

- f. The Board recognizes the value of recognition of all players at the younger levels and may provide medals of participation for players on teams not placing first, second, or third for girls 10U and boys Squirt level.

### **Article 3.13 TOURNAMENTS (Away)**

1. Peewee, 12U, Bantam, and 14U teams shall be limited to a maximum of two out of town tournaments. This does not include Minnesota Hockey playoffs. Participation in away tournaments must be with HDC approval and meet BYHA guidelines.
2. Squirt and 10U teams shall be limited to a maximum of one out of town tournament. Participation in an away tournament must be with HDC approval and meet BYHA guidelines.
3. In lieu of away tournaments, BYHA recommends and encourages teams to make 'mini trips' with limited overnight stays and scheduling 3 or 4 games within a general geographic area. The net result is quality games with reduced travel time, reduced overnight stays and reduced financial involvement from families.
4. Mites and 8U teams (See In-House Developmental Teams)

### **Article 3.14 COACHES**

1. NUMBER
  - a. The HDC will establish the number of coaches per team.
  - b. Generally there will be two (2) coaches for each traveling age team.
  - c. The number of Mite / 8U coaches per team or skill level will be established by the Mite Coordinator and the HDC.
2. COMPENSATION
  - a. The HDC establishes and recommends coaching compensation, subject to the Board Budget Committees review and approval.
  - b. Additional compensation may be recommended for participation beyond the District playoff level.
3. COACHING CERTIFICATION
  - a. All coaches will be registered, certified and taking the online Age Group Module for their appropriate level as determined by USA Hockey and/or Minnesota Hockey.
4. GAME REPORTING
  - a. Coaches are required to report game scores to several sources that include:
    - i. Bemidji Pioneer Newspaper
    - ii. Minnesota Hockey District 16 Statistic Department (see [www.d16hockey.org](http://www.d16hockey.org))
    - iii. BYHA Website Team Page (enter game scores as soon as possible)
5. COMMITMENT TO BYHA
  - a. All BYHA head and assistant coaches must be fully committed to the coaching assignment they are selected for.
  - b. Coaches are expected to be at all practices, games and team activities. Exceptions to this requirement are 'isolated' cases of emergencies, illness or personal conflicts. If a prospective coaching candidate cannot be 100% fully committed to

be at all practices games and team activities, the HDC may only recommend him/her for an assistant coaching position.

#### 6. APPEARANCE AND DRESS

- a. All BYHA traveling team coaches (squirts, peewees, bantams, 10U, 12U and 14U) are required to wear official BYHA coach's apparel.
  - i. The purchase of apparel will be the responsibility of each coach.
  - ii. Coaches personal presentation must be in a professional first class manner at all BYHA events, both home and away.

### Article 3.15 IN HOUSE DEVELOPMENTAL TEAMS

1. BYHA may support an in-house developmental program for the Mite and 8U levels.
2. The HDC shall determine which age groups will have a team for the season.
3. Team Selection process In House league
  - a. After an appropriate number of practices, all players will be evaluated and placed in their appropriate skill level as determined by head coaches and HDC.
  - b. Reasonable efforts will be made to have skill levels balanced for numbers.
4. MITE HOCKEY
  - a. BYHA strongly encourages the skill level development of all players, especially at the entry level. Therefore, the following is effective for the Mite level.
    - i. Mite teams shall participate within their district only, however the District Director may permit a team to play outside the district. The District Director's decision is final.
    - ii. Cross-ice, ½ ice and small area games are recommended for Mites to increase ice time, puck touches and skill development using the USA Hockey ADM model as a guideline.
    - iii. Termite Travel -No travel games are permitted at the Termite level. In house cross-ice games are only permitted.
    - iv. Mite 1 Travel – Mite 1 teams may be formed and are allowed to play in two jamborees during the season. They may travel to play two additional game days with close communities which include Bagley, Walker and Park Rapids. There is a maximum of 10 games allowed within this framework.
    - v. Mite 2 Travel – Mite 2 teams may be formed and are allowed to play a maximum of 15 full ice games. They are allowed two out of town jamborees. There is a maximum of 2 overnight stays for the entire Mite 2 season and two additional travel days are permitted. All other games up to the 15 maximum must be played at home.
    - vi. The above policies will be monitored by HDC and any exceptions need to be approved by the HDC
  - b. Minnesota Hockey does not permit Mite Tournaments. (See “Jamboree’s”)
  - c. Minnesota Hockey Mite teams cannot participate in out-of-state tournaments.

