



## HOCKEY – MALE & FEMALE TECHNICAL PACKAGE

### 1.0 SPORT: Hockey Male/female

1.1 Competition Site: Male: Art Hauser Centre and Kinsmen Arena  
Female: Dave G. Steuart Arena and Kinsmen Arena

1.2 Competition Dates: Male: February 16 – 19, 2014  
Female: February 19 – 22, 2014

1.3 Sanction: Yes: X

### 2.0 PARTICIPANTS

2.1 Number of Competitors

Men: 20 Women: 20

2.2 Coaches and Managers:

Male Competition: 2 coaches, 1 manager, 1 trainer per team

Female Competition: 2 coaches, 1 manager, 1 trainer per team

**Note: Each female team will have at least one female as part of the coaching staff.**

### 3.0 CLASSIFICATIONS:

3.1 Year of Birth:

Male Competition – Birth Year 2000 (1<sup>st</sup> year Bantam)

Female Competition – Birth year 1999 & 2000 (1<sup>st</sup> and 2<sup>nd</sup> year Bantam)



**NOTE:** In a multi-sport games atmosphere, the mandatory level of participant should be conducive to the many challenges facing participants in a village atmosphere. Recognizing the long term athlete development model, Train to Train level, the designated age classification should be consistent, ensuring a continuum in preparing participants for a higher level of competition.

## **4.0 ELIGIBILITY**

### **4.1 Athletes:**

All athletes must be registered with the Saskatchewan Hockey Association (SHA)

### **4.2 Coaches:**

For the Male competition, the Head Coach must be certified at the NCCP Development I level, and the Assistant Coach at the NCCP Coach level.

For the Female competition, the Head Coach must be certified at the NCCP Development I level, and the Assistant Coach at the NCCP Coach level.

### **4.1 Exclusions:**

For the male and female competitions, all athletes must abide by the residency criteria and regulations outlined in the Saskatchewan Games Handbook with the exception of those athletes attending residential schools. **Athletes attending residential schools may only compete for their home district/zone and not for the district/zone in which the residential school is situated.**

## **5.0 PROVINCIAL REGISTRATION:**

Registration is with:

Name: Saskatchewan Hockey Association  
General Manager Kelly McClintock  
Address: #2 – 575 Park St  
City: Regina, Sk  
Postal Code: S0G 4V0  
Phone: 789-5101  
Email: kellym@sha.sk.ca

## **6.0 PROVINCIAL TECHNICAL LIAISON:**

Name: Manager of Hockey Development  
Scott Frizzell  
Address: #2-575 Park St  
City: Regina, Sk  
Postal Code: S4N 5B2  
Phone: 789-5101



Email: [scottf@sha.sk.ca](mailto:scottf@sha.sk.ca)

## 7.0 COMPETITION:

### 7.1 Preliminary Round

Districts will be designated into 2 Pools. Designation will be based on placing's from the 2010 Sask Winter Games. Pool "A" will have 4 teams and Pool "B" will have 5 teams. Round Robin schedule will be played within each Pool.

2 points for a win, 1 point for a tie. No overtime in Round Robin play.

### 7.2 Playoff Round

Upon completion of Pool round robin play, the playoff format will be as follows:

1<sup>st</sup> Pool "A" plays 1<sup>st</sup> Pool "B" for Gold /Silver

2<sup>nd</sup> Pool "A" plays 2<sup>nd</sup> Pool "B" for Bronze/4<sup>th</sup>

3<sup>rd</sup> Pool "A" plays 3<sup>rd</sup> Pool "B" for 5<sup>th</sup> /6<sup>th</sup>

4<sup>th</sup> Pool "A" plays 4<sup>th</sup> Pool "B" for 7<sup>th</sup> /8<sup>th</sup>

5<sup>th</sup> place in Pool "B" 9<sup>th</sup>

**8.0 RESULTS:** 1<sup>st</sup> -9 pts, 2<sup>nd</sup> -8 pts , 3<sup>rd</sup> -7pts, 4<sup>th</sup>- 6 pts, 5<sup>th</sup>- 5pts, 6<sup>th</sup>- 4pts, 7<sup>th</sup>-3pts, 8<sup>th</sup>- 2pts, 9<sup>th</sup>-1pt.

