



## 2023 Canada Winter Games Hockey Technical Package



Technical Packages are a critical part of the Canada Games. They guide the selection of athletes by prescribing the age and eligibility requirements, assist the Host Society by detailing competition formats and scoring procedures, assist Provincial/Territorial (P/T) Chefs de Mission in verifying eligibility, help with budgeting by describing the number of participants permitted, advance coach certification by stating minimum requirements, and generally contribute to athlete development by identifying each National Sport Organization's (NSO) version of athletes in the "Train to Compete" phase of its Long Term Development (LTD) model, or other suitable phase of LTD as justified by the NSO.

Technical Packages are developed 36 to 24 months prior to the Canada Games primarily by NSOs, following the Canada Games Council's (CGC) [Principles that Govern Technical Packages](#). As the overall governing body of the Games, the CGC has the ultimate authority over Technical Packages, but this authority is exercised only with the knowledge and understanding of the concerned NSO.

Relevant Games stakeholders, specifically Provincial/Territorial Sport Organizations (P/TSOs) and P/T team staff, are encouraged to review the Technical Package in detail to ensure a thorough understanding. If an individual wishes to seek clarification or initiate a change to a Technical Package leading up to a Games, the request should be first directed to the NSO or the Chef de Mission. The NSO or Chef de Mission will submit the requested change or clarification to the CGC for consideration. Timelines for requesting changes to major elements of the Technical Package (i.e. team sizes, age categories, eligibility restrictions, events, competition formats) are outlined in the Principles that Govern Technical Packages. Minor corrections will be considered at almost any time, but will be increasingly difficult to achieve within six [6] months of the Games. These time frames reinforce the importance of complete understanding of the Technical Package by Games stakeholders early.

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## 2023 Canada Winter Games Hockey Technical Package

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### 1. SPORT: HOCKEY

This technical package covers the sports of Men's Hockey (MH) and Women's Hockey (WH) at the 2023 Canada Winter Games. All content in this technical package covers both sports inclusively unless otherwise explicitly stated.

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### 2. PARTICIPANTS

#### 2.1. Athletes

- 20 male athletes (MH)
- 20 female athletes (FH)

#### 2.2. Staff

Permitted for each team:

- 3 coaches
  - At minimum 1 male coach for each MH team
  - At minimum 1 female coach for each WH team
- 1 director of operations (or a “manager”)
- 1 technical support, including one of the following:
  - Equipment manager
  - Video coach
  - Goalie coach

A maximum of four (4) team staff members are permitted on the bench. This may include coaches, directors of operations (managers), technical support staff, or Venue Pass Holders.

#### 2.3. Additional Team Staff\*

- Apprentice Coach
  - See [Women in Coaching Canada Games Apprenticeship Program](#)
  - See [Aboriginal Apprentice Coach Program](#)
  - Apprentice coaches have the same access as athletes and team staff.
- Venue Pass Holder

- See [Venue Pass Holder Policy](#)
- Venue Pass Holders do not have access to the field of play; however, they may be permitted on the bench assuming they are one of the four team staff members selected for bench access
- Venue Pass Holder's venue access
  - Sport Operational Zone (Zone 2)
  - Back of House Zone (Zone 3)

\* Additional team staff positions are administered by the P/T Team. Positions must be applied for based on each P/T Team's process. For information pertaining to the process in your P/T contact your Chef de Mission.

## 2.4. Support for Participants

The Canada Games Council recognizes there can be barriers to participation/attendance at the Canada Games. The below policies have been developed to provide support to participants when required:

- [Support for Nursing Mothers Policy](#)
- [Participant Assistant Policy](#)

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## 3. CLASSIFICATION

### 3.1. Male Hockey Tournament

- Competitors under 16 years of age as of December 31, 2022
- Year of birth: 2007 to 2011 inclusive
- Teams from NT, NU and YT are eligible to select up to three (3) players under 17 years of age as of December 31, 2022 (born in 2006) as per the Small Jurisdiction Strategy

### 3.2. Female Hockey Tournament

- Competitors under 18 years of age as of December 31, 2022
- Year of birth: 2005 to 2011 inclusive
- Teams from NT, NU, and YT are eligible to select up to three (3) players under 19 years of age as of December 31, 2022 (born in 2004) as per the Small Jurisdiction Strategy

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## 4. ELIGIBILITY

#### 4.1. Athletes

Excluded from the Canada Games are:

- Senior National Team members which is defined as athletes who have held an SR, SR1, SR2 or C1 card at any time; and/or athletes who are part of (on the roster of) a standing Senior National Team (i.e. recognized as a Senior National Team member regardless of event participation)
- Athletes who have previously competed at any of the following events:
  - Senior World Championships
  - Olympic Games
  - FISU Games
- For MH, athletes who are actively playing on a CHL roster at the time of the CWG or during the roster finalization period.

No athlete can be rendered ineligible within 90 days of the opening of the Games due to National Team status, carding status or competing in an excluded event (i.e., if an athlete is granted National Team status for the first time, carding status or competes in an excluded event after November 20, 2022, they will still be considered eligible to compete at the 2023 Canada Games).

Athletes who hold a C1 card (as defined by Sport Canada's Athlete Assistance program) or are in their first year of Senior National Team status may be deemed eligible on a case-by-case basis. Requests must be submitted to the respective P/T Team Chef de Mission and approved by the Canada Games Council's Eligibility Committee.

All athletes must meet the eligibility regulations outlined in CGC's [Eligibility Policy](#).

#### 4.2. Coaches

Coaches registered in the Canada Games electronic registration system must be Hockey Canada NCCP High Performance 1 certified. Coaches must be certified no later than 180 days prior to the opening ceremony (August 22, 2022). Please note that "NCCP Competition-Development Certified, Not Renewed" does not qualify under the coaching standards for the 2023 Canada Winter Games. Please refer to the [CGC's Coach Certification Policy](#) for additional information. For more information on the coach certification pathway for Hockey, please visit [Hockey Canada's website](#).

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## 5. COMPETITION

### 5.1. Tournament Directorate

The Tournament Directorate will rule on all grievances resulting from any of the tournament games. There shall be two distinct Tournament Directorates, one for MH and one for the WH. The members of the Committee shall be appointed as follows:

- NSO Technical Representative
- Sport Lead
- Venue Lead or Representative
- Sport Information Officer
- Host Society Staff Representative(s)
- Canada Games Council
- Director of Operations or Manager for each participating Province/Territory

Member representatives, Directors of Operations or managers, and coaches from each of the participating teams must attend an Opening Tournament Meeting. A meeting request will be sent out to confirm the date and time of the meeting. This meeting will consist of the Tournament Directorate, Tournament Chair, and the Tournament Referee in Chief, and other requested participants. An entire overview of the tournament will be reviewed including rules and regulations, disciplinary action, and operations procedures for the tournament. Teams are to submit their member signed and certified rosters at the end of the meeting.