### **Article 3.16 IN HOUSE TOURNAMENTS AND MITE JAMBOREES**

1. Games
  - a. After the regular season begins house teams will play a minimum of one game per week on the weekend. A scoreboard shall be used for keeping scores and team standings kept for rankings.
    - i. The number of on-ice coaches during a game shall be as follows:
    - ii. Mites – one on-ice coach will be allowed per team.
    - iii. Cross-ice games shall be played for Beginner and Developing Mite levels.
    - iv. Games will be played in one of three ways:
      1. Stop clock every one and one-half minutes for line changes,
      2. Change on the fly with a buzzer every one and one-half minutes, or
      3. Change on the fly as directed by coaches.
  - b. Playing time shall be equal for all players.
  - c. Coaches will try to control runaway scores
2. Jamborees may be conducted only at the Mite level.
  - a. Definition of a Jamboree: A Jamboree is a low-key full participation event where players have an enjoyable and learning experience in a non-competitive environment.
  - b. Jamborees need not be registered as tournaments, but must follow the “Team Rest” provisions as stated by MH.
  - c. The format used for a Jamboree shall be as follows:
    - i. Approval to conduct a Jamboree must be obtained from the District Director at least thirty (30) days in advance.
    - ii. All teams must be from a single MH District, unless approved in writing by the MH Directors involved.
    - iii. Information referring to the event must state “Jamboree”, not tournament.
    - iv. Per Minnesota Hockey guidelines no fees can be assessed for Jamborees.
    - v. There can be no gate fee. A free-will donation box will be permitted.
    - vi. Participation awards, if presented, shall be the same for all participants. No team awards or trophies.

### **Article 3.17 TRAVELING TEAMS**

BYHA will support traveling teams for the Mite, Squirt, Peewee, Bantam, 10U, 12U and 14U age groups. The level of the teams within each age group shall be determined by the HDC.

1. SELECTION OF TRAVEL TEAMS
  - a. Numbers permitting, BYHA will support a 10U, 12U, 14U, Peewee AA and Bantam AA team. A, B and/or C level teams may be created as numbers dictate.
  - b. The HDC Chairperson (if none, then by the President) will determine the number of players on traveling teams after consulting with the traveling team coaches.
  - c. Players will be selected solely on their ability, by the coaches of that team during the tryout process.
2. MAXIMUM NUMBER OF PLAYERS

- a. The maximum number of players on a team roster is twenty. Up to eighteen of those players can dress as skaters for a single game. The maximum number of players that can dress for a single game is twenty. Exception: In situations where a player(s) would be denied opportunity to participate, teams may roster over twenty players to a maximum of twenty-three with approval of the District Director and the USAH Minnesota District Registrar.
3. MINIMUM NUMBER OF PLAYERS
    - a. The minimum number of players on any travel team will be 10 (9 skaters) players which includes the goaltender. If a situation arises due to a low or challenging number HDC will make a recommendation and the Board will need to approve any exceptions.
4. TRAVEL TEAM UNIFORMS
    - a. White helmets are required for all travel teams, (exception for Mite level). Goalies are permitted to wear “painted” or “designed” helmets.
    - b. Jerseys will be supplied for all traveling teams by BYHA. Jersey design and colors will be selected by the BYHA Board to meet the image of our organization.
    - c. BYHA does NOT permit players names to be displayed on game jerseys. Game jerseys may NOT be altered or modified with unauthorized logos, patches, symbols, etc.
    - d. Donations may be made and accepted to purchase team jerseys but said jerseys will be ordered and approved through the BYHA Board. Team jerseys acquired through this method will become the property of BYHA.
    - e. Breezers are to be black or navy in color, (exception for Mite level).
    - f. Hockey Socks: Two (2) pair will be needed, one (1) white, and one (1) navy in the BYHA designated style (Columbus Blue Jackets). Hockey Socks are NOT provided by BYHA, (exception for Mite level).

