



2020-21 Season Plan

Penetang Minor Hockey Association

NEED FOR NEW APPROACH



- Covid-19 restrictions have greatly impacted our ability to run a season
- We will need to follow new guidelines from OMHA, OHF, Hockey Canada, and regional/provincial health authorities
- We will need to adopt our association to a new normal with maximum flexibility to make changes as the season evolves
- We need to stay true to our mission:

Our mission is to provide a program that allows every participant to play at their optimum level of competition while at the same time learning valuable hockey skills, life skills, and developing a positive sense of team play.

GOALS FOR 2020-21



- **Return to Play:** We need to get our players back on the ice - exercising and being with their friends - for their mental and physical health
- **Have Fun:** We need to ensure players are having fun and enjoying the game of hockey
- **Focus on Future Years:** We need to use this year as a development year for our players and maximize their skill development opportunities to be ready for future seasons
- **Create Opportunities For Growth:** We need to find the right level of challenge for all our players (Rep/AE/LL) so that they continue to grow and mature as players

FACILITY INFORMATION



- All players will be expected to complete an Acknowledgement, Release, Indemnity and Assumption of Risk waiver prior to entering the facility
- A COVID-19 questionnaire must be answered each time the player uses the facility
- Dressing rooms and showers will not be available for use. Chairs will be set up 2m apart in the lobby for players to put on and take off skates. Participants will only be allowed in the facility 15 minutes prior to their ice time.
- No parents or spectators will be allowed in the facility.
- A maximum of 24 people will be allowed on the ice at one time.
- Participants must bring their own water bottle already filled. There will be no access to filling stations within the facility.
- Masks or face coverings must be worn by everyone entering the facility and may only be removed by participants going on the ice and only at that time.
- Everyone entering the facility must follow all markings and signs posted within. These include arrows on the floor directing traffic flow, dedicated areas for before and after ice activities, and separate entrances and exits.

SEASON OVERVIEW



- **Oct 5 - Dec 23** - First half of season (12 weeks)
 - **Oct 5 - 18** - Practice/Development Phase - No games (2 weeks)
 - **Oct 19 - Dec 23** - Practice and Play Phase (10 weeks)
- **Dec 24 - Jan 3** - CHRISTMAS/NEW YEARS BREAK
- **Jan 4 - Mar 28** - Second half of season (12 weeks)

FIRST HALF OF SEASON



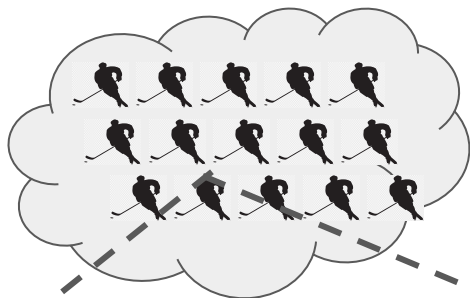
- All play will occur within PMHA.
- All practices and games will include only other teams and players from the same Bubble. Players will only be a part of 1 Bubble.
- Within each Bubble, players will be assigned to a Development Group based on their skill level and ability. Each group will be assigned a lead coach who will plan and run all practices and development sessions. Coaches leading each Development Group along with Bubble Convenors will make final player selections. There will be no tryouts.
- Within each Bubble, players will also be assigned to one of the Bubble League Teams. Coaches and Bubble convenors will work together to ensure these teams are as balanced as possible, including diversity of skill levels and an equal number of players from each Development Group within the Bubble.
- 3-on-3 or 4-on-4 modified games will be played within each Bubble. All games will include on-ice officials and timekeepers.
- The number of practices and games per week will depend on the age group and tier.

FIRST HALF OF SEASON



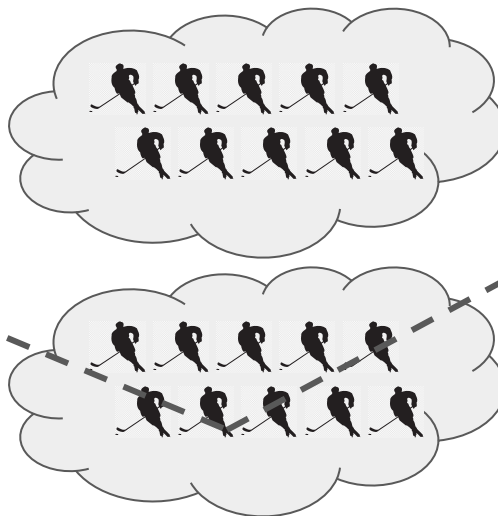
Bubble Formation

(Less than 50 players)