## 9.0 TIE BREAKING PROCEDURE:

Procedure as per SHA Handbook Page 71 Section **3.09.01**

To determine team's standings in the event of a tie, the following criteria shall be used by all leagues or associations playing under the jurisdiction of the SHA.

- a) Two Teams Tied - If two teams are tied
  - i) Best win record in games played between tied teams.
  - ii) If still tied, the team with the best win record.
  - iii) If the two teams are still tied after i) and ii) have been applied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:

Total number of goals for divided by the total number of goals for and against.

**NOTE:** All games are included.



**NOTE:** A maximum of seven (7) goal difference per game will be used in the calculation of the game ratio. This will be calculated from the actual “goals for” of the losing team in the particular game.

Example:      Total Goals For          10  
                  Total Goals Against      4

$$\text{Percentage} \quad \frac{10}{10 + 4} = \frac{10}{14} = .714$$

iv) If the two teams are still tied after i), ii) and iii) have been applied, the team with the least number of minutes in penalties throughout all games, gains the higher position.

v) If the two teams are still tied after i), ii), iii) and iv) have been applied, then the team which scored the first goal in the game between the tied teams gains the higher position.

vi) If the two teams are still tied after i), ii), iii), iv) and v) have been applied, a single coin toss will determine which team gains the higher position.

**NOTE:** In round robin SHA playoffs there shall be no overtime played.

#### **b) Three or More Teams Tied**

**NOTE:** The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd seed. If any step in the tiebreaker only seeds one team, that team assumes that position. The Three-team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker. If three teams or more are tied, the point record established in the games among the tied teams only will be used as the first tie breaking formula in deciding which team(s) shall advance.

i) The team with the most wins (among tied teams) would gain the highest position.

ii) If teams are still tied after i) has been applied then the team with the best goal average gains the highest position.

**NOTE:** All games are included.

**NOTE:** A maximum of seven (7) goal difference per game will be used in the calculation of the game ratio. This will be calculated from the actual “goals for” of the losing team in the particular game.



Example:      Total Goals For          10  
                   Total Goals Against      4

$$\text{Percentage} \quad \frac{10}{10 + 4} = \frac{10}{14} = .714$$

**NOTE:** The highest percentage gains the highest position(s)

The exercise of ii) establishes the team or teams with the highest position(s) by percentage. These team(s) will advance. If there are still teams tied, they go to the next step. They do not go back to the "Two Team Tiebreaker".

**Example:**

(a) Team A - .714 = 1 seed – Advances  
       Team B - .500 = 3 seed – Does Not Advance  
       Team C - .650 = Advances

(b) Team A - .714 = 1 seed  
       Team B - .500 = Still Tied with Team C – go to next step iii)  
       Team C - .500 = Still Tied with Team B – got to next step iii)

(c) Team A - .650 = Still tied with Team B – go to next step iii)  
       Team B - .650 = Still tied with Team A – go to next step iii)  
       Team C - .500 = Does not advance.

iii) If teams are still tied after i) and ii), the team with the fewest goals against (all games played) will gain the highest position.

iv) If teams are still tied after i), ii), iii), the team with the most goals for (all games played) will gain the highest position.

v) If teams are still tied after i), ii), iii) and iv), have been applied, the team to qualify would be the team that received the least number of minutes in penalties throughout all games played.

vi) If teams are still tied after i), ii), iii), iv) and v) have been applied, a coin toss shall determine the winner. In a 3 team coin toss, the odd team gains the highest position.

**NOTE:** In round robin there shall be no overtime

In the case of tied games in Sunday's "D", "C", "B", and "A" finals:

a) If at the end of the three regulation twenty-minute periods the score is tied, the following shall take place:

- 1) Teams will not change ends, as ice will not be resurfaced.
- 2) The puck shall be faced-off at centre ice and the play shall continue with a ten-minute sudden victory overtime period.



