Mission Minor Hockey Association

P.O. Box 3154 Mission, BC V2V 4J4

Rep Coach Meeting Minutes

Date: September 29, 2026
Time: 7:00 PM - 8:00 PM
Location: Mission Leisure Centre

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1. Call to Order

The meeting was called to order at 7:00 PM.

2. Discussion Items

2.1 Development Plan with Todd

Time: 7:20 PM - 7:35 PM
Presenter: Chris

Discussion Summary:

Development plan reviewed:

- The preferred format is a half-ice split, with team practice on one half and development on the other.
- Each team will receive eight paid sessions with Todd, covered by MMHA.
- Additional development should ideally be kept in-house.

Resources and follow-up:

- Coaches should contact Todd regarding development plans and scheduling.
- Chris will work out a schedule.
- Coaches were advised to include IHS/Coach Them in team budgets at $85 for the year.

2.2 AP Selection

Time: 7:35 PM - 8:00 PM
Presenters: Chris & Sheree

AP selection process reviewed:

- Each coach or manager should submit an AP wish list to the Rep Coordinator. Players will then be divided among the teams.
- U13 A2 will draw APs from U11 A1.
- Coaches are not required to agree to AP requests; however, MMHA would like coaches to prioritize player development.
- APs should attend practices.

2.3 New BC Hockey Rules

Rule 4.2 (b) – Minor Penalties

Rule Change

If the opposing team scores a goal while a team is shorthanded because of (1) or more Minor or Bench Minor penalties or when a team would otherwise become shorthanded due to a delayed Minor or Bench Minor penalty, the Minor penalty with the least amount of time remaining will automatically terminate. In the case of a player who has received a double Minor penalty, their first Minor penalty will be terminated.

Note 1: For the purposes of terminating penalties under this rule, a delayed Minor or Bench Minor penalty is treated as a penalty with two minutes remaining.

If a team scores a goal while playing shorthanded and a delayed time penalty is signaled against the opposing team, the delayed penalty is still assessed because the team that is scored upon is not shorthanded.

Interpretation 1 – Rule 4.2 (b)

When a goal is scored (excluding on a Penalty Shot) and time penalties are being served or signaled on delay, the Referee must ask the following questions:

1. Is the team scored on playing shorthanded or to become shorthanded due to a delayed time penalty?
2. Is it because of a Minor or Bench Minor penalty?

If the Referee answers YES to both questions, then the Minor or Bench Minor Penalty with the least amount of time remaining would be terminated. The only exception would be if the goal was scored during a Penalty Shot, in which case no penalty would terminate.

Note 1: In situations where time penalties are already being served, while an additional time penalty or penalties are on delay, officials must factor that time penalty into their evaluation as to whether the team being scored on is shorthanded. When a delayed penalty is signaled on the stoppage of play where a goal is scored by the non-offending team, officials should envision the delayed penalty time being placed on the time clock. This will assist officials in identifying the minor penalty with the least amount of time remaining for termination.

Rule 6.7 – Icing the Puck

Should icing be called, the Linesperson that stops play should blow the whistle and then raise their non-whistle arm to signal icing.

Rule 6.9 – High Sticking the Puck

Rule clarification and change

Players and goaltenders may not contact the puck with their stick, above the normal height of the shoulders during the regular course of play.

(b) No goal may be scored as the result of High-Sticking the puck, unless a player of the offending team bats the puck into their own goal, in which case, the goal will be allowed.

The determining factor for a goal scored by a high stick is the height of the stick relative to the height of the crossbar. If the puck contacts a portion of the stick that is below the level of the crossbar (despite some other portion of the stick being above the crossbar) and directly enters the goal, the goal will be allowed.

Rule 6.18 (a) – Goaltender Safety

New Rule

In categories of U13 and below should a Goaltender be struck in the head by the puck the Referee shall stop play as soon as it is safe to do so, unless the puck deflects directly into the goal, in which case the goal shall be allowed. If no goal has been scored by an immediate deflection off the goaltender, play will be stopped, and the resulting face-off shall take place at the nearest end-zone face-off location to where the shot was taken.

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Rule 10.8 – Refusing to Start Play

New Procedure

1. After being directed to resume play by the Referee (warning) and an incident of 'refusing to start play' has occurred, the Referee will assess a Bench Minor penalty for Delay of Game. If this occurs in the last two (2) minutes of regulation time or any time in overtime, a Penalty Shot shall be awarded in lieu of the Bench Minor Penalty.

2. After the Bench Minor penalty is assessed, the offending team must resume play without any unnecessary delay.

3. If the offending team does not resume play promptly after the Bench Minor penalty is assessed, the Head Coach will be assessed a Game Misconduct penalty, and the game will be 'forfeited'.

Signal Change

SLEW-FOOTING

Striking the leg with either hand below the knee in a backward to forward motion, keeping both skates on the ice.

Signal Change

TRIPPING/CLIPPING

Striking the leg with either hand below the knee in a forward to backward motion, keeping both skates on the ice.

Proper Helmet Fit:

It is not enough for a player to simply be wearing the required equipment. Officials must also recognize when that equipment is not fitted or worn correctly.

The acronym SNUG is used to help officials remember what to look for:

S – Snug fit on the head

N – No tilt

U – Up-close cage

G – Good and tight chinstrap

Officials must follow procedure when a helmet or facial protector is worn incorrectly, including issuing a team warning, assessing a misconduct penalty for a subsequent violation, and ensuring the equipment is properly adjusted before the player returns.