## 5. COACHES

- a. The HDC Chairperson shall conduct an all traveling coaches meeting prior to the start of the season to:
    - i. Explain the goals of the BYHA Program
    - ii. Discuss the expectations of coaches, players, and parents; and
    - iii. Review BYHA Policies and Procedures and the BYHA Program.
  - b. Each traveling team will have two coaches: a head and assistant coach, as appointed by the HDC. A second assistant (unpaid) will be allowed in a case- by case basis (team) as determined by the HDC Chairperson (if none, then President).
  - c. All coaches are required to be USA Hockey Certified.
2. Parent Meeting
    - a. The coaches of each team will hold a parent meeting at the beginning of the season covering BYHA rules and regulations, equipment, outdoor ice, player personal problems, timeliness to practices and games, team rules, dressing appropriately, etc.
  3. Practices
    - a. The Head Coach will be responsible for planning and leading all practices for their team.
    - b. During practices all coaches will be required to use the USA Hockey Coaching Achievement Program as a guideline.
    - c. Practices times for 12U, 14U, Peewee and Bantam traveling teams may utilize early morning and late evening practice times.
  4. Games
    - a. Squirts/10U may not exceed twenty-eight (28) travel team games not including District Playoffs.)
    - b. There will be a maximum of forty (40) games, not including playoffs, for all other traveling teams.
      - i. Any games more than forty (40) must have approval by majority vote of Board of Directors.
      - ii. There will be an absolute maximum of fifty (50) games, not including playoffs.
    - c. It is permitted to go above the game maximums if this occurs due to extra games during tournaments. We will plan for three games per tournament but if a team plays four and exceeds the maximums it will be permitted.
  5. Playing time
    - a. Bantam, Peewee, 12U, 14U and coaches may play the players at their discretion with regards to ice time, number of shifts per game, etc.
    - b. Squirt/10U teams will be equal playing time over the course of the season.
  6. Tournaments
    - a. Squirt and 10U teams will be allowed to host one (1) invitational home tournament and attend one (1) out of town tournament.
    - b. All other traveling teams will be allowed to host one (1) invitational home tournament and participate in two (2) paid out of town invitational tournaments.
  7. All teams will have one day per week, in which no practice or game will be held, except during the playoffs.

8. Overnight supervision
  - a. Overnight trips, the players are under the supervision of their parents, unless the head coach works out different arrangements with the parents.

### **Article 3.18 TRYOUTS**

1. Tryout Process
  - a. There will be a minimum of five (5) practice sessions before final team selections. (September 2010)
  - b. All traveling team coaches will participate at their level in rating players.
  - c. The Head Coach will have final selection at each level.
  - d. A player assigned to a team will play on that team.
2. During the scheduled ice time for tryouts, the tryout sessions are closed to everyone with the exception of players, coaches and evaluators participating in the tryouts.

### **Article 3.19 PLAYER MOVEMENT**

1. Player Movement (PM) to or between Traveling Team age groups is strongly discouraged and not recommended by BYHA unless it is of a significant recognized benefit as a whole to the player in question and BYHA.
2. BYHA strongly recommends players play in the age group and gender group they are eligible for.
3. PM between age groups and within age groups will primarily be the responsibility of the HDC. (Subject to the normal monthly committee reporting and BYHA Board review process).
4. PM must address and follow the guidelines:
  - a. PM should not be considered, recommended or implemented until after registration (to establish age group numbers) and a season start up/tryout period (to establish talent level at both age groups).
  - b. Players must start the season at their eligible age group for at least 2 practice sessions before any PM to eliminate predetermined evaluation of talent levels.
  - c. Exceptions to this may be recommended on an individual basis by the HDC if the potential 'to group' starts the season earlier than the 'from group', although an evaluation period must be completed before PM is decided.
  - d. PM must have the consent of the player, parents, and coaches from both levels as well as the HDC.
  - e. PM must NOT negatively impact player numbers at either the 'to' or 'from' age groups.
  - f. PM must have a positive impact on both the 'to' and 'from' age groups, the player in question and maintain the mission of BYHA.
  - g. If PM occurs between Age Groups, the player in question will not be eligible for the "A" team of that age group.
  - h. The HDC and Mite Coordinator may make PM within the Mite 1, 2, 3 and 4 levels.
  - i. HDC may make PM within Age Groups (provided above steps a.-f. are met) prior to December 15th.