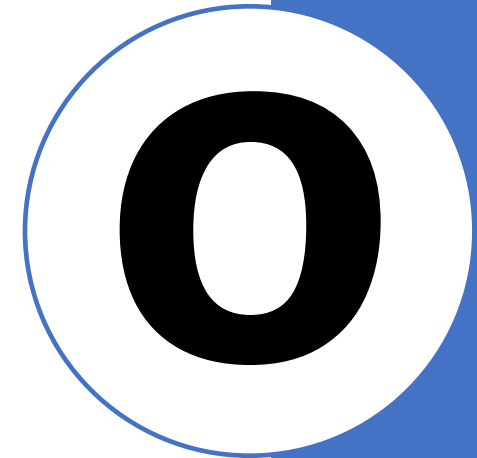
Only applicable on 1/3 & 2/3 Ice

- **Rule 4 : Starting up the game**

4.6 Other stoppages

If the game is stopped for any reason not mentioned before,

- the referee should conduct a **face** off at center of the playing surface.



Only applicable on 1/3 & 2/3 Ice

- **Rule 4 : Starting up the game**

The Referee stops the game by blowing the whistle when:

Goal scored

D

Infraction

F

Blocking the puck by the goalie

D

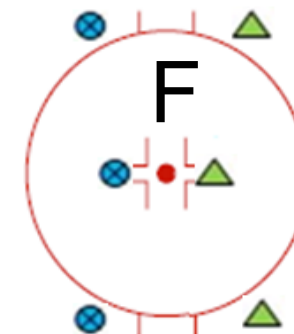
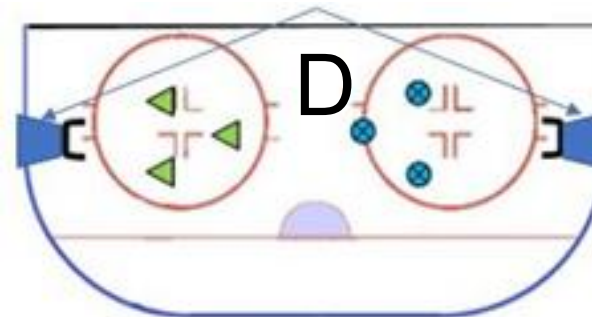
Out of the playing surface (puck)

D

Change of players (puck stays on the ice)

F

Other stoppages



Rule 5 : Physical contact

5.1 Allowed physical contact

- A player should be using its **stick to play the puck** and conquer puck possession from an opponent.
- Physical contact may occur between players in the games and is okay if the contact is not of a character described under 5.2.



Rule 5 : Physical contact

5.2 Not allowed physical contact

A not allowed physical contact is a contact that occurs when a player;

1. Uses his body to stop the opponent without playing the puck with the stick. (interference)
2. Tackles an opponent with the body or any part of his equipment (tripping)
3. Jumps in too a player (charging)
4. Pushes a player (roughing)
5. Hits a player or try to hit a player with the stick or hands (slashing / roughing)



Rule 5 : Physical contact

5.2 Not allowed physical contact

A not allowed physical contact is a contact that occurs when a player;

6. Trips a player with his stick or body (tripping, clipping)
7. Hits a player against the boards (boarding)
8. Holds an opponent with his body or hands (Holding)
9. In any way plays dangerously (recklessly endangerment, high stick, spearing, but-ending, kicking...)
10. Hits or tackles an opponent when the player does not have the puck (interference, late hit)



Framework for
U12 – 5vs5 Full
ice

Off –side

NO Icing

IIHF - Rulebook

From 1st of januari
until end season

U12 – Full Ice

IIHF rulebook exceptions;

Icing;

- No icing will be called

Penalties;

- All penalties during until the end of the next shift
- Punished player takes place in the player bench

Time out;

- No time outs

Time rules

- Playing time adapted on rink possibilities

The **Referee** is responsible for **removing players** from the game who repeatedly play in a dangerous and/or disrespectful way.

Rule 6 : Player not following the framework

If a player is making (not allowed) physical contact as described in 5.2,

➤ plays in a dangerous or reckless manner,

or

➤ through conduct or language does not live up to the spirit of fair play and respect,

the game leader shall blow the whistle and stop play and point at the fouling player.



Rule 6 : Player not following the framework

- When an infraction happens in the game
- The game Referee impose the penalty
- The player take place in **players'** bench
- The punished team plays shorthanded until the end of the next shift
- We restart the game with a face off



Rule 6 : Player not following the framework

The **Referee** is the (only) one who determines whether the player is not playing accordingly to the framework

And

The **Referee** should have a good connection with both **Coaches/Team leaders** and **communicate** in all situations.



The **Referee** is responsible for removing players from the game who repeatedly play in a dangerous and/or disrespectful way.



Rule 7 : Goals

7.1 Scoring a goal

The referee should indicate the scoring of a goal

- if a player plays the puck with his stick and the puck **crossed the goal line completely**

(goal line can be drawn with the same marker we draw the crease)





Goals DO NOT need to
be reported or recorded
with a time/score
keeper.



Goal: The puck is completely over the line, not on the line



Rule 7 : Goals

7.2 Disallowed goal

A goal **cannot** be allowed if:

- ✓ The skater uses the stick **above the shoulder height**
- ✓ The skater makes **contact** with or **runs over the goaltender**
- ✓ The skater uses something **other than his stick** to score
- ✓ The **goal frame** is moved **out of position**
- ✓ **For FULL ICE see IIHF Rulebook**



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