- 3) If the score is still tied after the sudden death ten minute overtime period, a team shoot out will take place to determine a winner. Each team will identify five (5) players to take part in a shoot out. Only those five (5) players will be allowed on the ice. Each team will alternate shooters until all five have gone from each team. The home team decides which team shoots first. The team with the most goals at the end of the shootout will be determined the winner. If teams are tied at the end of the shootout, the same five (5) players from each team will begin a sudden death alternate shoot out, with the first team taking advantage being declared the winner after an equal number of shooters has gone.
- b) Any overtime period shall be considered part of the game and all unexpired penalties shall remain in force.
- c) If either team declines to play in the necessary overtime period or periods, the game shall be declared a loss for that team.

#### **9.0 SPORT PROTEST PROCEDURE:**

Sport Protest must follow the procedure outlined in the Saskatchewan Games Handbook.

Protests will not be entertained on the outcome of any FINAL Championship game.

#### **10.0 EQUIPMENT:**

Host Society should provide 100 pucks at each competition site for warm-up and game purposes.

SHA will provide game sheets for each competition game.

Face masks and helmets will be in accordance with Hockey Canada regulations, all coaches will be expected to check for legal masks and throat protectors for each player. Players not wearing proper face masks and/or throat protectors will be unable to participate.

#### **11.0 SPORT JURY:**

N/A

#### **12.0 OFFICIALS REQUIRED:**



12.1 MAJOR OFFICIALS:  
For the Tournaments:  
5 Referees  
10 Linesman

12.2 MINOR OFFICIALS  
Per Game:  
2 Goal Judges  
2 Time Keepers  
2 Penalty Box Operators

**13.0 MEDICAL SERVICES:**

One Trainer assigned to each team. EMT Personnel should be on site at competition site.

**14.0 MEDALS**

48 Gold Medals (40 players, 8 coaches, managers & trainers)  
48 Silver Medals (40 players, 8 coaches, managers & trainers)  
48 Bronze Medals (40 players, 8 coaches, managers & trainers)

**15.0 DISTRICT TEAMS SELECTION CRITERIA –**

All age eligible athletes in each District will be mailed registration forms in October of 2013. District Camps will be held in each district, on the same weekends for male and female athletes, in January of 2014. Each district camp will consist of two skills evaluation sessions, and two scrimmage evaluation sessions for each player. In addition, in districts where numbers warrant, a 45-60 minute goaltending evaluation session will also be completed. The district team coaching staff will lead evaluations, and be assisted by evaluators appointed by the District Sport Contact and Director of Operations.

Below is from the Sask First Policy Manual:

All players must attend the district/zone camp in which their parents' permanent residence is located.

1. The S.H.A. Sask First Hockey Program is open only to hockey players whose parent's permanent residence is the province of Saskatchewan.

The main purpose of the Sask First Hockey Program is to evaluate hockey players, and to determine their possibility for participation in future programs and Hockey Canada Program of Excellence.

2. **The 1-5 system will be used at the evaluation camps. The focus should be to eliminate the players who are 1's or 2's and the players who are 5's through the skill sessions and the first scrimmage. The final scrimmage**



**should be to look at those players considered 3's or 4's, for the final spots on the team. The totals from these forms will determine which players are chosen.**