## 5.2. Game Supervision

Each game will be supervised by a representative from Hockey Canada or one of the teams not playing. Game supervisors will ensure proper protocol will be followed at each game. Game supervisor assignments will be determined on a game-by-game basis.

## 5.3. Bench Rules

All twenty players can dress for every game and four staff (this may include Coaches, Manager, Technical Support, or Venue Pass Holder), plus the Host Society therapist, are permitted on the bench.

## 5.4. Competition Rules

The Canada Winter Games will be played using [Hockey Canada Rules](#) applicable for Minor Hockey with the exception of a number of [IIHF Playing Rules](#) as listed below. If there is a conflict between the Hockey Canada Rules, the IIHF Playing Rules identified below, and the technical package, the technical package will supersede. The newest version of the IIHF Playing Rules will be considered, if and/or when they are updated.

- Rule 31 – Facial protection
- Rule 53 – Determining faceoff location/penalties assessed
- Rule 65 – Icing the puck/hybrid icing

- Rule 93 – Player change on icing calls
- Rule 135 – Delay of game/shooting or throwing the puck of out play
- Rule 217 – Delay of game/goaltender shooting or throwing the puck out of play

## 5.5. Standby Goaltenders

There shall be two to four standby goaltenders named and approved by the Hockey Canada Technical Representative for MH (male goaltenders meeting eligibility criteria) and WH (female goaltenders meeting eligibility criteria). The standby goaltenders must be available for the duration of the event and able to be on site in the venue in two hours or less.

Hockey Canada will be responsible for working with the appropriate Members to identify the next best age-eligible goaltenders available, in the host Province and the next two closest Provinces. Hockey Canada will make the final recommendation to the Canada Games Council. The two to four standby goaltenders will come under the direct jurisdiction of the Hockey Canada Technical Representative or designate and will be used when a team has an ill, injured, or suspended goaltender. Standby goaltenders will be made available on a “on-call” basis. In the event that a starting goaltender is removed from a game due to injury or illness, a standby goaltender will be activated so long as they can dress and be available before the end of the game.

The procedure for using a standby goaltender shall be as follows:

- A team requesting to use a standby goaltender must make a written request to the Hockey Canada Technical Representative or designate
- In the case of an ill or injured goaltender, a medical certificate must accompany the request
- The Host Society will establish any required accreditation procedures
- The Hockey Canada Technical Representative shall determine practice and game assignments for the standby goaltenders
- Teams will play with their second regular goaltender and the standby will dress as the back-up
- The standby can only enter the game if the starting goaltender is injured or removed from the game by the referee

## 5.6. Forfeiture Policy

A game is forfeited when:

- A team does not appear for that game.
  - When a game is declared forfeited due to the non-appearance of the team (Hockey Canada Rule 10.14d), the team in attendance shall be declared the winner and the score recorded as 5-0. The incident shall be reported to the League/Association President.

- A team refuses to start play (Hockey Canada Rule 10.14).
  - When a game is declared forfeited in accordance with Hockey Canada Rule 10.14c, the non-offending team shall be declared the winner and the score shall be recorded as per the Official Game Report if the non-offending team was in the lead at the time of the infraction or as 5-0 if the non-offending team was not in the lead. The players on both teams shall be credited with all personal statistics earned to the time the forfeit was declared. The incident shall be reported to the League/Association President.
- A team is unable to continue play due to having insufficient players (fewer than a goaltender and three (3) other players).
  - When a game is declared forfeited due to a team having insufficient players to continue play, either through injury and/or penalties, the non-offending team shall be declared the winner and the score shall be recorded as per the Official Game Report if the non-offending team was in the lead at the time of the infraction or as 5-0 if the non-offending team was not in the lead. The players on both teams shall be credited with all personal statistics earned up to the time the forfeit was declared. The incident shall be reported to the League/Association President.
- Both teams are unwilling or unable to continue the game.
  - When a game is declared forfeited due to both teams being unwilling or unable (insufficient players) to continue the game, the score shall be recorded as 0-0 with no points awarded to either team. The players on both teams shall be credited with all personal statistics earned up to the time the forfeit was declared. The incident shall be reported to the League/Association President.
- A team played a game with one (1) or more ineligible players.
  - When a game is declared forfeited due to a team playing with one (1) or more ineligible players, the non-offending team shall be declared the winner and score shall be recorded as per the Official Game Report if the non-offending team was in the lead at the time of the infraction or as 5-0 if the non-offending team was not in the lead. The players on both teams shall be credited with all personal statistics earned up to the time the forfeit was declared. Should the game in question be part of a tournament, the offending team shall automatically be relegated to the final position in any preliminary round robin series (if applicable) or to the final position in the tournament standings. The use of an ineligible player shall be reported to the Member President.
- In games played under the direct jurisdiction of the Member (i.e., Member playoffs), all reports will go to the Member President.
- In games played under the direct jurisdiction of the HC (i.e., Regional or National playoffs), all reports will go to the Hockey Canada Officer responsible for that level of hockey.



## 5.7. Suspensions

All Member suspensions will be recognized at the Canada Winter Games. The Hockey Canada Technical Representative must be notified of all active suspensions before the opening of the Games for week 1 participants and prior to the playing of their first game for week 2 participants. The Disciplinary Committee shall consist of the Hockey Canada Officials Supervisor, Event Referee in Chief, Hockey Canada Technical Representative, and the Canada Winter Games Sport Director where necessary. The Director of Operations must report all active suspensions to the Disciplinary Committee at the Tournament Directorate meeting. Please refer to the [Hockey Canada Minor/Female Minimum Suspension Chart](#).

## 5.8. Competition Format

Teams will be grouped as follows (based on the final standings from the 2019 Canada Winter Games):

### *MH 13 Team Format*

Pool A		Pool B		Pool C	
1	QC	2	ON	9	PE
4	SK	3	AB	10	NL
5	MB	6	NS	11	NT
8	NB	7	BC	12	NU
--	--	--	--	13	YT

### *WH 12 Team Format*

Pool A		Pool B		Pool C	
1	AB	2	QC	9	PE
4	ON	3	BC	10	NL
5	MB	6	SK	11	NT
8	NS	7	NB	12	YT

### *WH 13 Team Format*

Pool A		Pool B		Pool C	
1	AB	2	QC	9	PE
4	ON	3	BC	10	NL
5	MB	6	SK	11	NT
8	NS	7	NB	12	YT
--	--	--	--	13	NU

The competition will consist of a preliminary round (all 12 or 13 teams), followed by the qualifying round (4 teams), the quarterfinal round (8 teams), placement games (5<sup>th</sup> to 12<sup>th</sup> place teams), the semifinal round (4 teams), and the medal round (4 teams).

