









Governing Elite Hockey for Hockey Calgary

16 and 17 Year old Midget AAA Traveller Policy Elite Hockey Calgary

Residency

- Residency of a player is determined as per Hockey Canada Residency Qualifications, as governed and enforced by Hockey Calgary.
- Hockey Calgary (Zone 9) has 4 Elite Draw zones, which are reviewed on a continual basis to ensure equity in number of players associated to each zone.
- Hockey Calgary & the Elite Council from time to time will make amendments to these boundaries, which will be communicated to the membership.
- Each season Hockey Calgary & the Elite Council will clearly communicate any changes to boundaries, and inform all members of such changes.

Tryout Procedures

- A player must first try out for the Midget AAA team in the Elite Draw Zone Area where the player resides (unless in special circumstances, previous approval has been granted).
- All 16 and 17 year old players will have the opportunity to attend a Midget AAA tryout with the elite team within their draw zone in Calgary. Procedures for the tryout process will be provided by the respective Elite association. This will constitute the players first tryout.

Traveller Policy

- If the 16 and 17-year-old player does not make the Midget AAA team they are trying out for, or are considered "at risk" of not making their Elite Draw Zone Midget AAA team, that player will be informed of such by their home association Midget AAA coach, and they <u>will</u> be given the option to attend the traveler game. Elite Draw Zones sending "at risk" players to the traveler game accept that these players may be successful in securing a spot on another Midget AAA team. This will constitute the second and third try-out for the 'next closest' Elite teams as defined by the Elite Draw Zone Areas.
 - o For the purposes of Calgary, the next closest elite team will be any of the remaining 3 elite teams within zone 9 (Calgary City Limits).
- All 16 and 17 year old players who have been selected to participate in their respective
 associations 'sweater game' (top 40) will be eligible to travel to another Elite association within
 zone 9 should they not be successful in securing a playing spot on their home associations
 Midget AAA Team.
- All 16 and 17 year old players who have not been selected to participate in the sweater game will continue the tryout process in Midget AA within their home Elite association and are not eligible to tryout in another Elite association.

- 15 Year Old Midget Players who do not make the Midget AAA team in their home association are 'NOT' permitted a 2nd tryout for Midget AAA and must report to the M15 team tryouts in their resident draw zone.
- Should a 16 year old travel to another Elite association within zone 9 and be successful in securing a spot on that team it is understood that at the end of the season that player will return to the home Elite association. The transfer is for one playing season only.

Traveller Procedures

- Returning Midget AAA players who are released from their home association Midget AAA team who wish to travel need to contact their registrar, who will provide their name to the Chairman of Elite Council. The Chairman of Elite Council will in turn share their name with the other three Elite Associations within zone 9. At their sole discretion, the player may be invited to attend another Elite Associations Midget AAA camp prior to the traveller game. If unsuccessful in getting an invitation the player may attend the Traveller Tryout Game as described below.
- Under special circumstances player(s) who do not meet the above criteria may be allowed to travel prior to the traveller game. Examples of special circumstances would be as follows:
 - o Player is injured at the time of the home association Midget AAA camp and is released.
 - Player was unable to attend Midget AAA camp due to tryout at Major Junior or Junior A team. The player must be available prior to the final release date of Midget players from the Elite Associations back to community hockey to be eligible.

Note that players who were given an opportunity to try out and were released would not be considered for special circumstances. The player would need to contact the home Elite Association registrar, who in turn will contact the Elite Council Chairman. If approved the Elite Council Chairman will share their name with the other three Elite Associations within zone 9. At their sole discretion, the player may be invited to attend another Elite Associations Midget AAA camp prior to the traveller game. If unsuccessful in getting an invitation the player may attend the Traveller Tryout Game as described below.

- Players who are interested in a 2nd tryout must contact the registrar of their home association and communicate their desire to compete in the traveller game. The registrars from each association will complete a spreadsheet containing the names of all players who wish to travel and will forward this to the Chairman of Elite Council for approval. Deadline to register for participation in the traveller game is 9 pm on the night of September 16th.
- The elite registrars will provide a complete list of all "at risk" players to the elite council chair no later than 48 hours prior to game day.
- The approved spreadsheets will be returned to each registrar and only those players whose names are included will be permitted to participate in the Traveller game. Any player who is invited by another Elite Association (within zone 9) to attend their Midget AAA camp will be required to complete the permission to travel form and have it signed by the home association and then the forms must then be emailed to the Chairman of Elite Council Doug Keebler who will provide the details and timing of the 2nd tryout process. dkeebler@telusplanet.net
- On the rare occasion that an Elite Association does not have a sufficient number of players to field two Midget AA teams, Elite Council may allow Midget AA players released from other Elite Associations within Zone 9, to travel to fill the roster positions.

Traveller Skate (Game) - 2^{nd/} 3rd Tryout Process

- Within Hockey Calgary (zone 9) the 2nd Tryout process will begin with a skate/game hosted by all 4 Midget AAA teams within Calgary, and coordinated by the Elite Council.
- This ice time will occur in late September (exact dates TBD), and will constitute the 2nd & 3rd tryouts for these players.
- From the time you are released from your home associations Midget AAA team, until the 'Traveller Skate' you should continue skating in the Midget AA tryouts within your home association.
- The 'Traveller Skate' ice time will be attended by all 4 Midget AAA coaches. With members of the 4 respective coaching staffs managing the on ice activities.
- At the conclusion of the 'Traveller Skate', Midget AAA coaches will have the opportunity to invite select players from the traveller game to continue the tryout process with their Midget AAA team.
- Any players chosen to continue on with a new association will provide the completed traveller form to that new association.
- Should more than 1 Midget AAA coach be interested in a player(s). Coaches will meet with the player(s) in question and the player will determine which team he will travel to
- For players who attend the game and are unsuccessful in gaining a tryout with another association this will constitute their second and third tryouts and they will return to their home Elite association to continue the tryout process in Midget AA.

Traveller Tryout Game Rules

- This is a sanctioned game and any resulting infractions that call for a suspension will carry forward to the regular season.
- If there are not enough players to run a regulation game the 'Traveller Skate' will consist of a number of drills, and pre-determined small areas games to determine if a coach is interested in inviting you to the remainder of their team tryouts.

Sanctions for Deviation of Policy

 Any deviation from the policy, or the intent of the policy will result in a minimum 3 game suspension for the head coach of the association in question. As this is deemed a minimum suspension it will not be subject to appeal.