

PLAYER MOVEMENT AND PARTICIPATION

The LLYH Board of Directors believes that players should play on teams by age group as defined by Minnesota Hockey. Exceptions may be made based on the items below.

Minnesota Hockey and LLYH will not allow players to “play down” a level.

- **PLAYER UPWARD MOVEMENT BETWEEN LEVELS SHOULD BE AS LIMITED AS POSSIBLE!**
- **Any decision on the movement of players to another age level of participation shall be made by the Youth Hockey Board based on the recommendation of the Hockey Development Committee.**
- Factors to be considered:
 - Coaches’ recommendation
 - Player’s ability
 - Parent consent
 - Short & Long term effect of movement for teams involved
 - Roster needs for teams
- Players will be allowed to move between A and B teams at the discretion of the team coaches. No movement will be made, however, after the date set by MH regulations.
- When the number of participants allows for two (2) teams, there will be A and B teams selected at the Bantam, the Girls 14 & under, Peewee, Squirt, Girls 12U and 10U levels. A third party skills evaluation will be done of the players with the A coach making the final decision. The number of players shall be divided as equally as possible between teams.
 - No team selections shall be made until the players have practiced together for one week and there have been two inter-squad scrimmages. The coaches under no circumstances shall announce any players as having been selected for the team prior to the announcement of the entire team.
 - No player shall be allowed to be a member of more than one skating level or on more than one traveling team.

Player Participation

It is fundamental that all players on a team receive an approximately equal amount of playing time. However, Peewee, Girls U12, Bantam and Girls U14 level coaches may use discretion to make exceptions to this rule under some conditions, such as:

- Penalty situations
- Overtime periods

- Closing minutes of a close game
- District, Regional, or State play-offs
- Disciplinary measures as defined at parent meeting by the coach prior to the season.

Playtime for all players, Pee wee/12U, Bantams/14U will be kept fair throughout the regular season. The amount of playing time will be based on:

1. Attendance
2. Effort
3. Willingness to adopt the “Team” philosophy
4. Attitude

During post-season play, the amount of playing time will be based on:

1. Skills developed throughout the year
2. Willingness to adopt the “Team” philosophy
3. Effort
4. Attitude

It is expected that all players will play, however the coach is afforded the flexibility in determining the amount by the above factors.

Playtime for all players in the Mite, Squirt and 10U levels should be made as equal as possible. All players in the Mite, Squirt and 10U levels should be afforded the opportunity to participate in special team situations (power play/shorthanded/overtime etc.).

COACHES SELECTION: RULES AND REGULATIONS

Criteria

The Ace Coordinator should consider NEW applicants on the following criteria:

- General coaching philosophy and willingness to perform within the LLYH guidelines.
- Willingness to put in long hours during the season.
- Other considerations:
 - Coach of the team for the previous year
 - Experience as an assistant coach in PRAHA
 - Experience as a coach in other youth hockey programs

ICE TIME

It is LLYH's goal to secure ice time for all teams such that each team will be allotted enough ice time to provide a quality hockey experience for all players. Scheduling of ice time will be done by the Ice Scheduler and reviewed by the Ace Coordinator. LLYH will follow the HEP guidelines as closely as practical for allotted practice and game times.

Guidelines

Because older players are available for later ice hours than younger players, and older players have more stamina than the younger players, the older groups will inherently receive more and later ice hours.

To maximize the use of available ice, every team may be asked to share part of their practice ice hours with another team and be scheduled to use the outdoor ice. It will be a goal of the Ice Scheduler to have compatible teams share the ice.

Games

LLYH would ideally like to see the following maximum number of games at each playing level:

<u>Mini-Mites</u>	Inter-Squad scrimmages only
<u>Mites</u>	12-14 In-House Games (1 or 2 Jamboree's) Option to form a traveling team (12 games max.)
<u>Squirts</u>	25 Games
<u>U10</u>	25 Games
<u>Pee Wee</u>	35 Games
<u>U12</u>	35 Games
<u>U14</u>	40 Games
<u>Bantams</u>	45 Games

HEP Practice Model



Practice to Game Ratio			
Mite 8 & Under	Squirt 10 & Under	Pee Wee 12 & Under	Bantam 14 & Under
Occasional ½ Ice or Cross-ice Game	> 3 Practices to 1 Game	3 Practices to 1 Game	> 2 Practices to 1 Game
2 - 3 Days Per Week	3 - 4 Days Per Week	4 - 5 Days Per Week	4 - 6 Days Per Week

Practice Time Allocation			
	Mite	Squirt Pee Wee	Bantam
Fun Games	25%	20%	10%
Team Tactics		5%	15%
Ind. Tactics		20%	30%
Hockey Skills	75%	55%	45%