### *Preliminary Round*

All teams will play each opponent once within their pool. The top three teams in the standing of pools A and B will advance to the quarterfinal. Two positions in the quarterfinal remain which will be determined by the qualifying round.

### *Qualifying Round and Placement Games (1)*

The 1<sup>st</sup> and 2<sup>nd</sup> place teams in pool C and the 4<sup>th</sup> place teams in pool A and pool B will play in the qualifying round as follows:

- Game 1 (G1): Higher ranked (by points) of 4<sup>th</sup> place teams vs 10<sup>th</sup>
- Game 2 (G2): Lower ranked (by points) of 4<sup>th</sup> place teams vs 9<sup>th</sup>

The winners of G1 and G2 advance to the quarterfinal. If the 4<sup>th</sup> place teams win either G1 or G2, they will remain in their pool as the 4<sup>th</sup> placed team going into the quarterfinal. If teams from pool C win either G1 or G2, they will enter their defeated opponent's pool as the 4<sup>th</sup> placed team going into the quarterfinal. The losers will play in the placement games to determine 9<sup>th</sup> through 12<sup>th</sup> place. The 11<sup>th</sup> and 12<sup>th</sup> teams are determined by the final standings in Pool C. Standings will determine the placement of teams in games. In the event one team from pool A or B loses their qualifying game, they will assume the position of 9<sup>th</sup> place team for the placement game. If both teams from pool A and B lose their qualifying game, they will assume the position of the 9<sup>th</sup> and 10<sup>th</sup> placed teams for the placement games.

- G3: 9<sup>th</sup> vs 10<sup>th</sup> (winner assumes 9<sup>th</sup> position, loser assumes 10<sup>th</sup>)
- G4: 11<sup>th</sup> vs 12<sup>th</sup> (winner assumes 11<sup>th</sup> position, loser assumes 12<sup>th</sup>)

### *Quarterfinal Round and Placement Games (2)*

The teams qualifying for the quarterfinal will play the following games:

- G5: 1A vs 4B
- G6: 1B vs 4A
- G7: 2A vs 3B
- G8: 2B vs 3A

The four winning teams will advance to the medal round. The four losing teams will play in the placement games for 5<sup>th</sup> to 8<sup>th</sup> place. Teams will be assigned to G9 or G10 based on ranking by points in the preliminary round. If a team from pool C advances to the quarterfinals and loses the quarterfinals, they will play as the 8<sup>th</sup> placed team in

G10. If both pool C teams advance to the quarter finals and lose, they will place as 7<sup>th</sup> and 8<sup>th</sup> placed teams.

- G9: 5<sup>th</sup> vs 6<sup>th</sup> (winner assumes 5<sup>th</sup> position, loser assumes 6<sup>th</sup>)
- G10: 7<sup>th</sup> vs 8<sup>th</sup> (winner assumes 7<sup>th</sup> position, loser assumes 8<sup>th</sup>)

#### *Semifinal Round*

The four winning teams of the quarterfinal round will play in the semifinal. In the semifinal, the highest-ranked team by points will play lowest-ranked team by points, and second will play third.

G11: 1<sup>st</sup> vs 4<sup>th</sup>  
G12: 2<sup>nd</sup> vs 3<sup>rd</sup>

#### *Medal Round*

The winners of the semifinal round will play in the gold medal game. The losers will play in the bronze medal game, the results of which will determine the final tournament standings and the rankings and pools for the 2027 Canada Winter Games.

G13: winner G11 vs winner G12 (gold medal game, winner assumes 1<sup>st</sup> position, loser assumes 2<sup>nd</sup>)  
G14: loser G11 vs loser G12 (bronze medal game, winner assumes 3<sup>rd</sup> position, loser assumes 4<sup>th</sup>)

### 5.9. Three Point Scoring System

For all games in the preliminary round, points shall be awarded using the Three Points System described in the [IIHF Sport Regulations](#) on page 19. The most up-to-date version of the IIHF Sport Regulations will always be used.

### 5.10. Home and Visiting Team

During the preliminary round, the home team shall be the team who is the higher seed entering the tournament. During all succeeding rounds, the home team shall be the higher ranked team by points from the preliminary round. In the event of ties, the home team shall be determined using the tie breaking procedures described below.

### 5.11. Game Format

All games in the competition shall adhere to the following format:

- A game consists of regulation time or regulation time plus overtime in the event of a tie after regulation time

- On-ice warm-up shall be 15 minutes in length
  - The ice will be re-surfaced following warm-up; 20 minutes shall run from the conclusion of warm-up to the start of the game
  - All non-televised games will begin 5 minutes after the stated start-time (for example, if 7:00 PM game, puck drop is at 7:05 PM) with warm-up beginning 35 minutes prior to puck drop
  - Televised games will begin 8 minutes after the stated start-time (for example, if 7:30 PM game, puck drop is at 7:38 PM) with warm up beginning 38 minutes prior to puck drop
    - Exact puck drop will be determined by the broadcast, the above is used as an example
  - All regulation time games will consist of three (3) stop-time periods of twenty (20) minutes each
  - The ice will be re-surfaced following the warm-up, first and second periods and in between games; intermissions between the first, second, and third periods will be 15 minutes in length
  - Each team will be allowed one 30-second time-out in a game
  - For televised games, TV timeouts may be scheduled according to the broadcaster
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## 6. TIE BREAKING PROCEDURES

### 6.1. Tie Breaking System

For all games, the tie break system in place is the Tie Breaking System for IIHF Competitions described in the [IIHF Sport Regulations](#) on pages 20 to 21. The most up-to-date version of the IIHF Sport Regulations will always be used.

### 6.2. Overtime Operations

For all games, overtime shall be operated using Overtime Operations described in the [IIHF Sport Regulations](#) on pages 22 to 24. The most up-to-date version of the IIHF Sport Regulations will always be used. Qualifying games and placement games will operate using the protocol described on page 23, “Overtime Operations for a Playoff Game or for a Bronze Medal Game”.

### 6.3. Penalty-Shot Shootout

For all games which proceed to a shootout after overtime, the competition will adhere to the Penalty-Shot Shootout Procedure described in the [IIHF Sport Regulations](#) on pages 25-26. The most up-to-date version of the IIHF Sport Regulations will always be used.