Development Groups

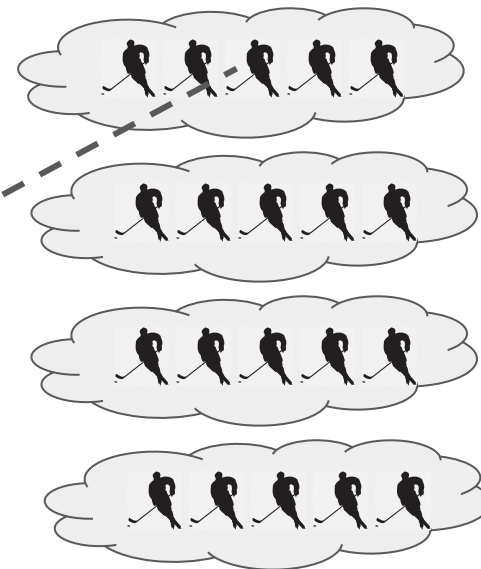
14-18 players



Practice with similarly skilled group

Game Play Teams

8-9 players (incl. 1 goalie)



Play games against teams of similar calibre



FIRST HALF OF SEASON



- U7 Bubble will be formed of independent skating 2014 and 2015 players. Players must be able to enter and exit the facility on their own without the assistance of a parent.
- U9 Bubble will be formed by combining 2012 and 2013 players into a single division. There will be two development groups consisting of players of like skill level. 4 teams will be formed for game play purposes and games will be 4-on-4 half ice
- 2 x U12 Bubbles will be formed by combining 2009, 2010 and 2011 players. There will be a competitive bubble and a recreational bubble. Both bubbles will have 2 development groups consisting of players of like skill level. 4 teams will be formed in each bubble for game play purposes and games will be played 4-on-4 full ice.
- 2 x U15 Bubbles will be formed by combining 2006, 2007 and 2008 players. There will be a competitive bubble and a recreational bubble. Both bubbles will have 2 development groups consisting of players of like skill level. 4 teams will be formed in each bubble for game play purposes and games will be played 4-on-4 full ice.
- U18 Bubble will be formed by combining 2003, 2004 and 2005 players. There will be 3 development groups and # of practices will be determined by the development group. 5 teams will be formed for game play purposes and games will be played 4-on-4 full ice.

FIRST HALF OF SEASON



Age	Convenor	Bubble	Development Group	Prac/wk	Games/wk
U7	Jeff Hamelin	U7 Bubble	Development Group A	1 or 1.5	0
U9	Kyle Graham	U9 Bubble	Development Group A	2	1
			Development Group B	1 or 1.5	1
U12	Mike De Munnik	U12 Competitive Bubble	Development Group A	2	1
			Development Group B	1 or 2	1
		U12 Recreational Bubble	Development Group C	1	1
			Development Group D	1	1
U15	Todd Ritchie	U15 Competitive Bubble	Development Group A	2	1
			Development Group B	1 or 2	1
		U15 Recreational Bubble	Development Group C	1	1
			Development Group D	1	1
U18	Pauline Benkovzski	U18 Bubble	Development Group A	1	1
			Development Group B	1	1
			Development Group C	0, 0.5 or 1	1

SECOND HALF OF SEASON



- Play may occur jointly across multiple MHAs - possibly Penetang, Midland, Elmvale and/or Oro
- There will be multiple tiers where appropriate
- Players will be assigned to a bubble where they will be part of a development group for practices and a 4-on-4 team for games
- Bubbles will be based on traditional age groups and will be determined later with other MHAs
- # of practices and games will depend on the age group and tier

This is subject to change

COSTS FOR SEASON

- PMHA will be running on a cost recovery model this year trying to keep fees as low as possible
- All players will be charged a one time overhead fee to cover insurance, team registration, and other miscellaneous expenses for the year
- Players will be given a jersey for games but will not be supplied practice jerseys or socks
- Costs for ice time will be paid directly by the players to which the ice is assigned
 - Practices will be charged directly to the Development Group
 - Games (including referee costs) will be charged directly to the Teams playing
- Players will pay for the ice that is allotted to them, not what they attend
- Midget players will be given the option to opt out of practices and play games only
- Teams that request and receive additional ice will pay for these extra ice times directly
- The board will review our refund policy and provide additional flexibility where necessary



