



U11 Development

Outline

This is an advanced level of U11 hockey designed for players seeking a more competitive experience. Players are required to participate in a formal evaluation process, through which they will be placed on tiered teams. Those who try out for U11 Development and are not selected will be placed in the U11 Recreation program for the season.

For the 2026/2027 season, the plan is to field three U11 Development teams (A, B, C). Depending on registration numbers, player ability, and ice availability, a second C team may be added. The final number of teams will be determined by the number of players who register and participate in evaluations. Teams will carry two goaltenders where numbers and skill levels allow. Goaltenders selected to U11 Development will play that position exclusively for the season.

Fees

Participation in U11 Development includes additional costs and expectations beyond the Recreation program. A \$125 tryout fee is required. Players selected to a Development team will also pay a \$450 carding fee to KMHA, which helps cover added expenses such as increased ice time. Each team will operate with a parent-approved budget to cover seasonal costs, including tournaments, apparel, and team activities.

Season Structure

Development teams will receive two full-ice practices per week. One practice will be scheduled in the late afternoon or early evening, while the second will take place on a weekday morning at 6:00 AM before school. Practice times will remain consistent throughout the season. Teams will travel within the Thompson/Okanagan region for league play, with occasional games outside the region if required. Each team may attend up to three out-of-town tournaments and will host one home tournament.

Commitment

U11 Development requires a strong commitment from both players and families. Attendance at all practices and games is expected, with exceptions for illness or injury. Families should carefully consider the time, travel, and financial commitments before registering for this program.