	Title	Team Creation Policy
	Policy #	Operational – 8.4
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		January 5, 2022
	Owned By	Executive Committee

1.0   OVERVIEW

This policy will help give direction to the AMHA Division Coordinators to create tiered teams as required in our CAHL/Competitive leagues and to create parity teams for our RHL/City leagues. The objective is to place all players on the team for which they are best suited and best for their development, in a manner which is standardized, fair and transparent using our evaluation policy and processes.

2.0   PRE-EVALUATIONS

Based on the number of registrations in each division at the start of the season the Executive Committee along with the AMHA staff will determine how many teams will be viable in each division and stream for the upcoming season.

At the end of this document, find a table listing the number of teams/players/goalies for the past season to use as a guide in making future decisions.

Once the Executive Committee has finalized the number of teams we will be offering, then we will run our players through the evaluation process.

3.0   MID-EVALUATIONS

After the completion of at least 2 gameplay skates, Head Coach prospects/alignment should become visible. Head Coaches are to be approached about the possibility of being aligned with a team and invited to observe the final evaluation skate in preparation for 'Coach Pick' team creation. Head Coaches will be required to attend Team Creation to make his/her choices.

4.0   'COACH PICK' TEAM CREATION

Once the players have completed their final evaluation skates the Team Creation process starts.

All the competitive stream players are ranked from top to bottom, with cutlines identified, using the applicable number of players/team set out based on number of forwards, defense and goalies required. (see below #5.0)

During each evaluation skate any skaters with "Red/outside of the standard deviation" marks in the designated Software will be dealt with as per the Operational Policy 8.1 Player Evaluations, #4.5 & #5.5. After the final skate the players will be ranked using the Overall Ranking method, which includes a weighted average* of the rankings over all sessions from the designated Software that will be decided upon at the beginning of evaluations and communicated to the Software developer for input.

*The Software allows that each skate has a different weighted percentage, with the last skate being the highest to put more weight on that skate as the player is now where they should be. By using the Overall Ranking with weighted average, it allows for "one bad skate" to not hurt the player as much. Weighting suggestions are Skate 1 – 20%, Skate 2 – 30% & Skate 3 – 50% (U11/U13) or Skate 1 - 10%, Skate 2 - 20%, Skate 3 - 30%, Skate 4 - 40% (U15/U18)

Time Trial data is used for the initial Ranking for the first skate for U13 (PeeWee) and under and then only as a tool to ensure that the player is in the right spot.

Coach Survey/Player Report Card from the previous season will also be used in special cases such as injuries (see 8.1.1 Injured Player Policy).

The top ranked forwards, defense and goalies will be placed on Team 1. The bubble players are organized for Coach Pick and the 'draft' occurs. The undrafted players then join the next team, with the next forwards, defense and goalies on Team 2 and the process repeats. Once the number of teams have been filled, the balance of players that had tried out for CAHL/Competitive will be released to RHL/City.

For each team within the Competitive stream where a Head Coach is identified and able to attend the final Evaluation Skate, the Head Coach will be given 3 'picks' from within the ranked players. The intended distribution of picks is 2F/1D, and alterations to this expectation will be identified prior to any game skates, dependent upon the number of registered players within each position.

For U13 CAHL team creation, the Head Coach will be given a list of the 7 confirmed Forwards, 5 confirmed Defence and 2 Goalies prior to making his/her selection of final 3 players. These players are non-negotiable as they are the top ranked players to make the designated team. The Head Coach picks come from the pool of 'bubble' players. For the remaining 2 Forwards, the pool consists of the next 4 ranked players for the Forward position. For the remaining 1 Defence, the pool consists of the next 2 ranked Defence. The Head coach may only choose amongst these pools, and must choose according to the number of players to fill their team as per section 5.0 below. The 'bubble' players not selected by the Head Coach will automatically be placed on the next team, as they are the highest ranked players remaining on the list. For U15/U18 CAHL teams, a similar process is utilized, but the list of confirmed players includes 8 Forwards, 6 Defence and 2 Goalies. For U11 CAHL team creation, a similar process is utilized, but the list of confirmed players includes 12 non-positional players and 2 Goalies. The U11 pool to choose from includes the next 6 'bubble' players, of which 3 are selected.

For City/RHL team creation, where a Red/Blue or Red/Purple/Blue split occurs, the Head Coach and maximum one (1) Assistant Coach are to be present for the team draft process as outlined in Operational Policy 8.1 Player Evaluation. The Division Coordinator is responsible for grouping like-ranked players according to the number of teams being created (ie. if 3 parity teams are being created, the players are grouped by rankings into sets of 6 and each Head Coach 'drafts' or chooses 2 players amongst the pool). When selecting the final 3 players, the pool from which the choices are made is to be expanded to include the applicable 'bubble' players. If 3 parity teams are being created with F/D positions, the bubble players pools will consist of 12 Forwards and each Head Coach 'drafts' 2. The corresponding Defensive pool will consist of 6 Defence and each Head Coach 'drafts' 1. The 'undrafted' bubble players are placed in the top pool for the next draft session. In the case of U11 where players are not ranked via position, the 'bubble' pool would be sized to allow for each team to choose 3 players (ie. if 6 Blue teams are being created, the final pool would consist of 36 players (3 players/team selected and 3 players/team not selected).

