



Vancouver Thunderbirds Hockey Rep Affiliate Process 2017-18 Season

For the purposes of this document, the term “affiliate” will refer to both Casual Players (Atom) and Affiliate Players (Peewee, Bantam, Midget)

Affiliates have traditionally been utilized to fill in for rostered players who must miss games due to a variety of reasons (eg. Injury, sickness, vacation, etc). For some, there is ample time to make long term arrangements based on a schedule, however for others, in particular sickness or injuries occurring close to a game date, time is of the essence and a simple process is needed.

Vancouver Thunderbirds Hockey wants to make the above situations as easy as possible; however, we also see an opportunity to maximize skill development opportunities that exist within our control for players who are interested, namely through involving them during practice sessions on a schedule that works for all involved.

Affiliation Process

1 Identify Player - Get Permission

- Before approaching player, request permission from association lead to ensure player is in good standing.
- For 2017/18:
 - Atom/Peewee: Bruce Gregg - bgregg@vancouverbirds.ca
 - Bantam/Midget: Steve Yan-Klassen - syanklassen@vancouverbirds.ca

2 Approach Player through their parents

- Ask if they would like to affiliate with your team for the season.
- If they accept, inform association rep lead (copy Division Manager) to officially add player to affiliate list.
- Once this is completed, the player will be added to CP-AP Tracker and highlighted green.
- You may invite these players to join a practice, but this is not required unless they were a final release in tryouts.

3 Use of Affiliate in a Game

- You can only use players that have been added to your team on the CP-AP Tracker and highlighted green. If you want to use a different player, go back to Step 1.
- Before you approach a player, you must request permission from their coach to ensure they are available and in good standing with the team. If there is a conflict and is required by their team, the coach does have the option to decline - please respect that.
- If the coach approves, you can ask the player through their parent/guardian

4 Update CP-AP Tracker

- It is critical to update the tracker throughout the season to ensure no player is used in more games than permitted (Atom = 5 games, Peewee and older = 10 games)



FAQs

Q: Can we affiliate with anyone in the Recreational division?

A: In order to provide a list of players that have been assessed at the top of the recreational division this season, the AA4, PA4, BA3 and MA2 teams will be provided with a list of the top rated players in the overall assessments conducted for the C Division on the [CP-AP Tracker](#). These should be treated as the first group to pull from. Should a name not be present and you wish to request permission, please include rationale for consideration. For example, we do not wish to exclude a player who happened to be injured during assessments as the numbers may not always show everything.

Q: When can I look below the next tier to affiliate?

A: A player from a lower tier should only be considered for an affiliate place for a team higher than those listed above if all players in the required position from the next level have either been affiliated or unable to do so. Exceptions may be made if a specific skill set is required, however, please consult with the association rep lead for your division to manage the communication as it will likely result in questions.

Q: Do we need to use a card for the final releases from tryouts?

A: No. These players will automatically be listed on the [CP-AP Tracker](#) but will be highlighted in yellow only. If you wish to use these players in a game, you must request they are officially added as an affiliate. You can, and should, still include these players in your team practices on a mutually agreeable schedule.

Q: How often do I need to invite the final releases from tryouts to practices?

A: This is completely up to you, the player and their parent/guardian to determine a schedule that works for both your team's preparation and their life schedule. Attending your practice cannot conflict with any team activity with their rostered team. It is recommended that you attempt to invite them a minimum of once per month, however if it works for more, then it will serve to assist their overall skill development and potential future success.

Q: What is the expected use of the affiliates regarding ice time?

A: For **atom**, it is expected the mandatory equal ice time in a game concept is followed for affiliates as well. If a team has a player who is able to play goal in an emergency situation, we would discourage having a goaltender come to sit on the bench. If your atom team does not have a player who can perform this function, then you may call up a goaltender. For **peewee and above**, affiliates should be part of the game, however it is acceptable to not ensure complete equal ice time. Use of affiliates should not result in reduced ice time for your rostered players who have met team requirements. For **all goaltenders**, there is no requirement to play them in a single game, however if you plan on bringing the same goaltender up for multiple games, especially in a tournament situation, as part of the player first mentality they should see some game action.

Q: When can a coach decline one of their players from being called up as an affiliate for a game?

A: While it is expected a coach will grant permission in most circumstances, even if there is a conflict with a team activity, the following situations are fully acceptable to decline the request:

- If their team has a game conflict and the loss of the player will be a potential long-term detriment to the team (eg placement game, playoffs, critical league games).
- If the player is under team disciplinary sanctions.
- If the player is under suspension.
- If the player is injured.



PCAHA GUIDELINES

Atom – Casual Players (CP)

For full information, refer to PCAHA rule book Sections C(22-24)– p 76 “Casual Players”

Key Notes:

- A player may be carded as a CP with one (1) higher flight team only
- An Atom “A” team may roster up to 19 regular players and up to 8 CP at any one time
- The total number of regular and CP carded over the course of the season shall not exceed the number of roster spots provided (25)
- A CP is permitted to play a maximum total of five (5) league (including placement games) and playoff games with the higher category team. If a player plays more than the five (5) games, the player becomes a regular player for the higher category team and can no longer play for the lower team unless released to PCAHA Executive Director on or before January 10th.
- Exhibition and tournament games with the higher team **do not** count against the limit.
- Jan 10 – Last day to register an Atom “A” Casual Player

Peewee, Bantam and Midget – Affiliated Players (AP)

For full information, refer to PCAHA rule book Section C(28), C(29) and C(32)

Key Notes:

- A carded team may have affiliated with it up to 19 designated players from carded (“A”) or non-carded (“C”) teams in lower divisions or categories
- A player may only affiliate with one (1) higher flight team only
- An AP is permitted to play a maximum of ten (10) league and/or playoff games with the higher category team. If a player plays more than the ten (10) games, the player will be deemed and ineligible player. However, if the player’s registered team completes its regular season and playoffs before the player’s affiliated team or teams, the player may thereafter affiliate an unlimited number of times.
- Exhibition and tournament games with the higher team **do not** count against the limit.
- Jan 15 – Last day to register a Peewee or above Affiliate Player