

The hockey season is almost upon us and we are very excited about this year's mite program. For the most part, the program will mirror the program from last year. We are hoping to have 16 boys Mite teams and 4 girls U8 teams, plus 6 Mite Prep teams. Like last year, the 16 boys teams will be grouped into 4 levels according to ability and the girls teams are likely to be grouped into 3 levels, also according to ability. Based on feedback from last year, the following changes will be incorporated into LHA's 2009-2010 mite program:

- **More Consistency between Teams at the Same Level:** We will make sure each coach is aware of the policies regarding maximum number of outside jamborees, maximum number of additional hours of ice and the maximum dollar value for team "spirit wear."
- **Less Standing Around During Evaluations:** We will do our best to structure evaluations in a way that reduces idle time. In order to accomplish this goal, we will need more on-ice volunteers during evaluation weekend.
- **Policy for 1st Graders in Mite 4's:** Players with 3 years of mites remaining must rank in the top 20 during the first weekend evaluations in order to be considered for the mite 4 level. Players with 4 years of mites remaining must rank in the top 12 during the first weekend evaluations in order to be considered for the mite 4 level.
- **Improved Communication of Ice Schedule:** Instead of monthly publication, we will attempt to publish ice schedules in two month blocks. New schedules will be published approximately 10 days in advance.
- **Lakeville Mite Jamboree:** We are tentatively planning to host a Mite Jamboree to close out the season. More details to follow.

GUIDELINES FOR EACH MITE LEVEL

MITE PREP	
<i>Typical Age of Players</i>	Pre-K & Kindergarten, but will vary according to current skill level.
<i>Typical Skill Pre-requisites</i>	None. Most players can barely skate (if at all).
<i>Teams Selected By</i>	Mite Prep director places kids on teams.
Projected Cost (may vary)*	\$230 (\$195 registration + \$35 arena fee)
<i>Number of Teams on Ice per Practice</i>	3
<i>Target Practice-to-Game Ratio</i>	Will vary. "Mini games" may be part of practices.
<i>Maximum Coaches On Ice per Team</i>	At the discretion of the head coach.
<i>Weekend Ice Hours</i>	1
<i>Weekday Ice Hours</i>	0
<i>Max. Add'l Ice Hours (up to coach)</i>	0
<i>Outdoor Ice Hours</i>	0, but at the discretion of the coach.
<i>Game Structure</i>	None. Coaches may decide to conduct "games" as part of practice.
<i>Off Sides Rules</i>	No
<i>Change on Fly</i>	No
<i>Dedicated Goalies</i>	No
<i>Score Keeping Allowed?</i>	No
<i>Maximum # of Jamborees</i>	0
<i>Out-of-Town Jamboree Allowed?</i>	No
<i>Max. Dollars Spirit Wear</i>	\$0
<i>Games w/ External Teams Allowed?</i>	No

**Note: You must also pay \$100 for the fundraiser but this amount is recoverable assuming you actually sell the fundraising items.*

MITE 1	
<i>Typical Age of Player</i>	K & 1 st grade, but will vary according to current skill level.
<i>Typical Skill Pre-requisites</i>	Basic & rudimentary forward skating ability.
<i>Teams Selected By</i>	Mite 1 Coordinator creates teams (school/buddy based if possible).
Projected Cost (may vary)*	\$475 (\$350 registration + \$35 arena fee + \$90 add'l ice).
<i>Number of Teams on Ice per Practice</i>	2
<i>Target Practice-to-Game Ratio</i>	3 to 1
<i>Maximum Coaches On Ice per Team</i>	4
<i>Weekend Ice Hours</i>	2
<i>Weekday Ice Hours</i>	0
<i>Max. Add'l Indoor Hrs (up to coach)</i>	2, but not recommended. You will pay extra if coach adds hours.
<i>Outdoor Ice Hours</i>	At the discretion of each coach.
<i>Game Structure</i>	Half ice all season. Last game of year can be full ice.
<i>Off Sides Rules</i>	No
<i>Change on Fly</i>	No

<i>Dedicated Goalies</i>	No
<i>Score Keeping Allowed?</i>	No
<i>Maximum # of Jamborees</i>	1 and it's the Lakeville Jamboree & you will likely have to pay extra.
<i>Out-of-Town Jamboree Allowed?</i>	No
<i>Max. Dollars Spirit Wear</i>	\$0
<i>Games w/ External Teams Allowed?</i>	No