3. The Director of Operations (manager), is responsible for the coordination of the evaluators and the evaluation process. Each district/zone should use an additional three (3) evaluators whose expenses will be covered by the SHA. **The head coach and staff may have final say about a player for a final roster spot.**
4. Each district/zone will be expected to rank the top 52 players in the district/zone camp. This includes 6 goalies, 18 defense, and 28 forwards; to be used for future development programs. Do not communicate this ranking list to anyone, it is for the S.H.A. office exclusively.
5. At no time during the camp should players be told they have or have not been selected to the team. All players should be given an equal chance to make the team and should not be singled out either for their exceptional skill or their lack of it.
6. Do not promise that a verbal or written evaluation will be provided following the camp. In a camp this size, it is difficult to assess a player's strengths and weaknesses thoroughly enough to provide this information.
7. Selection of players for district/zone teams should be based solely on the player's performance at the applicable district/zone camp. The Sask First Program does not allow pre scouting to take place as part of the player evaluation process.
8. At the conclusion of the camp, all players should be notified that only those selected will be contacted by phone within 48 hours following the camp. Those players not selected will not be notified. This is due to the expense and time required to contact all players.
9. A district/zone team's alternate players will be those players at each position that are listed on the depth chart directly after the cut off number for the district/zone team (i.e. 12 forwards are selected for the district/zone team; therefore, the 13th forward is the alternate forward). District/zone team alternates are not to be contacted until such time that they are needed to replace an original team member that is unable to fulfill their commitments to the team.
10. At all stages of the Sask First Program players must be given an equal opportunity to demonstrate their abilities as a hockey player. This means that players must be given equal ice time during scrimmages and practice sessions. Coaches will play all lines equally and in all situations at the Spring Tournament and the District/zone Camps.
11. District/zone team coaching staffs are NOT permitted to run a final scrimmage of the "Top 40 Players" at their district/zone camps. All players must be given the same amount of ice sessions and the same opportunities to participate in the district/zone camps.





## 10.4.2a Low Player Registration Policy

In the event of a district/zone camp having less than 18 skaters or less than 2 goalies, the following policy will be utilized. This policy will allow player movement to district/zones with low registration numbers from district/zones with higher registration numbers.

- All players will be evaluated in their own district/zones.
- On completion of the Top 52 depth chart, players will be moved according to their ranking in the district/zones Top 52.  
i.e. District/zone 1 is 6 players short from making a full 20 player roster. After district/zone camps are completed 6 players from other district/zones will be asked to move into District/zone 1 to complete the 20 player roster. (see chart below)
- If the district/zone short of players has two spots available at the forward position, only players evaluated at the forward position will be eligible to move into those 2 spots. The 13<sup>th</sup> forward from a designated district/zone will be chosen to move into one of the two spots then a 13<sup>th</sup> forward from a different designated district/zone will be chosen to move. This will ensure the best players across Saskatchewan will have an opportunity to compete.
- District/zone movement will be based upon the following chart:

District/zone Short	District/zone Movement in Order
1	2,3,4
2	3,4,1
3	4,1,2
4	1,2,3
5	6,7,8
6	7,8,5
7	8,5,6
8	5,6,7

i.e. If District/zone 1 is short of players, player movement will occur from District/zone 2, 3, and 4, in that order. If District/zone 1 is 6 players short in various positions – 2 forward, 3 defence, and 1 goalie, District/zone 1 will take the 13<sup>th</sup> forward from District/zone 2 and District/zone 3. District/zone 1 will then take the 7<sup>th</sup> defence from District/zone 4, District/zone 2, and District/zone 3. District/zone 1 will then take the 3<sup>rd</sup> goalie from District/zone 4. If the district/zone in the next order of player movement does not have enough players to move, then the next district/zone in the order is where a player will be chosen from. The order of player movement will not change through the process.

## 16.0 PROVINCIAL SPORT CONTACT

### 16.1 Head PSC



Name: Scott Frizzell  
Address: #2-575 Park St  
City: Regina  
Postal Code: S4N 5B2  
Phone: 789-5101  
Email: [scottf@sha.sk.ca](mailto:scottf@sha.sk.ca)

**16.2 Assistant PSC  
Female Program  
To Be Determined**

**Male Program**  
Name: Joel Houseman  
Address: #2-575 Park St  
City: Regina  
Postal Code: S4N 5B2  
Phone: 789-5101  
Email: [joelh@sha.sk.ca](mailto:joelh@sha.sk.ca)

**18.0 THIS IS TO CERTIFY THAT THIS TECHNICAL PACKAGE, IN ITS ENTIRETY, WAS APPROVED BY OUR BOARD OF DIRECTORS.**

*(Please indicate in the space provided, the date of the meeting and when it was approved. This package must be signed by your President before returning it to the Saskatchewan Games Council.)*

MEETING DATE: Saturday November 24, 2012

PRESIDENT'S SIGNATURE: \_\_\_\_\_

Name:

Address:

City:

Postal Code:

Phone Home:

Phone Work:

Email:

