

Fraser Valley North “C”

Season Plan Proposal



Objective



To improve the structure of Fraser Valley North “C” League and to provide a more consistent and balanced league and playoff experience for all athletes

Challenges



- Teams are supposed to be balanced; however, past seasons included different tiered groupings to provide competitive balance which shouldn't be necessary if teams are equally balanced
- Teams within associations are not balanced. On numerous occasions associations could have the strongest team in the age group and the weakest team in the age group. This is evidence that all associations need to do a better job of ensuring balance between association teams
- Teams are grouped for competitive balance, occasionally regrouped once throughout the season and then regrouped again for playoffs without consistent reasoning behind the movement decisions
- It is not possible to provide reasonable logic to teams on why they are in a specific grouping for playoffs and any potential reasoning is not consistent across divisions (age)
- Teams play different number of games in the playoffs depending on the group they are in
- There is no consequence for associations who don't follow league rules for balancing

23/24 Fraser Valley North “C” League

[2023/2024 Fraser Valley North “C” League Standings](#)



NUMBER OF TEAMS PER DIVISION

U11 - 15 teams

U13 - 17 teams

U15 - 14 teams

U18 - 17 teams

NUMBER OF GAMES PER DIVISION

U11

- 4 Balancing Games
- 11-12 League Games
- 4-5 Playoff Games

U13, U15, U18

- 8 Balancing Games
- 22 League Games
- 8-11 (U13 and U18) Playoff Games
- 6-11 U15 Playoff Games

Suggested Process

Team Formation



Balancing Structure

- 2 - 4 Evaluation Skates (can be skills practices or scrimmages or a combination of both)
- Independent Evaluators (when available) and coaches evaluate the players
 - Consider having coaching from separate divisions evaluate
 - Evaluation criteria is determined by each association
- U13, U15, U18 rankings are separated by position.
- U11 rankings include all skaters.

Rankings

- Rankings are then broken out into groups based on the number of teams per division
 - For example if RMMHA U13C has 6 teams then there will be 12 players per group
- Coaches will be sent the group 24-36 hours in advance of team formation meeting
 - All coaches must agree on the player grouping prior to team formation.
 - Changes made in real time if changes need to be made to ensure competitive balance



Suggested Process

Team Formation

Protections

- Head coaches can protect their own athletes.
- One additional staff protection (assistant coach or manager, **not** both)
- Staff protection must be rostered to HCR

Team Formation Process and 'Draft' Order

- Rankings are then broken out into groups based on the number of teams per division
 - For example if RMMHA U13C has 6 teams then there will be 12 players per group
- 'Draft' order determined by team protected athletes overall combined ranking

For example:

U13C1 - 87.5	U13C4 - 86.5
U13C2 - 89.5	U13C5 - 88.0
U13C3 - 96.0	U13C6 - 87.0

Draft order based on combine
ranking would be:
C4, C6, C1, C5, C2, C3

Suggested Process

Team Formation



Team Draft

- Draft is a snake draft
 - 1,2,3,4,5,6,6,5,4,3,2,1
- Coaches may select from the 12 players available to them
- 12 players will always be available to select from
- Everytime an athlete is selected another player becomes available
- If a protected athlete is in that grouping the coach can use either pick per grouping to select their protected athlete
 - Coaches must select from the group their athlete is in before moving to the next group of athletes
- For U13-U18 draft is done by positions
 - Forwards all at once then Defense
 - Goalies draft is determined by division based on availability
- No trades

League Balancing - 6 Games



- Ridge Meadows against Ridge Meadows teams (play each team once)
- Coquitlam against Coquitlam teams (play each team once and 2 teams twice)
- Port Coquitlam / Port Moody against Port Coquitlam / Port Moody teams (play each team once and 2 teams twice)
- Associations responsibility for ensuring balance amongst its teams
- PCAHA sends email to teams suggesting teams to contact their association and cc league manager if they are concerned with association balancing
- League Manager reviews standings after balancing is complete to spot potential balancing issues and contacts association President with concerns. Email is cc'd to Managing Director and VP

League Play - 24 Games



- Teams split into 2 Conferences alternating teams from top to bottom.
 - For example: 1st overall goes to Conference #1 and 2nd overall goes to Conference #2.
- Association teams are intentionally split as evenly as possible
 - For example: 3 RM teams in Conference #1 and 4 RM teams in Conference #2.
- Potential sponsorship opportunities with conferences
 - For example: CCM Conference and Bauer Conference
 - Sponsors to provide season awards (gift cards, shirts, hats, etc.)
- Alternative potential conference names: Lougheed Conference and Dewdney Conference
 - Both are namesakes that are shared throughout Ridge Meadows to Port Moody
- All teams play each other once = 16 games
- All teams play within their conference twice = 8 games
 - Conference with less teams plays one additional game against conference to balance league games at 24