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## 7. REGISTRATION & EVENT ENTRIES

### 7.1. Canada Games Council Registration Deadline

All participants (athletes, coaches, managers, and additional team staff) must be registered in the Canada Games electronic registration system no later than 14 days prior to the Opening Ceremony (February 4, 2023).

### 7.2. Hockey Canada Registration Deadline

Hockey Canada registration procedure to be confirmed..

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## 8. SPORT SCORING POINTS

Sport scoring points are a tool used to determine the performance of a P/T Team across all events within a sport. At the conclusion of an event, sport scoring points will be awarded using the following criteria:

- Teams will be ranked from first through last place
- If a team is disqualified, the team will not receive sport scoring points
- Sport scoring points will be awarded based on the chart below:

Placing	Points	Placing	Points	Placing	Points
1st	10	6th	5	11th	1.5
2nd	9	7th	4	12th	1
3rd	8	8th	3	13th	0.5
4th	7	9th	2.5		
5th	6	10th	2		

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## 9. FLAG POINTS

Games to Games performance by a P/T Team at the Canada Games is measured by accumulated Flag Points. Every P/T Team is awarded Flag Points for its ranked performance in each sport in which it competes.

In Hockey, Flag Points will be awarded separately for the male and female events based on the total of sport scoring points awarded.

After ranking the P/T Teams from first to last, and after any ties have been resolved as detailed in [Section 10 \(Tie Breaking Rules - Flag Points\)](#), Flag Points will be awarded as follows:

Placing	Points	Placing	Points	Placing	Points
1st	10	6th	5	11th	1.5
2nd	9	7th	4	12th	1
3rd	8	8th	3	13th	0.5
4th	7	9th	2.5		
5th	6	10th	2		

## 10. TIE BREAKING RULES - FLAG POINTS

As all final positions are played out, there will be no ties within the final P/T rankings.

## 11. MEDALS

The Canada Games will award medals to athletes only in the following quantities:

- Gold: 20 (one for each athlete of the gold medal winning team)
- Silver: 20 (one for each athlete of the silver medal winning team)
- Bronze: 20 (one for each athlete of the bronze medal winning team)

## 12. COMPETITION UNIFORM

12.1. Provincial/Territorial team colours must be worn. Each team must have two sets of jerseys and matching socks (white, dark). The home team wears white. If there is a conflict, the visiting team changes. Sweaters must have numbers on both sleeves. If helmet numbers are utilized, they must match the respective jersey numbers. White and dark jerseys must have the athlete's last name on the upper portion of the back above the numbers.

- 12.2. Uniforms must be in accordance with the Canada Games Council's [P/T Team Uniform and Sponsorship Policy](#).
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### **13. EQUIPMENT**

Athletes shall follow Hockey Canada's equipment guidelines for minor hockey. CSA approved helmets and full-face masks and a BNQ approved throat protector are compulsory.

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### **14. PROTEST & APPEALS**

#### **14.1. Canada Games Council Appeal Policy**

Appeals relating to the Men's & Women's Hockey Technical Package or any decisions made by the CGC will be made in accordance with the CGC's [Appeal Policy](#).

#### **14.2. Competition Protests**

The protest procedures for any game during the competition, shall be as follows:

- Protests and all supporting evidence must be submitted in writing within one (1) hour of the game's conclusion to the Chair of the Tournament Directorate Committee.
  - The Chair or designate shall conduct a meeting with team officials involved and record all the facts pertaining to the case.
  - The Tournament Directorate rulings shall be final and for the duration of the championship only. A written report of any disciplinary action by the Tournament Directorate will be forwarded to the President of the Member concerned.
  - All press releases or public statements related to disciplinary action shall be made only as directed by the Canada Games Council.
  - Protests will NOT be entertained on the outcome of any final championship game.
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### **15. ANTI-DOPING**

The CGC adopts the Canadian Anti-Doping Program (CADP) Covenant as a fundamental commitment to engage in a cooperative and collaborative effort to eliminate doping in sport and to support harmonized, coordinated and effective anti-doping measures in Canada. Any

Canada Games participant (athlete, coach, manager, technical support, or other person) found to have committed an anti-doping rule violation at the Canada Games (as determined pursuant to the CADP) will be subject to all of the penalties and consequences, as outlined in the [Canadian Anti-Doping Program](#).

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## **16. MEDICAL**

Medical policies and procedures will be determined prior to the Games and confirmed at the opening Tournament Directorate meeting.

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## **17. TECHNOLOGY**

Information regarding Tournament website/social media (links), webcasting, and game video to be provided at the opening Tournament Directorate meeting.

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## **18. APPENDICES**

Please review the attached appendices as they form an integral part of this technical package.

- APPENDIX 1 - Coach Certification Requirements
- APPENDIX 2 - Performance Guidelines
- APPENDIX 3 - Age Dispensation
- APPENDIX 4 - Regulations for Practice Schedules and Dressing Room Allotment
- APPENDIX 5 - Headset Guidelines



## APPENDIX 1 - COACH CERTIFICATION REQUIREMENTS

Coaches are directed to

<https://www.hockeycanada.ca/en-ca/hockey-programs/coaching/essentials/nccp/levels-requirements> for comprehensive information on Hockey Canada's High Performance 1 coaching pathway.

## APPENDIX 2 - PERFORMANCE GUIDELINES

The following Performance Guidelines have been established by the respective NSO, at the request of the CGC and the Federal-Provincial/Territorial Sport Committee (FPTSC), to reflect the expected training and/or performance parameters of a typical Canada Games athlete in the Training to Compete phase of LTD. These Performance Guidelines have been developed as a tool for P/T teams to use at their discretion in the training and selection of their Canada Games teams. These Guidelines are not required selection criteria.

### **MEN'S HOCKEY**

#### Technical and Physiological Performance Indicators

The following are general guidelines that Hockey Canada uses to track a player's identity from a technical and physiological perspective. The traits are used in the identification process, with more objective evaluations provided via a comprehensive evaluation.

