

Belleville Minor Hockey, in consultation with Hockey Canada, the Ontario Minor Hockey Association and The Athletics Canada Long Term Athlete Development Model, have created a framework for ensuring appropriate fair play at all levels of rep hockey in our Association, and the further retention of players within the game of hockey and our Association.

It is our core belief that all players can develop the necessary skillsets and game awareness if given the time and opportunity to develop. At the base of this belief is the notion that players will develop at different rates and in different ways, and therefore this policy will reflect a gradual release of responsibilities for our coaches as they coach at higher levels.

Children at different developmental levels do not have the thinking capacity to understand why they are not chosen for specific situations and can fall into a self identity that could hamper their development for the remainder of the career in hockey. For example, a player under the age of 11, after repeatedly not being sent out for the “power play” or “penalty kill,” will identify that so and so is better than they are, and that they are not good enough to play during those times. When children come to an understanding of their developmental age and abilities (self awareness stage), they can understand that so and so is faster and a little bit stronger than they are, and therefore that is a good role for them. Coaches must also be careful to ensure that players understand what is said when they say: “Players who work hard all game will have the opportunity to play at the end.” Coaches are cautioned to be extremely careful with this notion, as players might be giving 100% of what they have on a given day, and feel good about themselves, however they do not receive that playing time at the end of the game. This can be extremely detrimental to their development as athletes. Players should have the opportunity to define and contribute to an understanding of what “hard work” and strong play looks like.

<p><b>U8 &amp; U9 - “Fundamentals Phase”</b></p> <p><b>“Winning will come second to developing player skill sets, mindsets and a love of the game.”</b></p>	<ul style="list-style-type: none"> <li>- All players will receive “equal* ” ice time (“roll the lines”) all of the time. **</li> <li>- Power plays and penalty kills should include “all” eligible players.</li> <li>- <b>All players on the team will play in the last 5 minutes of a game.</b></li> <li>- Overtime situations, should they arise, will be played in the same fashion as above.</li> <li>- Goalies should play 50% of the time. (coach/goalie parents to decide half games, or alternating games)</li> </ul>
<p><b>U10 – U12- “Learn to Play Phase”</b></p> <p><b>“Winning will be secondary to developing skill, teamwork, and a sense of self as a player.”</b></p>	<ul style="list-style-type: none"> <li>- All players will receive “equal” ice time throughout the season (“roll the lines”) **</li> <li>- All players will be given consideration throughout the season to play in the last 3 minutes of every game with a score differential of not more than 2 goals.</li> </ul> <p>If a competitive team coach selects his/her team, all players should receive the same and fair amount of ice during the season. In games, due to various situations such as penalties, injuries,</p>



	<p>illness and other factors, equal ice time for all players is very difficult to maintain on a game-to-game basis. Fair ice time based on everyone participating does accommodate the many factors that occur during games. Fair ice time is based on everyone participating, regardless of abilities, or level. In the over-all season however, each player should have equal ice time.</p> <ul style="list-style-type: none"> <li>- “Power play” and “Penalty Kill” situations should be reviewed on a game by game basis. There will not be a consistent line for each of these situations. This concept will be taught to all players during practices.</li> <li>- If overtime is a reality, and the rules of the situation allow for it, Teams may “Play to win” during overtime, which if the rules allow, only certain players might play.</li> <li>- Goalies will rotate and play 40%, 40%, 20%.</li> <li>- In tournaments goalies must play a minimum of 1 game.</li> </ul>
<p><b>U13 &amp; U14 – “ Learning to Train Phase”</b></p> <p><b>“Winning will be one of the many goals, by developing team concepts about how to win and play as a team.”</b></p>	<ul style="list-style-type: none"> <li>- Coaches will continue to “roll the lines”**</li> <li>- All players will be given consideration throughout the season to play in the last 3 minutes of every game with a score differential of not more than 2 goals.</li> <li>- If a competitive team coach selects his/her team, all players should receive the same and fair amount of ice during the season. In games, due to various situations such as penalties, injuries, illness and other factors, equal ice time for all players is very difficult to maintain on a game-to-game basis. Fair ice time based on everyone participating does accommodate the many factors that occur during games. Fair ice time is based on everyone participating, regardless of abilities, or level. In the over-all season however, each player should have equal ice time.</li> <li>- Players will all be taught how to play in power play and penalty kill situations and be given opportunities to play in these situations during the regular season. Keep in mind due various situations such as illness and other factors, equal</li> </ul>



	<p>ice time for all players is very difficult to maintain on a game-to-game basis.</p> <ul style="list-style-type: none"> <li>- In Playoffs and Tournaments, special teams may be used.</li> <li>- Teams may “Play to win” during overtime, which if the rules allow, only certain players might play.</li> <li>- Goalies will play 40%, 40%, 20%. Coach, in consultation with parents and goalies may choose specific situations where the goaltender might play.</li> <li>- In tournaments goalies must play a minimum of 1 game.</li> </ul>
<p><b>U15 - U18 - “Train to Compete”</b></p> <p><b>“Winning will be the goal by utilizing individual player skillsets and team tactics.”</b></p>	<ul style="list-style-type: none"> <li>- Coaches will roll the lines whenever possible.</li> <li>- Coaches may decide to utilize special teams in all situations</li> <li>- Coaches may decide to play goalies in whichever way will yield the best result. No more than a 40%, 40%, 20%. differential during the regular season.</li> <li>- In tournaments goalies must play a minimum of 1 game.</li> <li>- Overtime and Playoffs, Players are to be utilized according to skillsets and demonstrated abilities at the coaches discretion.</li> </ul>

\*“Equal” ice time does not mean that every player receives the exact same amount. Equal is used in the sense that players will all receive the same opportunities to play in varying situations and throughout the season. Due to various situations such as penalties, injuries, illness and other factors, the coach will strive to do his/her best to provide equal ice time.

\*\* Shortened ice time may be utilized as a consequence of unacceptable behaviour. A conversation must be had with parents and the player if this tactic is to be used. (i.e. too many penalties/failure to listen to coach/unsportsmanlike conduct/being a bad teammate, etc...) Shortened ice time is not be used as a tactic to force a player to “play better.” If players make mistakes, they are to be “coached” on how to improve, not “benched” to correct their play.

