



SOUTH DELTA MINOR HOCKEY ASSOCIATION

8. EQUITABLE PLAYING TIME POLICY (Revised 2013-2014 season)

In accordance with our mission and mandate it is the intent of this policy to provide direction in terms of equitable playing time for all players within our Association.

8.1 SDMHA wants to ensure that all players within our Association receive a fair and equitable opportunity for development. In support of the Hockey Canada practice directive, attendance and participation at team practices will be considered when determining the level of expectation in reference to 'equitable'. Fundamentally, we believe that game play is an important component of overall development and all players must be given an equitable opportunity to experience all aspects of game play.

8.1.1 In this regard, it is our belief that players have to be exposed to all aspects of a game in order to practice their skills under different situations, experience the different dynamics of systems and game play, and understand how the varying pressures of the game impact decisions they make on the ice.

8.1.2 The timing and amount of opportunity each player will be given depends of the respective division and level of play.

8.1.3 Coaches are required to develop all their players to their full potential. Individual development of each player is crucial to team success. The team collectively will function at a higher level when each player is contributing to the success of the team as a whole.

8.1.4 If the Association or a coach sidelines a player for disciplinary reasons, ice time compensation is not required.

8.1.5 In all levels, rostered team players will be given equal or more playing time than affiliates.

8.2 Recreational "C":

8.2.1 Every player on a team will be given equitable ice time in comparison to other players in the same position, for every exhibition, regularly scheduled, and play-off game wherever practical on a game by game basis. Positions are defined as defensemen, forwards or goalies.

8.2.2 Coaches of all teams in the Hockey 1/2/3/4 level shall play all players as equitable as possible throughout the entire game.

8.2.3 Coaches of the atom and older level teams are given the discretion of playing certain players more in the ``last minutes`` of the final period of a closely contested game, with the



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proviso that players not played be compensated in a later game where possible. Last minutes is defined as follows:

Atom	5 minutes remaining
Peewee	5 minutes remaining
Bantam	10 minutes remaining
Midget	10 minutes remaining

8.3 Representative "A1 / A2/ A3":

8.3.1 Atom:

Atom Representative Hockey is a development year for Rep level players. As such, all players selected for a team shall be given equitable opportunity and ice time in comparison to other players in the same position for every game wherever practical. Positions are defined as defensemen, forwards and goalies.

8.3.1.1 The Association does not support the use of power play or penalty kill units.

8.3.1.2 It is the expectation that all lines will be rolled.

8.3.1.3 Coaches are given the discretion of playing certain players more in the "last minutes" of the final period of a closely contested game, with the proviso that players not played be compensated in a later game where possible. 'Last minutes' will be defined as half of the time allotted for the final period.

8.3.1.4 Goalies will be alternated between games.

8.3.2 Peewee:

Peewee Representative Hockey is still considered a development year for Rep level players but will also require the introduction of more complex team systems. As such, all players selected for a team shall be given equitable opportunity and ice time in comparison to other players in the same position for every game wherever practical. Positions are defined as defensemen, forwards and goalies.

8.3.2.1 However, the Association supports the use of power play or penalty kill units under circumstances where the game is closely contested. It is also expected that players not played will be compensated in a later game where possible. It is also expected that in all other situations that the lines will be rolled.



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8.3.2.2 Coaches are given the discretion of playing certain players more in the last period of a closely contested game, with the proviso that players not played be compensated in a later game.

8.3.2.3 Goalies will be alternated between games whenever possible.

8.3.3 Bantam / Midget / Juvenile

Bantam, Midget and Juvenile Representative Hockey is highly demanding and competitive hockey.

8.3.3.1 Although the focus of the Association remains on the development of all players it is understood that complex team systems and use of first, second and third lines are critical to overall development and team success. It is our desire that all players selected for a team shall be given equitable opportunity and ice time in comparison to other players in the same position for every game wherever practical. Positions are defined as defensemen, centers, wingers and goalies.

8.3.3.2 The Association supports the use of power play or penalty kill units, as well as the use of first, second and third lines throughout all game play which may include shortening the bench. In this regard, we would expect coaches to use acceptable discretion, understand the need and benefit for development of all the players on the team and roll lines whenever possible.

8.3.3.3 Goalies will be alternated between games where practical.