<b>Individual Attributes</b>	
<b>TALENT</b>	<ul style="list-style-type: none"> <li>- Elite Hockey Sense: How the player plays the game with and without the puck, and the ability to make decisions that affect the team positively.</li> <li>- High Level Skating: Speed, quickness, agility, mobility, and pace of the game. Suffocate with skating ability.</li> <li>- Puck Skills: Player's handling of the puck, his finesse and softness with his hands, ability to give and take passes and overall creativity with the puck.</li> <li>- Goaltenders: Athletic abilities, hockey sense, technical abilities, positioning and rebound control, save selection, and high character.</li> </ul>
<b>COMPETE</b>	<ul style="list-style-type: none"> <li>- Work Ethic: Full effort and attention to detail on all tasks. Proactive and committed to constant improvement and development. Consistent regardless of the situation.</li> <li>- Drive and Pride: Commitment and love of the game wants to play and wants to represent Canada more than anything in that moment, shows up every night, consistent, embraces opportunity, enthusiastic, has a presence in the game.</li> <li>- Determination and Effort: Wants to be a member of the hardest working team in the world, shows second efforts, blocks shots, has energy in the game, engaged with and without the puck.</li> <li>- Aggressiveness and Discipline: Being in every battle – team toughness, tenacity, puck battles, tough to play against, challenges opponents with and without the puck.</li> </ul>
<b>CHARACTER</b>	<ul style="list-style-type: none"> <li>- Team First Approach: Shares success, does not take selfish penalties, sacrifices, engaged in team celebrations, talks about the team and not self.</li> <li>- Winning Disposition: Wants to be a difference maker, produces when the game is on the line, is a leader in moments of adversity.</li> <li>- Great Person: Exceptional off-ice behaviour, embraces all teammates, works well with all staff, treats people outside of the team environment with respect.</li> <li>- Accepts Roles: Players selected to Team Canada will be asked to play unfamiliar roles. Does he embrace the role and handle it in a positive manner?</li> </ul>

	- Leadership: Leads teammates with integrity. The player’s actions on the ice are consistent with his words. Earns the respect of his teammates. Will do himself what he expects of others.
CANADIAN WAY	- Professionalism: Acts on the details of the performance, takes responsibility for the controllable things and values accountability. The player handles himself as a professional in public appearance, demeanor, interaction and has a focus on getting the job done. - Preparation: Demonstrates the proper technical, physical, and mental practice necessary to perform at a World Class level. - Performance: Product of preparation and professionalism, on-ice actions and abilities that contribute to team success and Gold Medal Performances.

### Tactical Performance Indicators

Hockey Canada winning style of play and key success factors.

Team Attributes	
DISCIPLINE	Depth is an advantage Canada has at World Championship tournaments. Whenever possible, we want the game to be played at Even Strength where our depth can be taken full advantage of. To do that, our players need to play with discipline. Discipline means many things. As it relates to our keys to success, discipline means avoiding penalties while still playing hard, it means being tough within the rules. The environment our players are asked to perform in is intense. To have success we need our players to be able to stay calm in these high-pressure situations. Emotionally intelligent, understanding the situation and the opportunity, and keeping a level head in high stress environments. Control passion and control performance.
TEAM FIRST	Hockey is a team sport. A single player cannot win a tournament for a team. A single player who allows his individual interests to rise above those of the team can lose a tournament for a team. On our championship teams from the past several years, every player has been willing to sacrifice his individual interests (whether that is ice time, special teams' opportunities, or a spot on the game day roster) in support of the team’s pursuit of a Championship. Place the interest of the team over the interests of the individual – 23 players, one plan.
PUCK MANAGEMENT	Puck possession is a phrase emphasized at every level of hockey. Teams that have the puck can generate shots for and prevent shots against. Managing the puck well limits the opposition’s chances of generating offense. Our Championship teams display a willingness and ability to not only hold on to pucks when we get possession but work relentlessly to recover the puck when we do not have possession. Generating takeaways at a high rate is an important trait our teams share. Making the most out of our time with possession of the puck and relentlessly pursuing opportunities to regain possession of the puck. Own the puck.

COLLECTIVE DEFENSE	The game continues to play with a higher level of skill and at a higher speed. Offensive contributions come from every player on the ice, and so do defensive contributions. Our Championship teams all have a commitment from every player to play well in each zone on the ice. When our teams play as a group of six defensively, we spend less little time in our own end and allow few shots against. Spending little time in the defensive zone allows our teams to spend a lot of time in the offensive zone. Playing with structure and a commitment to defense minimizes time spent in our own end and maximizes time spent in the offensive zone. Defend as a group of six.
SHOWCASE SKILL	Canadian teams feature players who are passionate and committed. Canadian teams also feature players who are supremely skilled. When our players play with structure, commitment, and discipline we put ourselves in a position to play with the puck. When our players have the puck, we want them to showcase their world class skill. By showcasing this skill, the players can generate more shots and scoring chances than their opponents. When we check all the boxes, we will have the opportunity to create offensively and showcase our world class skill. Attack, create, finish.
PRINCIPLES	Demonstrated ability to execute requisite skill and habits in Canadian Way Principles. A willingness to accept the principles as the baseline in technical preparation, and the ability to execute the principles in game situations. Ultimately, Team Canada’s habits inform Team Canada’s performance.

Mental / Psychological Performance Indicators

The following are critical mental (psychological) performance attributes we require from our high-performance athletes in international and short-term competition.

Individual Attributes	
PROFESSIONALISM	Learning to appreciate the details of performance and can apply performance and conduct expectations including appearance, punctuality, attentiveness, preparation, pre and post routines.
RESPECT	Demonstrates respect for coaches, staff, teammates, self and the public. Expresses appreciation and gratitude for the opportunity (e.g., please and thank you). Mindful of body language and eye contact.
COACHABILITY	Open to learning always. Attentive to coach and staff instruction on and off the ice. Players listen and correct behaviour.
WORK ETHIC	Consistent work ethic on and off the ice. Wants to learn how much work is required to succeed at this level. Positive attitude towards hard work.
EMOTIONAL MANAGEMENT	Awareness of how emotions impact conduct and performance. Committed to learning how to manage emotions in order to perform.
LEADERSHIP	Learning to lead by example, follow a positive example, and communicate positively. Asks self “what is the right choice?” in the face of adversity.
COMPETITIVENESS	Brings passion and compete to every practice and game. Learning how to manage the competitive intensity to perform under pressure

## WOMEN'S HOCKEY

Hockey Canada recognizes regional differences on how athletes are selected for the Canada Games. Below are some guidelines for provinces/territories to follow as to the type of athletes accessing the Canada Games.

