

APPENDIX - D

WAHC Player Development Charter

The mission of the WAHC Player Development Charter is to ensure the appropriate growth, development and experience of all players at all levels of competition. The Player Development Charter is a guide for our coaches. While coaches are expected to adhere to the Player Development Charter, both coaches and parents are encouraged to maintain an open dialogue with Club officials should any questions arise.

The primary objective of the WAHC Player Development Charter is to guide coaches, players and parents via the following key developmental policies:

- Fair Play
- Positional Play
- Event Frequency
- Goalie Development

Fair Play Policy –

“Fair Play” within the WAHC Player Development Charter is defined as follows:

- Coaches will roll lines and defensive pairs in sequential order within each game.
- Coaches will do their best to ensure shift lengths are roughly equivalent, however, game situations and position depth may not allow for an absolutely equal amount of playing time.
- While penalty kill situations may result in either a shortened or missed shift, coaches should do their best to roll players through the penalty killing situation and re-establish the sequence of lines or defensive pairs afterwards.
- In general, equal play is required within each game and across ALL situations, the only exceptions being those level-specific situations listed below. Coaches cannot play better players in close or important games and then make up time to others in less important games or situations.

MiniMite/Girls6U, Mite/Girls8U, Squirt/Girls10U

For ALL teams at these levels there will be equal playing time, including power play and penalty kill situations, for ALL players at ALL levels and at ALL times. This applies to tournaments, overtimes and post-season play. Coaches will have the ability to sit players out for disciplinary reasons per the WAHC Player Code of Conduct.

Equal play for goalies is defined as either alternating games or split time within each game. A goalie can skate out and also be a goalie but only at the Squirt C/10U B level and below with either coach or WAHC Board approval. Extended time missed (3 games or more) by one goalie – regardless of the reason – will not count against the other goalie who receives additional playing time.

Peewee/Girls 12U

There will be equal playing time, including power play and penalty kill situations, for all players at the AA, A and B levels except for the last 5 minutes of the 3rd period or overtime during the regular season including tournaments. Playing time during the MN Hockey sanctioned post-season play will be at the discretion of the coach. There will be equal playing time in ALL situations at the C level. Coaches will have the ability to sit players out for disciplinary reasons per the WAHC Player Code of Conduct.

Equal play for goalies at the Peewee AA, A, B and 12U A and B levels is defined as equal play throughout the season. Alternation of play is at the discretion of the coach, however, no one goalie may play more than 2 consecutive games – the only exceptions being Region and State tournament play, injury, illness or disciplinary issues subject to the team's other goalie. Extended time missed (3 games or more) by one goalie – regardless of the reason – will not count against the other goalie who receives additional playing time.

Equal play for goalies at the Peewee C levels is defined as either alternating games or split time within each game. A goalie can skate out and also be a goalie but only at the Peewee C level with either coach or WAHC Board approval. Extended time missed (3 games or more) by one goalie – regardless of the reason – will not count against the other goalie who receives additional playing time.

Bantam/Girls15U

There will be equal playing time in all even strength situations for all players at the AA, A, and B levels except the last 10 minutes of the third period or any overtime during the regular season, tournaments or MN Hockey sanctioned post-season play. Coaches have the choice of utilizing power play and/or penalty kill units regardless of equal play. There will be equal playing time, including power play and penalty kill situations, for all players at the C level except for the last 5 minutes of the 3rd period or overtime during the regular season, tournaments or MN Hockey-sanctioned post-season play. Coaches will have the ability to sit players out for disciplinary reasons per the WAHC Player Code of Conduct.

Equal play for goalies at the Bantam AA, A, and B and 15U A and B levels is defined as equal play throughout the season. Alternation of play is at the discretion of the coach, however, no one goalie may play more than 2 consecutive games – the only exceptions being Region and State tournament play, injury, illness or disciplinary issues subject to the team's other goalie. Extended time missed (3 games or more) by one goalie – regardless of the reason – will not count against the other goalie who receives additional playing time.

Equal play for goalies at the Bantam C level is defined as equal play throughout the season. Alternation of play is at the discretion of the coach, however, no one goalie may play more than 2 consecutive games – the only exceptions being injury, illness or disciplinary issues subject to the team's other goalie. Extended time missed (3 games or more) by one goalie – regardless of the reason – will not count against the other goalie who receives additional playing time.

Positional Play Policy -

Mini Mites/6U and Mites/8U:

- Coaches should emphasize both offensive and defensive responsibilities for ALL players in cross-ice and small-area game situations

Squirt/10U:

- A minimum of 12 games (or 1/3 of games) will be played at either forward or defense
- A minimum of 3 consecutive games are to be played once a forward or defense position is assigned

Peewee B2 and C:

- A minimum of 15 games (or 1/3 of games) will be played at either forward or defense
- A minimum of 3 consecutive games are to be played once a forward or defense position is assigned

Peewee AA, A and B1 and 12U A and B

- Positional play will be at the discretion of the coaching staff. Coaches are encouraged to give players opportunities at player desired positions throughout the year, but are not required to do so.

Bantam AA, A, B, C and 15U A and B

- Players will try out for teams based on preferred and specified positions. Positional play changes will be at the discretion of the coaching staff.

Event Frequency Policy -

The Club's ice scheduling team will do its best to adhere to this policy, but isolated exceptions may occur Based on ice availability. An "event" is defined as a practice, scrimmage, game or off-ice training event (excluding events where off-ice and on-ice training have been scheduled back-to-back at the same location). Outdoor ice is considered optional and is not considered as an "event" for the following event frequency policy statements. Coaches or managers will follow these guidelines when scheduling additional events beyond club scheduled events.

MiniMites/6U and Mites/8U:

- 2-3 events per week; only one weekday event; no more than 2 consecutive days

Squirts/10Us:

- average 4 events per week over any 4-week period; tournaments count as 2 events; no more than 3 consecutive days (excluding tournaments)

Peewees/12U:

- average 5 events per week over any 4-week period; tournaments count as 2 events; no more than 4 consecutive days (excluding tournaments)

Bantams/15U:

- average 6 events per week over any 4-week period; tournaments count as 2 events; no more than 5 consecutive days (excluding tournaments)

Goalie Development Policy –

Each coach must ensure the following goalie development guidelines are followed:

- For Squirt/10U level and above, a goalie coach (assistant coach) should be identified and assigned for each team
- At least 10 minutes per practice devoted to goalie development at all levels involving goalies
- For Squirt/10U level and above, coaches must make 30-40 minutes of time/space available during practices where Club Goalie instructors are working directly with the goalies