If there is no identifiable Head Coach within the pool of players locked to the team, the team formation will be done by Overall Ranking alone such that the Team Creation process can continue in a timely manner. Head Coach candidates must be identified prior to the 1st Game Skate if they wish to partake in the Coach Pick procedure. For City/RHL teams, if there are insufficient Head Coaches for the number of teams being created, the Division Coordinator will act as the missing Coach(es) and draft by Overall Ranking.

5.0   TEAM FORMATION POLICY

For Competitive teams and based on registration numbers the teams will be made up of:

Division	Forwards	Defense	Goalies
U18	10	7	2
U15	10	7	2
U13	9	6	2
U11	9	6	2

For RHL/City teams, based on the number of registrations and players that are released from CAHL/Competitive Evaluations, the teams will be created with the intention of parity teams within the division. If the draft process doesn't create equal teams, the subsequent Parity skates are used to identify misplaced players and adjustments made as required.

6.0   APPROVAL PROCESS

After the final skate, the Stream Director and Division Coordinator, along with the Evaluations Coordinator, who is knowledgeable with the designated Software, Coaching Coordinator, a member from the AMHA Staff and assigned Head Coaches will review the teams.

Once confident in the rankings, the team lists will be printed off, dated, and signed off by the Executive Committee VP, Stream Director, Division Coordinator, Evaluations Coordinator to acknowledge approval of the team. This can be done via email in the event someone is not available to sign and then the email will be printed off and attached to the team printout and maintained in the AMHA office. If any of those signers are not able to sign a different member of the Executive Committee will be able to sign off on their behalf.

If there are any issues a member of the Executive Committee will be consulted prior to approval. After the teams are approved, the Stream Director and Coach Coordinator will assign Head Coaches, who have previously been interviewed and approved to be Head Coach and assign them their teams.

7.0   TIMELINE

7.1   CAHL/Competitive Teams

After the final skate for CAHL/Competitive teams, an email will go out within 24 hours informing the players that they have successfully made a Competitive team and another email will go out to the released players telling them they are moving to the RHL/City tryout process.

Then, within 48 hours of the first email the CAHL/Competitive teams will be approved, and a communication will go out from the Head Coach. If no Head Coach has been assigned to the team, an email from AMHA letting the players know which team they are on and requesting a Head Coach to step forward will be sent out.

7.2   RHL/City Teams

After the final parity skate for the RHL/City teams, any final movements will be made and then within 48 hours a communication will go out from AMHA to the players informing them of which team they are on, including the team name and who their Head Coach is. Alternatively, the Head Coach may send a welcome communication prior to the first practice.

2021 – 2022 Season breakdown of Teams/Player/Goalies (approximate)

Division & Team	# of Teams	Approximate # on the Team	Total Players	Total Goalies
U18 AAA Bisons	1	19	17	2
U18 AA	1	19	17	2
U18 Female AA Elite	1	19	17	2
U18 CAHL (Tier 1, 3 & 4)	3	19,19 & 18	50	6
U18 Female RMFML	1	16	14	2
U18 RHL (A, B, & C)	3	17,18 & 18	47	6
U16 AAA AC Avalanche	1	19	17	2
U16 AA Havoc	1	19	17	2
U15 AAA Xtreme	1	19	17	2
U15 AA	1	19	17	2
U15 CAHL (Tier 1, 2, 3 & 4)	4	19	68	8
U15 Female RMFHL	1	15	13	2
U15 RHL (A, B, C, D, E & F)	6 (2B,4R)	17,16,16,16,18 & 17	93	7 (short 5)
U13 AA	1	19	17	2
U13 CAHL (Tier 1, 2, 3, 4 & 5)	5	17,16,17,16 & 17	75	8 (short 2)
U13 Female	1	15	13	2
U13 RHL (A,B,C,D,E,F, & G)	7(3B,4R)	16,16,15,17,15,18 & 17	107	7 (short 7)
U11 CAHL (Tier 1, 2, 3, 4 & 5)	5	17,17,17,16 & 17	75	9 (short 1)

U11 Female RMFHL	1	16	15	1 (short 1)
U11 City	6	16,17,16,17,16 & 16	96	2 (short 10) Players rotating
U9 Novice	9 (4B,5R)	17,17,17,17,18,18,17,18 & 18	157	Rotation
U9 Female Novice	1 (1R)	18	18	Rotation
U7 Initiation	8 (4B,4R)	14,14,14,14,16,16,15 & 15	118	Rotation
Recreation	4	18,19,17 & 17	71	Rotation
Total Teams	**73**	**Total = 1242**	**1166**	**76**

Team Names are also already determined:

U7 – Superhero names

U9 – NHL Names

U11 – NHL Names & Lightning for CAHL Teams

U13 – Lightning for RHL, CAHL & SCAHL

U15 – Lightning for RHL, CAHL & SCAHL plus Xtreme for AAA

U18 – Lightning for RHL, CAHL & SCAHL, Havoc for U16 AA, AC Avalanche for U16 AAA and CFR Chemical Bisons for U18 AAA