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MITE 2	
<i>Typical Age of Player</i>	1 st & 2 nd grade, but will vary according to current skill level.
<i>Typical Skill Pre-requisites</i>	Average forward skating, beginner backwards skating, able to stop
<i>Teams Selected By</i>	Mite 2 Coordinator creates teams (school/buddy based if possible).
Projected <i>Cost (may vary)*</i>	\$475 (\$350 registration + \$35 arena fee + \$90 add'l ice).
<i>Number of Teams on Ice per Practice</i>	2
<i>Target Practice-to-Game Ratio</i>	3 to 1
<i>Maximum Coaches On Ice per Team</i>	4
<i>Weekend Ice Hours</i>	2
<i>Weekday Ice Hours</i>	0, may be an occasional weekday hour.
<i>Max. Add'l Indoor Hrs(up to coach)</i>	4, but not recommended. You will pay extra if coach adds hours.
<i>Outdoor Ice Hours</i>	At the discretion of each coach.
<i>Game Structure</i>	Half ice through January and full ice for remainder of year.
<i>Off Sides Rules</i>	No
<i>Change on Fly</i>	No changing on the fly, sound buzzer & stop clock every 2 minutes.
<i>Dedicated Goalies</i>	No
<i>Score Keeping Allowed?</i>	No
<i>Maximum # of Jamborees</i>	1 and it's the Lakeville Jamboree & you will likely have to pay extra.
<i>Out-of-Town Jamboree Allowed?</i>	No
<i>Max. Dollars Spirit Wear</i>	\$0
<i>Games w/ External Teams Allowed?</i>	No

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MITE 3	
<i>Typical Age of Player</i>	2 nd & 3 rd grade, but will vary according to current skill level.
<i>Typical Skill Pre-requisites</i>	Can skate forward & backward, can stop, can pivot forward/back.
<i>Teams Selected By</i>	Coaches will draft their team.
Projected <i>Cost (may vary)*</i>	\$525 (\$350 registration + \$35 arena fee + \$140 add'l ice).
<i>Number of Teams on Ice per Practice</i>	2
<i>Target Practice-to-Game Ratio</i>	3 to 1
<i>Maximum Coaches On Ice per Team</i>	4
<i>Weekend Ice Hours</i>	2
<i>Weekday Ice Hours</i>	Approximately 1 hour every-other week.
<i>Max. Add'l Indoor Hrs(up to coach)</i>	12. Coach must find the ice and you will pay extra.
<i>Outdoor Ice Hours</i>	At the discretion of each coach.
<i>Game Structure</i>	Full Ice
<i>Off Sides Rules</i>	Begin calling off sides with no leniency on December 20 th .
<i>Change on Fly</i>	Begin changing on the fly December 20 th .
<i>Dedicated Goalies</i>	No
<i>Score Keeping Allowed?</i>	Yes. 5 goal maximum differential posted on scoreboard.
<i>Maximum # of Jamborees</i>	2. Jamborees will cost you extra. Going to zero is fine too.
<i>Out-of-Town Jamboree Allowed?</i>	No
<i>Max. Dollars Spirit Wear</i>	\$25

<i>Games w/ External Teams Allowed?</i>	At discretion of coach, scheduled by coach, maintain practice ratio
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MITE 4	
<i>Typical Age of Player</i>	2 nd & 3 rd grade, but will vary according to current skill level.
<i>Typical Skill Pre-requisites</i>	Can skate forward & backward, can stop, power turn, transition
<i>Teams Selected By</i>	Coaches will draft their team.
<i>Projected Cost (may vary)*</i>	\$575 (\$350 registration + \$35 arena fee + \$190 add'l ice).
<i>Number of Teams on Ice per Practice</i>	2
<i>Target Practice-to-Game Ratio</i>	3 to 1
<i>Maximum Coaches On Ice per Team</i>	4
<i>Weekend Ice Hours</i>	2
<i>Weekday Ice Hours</i>	Approximately 1 hour each week.
<i>Max. Add'l Indoor Hrs(up to coach)</i>	8. Coach must find the ice and you will pay extra.
<i>Outdoor Ice Hours</i>	At the discretion of each coach.
<i>Game Structure</i>	Full Ice
<i>Off Sides Rules</i>	Call off sides with no leniency from day one.
<i>Change on Fly</i>	Yes
<i>Dedicated Goalies</i>	Yes, but would like to have multiple kids per team.
<i>Score Keeping Allowed?</i>	Yes. 5 goal maximum differential posted on scoreboard.
<i>Maximum # of Jamborees</i>	2. Jamborees will cost you extra. Going to zero is fine too.
<i>Out-of-Town Jamboree Allowed?</i>	1 of the 2 can be out of town.
<i>Max. Dollars Spirit Wear</i>	\$25
<i>Games w/ External Teams Allowed?</i>	At discretion of coach, scheduled by coach, maintain practice ratio

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ADDITIONAL INFORMATION & FREQUENTLY ASKED QUESTIONS

Do mite coaches get free jackets? No.