COSTS FOR FIRST HALF OF SEASON

- Overhead costs are estimated to be:
 - \$50 per player
- Costs for this year will be:
 - 50 minute practice will cost \$160
 - 60 minute practice will cost \$185
 - Games will run in a 50 minute time slot and cost \$225 (ice time plus referees, timekeeper & gamesheet inc)
- For first half of season:
 - Approx. cost for Competitive Bubble Development Groups is ~\$400-\$450/player
 - Includes 2 practices per week + 1 game
 - Approx. cost for Recreational Bubble Development Groups is ~\$270-\$320/player
 - Includes 1 practice per week + 1 game
- Actual costs will be determined when updated budget & first half schedule is completed

ADDITIONAL NOTES



- We will not offer Intro to Hockey at the beginning of the year though will consider adding it later in season if conditions allow it.
- Every team will play 1 game per week minimum (possibly more if ice time permits).
- Number of practices per week is based on the development group but the coach may request more or less practice time than what is allotted which could impact costs.
- On a weekly basis, if development groups wish to practice more and ice time is available, they will be able to request it but will pay for the additional cost directly.
- We will be running on a cost recovery model - Each Development Group will be billed directly for the costs for their group's ice time (and incidental costs). This will be split equally among the participants of that group.
- Coaches and trainers will be selected by PMHA board and the return to play committee.

APPENDIX A

MODIFIED GAME PLAY

U12/U15/U18



Game Play

- Game time structure based on a 50-minute ice rental
 - 5 min warm up
 - 2 x 22 min period run time
 - 1 min intermission between 1st and 2nd period
- No overtime / no shootout for tied games
- No faceoffs
 - Period 1 – visiting team has first possession
 - Period 2 – home team has first possession
- No Physical Contact
 - Accidental/incidental contact may occur
 - No body checking
 - When a scrum or gathering occurs the puck will be given to the defending team and the attacking team must retreat. A whistle will be blown to separate the players and another whistle to signal the resumption of play once the official is satisfied the attacking team has retreated and the defending team has gained puck possession.
 - A player that loses a glove must immediately retrieve the glove or leave the ice.

Line Changes

- Teams will change on the fly.

Goals

- Goals result in a change of possession. The team that scores the goal must allow the other team to advance the puck past center ice before applying pressure. If the puck has not advanced past center ice within 10 seconds of the whistle the official will signal the team that scored to proceed with the attack.
- Example:
 - Team A scores goal
 - Team A must allow Team B to advance the puck past center ice before applying pressure.

Icing

- Icing the puck results in a change of possession. The team that iced the puck must allow the other team to advance the puck past center ice before applying pressure. If the puck has not advanced past center ice within 10 seconds of the whistle the official will signal the attacking team to proceed with the attack.
- Example:
 - Team A ices the puck
 - Team B retrieves puck
 - Team A cannot apply pressure until Team B has advanced the puck past center ice.

Offsides

- Offsides will result in a change of possession. The team that was called for offside must exit their attacking zone (all players simultaneously in neutral zone) before re-entering their attacking zone and applying pressure.
- Example:
 - Team A is called for offside and all players must exit their attacking zone
 - Once all Team A players are simultaneously in the neutral zone they may re-enter their attacking zone

Goaltender Freezes the Puck

- When the goaltender freezes the puck, the attacking team must exit their attacking zone (all players simultaneously in neutral zone) before re-entering their attacking zone and applying pressure.
- Example:
 - Team B goaltender freezes puck
 - Team A must exit their attacking zone
 - Once all Team A players are simultaneously in the neutral zone they may re-enter their attacking zone

