

2021-22 Player Placement Timeline									
	Goalie Skill assessments	Player Placement ROUND 1	Player Placement ROUND 2	Player Placement ROUND 3	Player Placement ROUND 4	Player Placement ROUND 5	U11 Pathway	U15 First year players Checking Clinic	Practices "CAN" begin
U7	N/A	Saturday, Sept 11th	Sunday, Sept 12th	Monday, Sept 13th OR Tuesday, Sept 14th OR Wednesday, Sept 15th	Saturday, Sept 18th	N/A	N/A	N/A	TBD Sept 25th
U9	N/A	Wednesday, Sept 8th OR Thursday, Sept 9th OR Friday, Sept 10th	Saturday, Sept 11th	Sunday, Sept 12th	Thursday, Sept 16th OR Friday, Sept 17th	Saturday, Sept 18th	N/A	N/A	TBD Sept 25th
U11	Wednesday, Sept 8th AND Thursday, Sept 9th AND Friday, Sept 10th	Saturday, Sept 11th	Sunday, Sept 12th	Monday, Sept 13th OR Tuesday, Sept 14th OR Wednesday, Sept 15th OR Thursday, Sept 16th	Sunday, Sept 19th	Monday, Sept 20th OR Tuesday, Sept 21st OR Wednesday, Sept 22nd	Thursday, Sept 2nd AND Friday, Sept 3rd AND Tuesday, Sept 7th AND Sept 8th -OR-9th-OR-10th	N/A	TBD Sept 25th
U13	Tuesday, Sept 14th AND Wednesday, Sept 15th AND Thursday, Sept 16th	Saturday, Sept 18th	Sunday, Sept 19th	Monday, Sept 20th OR Tuesday, Sept 21st OR Wednesday, Sept 22nd OR Thursday, Sept 23rd	Saturday, Sept 25th	Sunday, Sept 26th	N/A	N/A	TBD Sept 30th
U15	Tuesday, Sept 21st AND Wednesday, Sept 22nd	Thursday, Sept 23rd OR Friday, Sept 24th	Saturday, Sept 25th	Sunday, Sept 26th	Monday, Sept 27th OR Tuesday, Sept 28th OR Thursday, Sept 30th	N/A	N/A	Thursday, Sept 9th	TBD Oct 3rd
U18	Sunday, Sept 26th AND Monday, Sept 27th	Tuesday, Sept 28th OR Wednesday, Sept 29th OR Thursday, Sept 30th	Saturday, Oct 2nd	Sunday, Oct 3rd	Monday, Oct 4th OR Tuesday, Oct 5th	N/A	N/A	N/A	TBD Oct 7th

All ice times are booked at The Park for All Seasons (Red Dutton & Joe Phillips) or The Edge School (Arena 2 or Kyle Stuart) and are subject to change without notice

All players will be notified of team placement via TeamSnap team assignments, a notice will go out via email notifying you that teams are now uploaded in TeamSnap for player viewing.