

MJMH Policy #206: Goaltenders

Updated: August, 2025

### 1. PURPOSE

This policy outlines the expectations and participation standards for goaltenders in the Moose Jaw Minor Hockey Association (MJMHA) across all divisions. It ensures consistent development opportunities, equitable play, and appropriate goaltender usage aligned with MJMHA's values and Hockey Saskatchewan guidelines.

### 2. U9

- 2.1. No one player is allowed to play the goaltender position for more than 50% of the season, unless approved by the Board of Directors.
- 2.2. At no time would two goaltenders be dressed at the same time.

# 3. U11, U13, U15 (NON-TIER)

- 3.1. If a team has two or more goaltenders, they are encouraged to dress and participate at a position other than goaltender when not starting a game in net.
- 3.2. Goaltenders who will play any number of games in a different position are expected to participate in a reasonable number of practices as a non-goaltender.
- 3.3. If a team has two goaltenders, the Head Coach will work with each player and their families to create a plan for player usage over the course of the season, with the target of having each goaltender receiving an equal amount of game play.

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☐ Goaltenders alternate full games;
☐ Goaltenders share games, switching as close to halfway through as
possible;
☐ Other, as determined by the Head Coach, player, and player's family

#### 4. TIER

- 4.1. Players will be expected to choose as to whether they are going to play as a goaltender or a skater.
- 4.2. In cases of emergency when no goaltender is available *and* the AP is unavailable, a skater off that team may be required to dress as a goaltender.

# 5. POLICY REVIEW

This policy shall be reviewed annually by the MJMHA Board of Directors or upon changes to Hockey Saskatchewan guidelines concerning goaltender participation and player development standards.

Policy Updates	
_	Updated wording. Clarified application of policy to goaltenders who play a position other than goaltender when it is not their turn to play a game.
	Recommendations for splitting playing time.