



TBMHA DRAFT PROCESS

1. PLAYER ELIGIBILITY

- 1.1.** All players must register with TBMHA via the online Hockey Canada Registry platform for the applicable season.
- 1.2.** Attendance at all assigned evaluation skates is mandatory. Players must attend these sessions to remain eligible for team placement until they are drafted.
- 1.3.** Changes to skating sessions due to injury or extenuating circumstances must be approved by the Draft Chair. The Draft Chair has sole authority to make decisions regarding exceptions to the attendance requirements.
- 1.4.** Late registrations will be accepted until November 1. To register late, participants must contact the TBMHA Office to be placed in the next available skating session. Players who register after teams have drafted may be placed on a team roster if there is an opening or added to the waiting list for the division. The Draft Chair and/or Executive reserve the right to assess a player's skill level to ensure proper team placement. Note: The purpose of the Supplementary Draft is to fill vacancies due to players quitting, or insufficient roster numbers, not to accommodate late registrants.
- 1.5.** The Draft Chair and/or Executive has the right to deem a player that has not physically "skated" or attended a skate for AA or A in either of those divisions. If their talent or playing ability demonstrates a lower level, they will hinder the player's overall development in the level below; they will be placed in the draft and disclosed at the start of the draft to all teams.
- 1.6.** Failure to attend all assigned evaluation skates at any level will result in that player becoming ineligible to be protected/chipped.
- 1.7.** If a player quits after being drafted to a team, they will forfeit the opportunity to play with TBMHA for the remainder of that season. The decision to quit must be submitted in writing and signed by both the player and their parent/guardian.

2. DRAFT STRUCTURE OVERVIEW



2.1. U18AA – PLAYER PROTECTION RULES

- 2.1.1.** U18AA teams may protect four players, including only one coach's protection. No manager protections are allowed.
- 2.1.2.** Each U18AA team must submit their player protections to the TBMHA office by 12:00pm (noon) the day prior to the draft or on a date set by the Draft Chair or TBMHA Executive.
- 2.1.3.** Protected players will be moved up five draft positions from their previous year's draft position.
- 2.1.4.** Organizational protections are not permitted for players moving from U15 to U18AA.
- 2.1.5.** Only one (1) coach protection per team is allowed. Remaining protections must be organizational. Teams that omit coach's players from protection lists cannot engage in discussions during the draft. The Draft Chair will assign the player in the called round or award the player to the selecting team. Players new to U18AA will be ranked.
- 2.1.6.** Siblings protected in U18AA will count as two or more protections. Siblings must reside at the same home address. If not protected, they fall under Section 6.
- 2.1.7.** Protection Criteria:
 - 1. Player drafted by the organization in U18 the prior year.
 - 2. Players not drafted the previous season will be ranked prior to the draft.
 - 3. Players ranked the previous year but switching teams will be ranked prior to the draft.
 - 4. Teams submit rankings on ballots including team name and suggested ranking. Draft Chair removes highest and lowest, averages the rest.
 - 5. All protections posted prior to the draft.
 - 6. No changes allowed once protections are posted.
 - 7. Failure to disclose a coach's player for ranking eliminates protection eligibility.
 - 8. Protections are optional.
- 2.1.8.** Protections will be posted on the draft board prior to the start of the draft.

2.2. U18A, U15AA, U15A – BLIND CHIP PROCESS



- 2.2.1. U15AA:** Each team receives three (3) chips: one (1) may be a parental chip, and the remaining two (2) must be organizational. If no parental chip is used, all three (3) chips can be organizational. Note: an organizational chip is Player played for the organization in that division (i.e., U15, U18) the prior year.
- 2.2.2. U15A & U18A:** Each team is allocated three (3) chips to use during the draft. Teams can use any combination of the chips (parental and/or organizational) These chips allow a team to "chip" a player called by another team and immediately acquire that player in the next available round
- 2.2.3.** No protections are used before the draft begins in the Blind Chip Process.
- 2.2.4.** Chips must be used in good faith. Attempts to manipulate the process may result in the forfeiture of a chip or draft pick. The Draft Chair has authority to pause the draft to address any behavior that threatens fairness.
- 2.2.5.** Once a team has used all three of its chips, its representatives may only participate in the draft to select a player during their turn. They may not attempt to influence other teams' selections, either directly or indirectly. Examples include statements such as:
- "That's my kid,"
 - "He was going to coach with me," or
 - "He won't play for you."
- Any violation may result in a penalty, including moving the team's next pick to the end of the round or forfeiting it entirely, at the sole discretion of the Draft Chair.

3. DRAFT ATTENDEES (ALL DIVISIONS)

- 3.1.** Only four team coaches and/or managers who are carded for a participating team who hold a valid, current coaching profile within the HCR are allowed to attend and participate in the draft.
- 3.2.** Any substitutions must be pre-approved by the Draft Chair and carded with TBMHA with the team for the current season and must also hold a valid, current coaching profile within the HCR.
- 3.3.** The club's president or vice-president is the only additional person allowed to attend and



participate in the draft to assist team staff.

- 3.4. One participant from each club, as delegated by the club president, may attend the draft to observe but not participate in the draft.

