

2026/27 Player Placement Timeline Ice times have been compressed due to a shortage of ice this season with tight turnarounds from one round to the next *times are subject to ice availabiltiy and can be changed by your AGC without notice									
	Pathway Pre-Skate* Hockey Canada initiative giving players a pre-skate opportunity before evaluations	U15 First year players Checking Clinic	Goalie Skill assessments	Player Placement ROUND 1	Player Placement ROUND 2	Player Placement ROUND 3	Player Placement ROUND 4	Player Placement ROUND 5	Practices Could begin
U7	<u>1 pre-skate sessions</u> See pathways program on website	N/A	N/A	Sept 12th *Fall Fair	Sept 19th	Sept 20th	N/A	N/A	around Sept 27th
U9	<u>4 pre-skate sessions</u> See pathways program on website	N/A	N/A	Either Sept 9th, Sept 10th or Sept 11th	Sept 13th	Either Sept 17th or Sept 18th	Sept 20th	Either Sept 22 or 23rd (Balancing games)	around Sept 26th
U11	<u>4 pre-skate sessions</u> See pathways program on website	N/A	Sept 8th & Sept 10th	Sept 12th *Fall Fair	Sept 13th	Either Sept 15th or 16th	Sept 19th	Either Sept 21st or 22nd (Balancing games) *U11 AA Exhibition game (TBD)	around Sept 25th ***HOME TOURNAMENTS begin Oct 2nd and will be over thanksgiving weekend*** see SMHA website for tournament dates
U13	<u>3 pre-skate sessions</u> See pathways program on website	N/A	Sept 8th & Sept 10th	Sept 12th *Fall Fair	Sept 13th	Either Sept 14th or 15th *tight turnaround off Round 2	Sept 19th	Sept 22 or 23 or 24 (Balancing games) Sept 26th weekend *U13 AA exibition game (TBD)	around Sept 27th
U15	<u>2 pre-skate sessions</u> See pathways program on website	NBC - Sept 17 BC - Sept 18	Sept 15 & Sept 16	Sept 20th	Sept 20th or Sept 24th or Sept 25th	Sept 26th	Sept 27th	Sept 28th or 29th or Oct 1st (Full evals. Balancing games TBD)	around Oct 5th
U18	<u>2 pre-skate sessions</u> See pathways program on website	N/A	Sept 22nd & Sept 23rd	Sept 26th	Sept 27th	Sept 29th or Sept 30th or Oct 1st	Oct 3rd	Balancing games TBD	around Oct 6th (practices will be over thanksgiving)