Playoff Structure - Groupings



- Teams are ranked within their conference by points percentage not including sportsmanship point
 - Calculation = (total points - sportsmanship points) divided by (games played x 2 points)
- This calculation determines actual percentage of success throughout the season
- This calculation ensures that teams who are heavily penalized do not drop down with a group of teams that have had less success creating an unbalanced group and favouring the penalized team
- The conferences are split into thirds and combined
 - Highest points percentage (less sportsmanship points) = Group 1
 - Middle points percentage (less sportsmanship points) = Group 2
 - Lowest points percentage (less sportsmanship points) = Group 3

Playoff Structure - Format



- Round Robin within new groupings
- All teams play each other once
- After Round Robin, teams playoff in double elimination format towards “C” Championship Day
 - Teams are ranked by total playoff points then most wins, then least losses, then goals for
 - Highest seeded team is always home and responsible for ice and referees
 - Lowest ranked teams play for opportunity to continue
 - Highest ranked teams have bye (as necessary)
 - Potential estimated number of games per team 2 to 5 (plus Round Robin games)
- Final game is “C” Championship and held on Championship Day accordingly

Playoff Structure - Bracket

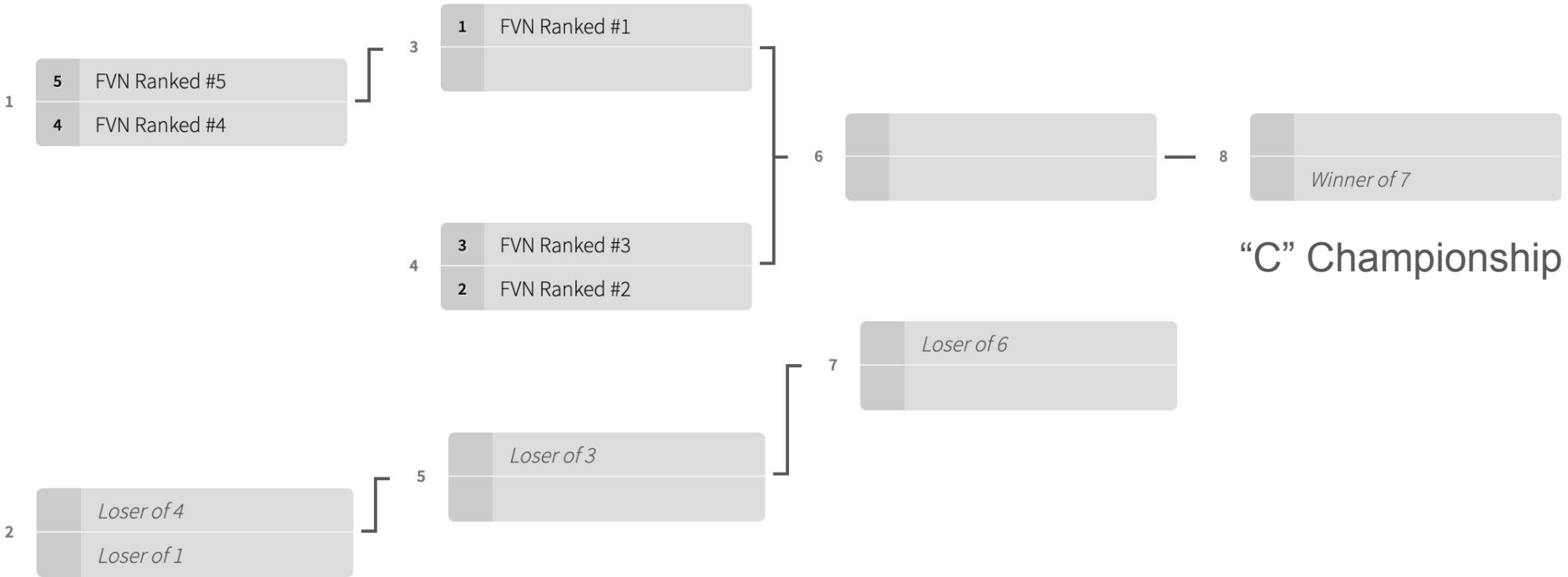
Even Number of Teams - brackethq.com



“C” Championship

Playoff Structure - Bracket

Odd Number of Teams - brackethq.com



Questions / Discussion