1. Provincial/Territorial Teams at Canada Games should include the best athletes within the chosen stage of development or age group. In the case of hockey, the Train to Compete Stage of Development has been identified as the ideal stage of development for the Canada Games, with an additional focus on the Train to Win Stage
2. Selected pool of athletes all should try out for the provincial/territorial Canada Games Team. No club team is entering the Canada Games.
3. Selection process to mirror the Hockey Canada National Women's Team Program selection process.
4. Potential athletes should be athletes involved in their branch programming in the respective provinces/territories.
5. Potential athletes should be training on an annual basis as part of a recognized provincial/territorial club program, school-based program or any other recognized high performance environment.
6. Potential athletes should be engaged in an environment that reflects Train to Compete / Train to Win environment, with the technical, tactical, physical and mental aspects of the game being considered on an annual basis and with an off-season training protocol.
7. Potential athletes should demonstrate characteristics found in Hockey Canada's Evaluation Criteria and Gold Medal Profile below

INDIVIDUAL & TEAM TECHNICAL/TACTICAL/SYSTEM PLAYER EVALUATION
<b><u>SKATING ELEMENTS</u></b>
Speed - first step acceleration, change of pace, ability to break
Agility - deceptiveness, pivots, footwork or foot speed
Balance - stops, starts, pivots (all directions), edges
Power - strength in relation to stride efficiency - battle balance
Specific to forwards - speed, small space agility, open ice power
Specific to defense - lateral agility, transition skating, first step acceleration out of pivots, foot speed in all directions, backwards power
<b><u>OFFENSIVE INDIVIDUAL SKILLS</u></b>
Patience and poise
Demonstrate solid puck protection skills
-Ability to handle the puck tight and wide
-Use of body, hands to protect the puck
Combine puck handling skill and skating ability to demonstrate creativity, control and deception
Demonstrates solid passing skills - hard, firm, accurate, variety, reception, ability to pass to both sides
Strong hand-eye coordination
Smart around the net
Consistent/good scorer
Demonstrates playmaking ability

Challenges defenders one-on-one at appropriate times in a low/average risk with a better than average reward ratio
Understands the concept of getting the puck to the net
Shows a willingness to take the puck to the net
Shows a willingness to get to where the puck is going to go
Demonstrates shooting skills - velocity, accuracy, quick release, gets the puck through to the net (finding the shooting lanes), uses a variety of shots at appropriate times
Demonstrates an ability to consistently create scoring chances by being a threat to shoot or pass
Decision making with the puck - pass vs shoot vs carry vs move to open space/ice is consistent
Team possession continues because of this player
Specific to Defense:
-Ability to advance the puck beating as many forecheckers as possible on a consistent basis using good decision making
-Shows patience and poise with the puck moving to create options
-Provides puck support consistently to maintain possession or create scoring chances
-Consistent success in risk/reward situations
-Is a threat with the puck on the offensive blue line
-finds the shooting lane, good choices for shot selection
-good use of deception
-can beat you with a shot or pass
<b><u>PLAYS WITH SPEED</u></b>
Has the ability to control the pace of the game with or without the puck - i.e. puck movement, skating
Plays with speed, tempo, pace
Challenges the opponent with the speed at which they play the game
Can maintain or increase their speed when they have the puck
Keeps feet moving with the puck and is able to execute evasive, creative plays at a high pace
Takes initiative (i.e. F1 on forecheck or backcheck, winning puck races)
<b><u>DEFENSIVE INDIVIDUAL SKILLS</u></b>
Use of skating and thinking skills to execute angling, steering, pressure and contain in a wide variety of situations:
-Cutting the ice in half (FC)
-Support and tracking behind the puck (DZC)
Making contact as F1 in disciplined legal manner
Demonstrates the ability to read and react/execute without the puck in a wide variety of situation - back checking, forechecking, defensive zone coverage
-head on a swivel
-controlling the offensive stick at the appropriate time
-controlling the body of the offensive player at the appropriate time
-protecting the middle
-avoidance of over skating
-understanding of contain vs pressure
-stick positioning - open ice
-stick on puck - small ice
-finding the shooting lane/shot blocking

Proper recovery in battle and checking situations
Has the power/strength, skating and thinking skills to be successful in small ice and big ice without the puck
<b>OFFENSIVE TEAM PLAY</b>
Sees opportunities and creates scoring chance for themselves and their teammates
-Scores off the rush but not in a rush to score
Can spread the defense out and put pressure on the defense with or without the puck
-Timing and support on transition, turnovers and breakout
-Timing and support on offensive attack
Contributes to puck possession/scoring chances off of faceoffs
Specific to Defense - show initiative and solid decision making in being a part of the offensive attack (i.e. 4 point of attack)
Communication - appropriate, effective and timely positive communication - loud, short and clear phrases
<b>DEFENSIVE TEAM PLAY</b>
Protect the middle of the ice in all circumstances without the puck - includes forecheck (OZ & NZ), backcheck, defensive zone coverage
Positional awareness
Support of teammates' positioning
Proper recovery in battle and checking situations
U18 - may be given some flexibility due to inconsistency in coaching and demanding of good habits
U22 - expectation level of system play and execution increases (familiarity with coaches in NCAA and USports)
Senior - firm expectation of system lay and execution and they must demonstrate a thorough understanding of protecting the middle of the ice (time in our program, exposure to solid coaches and maturity)
Communication - appropriate, effective and timely positive communication - loud, short and clear phrases

<b>DISCIPLINE</b>
Plays within the rules
Is able to play a hard nosed game with class and professionalism
Pays the price to get into a scoring position or prevent a scoring chance
Within all team systems
Shift management
Is hard to play against but not at the expense of the team
Keeps body language in check regardless of emotions
Understands their role in the game according to the scoreboard and time in game/period behaving accordingly
<b>HOCKEY SENSE</b>
Reads Plays:
-Sees the ice and can read/anticipate offensive attacks as well as a wide variety of game situations
-Understanding of faceoff alignments
-Keeps head up and trusts instincts
Game Skate

-timing and support offensively and defensively
-uses change of speed skating
Decision making with and without the puck sets the team up for potential success - makes players around them better
Can balance risk vs reward situations based on team needs - reliable and responsible - demonstrates an ability to increase level of performance in crucial game situations
Demonstrates poise and patience in pressure situations
Demonstrates an understanding and is able to execute the little things (i.e. subtle picks and area chips, line changes with a purpose, taking a lane in a race for the puck, etc.)
Is able to adjust their play based on the score, time of the game/period and situation (5-on-5 vs PP vs PK)
Has the ability to visualize, comprehend and execute a game plan or the team's style of play on a consistent basis (understanding the game)
<b><u>STRENGTH / POWER</u></b>
Uses size appropriately and successfully in battle situations
Will physically challenge the opponent
Ability to engage in battles and maintain compete level for entire game
Is a threat with their shot bot in velocity and quick release
Displays strong balance and stability on their skates whether skating in open ice or battling in small space
Can do all of the above with or without the puck
Demonstrates mental toughness
-by showing a willingness to consistently engage in physical play
-attacks bigger defenders without compromise
-uses strengths like skating speed/puck skill ability against bigger opponents without fear of a physical consequence

<b><u>WORK ETHIC</u></b>
Leadership:
-Consistency of effort
-Sets the level of pace in games and practices
-Can change the momentum of the game based on their work ethic
Battles/competes
-fights for loose pucks
-positioning in scoring areas
Practice player
-shows a willingness to improve play at practice and during off ice training
All of these must be demonstrated on a consistent bases during battles, checking, line changes, playing defense and creating offense
-intensity
-courage
-play a tough game within the rules
Recognizes and is able control above when the situation calls for it (i.e. F2/F3 on the forecheck)
Fights through checks
Demonstrates a willingness to do little things (i.e. blocked shots, separate the man from the puck, dive to chip a puck ahead, etc.)



