

A grayscale photograph of three hockey players wearing helmets and jerseys, positioned in a huddle. The image is semi-transparent, allowing text to be overlaid. The text 'Task Force 2018' is centered in a large, bold, blue font, and 'Recommendations' is centered below it in a smaller, blue font. The players' jerseys have some visible text, including 'TUNG' on the right player's chest and 'VER' on the bottom player's sleeve. The background is a blurred outdoor setting, likely a hockey rink.

# Task Force 2018

Recommendations

# Guiding Principles

- **Strengthen Associations**

{Provide the associations with the structure to allow them to be successful (instead of the coaches/parents) and hold them accountable to meet the benchmarks of a successful program (participation numbers).}

- **Support Growth**

{Criteria to encourage growth of the player pool/participation and development of players (actually coaching players instead of rewarding recruiting).}

- **Reduce Cost**

- **Proper Development**

{Re-enforce and integrate the ADM at all levels.}

# Changes to Definition of Association

- Remove
  - Requirement to have 3 “B” Teams
- Add
  - Operate LTS & LTP programs that register with USA Hockey. Can be run in conjunction with rink and LTS may register under USFS.
  - Maintain minimum ratio of 30% 10U players (excluding Tier 1)
    - Only 9 association in state currently do not meet the requirement

# Changes to Definition of Association

- Associations should have the responsibility to be self-supporting, meaning that a minimum of 30% of their membership should be ages 10 or under. If an association does not have numbers at the younger age groups, how do they justify their existence? The tools and resources exist for associations to succeed. They need to be held accountable to do so. It is every association's responsibility to be a contributing member of hockey society.

# Changes to The Level of Play

## Rebrand and Redefine Levels of Play

- Proposal #1
  - Tier 1 (AAA)
  - Tier 2 (AA & A)
  - Tier 3 Check
  - Tier 3 Non-Check
- Proposal #1
  - Tier 1 (AAA)
  - Tier 2 (AA, A & B)
  - Tier 3 Non-Check





# Tier 3 Non-Check (New Classification)

- Unlimited Teams
- No Checking at any age level
- “Flex Hockey”, Mixed Ages, Team Sizes
- Can dual roster on Tier III check teams (within same association)
- No Out of District Limit
- No District or State Tournament
- Create opportunities for high school age players to have “pick up” leagues. Let them pick their teams and play in organized leagues or once a week to play games.

# Tier 3 Check (Proposal #1) or Tier 2 B (Proposal#2)

- Unlimited Teams
- Checking allowed at Bantam and above age groups
- Association to monitor own drafts and create equal teams
- Co-op teams allowed with approval between associations & district. (need based)
- Players can dual roster on tournament teams (within same association)
- Tournament teams are not eligible for districts or states

## Tier 2 (AA & A) – Proposal#1

- Only one team allowed per classification.
- Can add additional Tier II Team in same classification if you have three (3) Tier III teams to support having an additional team.



# Alternate Tier 2 Proposal (#2)

- Create 3 Divisions of Tier 2 Hockey
  - Tier 2 (AA) – 2<sup>nd</sup> birth year players
  - Tier 2 (A) – 1<sup>st</sup> birth year players
  - Tier 2 (B) - - 2 year age group with drafted teams
    - Association monitor their own draft
    - Players may double roster with association on B teams

## Alternate Tier 2 Proposal (#2)

- At Tier 2 Squirt, PeeWee & Bantam associations are responsible to form teams based on player development pyramid
  - Association can form as many teams as they wish at each level within the guidelines
  - It is up to association to determine skill level of teams and players
  - It is up to the association to create fair and equitable competitive teams

# Building Tier 2 Development Pyramid

- Build Your Base First
  - First team in you association can be AA, A or B your choice. Example you choose AA
  - Second team must be one of the reaming two levels. Example you must the choose A or B
  - Third team must be which ever team type you have not chosen yet.
  - Your Base (One Team at each level) is now built

# Building Tier 2 Development Pyramid

- Second Level
  - Your first team on the second level must be another B team
  - The second team can either be another B (once first level is complete you have the option of adding only B teams if you wish) or you can add an A or AA
  - The third team can be a B team again or you can add another A or AA which ever you did not add so far



# Building Tier 2 Development Pyramid

- Additional Levels
  - Your first team on any additional levels must always be a B team.
  - As noted in the second level you can add only B teams in any remaining level if you wish
  - The addition of A or AA teams to the additional level follows the same rules as the second level
    - You can have as many B teams as you want after level 1
    - You can never have more A or AA teams than you have B teams



# Tier 1 (AAA)

- No changes here
- Up to 10 Clubs (Currently there are 8 approved)
- Only one team allowed per classification.
- Open Question:
  - **Should Tier 1 clubs be separate from Tier 2-3 organizations?**

Tier I clubs should only have Tier I teams. Tier 1 clubs have an unfair competitive advantage in attracting players to Tier II teams if they have the same team names and are part of the same organization as Tier I teams. It makes it very difficult for community based associations to retain and/or attract players. On the flip side integration fits with the ADM and if both programs are in the same rink it is not hard for parents to put 2 and 2 together.

# General

- Allow players to go to closest rink to their residence and not be counted as an OOD player if it's beyond District Boundaries.
- Coaches or any rostered team officials who change associations can only coach their son/daughter from a previous association the next or first season at the “new” association.

**(There was an alternate proposal that would allow 20% from a previous association)**

# Changes to Game Count

- Midget 17 & 18 – 75 Games
- Midget 15 & 16 – 70 Games
- Bantam 13 & 14 – 60 Games
- PeeWee 11 & 12 – 55 Games
- Squirt 9 & 10 – 50 Games
- Mite Half –Ice - Games Days Recommended

**State Finals & National Championships where applicable do not count towards game count**

# Implementation

- **Association requirements in effect 16-17 Season**
- **Tier III**
- All Ages 2016-17
- Includes all General Rules
- **Tier II (Grandfather in or immediate change across the board?)**
- To be eligible for District & State the following age groups must be in compliance with all requirements at the start of the season listed.
  - Squirts 17-18 (Only 2 Organizations out of compliance at squirt A)
  - PeeWees 18-19
  - Bantams 19 -20
  - Midgets 20 -21
- **Tier !! Alternate Plan #2 – Effective all ages 17-18.**