

Recreational Tournament Team Request

According to BC Hockey Policy 7.13, Minor Hockey Associations may apply to register a Tournament Team to participate in U11, U13, U15 or U18 tournaments. Refer to BC Hockey Policy Manual for details. Players' scheduled games with rostered teams are priority. Tournament host must be made aware that a tournament team is requesting attendance.

Instructions:

Submit this request with the proposed tournament team roster (page 2), to the District Minor Operations Task Group Member at least 21 days prior to the tournament. All players and bench staff must be currently rostered to BC Hockey recreational or Tier 4 teams. If any players or bench staff are from an MHA other than the requesting MHA, include approval (email or letter) from their MHA president & team. If from another district, include District approval (email/letter from District President).

Requesting MHA & Division:

Tournament Information:	
Host MHA:	
Division:	
Sanction #:	
Dates:	
Endorsed by MHA President:	
Signature:	
Name	Date
or attached email/letter	
	advise the requesting MHA whether the request is approved or not. am roster will be created for the requesting MHA to submit to the
BC Hockey Request is:	
Approved	Denied
If denied, reason:	









Proposed Tournament Team Roster:

MHA:	Tournament Location:	
Division:	Sanction #:	

	Player Name	HCR #	Primary Team	Age	Position Skater/Goaltender
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					
19					

Bench Staff:

Name	HCR#	Position	

Team Contact Name Phone Number Email

Bench Staff Requirements: In addition to current CRC submission to home association (in HCR) and current RIS & CATT certification

Head Coach	Coach 1/Coach 2/Development 1 as required per BC Hockey Reg. 3.2 U11 & above also require Checking Clinic (BC Hockey Reg. 3.3)
Assistant Coach	Coach 1/Coach 2/Development 1 as needed (BC Hockey Reg. 3.2)
Safety Person	HU-Online Safety
Manager	No additions