Why do they resurface the ice every 2 hours for U8's & Mites? We are attempting to free up 50+ hour of ice and reduce the number of late night hours.

Why can't I pay the full amount of hockey in one up-front payment? We don't know what mite level your child will placed in and each level has a different price based on the number of hours of ice they are allocated.

Is the mite program "subsidized" by the association? In the past, it has been to some degree but going forward this "subsidy" will decrease (if exist at all).

What if I want to play hockey but can't afford it? Contact the Treasurer (e-mail appears under board members link that appears on the front page of the website). You will be asked to prepare a letter outlining your need and fill out a two page questionnaire. The Financial Aid Committee consisting of the President, Treasurer and Vice President of Operations will review these confidential documents and render a decision.

What equipment do I need? Helmet with face mask, Mouth Guard, Neck Guard, Shoulder Pads, Elbow Pads, Breezers (hockey pants), Protective Cup, Shin Guards, Hockey Socks, Skates, Stick.

What if I missed the registration? Try to register online. If it works your registration will be transmitted to the appropriate people. If it doesn't work, contact the mite director (e-mail appears under board members link that appears on the front page of the website) and we will see if we can work something out.

How often will we skate? It varies by level, but typically Mite Preps skate 1 day per weekend. Mite 1's, 2's, 3's and 4's and U8's skate both weekend days. Mite 3's and 4's and some U8's skate both weekend days and occasionally one day per week.

When will we know our schedule? Schedules will be published for the first few weeks once teams are formed. The schedule for the remainder of the year will be soon to follow.

How do I sign up to coach? Fill out the online coaching application form (under Coaches menu on website) and keep an eye out for coaches meetings before the season starts. Contact the appropriate level director with any questions.

Why do we place kids into different levels? We have 400+ Mite/U8's and Mite preps and there is a huge difference in skill level between the best player and the 400th player (or the 1st and 15th players for that matter). As an association, one of our goals is to maximize the development of each player. We believe that player development is maximized by reducing the skill gap between the highest and lowest players within each level/team.

How does my child get placed at the appropriate mite level? Your child will be placed in a level based on how they score in a proven evaluation process. The top 52-60 skaters will be placed into mite 4's, the next 56 – 60 skaters will be placed into mite 3's, the next 56-60 will be placed into mite 2's and the remaining skaters will be placed into mite 1's. In the event of a near tie, the player with the fewer number of mite years remaining (the older player) will be placed at the higher level.

How do evaluations work? Evaluations will take place over two weekends (two sessions per weekend). U8 and Mite levels 1-4 will be evaluated (no evaluations for mite preps).

For the first weekend, players will be slotted into sessions alphabetically based on the level they played during the previous year. Players who are new to the association and/or hockey will be placed into a session based on their level of experience and/or grade. Volunteer evaluators that have been selected by the mite director will give each player a score of 1-12 for the overall session based on how they performed in total across all of the drills. At the end of the first weekend, player's cumulative scores will be sorted from highest to lowest and they will be placed into the following groups for the second weekend of evaluations (number of kids per session may change based on the number of kids registered for the mite program).

- Top 40 skaters will be in session A
- Next 30 skaters will be in session B
- Next 40 skaters will be in session C
- Next 30 skaters will be in session D
- Next 30 skaters will be in session E
- Next 30 skaters will be in session F
- Next 40 skaters will be in session G

The second weekend of evaluations will consist primarily of scrimmages. By end of day Sunday on the second weekend, evaluators will have (i) assigned each player to the appropriate level and (ii) categorized Mite 3 & 4 players as an A, B or C player within their level. The reason for categorizing each player as A, B or C within each level is to ensure that we create equally competitive teams during the drafting process. The scores from the first weekend of evaluations as well as each player's ranking will be available to every coach during the draft.

What skills will players be graded on during the first weekend of evaluations? Drills will vary some degree according to age and level played in the prior year but some of the things that potential mite 4's will be evaluated on are as follows: Forward skating (speed & form), ability to stop both ways, ability to cross over both ways, comfort level and ability to utilize all four edges (inside left foot, outside left foot, inside right foot, outside right foot), backward skating ability (speed & form), backward crossovers, ability to handle the puck (forwards and backwards), ability to pivot between forward/backward and backward/forward while moving in the same direction, ability to transition/change directions forward/backward and backward/forward.

Will players be moved between sessions during the first weekend of evaluations? Only if it's necessary to accurately rate the skills of a particular player.

Will players be moved between sessions during the second week of evaluations?

Players may be moved between sessions at the discretion of the mite director and it will typically happen in one of two circumstances – (i) when a player is clearly out of place or (ii) when evaluators want to see how a particular player performs at a different level.