

Name: _____

Class: _____

Ice Time

GRADES 6-8

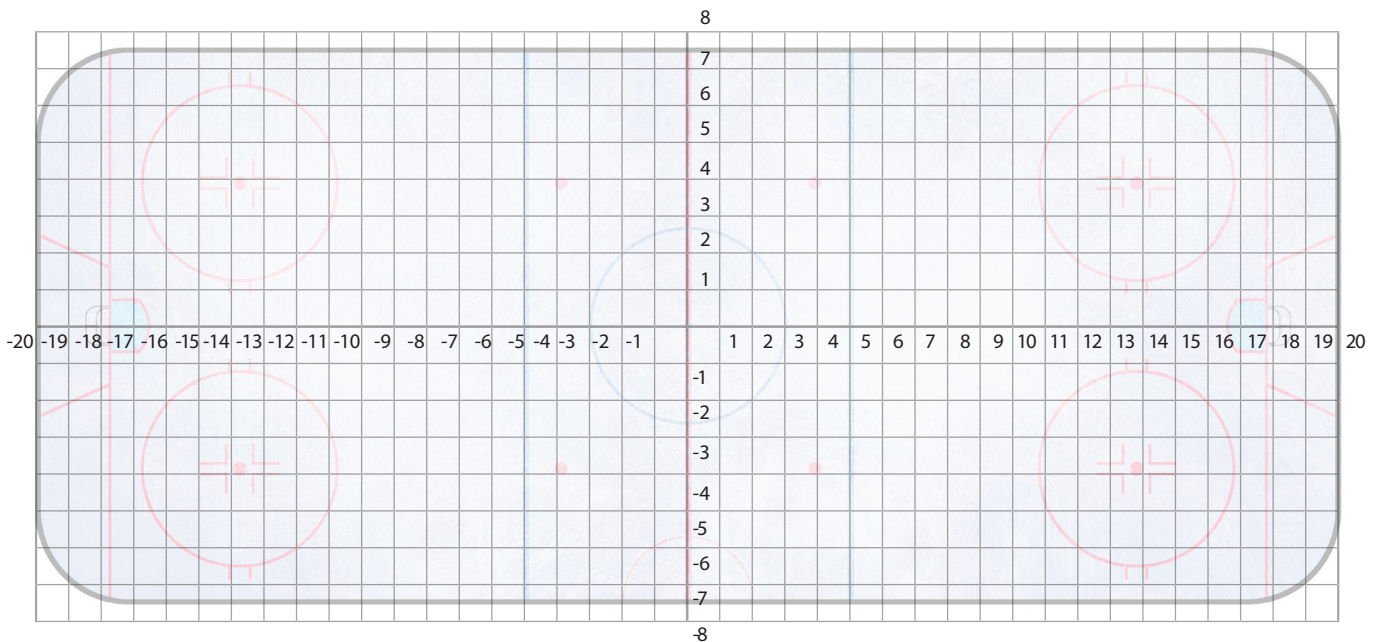
Explore

Draw a line connecting the ice marking to its corresponding rule.

Ice Marking	Rule
Center Line	Used to separate the ice into three zones: offensive, defensive, and neutral
Dots	Used for face-offs: marks where the players can position themselves
Blue Lines	Used to judge icing
Circles	Used to judge goals
Goal Line	Used for face-offs

Elaborate

1. What ice marking can be found at (10, 1)?
2. What ice marking can be found at (0, -5)?
3. What two ice markings can be found at the origin (0, 0)?



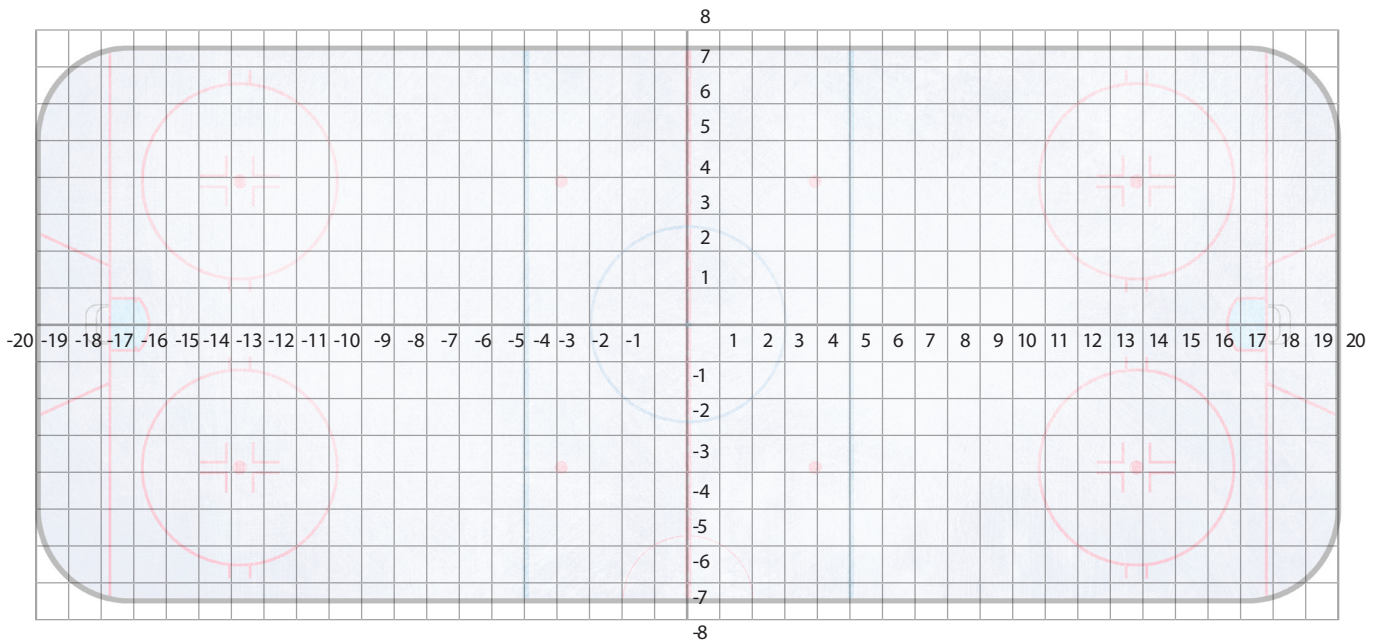
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Evaluate

Use the coordinate plane to find the distance between the ice markings by finding the absolute value.

1. Find the distance between the blue lines at $(-5, 2)$ and $(5, -2)$.
2. Find the length of the goal line using $(-18, 7)$ and $(-18, -7)$.
3. Find the distance a player would have to skate to go from one goal line $(-18, 4)$ to the other $(18, 4)$.



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Evaluate

Use the coordinate plane to find the distance between the ice markings by using the Pythagorean Theorem.

1. Find the distance between the face-off dots at $(-14, -4)$ and $(14, -4)$.
2. Find the distance a player would have to skate from the goal line at $(-18, -3)$ to the center line at $(0, 5)$ to avoid an icing penalty.
3. Find the distance a player would have to shoot the puck for it to go from the face-off dot at $(14, 4)$ and the goal at $(18, 0)$.