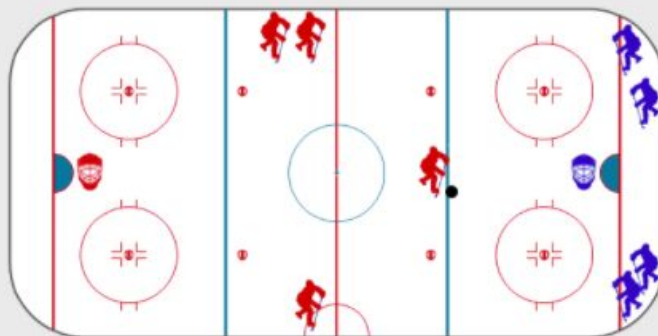
Penalties

- Penalty shots will be awarded for penalties as per:
 - 2 min penalties = 1 penalty shot
 - 4+ min penalties = 2 penalty shots
 - All major penalties will result in 2 penalty shots and an ejection from the game
 - Intentional body contact or body checking = 2 penalty shots and may result in removal from the game at the discretion of the referee
 - Intentionally entering the goaltenders crease = 1 penalty shot
 - Co-incident penalties will result in NO penalty shot being awarded
- The penalty shot must be taken by the individual the infraction was committed against unless they are unable to do so because of injury
- The time clock will continue to run during a penalty shot. If the buzzer sounds while the penalty shot is in process, the shot will be allowed to be completed and then the player change will occur.
- If a delayed penalty is called near the end of the game and the clock runs out, and where the result of the penalty shot(s) could change the outcome of the game, the penalty shot(s) will be taken. If the outcome of the penalty shot(s) would have no impact on the outcome of the game, the penalty shot(s) will not be taken.

PENALTY SHOT SETUP

- A penalty shot shall be initiated from the blue-line, at a point between the neutral zone face-off dots. The remaining three skaters on the attacking team must be positioned behind the red line against the boards, while the four skaters on the defensive team must stand behind their own goal-line in either corner.
- Once the whistle goes, the player taking the penalty shot will be free to initiate their penalty shot
- **In the event of a goal**, the team that took the penalty shot will be required to clear back to the red line. Once all four (4) skaters on the team are behind the red line, the attacking team is free to re-engage and pressure the puck. The defensive team will be responsible for retrieving the puck out of the goal and can initiate play immediately.
- **In the event of a save or a missed attempt**, the team that took the penalty shot will be required to clear back to the blue line. Once all four (4) skaters on the team are behind the blue line, the attacking team is free to re-engage and pressure the puck. The defensive team will be responsible for retrieving the puck and can initiate play immediately. Should a puck leave the playing surface on a penalty shot, the defensive team will be given the puck below the hash-marks, with the shooting team required to retreat behind the blue-line before play resuming once the whistle goes.

For a penalty that requires two penalty shot attempts, the process will be repeated from the beginning for the second penalty shot attempt, regardless of whether or not a goal was scored on the first attempt.



APPENDIX B

MODIFIED GAME PLAY

U7/U9



Game Play

- Game time structure based on a 50-minute ice rental
 - 5 min warm up
 - 2 x 21 min period run time
- 1 min intermission between 1st and 2nd period
- No overtime / no shootout for tied games
- No faceoffs
 - Period 1 – visiting team has first possession
 - Period 2 – home team has first possession
- No Physical Contact
 - Accidental/incidental contact may occur
 - No body checking
 - When a scrum or gathering occurs the puck will be given to the defending team and the attacking team must retreat. A whistle will be blown to separate the players and another whistle to signal the resumption of play once the official is satisfied the attacking team has retreated and the defending team has gained puck possession.
- A player that loses a glove must immediately retrieve the glove or leave the ice.

Line Changes

- 1.5 min shifts (timekeeper will sound the horn to notify shift change).

Goals

- Goals result in a change of possession. The attacking team must retreat and allow the team that was scored against the opportunity to play the puck. If this does not occur, the official may blow their whistle and signal the opposing team to provide more space.

Goaltender Freezes the Puck

- When the goaltender freezes the puck, the attacking team must retreat and allow the team that froze the puck the opportunity to play the puck. If this does not occur, the official may blow their whistle and signal the opposing team to provide more space.

Icing

- There is no icing in cross-ice hockey.

Offside

- There are no offsides in cross-ice hockey.

Penalties

- Penalties will be handled in the same manner as modified ice programming per the Hockey Canada Player Pathways. Intentional body contact or body checking may result in removal from the game at the discretion of the referee.

Roster

- 9 players plus 1 goaltender (per team)
- Both teams must start the game with a minimum of 5 players plus 1 goaltender