



Kemptville District Minor Hockey Association



U7 Exhibition Games Policy

(Aligned with Hockey Canada Timbits Program Guidelines)

1. Purpose

The purpose of this policy is to ensure that exhibition games for U7 teams are developmentally appropriate, aligned with Hockey Canada Long-Term Player Development (LTPD) principles, and structured to prioritize skill development, fun, and age-appropriate competition.

2. Guiding Principles

- U7 hockey is focused on skill development, fun, and player engagement, not standings or results.
- Game play should complement practice time and not replace it.
- All games must follow half-ice game formats in accordance with Hockey Canada guidelines.
- Exhibition games are intended for player development, not competitive advancement.
- Jamborees are intended for player development, not competitive advancement and count for 1 exhibition game.

3. Seasonal Structure Reference

This policy is based on Hockey Canada's recommended U7 seasonal structure:

- **Camp/Evaluation Phase**
 - Duration: Camp and Evaluation Ice times
 - Exhibition Games: None
 - Jamborees/Festivals: None
- **Development Phase**
 - Duration: Sept 1 to Nov 30th
 - Exhibition Games: None
 - Jamborees/Festivals: None
- **Regular Season Phase**
 - Duration: Dec 1 to December 31
 - Ice Setup: Half-Ice
 - Games: Up to 3
 - Jamborees/Festivals: 1
 - Source: HEO U7 Policy: U7 groups are permitted to play cross ice matchups against other Associations within HEO commencing no earlier than November 30th. U7 groups are not permitted to play against groups outside of the HEO jurisdiction (see Section D)
- **End-of-Season Phase**
 - Duration: Jan 1st to end of season
 - Ice Setup: Half-Ice



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- Games: Up to 9
 - Jamborees/Festivals: 2
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4. Exhibition Games Definition

An **exhibition game** is defined as any non-league, non-sanctioned fun game or scrimmage played against another association or internal team that is not part an approved jamboree/festival.

Internal exhibition games may be played when two teams are scheduled to share the ice. Teams may not abandon their own scheduled practice to join another team's ice time for the purpose of playing an exhibition game. However, teams are permitted to switch ice times with another team if both teams mutually agree. All ice-time swaps must be coordinated by the coaches of the respective teams. Once agreed upon, an email confirmation must be sent to the U7 Convenor and the Ice Convenor for approval and record-keeping. An internal exhibition game is considered an exhibition game if it is played for the full duration of the scheduled ice time. It is not considered an exhibition game if it is limited to the final 15 minutes (or less) of the scheduled ice time.

5. Exhibition Games Limits

To maintain appropriate development balance:

a) Prep/Evaluation

- No exhibition games.
- No tournament-style events (Jamborees) are permitted during this phase.

b) Development Phase – Sept 1 to Nov 31

- No exhibition games.
- No tournament-style events (Jamborees) are permitted during this phase.

c) Regular Season Phase – Dec 1 to Dec 31

- Teams may play a maximum of 3 exhibition games
- Teams may play a maximum of 1 jamboree
- Exhibition games during this phase must:
 - Use half-ice ice configurations
 - Follow Hockey Canada U7 rules
 - Provide equal ice time for all players
 - No keeping official standings or scores
 - Maintain a fun-first, development-focused environment



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- One coach from each team must be on the ice to officiate the game and ensure player safety.

d) End-of-Season Phase– Jan 1 to End of season

- Teams may play a maximum of 9 exhibition games
- Teams may play a maximum of 2 jamborees
- Exhibition games during this phase must:
 - Use half-ice ice configurations
 - Follow Hockey Canada U7 rules
 - Provide equal ice time for all players
 - No keeping official standings or scores
 - Maintain a fun-first, development-focused environment
 - One coach from each team must be on the ice to officiate the game and ensure player safety.

d) Total Seasonal Maximum

- A U7 team may play no more than 12 exhibition games total across all phases of the season.

6. Approval Process

- All exhibition games must be pre-approved by the President (or designated authority) submitted via travel permit.
- Exhibition **HOME** game requests must be submitted at least 10 days in advance and include:
 - Opponent association
 - Date, time, and location
 - Confirmation of half-ice format
- Games not approved in advance will be considered unauthorized and may result in sanctions.

7. Game Format Requirements

All exhibition games must:

- Use half-ice ice configurations
- Follow Hockey Canada U7 rules
- Provide equal ice time for all players
- No keeping official standings or scores
- Maintain a fun-first, development-focused environment



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- One coach from each team must be on the ice to officiate the game and ensure player safety.
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8. Compliance and Enforcement

- Teams exceeding exhibition game limits or failing to obtain approval may face:
 - Loss of future exhibition privileges
 - Review by the KDMHA Discipline Committee
 - Possible coach sanctions under KDMHA policy
- Repeated non-compliance may result in further disciplinary action.