

Hockey Regina Inc Atom Hockey Program

Purpose/Overview

- To promote fun and enjoyment while at the same time stressing the values and appreciation of improved skating, puck skills and other hockey skills.
- To ensure that there is fun and enjoyment in the context of good competition by encouraging players to play with other players of similar skills, abilities and desires. In addition, by ensuring that there is an equal distribution of player talent amongst the teams within the divisions, players are encouraged to compete against other players of similar caliber.
- To provide a program which ensures that all players will enjoy equal opportunities of ice time during practice instruction and games.
- To provide guidelines which encourage coaches and other team executives to improve their own coaching qualifications and instructing skills by participating in certification programs which emphasize theory, philosophy, technical and practical skills.
- For Atom there will be 3 tiers; A, B, C. A player will have the ability to register to try out for any Tier. It is the understanding that registering for A or B does not guarantee a placement on an A or B team.
- For Atom, the City will be divided into one (1) zone for A and two (2) zones for B and C.
- To be eligible for the A or B team selection draft, all players must be registered for and attend the evaluations of that particular Tier. Late registrations and transfers for A and B will be accepted up to the final evaluation session of that particular Tier.

Team Concept

1. Overview

- Emphasize the provision of fun and enjoyment while at the same time stressing the value and appreciation of improved skating, puck skills and other hockey skills.
- Practice to game ratio: Allocate a minimum 50% of program ice for team practice and 50 per cent of program ice for scheduled games.

2. Team formation

Teams will be formed based on the leveling principle. The purpose of this leveling

formulation is to provide more enjoyment by practicing, learning and playing with players of similar skills, abilities and desires.

Total # of skaters registered for A	City Wide A	# of skaters registered in a zone for B	By Zone Tier 2
<330	8	<90	4
331 – 365	9	91 – 115	5
366 - 400	10	116 – 135	6
401 - 435	11	136 – 155	7

- All players will be evaluated as per the Atom Evaluation Procedure document. The number of teams in A and B will be based on the above grid system. Any deviation from this prescribed leveling regulation shall require permission of the HRI Board.

Preferable team numbers for Atom are 14 skaters and 2 goalies per team. The exact roster size to be approved by the Division Director.

4. Team playing rules

- A + B
 - Each team will play approximately 24 league games
 - Each team will receive approximately 30 HRI assigned practices
 - Game length will be 75 minutes: 5 minute warm-up, 3-15 minute stop time periods
 - Time outs not allowed
- C
 - Each team will play approximately 22 league games
 - Each team will receive approximately 25 HRI assigned practices (modified shared)
 - Game length will be 75 minutes: 5 minute warm-up, 3-15 minute stop time periods
 - Time outs not allowed

5. Playoffs

- All teams shall make the playoffs
- Teams must be available for all scheduled playoff games. Teams forfeiting playoff games will be disqualified from the remainder of the playoffs.
- The playoffs shall be a double knockout format

6. Tournaments

- A + B
 - Each team may attend a maximum of 4 tournaments, not including their division tournament (2 overnight maximum).

- C
 - Each team may attend a maximum of 3 tournaments, not including their division tournament (1 overnight maximum).