4. SHARED DRAFT PROCEDURES (ALL DIVISIONS)

- 4.1. Before the draft begins, establishment of rankings (if applicable) for coach protections, organizational protections, and sibling protections.
- 4.2. When a player(s) is/are ranked by all teams. Each team submits a round number as a value for calculation. The lowest value (representing an early round) and the highest value (representing a later round) are discarded, and all remaining values are averaged. The sum of all remaining values is divided by the count of remaining values. Once the average is calculated, any decimal amount of 0.49 or less is rounded down to the nearest whole number. Any decimal value of 0.50 or more is rounded up to the nearest whole number.
- 4.3. When a coach's protection is declined, the said player is eligible to be drafted to any team.
- 4.4. The next step at the Draft is to establish the draft order of the teams. Draft order is determined by a random drawing of team names out of a hat by the Draft Chair.
- 4.5. Once completed, all protections if applicable will be made public, and no further protections will be permitted.
- 4.6. A snake draft format is used. Draft order is followed in odd-numbered rounds and reverse draft order is followed in even-numbered rounds.
- 4.7. A team has one minute (60 seconds) to select a player and will be given a warning at the thirty second mark. Failure to comply within the specified time jeopardizes the team's pick for that round.
- 4.8. Players are drafted by calling out jersey color, number, player name.
- 4.9. The number of available goalies will be identified before the draft starts. If there are too few goalies for two per team, then any team may draft two goalies until there are only enough remaining goalies for each team to have one goalie.



4.10. Any disputes or confusion during the draft will be referred to by the Draft Chair.

4.11. The Draft Chair has the sole authority to make rulings on any challenges from a team.

5. SUPPLEMENTARY DRAFT (FOR PLAYERS THAT QUIT OR SEASON ENDING INJURY)

5.1. If a player quits the team after the draft, the club must inform the office at the earliest opportunity.

5.2. If players cannot be contacted, and are considered missing, the Draft Chair and office will assist in finding the player.

5.3. The team notice must be in writing to be considered official and must be submitted to the office prior to the deadline date for the Supplementary Draft.

5.4. After a player has been officially recognized as having quit, the team is eligible for a replacement player(s) in the Supplementary Draft, however once a player has quit and notice given you will not be able to use affiliate players for that roster spot.

5.5. The Supplementary Draft is organized to first replace players that have quit, and second, to round up the rosters of teams that are short players.

5.6. The Supplementary Draft is not organized for the purpose of accommodating late registrants, and if space is unavailable, players cannot be placed.

5.7. The evaluation skate for late registrants (replacement players) is scheduled in late October at a team's practice. By consensus, the players are ranked as to which division they belong, and according to the needs of the teams with confirmed quitters.

5.8. The draft order for teams needing replacement players is according to the ranking of the players that have quit the various teams. A team that lost an early round player would select before a team that lost a late draft pick, etc.

5.9. The draft order for teams needing additional players to round up their rosters is conducted as a continuation of the established official draft order.



- 5.10. Replacement players will be drafted into an appropriate division based upon skill. This may mean AA players are not available for the Supplementary Draft.
- 5.11. Players deemed too good for a division, but nowhere else to play, may not be registered or may be placed on a waiting list for the higher division.

6. SIBLINGS

- 6.1. Siblings are brothers and/or sisters, or players billeting/living at the same residence registered to play in the same age category (i.e., U15 or U18).
- 6.2. A list of the sibling combinations will be available prior to the draft.
- 6.3. Siblings will be drafted to the same team provided the skill levels are comparable.
- 6.4. Prior to the start of any draft, all the sibling combinations available at the time of the draft will be discussed with all teams present.
- 6.5. The teams will determine whether any sibling combinations are skilled enough to be drafted in the same division. If any team feels both players are capable of the division, then we proceed to rate the players.
- 6.6. The teams will rate the individual players "A" and "B" whereby "A" is the better of the two players.
- 6.7. The "A" player must be drafted first. No team may draft the "B" player first.
- 6.8. If the team that drafts the "A" player feels that the "B" sibling is not of the division caliber, the team may choose to select the "A" player but declares they do not want the "B" player.
- 6.9. In the event all teams deem the "B" player not to have the ability to play in said division and one team selects the "A" player, the "B" player CANNOT be selected in any subsequent round in that division unless 6-10 is used then the player is placed on one team and not the risk of being on two separate teams in one division.
- 6.10. However, any other team willing to draft both players will be allowed to draft the "A" player in that same round. The "B" player will then be evaluated for the appropriate round.



- 6.11.** In the event more than one team is willing to draft both players, draft order of the current round will be followed.
- 6.12.** Any team not wanting both players in the determined rounds may release both players back into the pool.
- 6.13.** If a player is drafted in the last round for that division, the remaining sibling is returned to the draft for eligibility in the next lower division.
- 6.14.** The procedure to determine the appropriate draft round for the second sibling is as follows: All teams are polled (ballot with the team's name written on the ballot) for the round that the second player should be drafted in. The highest and lowest ballots are eliminated, and the remaining ballots are averaged. The ballots must be a number between the current round, and 17 (i.e., last round). If a team does not consider the player skilled enough for that division, a number of 18 should be submitted to signify that. The ballots will be read out after the averaging of the ballots is completed.
- 6.15.** The Draft Chair may rule on exceptional circumstances such as when a team (with two goalies already) drafts a sibling related to a goaltender.
- 6.16.** In the case of three siblings the procedure is the same but with two remaining siblings ranked. Resolution of this unique situation would be at the Draft Chair's direction.