Works hard and smart (i.e. positioning in the net zone and timing of engaging, controlling the stick)
Mental toughness - plays through bad breaks, plays bounces

**INDIVIDUAL AND TEAM TECHNICAL/TACTICAL/SYSTEM EVALUATION CRITERIA FOR GOALTENDERS**

**SKATING**

Powerful lateral movement
Movement & timing around the crease
Controlled push and crisp stop, set feet
Comfortable, efficient transition from feet to pads
Stable posture when transitioning on pads for save or recovery (good balance and control)
Good balance
Rotates eyes first, then body before using leg to drive or push back to post (post integration)
Able to track shooters/pucks from low to high, left to right
Speed of movement to track shooters
1 <sup>st</sup> shot recovery speed (getting to rebound quickly) – no reaching or over extending
Ease of footwork in traffic, or from up/down to down/up
Beats the pass when moving or pushing from point to point in the crease
Fast enough to always be in the right place at the right time so pucks hit them

**ATHLETICISM**

Very athletic & agile - the ability to move outside of the robotic goalie specific motions
Able to get out of being in an unbalanced or bad situation
Scramble ability and timing
Save selection variety
Evident range with arms, legs and strong reflexes
Able to react quickly to unnatural shots (deflections, tips, off a shin pad, etc)

**PLAY AT POSTS & BEHIND THE NET**

Comfort moving post to post
Variety of post position set up based on proximity
Ability to follow play behind net (do they get lost or lose pass options) – goal line tracking
Decision making as to when they go on pads post to post, and on feet (shooter tight to net, goalie on pads, close to wall then on feet)
Attack the post first mentality, quick position established on dead angles
Controlled active stick, deny passes from below the goal line or across the crease
Hard persistent push if the play is out in front of the net
On wrap arounds attack low with an active stick with appropriate pad positioning - not too deep in the net
Recovery ability from low post to feet if required

**PLAY IN TIGHT/TRAFFIC**

Find pucks in tight and play at appropriate depth
Can they find pucks through traffic (screens), battle through bodies
Effectiveness on tips and deflections, depth and location to player stick
Ability to hold position with players driving to the net – aggressive posture in traffic, holding space
Intensity (do they battle to stop pucks)
Are they identifying sticks left or right
Patience before sliding (avoid over playing or sliding) – play within the posts – compact movements

Ability to cover pucks, eliminate second chances – urgency to stop the play
Linking from release to body through traffic (Tracking)
<b>REBOUND CONTROL</b>
Use of stick to steer rebounds
Pucks absorbed and contained off chest pad
Use of their blocker, stick and glove and body to direct/control rebounds away from traffic, should demonstrate the following in save execution:
- catch, hold or smother
- steer into quiet ice area
- deflect out of play
- off the blocker - low and away from danger areas
Ability to catch, control and transition the puck with confidence and provide a quick transition from an originated offensive threat
Do they challenge the shooter?
Are they patient on attacks?
Are their angles accurate?
<b>STOPS THE PUCK</b>
Consistently makes saves with control and confidence
The ability to win a game - stops the puck with a confidence that gives teammates confidence, allowing for poise and composure in the defensive end
Gives their team a chance to win - making saves at the right time, importance of first saves of periods, after a goal, etc.
Steals the game - outshot by at least 10, save % greater than 90 and they win the game
Breakaway success?
Having the mindset/focus/confidence
<b>HOCKEY SENSE</b>
Do they see the game?
Decisiveness on actions
Track the puck and control the placement of your body
Recognize the next most dangerous player (identify options)
Game awareness (aware of penalty and go to bench, team is tired and force a whistle, etc)
Angle recognition (left or right stick etc.)
Keeps head up and trusts their senses
Do they see potential pass options and danger players (head on a swivel)
Read and react timing (can they make quick decisions and then make the save with control)
Are they always ready (set early when puck is in zone or slow to set)
The ability to ready or anticipate plays before they unfold
Knowing where to be in the crease without looking behind or tapping posts to find them
The ability to instinctively follow rebounds without hesitation
Effective and timely puckhandling choices during the play
The ability to battle and never give up on a play
Understanding the opposition players habits and tendencies and using this knowledge to help gain an advantage
Depth management, zone awareness, ability to make adjustments as pucks move through the zone

### **COMMUNICATION**

Appropriate, effective and timely communication - loud, short and clear phrases

Specific use of body language and follow through on actions

Can you hear them?

Simple, specific words, clear and concise

Effective and timely communication

### **SHOOTOUTS, BREAKAWAYS AND PENALTY SHOTS**

Patience

Timing of challenge and flow of retreat

Challenge, square to the puck, gap control, reaction read and post save recovery

Presentation to the shooter

Demonstrate confidence in body language and movement

Do they make the save

### **PUCK HANDLING**

Do they play the puck with purpose and does that purpose contribute to the success of the team?

Shot power and speed

Passing accuracy

Controlling dump ins and rims

Quickness and confidence in decision making to stop or move the puck in a controlled defensive and/or offensive manner with a quick return to the net

Confidence to pass play or set-up pucks

High value plays that contribute to possession

Puck playing skill, variety, forehand, backhand, half shaft

Return or leave the net with awareness and quickness (proper habits)

Positive possessions (helping the team breakout)

How do they manage speed and pressure

### **MENTAL TOUGHNESS**

Ability to exercise control over high and low level emotions. Remains calm and confident while under all pressure situations and does not allow oneself to physically, mentally, or emotionally lose control or panic

Discipline (do they engage in battle with bodies in front and lose puck focus)

Demonstrates focus - i.e. ready and set for shots

Deals effectively with adversity i.e. goal against, net collision

Displays optimism, confident presence

Confident, positive body language

Key and timely saves create momentum

Is there a consistent post goal routine, long periods without shots, etc.

Bounce back after a bad game or bad goal to make the next save

### **HABITS AND ON ICE FITNESS**

Be conditioned enough to complete drills/game at full speed

Demonstrate gold medal habits

Comfortable/effortless from feet to pads

Energy/fitness (do they perform consistently or tire easily with pressure)

Are they physically able to manage traffic and pressure - i.e. hold their crease?

Work ethic is strong for the full ice session or game

Movement intensity for the full practice
Recover to all pucks, finish the save
<b>BATTLE MENTALITY</b>
Ability to remain active in butterfly and with pushes until the puck is dead
Quick transitions on ice
Track and stay with play, they should end with the goalie (either a puck interception, cover, or direction to corner)
Quick inside edge steps/ BF walk and short pushes - transition from side to side have to be quick and in close even quicker otherwise the 5 hole is too exposed
Avoid overshooting (proper rotation and keeping between the 2 posts)
Blocking position - compact and square, avoid overreaching for the puck (extending arms /stick resulting loss of position - down and out too soon)
Never quits

### Expected

Attitude for gratitude – use of please and thank you, aware of surroundings – cleans up after self, recognizes help is needed and assists accordingly, type of person you enjoy being around, sense of humor, pays attention to details, lives in the “moment” and appreciates/makes the most of the opportunities afforded her, eliminates the I want it and I want it now attitude from her personality. Reads/listens to directions carefully, asks questions then executes to the best of their ability. Strong personal accountability and responsibility – no excuses, recognizes the importance of the small detail and how it can be the difference between reaching a goal or not.

### Communication

Communicates solutions vs. making excuses, asks questions when unsure, looks you in the eye when talking with you, is able to carry on a general conversation, engages others to talk, in a group will try to involve everyone, communicates in a regular tone not a loud voice that again invites the “look at me” situation, able to communicate for themselves not through parents, friends, coaches, gossip, or social media.

### Personal Improvement

Consistent commitment to excellence, takes feedback and works to improve all identified areas, “first on, last off”, testing results improve steadily, level of fitness high enough to complete all tests, works on skills on & off-ice, works outside her comfort zone.

### Pursuit of Excellence

Constant desire to excel in all situations, never gives up, fire in her eyes, size of heart, competitive but respectful, plays hard within the rules, is willing to take risks, consistently strong work ethic in all activities, works hard when no one is watching, hustles, does not cut corners, challenges herself, works hard but has fun, is there because SHE wants to be.

### Lifelong Learner

Listens to instructions, receives feedback openly, seeks clarity and executes a change of behavior to the best of their ability, personally responsible for own performance, asks questions,

acknowledges errors, responds constructively to obstacles/challenges, respects coaching decisions publicly - understands how to question decisions privately.

### Resiliency

Not easily discouraged, rebounds from errors/poor performance, performs/manages under pressure, good emotional control-uses emotions in a constructive, positive manner, consistency of “mental toughness”, ability to remain focused on the task at hand, not easily distracted, takes responsibility for their own confidence, seeks out assistance in this area as needed.

### Personal Discipline

Respects deadlines (i.e. being on time, replying to a request), channels emotions constructively, aggressive but composed, sticks to the plan, recognizes the importance of proper treatment of injuries and follows guidance given, nutrition, rest, makes good decisions which support their priorities.

### Balanced Ego

Displays selflessness, remains positive, will accept & execute role, helps teammates understand directions, supportive and constructive with teammates, sportsmanship, a “real” person, is not a distraction to the team, can fit into a team culture.

### Leadership

Leads by example, encourages others, respected by teammates, displays an “in charge” attitude, enthusiastic, recognizes that “cliques” within a team are detrimental to team performance and works hard to get to know everyone, is good at making everyone feeling included, values all in a group, consistent support of team expectations and guidelines.

## APPENDIX 3 - AGE DISPENSATION

To be confirmed.

## **APPENDIX 4 - REGULATIONS FOR PRACTICE SCHEDULES AND DRESSING ROOM ALLOTMENT**

### Practice Times

The Hockey Canada Technical Representative will work with the Host Society to establish the practice schedule. On the day of the game the practice times will be scheduled 30 minutes in duration and will take place as much as possible in the same arena as the game. On the day of rest the practice time will be scheduled for 60 minutes in duration (if there is sufficient ice available). If there is insufficient ice available, the minimum time allotment must be 45 minutes.

In principle the team which plays earlier will also practice earlier with the necessary adaptation following the timing of games on the preceding day. During the quarterfinal, semifinal, and medal round practices on game day, the higher-ranking team after the preliminary round will get first right of refusal of practice times based on this adaptation of game time.

The home team has the option to practice first; the visiting team may practice at the same time if another arena is available. If, for time reasons, two opposing teams must practice at the same time in different arenas, then the higher-ranking team after the preliminary round will have the choice of practice arena. Practical switches or adjustment of practice times may be agreed between the respective teams and the Host Society.

### Dressing Rooms

If permanent dressing rooms can be assigned, the permanent dressing rooms will be allotted to the teams by the following criteria:

- If using multiple arenas, the higher number of games and practices of a team to take place in one of the arenas
- The dressing rooms will be ranked by quality and distance to the ice surface and allotted to the teams following their seeding numbers from the 2019 Canada Winter Games with the first seed receiving the best room available and so on.
- If using multiple arenas, if the teams must change the arenas after the preliminary round of the event, then the dressing room in the arena to where a team is moving will again be allotted following the team ranking after the Round Robin and the ranking numbers of the available (free) dressing rooms.

Teams already in the facility will not be expected nor permitted to move dressing rooms. The Host Society will work out an exact time schedule for such changes of dressing rooms in advance.

## APPENDIX 5 - HEADSET GUIDELINES

Teams are permitted to use headsets for communication purposes. Communication through headsets during games is only permitted between CWG accredited team staff (coaches, manager, technical support, and Venue Pass Holders). It is the responsibility of each team to provide their own headsets and ensure functionality if they wish to use them. Additional Canada Games Council rules regarding coaching restrictions and communication can be seen below:

To create a fair competitive environment, in addition to any NSO rules, the following rules will be in place during competition only:

- Only accredited team support staff are allowed to coach a team or athlete on the field of play during competition at the Canada Games;
- Subject to any NSO rules, accredited team support staff may coach from within or outside of the field of play zone, including but not limited to the front of house and back of house accreditation zones;
- Subject to any NSO rules, communication between accredited team support staff through electronic or other means, is permitted;
- Any form of communication deemed to be coaching, between accredited team support staff and non-accredited individuals is not permitted during competition.

Neither the Canada Games Council, nor the NSO, will police who is coaching at the Games (however, the NSO will enforce NSO-specific rules that pertain to coaching). Any individuals who believe an infraction has taken place, should refer to the Canada Games Council [Protest Policy](#) and act accordingly.